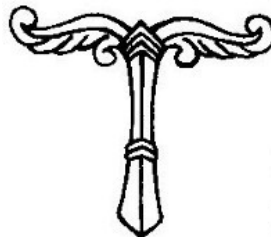
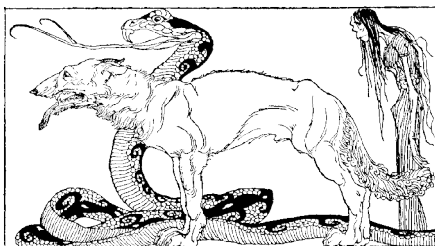
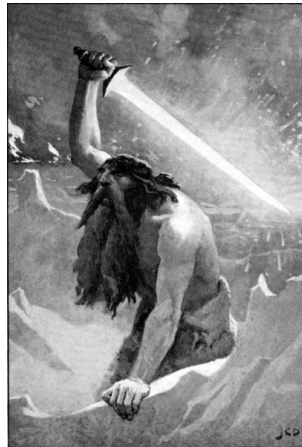




## PLAYABLE RACES V0.4

Err Arachnica

Norn's tale – ttrpg system



*norns tale is intended to be a free system, protected by creative commons, with 100% acceptance of being homebrewed off the original system, to suit the taste of both the DM and the players. Primary sources stem directly from existing Norse lore, stories and deities.*

*Thank you for playing, and have fun!  
-err A.*



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## Humans

Baseline human. Made by ODIN and 2 others from trees. Started from a man named Ask and a woman named Embla. After ragnorok, fated to continue from a man and a woman named Lif and Lifthrasir respectively.



-no overt disadvantages or advantages.  
-normal height: 5' 9'

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	35
toughness	35
health	35
magic	variable
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	35
intimidation	35
perception	35
intellect	35

## Aesir/Vanir

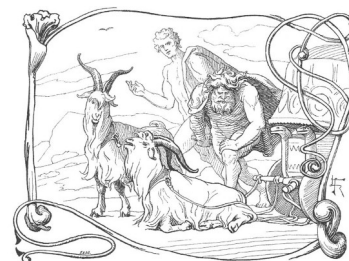
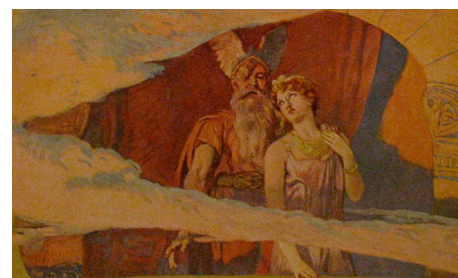
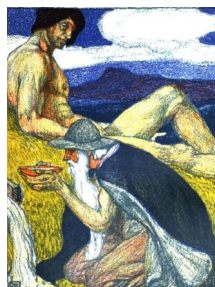
the races of the gods. In the aftermath of the Aesir/Vanir war, interbreeding and intermixing mean both often share the same qualities. They both still occupy 2 separate courts and worlds, due to many events such as the repeated burning of Freya and Odin throwing spears and declaring ownership of the Vanir. The Aesir mostly embody war, poetry, weather, and various mental/warrior aspects, while the Vanir mostly embody healing, fertility, social skills, sex, etc. both though, are not to be toyed with lightly.

-chosen domain: pick an element or aspect of the world, and you gain magic over this by default at the level of a normal, trained spellcaster. Pick exact race by field of power and theme.

-(generally) golden skin, golden ichor instead of blood.

-normal height: over 6 feet.

-appearance: variable, check powers/domain. Power determines exact appearance.



<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	50
toughness	50
health	50
magic	variable
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	35
intimidation	35
perception	50
intellect	50

## magitek construct

This race comprises a large range of magitek construction, which while often human-looking, also exists in varying designs and body shapes. As machines, most are empty robot vessels and thus considered a type of worker class.

-narrow AI: any construct being controlled as a non-sentient NPC, is bound to follow only its exact orders down to its last dying breath, even at the cost of its own life and safety. Outside of explicit orders, these NPCs become inert and inoperative.

-hello world: this unit cannot learn any new weapon types, any skills, or any special perks without the aid of a runemage, or some other character skilled with magitek.

-magitek biology: any items and/or magic intended to heal, harm or generally effect living creatures ignores this character. Healing requires either spells/runes of “repair machinery”, or a skilled character making crafting rolls for repairs.

-metal bones: This unit is too heavy to swim, and sinks to the bottom of any liquid, unless mitigated by attached parts/magic/runes. Holding onto sufficient floating/buoyancy objects also mitigates this aspect of the race.

-inhuman: Character displays no life signs. Cannot be poisoned. Contains no blood. Has no set sex or species beyond “construct”. This creature isn't bound by biological norms. Requires no oxygen, food, sleep, or water. can very easily survive being buried alive, and/or the crushing depths of water/liquid.

-metal not blood: all incoming damage is cut by 50% (including gunfire). All damage that is, except electric damage. takes 3X damage from electricity and an automatic stun.

-unperson: magitek drones will most often be considered at first glance non-sentient, IE social rules consider most robots low-level servants. This could either aid infiltration, or block movement in social situations (depending on goal or context).

-see “ROBOTS” chapter of “FLORA, FAUNA, CREATURES, ROBOTS” for known blueprints.



<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	variable
toughness	variable
health	variable
magic	variable
luck	variable
martial	variable
medical	variable
crafting	variable
nature	variable
social	variable
intimidation	variable
perception	variable
intellect	variable

**Subtype (any living): Einherjar** (the noble dead)

Sentient creatures who have died as great and noble warriors. Selected by the Valkyries for Odin and Freya as a brave soul, who deserves a spot in the army of the gods.

“ She saw Valkyries  
Come from afar,  
Ready to ride  
To the tribes of god;  
Skuld held the shield,  
Skaugul came next,  
Gunnr, Hildir, Gaundul,  
And Geir-skaugul.  
Thus now are told  
The Warrior's Norns.”  
*Sæmund's Edda (Henderson's tr.).*

The Valkyrs, as we have seen, had important duties in Valhalla, when, their bloody weapons laid aside, they poured out the heavenly mead for the Einheriar. This beverage delighted the souls of the new-comers, and they welcomed the fair maidens as warmly as when they had first seen them on the battlefield and realised that they had come to transport them where they fain would be.

“ In the shade now tall forms are advancing,  
And their wan hands like snowflakes in the moonlight are gleaming;  
They beckon, they whisper, ‘ Oh ! strong Armed in Valour,  
The pale guests await thee—mead foams in Valhalla.’ ”  
*Finn's Saga (Hewitt).*

-requirement: this creature had a soul and died somehow in glorious honor. If female, dying giving birth counts as “glorious honor”. For both sexes though, most of the time, this implies a battle/war death, or anything else requiring bravery and courage that isn't natural causes or sickness.

-glory of good: tweak all negative rolls up or down by 50% for the betterment of the character. IE mitigate the hostile event/action by half.

-known language skill: aesir

-generally beautiful, muscled, and strong.

-most females might hail from Freya's army, or will have instead be selected as a Valkyrie. Most males might hail from Odin's forces.

-hailing from either Odin or Freya will effect the

gameworld, combat bonuses, and even how the gods send help (or more importantly which gods are likely to respond).

-honor separation: 100% of the time is a brave, fallen, warrior (of some kind), who has already previously been alive, and died fighting and resisting. The requirement for creation is the ability of a Valkyrie (see next racial entry).

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	+33%
toughness	+33%
health	+33%
magic	variable
luck	variable
martial	variable
medical	variable
crafting	variable
nature	variable
social	+33%
intimidation	+33%
perception	+33%
intellect	+33%

**Subtype (any living female): Valkyrie**

A winged collector of the dead, and the servants of Odin's great mead hall, Valhalla. Fast, agile female warriors who select dead souls for bravery and obey the will of Odin. Absolutely brutal warrior women.



- known language skill: aesir
- has wings and can fly. Flight power: short/medium flight periods, and/or long periods of gliding and/or riding thermals. the downside of flight is ranged weapons can very easily shoot you.
- battle observer: this character, and any mount/vehicle they're currently riding/controlling can roll to go into perfect stealth (even out in the open) so long as they stand in the direct vicinity of combat or warfare.

Battle chaos captivates any onlookers attention if the stealth roll is successful.

- honor separation: generally beautiful and agile, and 100% of the time they're female, since males are the noble dead instead (IE the ones being killed and brought back tougher). Valkyrie lineage is connected to several places and figures, and their origins may even come from the gods. The requirement for Valkyrie creation is being chosen by a qualified entity.

- choosing of the slain: if a creature with a soul dies, resurrect that creature as an Einherjar subtype. Requires touching the body or ghost in question.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	+66%
toughness	-33%
health	(unchanged)
magic	variable
luck	variable.
martial	variable (but generally high amount)
medical	variable
crafting	variable
nature	variable
social	variable
intimidation	variable
perception	variable
intellect	variable

## Selkies

Guardians and death custodians like the Valkyries, but existing within England, Ireland, and Scotland. The creatures are almost like mermaids, but tinier, and with a seal bottom half. They possess the same combat skill, but their smaller stature means they just happen to be shorter and smaller. Expert shapeshifters capable of infiltration.

-Selkie shift: a Selkie can shapeshift at will into any form, shape, or creature that is equal to or less than the character's full body size.

-seal biology: regardless of form, breathe underwater, and swim extremely fast and deep.

-dead escort: sea dead dragged into the water by a Selkie “go on their way” instantly. This applies to both the properly dead, and all types of undead.

-normal appearance: a pretty female woman on top, a seal on the bottom. Height is often between 4 feet and 5 feet high.

-sea hands: 2D20 base dice roll on all grappling and restraining attempts.



<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	75
toughness	45
health	25
magic	50
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	50
intimidation	35
perception	50
intellect	35



**unseelie fae**

AKA “winter fae”. A humanoid often wrapped in thin fabrics and/or ranger-type gear. The small, short, female/male creature has cold blue skin, sharp, canine teeth, and cold, diamond-blue crystal eyes. you’d mistake them for small children, if it weren’t for their inhuman and utterly cold predator nature.

-drops pinches fae dust on death (D20 random amount). Can use fae dust within its body to enhance all stealth rolls with stealth/illusion magic by default. IE base amount of dice for stealth is 2 D20 and involves illusion/stealth magic.

-high success rolls on looting the corpse can pluck out the crystal eyes (crafting/magic ingredient).

-iron hate: any weapon not explicitly stated to not to be iron, can be assumed to be iron, and thus melee damage inflicts an additional D20 burst of burn damage. Any fae bound by iron, or with iron embedded into their body cannot cast illusions or go into magical stealth.

-normal size: 3-4 feet high and skinny

-known language skill: fae. snow/ice, plants, and animals will listen to your words when speaking.

-base amount 2 D20 dice on agility actions.

-as a fae of the dark, base amount 2 D20 dice when magically commanding fear, illusion, distortion, the dark, ice, harmful curses, and/or any magic made with the intent to intimidate.

-requires no magic gear to cast runes and spells, but having no tools gets only light magic power with unarmed casting.

-loves cold temperatures, snowy, barren ice, and dark, evil corners with power to seize.

-weak to fire: All fire damage ignores any non-magical armor or gear on this character. fire magic may set the character easily on fire.

-small, undersized, short prankster species.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	50
toughness	25
health	30
magic	45
luck	35
martial	variable
medical	variable
crafting	variable
nature	75
social	25
intimidation	45
perception	45
intellect	45

**seelie fae**

AKA “summer fae”. A humanoid often wrapped in thin fabrics and/or ranger-type gear. The small, short, female/male creature has perfect milk-white golden skin, sharp, canine teeth, and approachable, bright yellow crystal eyes. you’d mistake them for small children on first glance. Their beauty is perfect (but do not judge a book by its cover).

-drops pinches fae dust on death (D20 random amount). Can use fae dust within its body to enhance all stealth rolls with stealth/illusion magic by default. IE base amount of dice for stealth is 2 D20 and involves illusion/stealth magic.

-high success rolls on looting their corpse can pluck out the crystal eyes (crafting/magic ingredient).

-iron hate: any weapon not explicitly stated to not to be iron, can be assumed to be iron, and thus melee damage inflicts an additional D20 burst of burn damage. Any fae bound by iron, or with iron embedded into their body cannot cast illusions or go into magical stealth.

-normal size: 3-4 feet high and skinny

-known language skill: fae, sunlight, plants, and animals will listen to your words when speaking.

-base amount 2 D20 dice on agility actions.

