

RUNECAIRN

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BESTIARY



RUNECAIRN

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BESTIARY

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INTRODUCTION

STAT BLOCKS

Monster type. Icon depicting the type of monster; this determines behavioural or mechanical differences.

Resilience. The ability to avoid damage in combat. If Resilience drops below 0, the target starts taking Str damage.

Defence. Reduces damage to Resilience from mundane (non-magical) attacks.

Ability scores. Strength, Dexterity, Wits, and Spirit. Determines physical, mental, and spiritual attributes.

Movement speed. How far the creature can move in one turn, measured in feet.

Attack Types

Blast. Attacks that affect all targets in the area; roll damage separately for each target.

If unsure how many targets can be affected, roll the damage die for a result.

Magical attacks. Listed in *italic*, these attacks bypass defence and ignore armour.

Dire strike. Special effect triggered when rolling max damage on a damage die (i.e., 10 on a d10).



Damage Modifiers

Some monsters are particularly strong against certain attacks, vulnerable to types of magic, or wholly immune to mundane damage.

Resistant. Attacks of this type are made with **damage disadvantage**.

Weak. Attacks of this type are made with **damage advantage**.

Immune. Attacks of this type do **no damage**.

Status Effects

Cursed. Your Resilience is halved until the curse is lifted or otherwise dispelled.

Deprived. You can't recover Resilience or take reactions until you rest at a bonfire.

Dismembered. Losing an arm decreases your Str by d4, reduces total inventory slots by 1, and limits you to wielding one item at a time.

Losing a leg reduces your Dex by d6 and halves your movement speed.

Limb loss is not permanent; resting at a bonfire will restore lost appendages.

Poisoned. You take damage every turn, bypassing Def; a successful Str save or resting at a bonfire cleanses the poison.

Toxic. Adds toxic (1 slot) to your inventory. For every point of toxic, lose 1 Str damage each turn, bypassing Def. Purge toxic status by resting at a bonfire.

MONSTER TYPES



Humanoid. Thinking and self-aware, often organising in communities or settlements, whether humans, elves, dwarves, trolls, or other ancestries.

Behaviour and attitude varies amongst different groups. Attempt to flee if their lives are threatened.



Beast. Wild animals, living in nature.

Typically won't attack unless hunting or provoked. Attempt to flee if their lives are threatened.



Colossus. Towering, monstrous figures created by the gods, once used as guardians and protectors, now left to run amok.



Demon. Children of chaos, innately formed through magic, often possessing elemental properties.



Dragon. Gargantuan serpents, often thousands of years old. Most slumbering or slain, now figures of legend and lore. Intelligent, though without language.

Attack adventurers if confronted. Unlikely to flee if their lives are threatened.



Horror. Natural forms twisted and corrupted by ancient magic or meddling of the gods.



Jotunn. Powerful supernatural beings in opposition to the gods. Mistakenly considered giants, though they vary greatly in size.

Most are intelligent, considerate beings but many suffered irreparable damage during the great wars.

Unpredictable, but defend themselves if attacked. May flee if their lives are threatened.



Ooze. Shapeless forms, the by-product of ancient magic, lost and forgotten. Absorb the essence of their environments.



Spirit. Supernatural beings representing the primordial forces of nature, whether on land, in the sea, in fire, or in air. Some exist in physical form, others in incorporeal essence. Some are intelligent, others exist as pure emotion.

Many delight in tormenting adventurers. May flee if their lives are threatened.



Undead. Those who walk after death, many animated with a burning hatred of the living. Some exist in physical form, others in incorporeal essence.

Immune to sleep or other mind-altering magic.



Legendary. Gargantuan titans who roam the known world, staggeringly powerful and nearly immortal.

MONSTERS

ANT, GIANT



3 Res | 10 Str | 12 Dex | 3 Wit | 6 Spi | 25ft |
bite (d6)

Horse-sized, omnivorous black ant, builds colonies deep underground.

When hungry, consumes anything in its path.

If other giant ants are nearby, Res increases to 10.

BAT, VAMPIRE



3 Res | 6 Str | 14 Dex | 3 Wit | 6 Spi | 25ft (fly) |
bite (d8)

Furred flying nocturnal mammal, feeds on the blood of their victims.

Blind, unaffected by darkness or bright lights. Loud noises frightens (1 in 6 chance).

Dire strike: If the target has blood, recover full Str & Res.

AUROCH



6 Res | 15 Str | 6 Dex | 3 Wit | 8 Spi | 30ft |
horns (d8)

Enormous horned cattle, shaggy with a white stripe in their fur.

Territorial, though docile if left alone.

Charge: Runs at double their speed to gore target, attacking with damage advantage.

BEAR, CAVE



8 Res | 17 Str | 13 Dex | 3 Wit | 8 Spi | 30ft |
claws (d10 blast) | bite (d12)

Ferocious grey bear, as tall as a pine tree; often found sleeping in caves.

Excellent trackers despite poor eyesight, relying on their keen sense of smell.

Dire strike (bite): Crushes target in a bear hug for d6 Str damage.

BANDIT



4 Res | 8 Str | 13 Dex | 12 Wit | 9 Spi | 40ft |
seax (d6)

Thief who values wealth over all else.

Uses disguises, stealth, & trickery to surprise victims.

Flees combat following a successful critical damage save.



Vampire Bat



BEARSKIN



12 Res | 2 Def | 16 Str | 8 Dex | 10 Wit | 13 Spi | 30ft | claws (d6 blast) | bite (d10)

Enormous humanoid bear with sharp, inquisitive eyes; able to transform into a human, bear, & something in between.

Often live among normal bears, protecting them from hunters.

Slow to anger & willing to parley with strangers.

Dire strike (bite): Envelops the target in a horrifying crush; Str save or be torn apart.



Raven Bee

BEE, RAVEN



4 Res | 6 Str | 12 Dex | 3 Wit | 8 Spi | 20ft (fly)
| sting (d4)

Hostile raven-sized black & gold bee.

Raven bee honey mead is staggeringly strong & imparts a temporary d4 Str bonus (1 day).

Attack in swarms of 4 or more, with a 1 in 6 chance of including a warrior bee (Res of the swarm increases to 10).

BEE, FIRE



2 Res | 4 Str | 12 Dex | 3 Wit | 6 Spi | 20ft |
bite (d4)

Dog-sized orange & red beetle commonly found deep underground or buried in thick brambles.

Drawn to magical energy, distracted by seer spells. Resistant to fire; weak to ice.

Abdomen secretes viscous orange slime, spontaneously combusts on contact (2 in 6 chance of d4 damage).

BOARSKIN



7 Res | 1 Def | 13 Str | 10 Dex | 6 Wit | 8 Spi |
30ft | tusks (d6 blast)

Squat, powerful humanoid form with a boar's head & ridged spine; able to transform into a human, boar, & something in between.

May be found leading a wild boar herd.

Quick to anger; when taking damage, 2 in 6 chance to enrage (+2 Def & damage advantage for 3 rounds).

BOAR, WILD



3 Res | 1 Def | 12 Str | 10 Dex | 3 Wit | 6 Spi |
25ft | tusks (d6)

Omnivorous wild boar dwells primarily in dense forests; not naturally aggressive, dangerous if disturbed.

Gather in herds of 6-8.

Dense musculature acts as natural armour.

BRIGAND



4 Res | 1 Def | 8 Str | 11 Dex | 10 Wit | 10 Spi |
40ft | seax (d6) or short bow (d6)

Outlaw & mercenary, raids settlements & ambushes travellers.

Travel in raiding parties of at least 8.

For each party of brigands, there's a leader with chainmail (2 Def) & a bearded axe (d8).



BROOKDWELLER (NOKKEN)



10 Res | 6 Str | 12 Dex | 12 Wit | 8 Spi | 40ft (swim) | beckon

Ethereal being that dwells within lakes & rivers; appears as a beautiful young woman or powerful white horse with a luxurious mane.

Seeks to lure & drown travellers; when in horse form, drags the unwary underwater if touched or mounted; speaking the creature's nature (nokken) frees the target.

Immune to mundane damage.

Beckon: Alluring song draws travellers into the water; Wit save to avoid the lure.



BULL OF THE STONE (GRÍÐUNGUR)



26 Res | 2 Def | 22 Str | 12 Dex | 10 Wit | 12 Spi | 30ft | *gore* | *bellow*

Unique, one of the four legendary guardians of the known world.

Colossal bull the size of a mountain, with wicked curved horns & shaggy black fur; dwells under jagged mountains, emerging from the earth to repel invaders.

Immune to mundane attacks, resistant to physical attacks.

Legendary: Critical damage saves made with advantage.

