

FREE LEAGUE

VAESEN



THE SOLO THURSDAY'S CHILD

SOLO RULES

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THESE RULES ALLOW you to play *Vaesen* on your own. They can also be used to play together with one or more friends, without a GM.

BASIC RULES

Normally, *Vaesen* is played with ready-made Mysteries that establish the truth which the player characters will strive to uncover. In solo play, some of the charm is lost if you already know what you are looking for. Instead, a system is used where you gradually discover what kind of *Vaesen* is behind the misdeed. To play solo you need:

- ♦ The *Vaesen* core rulebook
- ♦ A standard deck of playing cards
- ♦ Pen and paper

THE JOURNAL AND THE ORACLE

In solo play, time is an important factor. Over the course of your character's day, you will therefore make time-marked entries in a journal.

SOLO PLAY IN A NUTSHELL

1. Create the opening of your mystery.
2. Start keeping a journal and use the oracle and tables to generate events.
3. Explore the area and look for clues.

When playing solo, you are in charge. It is therefore important for you to create context that will make the game more enjoyable.

You will also use a so-called *oracle* to receive answers to whatever questions you might have. The oracle is a game mechanic used to generate different results that would otherwise be determined by a Gamemaster. When consulting the oracle, you draw a card (sometimes two) from the deck – a **red** card indicates a **positive** effect while a **black** card means something **negative**.

The oracle can also help you create details using the card drawn. To determine the effect, see the denomination of the card in the table you are using.

YES OR NO

The most common way to get an answer to a question in solo play is to draw a standard playing card. A **red** card means **yes**, and a **black** card means **no**. For a more nuanced answer, look up the denomination of the card in the *Helpful or Not* table.

If yes or no is a sufficient answer to your question, you can immediately start acting on the result. If the answer to the question “*Do you know anything about what happened in the village?*” is “yes,” it is a good time to ask follow-up questions, such as “*Do you know who is involved?*” – if the answer is once again “yes,” think about what the person might know. What kind of insight does the person have into the incident? Is the person lying to you? Here you can use the *Helpful or Not* table and compare the result with the NPC's attitude towards you to create a context for your answer.

However, if the answer is no, you need to fulfill a requirement. Perhaps the question is too vague or does not fit into the current mystery? Maybe the person does not even want to help you. Ask the question again and draw a new card or make a **MANIPULATION** test to force the NPC to help you, but consider the consequences of forcing an answer. A forced NPC may not want to help you in the future.

HELPFUL OR NOT

Draw a card to determine how helpful an encounter is. A **red** card (hearts or diamonds) means the encounter is **helpful**; a **black** card (clubs or spades) means it is **dangerous**. The denomination of the card tells you *how* helpful or dangerous the encounter is.

CARD	BLACK	RED
2–4	Neutral	Neutral
5–7	Somewhat dangerous	Somewhat helpful
8–10	Dangerous	Helpful
Jack	Very dangerous	Very helpful
Queen	Very dangerous	Very helpful
King	Lethal	Extremely helpful
Ace	Lethal	Extremely helpful

CREATING A MYSTERY

Any mystery has a beginning, a middle, and a confrontation. To create your mystery, use the tables on pages 188–192 of the *Vaesen* core rulebook. Start by rolling up a random **invitation**, **quest giver**, and **misdeed** on the tables on page 188. Roll once on the *Interesting Locations* table (page 192 in the rulebook) to determine where the misdeed was committed. Then choose an exciting location on the map on page 99 where you want the mystery to take place.

The next step is to travel to that location. Then the mystery begins in earnest, and you can create NPCs using the guidelines on pages 166–168 and 214–229 in the rulebook, as well as the table on page 5 of this PDF. During the journey, you can gain an Advantage of your choosing (see page 24 in the rulebook for more about Advantages).

