

DUNGEON FANTASY

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# NORÐLONDR FÓLK

PLAYABLE RACES FOR THE NORÐLOND SETTING



BY KEVIN SMYTH







PLAYABLE RACES FOR THE DUNGEON FANTASY RPG NORDLOND SETTING

## WONDROUS VARIETY

Inside Norðlondr Fólk, find a whole new world of playable races for your character!

- ✓ 16 templates to supplement and enhance those from Dungeon Fantasy Adventurers.
- ✓ Alternate versions of elves, dwarves, and other races specific to the Norðlond cosmology.
- ✓ Honor your gods: Take on the visage and abilities of their totem animal.
- ✓ Become one of the many hybrid races walking Nordlond: the half-demon eldhuð, dragon-blooded, and more.



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# NORÐLONDR FÓLK

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# NORÐLONDR FÓLK

The Norðlond setting assumes a human-centered view of society: Humans are by far the most numerous of the player-character races and have spread far and wide. Of the other races found in *ADVENTURERS*, half-elves and dwarves are native to Norðlond (or nearby regions); their presence is unremarkable. The elfard are less common; they are native to Storean, the realm to the west of Norðlond. Two other races frequent the cities and settlements of Norðlond: the eldhuð are the product of demonic meddling in the affairs of humanity, and the dragon-blooded have grown from ancient draconic experiments in capturing man's essence. Both are detailed in the *HALF-BREEDS* section of this book.

The other races from the *DUNGEON FANTASY RPG* can be assumed to be from *Far Away*. That's enough detail for most *DUNGEON FANTASY* games—and may be a good excuse for any template to add **Social Stigma (Minority Group)** to its list of disadvantage choices.

## USING THE TEMPLATES

Each race is a package of adjustments to character abilities, some which are mandatory, while others are optional. The race opens with a description, giving some ideas of the race's physiology, likes, dislikes, history, and cultural niche in Norðlond.

The races have a racial cost; the components of the package are subsumed into the deal: The underlying modifications to the character sheet made by the racial package do not count against the disadvantage limit!

### Racial Gifts

Each racial template presented in this book has an additional section for **Racial Gifts**. These are special traits not possessed by every member of a given race, but available to them as additional options. Adventurers can purchase these with advantage points at character creation or with earned points later; the GM may require **training expenses** (*EXPLOITS P. 93*). Unlike the mandatory traits on a template, Racial Gifts are not assumed to come from the character's racial template for the purpose of *Maximum Advantage Level* (*ADVENTURERS, P. 46*); for example, any björnhjarta can purchase **Tough Skin** up to 3, but the maximum for a björnhjarta barbarian is 4 (not 6!).

## CAT-FOLK



Some cat-folk have similar ancestry to other *BEAST-FOLK*. Others come from barely known lands to the distant south full of sand and palms instead of snow and pines, or from the far western lands of Inthriki. Armorers are familiar enough with them that—as noted in *ADVENTURERS, P. 43*—gloves or boots tailored for cat-folk claws have no extra cost.

### Cat-Folk Gifts

Cat-folk of any profession can purchase **Perfect Balance** [15] or **Silence 1 or 2** [5/level]; they can also upgrade **Sharp Teeth** to **Fangs** for 1 point, letting their bite deal impaling damage instead of cutting, and buy up to 3 levels of **Temperature Tolerance (Cold)**. One additional ability is available only to cat-folk:

**FELINE HEARING [15]**. You can memorize any sound by listening to it and making a successful IQ roll. Success means you'll automatically recognize it thereafter. On a failure, you must wait one full day before trying again. You also get +4 (in addition to any **Acute Hearing** bonuses) on any task that utilizes hearing and get +4 to **Mimicry** skill for any sound you've memorized.