Gore: Sweeps entire armies aside with unrelenting curved horns.

Bellow: Dreadful roar rends the earth, sending ground-shaking tremors throughout the area and swallowing those standing nearby; DEX save (disadvantage) to avoid.

CAT, PANTHER



4 Res | 12 Str | 14 Dex | 4 Wit | 12 Spi | 50ft |
bite (d8)

Dark-furred cat hunts in forests & plains.

Strikes from the shadows; rolls against surprise are made at disadvantage.

CATFISH, SPINED



8 Res | 14 Str | 8 Dex | 4 Wit | 10 Spi | 40ft
(swim) | bite (d8 blast)

Shimmering longship-sized pale fish with cruel spines; lurks in the mud of lakes & rivers.

Often swims in groups & serves water spirits such as brookdwellers & fallsdwellers.

Dire strike: Swallows target whole, Str next round to escape.

CAT, SABRE-TOOTH



9 Res | 15 Str | 15 Dex | 6 Wit | 12 Spi | 40ft |
bite (d10)

Bear-sized aggressive cat with foot-long fangs, found in high mountains.

Hunts via scent over vast distances.

Dire strike: Fangs disembowel target, forcing a critical damage save.

CAVE LOCUST



2 Res | 1 Def | 6 Str | 12 Dex | 3 Wit | 6 Spi |
30ft | bite (d4)

Giant, herbivorous insect that dwells in caves, blending into stone due to natural colouration.

Emits loud shrieks when threatened, alerting other nearby creatures.

Immune to poison.



Sabre-tooth Cat

CENTIPEDE, GIANT



1 Res | 1 Def | 6 Str | 10 Dex | 3 Wit | 6 Spi |
30ft | bite (d4)

Dog-sized insect with dozens of legs, lives in damp underground places.

Squeezes into tight spaces when threatened.

Bite: Inflicts toxic on target (2 in 6 chance).



Draugr Colossus

COLOSSUS, BONE



20 Res | 1 Def | 18 Str | 8 Dex | 4 Wit | 4 Spi |
40ft | bone fist (d10 blast)

Monstrous titan formed from thousands of skeletons.

Chance to appease with rhythmic & sustained sound of hammering.

Dire strike: Target enveloped by fist, Str save or crushed to death next turn.

COLOSSUS, DRAUGR



18 Res | 3 Def | 16 Str | 10 Dex | 12 Wit | 4 Spi |
25ft | broad axe (d10 blast)

Colossal death-blue corpse fuelled by burning hatred.

Taints the land in its wake; at close range, Str save vs. toxic.

Dire strike: Target is decapitated.

COLOSSUS, FIRE



20 Res | 4 Def | 18 Str | 6 Dex | 6 Wit | 4 Spi |
20ft | greatsword (d10 blast)

Living fire encased in heavy iron armour, towers over the landscape.

Often found guarding lost armouries.

Immune to fire; weak to ice.

Dire strike: Greatsword erupts into flame, incinerating the targets.



Fire Colossus



Frost Colossus

COLOSSUS, FROST



14 Res | 2 Def | 18 Str | 8 Dex | 8 Wit | 12 Spi | 30ft | *greataxe (d10 blast)*

Living glaciers, with translucent blue skin & frozen white hair, leaving icy mist swirling in their wake.

Often found protecting frozen cairns.

Immune to ice; weak to fire.

Dire strike: Target is frozen solid.

COLOSSUS, GHOST



18 Res | 18 Str | 12 Dex | 6 Wit | 3 Spi | 30ft (fly) | *hammers (2d6, dual, blast)*

Transparent echo of monstrous human shape, like a cloud over the landscape.

Remnant of a once-powerful being, broken by hatred & loss.

Immune to mundane attacks.

Dire strike: Batter target's soul for d6 Spi damage; soul is cast adrift at 0 Spi.

COLOSSUS, STONE



16 Res | 3 Def | 15 Str | 14 Dex | 10 Wit | 4 Spi | 25ft | *greatsword (d12 blast)* or *bow (d10 blast)*

Colossal stone warrior, face worn away.

Once tasked by the gods to guard sacred places, duty now lost & forgotten.

Dire Strike (greatsword): Target is cleaved in half.

Dire Strike (bow): Target is impaled by greatarrow & immobilised.

COLOSSUS, THUNDER



18 Res | 2 Def | 18 Str | 16 Dex | 9 Wit | 18 Spi | 35ft | *greathammer (2d6 blast)* | *lightning bolt*

Lightning courses over grey, smooth skin; storm clouds gather in their wake.

Immune to lightning.

Lightning bolt: Call down lightning pillar (3d6 blast).

Dire strike (greathammer): Target is pulverised, smashed to pieces.

Dire strike (lightning bolt): All foes in the area are disintegrated.



Stone Colossus

CORMORANT



8 Res | 8 Str | 14 Dex | 6 Wit | 12 Spi | 40ft (fly) | beak (d6)

Graceful, dark-feathered bird with white belly & hooked beak.

Nests in coastal regions, gathering in large colonies.

Killing a cormorant is a bad omen, as they're rumoured to be the spirits of those lost at sea.

CULTIST



6 Res | 1 Def | 10 Str | 8 Dex | 10 Wit | 12 Spi | 40ft | seax (d6)

Fanatical zeal burns behind the eyes in worship to lost gods.

Refuses to retreat, fights to the death.

Roll d20 when defeated; on a 1, a black tentacle bursts from the corpse & strikes for d6 magic damage.

CORPSE, INFESTED



4 Res | 10 Str | 6 Dex | 4 Wit | 2 Spi | 20ft | claw (d6) | spray (d6 blast)

Living corpse animated by thousands of spiders.

When still, indistinguishable from an actual corpse.

Spray: Project cloud of tiny, deadly spiders; Str save to avoid poison.

CULTIST, HANGED



10 Res | 1 Def | 12 Str | 6 Dex | 10 Wit | 4 Spi | 30ft | broad axe (d10)

Head lolls on a broken neck, dead eyes still burning with fanaticism.

Resilient in death, gains advantage on first critical damage save.

Constant babble of gibberish; target must make a Wit save or lose next reaction.

CRAB, GIANT



3 Res | 3 Def | 11 Str | 4 Dex | 3 Wit | 6 Spi | 15ft | pincers (d8)

Huge, armoured crustacean dwells in coastal areas; unable to swim due to their heavy carapace.

Gathers in groups of 3 or 4.

Dire strike: Target must make a Dex save or lose a limb, snapped by powerful claws.



Hanged Cultist

DEATHSEER



16 Res | 16 Str | 12 Dex | 20 Wit | 6 Spi | 30ft | spells | drain (10ft)

Staggeringly powerful seer refuses to die, forgotten magic fuelling their eternal body.

Source of their power is their still-beating dead heart, held within an ermine-lined lambskin pouch, usually guarded in another realm.

Seer spells: Able to cast every seer spell.

Immune to charms, illusions, & seiðr spells; magical attacks against them are made at damage disadvantage.

1 or 2 days after death, as long as their dead heart remains intact, a deathseer re-awakens at full strength.

Drain: Draws the life-force from their foes; Spi save or lose d4 Souls, healing the deathseer for that amount. If target holds no Souls, drain Vigour instead.





DEATH WARDEN



14 Res | 2 Def | 15 Str | 12 Dex | 11 Wit | 2 Spi | 30ft | bearded axes (d8, dual, 30ft) | death step | glare

Desiccated & decayed corpse with an exposed bleached skull & burning red eyes.

Warden & shepherd of the dead; chance of appearing where the dead congregate or at sites of dead desecration.

Resistant to mundane damage, immune to charm & sleep.

Capable of raising up to d4 draugr from nearby dead.

Death step: Navigates threads of life & death; traverses space to instantly appear next to any recently dead corpse.

Glare: Burning eyes focus on one foe; Spi save or lose d4 Vigour.



DEMON, BONE

15 Res | 1 Def | 13 Str | 6 Dex | 1 Wit | 12 Spi |
20ft | *smash (d10)* | *impale (d12)*

Chaotic mass of broken bones in rough parody of a human shape.

Forms in crypts, catacombs, & ossuaries.

Dire strike (impale): Str save to avoid curse.

DEMON, STONE

9 Res | 2 Def | 13 Str | 6 Dex | 6 Wit | 6 Spi |
20ft | club (d6) | ground slam (d8) | grab

Hulking humanoid shape, rocky, pitted flesh bloated & deformed.

Keeper of lost & forgotten places.

Grab: Dex save to avoid losing next turn & d6 damage from stone grip.

Dire strike (ground slam): Str save to avoid broken bones & d4 Dex damage.

