

DUNGEON FANTASY

POWERED BY GURPS

# FOREST'S END

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BY MERLIN AVERY





A CHALLENGING ADVENTURE FOR 4 TO 6 EXPERIENCED CHARACTERS

## A KNIGHT TO REMEMBER

Dalmar of Skaldbjorg has planned this moment for years. Over a thousand people joined him in the Dragongrounds. Far beyond the safety of Audrey's Wall, Dalmar, his wife Freythor, and their lifetime friend and lieutenant Tobias carved a new settlement out of the dragonkin-infested wilderness.

The planning and struggle is to come to fruition with a grand celebration in front of the King's representative. Dalmar will offer up the Konungsgjöf and petition to be named Jarl of Skógurenda: Lord of Forest's End.

Nothing stands in his way, except ...

- ... a miasma of greed and seething desire has settled over the village.
- ... an elite force of ravenous dragonkin is poised to attack the town.
- ... a murderous faerie who likes nothing more than to play with his food.
- ... an underground labyrinth whose contents spell disaster or salvation for all.

Skógurenda is in peril and does not know it. The only questions are if external or internal threats rip the town apart first ... and if a party of adventurers, newly come to the town, are mighty enough to save it.

**DUNGEON FANTASY**  
POWERED BY CURPS





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POWERED BY GURPS

# FOREST'S END

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# INTRODUCTION

**FOREST'S END** (Skógurenda in the native Norðlondr tongue) is a relatively new settlement established in the thick of the hostile Dragongrounds by Dalmar of Skjaldborg—the son of a lord, but with no land or title of his own. Dalmar wants to be recognized as a jarl, and is making arrangements for an impressive celebration demonstrating his worth. An evil lies beneath the town, eventually drawing the party underground.

The adventure is suitable for a party of experienced **DUNGEON FANTASY RPG** adventurers, or newcomers with improved equipment (some of which can be obtained as rewards in this module, which is far from “treasure-light”). There are challenges in wilderness and dungeon, and many types of monster classes, traps, and other dangers await. A group will have to be quite powerful to directly attack every challenge in a straight-up, unsubtle manner.

## ADVENTURE BACKGROUND

Dalmar of Skjaldborg is the very capable youngest son of Fykir, a jarl with still-more capable elder daughters. No real opportunities for glory and honor there! Dalmar and his wife Freythor, accompanied by Dalmar's oldest and dearest friend Tobias as their chief lieutenant, vocally heeded King Krail's proclamation opening the lands north of the Wall to conquest and incorporation into greater Norðlond. They scouted the lands, and found the ruins of a great keep on a *seemingly* perfect site to found a strong settlement. Dalmar and Freythor were quite the power couple, and together, they persuaded over 200 families—1,000 or more people—to uproot themselves and start new lives north of Audrey'n's Wall.

It's an adventure story: the site was “seemingly” perfect. The prior owner was Vaesukir, a dragon whose greed and covetousness made other dragons' look tame and mild. Of course the fortress sat above a shattered ley-line crossing, and is the dwelling for a twisted and insane guardian spirit named Ravym, who thought it was Vaesukir's offspring. Vaesukir's, and therefore Ravym's, prized possession was a crystal prison entombing a lust-demon named Djanka. Before meeting an appropriately titanic end, Vaesukir prized the demon and the *landvaettr* as keys to eternal rule. Now Ravym does as well.

The demon wants Ravym dead and to be set free to terrorize *Midgard*; Ravym thinks it's Vaesukir the dragon's spawn, and our power couple stepped into the thick of it all.

### TOBIAS' CORRUPTION

Djanka's plots for Ravym's death took a giant leap forward when Tobias and his men came scouting Vaesukir's vault. Djanka whispered into Tobias' mind, inflaming his jealousy at Dalmar's fortune and position. The demoness promised her aid, and appeared to Tobias in his dreams as Freythor, Dalmar's wife. Fondness turned to lust; lust to covetousness: Djanka made him a loyal servant. Through Tobias, she would see Ravym destroyed. In return, Tobias would rule—in his mind, ideally with Freythor beside him. As one would expect, that expedition did not end well.

Tobias convinced Dalmar to seal the vault, its upper halls converted into storage. Tobias conspired secretly to free his newfound mistress. A demon cult gathered and recruited beneath Skógurenda.

### THE COMING FESTIVAL

Three years have passed since the founding of Skógurenda. In this time, the community prospered. Dalmar filled his coffers and called for a celebration to commemorate his success. The festival is to be a week-long event; everyone in Skógurenda is preparing for it.

Tobias chose the upcoming festival as his moment. Festivities have a way of distracting people. While the people laughed and made merry, he would move forces against those that did not support him. Dalmar would die in the chaos, and Djanka would be freed.



# FOREST'S END

NORTH



Skógunenða



# SKÓGURENDA

Skógurenda was founded upon dragonkin ruins. Portents are mixed as to whether this is auspicious, indicating the replacement of the old with the new, or represents shocking hubris. Maybe a bit of both: The town has seen both tragedy and triumph in the three years since its founding.