-as a fae of the light, base amount 2 D20 dice when magically commanding sunlight, growth, healing, creation, nature, animals, and/or social charms.

-requires no magic gear to cast runes and spells, but having no tools gets only light magic power with unarmed casting.

-loves warm temperatures and green forest, and loves places of immense beauty and wealth.

-small, undersized, short prankster species.

-weak to urban/cave: when stuck in any highly urban/deep underground environment, the character is cut off from nature and must have at least 1 small plant or living wild animal nearby to use normal stats. Otherwise, apply a 75% debuff to all positive dice rolls.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	50
toughness	25
health	30
magic	45
luck	35
martial	variable
medical	variable
crafting	variable
nature	75
social	45
intimidation	25
perception	45
intellect	45

**half-blood/(various)** (half fae)

Often called a mishmash of terms, there exists between the fae and other species a genetic anomaly called the half-blood. Fae genetics are complex and often seem to evade the normal rules of biology. The offspring created therefore, are odd looking, unpredictable, and wildly hard to protect against. Several of the smaller and rarer types of fae, are assumed in most cases to be some mix of fae and non-fae.

-known language skill: fae

-short stature: this character, from the base height of their species, loses 1D6 out of 6 portions of their total height. Getting a six results in pixie sized characters and variants.

-(optional) fluttering wings: mutations created amid fae crossmixing mean some (but not all) half-bloods have a set of dragonfly-like insect wings. These allow for valkyrie level flight, but at the cost of a 20% loss in HP, toughness, and body weight. Any and all bones in the character become hollow.

-extremely long lifespan.

-elf ears (if ears are present)

-fae mastery: fae genetics gives the character an intuitive understanding of magic and its use. Add 35 to your magic skill.

-iron allergy: any time this character is struck by iron or steel, apply 1D6 burn damage.

<b>court</b>	<b>effect</b>
unseelie	-Skin becomes cold blue tinged -pupils/eyes carry flecks of diamond/ice. -cast ice, cold, and freezing magic like a trained spellcaster with no items needed. -dominate 1 target per day via eye contact if they fail an intellect VS intellect save.
seelie	-Skin becomes gold tinged -pupils/eyes carry flecks of gold. -cast light, heat, growth, healing, and fire magic like a trained spellcaster with no items needed. -mesmerize 1 target per day via eye contact if they fail an intellect VS intellect save.



**Ljósálfar** (light elves)

Nature's sentient humanoid species, hailing from the authority of sun/fertility gods. These thin beauties are generally the target of human affection, but elvish trickery is a risk that one should keep in mind. Starts off inherently mildly magical by birth. Their homeworld is in alfheim alongside the Vanir.

- normal height: 6 feet or taller. Thin and skinny.
- known language skill: fae, animals, plants
- sunlight, plants, crops, and animals will listen to your words when speaking.
- body design: beautiful, skinny, tall, white skinned and rail-thin.
- live far longer than humans. Halfway point between summer/winter fae and humans.
- alfheim society is nature-focused, and thus ecosystem protection is therefore a decree and lifestyle among their entire race.

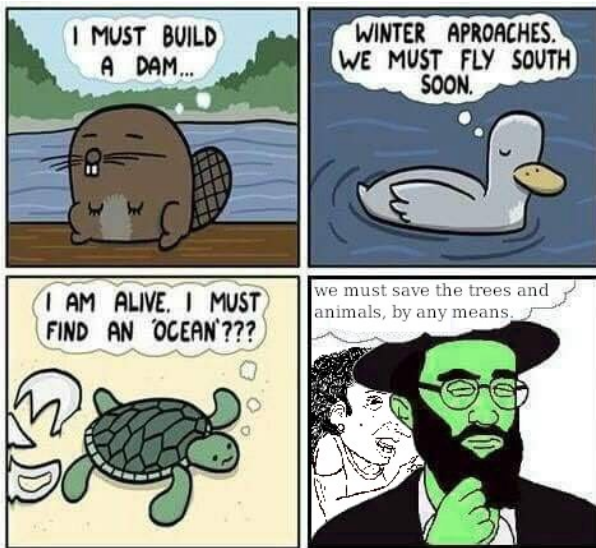


<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	45
toughness	30
health	30
magic	40
luck	35
martial	variable
medical	variable
crafting	variable
nature	50
social	45
intimidation	45
perception	35
intellect	35

## Hulder/huldrekall

These creatures are rare, but powerful guardians of nature. If female, they are generally young and beautiful, but they have brown bark sprouting from their bodies, and a lions tail. Oftentimes they will disguise themselves to draw in men as servants and workers. Great innate talent for disguise and infiltration. If male, they are ugly and long-nosed, but still retain a duty for the forest.

The males of the species mainly act as the warlords and behind-the-scenes muscle of protecting the trees. Oftentimes, when put into any highly urban setting, the entire species is generally regarded as eco-terrorists. being forest defenders, they will often plot to kill all poachers, polluters, lumberjacks, etc in the nearby area, usually using druid style magic and animal minions. Plans may go so far as to destroy buildings, roads, machines, and entire sections of a city just to grow a new forest there.



The word hulder is only used of a female; a "male hulder" is called a *huldrekall* and also appears in Norwegian folklore. This being is closely related to other underground dwellers, usually called *tusser* (sg., *tusse*). Whereas the female hulder is almost invariably described as incredible, seductive and beautiful, the males of the same race are sometimes said to be hideous, with grotesquely long noses.

The huldra is able disguise themselves as young women to walk the world of men. The power of their illusion is only broken if someone sees their tail. They visit communities in order to lure young, unmarried men into the forest where they are kept as slaves, lovers, or to suck the life out of them. If one of their victims is set free or escapes, they will forever be tempted to return...

- normal height: human height.
- known language skill: fae. plants and animals will listen to your words when speaking.
- body design (female): beautiful, tall, white skinned and rail-thin. Bark scale skin patches, lions tail.
- body design (male): incredibly ugly, and they have very long noses. Bark scale patches, lions tail.
- by touching skin, suck off HP from a living creature to accumulate spare magic in order to empower magic. 1 HP = 1 dice roll point. Treat all gathered points as a points pool to spend and save. Suck 1D6 per turn. Any target with a soul killed in this way, has its soul consumed/destroyed. the dead creature never sees hel or the afterlife, and cannot be resurrected by any normal means.
- automatic character access to shape changing disguise magic. Disguise must be the same amount of the original casters mass or less. Observers must sight the tail to break the disguise attempt.
- If hiding in/around nature, use 2 D20 base dice for stealth, and if not, 1 D20 base dice.
- base amount 3D20 dice when magically commanding growth, healing, creation, nature, animals, and/or social charms. Automatic character access to these relevant magic types.
- healing bark. The natural bark on their body act as healing plantlife. If below maximum health, this character heals 1D6 at the start of every turn.
- weak to urban/cave: when stuck in any highly urban/deep underground environment, the character is cut off from nature and must have at least 1 small plant or living wild animal nearby to use normal stats. Otherwise, apply a 75% debuff to all positive dice rolls.
- ecosystem damage: damaged 3X by fire and/or burning. Damaged 2X by poison and toxins.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	45
toughness	30 (if female) 45 (if male)
health	30 (if female) 45 (if male)
magic	35
luck	35
martial	variable
medical	variable
crafting	variable
nature	75
social	45 (if female) 25 (if male)
intimidation	45 (if female) 25 (if male)
perception	35
intellect	35

**Dökkálfar/svartálf** (dwarves/dark elves)

With skin as black as night, and albino hair and eyes, the svartalfar sit in their crafted technical dungeons and tinker away. They make the machines of both gods and giants. Most of them live safely underground, and so the few of them that do leave to the outside world are often odd, naive, and careless at first. Formed from maggots that crawled out of Ymir's torn flesh during the creation of the world.



- known language skill: runic binary
- normal height: 4 feet high fully grown.
- sun allergy: every turn spent exposed to open sunlight, roll a D20 die. If a 1 is rolled, apply a single point of sunburn damage. When rotting in the sun, the corpse becomes stone.
- suggested starting items: cloaks, robes, or heavy, covering clothing
- dark vision: see in the dark with ease.
- the range of gods they might worship is often very narrow, or effectively godless, due to their view that logic, magitek, science and study are more valuable in their daily lives than religious oaths repeated the same way over and over. Very little stays the same in their world except the eternal march of science and progress.
- god-like crafting: their creative blood allows a 3X boost for crafting, magitek, runes, and intellect tasks of a scientific/logical nature.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	25
toughness	45
health	35
magic	variable
luck	35
martial	variable
medical	variable
crafting	50
nature	variable
social	25
intimidation	25
perception	35
intellect	45

**Sylph/vættir** (nature spirit)

Air spirits found in nature. A rare species to find in the world as they're mostly content being random gusts in the wind and/or their respective elements. Their connection to nature is extremely high, and they are one of the most common minor spirit creatures.

**Baseline information:**

- body is magically empowered gas and air. IE can be blown around and disturbed by strong wind sources. Ventilation systems that catch this character deposit them at an exit vent and/or random ventilation location.
- turn invisible, into a gas cloud, and/or sift through cracks and tight spaces.
- fly around in the air at will.
- known language skill: fae
- looted crafting item after death if killed in a cold environment or struck by ice magic: solidified sylph slime. Grants the use of air magic for 24 hours if drunk and/or consumed.
- too weak to hold any weapons heavier than a dagger. Fists deal only 1D6 damage. Can cast air magic (or any magic type) from any form. Cannot wear any armor or clothing, but can equip small magic/decorative items.
- if exposed to cold or struck by ice magic, solidifies into goop-like, colored, slimy liquid. Freezes solid into an animate solid body at even colder temperatures beyond that.
- reform gassy avatar into any appearance at will.

Additionally, several branches and variants of the sylph exist, mainly determined by their origin/home:

**TYPE:**

<b>1D10</b>	<b>Sylph type summoned from current natural location.</b>
1	Landvættir ( <i>land spirits</i> )
2	Fjallvættir ( <i>mountain spirits</i> )
3	Sjónvættir ( <i>sea spirits</i> )/vatnavættir ( <i>water spirits</i> )
4	Skogvættir ( <i>forest spirits</i> )
5	Vatnavættir ( <i>guardians of the specific waters</i> )
6	Húsvættir ( <i>house spirits</i> )
7	Logivættir ( <i>fire spirits</i> )
8	Void vættir ( <i>void spirits</i> )
9	Deep vættir ( <i>cave spirits</i> )
10	Random fusion. Roll 2 and combine. Add 1 more to combine if another 10 is rolled.



## FORM/SHAPE:

<b>1D20</b>	<b>Looks like</b>
1	4-legged prey animal.
2	4-legged predator animal.
3	Random bird species.
4	Random insect/bug/arachnid.
5	Skinny, wafer-thin humanoid.
6	Child size and/or [short race] humanoid.
7	Adult size humanoid.
8	Bulky, fat humanoid.
9	Epic beast (ground).
10	Epic beast (air).
11	Epic beast (water).
12	Random aquatic species.
13	Geometric shape.
14	Cloud of raw elemental particles.
15	Giant eyeball.
16	Eldritch horror.
17	Anything that somehow involves tentacles.
18	Cute maiden.
19	Death-knight.
20	(other. Just make up a design at random)

## MORAL ALIGNMENT:

<b>1D6</b>	<b>morality/alignment</b>
1	Evil lawful.
2	Neutral lawful.
3	Good lawful.
4	Evil chaotic.
5	Neutral chaotic.
6	Good chaotic.

## SIZE:

<b>1D6</b>	<b>Body size.</b>
1	Less than 1 foot. 5 HP/toughness
2	Between 1 foot and 3 feet. 10 HP/toughness
3	Between 4 feet and 6 feet. 20 HP/toughness
4	Between 7 feet and 9 feet. 40 HP/toughness
5	Between 10 feet and 12 feet. 80 HP/toughness
6	Between 13 feet and 15 feet. 160 HP/toughness

Landvættir (*land spirits*)

Jörmundur Ingi Hansen, former High Priest of the Ásatrúarfélagið, said that landvættir are "spirits and they in some way control the safety of the land, the fertility of the land, and so on." According to him, they are "tied to a spot in the landscape, to a huge rock, to a mountain, or to a specially beautiful place" and that place can be recognized by being more beautiful than "just a few yards away."

- form becomes a dust swirl when visible.
- if killed, third parties can gather (within 24 hours) nearby dirt within short range and resurrect the character over a long rest, via letting the dirt sprout a flower literally overnight. The character is resurrected as it buds, right in the flower center.
- character access to growth/plant/fertility magic.