DEMON, FIRE

18 Res | 2 Def | 18 Str | 8 Dex | 8 Wit | 8 Spi |
30ft | *burning fist (d10)*

Raging fire in rough humanoid shape, cascading showers of sparks.

Embered in the fire realm, able to traverse the flame of a white-hot forge.

Immune to fire; weak to ice.

Dire strike: Target needs to make a Dex save or lose a limb to incineration.

DOG, WILD

3 Res | 9 Str | 9 Dex | 3 Wit | 8 Spi | 30ft | bite (d6)

Roams forests in large packs, scavenging or attacking weaker creatures.

If attacking in a pack of 4 or more, Res increases to 8 for all in the pack.

DEMON, FROST

16 Res | 4 Def | 16 Str | 8 Dex | 10 Wit | 6 Spi |
25ft | *frost axe (d10)* | *breath (d12)*

Mist drifts from jagged icebound form, deafening cracks when shifting.

Rarely ventures outside the frozen realms; filled with cold fury.

Dense ice layer provides protection.

Immune to ice; weak to fire.

Dire strike (breath): Target is frozen solid, Str save to escape.

DRAGON OF THE MISTS (DREKI)



30 Res | 4 Def | 24 Str | 16 Dex | 16 Wit | 14 Spi | 50ft (swim) | maw | poison breath

Unique, one of the four legendary guardians of the known world.

Colossal serpent the length of the horizon, scales shimmering in a thousand colours, blazing yellow eyes wise & alert; dwells under the sea, emerging in times of crisis.

Immune to mundane attacks & poison; weak to lightning.

Legendary: Critical damage saves made with advantage.

Maw: Swallows ships & armies whole.

Poison breath: Emits a green cloud, covering the surrounding land; anyone entering must make a STR save with disadvantage or die (lasts 1 week).

DRAUGR



8 Res | 1 Def | 11 Str | 8 Dex | 9 Wit | 6 Spi | 20ft | spear (d6) or hand axe (d6)

Death-blue corpse driven by hatred for the living, eyes burn with red malice.

Emits a reeking stench that marks their presence.

At close range, Str save to avoid losing a turn to vomit.

DWARF



10 Res | 2 Def | 13 Str | 9 Dex | 10 Wit | 12 Spi | 25ft | hammer (d8)

Short & stocky with long beard; gruff & stand-offish.

Weathered skin resembles stone.

Strongest in mountains or underground.

Resistant to most magic & poison.

DUERGAR



10 Res | 3 Def | 14 Str | 8 Dex | 10 Wit | 11 Spi | 20ft | breaking maul (d10)

Stony grey skin & coarse white beard; dense, squat body.

Dwells underground, shimmering eyes provide perfect dark vision but sensitivity to bright lights.

Able to blend into stone environments as per the seer spell *fade*.





EAGLE OF THE GLACIER (GAMMUR)



20 Res | 1 Def | 22 Str | 20 Dex | 13 Wit | 16 Spi | 40ft (fly) | talons | gust

Unique, one of the four legendary guardians of the known world.

Gargantuan grey eagle, wings that span the horizon & talons as large as a jotunn.

Dwells in the skies in a lost eyrie amidst the clouds, emerging to repel invaders.

Immune to mundane attacks, ice, & illusions; weak to fire.

Legendary: Critical damage saves made with advantage.

Talons: Snatches mounted warriors, dashing them to the perilous earth far below.

Gust: Enormous wings buffet the air, sending freezing gales of wind to all those in the area; targets must make a STR save at disadvantage to avoid freezing solid.

ELF



8 Res | 1 Def | 8 Str | 14 Dex | 14 Wit | 12 Spi | 40ft | swords (d6, dual)

Beautiful, amoral, & long-lived; ruthless & arrogant.

Rarely reveal themselves to non-elves.

Resistant to most magic.

ELK, THORNED



9 Res | 14 Str | 13 Dex | 6 Wit | 12 Spi | 50ft | antlers (d8)

Enormous green elk, covered in thick moss & with barbed thorns entwined around its antlers.

Glowing green eyes tracks prey through undergrowth.

Dire strike: Thorned antlers wind around target, inflicting *curse*.

ELF, DARK



9 Res | 1 Def | 8 Str | 14 Dex | 16 Wit | 11 Spi | 40ft | hunting knives (d6) | runestone (slow fall or web)

Short & slender, skin ridged with tiny black & grey bristles; shining black eyes provide perfect dark vision but sensitivity to bright lights.

Highly intelligent but wary of outsiders, lives in large colonies underground.

Resistant to most magic.

FALLSDWELLER (FOSSEGRIM)



12 Res | 6 Str | 10 Dex | 12 Wit | 14 Spi | 30ft | *charm*

Ethereal being dwells within waterfalls, often takes the form of a naked young man with a magical harp playing within the running waters.

Willing to parley and may offer to teach travellers the charm magic of the harp.

Immune to mundane weapons.

Charm: Music from the harp lures those who listen into the water; Spi save to avoid the charm. Contact with the water fills remaining slots with Fatigue.

Summons a spined catfish from the deep water if their charms fail.

GARGOYLE



9 Res | 3 Def | 14 Str | 6 Dex | 6 Wit | 12 Spi | 25ft (fly) | *club (d8)* | *fire breath (d10 blast 40ft)*

Animated stone carvings, crude with rough features including wings & a tail.

Awakened at sites where old magic gathers, such as ruins or battlefields.

Immune to charm & sleep; weak to lightning.

Dire strike (club): Stone shatters against target, save vs. curse.

HAWK



2 Res | 8 Str | 15 Dex | 4 Wit | 8 Spi | 40ft (fly) | *talons* | *beak (d4)*

Small bird of prey. Hunts small rodents & reptiles, only attack larger creatures if they appear vulnerable.

Surprises their victims by diving to attack from a great height.

Can be trained as hunting companions.

GHOST



8 Res | 1 Str | 14 Dex | 10 Wit | 3 Spi | 30ft (fly) | *slash (d6)* | *withering touch*

Transparent echo of vague human shape, misery etched on a vague face.

Drawn to places of tragedy, mourning lost lives.

Immune to mundane attacks.

Touch: Spectral hand reaches out to quell the living; Dex save or gain 1 Fatigue.



HELWORM



18 Res | 2 Def | 18 Str | 8 Dex | 8 Wit | 4 Spi | 40ft | *bite (d8)* | *searing pitch (d10)*

Enormous skeletal serpent, covered in black pitch & with burning red eyes.

Spits flame up to 20ft away.

Dire strike (pitch): Coats the target in hardening pitch, immobilising them (Str save to escape or next pitch kills target).

HIDDEN FOLK (HULDRA)



12 Res | 8 Str | 16 Dex | 9 Wit | 14 Spi | 40ft | *ash spear (d6)*

Tall & lithe, with strong, delicate features; delight in revelling with travellers.

A beast's tail & hollow tree-like back reveals the true nature of this forest spirit.

Peaceful unless maligned or offended.

Able to blend into forest environments as per the seer spell *fade*.

HITCHHIKER (MARE)



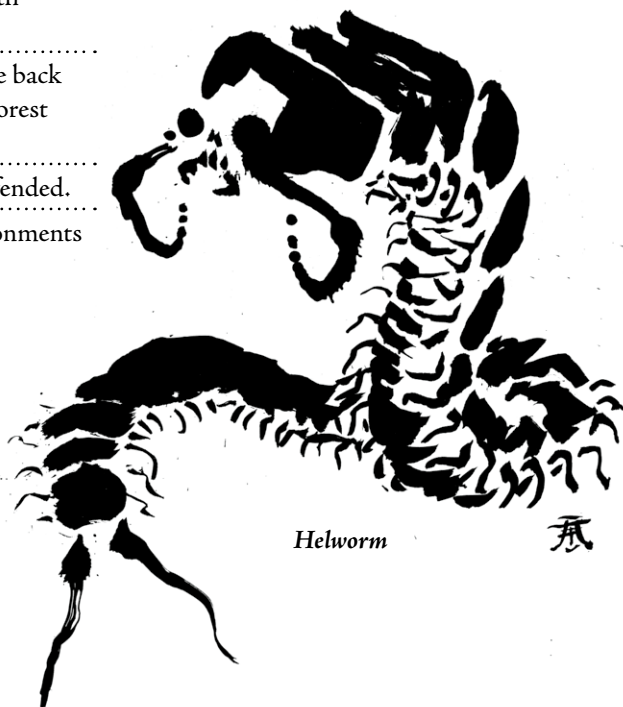
10 Res | 12 Str | 10 Dex | 15 Wit | 8 Spi | 40ft (fly) | *claws (d6)* | *leech*

Incorporeal & translucent floating spectre with hideous claws & hungry teeth.