The land upon which this city rests blends rocky formations with fertile soil. The town overlooks a cliff face that stands 30 feet over the Reiðr Sea. At low tide waters recede, revealing a wide, deep strand of packed sand and broken shell. Before the creation of the permanent docks, these tides provided a convenient beaching point to reach the settlement.

In time, residents carved sloping switchbacked pathways into the cliff face. These paths allow easy travel to a long network of wooden docks. Longboats and deep-hulled knarr can choose between a floating berth a bit out to sea, or beaching boats closer in during low tide. This provides convenient access for small and large craft alike.

Construction of a settlement is no easy task even in less wild surroundings. The early tragedy of the Battle at Forest's End nearly was the end of the town, but strong

wills and a heavy infusion of gold from Dalmar bridged the gap.

As the town progressed, spirits lifted and optimism replacing mourning. The struggles endured brought the Skógurenda people closer. Each month more Norðlanders arrived at the growing settlement. The new arrivals came ready to work. Trade and commerce followed, and coin flowed. The efforts of the people were paying off.

Despite the recent successes, a shadow has fallen over the people. What was optimism and unity gave way to distrust and contention. Not all new faces proved friendly. A simmering discontent lies over the town, though none can quite grasp at the cause. Any offering comment themselves become suspect: Few dare to point out changing demeanor; the festering undercurrent of discontent goes unremarked.

## POPULATION

Roughly 1,000 people (200 or so families) call Skógurenda home. Several thousand more are transients: merchants, crafters under commission by the would-be jarl, and adventurers. A bit more than half—over 100 families—remain of the original families from Skjaldborg. Since its founding more have flocked to the town seeking a new life. Though the Battle at Forest's End cost many lives, immigration has maintained a healthy population. The frontier life and promises of great riches draw a different type of settler: people enamored with King Krail II's challenge.

Unlike many towns south of Audreyn's Wall, most of the people make their home inside the settlement's wood-and-stone fortified wall. The outlying area is too unsettled to risk scattered living. Large common areas serve as livestock pens, and houses are built into existing or remnant structures.

## DEMOGRAPHICS

Humans are the most numerous race in Skógurenda. Dwarves are next, numbering a few dozen with ties to the dwarvish training settlement to the northeast. A handful of elves have journeyed to the land with wanderlust in their hearts. A few unique races, such as eldhuð, dot the population. Most of the population hails from Norðlond but some come from other human lands and dwarven Barakthel. *Immigrants* arrive by ship; *adventurers* sometimes wander in overland.



## NOTEWORTHY INDIVIDUALS

Skógurenda is a medium-sized town, and with 1,000 residents, is roughly twice the size of the typical village in Norðlond. The larger population is required to keep the town safe, and a larger fraction of the inhabitants are going to be capable of defending the town. Even so, not all the residents are created equally, and to know who calls the shots in Skógurenda is to understand how the town and its inhabitants react to friends and strangers.

### DALMAR STONEWALL

Dalmar is the first citizen of Skógurenda; he is determined to become a jarl. This goal prompted him to settle Skógurenda and seek new fortune to pay the king's Duty (also called the *konungsgjöf*) in a new fief. Despite having already narrowly accrued the necessary wealth to reach his goal, Dalmar has become obsessed with the accumulation of gold. He looks at the wealthy jarls of towns such as Jarngarðr and Midgard and wants to be their equal. His thoughts are bent to drawing more people into the town and prospering from the increased guild fees their trade and craft will bring. Dalmar uses tributes and levies as the chief methods for acquiring the gold he so desires. His greed has clouded his senses and left him blind to the problems that face Skógurenda. He is completely unaware his friend, Tobias, is plotting against him.

Dalmar's greed does not negate that he is both intelligent and charismatic. He is also a formidable warrior. He was instrumental in the victory against the forces that once occupied the ruins Skógurenda was built upon. His prowess earned him the title of Stonewall as he stood unwavering in the face of his enemy. Dalmar prides himself on his honor, however real or imagined it may be. He will never back down from a challenge to his value as a man—this has made him a ripe target for Djanka's exploitation.