Fjallvættir (*mountain spirits*)

- gain the ability to use floating ice/rocks as a body, but these parts cannot go invisible. Punching/stabbing/etc, with controlled/thrown ice/rocks is a D20 unarmed attack.
- character access to ice and earth magic
- immune to all ice, cold, and freezing damage.

Sjóvættir (*sea spirits*)/vatnavættir (*water spirits*)

- use water nearby to make a body, but the liquid cannot go invisible. Drowning living opponents with no water breathing deals 1D6 damage every turn.
- double your amount of base roll agility dice.
- character access to water magic.
- while underwater, heal 1D6 per turn if hurt at the cost of consuming the water.

Skogvættir (*forest spirits*)

- gain the ability to use loose/plucked foliage as a body, but these parts cannot go invisible. Plants are not a harmful weapon unless the breed of plant in question is dangerous by itself.
- using vines as tentacle weapon inflicts 1D6 crushing/choking/whip damage per turn if used as an unarmed attack. Using stick to stab does 2D6 piercing damage.
- heal themselves 1D6 or an ally nearby 1D20 per turn at no cost as a bonus action.

Vatnavættir (*guardians of the specific waters*)

- use water nearby to make a body, but the liquid cannot go invisible. Drowning living opponents without water breathing deals 1D6 damage every turn.
- if killed, respawn at a set location (usually their specific waters) in 24 hours. Location can be moved elsewhere at will with just a thought. Its current home always has a magical aura that can be located.
- character access to water magic.
- heal 1D6 per turn if hurt at no cost.

Húsvættir (*house spirits*)

- appear fully 3D as a shapeshifting form, even to up to full fleshy bodies with apparent clothes, (non-armor) armor, and social/useful/etc items.
- add +5 to any social or intimidation rolls.
- instantly clean up messy objects with magic, so long as no one is looking at the mess except for the character. 1 single cleaning load per turn at its maximum, cleans up either 1 messy room and/or 1 bathtub full of filth. This includes making corpses and/or bloodstains disappear at will.

Logivættir (fire spirits)

Note: this type is not listed under Norse folklore proper (unless it is and I'm incorrect), and can therefore be called a modern OC extrapolation covering fire spirits as a gameplay/world niche.

- use fire nearby to make a body. Fire burns, and causes more fire on contact with flammable objects.
- immune to all fire and burning damage.
- character access to fire magic.
- control all nearby sources of flame/fire in medium range, including explosions involving fire.

Void vættir (void spirits)

Note: this type is not listed under Norse folklore proper (unless it is and I'm incorrect), and can therefore be called a modern OC extrapolation covering "void spirits" as a gameplay/world niche.

- body, when visible, is summoned forth from nothing as inky black liquid.
- teleport at no cost to any location within line of sight.
- double your amount of base roll perception dice. You know and see things beyond normal ken.
- can roll off the random chaos table at will as a magic ability.

Deep vættir (cave spirits)

Note: this type is not listed under Norse folklore proper (unless it is and I'm incorrect), and can therefore be called a modern OC extrapolation covering cave spirits as a gameplay/world niche.

- no invisibility. This type can use rocks and only rocks. No gas form, cross out all gas-related traits/perks. Punching/stabbing/etc, with controlled/thrown rocks being a 2D20 unarmed attack.
- body is most often therefore a collection of inmate rocks and/or a living statue.
- character access to earth, stone, and fire magic
- all incoming damage is reduced by 50%

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	75
toughness	(see size chart)
health	(see size chart)
magic	50
luck	35
martial	variable
medical	variable
crafting	variable
nature	75
social	35
intimidation	35
perception	45
intellect	35

**half-dwarf**

this character is 50% svartalf. Please take the species comprising the other 50% and apply the following changes in appearance, perks, and statsheet:

- albino hair: hair is pure white and lacks pigmentation
- albino eyes: eye color becomes blood color
- svartalf skin: the character's skin is now a shade somewhere between pitch black and dark Grey. No pigmentation, or color to speak of. Totally dark and colorless.
- tunnel eyes: perception rolls made in light or sunlight reduced by 1D6. Perception rolls made in darkness increased by 1D6
- short gene: reduce height, weight, and toughness by a third
- savant neurons: add 1D6 to all crafting and intellect rolls. Reduce all social rolls by 1D6.
- this character can speak and understand runic binary.
- this character is able to receive help and welcome in any dwarven territory (unless otherwise as per context).

**Half-elf**

this character is 50% light elf. Please take the species comprising the other 50% and apply the following changes in appearance, perks, and statsheet:

- tall gene: increase height by a third. Reduce weight by a third.
- beauty gene: this character is exceedingly pretty to look upon. Add 1D6 to all social roles.
- light complexion: this character's appearance leans heavily towards pale white skin, and flowing blonde hair.
- speak to, and understand animals. Add fae as an understood language.
- in tune: all incoming damage related to nature-based spells is reduced by 1D6. automatic character access to healing magic. Magic stat is at a minimum 5.
- allergic: poison and toxins do 1D6 more damage to this character.

## Halfling

The short folk of the European heartland. Very sneaky and nimble folks, especially when their hobbit holes and hefty meals are taken away or disturbed.

-feasting tolerance: this character's tolerance for drinking alcohol and consuming food is tripled (despite their tiny size). Increase all rolls made against passing out drunk/full-bellied by 3X.

-short frame: the character is about 3 feet tall. Double all stealth rolls.

-luck of the meek: add 1D6 to all your luck rolls

-halfling bravery: should this character be targeted by an intimidation roll from any creature larger than themselves, the enemies incoming roll is cut in half.

-happy disposition: any non-hostile target this character makes a social roll on, is overtly inclined to view the character as being very happy, approachable and agreeable.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	45
toughness	30
health	25
magic	variable
luck	45
martial	variable
medical	variable
crafting	variable
nature	variable
social	45
intimidation	25
perception	35
intellect	35

## Leprechaun

the gold-having, short, red haired, and very rare species known as leprechauns have a love for trickery, fun, and pranks.

-lucky gold: as a turn action, roll a D20 to pull that amount of gold coins from thin air, HOWEVER, should the roll come out as natural 1, instead of getting any gold coins, the hand making the attempt is struck by 1D6 burn damage.

-appearance: red hair, green eyes, white freckled irish skin

-the nick of time: once per day, reroll your dice once (and only once) concerning any turn/reaction, then pick the best result between the bonus roll and the original roll. RE: the once per day limit, this power instead refills if (and only if) the bonus dice all land on their maximum natural amounts.

-goldmaker: over the course of a long rest, this character can take any item in their possession, and magically turn it into the base price of its market value in either gold, silver, or copper currency. This action destroys the target item.

-money travels: for the cost of 1D20 gold (or 1D20x10 silver, or 1D20x100 copper), make a long range teleport to any place within line of sight. The coins you spent to make this action happen stay in the place you left as a form of debris. At the exit location, you can enter stealth as a bonus action.

-height: roughly 2 feet high

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	50
toughness	20
health	20
magic	variable
luck	75
martial	variable
medical	variable
crafting	variable
nature	variable
social	35
intimidation	15
perception	35
intellect	35

**troll**

Ugly, brutal, wretched creatures, forced to skulk in dark forests and dank caves. Their skin is wart-covered black leather, and their faces are black-eyed bat faces in shape and form. Pitch black, beady eyes, animal-like mouths, and squashed, wrinkled bat noses. Being vaguely humanoid is the closest match to humans they possess.

- known language skill: troll
- base health: 45. stocky and tough body looks ugly, but can easily take a beating. 4 to 5 feet high fully grown.
- movement speed and agility debuff: a trolls legs are short, fat, slow, and lumpy.
- sun allergy: every turn spent exposed to open sunlight, roll a D20 die. If a 1 is rolled, apply a single point of sunburn damage. When rotting in the sun, the corpse becomes stone.
- suggested starting items: cloaks, robes, or heavy, covering clothing
- ugly and dark race: Most civilized locations will subtly/outright despise and/or fear you. Effects social rolls and social situations. 2X Intimidation roll, but 50% cut to social if the target is good or neutral. Evil creatures and jotun have no issue with your face.
- dull magic affinity: blood from dark places allows a 2X boost for crafting and runes.
- Mild reduction to the intellect stat. trolls are not the brightest or the most cultured of races.



<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	20
toughness	45
health	45
magic	variable
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	20
intimidation	50
perception	35
intellect	30

## Tunnel troll

Troll subspecies that went underground, evolved a tiny, skinny body size, and whose skin became an albino, pale white. Their bodies adapted inside the tunnels, through normal troll activities like theft, murder, raids, rapes, arson, vandalism, toll stations, drunkenness, crudeness, civil disturbance, drug use, lying, cheating, fraud, grand theft magitek, hacking, identity theft, heresy against the gods, bad hygiene, truancy, unpaid bar tabs, etc. they've since become a tribal, wild underground species all to themselves. Natural selection for millennia versus svartalfheim forces, means that all/most tunnel trolls prefer little to no technology in their daily lives.

-known language skill: troll

-base health: 25. tunnel-sized bodies are good for small, tight spaces, but bad for toughness and combat survival. Albino, pale white skin. 2 to 3 feet high fully grown.

-movement speed and agility buff: tunnel troll legs evolved to become longer and quicker, and more agile than their progenitors.

-tunnel eyes: see in the dark perfectly, even through magical darkness. HOWEVER, every turn spent exposed to open sunlight or bright light, assume total blindness unless wearing darkened shades/goggles. Cannot look directly at sunlight without blindness.

-severe sun allergy: every turn on this character spent exposed to sunlight, apply 1 point of sunburn damage. When exposed to bright light or sunlight, the corpse rapidly becomes stone.

-suggested starting items: cloaks, robes, or heavy, covering clothing. Goggles or glasses with darkened lenses IE sunglasses.

-ugly and dark race: Most civilized locations will subtly/outright despise and/or fear you. Effects social rolls and social situations. 2X Intimidation roll, but 50% cut to social if the target is good or neutral. Evil creatures and jotun have no issue with your face.

-Luddite inclination: If making a crafting roll on/for magitek, reduce roll by 50%. Apply a 50% debuff when learning magitek skills and/or when reading books. Add 50% to all nature-related rolls/magic.

-Mild reduction to the intellect stat. trolls are not the brightest or the most cultured of races.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	45
toughness	25
health	25
magic	variable
luck	35
martial	variable
medical	variable
crafting	variable (RE: "Luddite inclination")
nature	variable
social	20
intimidation	25
perception	45
intellect	30



## Muscle troll

Troll subspecies that became bulky and huge with an in-borne healing factor. Their massive size and green skin makes them easy to pick out, though the hit they took to intellect often prevents them from overtaking leadership roles due to sheer stupidity and low charisma. Their genetic illiteracy blocks them from most higher tiers of civilization if left to their own devices.

-known language skill: troll

-base health: 50. this race is 100% big and beefy. 6 to 8 feet high fully grown. Green, mottled skin.

-muscle build: this race moves at half normal troll speed, but carries double the muscle mass. This is perhaps the only non-giant species capable of beating a giant in terms of raw strength and melee.

-healing gene: if below max health, on the start of its turn, heal 1 hit point at no cost.

-mitigated sun allergy: relentless healing allows this race to survive all sunlight damage with ease.

-suggested starting items: a big melee weapon (of any type) to hit things with.

-ugly and dark race: Most civilized locations will subtly/outright despise and/or fear you. Effects social rolls and social situations. 2X Intimidation roll, but 50% cut to social if the target is good or neutral.

Evil creatures and jotun have no issue with your face.

-barbarian brain: this character genetically cannot read, and suffers very low mental stats.

-Severe reduction to the intellect stat. trolls are not the brightest or the most cultured of races. Muscle trolls, especially are particularly stupid.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	10
toughness	90
health	50
magic	Variable (but very low)
luck	35
martial	variable (but very low)
medical	variable (but very low)
crafting	variable (but very low)
nature	variable (but very low)
social	5
intimidation	75
perception	35
intellect	15

**Mare**



Emotion feeding dark creatures who must inflict fear and nightmares onto targets they make skin contact with. The very sight of this race often immediately prompts being attacked by respectable town guards. Their victims are often “ridden like a horse to death” via “dark arts”. Overall, the dark races employ them as infiltrators and spies.

Mare is an evil spirit or goblin, who gives people bad dreams at night by sitting on them in their sleep. She/he is a common belief in Germanic folklore, and appears in many different shapes. The Scandinavian words for Nightmare, are: Norwegian – Mareritt, Danish – Mareridt, Swedish – Mardröm, which directly translated means Mare-ride, and Mare-dream.