Gathers in places of power, drawn by suffering & despair.

Immune to mundane attacks.

Leech: Affixes itself to foe's soul (Spi save or lose 1 Str daily); at 0 Str, target transforms into a hitchhiker.



Helworm





Hidden Folk

HOMEFOLK (NISSE)



4 Res | 10 Str | 12 Dex | 10 Wit | 13 Spi | 30ft | *bite (d8)* | *transform* | *scrump*

Diminutive figure with a long white beard & sparkling eyes, wearing a red woollen cap & tunic, with four fingers on each hand.

Lives hidden within barns & homesteads, remaining invisible unless angered or shown disrespect; helpful & friendly if given gifts but aggressive & vengeful otherwise, stealing small items & leaving grim warnings.

Transform: When angered, delights in transforming foes into embarrassing forms like buckets or mice; Spi save to avoid.

Scrump: Siphons mead from foe's flask; Dex save to avoid losing 1 sip of mead (heals homefolk for d8 Res)

Dire strike (bite): Target must make a Str save vs. toxic.

JOTUNN, FIRE



20 Res | 4 Def | 18 Str | 12 Dex | 13 Wit | 14 Spi | 25ft | *flaming sword (d10)*

Tall & broad like other jotunn, with flaming hair & eyes; arrogant & quick to anger.

Emotions dictate strength & colour of visible flame.

Immune to fire; weak to ice.

Dire strike: Targets ignites in fire for d4 Str damage.

JOTUNN, FROST



18 Res | 3 Def | 18 Str | 9 Dex | 10 Wit | 14 Spi | 20ft | *hewing spear (d10)*

Pale blue skin, grey eyes, silver hair; taller but thinner than other jotunn.

Rarely found outside their native realm, slow to anger but never forgives transgressions.

Immune to ice; weak to fire.

Dire strike: Targeted limb is frozen solid & useless; another strike shatters it.



Homefolk

JOTUNN, HEADLESS



24 Res | 1 Def | 3 Str | 11 Dex | 8 Wit | 16 Spi |
20ft | breaking maul (2d6)

Muscular frame dressed in a bloodied leather smock; head missing.

Rides a niflmare into combat; when mounted, uses niflmare's Str for critical damage saves.

Resistant to mundane attacks.

Dire strike: Maul crushes target's head, killing them instantly.

JOTUNN, WILDWOOD



18 Res | 3 Def | 16 Str | 12 Dex | 10 Wit |
14 Spi | 20ft | broad axe (d10) | grab

Human-like, but much taller & broader; intelligent & peaceful, slow to anger.

Rarely gather in large numbers, even small settlements are rare.

Grab: Blocks all movement & reactions; Str save to break free.

Wildwood Jotunn



JOTUNN OF ASH (BERGRISI)



25 Res | 2 Def | 25 Str | 10 Dex | 15 Wit | 12 Spi | 30ft | molten staff | eruption

Unique, one of the four legendary guardians of the known world.

Colossal humanoid figure formed from living lava, towering above the mountains & with a blazing beard of fire; carries a molten iron staff that never cools.

Sleeps within the bed of a dormant volcano.

Immune to mundane attacks & fire; weak to ice.

Legendary: Critical damage saves made with advantage.

Molten staff: Lays waste to entire armies, searing through even the strongest armour.

Eruption: Impossibly bright beams flash from fiery eyes, sundering the earth & drawing forth a blazing torrent of lava; all targets in the area must make a DEX save with disadvantage or immediately be incinerated.

LINDWORM



20 Res | 2 Def | 16 Str | 16 Dex | 16 Wit | 14 Spi | 40ft | slash (d8) | bite (d10)

Enormous serpent the length of a river, with two powerful forelegs.

Balances on one leg to slash with the other.

Weak to lightning.

Dire strike: Swallows the target, Str save to escape.

LYNX



4 Res | 8 Str | 12 Dex | 4 Wit | 12 Spi | 40ft | bite (d4)

White & grey speckled cat with black tufted ears & oversized paws; found in cold regions.

Normally solitary, though will occasionally hunt in a pack, feeding on smaller prey like deer & rabbits.

If encountered in a pack, 1 in 10 chance one of is a lynxskin.

LYNXSKIN



5 Res | 12 Str | 16 Dex | 9 Wit | 12 Spi | 40ft | claws (d6 blast) | bite (d8)

Lithe bipedal cat with clawed hands & tufted black ears; able to transform into a human, lynx, & something in between.

Solitary; may hunt with normal lynxes.

Silent & stealthy; impose disadvantage on any rolls against surprise.

Dire strike (bite): While biting, slash the target's legs for d6 Dex damage.



MANY-MOUTHED HOWLER



20 Res | 1 Def | 16 Str | 7 Dex | 6 Wit | 8 Spi |
30ft | club (d10) | howl (2d6)

Hunched & gnarled, many-headed
tree-sized ogre with blood-red skin.

1 head always alert, preventing surprise.

Dire strike (howl): All six mouths howl
in unison, target must make a Str save
or become deprived by the assault.

MASTODON



15 Res | 2 Def | 18 Str | 6 Dex | Wit 6 | 9 Spi |
20ft | tusks (d10)

Massive shaggy mammal with curved
tusks & prehensile trunk.

Large herds roam in cold climates.

Normally peaceful, though formidable
if challenged or protecting young.

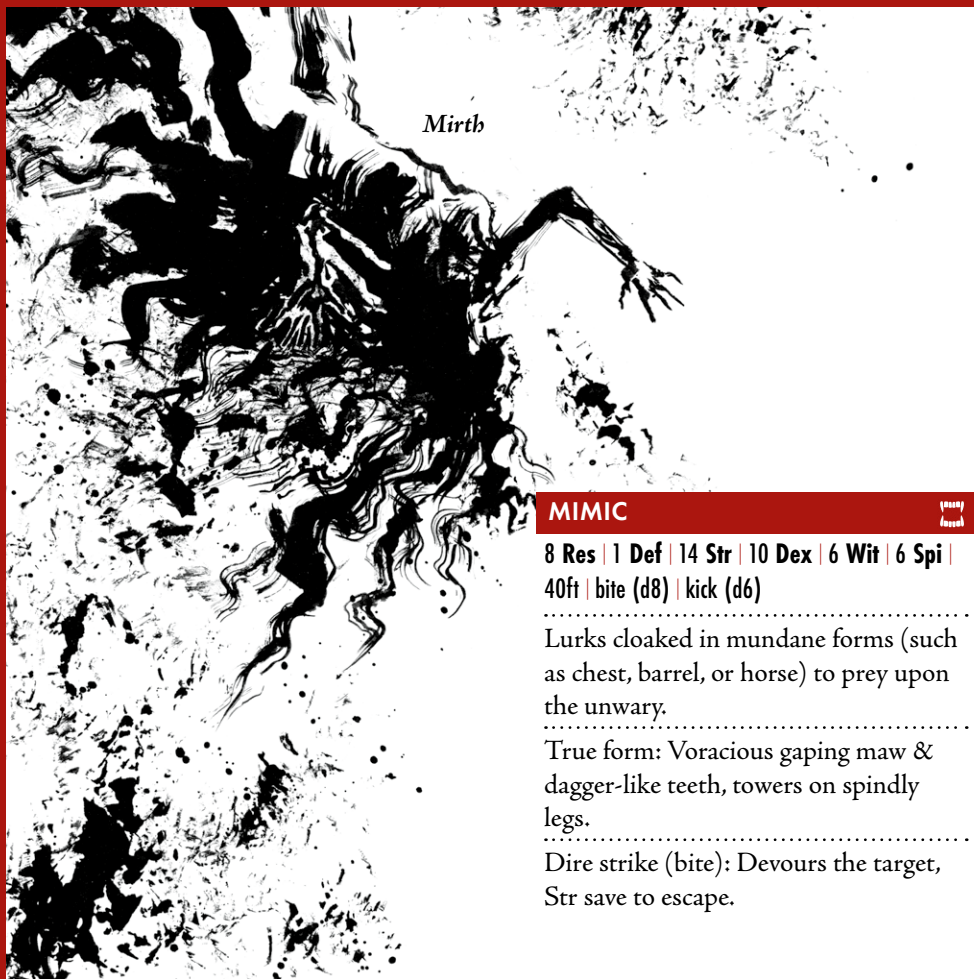
Dire strike: Tusks impale the target,
causing d6 Str damage & triggering a
critical damage save.