## DWARVES

The dwarf template (*ADVENTURERS*, p. 43) can work in Norðlond without modification, but groups wanting a more setting-specific take on dwarves can use this template instead:

### DVERGR (30 POINTS)

Long-lived and community-minded, the dvergr view their role as being a steadying influence on the other races of the world, guarding it against the predations of the elder races—alfar, demons, and dragons. Like humans, the dvergr are children of the Aesir; but where humans are ever-changing and adaptable, dvergr are solid anchors. Dvergr stand shorter than humans—averaging between 4' and 4'6"—but are much stockier and denser, weighing between 150 and 190 lbs. Despite their height, their broad frames make them SM 0, though their armor is not interchangeable with that of other races. Dvergr are hairless, with skin that resembles living granite in a dizzying variety of shades—off-white, pure black, pebbled brown, or brilliant hues of red, blue, yellow, or gold. Their skin is slightly rough, as if calloused, and warm to the touch. While it *resembles* stone, it does not contain the mineral inclusions that cause granite to reflect light; dvergr will fight anyone who attests that they *sparkle*.

While an individual dvergr's skills and studies vary, they are all expected to learn how to survive in a hostile world as well as the basics of crafting. This education is referred to as *lifisleikni*, or “life-skills.” They are law-abiding to a fault: crime is almost unheard of in dvergr society, and the bonds between students of the same teacher is as strong or stronger than that of blood relations. Like the stone from which they were formed, dvergr are remarkably resilient, and millennia living under mountains and hills have adapted them well to lives dedicated to keeping the dark places of the world safe.

**ATTRIBUTE MODIFIERS.** HT+1 [10].

**SECONDARY CHARACTERISTIC MODIFIERS.** Basic Move -1 [-5].

**ADVANTAGES.** Dark Vision [25]; Dwarven Gear [1]; Lifisleikni 1 [5]; Resistant to Poison 6 [6]; Tough Skin 1 [3].

**DISADVANTAGES.** Honesty (12) [-10]; Intolerance (Elder Races) [-5].

**FEATURES.** Hairless; Armor is not interchangeable with human armor, and vice versa.

### Special Dvergr Traits

**DARK VISION.** Dvergr can see in darkness—even total darkness—and ignore vision and combat penalties as if under a permanent **Dark Vision** spell (though this is not in any way dependent on mana!). They cannot see colors in the dark.

**DWARVEN GEAR.** Identical to the dwarf racial ability of the same name; see *ADVENTURERS*, p. 43.

**LIFISLEIKNI:** Dvergr value both martial and artistic pursuits—crafters spend some part of their adolescence learning how to fight, and warriors receive training as an artisan. This ability gives +1 per level to **Armory (all specialties)**, **Axe/Mace, Connoisseur (all specialties), Merchant, Thrown Weapon (Axe/Mace)**, and **Writing**. It grants +1 to reactions from craftsmen and professional warriors (but not bandits). Dvergr begin with 1 level and can buy up to 3 more (at a cost of 5/level) with their template's advantage points or later in play.

**TOUGH SKIN.** Identical to the barbarian ability of the same name; see *ADVENTURERS*, p. 16.

**INTOLERANCE (ELDER RACES).** Dvergr reserve the worst of their prejudice for true alfar, demons, and dragons (and this is still a “targeted” intolerance since most of these creatures are monsters); they are still wary of elfard, half-elves, dragon-blooded, and eldhuð, and interact with party members of those races as if they had **Stubbornness** (*ADVENTURERS*, p. 66).

### MORE BEAST THAN MAN

Several traits found on the racial templates in this book have their origin in **MONSTERS**; the traits in that book don't have point values attached, but those that appear here do. In general, delvers who are not a member of a race with such a trait cannot purchase it in play, though the GM is always free to make them available as *Supernatural Modifications* (*EXPLOITS*, p. 94). See also *BECOMING THE BEAST*.







## ELDHUÐ (DEMON-BLOODED)

The eldhuð (also known as “demon-blooded” outside Norðlond) are the hybrid offspring of humans and demons—the result of experiments or a more “natural” union—or the descendants of such hybrids. They are not out of favor with Norðlond’s gods or their priests, who may reserve judgment for a parent who consorts with demons but view the child as innocent. However, they tend to have a reputation as lecherous and wild even if they aren’t strictly unholy: this isn’t entirely undeserved, given that they’re all unnaturally pretty and tend to have poor impulse control.