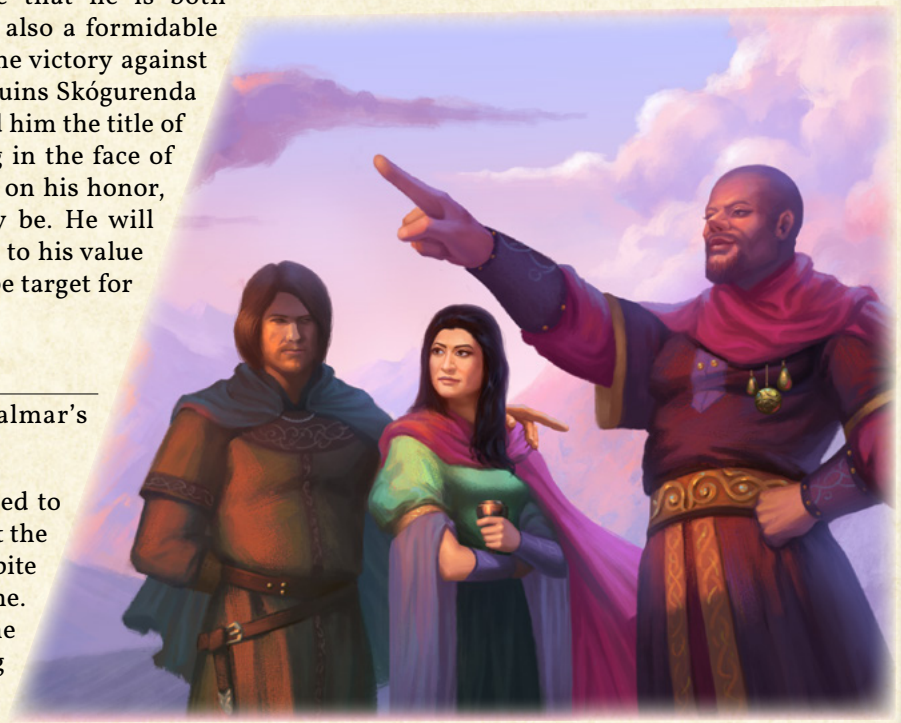
### RELATIONSHIPS

Three people are solidly in Dalmar's inner circle.

**Freythor.** Dalmar has been married to Freythor for 15 years. He boasts that the woman is his greatest treasure despite how taken with gold he has become. Their relationship is strained as he has become obsessed with obtaining ever more treasure.

**Arsbeta.** Along with Freythor, Dalmar has a daughter, Arsbeta, who is rather distant from her father. Other than at formal events requiring both their presence, the two have spent little time with one another in the past year. She is the most outspoken against the behavior of her father, inciting his anger on more than one occasion.

**Tobias.** Dalmar's closest friend and confidant. They have always considered one another brothers and will sometimes use the title of endearment. Tobias supported Dalmar on his quest to earn his lord-hood and stood by him when Dalmar asked for his father's support in taming the land. They have aligned with one another since their youth and have always fought side by side. These days Tobias secretly loathes his friend due to the feelings of jealousy that Djanka has twisted within the man. But on the surface Tobias presents himself as the ever-loyal companion.



## DRAGONS AND DRAGONKIN

The Dragongrounds are the ancestral homeland of the dragons and dragonkin. Their territorial instincts result in instant and violent reactions to outsiders. Some dragons still live from the days of the Dragon War; these ancient monsters recall the days when they were the rulers of the land. These prideful monsters do not suffer lesser beings for long.

Most dragonkin consist of creatures far removed from the power of true dragons. During the dragon wars, they served the dragon queens as foot-soldiers and laborers. These dragonkin form tribes and communities throughout the Dragongrounds, some of which still serve the few remaining true dragons.

### EÐLUFÓLK

If true dragons were the undisputed royalty of their empires, the eðlufólk formed the yeomanry. The eðlufólk were the laborers, construction crews, crafters, and the backbone of dragon armies.

The eðlufólk resemble bipedal Komodo dragons. They have sharply pointed snouts with thick, tough skin. Bony protrusions poke outward through their hide. These growths, combined with their naturally scaled hides, make for good armor. They have five-fingered hands and feet, and strong, heavy tails. Both fingers and toes feature pronounced, non-retractable claws. They make use of these claws for traction and digging when out of combat, and as powerful slashing weapons when fighting. The tail, used to strike and knock down foes, is as long as the rest of the body. The females are larger than the males and often have greater magical abilities.

### SOCIETY

The eðlufólk range extends through much of the Endalaus Forest. Their settlements—and the ruins of settlements—are found nearly everywhere. Eðlufólk have a complex, stratified culture sculpted to mimic that of the dragons from the days before the Shattering. They gather into tribes forming camps and villages led by chiefs who are the sole decision makers for the entire

community. Females wear the status of chief in their society, usually backed up by several male enforcers.

### CASTE

True dragons molded the eðlufólk society over millennia so they could best serve their needs.

There are four castes: warriors, arcanists, crafters, and laborers (including farmers and hunters). Warriors include line infantry ([DRAGON WARRIORS](#)), shock troops ([BEARDED ONES](#)), and scouts ([MONITORS](#)).

“Priests” with **Power Investiture** are unknown in eðlufólk society. All eðlufólk magic stems from the draconic bloodline through levels in **Magery** ([ADVENTURERS, P. 41](#)).

### POLYANDRY

Eðlufólk structure family life around a single female attended by several males. Females lay clutches of eggs fertilized by any of several partners. They lack the direct psychic control of their children that dragons had before the Shattering and instead enforce dominance through culture and tradition. Eðlufólk live in subjugation to the head of their household; the tribes likewise subjugate themselves to their chiefs.

