

# THE ICE KINGDOMS

EXPANSION VOLUME ONE



## EXPANDED BESTIARY

ROLE PLAYING SUPPLEMENT  
BY  
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# EXPANDED BESTIARY



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## CREATURE DESCRIPTIONS

**Terrain:** The usual habitat of the creature, where it is most likely to be found. Sample climates include arctic, subarctic, temperate, and tropical. Terrains are more specific, and include plains, scrublands, forests, hills, mountains, swamps, deserts, and other such features.

**Frequency:** The likelihood of encountering a creature in a typical area. A creature may have differing frequencies in different climates/terrains or areas of the world.

**# Appearing:** The usual number of creatures appearing in their natural setting. This number should not be used for dungeon encounters or encounters in other artificial settings. Solitary creatures encountered in groups do not necessarily cooperate.

**Organization:** The usual social structure of a creature. Solitary creatures may also be found in small family groups.

**Activity Cycle:** The time of day in which a creature is most active in an outdoor setting. Creatures may be active at any time underground. Exceptions to a creature's activity cycle are common.

**Intelligence:** A creature's intelligence is equivalent to a character's ability score.

**Treasure:** The usual treasure carried by a creature or in a creature's lair. The types given refer to the Treasure Types in Appendix A. Treasures may be deliberately placed by the game master or placed randomly. If placed randomly, roll for each type listed. Lair treasure types and individual treasure types in

parentheses are determined for each encounter as a whole, while individual treasure types are determined for each creature in an encounter. Larger or smaller treasures are noted by a multiplier (e.g. Dx2, Hx1/2). For encounters larger or smaller than usual, treasure should be adjusted accordingly.

**Alignment:** A creature's outlook on morality and ethics. The alignment listed for a creature is the usual alignment for a creature of that type, but uncommon exceptions may occur. Animals and other unintelligent creatures are always Neutral.

**Armor Class:** A creature's armor class, determined by a creature's equipment, physical or magical nature, speed, reflexes, and other abilities. Armor Class is accompanied by a number in parenthesis. This number equates to the creature's Armor Class for games that use ascending (higher is better) armor class.

**Movement:** The movement rate of a creature. Creatures that commonly wear armor may have an unarmored speed listed in parentheses. Special types of movement, such as flying or swimming, are listed for creatures that possess these types of movement. Flying rates include a maneuverability ranked from class A to E, as described in Appendix XX.

**Hit Dice:** The number of dice rolled to determine a creature's hit points. Unless noted, hit points for creatures are usually determined using a d8 hit die, although larger or smaller dice may be used for stronger or weaker individual creatures. Some creatures have an extra hit point modifier added to their hit dice; creatures with a modifier of +3 or greater are treated as a creatures of one hit die greater

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than indicated for purposes of THACO and saving throws. An average hit point value is included in parentheses.

**THACO:** The result needed on an attack roll to hit a combat opponent with an armor class of 0. THACO is determined by a creature's hit dice and adjusted according to a creature's relative strength. Humans and demi-humans always use the player character values for THACO. Circumstantial modifiers to a creature's THACO are described in a creature's combat listing. THACO is accompanied by a number in parenthesis. This number equates to the creature's base attack bonus for games that use ascending (higher is better) armor class.

**Attack:** The type of attack employed by a creature and the damage inflicted by a successful attack. A creature may have multiple attacks of a given type, and may have multiple types of attacks. For example, a creature with a listing of "2 claws 1d3, bite 1d6" attacks twice each round with its claws and once each round with its bite. Each successful claw attack inflicts 1d3 points of damage, and a successful bite inflicts 1d6 points. Creatures that commonly use weapons are listed as "by weapon".

**Special Traits:** Any extra abilities, defenses, and vulnerabilities possessed by a creature. These are further described in each creature's combat listing.

**Saving Throws:** This represents a creature's innate ability to resist spells and magical powers, but it also covers their ability to make

saves in general. The percentage chance that magic cast on a creature will have no effect. If a creature's magic resistance fails, the creature may still make a saving throw to resist the magical effect as normal. A creature may have further resistances to specific spells or types of magic; these are listed in a creature's combat listing.