Mastodon



Many-mouthed howler



Mirth

MIMIC



8 Res | 1 Def | 14 Str | 10 Dex | 6 Wit | 6 Spi |
40ft | bite (d8) | kick (d6)

Lurks cloaked in mundane forms (such as chest, barrel, or horse) to prey upon the unwary.

True form: Voracious gaping maw & dagger-like teeth, towers on spindly legs.

Dire strike (bite): Devours the target, Str save to escape.

MIRTH (HAMINGJA)



6 Res | 10 Str | 10 Dex | 12 Wit | 14 Spi | 40ft | sorrow | gloom

Ethereal feminine spirit, once connected to humanity & influenced luck & happiness; the worlds breaking severed this connection & twisted their nature.

Often takes the form of a shimmering translucent animal such as an otter, rabbit, or fox; delights in inflicting torment on those favoured in fortune.

Immune to mundane attacks.

Sorrow: Sings to those dreaming in slumber, inflicting a great sorrow; sleeping target must make a Spi save or have Res reduced to 1 for the following day.

Gloom: Summons a dark cloud that follows above, casting a grey shadow; affected target's Spi is reduced by half until the mirth chooses to lift the gloom or is slain.

MOOSE



8 Res | 12 Str | 6 Dex | 4 Wit | 11 Spi | 30ft | antlers (d8)

Standing twice the height of a man, with dense brown fur & broad antlers.

Typically docile & slow-moving, extremely aggressive if provoked or frightened.

Dire strike: Knock target back 10ft, Dex save or take d8 damage.

MUSPELHOUND



5 Res | 1 Def | 12 Str | 14 Dex | 6 Wit | 10 Spi | 30ft | bite (d6) | fire breath (d8 | 20ft)

Muscular dog-like demon the size of a pony, wreathed in fire & smoke.

Normally dwells in the fire realm, may spontaneously appear near lava flows.

Immune to fire; weak to ice.

When defeated, 1 in 6 chance of exploding for d6 Str damage.

MUSKOX



10 Res | 1 Def | 13 Str | 4 Dex | 3 Wit | 9 Spi | 25ft | horns (d10)

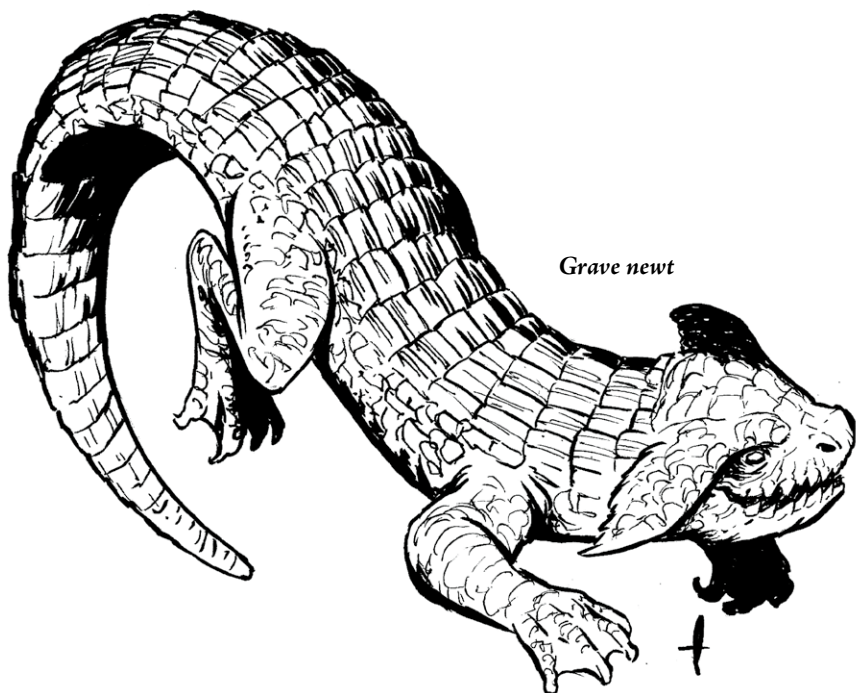
Dense & strong, covered in shaggy brown hair & with sharp curved horns.

Gather in herds & native to colder climates.

Stampede: If the herd is spooked, charges the nearest target; Dex save to avoid being trampled to death.



Muspelhound



Grave newt

NEWT, GRAVE



7 Res | 1 Def | 12 Str | 12 Spi | 4 Wit | 10 Spi |
25ft | bite (d8 blast) | curse breath

Enormous grey & yellow mottled amphibian the size of a longship, with a broad head & ridged skin.

Typically found underground or in cairns, drawn by death & decay.

Curse breath: Emits reeking black cloud (10ft, 3 rounds), causing d6 damage per round; target is *cursed* after 2 rounds.

NIFLMARE



6 Res | 2 Def | 14 Str | 14 Dex | 10 Wit | 12 Spi |
45ft | bite (d8) | flaming hooves (d6 blast)

Intelligent horse-like demon with burning red eyes, smouldering nostrils, & flaming hooves.

Used as steeds by powerful undead or demons.

Breathes thick cloud of acrid smoke; imposes damage disadvantage in melee.

OCTOPUS, GIANT



8 Res | 14 Str | 16 Dex | 8 Wit | 8 Spi | 50ft
(swim) | tentacles (d6 blast)

Soft-bodied mollusc with elongated head & 8 dexterous limbs.

Extremely intelligent; dwells in salt-water near coastal settlements, typically solitary.

Can attack up to 8 nearby creatures.

Weak to lightning.

When threatened, releases a cloud of ink to distract foes for an easier escape.

OGRE

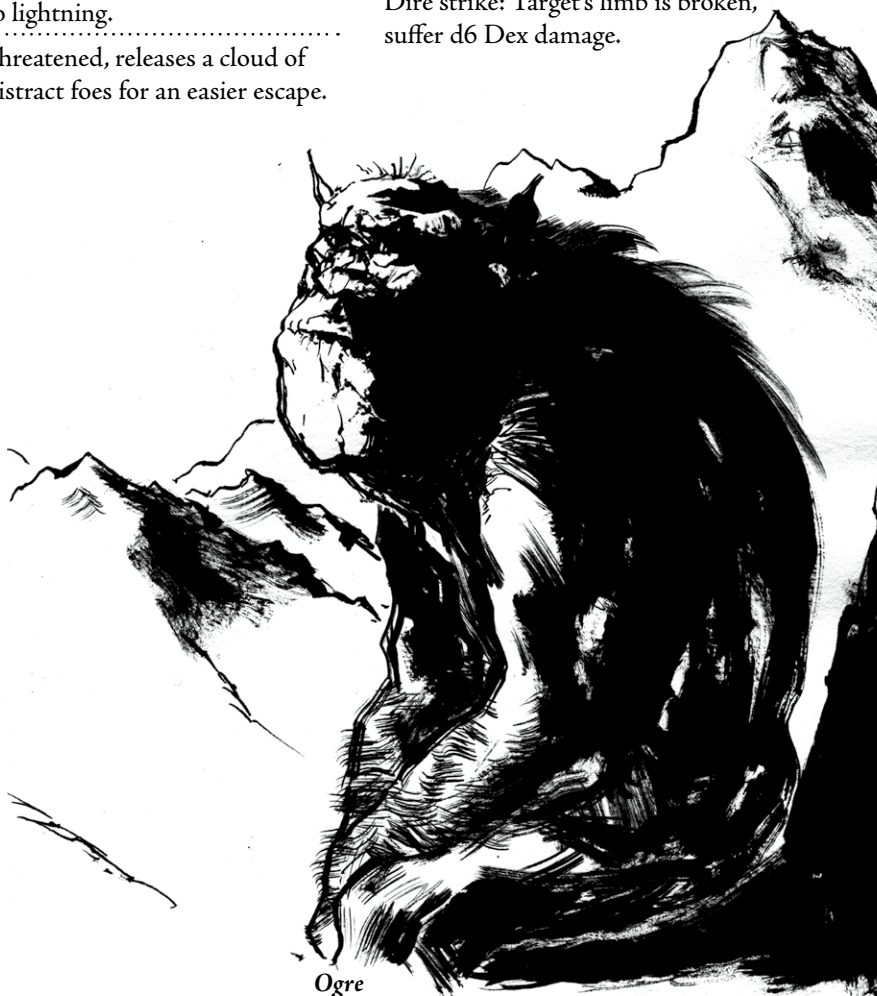


6 Res | 1 Def | 13 Str | 8 Dex | 6 Wit | 8 Spi |
20ft | club (d10)

Brutish troll twice the size of a human, with enlarged head, gnarled muscles, & toughened skin.