Over the course of the game, your player character's discoveries will give rise to conflicts and details related to the vaesen involved. At first you do not know the nature of this vaesen, nor the motivations

CHEAT SHEET FOR PLAYING A MYSTERY

1. Roll an **invitation** (page 188 in the rulebook).
2. Roll a **quest giver** (page 188).
3. Roll a **misdeed** (page 188).
4. Roll once on the **Interesting Locations** table to determine where the misdeed occurred (page 192).
5. Record the above as a first entry in your **journal** and fill in your own details about the people, place, and time. You are now ready to begin your mystery.
6. Use the **oracle** to determine the direction of the mystery whenever you need further guidance or something important has happened.
7. Roll **encounters** when relevant (page 190 in the rulebook).
8. Roll up a handful of **interesting locations** (page 192).
9. Use the tables on pages 166–167 in the rulebook and the *Mental States* table on page 5 of this PDF to **generate NPCs**.
10. Your character's discoveries will give rise to conflicts and create details related to the vaesen involved. Use the **INVESTIGATION** skill to gather clues, and when you have enough, use **LEARNING** to connect them to the vaesen.

of the vaesen and the mystery's NPCs – this will be revealed as you explore the area around the misdeed.

Once you have arrived, you can start investigating places in search of new clues. Use the list of interesting locations on page 192 in the rulebook as inspiration and make up the details of each location yourself. What does it look like? Who has been there? Is there any trace of the conflict or the vaesen that plagues the area?

Here you can use the *Keywords* table (page 7) to create a scene. An important thing to consider once the beginning of the mystery has been created is whether or not the misdeed really was committed by a vaesen.

KEEPING A JOURNAL

In solo play, there is no Gamemaster to drive the game forward. You must create a narrative yourself. To make things easier, you keep a **journal** of events and use your entries to create a plot and a deeper narrative. Exactly how you formulate your journal is up to you.

Each time you make a new entry, it may be time to roll for the **direction of the mystery** (page 6 of

this PDF) as this creates events over which you have no control. Keep in mind that this is only a suggestion of what could happen—you are the one in charge of the adventure.

You may also want to make a simple **mind map** in addition to your journal and keep a **list of important NPCs**, noting what they know, what they have told you, and their attitude towards you.

EXAMPLE JOURNAL 1

March 19, 8:30 AM. Tired and cold, I woke to a knock on the door. I put on my dressing gown and was quickly reminded of the March chill as my feet touched the floor. Outside the door stood a courier with his hand outstretched [invitation roll: 3]. I had received a telegram from a priest [quest giver roll: 32] named Elias Blomberg who wrote that there had been several burglaries [misdeed roll: 43] in his parish. Strange that he would turn to me, shouldn't he contact the police? I read the letter carefully and he also wrote that the latest burglaries had taken place on a farm and that there was nothing the police could do. Few details were mentioned in the telegram, only that there are

strange footprints leading away from the area [roll for clues: 24]. Interesting! I shall pack my bags and make my way there immediately.

COMMENT: Now I have created a narrative. I must go to the parish and first meet with the priest, then visit the farm and investigate the place. When I meet the priest, I can roll the priest's background (page 229) and use the oracle to determine his mental state (page 5 in this PDF), and then record this in my journal. This gives me a greater understanding of why he might behave in a certain way and so forth. Now I can also roll up additional NPCs and their interests.

CREATING A SCENE

A mystery plays out in **scenes**. These can vary in length from a few minutes to several hours. When making entries in your journal, remember to write down the time. This gives you an idea of how much time has passed since your last entry. After a long scene, you should ask the oracle about the next one. When you encounter NPCs, roll for their mental state to determine how they treat you.

NON-PLAYER CHARACTERS

During the mystery you will encounter and interact with NPCs. On pages 166–167 in the rulebook there are ready-made NPCs to use, as well as traits you can roll for each NPC encountered. As a supplement to the trait, you can use the oracle to determine the current mental state of an NPC (see below). The mental state may change depending on what the NPC experiences during the mystery.