Many castes are represented in a family unit. The eðlufólk assign each of their progeny to a family mentor before the hatchling is old enough to communicate.

### DIET

The eðlufólk are obligate meat-eaters, and require a lot of protein to thrive. Eðlufólk happily eat other sentient races—including humans, elves, and even gangaëðla—in a pinch. They find dwarven flesh unsavory and indigestible.



## REIÐR SEA

The great Reiðr Sea stretches to Skógurenda's southeast. Trade to Skógurenda relies on shipping, and immigrants and traders make their way to and from Norðlond and the Dwarven kingdoms over the waves. The Angry Sea is fraught with its own perils.

## GROTTOS

Natural occurring grottos line the coastal cliffs of the sea. Many of the caverns flood and drain with the tide; some have labyrinths weaving their way through the soft rock beyond. These caverns are host to many sea creatures, including the alien *hákarlmaðr* that use them for shelter and breeding grounds.

## HÁKARLMAÐR

These man-sharks are territorial, violent, cannibalistic man-eaters. They treat interlopers of any species the same way: as dine-in seafood.

The *hákarlmaðr* resemble bipedal deep-sea fish. Multi-colored, shimmering scales cover their body, but their eyes are lifeless and dark with a reflective sheen and a solid bright pupil in the center. Their jaws have a distinct underbite filled with serrated, dagger-like teeth. They have pronounced gills at the backs of their heads, allowing them to breathe in water. Webbed feet, hands, and a large finned tail make them powerful swimmers. Their long-taloned hands have three fingers and an opposable thumb. Some *hákarlmaðr* have prominent fins of varying design lining their backs.

*Hákarlmaðr* are amphibious, but their swimming capabilities make them better suited to the water. They come upon land to lay eggs in protected grottos that proliferate along the coast. *Hákarlmaðr* are fiercely protective of their spawning grounds: Anyone near their pools can expect swift retribution for trespassing.

*Hákarlmaðr* use rather primitive tools usually made of bone, stone, glass, coral, or other materials easy to find in or around the sea.



Their society consists of tribal families. A chieftain guides and leads the *hákarlmaðr* of each tribe. The *hákarlmaðr* method for selecting chiefs varies but the chief is always revered. Most are discerning and intelligent, and while the toughest, most cunning *hákarlmaðr* is usually chief, they lead by example, not by fear or brutality. Within the tribe, anyway.

## 4 HORDE AND PIT

This room of the cavern is broad and spacious with the dancing flames lighting the room. The ceiling arches overhead 5 yards at its peak.

Tables with chairs and benches surround the pit along with racks containing barrels of drink, some of which are tapped. Leaves and straw line the floor, stained with foul filth. Two wooden doors bar exits on opposite sides of the pit and two other tunnels open as passages away from the pit. Furniture and bedrolls for over a dozen villifólk are seen strewn about; clearly the creatures spend time here when not raiding.

### CONCEALED

The villifólk under Raonull's command congregate in this chamber when not sleeping or marauding. If the villifólk have been alerted, they're already armed and prepared for the delvers' entry. If not, they're unarmed and relaxing with weapons nearby. Others are trying to entertain themselves with random games. Some gnaw on whatever nigh edible substance they can fit in their grubby hands; they drink and feed the [ROTWORMS](#) dwelling within the pit.

If the villifólk are on alert, they rush to the attack upon detecting the PCs. If the characters can scout the area unseen or take a Concentrate maneuver to observe the room to get their bearings, they get a better sense of the rotworm pit:

A jagged-walled pit dominates the center of the room into which food items and viscera too disgusting even for villifólk are flung. A rank, sickening odor fills the room. Writhing and wriggling in the muck-filled pit, swarms of worms seek out and devour anything even remotely digestible.

### CHALLENGES

The gathering chamber for the villifólk horde poses several threats.

**Fetid Stench.** Anyone who has a sense of smell and breathes in the air of this chamber must make an immediate HT roll or suffer **nausea** ([EXPLOITS, P. 65](#)). Failure on the roll means the nausea persists while

inside the chamber, and lingers on for 1d minutes after leaving.

There are various seating arrangements where the villifólk lounge and entertain themselves. These furnishings are crude at best and amount to anything flat enough to rest a villifólk butt upon. Atop the tables are remnants of meals, trinkets, games, and mugs.

**Festering Pit.** The pit contains 1d+3 [ROTWORM SWARMS](#) (see below), which pounce upon anything falling into the pit. The worms cannot crawl out on their own.

The villifólk attempt to force foes into the pit. Spilled patches of oil, food, and other greasy muck line the pit (marked on the map). Simply entering one of these patches forces a DX roll to avoid slipping into the pit. If a combatant is shoved, DX rolls to remain upright or stay in place are at -4! Falling into the pit inflicts **1d+1 crushing damage** (see [Falling, EXPLOITS, P. 67](#)).