- appearance: start off with a humanoid base then make it as monstrous and scary as you like.
- hateful aura: any character with magic senses, senses your psychic presence by itself as a threat. Most civilized towns and their guards will attack you if they find out.
- recommended starting items: disguise, face covering items like helmets and masks.
- this character can teleport anywhere within line of sight at will, no roll needed.

**FEAR FEEDING RULES**

- can strike a known-by-name-and-sight target during a long rest near any bad location or after any traumatic exposure witnessed within the characters line of sight OR any target the character has ever made skin contact with OR any character reachable by samples of hair, blood, truly spoken name, etc.
- send horrible dreams into the victims head as they rest. Fish out and extrapolate what the target is dreaming about and twist it into a nightmare. Transmitted via skin contact. Auto-teleport directly onto the target. **TARGET MUST BE ASLEEP/UNCONSCIOUS.**
- effected characters are stuck in sleep paralysis, until they pass an intellect check to snap out of the bad dreams and wake up.
- feeds off the generated fear IE the failure amount during intellect rolls on the target. IE roll a D20, roll 10, the mare gets 10 points of feeding.
- gathered amount is stored up and spent as a points pool on all magic rolls. Spent points subtracted from current amount.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	45
toughness	25
health	25
magic	45
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	15
intimidation	50
perception	35
intellect	35

## Nokken

Evil, hunting shapeshifter creatures of the swamps and of water. This monstrosity is normally terrifying and bloodthirsty to the extreme. This creature will employ all manner of elaborate tricks to lure in targets then drag them to their doom under the water. They will be a brave prince to lure a maiden, a lost puppy to lure a child, a maiden to lure a young man, etcetera, etcetera.

### Protection ward.

There is even an old riddle of protection meant to ward off the Nökken: “Nyk! Nyk! Naal i vatn. [deity] kastet styaal i vatn! Du sæk, æk flyt!” This roughly translates to: “Nyk! Nyk! Needle in the water. The [deity] threw steel in the water! You are sinking, I float!”

note: [deity] here is normally “virgin mary” but to fit into the world, and also due to the lack of christian presence, that means that the call must be made to anything in the world that has power instead.



-appearance (default): humanoid. the waxy skin of a drowned corpse, draped in moss and water-logged debris. mouth filled with sharp jagged teeth, and large burning yellow eyes that can sometimes be seen resting just above the waterline as it hunts.

-appearance (horse): becomes a pure white horse. Any man who attempts to ride the horse may be doomed to ride forever till dead unless outside assistance intervenes. targets are marked as “trapped” until yanked and/or knocked off. Targets who ride are subjugated automatically.

-appearance (true form): no mortal man can comprehend their true structure. Seeing their true form inflicts 1D20 psychic damage, with killed targets instantly raised (at

full HP) and overtaken as subjugated mind slaves. Please note this on that characters sheet. They don't die, psychic subjugation instantly returns the character as is, just also enslaved.

-masterful shapeshifting: Automatic access to perfectly mastered shapeshifting magic. No roll needed. Cannot change into any shape that exceeds ([starting mass] X 5) amounts of mass.

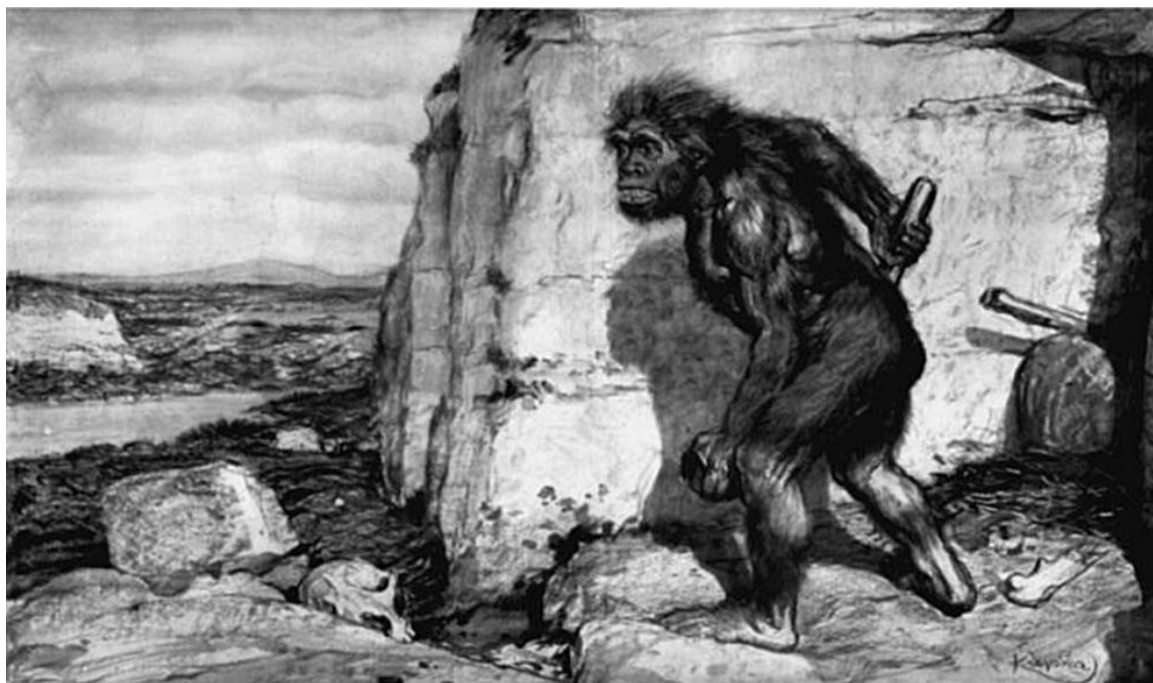


- the nokken can choose to allow the subjugated creatures to retain and recall themselves, or free a target from their grasp (especially for allowing their party members to suffer no consequences). While under the “subjugated” flag, non-sentient creatures immune to the psychic damage of the nokkens true form.
- subjugated creatures are compelled to follow any given verbal and/or mental command. The DM can 100% force the character to take and/or cease certain actions to fulfill this request.
- iron hate: any body of water the creature occupies can be turned against it for 1D6 damage if a piece of steel and/or iron is tossed into the nearby water. Effect doubles to 2D6 if the nokken is named while doing so. Extremely fearful of any iron/steel item and/or weapon.
- local camo: 3X boost on all stealth rolls if hiding or moving under the water.
- breath underwater. Swim in water at great speed. Survive all diving depths.
- wet doesn't burn: reduce all incoming fire damage by a third.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	45
toughness	50
health	45
magic	variable
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	20
intimidation	45
perception	35
intellect	45

## troglodyte

Ugly, violent, stocky, hairy underground race. Their home environment, the deep caves, makes examination of their origins impossible. Through one way or the other though, somehow they appeared into the world, and immediately began colonizing the darkened tunnels and caves under the earth. Some extremely odd clues exist in their biology, but nothing can be said with any certainty.



-temporal immunity: the most bizarre quality of this creature is this. Any incoming hostile effect concerning warped time and/or forceful teleportation rather mysteriously seems to fizzle out. The character must be willing. They are fully aware of all time/space oddities currently effecting their bodies, as well as immediately pinpointing the source of the attack.

-no vocal cords: this character literally cannot speak any spoken verbal language. Can only grunt, scream, growl, howl, moan, etc. every other troglodyte though understands you perfectly with no difficulty.

-cannibal stomach: spend a turn out of combat (if hurt), to eat a corpse and heal to full HP. "corpse" here implies it must contain edible meat and blood, must be biological, and cannot be harmful for consumption. This applies only if the corpse is equal to half (or less) of the characters total mass.

-carnivore biology: this character can only digest meat and protein. Vegetables, fruit, and fiber in high amounts induce sickness and vomiting for 1D6 hours.

-no pain: pain from incoming damage does not effect this character insofar as their current action, mood and state are not overtly disrupted. Any attack that physically moves the character still applies though, as does the damage. Any ongoing concentration spells/actions are not broken, unless somehow the character is rendered unconscious/stunned/etc.

-appearance: stocky, hairy, dark skinned, foul looking ape of a creature. 5 feet high on average with beady black eyes. Mouth full of predator canines.

-this character can and will be attacked on sight by most civilized places and people. Traveling safely may require wearing a disguise.

-raider muscle: add 1D6 to all strength and melee rolls.

## drider

A species living in dark caves, often (and mostly) terrorizing dwarves in svartalfheim, should they wander too deep into the uncharted caves. Driders are rare, predatory, hunting and hungry. They are extremely solitary, and only mated pairs will occupy the same general area.



-size is/must large enough for the human half to be normal humanoid proportions and scale.

-strength level: this character can use 3D20 base dice when making a strength check, and/or when hauling webbing carrying a caught load.

-mealtime: bite and bleed dry any living biological target/body, even through webbing. Doing this heals the HP sucked off the meal, with the body becoming dried out and empty once the total HP bar of the meal has been drained. 1D20 drainage per turn.

-using up to 8 legs, if free and not tied down, account for legs being used to attack with VS legs used to walk or climb currently. Each leg used inflicts an unarmed attack worth 1D8 stabbing damage, provided the hit lands.

-climb on walls, ropes, cable, webbing, and ceilings.

-bard gene: double all attempted social rolls.

-spend a turn action to spin webs. Webs are spun from and originate from the rear end of the drider. Differing types of web can be spun on top of each other via multiple turns. Cable still attached to the drider, or being held/wielded can be cast like a rope, lasso and/or whip:

type	Feet spun in a single turn
<b>Fluff:</b> Soft, fluffy, cotton-like padding. Acts as an insulation material that can be spun on the fly.	1D4 feet cubed.
<b>Cable line:</b> High strength, can be used to climb and spin traps/webs. Highly visible.	1D20 feet of string.
<b>Glue line:</b> Wet thread covered in gobs of moisture and glue. All non-driders are stuck on contact, and must cut the webbing away to escape.	1D6 feet of string.
<b>Thin line</b> Low strength, thin, see-through line nearly invisible to the naked eye. Usable in stealth and low profile situations.	1D6 feet of string.

**jotun** (giant)

A race made by the asexual drippings of Ymir. at one point in time, this race had a golden era of civilization until their mad, screaming, progenitor was murdered by the Aesir. This death flooded the land in his blood. Orphaned and nearly brought to extinction, the giants we know today are the descendants of 1 surviving jotun couple. Since then it's been very clear to every single giant, that their race could perhaps be made extinct if they're not careful. AKA "the flood of niflheim".

This variant is the normal, non-evolved, non-specialized, type of giant most closely resembling human beings. Rather than occupy extreme environments, their ancestors chose stable environments and stable civilization. These genetic gifts pay off well in any civilized era, even among humans, aesir, elves, etc.

-known language skill: jotun

-no overt disadvantages or advantages when compared against other giant types.

-size can vary, and be any amount, but generally they are very large, at least 8 feet tall.

-in-borne magic affinity: blood from dark places allows a 50% boost for crafting and runes.

-changing shape: multiply the success of all magic shapeshifting rolls by 2X. Automatic character access to shape-changing magic. Changed form cannot exceed the original mass of the caster.

-in trade for no elemental skills, this racial type doesn't suffer the social rudeness inherent in other giant breeds. They can converse, live, and mingle with other races with little to no problems occurring.

-walls are no obstacle. Roll a strength check to smash through any hard surface. 2 D20 base dice on melee and strength rolls.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	15
toughness	75
health	350
magic	15
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	45
intimidation	50
perception	35
intellect	35

## Half-giant

this character is 50% giant. Please take the species comprising the other 50% and apply the following changes in appearance, perks, and statsheet:

-double the characters height/weight, increase muscle mass. Add 2D6 to all attempted strength/melee rolls.

-known language skill: jotun

-clumsy hands: in the event you are undertaking any action with your hands, should the dice be the lowest possible natural result, you grip too hard instead, inflicting 1 point of crushing damage to characters, and breaking/shattering any fragile item you are holding or manipulating.

-please consult this chart as per exact the exact type of cross-breed:

<b>Giant breed</b>	<b>Perks and effects</b>
jotun	Social rolls made to forge/create peace have 1D6 added to the success roll. No deformities apart from size.
Fire jotun	Pitch black coal-like skin. Short range breath attack comprised of hot cinders and sulfuric smoke, inflicting 2D6 burning damage.
Frost jotun	Light blue skin. Making skin contact with any liquid or wet surface allows for the ability of freezing said liquid/surface into ice. Amount frozen requires no roll, but cannot exceed the characters own mass. If targeted onto a character, counts as a 2D6 ice magic touch spell.
Sea jotun	Scaly fish skin in the characters original skin color. Has a pair of gills. Can breathe underwater.
Storm jotun	Grey skin. Pitch-black eyes. Can throw a 1D20 lightning bolt within medium range, which inflicts both burns and electrical damage.
Earth jotun	Skin is interlaced with wood and foliage. Any plants touching via skin contact can be made to grow at an accelerated rate, using a D20 roll to determine growth level. Rolling a natural 20 adds (at maximum) per turn, the mass/height of a small tree.