### ELDHUÐ (20 POINTS)

Eldhuð have standard human height and weight, with fine features vaguely reminiscent of elves (right down to the pointed ears). Most eldhuð also show some sign of their demonic heritage: curled horns, reddish skin, yellow eyes with slitted pupils, vicious claws, (nonfunctional) wings, and spade-tipped tails are common. Some few can pass completely for attractive humans or half-elves.

*Note: Eldhuð first appeared in HALL OF JUDGMENT; this write-up is slightly expanded, with additional racial gifts.*

**ADVANTAGES.** Appearance (Attractive) [4]; Charisma 1 [5]; Eldhuð Gifts [8]; Fire Resistance 5 [15].

**DISADVANTAGES.** Impulsive (12) [-10]; Unnatural Features 2 [-2].

### Special Eldhuð Traits

**FIRE RESISTANCE.** This provides **Damage Resistance** that is only effective against heat and fire. This does not protect your equipment!

### Eldhuð Gifts

Eldhuð’s demonic natures can result in manifesting a variety of special abilities. They begin play with 8 points in their racial gifts; others can also be purchased during play at any time.

**DEMON’S HORNS [5 OR 8 POINTS].** Many eldhuð have non-functional or vestigial horns; yours are strong enough to use for attacks (and parries) with **Brawling** or **Karate** at **Reach C**. They deal thrust damage at +1 *per die* (in addition to any bonuses from high skill). For 5 points, damage is crushing; for 8 points, impaling. Treat your horns as a weapon—**Hurting Yourself** (**EXPLOITS, P. 40**) doesn’t apply!

**EXTINGUISHING TOUCH [2 POINTS].** You only ever need one **Ready** maneuver to put out burning clothing, even if wholly aflame (see **EXPLOITS, P. 68**). You can even perform this action for an adjacent ally. Objects you are holding in your hands gain the benefit of your **Fire Resistance**.

**FIRE RESISTANCE [3/LEVEL].** Eldhuð characters can purchase up to **Fire Resistance 15** for a total of 45 points.

**FLAMING TOUCH [2 POINTS].** You can deal 1 point of burning damage with a touch. This works even if you are wearing gloves or gauntlets and adds to your unarmed damage as a follow-up attack (see **Follow-Ups, EXPLOITS P. 56**). It can also be used to light campfires, torches, or candles, or to quickly dispose of incriminating documents.

**IMP’S TAIL [5, 6, OR 8 POINTS].** The tip of your tail is pointed and sharp enough to pierce flesh, usable for attacks (and parries) with **Brawling** or **Karate** skill at **Reach C**. It deals **thr** damage at +1 *per die* (in addition to any bonuses from high skill). For 5 points, damage is piercing; for 6 points, large piercing; for 8 points, impaling. Treat this as a weapon—**Hurting Yourself** (**EXPLOITS, P. 40**) doesn’t apply! This is incompatible with **Nimble Tail**.

**NIMBLE TAIL [5 POINTS].** Most eldhuð have a tail, but yours is unusually dexterous and can pick up and hold objects as if you had a third hand. It is not, however, strong enough to make attacks, wield a shield, or assist in grapples. This is mostly useful for drawing potions, scrolls, or ammunition (and can use **Fast-Draw** skills) when your hands are otherwise full. This is incompatible with **Imp’s Tail**.

**PASSING APPEARANCE [2 POINTS].** Unlike most eldhuð, you do not have any **Unnatural Features**; you can pass completely for a human or half-elf. This is incompatible with many other eldhuð gifts: you have no tail or horns and cannot have **Sharp Claws**, **Sharp Teeth**, or **Fangs**.

**SHARP CLAWS [5 POINTS].** Identical to the cat-folk racial ability of the same name (**ADVENTURERS, P. 43**).

**SHARP TEETH OR FANGS [1 OR 2 POINTS].** For 1 point, identical to the cat-folk racial ability of the same name (**ADVENTURERS, P. 43**). For 2 points, your bites inflict impaling damage instead!

**SUCCUBUS’ FEATURES [8 POINTS].** Upgrade **Appearance** to **Handsome/Beautiful**.

**TEMPERATURE TOLERANCE [1 POINT/LEVEL].** Identical to the barbarian ability of the same name (**ADVENTURERS, P. 16**).