Make a **Climbing** roll to escape the pit; a running start adds +2. Others can make complimentary skill rolls, or if strong enough, throw down a rope and lift a comrade out.

**Villifólk Horde.** The villifólk force consists of 16 villifólk and one [GREMLIN](#). If threatened, the villifólk split into two groups of eight and attack from each side of the pit. One group of villifólk grapple and distract foes. Those remaining take cover and launch ranged attacks from across the pit. The gremlin attacks the lightest-armored foe first.

A roughly equal number of villifólk are "off-shift" in the [BLOODY BARRACKS](#); the total number of individuals available to Raonull number around 40!

### REWARDS

PCs can discover the following treasures in the room:

- ✧ 3d×20 in silver and copper coins.

### ROTWORM SWARM

Rotworms are large sickly-yellow maggots between 4 to 8 inches long. Hardened mandibles protrude from their head, help them rip into flesh. Rotworms drool corrosive bile; their bite is also septic. They are treated as swarms: see [MONSTERS P. 8](#) and [P. 54](#) for an explanation of the stat line including the Notes.

TYPE	MOVE	DAMAGE	HP	NOTES
Rotworms	2G	1d corr	10	[1]

## DRAGONKIN INCURSION

The dragonkin of the Endalaus Forest plan to assault Skógurenda and cleanse it from their ancestral lands. They are led by the half-dragon Smoke-eye Baleblade.

Thanks to information provided by Tobias and Djanka's demon-cult, they know of the festival and plan to strike at an opportune moment. What the dragonkin do not know is that Tobias and his cultists have been feeding them false information. The force that Baleblade is bringing to attack Skógurenda is insufficient. Sure, there are a lot of them, but the entire armed might of the town is out with their best gear on as part of the festival.

The assault is scheduled for the morning of the third day of the festival. It begins with a drekitröll (also known as a dragon-hulk) assaulting an unguarded section of the bulwark: Tobias or his agents have seen to it that some of the fortifications are unguarded. Given the extent of the revelry, guardsmen may be drunk or injured in any case.

The rampaging drekitröll signals the beginning of the attack by smashing through the palisade. Its initial rampage targets the longhouses nearest the breach. The noise signals the rest of the dragonkin to advance using the breached wall as their entry point. Following behind is a force of eðlufólk and half-dragons; few gangaeðla are part of the attack.

Anticipating the dragonkin arrival, Tobias steps up to defend the town. He seeks to appear the hero leading the people to victory, supplanting Dalmar. The town rallies to him, gathering arms and mustering into forces. Tobias instructions are succinct: defend the town, and push the dragonkin beyond the wall

Those unable or unwilling to fight retreat to Dalmar's festhall. It is the safest structure in the town, completely built of stone and slate, with sturdy doors and narrow, high windows. Not everyone can make it to the festhall: Townsfolk are scattered in somewhat defensible clusters throughout the town.

### ENEMY FORCES

The dragonkin have gathered a large force to attack the town, consisting of:

- ✦ [SMOKE-EYE BALEBLADE](#), the force leader.
- ✦ 10 "clutches" of half-dragon warriors, each numbering six to nine individuals.
- ✦ 20 units of eðlufólk fighters, each unit a dozen strong.
- ✦ A single [DREKITRÖLL](#).
- ✦ One [WYVERN](#).

The half-dragon warriors are strictly melee fighters; if they need spellcasting support, they supplement their numbers with three of the [MYSTERIOUS ONES](#). Each unit of eðlufólk is a dozen strong, and consists of four three-dragon elements. There will never be more than a single element of Mysterious, but for the rest, they can be any variety of [DRAGON WARRIORS](#), [BEARDED ONES](#), or [MONITORS](#). Some usual configurations are noted in [THE GRINDER](#), but the GM can mix and match as needed.

It is very challenging for the PCs to get a feel for the entire force arrayed against Skógurenda; the assault begins in the middle of a festival with no warning from the scouts. Tobias' cultists showed the dragonkin an unwatched pathway to the town.





# BESTIARY

This chapter contains most of the monsters and foes that are noted as encounters in Skógurenda. First presented are with abbreviated stat blocks for quick reference. More unique creatures are given full-page writeups.

## MONSTER CLASSES

The relevant monster classes and notes are listed below.

**Animal.** Affected by **Animal Empathy**, **Animal Handling**, **Disguise (Animal)**, **Mimicry**, Animal College spells except **Hybrid Control**, and **Repel Hybrids**; instead use **Control (Animal)** and **Repel (Animal)**. Subject to spells that affect the living.

**Construct:** Artificial magical animated creatures. Affected by spells like **Seek Magic** and **Pentagram**. They cannot be mind-controlled, are not living, and are undetectable with the **Aura** spell.

**Dire Animal.** Requires a **Naturalist** roll to identify. Rolls to influence dire animals are at -5. Cannot be created using **Create Animal**. Otherwise as Animal.

**Elder Thing.** Creatures from beyond the Nine Realms, not bound within *Yggdrasil*. Neither living in any normal sense or magical creatures. Not affected by **Banish**.