**Múspellsmegir/eldjötnar** ("sons of Muspell", fire giant)

The sons of Surtr, the great fire giant ruling over muspelheim. Fate says one day this race and their progenitor will burn the world in Ragnarok. Massive, bulky, huge humanoids with burnt-black skin, veins of fire, and growing flames instead of hair.

-known language skill: jotun

-their blood is highly flammable, red hot and something vaguely like lava. bleeding might start accidental fires. in death, rigor mortis sees their blood fusing the corpse into an obsidian-like hardened statue.

-war preparation: this breed is stronger and faster than other giants, at the cost of lacking in social skills.

-hairless. In place of hair, raw fire is excreted in much the same manner, setting alight any flammable headgear or items.

-size can vary, and be any amount, but generally they are very large, at least 8 feet tall.

-in-borne magic affinity: blood from dark places allows a 50% boost for crafting and runes.

-weak to wet and cold: damaged 2X by ice magic or water magic. Passive damage received from being wet or cold (roll a D20 for each turn, apply hurt if lower than 5)

-hot goods: multiply the success of all fire magic rolls by 2X. Automatic character access to fire magic.

-Immune to fire damage and burning.

-walls are no obstacle. Roll a strength check to smash through any hard surface. 2 D20 base dice on melee and strength rolls.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	20
toughness	85
health	350
magic	15
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	15
intimidation	85
perception	35
intellect	35

**hrímthursar** (frost giant)

A race made by the asexual drippings of Ymir. at one point in time, this race had a golden era of civilization until their mad, screaming, progenitor was murdered by the aesir. This death flooded the land in his blood. Orphaned and nearly brought to extinction, the giants we know today are the descendants of 1 surviving jotun couple. Since then it's been very clear to every single giant, that their race could perhaps be made extinct if they're not careful. AKA "the flood of niflheim".

This variant was the first to branch off, taking easily to niflheim's biting cold and ice. Ever since its apocalyptic flooding though, most frost giants either moved elsewhere (such as jotunheim, or colder parts of midgard), or stayed behind to brood, sulk, and suffer among the flood-destroyed ruins of their once great past. Niflheim now is a tomb of jotun ruins, and the bones of once great cities falling apart.

-known language skill: jotun

-their blood is deep blue, and full of natural anti-freeze (as is, therefore, the flesh). Any dead frost giant corpse left in the cold will not freeze, instead rapidly decaying and rotting, as its body insulation is so good that it wont ever get cold.

-size can vary, and be any amount, but generally they are very large, at least 8 feet tall.

-magic affinity: blood from dark places allows a 50% boost for crafting and runes.

-weak to fire: damaged 2X by fire and/or burning. Passive damage received from being too hot (roll a D20 for each turn, apply hurt if lower then 5)

-freezing: multiply the success of all ice magic rolls by 2X. Automatic character access to ice magic

-immune to cold, ice and freezing damage.

-walls are no obstacle. Roll a strength check to smash through any hard surface. 2 D20 base dice on melee and strength rolls.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	15
toughness	75
health	350
magic	15
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	25
intimidation	75
perception	35
intellect	35

**Sjórisar/sækonungar** (lit. "sea-kings", sea giant)

A race made by the asexual drippings of Ymir. at one point in time, this race had a golden era of civilization until their mad, screaming, progenitor was murdered by the aesir. This death flooded the land in his blood. Orphaned and nearly brought to extinction, the giants we know today are the descendants of 1 surviving jotun couple. Since then it's been very clear to every single giant, that their race could perhaps be made extinct if they're not careful. AKA "the flood of niflheim".

This variant flocked into the water and the oceans, filling the sea and constructing many Utopian cities protected at the bottom of the oceans. Their skin over time became scales akin to fish, and they grew webbed feet and gills. They are masters of the water and kings of the sea. Aegir and Ran both claim heritage this way as deities of the water.

-known language skill: jotun

-their skin is hardened fish scales in a rainbow range of colors and patterns. Sea giant skin is a valuable and rare commodity sought out for its natural beauty.

-size can vary, and be any amount, but generally they are very large, at least 8 feet tall.

-magic affinity: blood from dark places allows a 50% boost for crafting and runes.

-sea kings: multiply the success of all water/sea magic rolls by 2X. Automatic character access to water/sea magic. 2X agility rolls if underwater/swimming.

-breath underwater, survive crushing water depths with ease. Skinny, agile body layout.

-walls are no obstacle. Roll a strength check to smash through any hard surface. 2 D20 base dice on melee and strength rolls.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	35
toughness	50
health	350
magic	15
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	25
intimidation	75
perception	35
intellect	35

**Earth jotun** (earth giant)

A race made by the asexual drippings of Ymir. at one point in time, this race had a golden era of civilization until their mad, screaming, progenitor was murdered by the aesir. This death flooded the land in his blood. Orphaned and nearly brought to extinction, the giants we know today are the descendants of 1 surviving jotun couple. Since then it's been very clear to every single giant, that their race could perhaps be made extinct if they're not careful. AKA "the flood of niflheim".

This variant went underground, and/or found the bare ice of niflheim lacking. it's in their labs, underground dens, and greenhouses where much of the worlds first species of flora and fauna were bred and seeded from. Jord, Thor's mother, is a goddess of the natural world and its growth, and is perhaps the largest figure related to this breed.

-known language skill: jotun

-their flesh and body have become so intertwined with nature that instead of normal meat, certain parts of this breed's flesh are now either dirt or plant matter. In death, their corpse becomes a garden.

-instead of hair, their body grows plants and foliage, often the same species they each attend to in life.

-size can vary, and be any amount, but generally they are very large, at least 8 feet tall.

-magic affinity: blood from dark places allows a 50% boost for crafting and runes.

-nature connection: multiply the success of all nature magic rolls by 2X. Automatic character access to nature magic. Tougher than normal, but at the cost of mobility.

-ecosystem damage: damaged 3X by fire and/or burning. Damaged 2X by poison and toxins.

-animal, plant, and/or nature magic fails to effect or hurt this creature.

-walls are no obstacle. Roll a strength check to smash through any hard surface. 2 D20 base dice on melee and strength rolls.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	5
toughness	90
health	350
magic	15
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	25
intimidation	75
perception	35
intellect	35

**Storm jotun** (storm giant)

A race made by the asexual drippings of Ymir. at one point in time, this race had a golden era of civilization until their mad, screaming, progenitor was murdered by the aesir. This death flooded the land in his blood. Orphaned and nearly brought to extinction, the giants we know today are the descendants of 1 surviving jotun couple. Since then it's been very clear to every single giant, that their race could perhaps be made extinct if they're not careful. AKA "the flood of niflheim".

This variant took to the skies, making sun, moon, storms, and the seasons happen. The breed developed the ability of flight, weather control, etc, as well as number of strange mutations removing the need to breathe oxygen. Their skin turned an ash-like gray, and their eyes became pitch black and grew in size.

-known language skill: jotun

-their body is the strangest of all jotun breeds. Their lungs vanished and became replaced with organs of an unknown function. Their skin became as gray as ashes, and their eyes large black orbs. Mostly hairless, and often featuring odder mutations from time spent in the void.

-if looted properly, and the corpse is still fresh enough, recover "storm jotun lungs" as a crafting item. Large lung-like organs produce oxygen from nothing. Item rots after 24 hours if not on ice.

-size can vary, and be any amount, but generally they are very large, at least 8 feet tall.

-magic affinity: blood from dark places allows a 50% boost for crafting and runes.

-storm king: when performing magic to control and warp the local weather (automatic character access), multiply success rolls by 2X.

-limitless flight: Even without wings, this breed only has to wish to fly into the air, and somehow they will. In trade for this, their body plan is even skinnier and lighter then a sea giant.

-requires no oxygen. Can "breathe" even out in the void with no extra equipment.

-walls are no obstacle. Roll a strength check to smash through any hard surface. 2 D20 base dice on melee and strength rolls.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	35
toughness	45
health	350
magic	15
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	25
intimidation	75
perception	35
intellect	35



*Rare footage of storm giants. These creatures often reside in the sky and the void, or other high altitude locations, and thus capturing images of them is difficult to pull off and even more difficult to survive.*



## spawn of Fenrir/blood of Fenrir

Massive, sentient, mostly hostile wolves. A race born from those who will one day eat the sun. If left to age and grow, they only grow larger and larger until finally killed. As their family line connects to Loki, Hel, and thus death, this race is exceedingly skilled at navigating matters relating to undeath or the dead. Possessing sentience, this race is able to make some level of barbarian level civilization, often using pack tactics and guerrilla raids to get what they want. Their IQ and level of civilization in fact, closely matches that of trolls.

-known language skill: troll

-eyes and ears: base perception dice is 1 D20 + 1 D6. Track targets by scent. See in the dark.

-family relations: this race isn't spooked by death, ghosts or the undead.

-HUNGRY: heal by consuming meat and blood. Eating correlates to XP in terms of game balance. Eat more, heal more, grow larger, win. 1 full mouthful = 5 HP healed in that turn.

-”leveling up” comes therefore from a size increase or mild bodily mutation.

-RE: mutation, their stomach can pick apart and absorb DNA strings. They adapt via eating to every given environment.

-bigger bulk: while each “level” increases size by half a foot, every full foot gained IE every second “level” = add 5 HP added to their max HP. for ease of use, track growth level via height at shoulder level, plus noting any gained mutations.

-XP measure: the stomach takes and holds what gets put into it. IE add items/meals till full, aggregate. Larger body sizes take larger amounts of meat to ascend, doubling in amount with “each level”.

-body is that of a large wolf. No opposable thumbs. Can only use paws and jaws to interact or use items. Normal size here is 5' 6" at the shoulder, when fully grown and not boosted up.

-allowed to wear and equip any fitting animal armor.

-the power of the sun and the moon (IE storm jotun magic) is afraid of you. This may or may not effect magic and runes for better or for worse.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	50
toughness	45
health	65
magic	variable
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	25
intimidation	45
perception	50
intellect	30

**sidenote: Fenrir and his children are biologically immortal/literally cancer**

in the lore, Fenrir and his kin just keep growing, and seem to be able to colonize every single place under the sun. in fact, the sun being chased by a giant wolf implies they can grow large enough to terrorize planetary bodies while surviving in outerspace.

using some educated guesses on actual biology, that's not normal. their species would have to be capable of literally limitless growth, plus some method of becoming genetically attuned to the local environment.

Let me explain the nerdy science part. Cells replicate and die, but this degrades the DNA with each division and replication IE one reason why we age.

they'd need to be biologically immortal like jellyfish or a cancer cell, with a genome capable of warping, renewing, mutating, etc so as to escape cell death, DNA loss, and deadly cancer. the blood of Fenrir is probably literally incapable of catching cancer because they're already 100% cancer. any cell death or loss of growth they run into would occur from their cells literally mutating so hard that they forget how to mutate any further.

their cells would be essentially cancer cells by default, since like cancer, Fenrir and his family line just keep growing and don't ever stop.

They probably have some capacity to mutate as they grow up, since their unstable genome is 100% susceptible to diverging off the species normal.

their cells, close up, would probably contain the same DNA renewal jellyfish are capable of pulling off, IE allowing a jellyfish to be literally millions of years old unless killed by other means. Likewise, so too would a wolf species capable of growing large enough to terrify and eat the sun. growing to that size is a biological feat nearly impossible to replicate in the real world, and would carry the side effect of each wolf mutating independently in random/semi-random directions.

This, in my mind, is why their body would literally need samples of outside DNA in order to prevent some forms of genetic collapse, IE they **must** eat to gather the DNA of others, in order to patch up their own naturally occurring genetic errors with outside information. If they didn't, they would die out as walking, over-sized bloated tumors. Their genome would have to be inherently unstable.



*pictured: same species,  
but different body sizes.*





**META-GAMING NOTICE: helhounds**

here's what the general public in the setting knows about helhounds:

- hel and her people field them.
- they are spooky teleporting shadow dogs.
- they can sniff out the dead.
- they are impossible to fully kill, they will always return to life.
- if one of them stares with intent into your eyes 3 times in a row, you die.