MENTAL STATE

You determine the current mental state of an NPC by drawing two cards. The **higher** card is the NPC's **primary** mental state, and the **lower** card is their **secondary** mental state. Aces and suited cards have special

meanings listed in the table. All aces and suited cards indicate a strong personality. The two mental states form the basic motivation of the NPC. An NPC who gets two black cards is very difficult to handle, while an NPC who gets two red cards is a breeze to deal with

MENTAL STATES				
CARD	CLUBS	SPADES	DIAMONDS	HEARTS
2–4	Forgetful	Dim-witted	Alert	Calm
5–7	Deluded	Bad-tempered	Ready	Confident
8–10	Brooding	Annoyed	Trustworthy	Inspired
Jack	Exhausted	Taciturn	Keen	Talkative
Queen	Confused	Domineering	Brave	Sensitive
King	Frightened	Aggressive	Helpful	Energetic
Ace	Terrified	Lacks empathy	Reckless	Perceptive

EXAMPLE JOURNAL 2

March 19, 12:30 PM. The road was long, bumpy, and tedious. The air was cold and the carriage uncomfortable. Upon arrival I met the priest Elias who was [mental state: queen of spades and 8 of diamonds] domineering but trustworthy. He explained that someone had broken into one of the stables on the farm. I asked him to take me there [oracle: black card] but he would not, saying he had other matters to attend to. After I persuaded him [MANIPULATION test with one success] he agreed to accompany me there. It was a silent and awkward 30-minute walk. Once at the farm he pointed to the stables. The farmer was standing in the yard waiting for us. Elias told me the farmer came from a poor family [outcome 13 in the table on page

214 of the rulebook] and was tired of working for others [outcome 6 in Life Event Table B] and that he worked hard to get to where he is today. He started out with nothing and now owned this farm with livestock. This made him very suspicious of strangers on his farm. As I walked up to the farmer, I noticed a gentle but vacant look in his eyes [mental state: 8 of hearts and 2 of clubs]. Something must have happened to him as he seemed to have forgotten something important. His hands were clutching a rifle. I introduced myself and asked him to tell me what happened [helpful or not: queen of hearts], and he was very helpful. I started asking questions.

TIME

When interacting with NPCs and items in a scene, you should have an idea of **how long** things take. In the journal above, it took the character four hours from the invitation to the beginning of the journey.

Then the character talked to the priest. The more time that passes, the more things will happen in the location. Another misdeed can be rolled after a few days, or you can use the list of keywords on page 7 to see if anything new happens.

THE DIRECTION OF THE MYSTERY

After making a journal entry, or when you do not know how to proceed in the mystery, it is time to use the oracle. Draw a card and check the table below.

CARD	BLACK	RED
2–3	You become exhausted and suffer a mental Condition.	Nothing happens. Time passes as you contemplate and evaluate your findings.
4–8	Roll three keywords (page 7). Connect them to something negative .	Roll three keywords (page 7). Connect them to something positive .
9–10	You encounter an unpleasant NPC . Roll on the Meetings table on page 190. Roll again if it does not fit the mystery at all.	Roll on the Clues table (page 8).
Jack	Someone makes accusations against you. The person claims that you have come to destroy the community and wants you gone. Roll for meetings on page 190. If you have not already rolled the location's sub-conflict (page 189), do it now.	Roll on the Clues table (page 8).
Queen	A discovery frightens you . Make a Fear test with Fear 1.	You encounter a friendly NPC who wants to help. Roll for meetings on page 190 and create an NPC if you do not already have a suitable one.
King	Some malicious person in the area is targeting you . If you have not yet made an enemy in the mystery, create an NPC who means you harm. Roll for meetings on page 190.	A meeting with someone in the village brings you one step closer to your vaesen. Look for a clue that matches your vaesen.
Ace	You have a dark vision of a vaesen that wants to commit a misdeed. This realization frightens you – make a Fear test with Fear 2. The vision can affect your mystery and change events. Something dangerous should happen in the near future, or you discover something that makes your mystery take a turn for the worse.	A kind local wants to help you. It could be a person you have already met or someone completely new. This NPC counts as extremely helpful (page 3) and can be used once or twice when it suits the mystery. Roll for meetings on page 190.