Unless otherwise noted, all creatures save as fighters of a level equal to their hit dice. Giant and humanoid spell casters save as their spellcasting class, though of a level equal to their hit dice if greater than their spell caster level. Humanoid player characters always save according to their class and level.

**Size:** A creature's size category. A creature's shape may affect its size. For example, a spherical creature the size of a human has more mass than a humanoid creature of the same size, and is considered large whereas the humanoid is be man-sized.

**Morale:** The likelihood that a creature will remain in combat under extreme pressure. A creature's morale may be adjusted by individual circumstances. Morale ratings adhere to the following range:

**Experience:** The amount of experience points awarded to a group for defeating an encounter with the creature.

The description of a creature includes a creature's appearance, behavior, society, and ecology.

## **BERSERKER GHOUL**

**Climate/Terrain:** The Frozen Thrones

**Frequency:** Rare

**Number Appearing:** 1 or 1d6

**Organization:** Party

**Activity Cycle:** Nocturnal

**Intelligence:** 8-10

**Treasure:** None

**Alignment:** Chaotic Evil

**Armor Class:** 5 or 4 (15 or 16)

**Movement:** 12

**Hit Dice:** 3+3 (17 hit points)

**THACO:** 17 (+3)

**Attack:** 1 or 2 (2 or 3, see below) (by weapon+1)

**Saving Throws:** Fighter 4

**Special Traits:** Aura of cold, strength and skill, rage, magic resistance 25%

**Size:** Medium

**Morale:** NA

**Experience:** 270

**Ghoul Thane** 975



Thanic warriors who perish from either the cold or starvation—and especially from both—risk becoming berserker ghouls. Having died outside of combat and without enough glory for Valagard, they cannot reach the halls of the gods. The loss of Valagard, often coupled with other misfortunes—a run in with the energies of Pohjola, for example, or an actual curse from a powerful god or deity—brings about this terrible fate. The warriors’ souls cling to their bodies, and they return to “unlife,” seeking to draw the attention of Uthin’s Shield Maidens by a fitting death in battle.

However, their existence transgresses the natural order of the worlds. Their return from death does not bring with it the subtler aspects of true life, such as humanity or rationality. Though perhaps once these warriors were dedicated to the purity of combat between equals, they now hunt

women, children, the aged, old friends and allies, and even sacred holy men of the gods. Their new existence is fueled by wrath, pride, jealousy, and the berserker rage. Twisted and evil, they belong to the enemies of the gods they once worshipped.

Berserker ghouls appear much as they did in life, but they are coated in ice and snow that does not melt. They still wear the armor and clothing they wore when they died, using weapons and shields if they possessed them. Those with a shield are Armor Class 4. Berserker ghouls without shields are Armor Class 5 but gain one additional attack per round.

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Berserker ghouls are armed as follows:

Two handed sword	20%
Sword and shield	20%
Sword and hand axe	20%
Two swords	10%
Two hand axes	5%
Hand Axe and shield	5%
Spear and shield	10%
Battle Axe	5%

A sword is a long sword (30%), a broad sword (50%) or a short sword (20%).