**Giant Animal.** Large versions of normal animals; otherwise treat as **Dire Animal**.

**Demon.** Affected by **Banishment**. **Demons** are also **Spirits** (see **Spirit Empathy**, *ADVENTURERS*, p.

53). Detects as **evil**. Not subject to spells that affect the living.

**Elemental.** Affected by **Control Elemental** and similar spells. Elementals are also **Spirits** (see **Spirit Empathy**, *ADVENTURERS*, p. 53). Not subject to spells that affect the living.

**Faerie.** Affected by **Seek Magic**, **Pentagram**, and similar spells. Subject to spells that affect the living.

**Hybrid.** Affected by a special subclass of **Animal Handling** skills, **Hybrid Control**, and **Repel Hybrids**. Unaffected by **Control (Animal)** and **Repel (Animal)**. Otherwise treat as **Animal**.

**Mundane.** Subject to spells that affect the living.

**Plant.** Affected by **Plant Empathy** and **Plant College** spells. Subject to spells that affect the living.

**Spirit.** Affected by **Seek Magic**, **Pentagram**, and similar spells. Affected by **Spirit Empathy**, **Affect Spirit**, and **Spirit Control** spells. Not subject to spells that affect the living.

**Undead.** Subject to **Turning**. Not subject to spells that affect the living.

## EÓGAN

Eógan is an elfárd ranger, captured during the Allfather's hunt. He is overconfident and a loner. He was hunting game and trapping for furs when the villifólk set upon him. He makes wild excuses for the villifólk's success in their taking of him (they must have used a spell to mask their presence, honest!). If freed before the fight ends, he'll grab a weapon—his own gear if he can—and join the battle. He is dressed in light leather armor; his shortsword and longbow are in possession of the villifólk.

### EÓGAN (ELFÁRD RANGER)

ST 11    DX 12    IQ 11    HT 11

**Traits.** Appearance (Attractive); Forest Guardian 2; Magery 0; Outdoorsman 1; Overconfidence; Loner; Sense of Duty (Skógurenda); Sense of Duty (Nature); Stubbornness (12).

**Other:** Perception 12; Dodge-9; Parry-9; DR 1; Speed/Move 6.

**Skills.** **Bow-16**; Camouflage-13; Climbing-11; **Fast-Draw (Arrow)-14**; Gesture-12; Hiking-11; Mimicry (Bird Calls)-11; Navigation-11; Observation-12; Riding (Horse)-11; Shortsword-13; Stealth-13; **Survival (Woodlands)-15**; **Tracking-14**; Traps-12.

## DRAGONKIN

While true dragons were the undisputed royalty of ancient dragon empires, the eðlufólk formed the yeomanry. The gangaeðla—smaller in stature but greater in numbers by far—built the dragons' cities and fortresses, crafted what the dragons could not craft themselves, and were the backbone of the dragon armies as they spread their might throughout Etera. Eðlufólk and gangaeðla have a complex, stratified culture and society sculpted to mimic that of the dragons.

**Gangaeðla.** Treat the gangaeðla as **DINOMEN**, from **MONSTERS (PP. 20-21)** in description, behavior, and skills. They also are burrowers (their name means tunnel lizard) and builders, with appropriate skills at **IQ+2**.

**Eðlufólk.** Resembling bipedal Komodo dragons, they have sharply pointed snouts, with thick, tough skin shot through with bony inclusions that makes for good armor. They have five-fingered hands and feet, and strong, heavy tails. Both fingers and toes feature pronounced, non-retractable claws used for traction and digging out of combat. The tail, used defensively to strike and knock down foes, is as long as the rest of the body. The females are notably larger than the males, and more frequently gifted with magical abilities and trained to become Mysterious Ones.

Eðlufólk settlements—and the ruins of settlements—are found almost everywhere in the Dragongrounds. There are still sizable populations in the Endalaus Forest and east to the sea. The lands surrounding the

Grey Marshes are the demesne of Svartadauði, one of the few remaining and active ancient dragons. Grey Marsh eðlufólk have a very different temperament and behavior than others.

The attitude of the eðlufólk to the non-draconic races ranges from disinterested to the wary respect one gives an intelligent and dangerous predator. They are territorial, seeking to remove potential threats to their lands. Their personal spaces are confining—their rooms are barely large enough to turn around in, though common spaces are larger.

To best serve the true dragons, eðlufólk society was molded over millennia. There are four castes—warriors, arcanists, crafters, and laborers (including farmers and hunters). Warriors include line infantry (dragon warriors), shock troops (bearded ones), and scouts (monitors). Eðlufólk's magic stems from the draconic bloodline itself. The eðlufólk spellcasters wield tremendous influence, and are the primary liaisons with dragons when one is around.