Dwells alone in caves, venturing out to devour smaller creatures & collect their bones.

Dire strike: Target's limb is broken, suffer d6 Dex damage.



Ogre

OOZE, BONE



12 Res | 11 Str | 5 Dex | 3 Wit | 3 Spi | 20ft |
slam (d6) | bone spear (d8 | 10ft)

Rotting bones surrounded by pale translucent sludge.

Moves along walls & across ceilings.

Melee attacks splits the ooze in two, sharing Res & Str.



Bone ooze

OOZE, FIRE



12 Res | 11 Str | 5 Dex | 3 Wit | 3 Spi | 20ft |
slam (d6) | fire stream (d8, 10ft)

White-hot formless shape burns with red & orange fire.

Moves along walls & across ceilings.

Melee attacks splits the ooze in two, sharing Res & Str.

Resistant to fire; weak to ice.

Fire stream: Coats target in burning slime, causing d6 damage every round; action to extinguish.



Fire ooze

OOZE, POISON



12 Res | 11 Str | 5 Dex | 3 Wit | 3 Spi | 20ft |
slam (d6) | poison stream (d6, 10ft)

Formless green shape with fang fragments floating inside.

Moves along walls & across ceilings.

Melee attacks splits the ooze in two, sharing Res & Str.

Resistant to poison.

Poison stream: Coats target in green slime; Str save to avoid being poisoned.



Poison ooze



OOZE, PURPLE



12 Res | 11 Str | 5 Dex | 3 Wit | 3 Spi | 20ft |
slam (d6) | acid stream (d8, 10ft)

Formless sickly purple shape, dented & broken metal fragments floating within.

Moves along walls & across ceilings.

Melee attacks splits the ooze in two, sharing Res & Str.

Acid stream: Coats key item in acid, Dex save to avoid; action to clean off.



OOZE, SHIELD



15 Res | 3 Def | 10 Str | 5 Dex | 3 Wit | 3 Spi |
15ft | shield slam (d10)

Shimmering red sludge protected by enormous greatshield.

Loses armour benefit when attacked from the rear.

Dire strike: Str save or be knocked to the ground.

OTTER



5 Res | 4 Str | 14 Dex | 4 Wit | 12 Spi | 30ft
(swim) | bite (d4) | tail (d4)

Slender grey & brown sea mammal with lithe body & short limbs ending in webbed feet.

Skilled water hunter, curious & playful; usually found in cold waters.

REAYER



6 Res | 1 Def | 10 Str | 11 Dex | 9 Wit | 4 Spi |
40ft | hand axe (d6, dual, 30ft) | crush

Grim-faced, grey skin & grey armour; cunning undead warrior, remnant of the great war against the living.

Roams the lands in packs of 6 or more, stalking & killing all living creatures.

Resistant to mundane damage.

Crush: Attempts to smash their foe's mead flask; Dex save to avoid, failure means losing all remaining sips.

SASQUATCH



4 Res | 1 Def | 14 Str | 10 Dex | 6 Wit | 12 Spi |
30ft | claws (d6 blast) | reek

Towering, shaggy troll larger than a bear, covered in thick brown hair & with vicious claws.

Solitary, typically found in forest or mountains.

Reek: Coats foes in reeking breath, binding to skin for 2 days; Spi save to avoid fleeing in disgust.



Sasquatch



Reaver

SCORPION, GIANT



4 Res | 2 Def | 12 Str | 12 Dex | 4 Wit | 8 Spi |

30ft | claws (d6 blast) | sting (d8)

Horse-sized arachnid, dense armour & with an enormous stinging tail.

Dwells in drylands & within caverns; highly territorial & aggressive.

Sting: Imposing tail injects venom into the target; Str save to avoid.

Dire strike (sting): Poison instantly kills the target.

SEAFOLK (MARGYGUR/ MARMENNILL)



6 Res | 8 Str | 13 Dex | 12 Wit | 11 Spi | 40ft
(swim) | spear (d6) | tail (d8)

Grey-skinned humanoid with human head, torso, & arms but the silvery scales & wide-finned tail of a fish.

Dwells in the deep, cold waters of the sea; nomadic, moves in groups of 4-5.

Able to read patterns of the skein but can rarely interpret the visions of non-seafolk.





SEALHEAD (SELKOLLA)



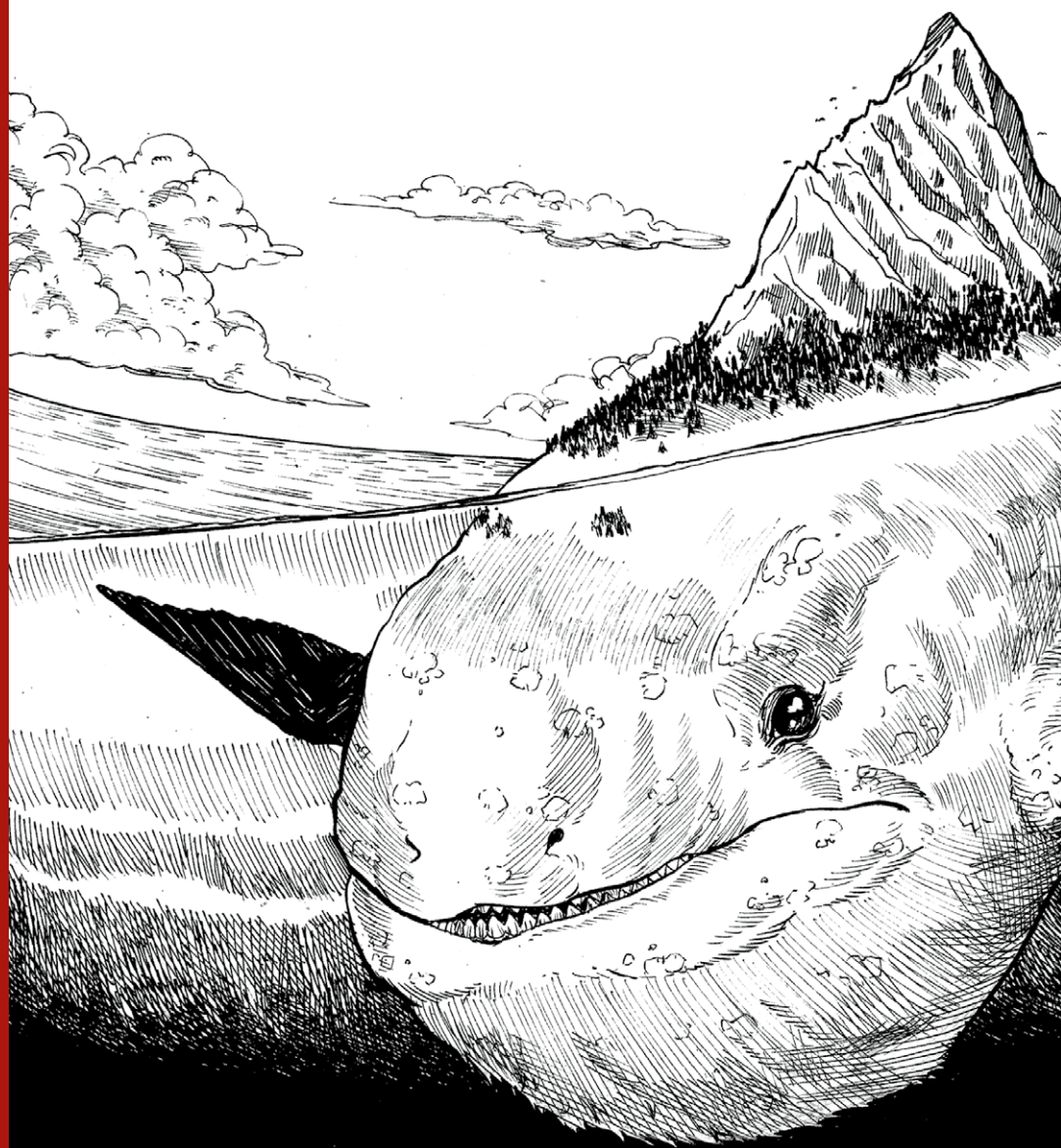
4 Res | 9 Str | 14 Dex | 14 Wit | 12 Spi | 40ft (swim) | bite (d8)

Slender figure with a human body but the head of a grey speckled seal, with reaching whiskers and bright eyes.

Tragic figure once frolicked in the sea but tricked into giving up their sealskin.

Rare, occasionally found swimming in cold waters & sunning on rocky beaches.

Transforms back into a seal if reunited with their sealskin.