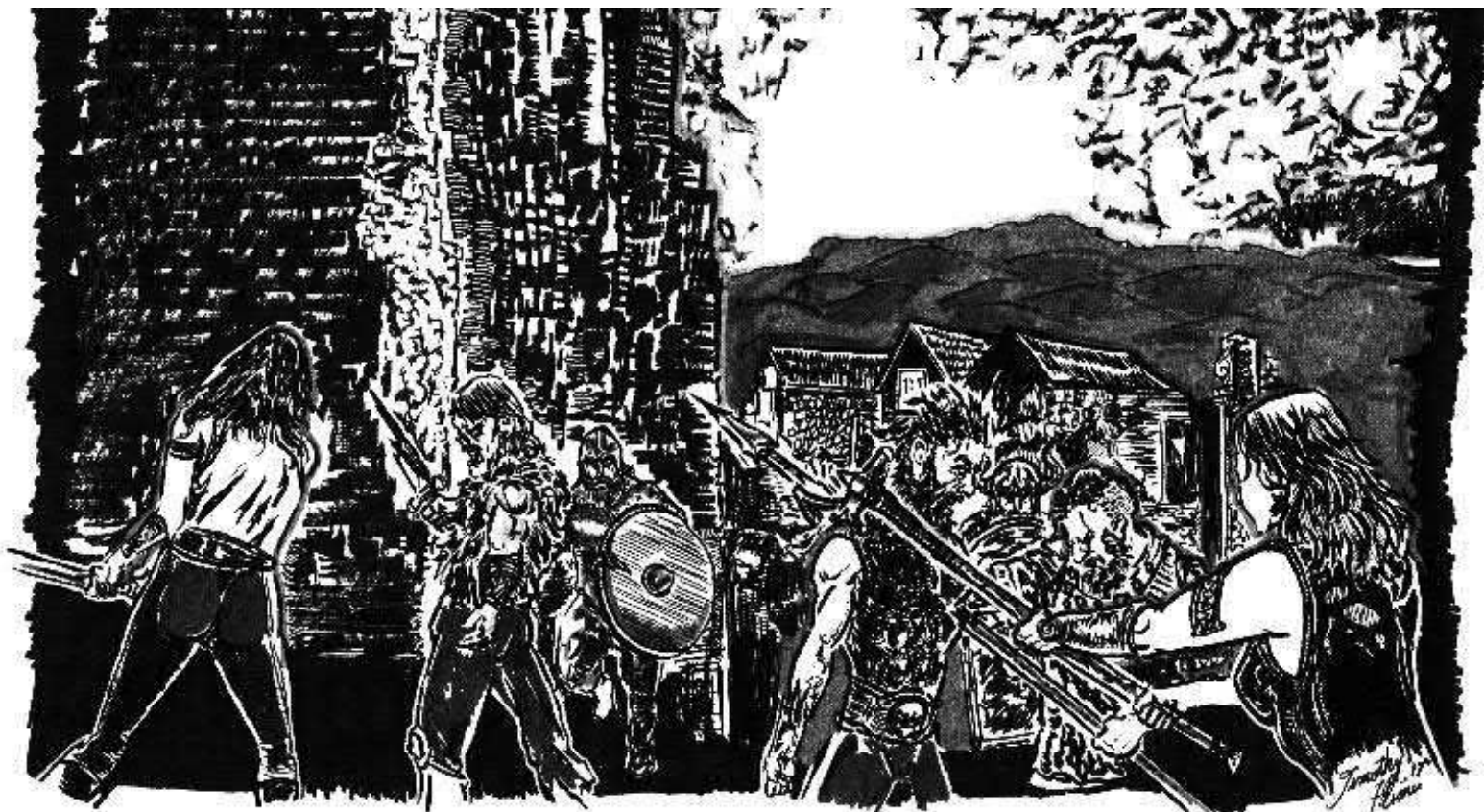
Berserker ghouls never use ranged weapons, thrown or otherwise.

Berserker ghouls generally have strength of 17 and therefore have a +1 on attack and damage rolls. In addition, their rage allows them to attack either twice in melee combat or once with +2 to hit (in addition to their normal bonuses from strength.) They have the same immunities as other undead (to

sleep and charm spells, etc.) and they are turned as ghouls. They are also immune to cold based damage. Fire and heat attacks restore damage to the ghouls, rather than inflict it. Because their aura of cold causes holy water to freeze before it can hit them, berserker ghouls are immune to holy water.

If there are 6 berserker ghouls, a seventh will be the ghoull thane with 5+5 HD, 18 (51) strength (+1 to attack rolls, +3 to attacks rolls) with a 50% chance of having a +1 magical weapon. This weapon is the equivalent of a Frostblade in the hands of a berserker ghoull, though it is simply weapon made of silver for anyone else (and non-magical.)

They cannot be harmed by normal missiles. Magical ranged weapons can hurt them.