**Half-Dragons.** In response to the Winterfae's forced hybridization with mortals to craft a warrior race (the elfàrd), the forces of dragonkind created hybrid creatures of their own from humans. Half-dragons are on the average much stronger than their dragon-blooded cousins (see **NORBLONDR FOLK, P. 13**), chosen for size, toughness, and cunning by their masters over countless years. See the Bestiary for more details.



# FOREST'S END

## EÐLUFÓLK DRAGON WARRIORS (Mundane; SM 0)

The most common of the larger bipedal dragonkin, the Dragon Warriors are heavy and strong, if unimaginative, fighters. They travel in groups of at least a half-dozen, usually led by a bearded one or one of the mysterious. They sometimes travel with large packs of gangaeðla as well.

### TRAITS

- 🛡 Disturbing Voice
- 🛡 Nictitating Membrane 2
- 🛡 Odious Racial Habit (Eats other sapient beings, -3 reactions)
- 🛡 Peripheral Vision
- 🛡 Tough Skin 2

### SKILLS

- 🛡 Axe/Mace-13
- 🛡 Brawling-13
- 🛡 Shield-13
- 🛡 Spear-13
- 🛡 Stealth-11
- 🛡 Thrown Weapon (Spear)-13
- 🛡 Tracking-11
- 🛡 Wrestling-12

### ATTACKS

Attack	Damage	Reach	Notes
Bite-13	1d cut	C	Sharp teeth
Clawed Punch-13	1d cut	C	
Club-13	2d cr	1	
Grapple-12	1d+1 ctrl	C	Wrestling
Javelin (Melee)-13	1d+1 imp	1	
Javelin (Thrown)-13	1d+1 imp	19/32	Acc 3

## EÐLUFÓLK BEARDED ONES (Mundane; SM 0)

The bearded ones are the eðlufólk shock troops and elite warriors. Vicious, violent, and deadly, these pouncing berserkers leap over the ranks of dragon warriors to savage their prey with small chopping axes. They favor heavy armor.

### TRAITS

- 🛡 Combat Reflexes
- 🛡 Disturbing Voice
- 🛡 Nictitating Membrane 2
- 🛡 Odious Racial Habit (Eats other sapient beings, -3 reactions)
- 🛡 Peripheral Vision
- 🛡 Tough Skin 2

### SKILLS

- 🛡 Axe/Mace-16
- 🛡 Brawling-16
- 🛡 Jumping-16
- 🛡 Stealth-12
- 🛡 Sumo Wrestling-16
- 🛡 Thrown Weapon (Axe)-16
- 🛡 Tactics-10
- 🛡 Tracking-10

### ATTACKS

Attack	Damage	Reach	Notes
Axe (Melee)-16	3d+3 cut	1	Throwing axe
Axe (Thrown)-16	3d+3 cut	20/30	Acc 1
Bite-16	2d cut	C	Sharp teeth
Clawed Punch-16	2d cut	C,1	
Grapple-16	2d+1 ctrl	C	ST 22 to grapple
Slam-16	2d+5 cr	C	Move 4, Sumo

<b>ST</b> 13	<b>DX</b> 11	<b>IQ</b> 9	<b>HT</b> 11			
<b>Damage</b> 1d/2d-1	<b>Ground Move</b> 6	<b>Will</b> 9	<b>Basic Speed</b> 5.50			
<b>Basic Lift</b> 34	<b>Water Move</b> —	<b>Per</b> 10	<b>Basic Move</b> 6			
<b>Control Thresholds</b>						
<b>HP</b> 13	1/10	×1/2	CM	1.5×CM	2×CM	<b>FP</b> 11
<b>Parry</b> 9*	<b>Dodge</b> 2	<b>Block</b> 7	<b>DR</b> 14	<b>DR</b> 21	<b>DR</b> 28	<b>DR</b> 11
<b>9*</b>	<b>8*</b>	<b>11</b>	<b>2</b>			

### MONSTER NOTES

Effective **ST 14** for grappling due to **Wrestling** skill. Most eðlufólk rely on thick leather and rawhide shields and their natural tough skin for armor. Their tail is heavy and strong, but not useful for grabbing. Eðlufólk can lash out with their tails—treat this as an **All-Out Attack (Double)** for a bind and then takedown; never retain control points! Dragon Warriors are predictable in combat, and they rarely deviate from “approach, throw javelins, close to melee, bash or stab.” \*Their hide shields add DB +2.

