

DRAUGR

HD · 3 (HP13) **AC** · **14** ↓5 **ini** · 1d20 + 10
atk · **+3**, 1 × Weapon 16 → 0
sav · 1d20 + 1 ≥ PHY6 EVA12 MEN10
mv · 30ft 9m 6sq t (40)
ml · 2d6 ≤ 10 **siz** · med 1×1sq
DC · STR15 CON15 DEX10 INT8 WIS10 CHA13
 BOD13 SOU10 PHY15 EVA9 MEN11 IMP10
skl · *Spy* +3, *Grapple* +2

A revenant (animated corpse) inhabiting a cairn. Another name for them is “Haugbui”, barrow-wight, mound-dweller.

Immunity · In some traditions, draugrs may only be hurt by magical or silver weapons.

Origin · Scandinavian saga literature and folktale.

CREATURES

Bandit
Bison
Chimera
Deer
Draugr
Elf
Ghoul
Golem
Hippogriff
Jaculus
Medusa
Mule
Octopus
Phoenix
Salamander
Shark
Spectre
Sprite
Toad
Weasel
Wolf
Wyvern

DRYAD

HD · 2 (HP9) **AC** · **14** ↓5 **ini** · 1d20 + 13
atk · **+1**, 1 × Magic (charm) 18 → 0
sav · 1d20 + 1 ≥ PHY11 EVA8 MEN5
mv · 30ft 9m 6sq t (40)
ml · 2d6 ≤ 6 **siz** · med 1×1sq
DC · STR10 CON11 DEX12 INT14 WIS15 CHA18
 BOD11 SOU15 PHY10 EVA13 MEN16 IMP13
skl · *M Throw* +1, *Feel* +1, *Soak* +1, *Bind* +1

Tree nymphs or tree spirits of oak trees. Nymphs for other trees do exist, Laurel → *Daphnaie*, apple or fruit tree → *Epimelides*, ash tree → *Meliae*. *Hamadryads* are a variant of dryad completely tied to their trees.

Magic · Spellcaster.

Origin · Greek Mythology. In Southern Sweden, *Askefroa* are ashe tree *Hamadryads*.

DWARF

HD · 1 (HP4) **AC** · **16** ↓3 **ini** · 1d20 + 10
atk · **+1**, 1 × Weapon 18 → 0
sav · 1d20 + 0 ≥ PHY4 EVA10 MEN12
mv · 25ft 7.5m 5sq t-1 (30)
ml · 2d6 ≤ 8 (10 w leader) **siz** · med 1×1sq
DC · STR17 CON17 DEX11 INT11 WIS10 CHA9
 BOD15 SOU10 PHY17 EVA11 MEN9 IMP10
skl · *Craft* +2, *Trade* +1, *Build* +1, *Punch* +1

Small but strong people.

Magic · Some of them are spellcasters, but they specialize in magic helping them in their work of craft. For fighting they rely on the thus superior weapons and protections created.

Origin · Germanic folklore or Norse mythology.

ELEPHANT

HD · 9 (HP40) **AC** · **14** ↓5 **ini** · 1d20 + 10
atk · **+7**, 1 × Tusk (2d8)₉ or 1 × Trample (4d8)₁₈ 12 → 0
sav · 1d20 + 4 ≥ PHY2 EVA15 MEN12
mv · 40ft 12m 8sq F (45)
ml · 2d6 ≤ 8 **siz** · med 1×1sq
DC · STR22 CON17 DEX9 INT3 WIS12 CHA6
 BOD16 SOU7 PHY19 EVA6 MEN9 IMP10
skl · *Spy* +2, *Swim* +1

Loxodonta africana · Not European per se, but they’ve seen the Alps.

Trampling · 3 in 4 chances of getting trampled by an adjacent elephant.

Charge · if the elephant charged for at least 60ft 18m 12sq tt before attacking, it gets a +2 to its tusk attack and deals an extra 1d8 damage. Target falls prone if hit.

DC	TC
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
TC	DC