## **FLOATING MEDUSA (infernial locusts)**

**Climate/Terrain:** caves and subterranean.

**Frequency:** Very rare

**Number Appearing:** 10d10

**Organization:** Swarm

**Activity Cycle:** Any

**Intelligence:** 8-10

**Treasure:** None

**Alignment:** Chaotic Evil

**Armor Class:** 5 (15)

**Movement:** 12

**Hit Dice:** 0 (1 hit point)

**THACO:** 20 (+0)

**Attack:** 1

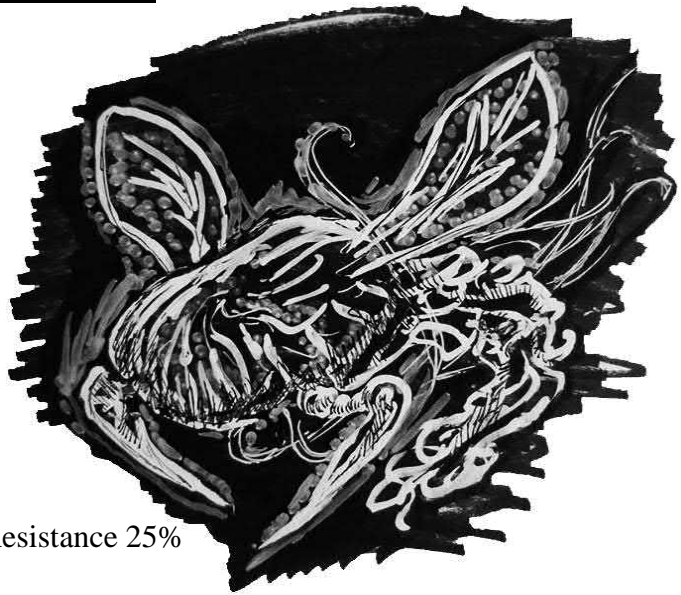
**Saving Throws:** Fighter 1

**Special Traits:** Immunities, Swarm, Magic Resistance 25%

**Size:** Small

**Morale:** NA

**Experience:** 35



Floating medusas resemble ordinary jellyfish, though they appear to float ghostly through the air. They are found in caves and other deep places of the earth, and only in connection to elven or Pohjolan sites. They are thought to originate in some other plane or dimension. They often guard shrines and places important to dark and foul powers.

The creatures' color changes between pink and purples. Their oscillating color is matched by a strange and ethereal humming noise. For this reason, they are also called infernal locusts.

They appear only in numbers. They devour living creatures, and continue to attack until either they or their prey are dead. Floating Medusas attack in a swarm pattern, usually in groups of 10 per target if more than one target is available. For each one of these creature that engages an opponent in melee combat, the opponent suffers a -1 penalty on attack rolls. Because of their ethereal nature

they ignore armor, though target's can use dexterity modifiers and other adjustments.

The sting of a floating medusa inflicts 1 point of damage. They are immune to cold based damage, but not physical impacts caused by cold based spells or attacks. They are immune to charm, hold, sleep and other mind or spirit influencing spells, are not of the natural animal kingdom so no animal spells, abilities, or magicks work on them.

They are oddly attracted to fire and attacking them with a torch gives the attacker a +2 to hit bonus. They can see the ethereal, dimension door once per hour, and each group of 25 or more can attempt to gate in an additional 2D10 floating medusas with a percentage chance of success equal to the number of floating medusa in the swarm. If too many floating medusa are in one swarm they will eat one another until 100 or less are present, once all other food sources are consumed.

## **FROZEN LURKER**

**Climate/Terrain:** Mountain (subterranean, ruins)

**Frequency:** Very Rare

**Number Appearing:** 1

**Organization:** Solitaire

**Activity Cycle:** All

**Intelligence:** 0

**Treasure:** None

**Alignment:** Neutral

**Armor Class:** 4 (16)

**Movement:** 12

**Hit Dice:** 10 (50 Hit Points) or 15 (80 Hit Points)

**THACO:** 10 hit dice: 11 (+9) or 15 hit dice 5 (+15)

**Attack:** 1 (2d10)

**Saving Throws:** Fighter 10 or 15

**Special Traits:** See Below

**Size:** Medium

**Morale:** NA

**Experience:** 10HD 6000

15HD 10000



These odd creatures are an almost transparent, ice-like slime. Frequently found in caves or other subterranean environments, Frozen Lurkers appear to be frozen puddles of water or sheets of ice on a wall or ceiling. They can be as small as 10 feet or as long as 20 feet. Usually no more than 1 inch thick, they stretch and bunch as they crawl and climb on walls and ceilings. They are also nearly undetectable (90% in low lighting.) In fact, because they are so difficult to detect, they gain a +5 surprise modifier.