<b>ST</b> 20	<b>DX</b> 12	<b>IQ</b> 10	<b>HT</b> 12			
<b>Damage</b> 2d-1/3d+2	<b>Ground Move</b> 4 (light enc)	<b>Will</b> 12	<b>Basic Speed</b> 6.00			
<b>Basic Lift</b> 80	<b>Water Move</b> —	<b>Per</b> 12	<b>Basic Move</b> 6			
<b>Control Thresholds</b>						
<b>HP</b> 20	1/10	×1/2	CM	1.5×CM	2×CM	<b>FP</b> 12
<b>Parry</b> 12U	<b>Dodge</b> 3	<b>Block</b> 11	<b>DR</b> 22	<b>DR</b> 33	<b>DR</b> 44	<b>DR</b> 12
<b>12U</b>	<b>10</b>	<b>—</b>	<b>7</b>			

### MONSTER NOTES

These shock troops are decked out in heavy scale on the torso and head, and light segmented plate on their arms and legs, giving **DR 9** to the skull, **DR 7** on the torso, and **DR 5** everywhere else. Their wrestling skill gives +2 *per die* to control points. They are very aggressive and prodigious jumpers, leaping into combat and blinding grapples, axe strikes, and slams. They typically carry four small throwing axes, heavy mail, and are strong enough to do so unencumbered! **Sumo Wrestling** gives them +2 *per die* damage with slams and shoves: They love that. Base horizontal jump is 4 yds.



## WYVERN (Mundane; SM +2)

Dangerous aerial predators, they can penetrate far into civilized areas to menace cities and farms commonly believed secure. Heroes venturing into the wilderness are wise to keep an eye on the skies for these perilous hunters.

Of all the lindorms, the wyverns are most like the great dragons: scaled creatures with long necks, whipping tails, bat-like wings, gaping jaws lined with steak-knife teeth, and hind legs sporting grasping talons. Most sport various decorations—crests, rows of spines, frills, horns, tendril-whiskers, ears, and other adornments. Knobby or plate-like scutes covering the back and broad, smooth belly scales are typical. Wyvern colors can range across the entire spectrum, from rusty red to emerald green to blue-violet, from icy white to charcoal black, and from drab to dazzling. Their patterns are commonly two-toned (with a belly of one color and sides and back of a different color), striped, oscillated, reticulated, or adorned with eye spots. Wyverns hiss when annoyed, growl when upset or frightened, trill when pleased, and roar when angry or proclaiming their territory.

Wyverns build their lairs in high places, overlooking expanses of open habitat. A wyvern nest is a burrow or cave, ending in a chamber large enough for the reptile to curl up. They defend their nest fiercely, diving down on intruders, raking them with claws and teeth, and buffeting climbers to force them to fall.

Wyverns dive on prey from above or catch it by surprise flying low and behind cover before bursting into view to snatch it away. Victims which have been caught and carried off are kneaded and squeezed in the wyvern's claws while its jaws rip at its intended meal.

If forced to fight on the ground, a wyvern leaps into the air to claw at its foe while snapping with its jaws and battering with its wings at any in range, using its tail to smash those behind it. It will use the range of its tail to make opportunity attacks on anyone getting close, while focusing a flurry of talons and teeth on its selected victim.



ST 28	DX 14	IQ 5	HT 15
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Damage 3d-1/5d+1	Ground Move 6	Will 11	Basic Speed 7.25
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Basic Lift 156	Flying Move 14	Per 16	Basic Move 6
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Control Thresholds						
HP	1/10	×1/2	CM	1.5×CM	2×CM	FP
28	3	14	28	42	56	15
Parry		Dodge		Block		DR
—		10		—		6

### TRAITS

- Dark Vision
- Discriminatory Smell
- Extra Attack 1
- Flight (Winged)
- High Pain Threshold
- Horizontal
- Immunity to Disease
- Loner (12)
- Nictitating Membrane 3
- Night Vision 9
- No Fine Manipulators
- Penetrating Voice
- Peripheral Vision
- Temperature Tolerance 2 (Cold)
- Temperature Tolerance 2 (Heat)
- Wild Animal

**Fire Breath (18):** Costs 2 FP per use, with no recharge time or limit on uses/day. Does 2d+2 burn large-area injury in a 1-yard-wide × 10-yard-long cone (see *Area and Spreading Attacks (EXPLOITS, PP. 45-46)*).

### SKILLS

- Brawling-18
- Innate Attack (Breath)-18
- Stealth-18
- Sumo Wrestling-18

### ATTACKS

Attack	Damage	Reach	Notes
Bite-18	3d+1 cut	C,1	
Claw-18	3d+4 cut	C,1	Counts as weapon
Tail Swipe-18	3d+4 cr	C-2	See Monster Notes; counts as weapon
Tail Barb-18	3d+4 imp	C-2	2d toxic follow-up (HT-4 to resist); counts as weapon
Grapple-18	3d+5 control	C	Can <b>worry</b> as free action after a successful grapple
Overrun-18	3d+18 cr	C	See Monster Notes

### MONSTER NOTES

The wyvern's status as a wild animal differentiates it from the true dragons, transforming it into a giant predatory murder-lizard that breathes fire. Most "dragonslayers" probably killed wyverns! The tail barb is venomous; both the tail swipe and overrun attacks can do **double damage as knockback** (no injury!) if the wyvern wants to go bowling for adventurers. This wyvern breathes fire (and has DR 12 vs. fire), but some exhale poison (as per *MONSTERS, P. 22*). A wyvern's claws and tail count as weapons. A wyvern may make two attacks, but may not use the same method twice in one turn.

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