SEA REEK (HAFGUFA)

24 Res | 4 Def | 20 Str | 3 Dex | 16 Wit | 16 Spi | 1ft | devour | steam

Unique, legendary sea creature often mistaken for a small island, lush trees growing on the surface, gargantuan fin protruding like a jagged mountain range on its back.

Devious & intelligent, feeds on wayward ships & eager explorers.

Immune to mundane attacks & resistant to magical attacks.

Legendary: Critical damage saves made with advantage.

Devour: All ships are swallowed whole, tumbling into the belly of the beast.

Steam: If attacked, expels blistering clouds of super-heated steam that billow across the nearby seas, obstructing vision for 1 day.



SEER, GRIM



10 Res | 13 Str | 12 Dex | 16 Wit | 6 Spi | 30ft | ritual knife (d8) | enfeeble

Appears as stooped old woman with scraggly white hair & crooked teeth, with black eyes & horrid breath.

True form is a hunched, spindly black-skinned troll with sickly black hair & white eyes, elongated arms reaching with hideous gnarled talons.

Dwells in dead forests, craves human flesh.

Immune to all seer spells, resistant to mundane damage.

Enfeeble: While disguised, provides food & drink to travellers; if imbibed, target's Str is reduced to 1, making for an easier meal.

SEER, SWAMP



12 Res | 16 Str | 12 Dex | 16 Wit | 14 Spi | 50ft | *cursed talons (d10)* | *whisper* | *gaze*

Appears as a delicate old woman with long silvery hair, bright eyes, & angelic face.

True form is too hideous for a mortal mind to perceive, constantly shifting, skin bulging, hair hissing around a grotesque form.

Dwells in lost & abandoned places, feeding on old magic from the broken world.

Immune to all seer spells, resistant to mundane damage.

Whisper: While disguised, the old woman whispers suggestions to travellers; Wit save or be compelled to follow the instruction.

Gaze: Those who meet the gaze fall into nothing; target must make a Spi save or die.

Dire strike (talons): Target is cursed & permanently loses 1 Vigour.





Faded Shade

SHADE



3 Res | 10 Str | 8 Dex | 9 Wit | 4 Spi | 20ft |
claw (d4)

Hollow dead devoid of humanity; a shadow of the person that was.

Drawn to the living, gathers in hordes.

SHADE, FADED



4 Res | 8 Str | 8 Dex | 2 Wit | 2 Spi | 40ft (fly) |
spectral touch (d8)

When a shade fades to nothing, some become an echo of their former self.

Immune to mundane attacks, charms & sleep.

Spectral touch: Ethereal hand reaches out to wrap around their foe's heart; target gains 1 Fatigue.

Dire strike: Target loses d4 Str; if reduced to 0 Str, they become a shadow.

SHAMBLING MOUND



9 Res | 15 Str | 6 Dex | 4 Wit | 8 Spi | 20ft | fists
(d8 blast) | vine (d10, 20ft)

Living mound of vegetation as tall as the trees, with a rough humanoid shape.

Dwells in dark swamps & caverns, plant flesh home to insects & fungi.

Resistant to physical attacks; weak to fire.

Dire strike (vine): Strangles the target; Str save vs. d4 Str damage every round.

SKELETON



8 Res | 10 Str | 8 Dex | 4 Wit | 4 Spi | 30ft |
spear (d6)

Pale bones picked clean, maniacal grin
underneath empty sockets.

A hollow clatter warns when they're
near.

Roll d12 when defeated; on a 1, reforms
at half max Res.

SKELETON, BONEWHEEL



6 Res | 8 Str | 12 Dex | 4 Wit | 4 Spi | 40ft |
spikes (d6) | roll

Laughing skeleton carrying a vicious
spiked wheel.

Rolling attack shreds anything in its
path.

Roll: Roll d6 3 times & take the highest
result for damage.



Skeleton

SKELETON, GIANT



16 Res | 14 Str | 9 Dex | 4 Wit | 4 Spi | 20ft |
greatsword (d10)

Colossal skeleton towers with slow
malice.

Wind shrieks through hollow bones.

Roll d12 when defeated; on a 1-2,
reforms at half max Res.

SNAKE, ADDER



4 Res | 8 Str | 12 Dex | 3 Wit | 10 Spi | 30ft |
bite (d6)

Black, flat-headed snake as long as a
spear & as thick as a forearm.

Lives in tall grasses & hillsides;
generally docile unless disturbed.

Can attack 2 targets in the same round,
due to its great speed.

Bite is venomous, 1 in 6 chance of
poison.

SNAKE, CRUSHING



5 Res | 1 Def | 12 Str | 14 Dex | 4 Wit | 8 Spi |
30ft | bite (d8) | poison spit (d10, 10ft)

Mottled grey snake with yellow stripes
& round head, the length of a longship
& width of a barrel.

Dwells in coastal regions, often
hiding in rocks or sand; aggressive &
territorial.

After biting, wraps around the target
who must make a Str save or be pinned
& take d4 Str damage every round.

SPIDER, CORPSE

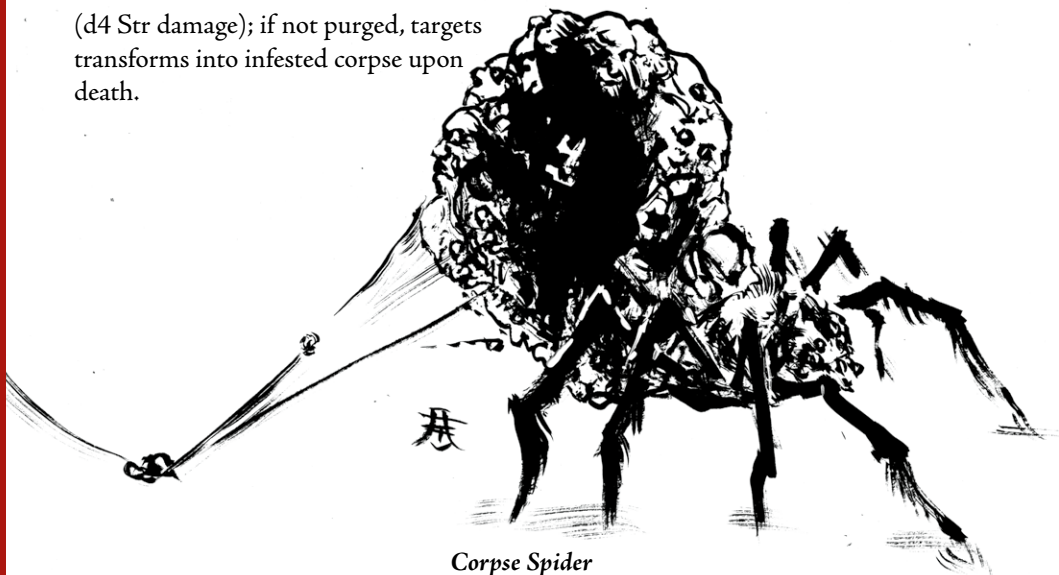


9 Res | 8 Str | 12 Dex | 6 Wit | 6 Spi | 40ft |
bite (d8)

Wolf-sized spider with blood red
markings; feeds on the dead.

Found underground & near graveyards;
burrows inside corpses to feed in secret.

Dire strike: Toxin infects the victim
(d4 Str damage); if not purged, targets
transforms into infested corpse upon
death.



Corpse Spider

SPIDER, GIANT



14 Res | 1 Def | 15 Str | 12 Dex | 8 Wit | 6 Spi |
30ft | claw (d4) | bite (d8)

Bloated & covered in oozing ulcers,
spindly limbs overgrown in spiky hairs

Compresses bulk to hide in unexpected
places.

Bite is poisonous, Str save to avoid.

SPIDER, REALM



5 Res | 10 Str | 14 Dex | 6 Wit | 12 Spi | 40ft |
bite (d6) | beam

Pale, translucent spider the size of a
horse, shimmering with light & glowing
blue eyes.

Dwells in places where old magic
gathers, often protecting lost secrets.

Every turn, can either attack or phase
into another realm, avoiding all damage.

Beam: Brilliant blue beam bursts from
the spider's eyes; Spi save to avoid
falling into another realm.



Realm Spider

TREANT



10 Res | 1 Def | 12 Str | 6 Dex | 5 Wit | 12 Spi |
15ft | slam (d6)

Lumbering & gangly, toughened bark & lush green foliage.

Watches silently from the forests for those who cut or burn too much.

Weak to fire but risks drawing the attention of others.

TROLL, ROCK



4 Res | 2 Def | 12 Str | 6 Dex | 6 Wit | 10 Spi |
20ft | claw (d4)

Hunched form with dragging arms & skin of rocky grey stone.

Shunned by all for their brutish nature, even their green kin.