Frozen Lurkers attack their prey with powerful 6 to 8 foot long tentacle of ice from the center of their body. This attack does 2d10 damage. A successful hit also forces the victim to save against paralysis or be ensnared by the Frozen Lurker, which pulls the victim into its body. Once the victim is enveloped in "ice," the Frozen Lurker can continue to attack other targets. But, it can hold no more than three medium

sized creatures inside its icy body. A giant Frozen Lurker can hold six medium sized victims. Enveloped victims suffer 1d10 damage per round. They cannot attack, but they can be freed once the Frozen Lurker is killed.

Frozen Lurkers will slowly begin to melt in warm temperatures, taking 1 point of damage each hour for every 10 degrees above freezing. However, in freezing temperatures, Frozen Lurkers regenerate 1 hit point per round, and cold based attacks restore 1 hit point per level of the caster. Otherwise, they are immune to most magical spells and suffer only 50% damage from fire based attacks. Lightning attacks split a Frozen Lurker into two individual creatures, dividing their size and hit points equally. The lightning itself does no damage. These two lurkers will gravitate toward each other and begin to reform into a single lurker in

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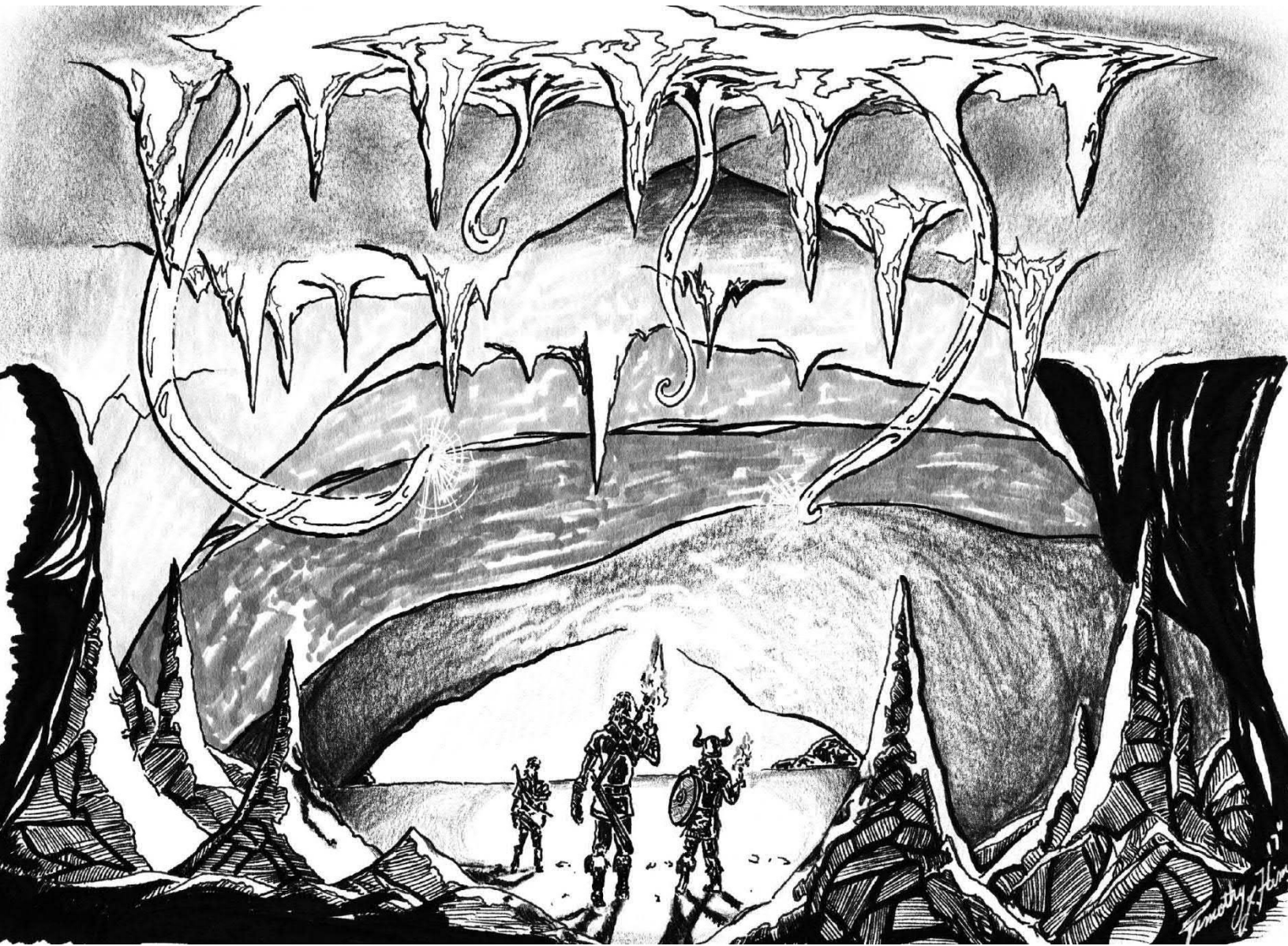
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1d4+6 rounds. They can be split multiple times.

