

# MIDGARD™



## BESTIARY

*Pathfinder RPG Edition*

Adam Daigle





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*Pathfinder RPG*

❧ *Edition* ❧

Adam Daigle

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# INTRODUCTION



As with many things from Open Design, this project grew organically. Usually these things start up on the design forums with a patron saying something like, “Wouldn’t it be cool if...?” When a good idea bubbles up, Wolfgang posts, “Interesting. I’d like to hear more.” (I always imagine a slow, approving nod in the tone.) And if the stars align and the gears crank, things like this happen.

This book features many creatures that have filled the pages of Open Design adventures for the last 5 years. In my selections—and with great community input—I included the creatures most iconic to the world. I also included as many creatures from folklore as possible with the new additions, using this folklore to inform my design decisions and take the real world’s fantasy to our game tables. One of my favorite elements of roleplaying games is monsters, and those that come from folklore, from a massive and collective unease or fear, are the best.

I’ve always loved monsters. I was fortunate enough to grow up around a good diversity of cultures in the Cajun/redneck corner of Texas I grew up in, so I not only had the stories and tales of my family to frighten me at night, but also those of my friends’ families. Hearing stories about a wakwak from a venerable Filipino woman when you’re 11 makes the folktale monster much creepier. (Teaching me later in life—delivery is key.)

However, I learned the fun side of fear when it comes to critters and monsters from my older sister well before that. She was

the one that introduced me to horror movies, and by the time we were teenagers too busy with our own friends, we’d watched everything in the horror section of our local video rental store. Twice, if not more. We grew up in a rural area around canals and bayous when we were little and there were all sorts of critters around. For some reason, my sister, who is otherwise tough and fearless, was terrified of those little green tree frogs that’d climb on the windows near the light and eat bugs. So as a little brother of course should, I would capture these frogs and find new and clever ways to scare her with them. Walking up with your hands cupped only works so many times.

I’d hide them under her covers before bed, urge one through the gap under the door while she’s in the bathroom, slip one into a jacket pocket... you get the idea. Looking back, I was using the same goblin against the same party for years, and I have to think that tormenting my sister with tree frogs had to contribute to my GMing in some way because we’re always trying to find new ways to use monsters.

But we also love new monsters, and that’s what we here at Open Design have for you. If you’ve been with us for a while, you will likely recognize a few monsters you’ve either tormented player’s with or been tormented by. We pulled from years of Open Design projects, *KOBOLD QUARTERLY* issues, blog posts, the design forums of the **Midgard** Campaign Setting patronage project, and some of our most talented designers to bring you monsters representing the kind of threats an adventurer might find in **Midgard** for your *Pathfinder* RPG campaign.

## THANKS

A whole mess of people made this possible, so...

I’d like to thank Carlos Ovalle for sparking the ignition on this project. Without his footwork and organization, the *Midgard Bestiaries* might not have started as soon as they did. His spreadsheet skills, data organization, and polls helped shape the project, and he was always eager to help it along in whatever way he could (and he did).

Ben McFarland deserves thanks for his work on converting a healthy number of these creatures from their original incarnations into the *Pathfinder* RPG system. As he is one of the sage kobolds in the Open Design mines, his knowledge of all the **Midgard** material past and present was integral in completing this book.

I’d like to thank the crew that worked with me doing conversions and design to get this book built. I appreciate the work and dedication you put to his project. Without you, this would have been impossible.

None of this would be possible without all the patrons and contributors to Open Design projects throughout the years. Without creating all this great source material and providing the formative ripples of this campaign setting, the world of **Midgard** would exist only at Wolfgang’s gaming table.

A special thanks to the AGE Bestiary and 4th Edition Bestiary crew. Even though Josh Jarman beat me to press (and Richard Green and Brian Liberge might as well), it was great working with you guys as we shared lists, compared notes, and shared advice. Open Design truly is the Switzerland of the Edition Wars. We design, we game, and we imagine. We don’t pick sides when creativity is at stake.

And finally, and most importantly, I’d like to thank Wolfgang for giving us the chance to play around in his world of **Midgard** all this time and for giving me the opportunity to work on not only this project, but many, many others throughout the years.

Enjoy,  
*Adam Daigle*



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