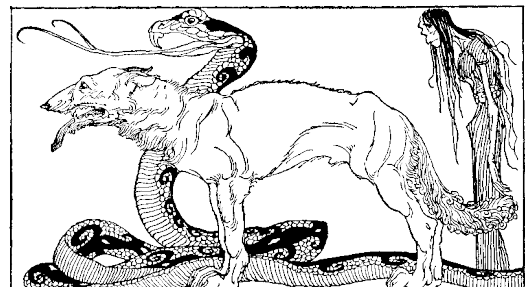
The information written on the next page is top-secret in the setting. Any character knowing such info, willfully spreading it, and/or making possession of it obvious can 100% be fairly targeted by the GM via both the forces of Hel and/or greedy power-seekers. Ignorance in this case, for any character in play, is literally bliss. Misuse of the following info means world-altering trouble and plot derailment.

**BASIC INFO: The children of Angrboða and Loki**

**Hel** is a being who presides over a realm of the same name, where she receives a portion of the dead. Hel was appointed by Odin as ruler of a realm of the same name, located (somewhere) in/near niflheim. her appearance is described as half blue and half flesh-colored and further as having a gloomy, downcast appearance. She rules over vast mansions with many servants in her underworld realm

**Fenrir** is a monstrous wolf. He eats and he grows, and even the gods had a hard time locking him up. One day his children will eat the sun and moon in Ragnarok, and he himself will eat Odin in battle.

**Jörmungandr** ("huge monster"), tossed by Odin into the ocean around midgard. He grew so big he now encircles the world. He and Thor will one day kill each other in battle, and Thor has often tried and failed to fight, uncoil, or lift the beast beforehand.



**Non-necromancer players, to avoid meta-gaming, don't know what's printed on the next page.**

**Necromancer players, if/when the GM allows it, your character now knows the information on the next page.**

**[META-GAMING NOTICE: top-secret in the setting]****Subtype (canine): helhound**

a variant upon blood of Fenrir, wolves, or any other type of canine. Produced through necromantic laboratories making a certain type of lich juice. The following is the ingredients list, and this information is highly top-secret within the setting:

- bones of thine friend: the one making the lich juice must gather bones, bone shards, or powdered bone from someone whom they have aided and/or have in good standing. This ingredient relies on the dead in question being willing in spirit.
- blood of thine enemy: the one making the lich juice must gather either ectoplasm, or body fluids from the corpse/undead of a dead, hated foe. This ingredient relies on the dead in question being 100% unwilling and hateful of the necromancer.
- flesh of thine bystander: the one making the lich juice must find a corpse/undead they know as little as possible about. IE must be someone they've never known or met, ever IE a complete stranger. From this, please acquire a sizable lump of flesh.
- soul of the lawful: the one making the lich juice must find and acquire a part of the soul of a lawful, honor-following dead entity. This is either a full soul captured by force and magic, or a fragment freely given by the dead in question after hearing the necromancers case first-hand.
- THIS RECIPE IS VOLATILE AND REACTIVE.

Upon mixing these inside an alchemy set for 3 days, 1 vial of "helhound lich juice" is produced. Any canine species (as listed previously), can drink the solution to gain new powers and perks. Any other species drinking the liquid dies instantly. Upon successful consumption, the doggy drinker gains:

- shadow-walk: enter one shadow and exit another. Exit location must be within line of sight.
- visual change: eye color becomes blood-red and glowing.
- latent resurrection: dying just warps this creature back to Hel. From Hel, after 24 hours have passed, any of the creatures (living) friends/family may invoke them to draw them out again from a shadow.
- corpse-trained: 3X perception boost when specifically sniffing out the undead, dead people and/or ghosts. Please note this 3X boost only helps when seeking its intended target group IE the dead.
- hel-bite: successful bite attacks auto-stun ghosts/undead, stopping the targets movement immediately.
- death glare: stare deeply at any living target below 33% HP. Ability requires the target to be conscious, aware, and looking at the deadly eyes. If the targets intellect save fails to roll more than 33% maximum roll, several things might happen. Requires the target to have eyes.

Death glare effect table is as follows.

<b>Time seeing</b>	<b>Effect applied</b>
1 <sup>st</sup> time	Target is fearful for 24 hours. Auto-fail all attempted complex mental/magic tasks for the duration.
2 <sup>nd</sup> time	Target is fearful for 72 hours. Auto-fail all attempted complex mental/magic tasks for the duration. Target is compelled to flee the area.
3 <sup>rd</sup> time	Targets drops to 0 HP and dies. No saving throws allowed.

**[META-GAMING NOTICE: top-secret in the setting]**

**Subtype (any living creature): undead/skeleton/ghost/wight**

Any living creature rendered dead, then summoned from and/or currently in helheim (IE not a full resurrection) is marked instead as an undead of its species. Please apply the following changes to the original species. No longer requires food, oxygen, water or sleep.

- known language skill: Hel-tongue. Speak to the dead in certain magic scenarios.
- all undead suffer 3X damage from fire. Remove all previously written racial resistances against fire.
- repo stipulation: loose/unknown undead outside of helheim can and will be hunted down/rescued by hel's religious clergy. The unwilling dead in service to necromancers will be rescued. troublesome undead will be killed. The ghost/undead must be law-abiding and willing to stay among the living.
- broken body: movement becomes jerky, cognition becomes difficult, fine movement becomes difficult. Treat the character like most of the bodies function has now been reduced away.
- phantom pain: decapitated or lost body parts in life may or not be replaced by ghostly ectoplasm, including muscle mass, claws, teeth, sensory organs, etc
- UNDEAD/SKELETON: this character is a rotting, disgusting, undead. Socially rejected and socially repulsive when seen or smelled if covered in flesh. Skeletons can (mostly) mitigate the smell aspect, but lose muscle mass and health points for it in trade.
- GHOSTS: cannot grasp physical objects well (if at all), become ethereal with the option to become invisible. Walk through walls and fly. No direct smell thus no stink, but instead you project a foreboding psychic, magical, necromantic aura. Body contains ectoplasm not blood.
- WIGHTS: Assuming they died in the company of their friends and family, the dead creature may take the option of coming back as a wight instead. Betraying them reverts a wight into an undead. Flesh will not rot, instead becoming pale-white and mummified. Retain all mental faculties and memories.
- note: all 3 listed subtypes suffer from the same drawback and rules in this list (except for type differences).
- if the death occurred at sea: please consult next racial entry.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	-(up to 50%, 25% if skeleton)
toughness	-(up to 50%, 75% if skeleton)
health	-(up to 50%, 75% if skeleton)
magic	-(up to 50%) (unless wight)
luck	(unchanged)
martial	-(up to 50%) (unless wight)
medical	-(up to 50%) (unless wight)
crafting	-(up to 50%) (unless wight)
nature	-(up to 50%) (unless wight)
social	-(up to 50%) (unless wight)
intimidation	-(up to 50%) (unless wight)
perception	-(up to 50%) (unless wight)
intellect	-(up to 50%) (unless wight)

**Subtype (undead): sea draugr**

This type of undead forms by a death at sea or upon drowning. In the case of some, they stay by the ship they came from, defending old wrecks full of treasures and secrets. Others roam the sea floor and ocean at large in dreaded pirate crews, growing their crew size with those who drown in these events. Other times, they defend sea jotun cities as hired mercenaries. Either way, these generally come from the ocean and can therefore be generally found somewhere in or near the ocean. Aegir and Ran have some legal justification here for getting to them before Hel does, if she ever gets them, seeing as those who lived and worshiped the sea must of course return to the sea, especially if the sea is where they happened to die.

-flesh becomes soggy and somewhat bloated. Barnacles, coral, and seaweed growth form on the skin, marine species mutations might occur. Undead body is tougher and can take a larger beating than normal.

-davy jones: any listed mutation like that of sea creatures are usable body parts and effect stats.

-if the character is ever fully resurrected from undeath at this point: living characters resurrect with a pair of water-breathing gills plus any sea mutations they possessed.

-local camo: 3X boost on all stealth rolls if hiding or moving under the water.

-drowned. no longer requires oxygen. Swim in water at great speed. Survive all diving depths.

-roll from this table upon a body being resurrected as a sea draugr:

<b>D20 roll</b>	<b>Sea mutation result.</b>
1-6	No mutation. Barnacles, coral, seaweed, etc only.
7	Crab claw (singular). 1 singular hand becomes a crab claw. 1D6 natural weapon.
8	Crab claws. 1 pair of hands becomes crab claws on both sides. 1D6 natural weapon each.
9	Head feelers. Head sprouts a moving pair of coral-like sensory whiskers. Gain +5 perception.
10	Crustacean armor. Body grows a layer of thick crustacean armor plates. Gain +5 natural armor.
11	Lionfish spines. Brown, poison-tipped spines emerge from the body. If poked, targets lose 1 point of health at the start of their turn for 1D6 turns.
12	Night eyes. Eyes become pitch black orbs. See in the dark perfectly, even magical darkness.
13	Webbed hands and feet. Add +5 to agility roll taken while swimming or underwater.
14	Predator canines. Teeth become sharp, menacing shark teeth. Bite is now a D20 natural weapon.
15	Building mucus. This character can excrete construction mucus at will to bind and glue solid objects together. Subject to a crafting roll attempt.
16	Advanced eyes. Eyes become hyper-complex and look like exotic sea shells. Boost all visual perception rolls by 3X
17	Tentacle mouth. In and around the mouth, a set of small tentacles grows.
18	Tentacle arms. Both arms become replaced with tentacles.
19	Eyes expand to massive size and now resemble fish eyes. See clearly through gas clouds and polluted/muddy water.
20	This characters skin and change color and pattern at will.+5 boost to stealth VS visual detection.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	(unchanged)
toughness	+(up to 25%)
health	+(up to 25%)
magic	(unchanged)
luck	(unchanged)
martial	(unchanged)
medical	(unchanged)
crafting	(unchanged)
nature	(unchanged)
social	-(up to 75%)
intimidation	+(up to 25%)
perception	-(up to 50%)
intellect	-(up to 50%)



## Vampires.



<b>Days without blood</b>	<b>Effect.</b>
24 hours without blood	<p>Hungry. Angry. Needy and twitchy.</p> <ul style="list-style-type: none"> <li>-tweak social rolls -1, and add +1 to intimidation rolls.</li> <li>-night vision.</li> </ul>
3-8 days without blood	<p>Ugly, distorted appearance. Itching themselves like a dry turkey rehab junkie. Extremely short attention span. Extremely hungry and thirsty, but water and food will not sate the need.</p> <ul style="list-style-type: none"> <li>-tweak social rolls -3, and add +3 to intimidation rolls.</li> <li>-night vision.</li> <li>-once per day, turn into mist for 1 turn.</li> <li>-double all strength/melee rolls.</li> <li>-snuff out all small flames like candles in the nearby area.</li> </ul>
9+ days without blood	<p>Monstrous appearance. High rage and bloodlust. Animal instincts. Treated as an evil creature by respectable civilization on sight, most of the time. Practically starving, and both water and food will not sate the need.</p> <ul style="list-style-type: none"> <li>-tweak social rolls -9, and add +9 to intimidation rolls.</li> <li>-night vision.</li> <li>-once per day, turn into mist for 3 turns.</li> <li>-triple all strength/melee rolls.</li> <li>-snuff out all medium flames like campfires in the nearby area.</li> <li>-in the event you drop below 0 HP, roll a death save. If passed, you instead remain conscious and fighting at 1 HP. Overkill damage amounts that exceed the total healthy HP amount, are a moot point, and do not impede this from occurring.</li> </ul> <p><i>PLAYERS HAVE NO CONTROL OF THEIR CHARACTER DURING LONG RESTS AT THIS STAGE. THE DM IS 100% FREE TO MAKE THEIR CHARACTER SUCCUMB TO BASER, VIOLENT, ANIMAL INSTINCTS FOR BETTER OR FOR WORSE.</i></p>

Vampirism, an affliction made through necromantic means, and transmitted via bite, or blood, or exposure to the isolated pathogen.

Of particular interest here is the country of Romania under the Vlad dynasty. Vampires are estimated to take up 30-40% of the general population, with about the same percentage of werewolves. Vampire life stretches to the countries leadership, and thus is a highly complex industry all to itself. What can be mentioned quickly though is in regards to blood. meat produced from this region is often criticized for being too dry, and this can be blamed on the fact that the farm animal's blood is deliberately drained separately to a near-total degree. While often called subpar, animal blood (plus human blood donation both voluntary and involuntary) sufficiently covers the blood needs of the country as a whole.

-requires drinking the blood of a person regularly to stay in shape. Constitutes either:

-a non-fatal dose from a humanoid (or larger) target. Deal 1 damage to target.