If a Frozen Lurker is hit by a natural 20, its tentacle shatters and becomes useless. It takes one round for the creature to grow a new tentacle. Any victim held inside has a 30% chance to escape while its tentacle is useless.

Some Frozen Lurkers hide on the ground. Anyone stepping on them must make a dexterity check or slip.

Frozen Lurkers can also be created like golems and can follow simple instructions from their makers.



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## HULDRE FOLK

**Climate/Terrain:** Forests

**Frequency:** Very Rare

**Number Appearing:** 2-5

**Organization:** Huldres

**Activity Cycle:** All

**Intelligence:** 10

**Treasure:** None

**Alignment:** Neutral Good

**Armor Class:** 2 (18)

**Movement:** 12

**Hit Dice:** 4+4 (22 hit points), 5+5 (28 hit points),  
6+6 (33 hit points) or 7+7 (39 hit points)

**THACO:** 17 (+3) (4+4 hit dice), 15 (+5) (5+5 and  
6+6 hit dice) or 13 (+7) (7+7 hit dice)

**Attack:** 1 (1d8+2)

**Saving Throws:** Fighter 5 to Fighter 7

**Special Traits:** See Below

**Size:** Medium

**Morale:** 15

**Experience:** 4+4 HD 420

5+5 HD 650

6+6 HD 975

7+7 HD 1400



Huldre folk live reclusive lives inside forests, avoiding human presence and protecting all plants and vegetable life. They are nature's allies.

The huldre folk secretly inhabit the forests of Erdegard. Though they resemble humans in size and appearance, they are protected by an armor of corky skin. From that cork, small branches with leaves could grow, but it does not cover the entire body of the huldre.

Their heads are completely unprotected, and look just like human heads. Thus, the huldre folk are able to cover their bodies with clothes to pass for humans.

Huldre folk are peaceful and only enter combat when their forests are threatened. In danger, they use themselves as shields to protect helpless beings. When a huldre strikes an object or structure, the damage it deals is doubled. They suffer double damage from fire attacks. However, they have immunities to animal/people affecting magic, but can benefit from plant based magic. In forest areas, huldre people have a 90% chance to move stealthily, hide in shadows, or track (as a ranger with a wisdom of 18.) This includes a +4 surprise modifier.

Huldres are usually found alone or in a small company of 2-5 individuals.