Dire strike: Red lichen oozes from target's wounds, Str save to avoid moving at half speed.

TROLL



12 Res | 1 Def | 14 Str | 9 Dex | 10 Wit | 12 Spi |
20ft | club (d8)

Appearance & size varies with age, region, and temperament. Common trolls are larger than most humans, with long hair & pale skin; rarely helpful or friendly.

Lives in close families in caves, protects the land around them.

As an action, recover lost Res when standing on rock or stone.



Troll

DEAN SPENCER

TURTLE, RIVER



10 Res | 1 Def | 12 Str | 8 Dex | 5 Wit | 12 Spi |
20ft | bite (d8)

Jagged yellow & green turtle the size of a thatched house, with a sharp beak & spined tail.

Found around lakes & deep rivers, often remaining motionless for hours to lure in prey.

Bite can reach up to 10ft due to elongated neck.

TURTLE, WAYFARING



15 Res | 2 Def | 15 Str | 6 Dex | 10 Wit | 12 Spi |
10ft | bite (d10 blast) | tidal wave

Enormous moss-covered reptile, the size of a longship, with calm, sharp eyes.

Drifts in ocean currents, stopping to feed from floating sea life.

Docile if undisturbed but dangerous if threatened.

Tidal wave: Emits enormous wave to repel attackers; if sailing, Wit save to avoid capsize.



River turtle

VAMPIRE



12 Res | 16 Str | 12 Dex | 16 Wit | 6 Spi | 50ft | claws (d8) | bite (d10)

Sharp, gangly form, pale & hairless with sharp fangs; hideous face twisted in rage.

Sleeps buried in dirt during the day; stalks by the scent of blood at night.

Exposure to sunlight causes d6 Str damage per round.

Immune to mundane damage, charms, & sleep.

Regeneration: Regains 4 Res each round. If killed, crumbles to dust, reforming the next nightfall. Permanently killed by sunlight or decapitation.

Dire strike: Drains the target's essence (d6 Str damage), regaining an equal amount of Str; if reduced to 0 Str, target dies & becomes a vampire.



Viking

VIKING



4 Res | 2 Def | 10 Str | 14 Dex | 9 Wit | 12 Spi | 40ft | spear (d6)

Nomadic sea-faring raider who sacks coastal settlements & attacks other ships.

Capable of navigating open seas & inland rivers in narrow longships.

When attacking in groups, 1 in 6 chance of including a Viking captain with 10 Res & bearded axe (d8).

WARG



18 Res | 14 Str | 12 Dex | 9 Wit | 8 Spi | 30ft | bite (d12)

Hill-sized wolf with burning eyes & deadly bite.

One of the Sons of Fenrir, filled with hunger & vengeance towards men.

Dire strike: As enormous jaws can easily main, target's arm is **dismembered**.



Vampire



WHALE, HEATHER-BACKED (LYNGBAKR)

20 Res | 2 Def | 18 Str | 9 Dex | 9 Wit | 14 Spi | 20ft | bludgeon | tail

Unique

Gargantuan whale covered in lush & beautiful algae in vivid colours of purples, reds, blues, & yellows, appearing like a great island covered in heather floating on the sea.

Navigates cold waters & lone inlets, home to a wild & thriving ecosystem.

Avoids any contact with the human world, preferring to drift alone in a tranquil sea, singing of times long lost.

Legendary: Critical damage saves made with advantage.

Bludgeon: Capable of destroying even the sturdiest ship that approaches; Wit save to steer ship away from destruction.

Tail: Pushes ships back while simultaneously propelling itself forward & out of range.



WHITE WORM



12 Res | 2 Def | 13 Str | 9 Dex | 6 Wit | 4 Spi | 30ft | bite (d8) | constrict

Enormous serpent, with sickly pallid skin & a gaping maw.

Dwells in the cold & dark; blind, hunts by smell & sound.

Immune to ice; weak to fire.

Constrict: Until target escapes (Str save), d4 Str damage every round.

WOLF



4 Res | 9 Str | 10 Dex | 4 Wit | 8 Spi | 40ft | bite (d4)

Dense black & grey fur, yellow eyes; territorial & dangerous in any number.

Attuned to the rhythm of nature & can sense those that disrupt the balance.

When in a pack, 1 in 10 chance one is a wolfskin.

Dire strike: Howls to signal the pack; 1 in 6 chance another wolf appears.

WOLFSKIN



8 Res | 1 Def | 14 Str | 14 Dex | 8 Wit | 12 Spi | 40ft | claws (d4 blast) | bite (d8)

Terrifying bipedal bear-sized wolf; able to transform into a human, wolf, & something in between.

Ferocious hunter, tracks by scent; may hunt in packs with regular wolves.

Immune to mundane damage.

Dire strike (bite): Rend foe's throat for d6 Str damage & critical damage save.

WOLVERINE



10 Res | 6 Str | 10 Dex | 3 Wit | 12 Spi | 20ft | bite (d6)

Squat, muscular mammal with thick, oily black fur & silver band around the eyes.

Solitary, roaming in northern forest & mountain regions.

Fiercely territorial, capable of taking down much larger prey.

Once engaged, fights to the death.



Wolfskin

APPENDIX

CREATING MONSTERS

Use the following template for modelling any new monster or NPC:

NAME
X Res X Def X Str X Dex X Wit X Spi Xft weapon or special ability (dX, qualities) Evocative description. Behaviour, location, and/or quirks. Special ability or dire strike consequence.

General Principles

- ◆ Give average creatures 4 Res, hardy ones 8 Res, and serious threats 12+ Res; the biggest threats also have high Str scores.
- ◆ Use flavour and style to help adversaries stand out. Players remember an absent-minded rock troll more easily than a generic human bandit.
- ◆ Add **dire strike** abilities for attacks dealing more than d8 damage, to increase the threat and make the creature more memorable.
- ◆ Humanoids have a standard speed of 40ft; bigger creatures are slower, smaller creatures are quicker.
- ◆ Remember: Resilience is the ability to avoid damage in combat, through determination and vitality, whereas Strength represents physical toughness.

Ability Score Guidance

3 is deficient, 6 is weak, 10 is average, 14 is noteworthy, 18 is outstanding, and 20+ is mythical.

- ◆ Good at avoiding damage? +Res.
- ◆ Armoured? +Def.
- ◆ Strong? +Str.
- ◆ Nimble? +Dex.
- ◆ Smart? +Wit.
- ◆ Self-assured? +Spi.
- ◆ Most animals and non-thinking creatures have a Wit score of 3-6.
- ◆ Undead creatures have a Spi score of 1-6.

Bosses

Consider adding damage resistances, immunities, and dire strike abilities.

For extra challenge, add **magical attacks** that bypass adventurer armour.

Which Monsters Respawn?

Generally, lower level enemies respawn when the adventurer rests at a bonfire. More powerful creatures, unique monsters/NPCs, and bosses do not.

Consider factors like the area, what other types of enemies are around, location of the nearest bonfire, etc.

CONVERTING MONSTERS

Cairn/Into the Odd

- ◆ HP → Resilience
- ◆ Will → Wits or Spirit
- ◆ Armour → Defence
- ◆ Critical damage → Dire strike

Magic does not bypass armour in **Cairn** or **Into the Odd**, so consider increasing Res or Str accordingly.

We Deal in Lead

- ◆ Grit → Resilience
- ◆ Heart → Wits or Spirit

Critical damage effects become dire strike attacks.

Wits and Spirit

Consider the **Ability Score Guidance** (pg. 62) when converting Will or Heart into Wits/Spirit; for powerful creatures, roll d6+10 for the other ability score.

OSR

- ◆ Str and Con (average) → Strength
- ◆ Int → Wits
- ◆ Wis and Cha (average) → Spirit
- ◆ 1 Res per HD for creatures.
- ◆ Humanoids have at least 4 Res.
- ◆ Morale can be used as a baseline.

For armour (AC): light armour (leather) gives 1 Def, medium (chainmail) gives 2 Def, and heavy (plate) gives 3 Def. Shields add +1 Def.

Damage dice are roughly equivalent (armed attacks do at least d6 damage).

Converting to Other Systems

Follow the same guidance but in reverse. Other systems may not have adventurer respawning, so encounters are likely much deadlier.



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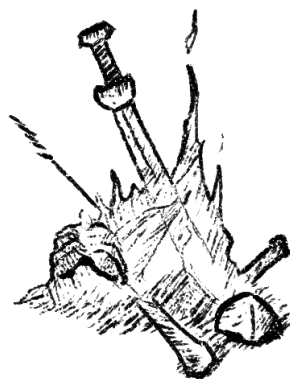
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