-medium creatures being dropped to 1 HP.

-a lethal dose from a small creature. Target dies of blood loss.

-Target must be living (IE not undead and not mechanical) and have blood to drink from.

-vampires never age, and thus cannot die of old age ever.

-can be killed by: wooden object stabbing heart, silver weapons, garlic poisoning, breaking into a house uninvited, sunlight.

-for 6 hours afterwards, any special blood properties are also bestowed on the vampire. IE drink frost giant blood, gain their survival perks against ice damage. This includes getting sick from bad and/or diseased blood.

-tainted soul: any sort of hostile necromancy cast upon this target has its roll reduced by 50%, as vampire-tainted souls don't seem to work on the same ruleset as clean souls.

-can be cured at an altar to the gods, usually by naming Thor or Eir.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	+(up to 2X)
toughness	+(up to 2X)
health	+(up to 2X)
magic	+(up to 3X)
luck	(unchanged)
martial	(unchanged)
medical	(unchanged)
crafting	(unchanged)
nature	(unchanged)
social	+(up to 50%)
intimidation	+(up to 50%)
perception	+(up to 50%)
intellect	+(up to 50%)

## Werewolves.

An affliction/condition made via trollwife experimentation, and transmitted via bite.

Of particular interest here is the country of Romania under the Vlad dynasty. werewolves are estimated to take up 30-40% of the general population, with about the same percentage of vampires. Hunting packs make the period of beast-form a communal hunt, often using the same patch of clan-owned hunting grounds marked by clear warning signs (so as to not randomly attack the local population). Those who cannot control their internal bloodlust are expected to reside permanently inside these hunting grounds, with their fellow lycanthropes around them to keep them in check.

- any breed of creature can produce a matching breed of were-race.
- The beast form gains the animal abilities, behavior, personality, and disposition of the mixed-in race.
- transmit affliction by bite onto any surviving living target.
- anyone dumb enough to drink the blood of a were-creature, inflicts the were-curse upon the living (IE not undead and not mechanical) drinker.
- can be cured at an altar to the gods, usually by naming Thor or Eir.
- change involuntarily upon getting too angry. Change at will. Also, roll this table upon taking any long rest and/or every time nighttime happens:

1D8 roll	Degree of condition affliction on trigger
1-2	The player resists all involuntary changes from the curse, is aware and in control. Can 100% fully use the ability voluntarily if they so wish.
3-4	The player resists all involuntary changes from the curse, but behavior is mildly afflicted by their respective animal instincts. Can 100% fully use the ability voluntarily if they so wish.
5-6	The character transforms halfway and is aware enough to control their actions, but wild enough to want to indulge in their animal instincts along the way. Can also 100% fully transform voluntarily if they so wish.
7-8	<i>PLAYERS HAVE NO CONTROL OVER THEIR CHARACTER. THE DM IS 100% FREE TO MAKE THEIR CHARACTER SUCCUMB TO BASER, VIOLENT, ANIMAL INSTINCTS FOR BETTER OR FOR WORSE.</i>





## Gjenganger

Only the most hateful and dire of death makes this type of ghost appear in the world. Evil and spiteful down to the core. These spirits cause harm and assault all they can in the world due to all the ~~edgy-tropes~~ hardship and tragedy that usually occurred in their ~~backstory~~ lifetime and especially their death. Due to this reason ~~if you murderhobo the DM can and should have the town guards stab you to death, I mean that's just fair game~~ their behavior is mostly that of vengeance and revenge.

~~Please don't kill everything on sight~~ Have fun!



To quote sources:

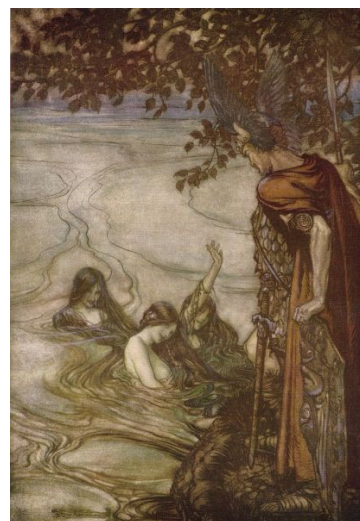
These ghosts aren't like your typical spirits. They can actually cause physical harm. The Gjenganger are well known for spreading disease. They pinch their victim's flesh and the area that was damaged will bruise as infection takes hold. Eventually the tissue will become necrotic and the infection will make its way to the victim's heart, killing them. Most often, the Gjenganger attack their victims while they are sleeping so they're defenseless against the attack.

-RE: stat block. Use undead ghost stat block and traits.

-disease pinch. Pinch a target to make 1D6 damage happen to the target each hour the pinch goes medically untreated. IE at 24 hours, the target is taking 24D6 necrotic damage. The DM is under no obligation to warn the player about this affliction, and in gameplay it may appear like a light mark on the skin at first. No other signs separates this from a normal angry ghost.

**Mermaid (rhine maidens).**

A race borne of the sea and water gods. The enchanting creatures guard and occupy the ocean, sometimes singing entire crews to their doom on days when they feel chaotic.



-fish tail bottom half, human upper half, gills on neck and hips.

-legs are fins. Cannot walk on land, requires lots of water and/or being wet to live. Capable of balancing on their fin tail like a snake-person. Requires specialized armor and survival gear in certain environments and situations.

-racial ability allows for a singing attempt that rolls a D20 to charm any non-mechanical target in hearing range to their will. Any social or intimidation roll a charmed target makes toward the mermaid or their allies is reduced by 50%. All social and/or intimidation rolls made upon the target by the mermaid are boosted by 3X. Targets must have working hearing and/or the ability to hear, IE deaf people are immune and hearing protection blocks the effect.

-target must pass as intellect save to snap out of their enthrallment.

-breathe underwater. Swim in water at great speed. Survive all diving depths.

-reproduce through egg laying between mermen and mermaids. New mermaids are made by egg hatching. Homes with an inborne newborn always contain a secluded guarded nest, featuring a very pampered and protected egg, including and exceeding heat lamp growth acceleration. Extremely high levels of medical technology and/or protective magic can be expected to be rigged on your average mermaid egg nest. Large colonies therefore often congregate childbirth to highly protected reproduction centers.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	5 (on land), or 75 (in/under water)
toughness	25
health	30
magic	variable
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	50
intimidation	25
perception	45
intellect	45

## Weird raven

A giant, flying, sentient raven. Perhaps from the bloodline of Odin's signature birds. Intended as a scout race. Fitted with the magical abilities of a universal translator and rogue. As these birds constitute the primary aerial spies in service to Odin, information about their culture and history is difficult to nail down or locate. Any large group of ravens seen in the world has a very real chance of containing at least one spy bird reporting back to Asgard with everything it's seen and heard.

- base HP lower than baseline 35 due to tiny body size.
- body and limbs is a raven the size of a large dog.
- can wear/equip/use tiny versions of gear and clothing, but is weighted down easily and not very strong.
- carrying capacity: this bird can only lift a third of normal human strength. This will effect gameplay.
- can talk with, and blend in slightly with large amounts of ravens or crows
- can use its beak, wings, and talons to either use tools/items or attack
- high sense: your sight and vision exceeds all other players. roll 2 D20s for perception rolls as a base amount of dice. Add any bonus dice on top this roll. Note: doesn't grant night vision.
- nimble flight: roll 2 D20s for agility rolls as a base amount of dice. Add any bonus dice on top this roll.
- known language skill: [ALL OF THEM]. Speak/write in any language, and understand all languages you hear/read, including runic binary to and from machines, as well as speaking to even simply wild animals.
- sneak attack racial ability. Add stealth score to attack damage if not yet spotted by the target.
- locate, disarm, or set traps with either a defusal kit, or improvised tools. Setting traps requires the relevant trap materials, and is subject to a crafting success roll.
- has wings and can fly. Flight power: long flight periods. Flies easier than it walks, in fact.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	50
toughness	15
health	20
magic	variable
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	25
intimidation	25
perception	75
intellect	35

## Weird cat

This race looks on the surface like a perfectly normal housecat. In actual fact, they are sentient, smart, and can talk. They are of course, still cats, so you get exactly what you expect, but still. The rumor is that this line of creatures is related on some level to Freya's two cats.

-body layout: domesticated housecat with a size increase of 20%. your paws count roughly as having opposable thumbs, but only just enough to be usable. The eyes of this race somehow, over time, became nearly exact copies of human eyes. Walk on 2 legs if you so choose.

-base dice for stealth and agility is 3D20.

-in the span of a single turn, make an agility check to jump or climb over and up the terrain with a maximum jump distance of 10 feet.

-all religious paladins and allies working for Freya literally cannot harm you. The damage, and any hostile effects backfire onto the caster/attacker.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	50
toughness	10
health	10
magic	variable
luck	100
martial	variable
medical	variable
crafting	variable
nature	variable
social	50
intimidation	10
perception	50
intellect	35

## harpies

The top of skinny people, and the bottom of birds, and wings instead of arms. Hollow bones, and fragile, lightweight body. They attack with talons and beating wings and biting if need be. Of interest here is the bird cults of Mongolia. Harpies tend to be revered and worshiped as the leaders of cults of personality in that region.



- add “harpy birdsong” to your language list.
- wings: perfect long range, high altitude flight power.
- can carry loads of weight in taloned claws on their feet. Their wings emerge from the shoulder-blades in place of arms. They have no hands or claws besides on the wing, apart from their highly precise “elbows”. No opposable thumbs. Limited “hand” mobility in practice.
- bird eyes: see things at long range like they were short range. See in the dark.
- reproduce through egg laying. 6 months incubation time needed to hatch. 1D6 children per litter.

NATURAL WEAPONS - normal	does
claws	Rake and slash for 2D6 damage.
wings	Apply 1D6 blunt damage and knockback.
biting	Bite target for 1D4 wounding damage.

<b>NATURAL WEAPONS - divebombing</b>	<b>does</b>
claws	<p>Pierce, cut, and stab for 4D6 damage if you choose to attack.</p> <p>If you want to make the divebomb end in a grapple/grab, the target cannot react in defense. You (if reasonably possible), grab hold tightly of the target in your claws.</p> <p>If you instead desire no damage to occur, skip applying damage and only apply the grappling step.</p> <p>Afterwards, 2 choices:          -On their next turn, the character can either fly off (or attempt to), OR...          -On the same turn, immediately slam into the target, ending flight. Roll a body-check attack off this chart in addition to claws.</p>
wings	Apply 1D20 knockback.
bodychecking/ headbutt/etc	Apply 2D6 blunt damage and knockback.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	75
toughness	20
health	20
magic	variable
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	45
intimidation	15
perception	40
intellect	35

## "Cynocephaly" AKA dog-men.

A most unusual race among the creatures of midgard and elsewhere. The dog-men with heads of dogs. In practice this species is a simple tribe led by a pack leader, and often they hate/disdain clothing and many such luxuries, as their light society and lifestyle is so basic they even abhor clothes. A simple race, but not an overtly hostile one, just troublesome sometimes. Any hostility they possessed has currently been tamed under a cargo cult.

-eyes and ears: base perception dice is 1 D20 + 1 D6. Track targets by scent. See in the dark.

-canine-like humanoids with dog heads.

-known language: none extra, and their grasp on common aint great either.

-body build is skinnier and lighter then humans. Height is often just a bit shorter then human height.

-troll/wolf IQ/civilization level, they prefer to make small villages by bodies of water.

-peaceful cargo cult: their peace is often explained due to their cargo cult devotion of a human philosopher named "Diogenes". It in his image that "kunikos" followers live in barrels, and as simply as possible.

-cynicism incarnate: being dog-people, their ambitions never get complex, and most are content to be themselves in their villages and packs. Limited trading and commerce as these luxuries seem like a waste. Their society needs nothing and doesn't desire much.