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## **MAMMOTH (Jotun)**

**Climate/Terrain:** Jotunreach, Gagorok, Red Lands

**Frequency:** Rare

**Number Appearing:** 2d6

**Organization:** Herd

**Activity Cycle:** Day

**Intelligence:** 1

**Treasure:** None

**Alignment:** Neutral

**Armor Class:** 4 (16)

**Movement:** 12

**Hit Dice:** 14 (71 hit points)

**THACO:** 7 (+13)

**Attack:** 2 (2d6)

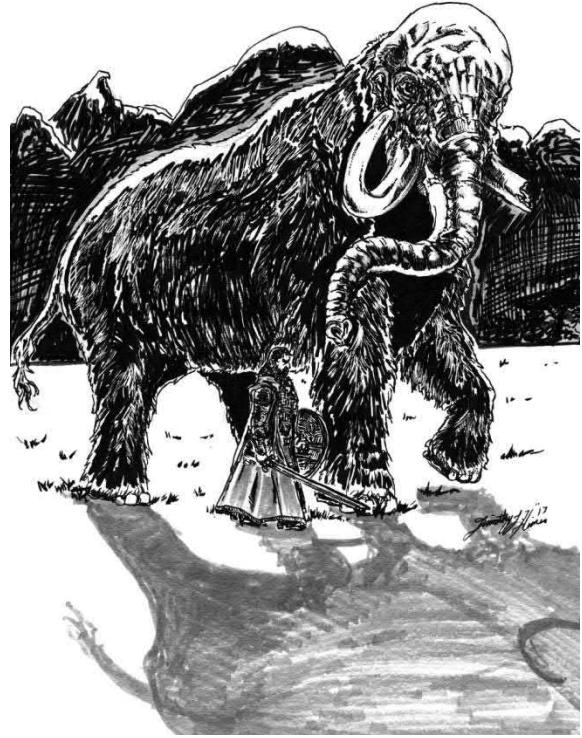
**Saving Throws:** Fighter 14

**Special Traits:** Stampede

**Size:** Large

**Morale:** 10

**Experience:** 5000



Jotun mammoths are usually found in herds of adults (2d6) with young (2d4). While some brave the dangers of hunting these beasts, it is a very hazardous undertaking. The Thanemen target these beasts for their ivory, fur, and meat. The Jotun mammoth is aware of the dangers of man and avoid them whenever possible. Those not overly interested in the ivory and meat, do prize these mammoths as beasts of burden, mounts and instruments of war. From ogres to giants, larger humanoids make use of Jotun Mammoths in their day to day life. In a strange irony, these creatures are less afraid of giants and goblinoids than they are of man. Orc hordes are known to use the

Jotun Mammoth to move their instruments of war and to outfit them with howdahs to act as mobile siege towers.

Stampeding Mammoths are extremely dangerous. Anyone caught in the path of a stampeding herd will suffer 10d10 damage (save against breath weapon for half damage.) Stampedes can result from fleeing predators or fire. In times of war, they are sometimes started on purpose.

Depending on condition and quality, each tusk from an adult mammoth can be worth 1d10x100 gold.



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## **ROC, SNOW**

**Climate/Terrain:** Mountains, Jotunreach  
**Frequency:** Very Rare  
**Number Appearing:** 1 (10% chance of 1d2)  
**Organization:** Solitaire (mated pair)  
**Activity Cycle:** Nocturnal  
**Intelligence:** 1  
**Treasure:** None  
**Alignment:** Neutral  
**Armor Class:** 6 (14)  
**Movement:** 6 (18 flying)  
**Hit Dice:** 16 (72 hit points)  
**THACO:** 5 (+15)  
**Attack:** 2 (3d6)  
**Saving Throws:** Fighter 16  
**Special Traits:** Swoop, Drop  
**Size:** Large  
**Morale:** 12  
**Experience:** 7000



Snow Rocs dwell near the edge of the Jotunreach in the high mountain peaks of the Vanir Mountains. Snow Rocs resemble a giant mixture of eagle and owl. Nocturnal, these giant birds have incredibly accurate night vision. Snow Rocs are also capable of extremely quiet flight, moving silently with 95% skill. Even with their 40' wingspan they can surprise with the normal chances.

Immense appetites come with the Snow Roc's great size. Snow Rocs eat large mammals including horses, cattle, or even mammoths and other huge beasts of the Jotunreach. Snow Rocs swoop down silent, striking their prey with immense claws and carrying it away. They often drop their victims to finish them off, dealing upwards of 10d6 in additional falling damage.

When a Snow Roc nest is encountered, there is a 50% probability that 1d6 eggs or 1d4 young are present. Rocs fight to the death to defend their young. If eggs or chicks are captured, they cannot be trained as mounts.

Snow Rocs are not usually interested in treasure. Any treasure they have will be scattered over a 1d4x100 foot area. This treasure is usually what was dropped by past victims or inedible and discarded by the birds.

Snow Rocs have +4 to save against any form of cold attacks, and they suffer 1 less point of damage per die of cold damage.

## **WYRM, THANIC (Thaneworm, Linnorm)**

**Climate/Terrain:** Mountains, subterranean

**Frequency:** Rare

**Number Appearing:** 1 (35% of 1d4)

**Organization:** Solitaire (Pack)

**Activity Cycle:** Nocturnal

**Intelligence:** 6-9 (7-10, see below)

**Treasure:** C, H, I, U

**Alignment:** Neutral Evil

**Armor Class:** 3(17) to -2 (22) (see below)

**Movement:** 9, 18 flying

**Hit Dice:** 7 to 10 (see below)

**THACO:** 7-8 hit dice: 13 (+7) or 9-10 hit dice: +9

**Attack:** 3 (3d6/1d8/1d8)

**Saving Throws:** Fighter 12

**Special Traits:** See Below

**Size:** Large

**Morale:** 15

**Experience:** 7 HD 4000

8 HD 5000

9 HD 6000

10 HD 7000

(+500 for each of the following: AC below 0, magic use, poison, breath weapon, roar attack, extra head)



Many songs tell that dragons were born during the war between the gods. Thanic Wyrms are ancient and terrible, but they are not true dragons. Though they strongly resemble both dragons and wyverns, these wyrms are offshoots, created by magic, curses, and other enchantments. Many descend from one original accursed wyrm.

Thanic Wyrms are a grayish color, though each individual dragon varies slightly in tone. Each Thanic Wurm is unique, and each one possesses its own distinctive physical characteristics, such as extra horns, bone protuberances on their wings, or even two heads.

Thanic Wyrms live in caves and underground lairs, isolated from towns and

settlements. They are extremely solitary beings, refusing the company of any other creature, even their own kind. No one has ever seen them mate or even heard about it. It is believed then that the creatures can produce offspring on their own.

The dragons feed on any creature that, by misfortune or bad luck, comes across their lair. They leave their lairs to hunt only very rarely, being able to survive without feeding for decades. Thanic Wyrms are extremely greedy and accumulate immeasurable treasures in their lairs.

1 in 6 Thanic Wyrms can use magic and knows 2d8 1<sup>st</sup> to 4<sup>th</sup> level spells. (Roll 1d4 to determine the spell level of each spell.)

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Worm casters need only to possess the V component of these spells, not M or S.

To determine their armor class, roll 1d6 and reduce the result by 3.

A Thanic Wurm has 1d4+6 hit dice.

There is a 50% chance that a Thanic Wurm can fly with a movement rate is 18.

Some Thanic Wyrms have poisonous bites (and claws.) Roll a d6. On a result of 1, they worm is venomous. This venom is powerful, a failed save results in death, while a successful save results in no extra damage.

1 in 6 Thanic Wyrms have Thanic Wyrms possess a breath weapon. A Thanic Wurm will breathe fire on a d6 roll of 1-4, ice on a 5 and a poisonous cloud on a 6.

The breath weapon is a cone 100ft long and 30ft in diameter at the end. Regardless of the breath type, the damage is 7d6 (save for half.)

1 in 6 Thanic Wyrms possesses a powerful roar attack. This roar affects 100ft long path in a 45-degree arc from the creature's mouth. All creatures within this area stand motionless for 1d4 rounds unless they pass a save against petrification.

1 in 10 Thanic Wyrms has an extra head. The extra head increases the beast's intelligence by 1 and provides a second bite attack every two rounds. It also reduces the chances of surprising the Thanic Wurm by 1.

Thanic Wyrms are loners. Most encounters (65%) with wyrms will be with a single creature, though occasionally a wyrmling may be encountered (35%, 2 wyrms.) Juvenile wyrms have 7 hit dice and AC 3. 1 in 4 lairs has worm eggs.

If it is consumed, a worm's blood has the properties of a speak with animals potion.