-travel between nothing and everything: this species can phase into the gap between nothing and everything with ease, allowing access to that world location as well as acts of phasing through solid matter, and "going invisible" (IE skipping into the in-between). Roll a D20 for any clothing/armor worn and items carried. Rolling a 1 or 2 means the item/armor/clothing stays behind.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	50
toughness	25
health	25
magic	variable
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	25
intimidation	45
perception	50
intellect	30





(examples of dog-men)



**dragonborn**

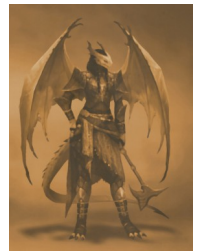
table of dragon genetics. Please select one color to determine your scale color, heritage, breath weapon:

roll	DRAGON	Scale color	Breath attack does:	Element resist effects:
1	blue	blue	1D6 steam burn damage and knockback, short range. Requires the dragon to consume water for ammo.	Breathe underwater. Swim at high speed with ease.
2	red	red	1D20 fire damage, short range.	Immune to fire, heat and burning.
3	black	Dull black	2D6 damage poison spray, short range.	Immune to poison, venom, and toxins.
4	golden	Shiny gold	Turns objects and people into gold. Attack does 1D4 and converts target to gold. short range. Breathes magical gold dust that dissipates quickly.	Scales cannot be pierced by gold weaponry.
5	rainbow	Rainbow sheen	Turns objects and people into random elements. Spray attack does 1D6 damage and converts target to randomized alchemical burns, as matter is transmuted without rhyme or reason. short range.	1D20 reduction on all incoming damage sources.
6	white	Pure white	2D6 freezing ice damage, short range.	Immune to cold, freezing, and ice.
7	chameleon	[always changing]	The last non-food element eaten on a short rest determines color. Pick most matching option. Can only change breath and type every 1D6 hours.	[always changing]
8	Sky blue	Light blue	Expel a long range lightning beam attack for 1D20 electric shocking damage.	Immune to electricity, lightning, and shocking damage.
9	brown	Dirty brown	Spew 1D6 damage/knockback rocks at high speed to medium range. Rocks do high amounts of crushing and blunt damage. Requires the dragon to eat rocks for ammo.	Immune to blunt and crushing damage.
10	blood-red	Dark red.	No spray attack.  Any living, biological target in a biting grapple can be sucked for 1D20 HP per turn as a bonus action.	Heal 1D6 as a bonus action.
11	Neon green	Neon green	Expel a light green 1D20 burning laser beam at long range, to any target within line of sight.	Immune to lasers and energy weapons.
12	purple	purple	Expel (at long range) a cloud of purple gas that acts as a totally effective anti-magic barrier.	Reduce incoming enemy magic by 1D20. Cancel out all incoming curses, hexes, etc.

The dragonborn are a mixing of dragons with the smaller humanoid races. They are very rare indeed, given how a dragon is far larger than normal people. To some degree as well, it's theorized that Angrboda in the Iron Wood, or perhaps Niflheim and its serpents were the origin point. Either way, sporting a dragon-like head, mostly useless wings, and a long tail, this race is very bulky and muscled indeed. Their breath attacks make them very effective warriors when they can be produced or recruited. An army will often pay a dragonborn's weight in gold sometimes, to earn their services in battle.

Coin toss	Wing style	wings
heads	short wings (breed)	wings are workable for low-level hovering and/or divebombing, but NOT for long range flights and high altitude flight.  Wings are tiny, but not physically obtrusive. Armor requires only minor modification to fit properly.
tails	long wings (breed)	wings are workable for long range flights and high altitude flight.  Wings are massive, full size body parts. Highly physically obtrusive. Armor requires massive modification to fit properly.

- dragon armor: dragon scales reduce all incoming melee damage by 1D6.
- speak and understand draconic.
- humanoid. height is usually about 6-7 feet tall. Body is highly muscled.
- serpent genes: all snakes/serpents/reptiles of the world are inclined to view you as a friendly.
- reproduce through egg laying. 9 months incubation time needed to hatch. 1D4 children per litter.
- gain 1D6 to all stealth rolls in your dragon genes matching environment.



NORMAL STATS (without class/build adjustment)	amount
agility	25
toughness	50
health	50
magic	variable
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	25
intimidation	45
perception	50
intellect	50

**naga**

with a lower half of a snake roughly 20 feet long, and an upper human half, the naga is another type of odd serpent hybrid, often connected to angrboda and the ironwood.

- BODY PART WARNING: the naga lower snake half is vulnerable to damage.
- hair snake mutation (optional): hair is live serpents.
- medusa project: over the course of a long rest, and so long as no combat is happening, make a magic roll attempt to petrify a living target of your body size or smaller into stone. Target must be tied down and captured.
- 1D6 venom bite attack.
- serpent genes: all snakes/serpents/reptiles of the world are inclined to view you as a friendly.
- reproduce through egg laying. 9 months incubation time needed to hatch. 1D4 children per litter.



<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	50
toughness	35
health	45
magic	variable
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	45
intimidation	45
perception	45
intellect	35

## Sentient slime

sentient slime race believe to have fallen out of the Niflheim ice late into the golden era of the jotun.

-appearance: pick a color to discern your characters slime apart from all other slime. You cannot shift slime color, only slime shape.

-At the center, if visibility permits, one can find a central nucleus marking the central mass. This nucleus is the actual character center, and the only body part in which it is possible to lose somehow. Losing the nucleus is literally having the character soul ripped out. The nucleus, if extracted, always contains 1D20 percent of the total mass.

-a slime has no other definitive body parts. Ignore all bonuses for limbs and appendages.

-minimum (actual) concentration: 1 pound per 12 feet cubed IE enough for 1 pound to make a humanoid. Slime becomes as see through as water, only featuring the barest color tint.

-maximum (apparent) density: 120 pounds per 12 feet cubed IE enough to make a standard humanoid. At this amount and other higher levels, slime material becomes like hard, colored, clay.

-at all times, you weigh your total slime mass.

-holding slime mass in a compressed shape, allows some to be pulled out of reserve and/or gathered from other areas to grow back lost body parts, and/or shapeshift into any shape within reason.

### HP = slime mass

Your HP is your slime mass and vice versa. Damage does different things in this department.

These types of damage **permanently and immediately destroy your slime mass**:

-burning, heat, and fire.

-acid

-venom/poison

-necrotic

-burning elemental magic.

-lasers/advanced energy weapons

these type of damage **create/splatter loose slime mass nearby**:

-blunt

-cutting

-slashing

-gunshots

these type of damage **do nothing, and should be ignored**:

-stabbing

-poking

-impaling

-[anything that does not cleave, cut, chop or burn]

loose slime mass chunks:

-fly off and autonomously return to the nearest largest mass during turn actions

-if they cant rejoin the central mass in 1D6 turns, they die and cannot be reused.

-if they can rejoin, recover that HP and the attached slime mass.

-automatically die instantly, if the nucleus is ever ripped out from its slimy housing.

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	20
toughness	(slime mass)
health	(slime mass)
magic	variable
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	30
intimidation	40
perception	45
intellect	35

**serpent of Niflheim**

Giant snakes of the genetic line from Niflheim serpents. Birthed while the giants were strong. This race gets by on manipulation and mind domination. Their glowing, color changing eyes are a marvel of adaptive biology, and get used in conjunction with odd mechanisms related to psychic feedback and hypnotic timing.



- crush (major): if you passed a grapple check and have a character or object constricted, inflict 2D20 crushing damage as a turn action
- appearance: giant snake with glowing eyes capable of changing color hypnotic pulses. Size is normally 20 feet long (or larger)

-hypnotize: assuming you're within short range, and are directly locking eyes with a sentient, living target, make an intellect VS intellect roll. If you win the roll, the target is dominated for 1 single turn (and only 1 turn) to either follow a simple command, or, refrain directly from doing a particular action. Wears off at the start of the targets next turn.

-reproduce through egg laying. 3 months incubation time needed to hatch. 1D8 children per litter.

-serpent genes: all snakes/serpents/reptiles of the world are inclined to view you as a friendly.

-venom bite: unarmed biting inflicts venom upon living targets. Roll a 1D6 for each bite, then consult this chart:

**Venom dosage = time, turn decay, and venom damage**

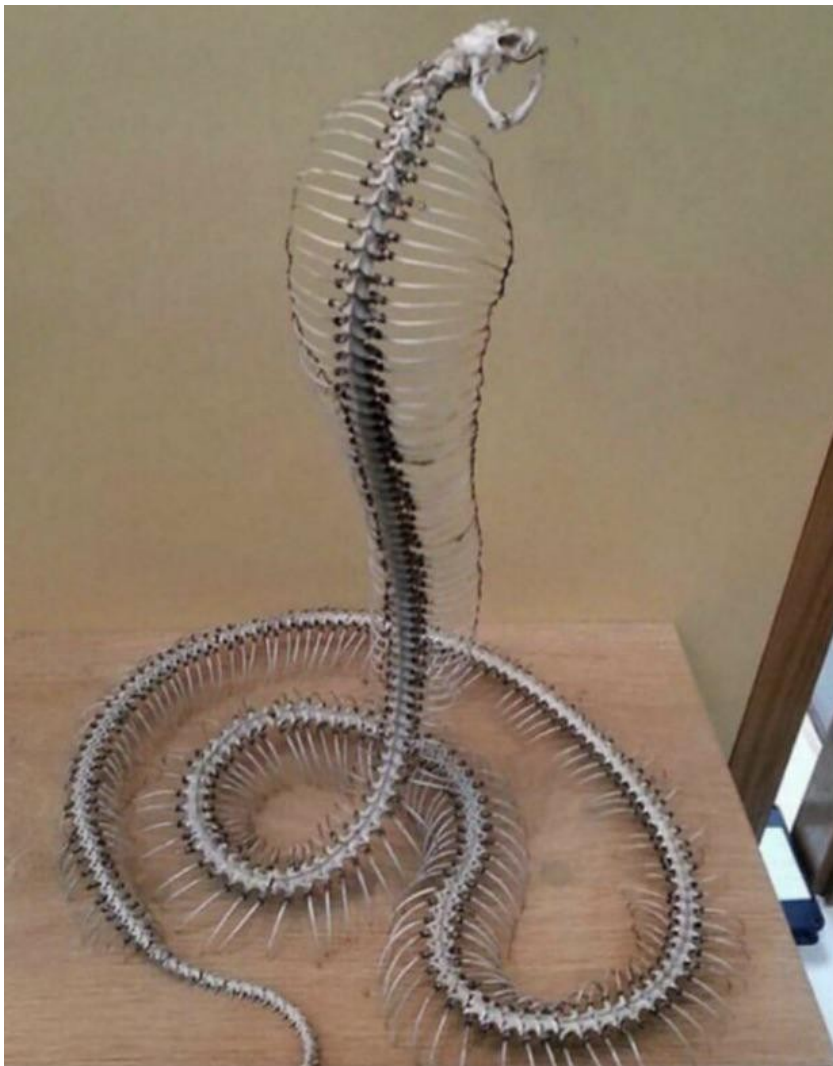
This can be in any dosage amount, and stacked. the more the target gets bitten by a serpent, the more venom gets injected.

When rolling medicine or healing magic to cure venom, take the healing roll and reduce dosage time by that amount. Venom therefore, does not clear out totally (unless healing rolls prevail), and healing only removes the venom drop by drop.

Outside of medicine checks, each turn instead wears off 1 from the currently injected dosage amount.

ROLL WAS	6 or 6+	5	4	3	2	1	-
INFLICT ON TURN START	6 damage	5 damage	4 damage	3 damage	2 damage	1 damage	1 damage
URNS REMAINING OF VENOM	6 or 6+	5	4	3	2	1	(last turn)

<b>NORMAL STATS (without class/build adjustment)</b>	<b>amount</b>
agility	65
toughness	(length X 3)
health	(length X 3)
magic	variable
luck	35
martial	variable
medical	variable
crafting	variable
nature	variable
social	20
intimidation	50
perception	45
intellect	35



*(internal layout of a snake skeleton)*



## Norns

THIS RACE/CLASS HAS NO STAT BLOCK, AND IS NEVER, EVER VISIBLE EXCEPT IN RARE CIRCUMSTANCES. CANNOT EVER BE PLAYED BY A PLAYER.

The following, therefore, is a factsheet regarding the norns as they're considered in the game rules:

- they are the personification of the DM, the dice rolls, and the players interacting.
- everywhere the camera isn't pointing may or may not have a norn in that place directly shaping events.
- perfect silence. Perfect stealth. Perfect invisibility. Perfect suggestion powers.
- acts as the unseen stagehands enacting the DMs will upon the world.
- in practice, think of them as the kabuki theater ninjas that both actor and audience are expected to just "not notice".
- Are they there? Yes. Should you acknowledge this fact? no. what are they doing? Moving stage props, setting up costumes and brand new actors, updating old actors, writing the script, etc.
- by the time the players and NPCs ever think to look somewhere, the norns are already gone from that place.
- biggest aspect: as per the systems name, this is their show, and they're busy making said show happen.

As such, any time they show up, are visited, and/or can be viewed, the DM should role-play them like the 4<sup>th</sup> wall just got broken, and the players are directly interacting with the film crew. Depending on context, it should most often be treated like the current "filming take" is ruined by them being in the shot.