KEYWORDS

Keywords are a great way to come up with ideas when you are struggling.
Roll D66 three times and check the table below.

D66	FIRST ROLL	SECOND ROLL	THIRD ROLL	D66	FIRST ROLL	SECOND ROLL	THIRD ROLL
11	Atmosphere	Animal	Along	41	Living	Make	Light
12	Banish	Body	Back	42	Love	Man	Like
13	Creature	House	Become	43	Mad	Mountain	More
14	Black	Child	Before	44	Magic	People	Move
15	Fight	Children	Behind	45	Magical	Place	Near
16	Conflict	Church	Between	46	Mental	Police	New
21	Cross	Town	Buried	51	Mysteries	Priest	Night
22	Curse	Dance	Clues	52	Stories	River	Over
23	Dead	Disease	Could	53	Power	Sea	Own
24	Death	Family	Create	54	Authority	Someone	Same
25	Dreams	Grow	Creature	55	Revenge	Spirit	Shall
26	Delighted	Fire	Dark	56	Ritual	Tree	Small
31	Fear	Forest	Down	61	Secret	Upsala	Something
32	Force	Home	Fast	62	Spell	Victim	Stop
33	Human	Horse	Found	63	Mystery	Village	Take
34	Invitation	Tavern	Get	64	Strange	Water	Taken
35	Kill	Travel	Inside	65	Transform	Wife	Themselves
36	Know	Lake	Left	66	Want	Woman	Through

DISCOVERING A VAESSEN

Your investigation will sooner or later lead to a vaesen. Initially you do not have much to go on other than the misdeed. Once you have gathered some clues using **INVESTIGATION** and try to link the clues to a vaesen, you make a **LEARNING** test. Each success lets you roll for a clue on *Vaesen tables 1, 2 or 3*.

This is a way for you to see how much your player character knows about specific vaesen. It should not

be done too often, however, as it might lead you to a vaesen rather quickly. If you find it too easy, increase the difficulty of the **LEARNING** test so that each clue requires two or three successes. Keep in mind that misdeeds are not only committed by vaesen – there may well be humans involved as well.

The tables do not give you the whole truth behind the mystery but make it easier to connect your clues when you have limited yourself to one or two vaesen. It is up to you to decide how complex your mystery should be.

CLUES

This table may be used freely, but usually after rolling for the direction of the mystery. When searching for clues, you make an **INVESTIGATION** test. Each success lets you roll for a clue on the table, or make one up yourself. Think about where you find the clue and how it might have gotten there. Make a note in your journal and link it to a past or future event. This table can help you find a connection between the locals and the vaesen committing the misdeed.

D66	CLUE	D66	CLUE
11	An ancient monument of some kind that feels out of place	41	A pile of fist-sized rocks stacked on top of each other
12	A bear trap or some other tool covered in blood	42	A piece of shell that seems to have come from a large egg
13	A broken lantern that looks fairly new	43	A worn-out piece of clothing covered in blood stains
14	A small doll that belonged to a child	44	A dangling rope that has been cut off
15	A cold wind that makes your hair stand on end	45	A rune made of carefully placed stones on the ground
16	A clear path where something has been dragged along	46	A rusty knife, axe, or other tool that is out of place
21	A dying animal, injured but still alive	51	A sack that appears to have been torn apart by some kind of animal
22	A discarded firearm	52	A page from a diary
23	A hole dug with a shovel that is still there	53	Clothes, worn and torn
24	Human or animal footprints leading away from the area	54	A smashed clock
25	A key engraved with strange runes	55	A strange coin
26	A distant pistol or rifle shot	56	A tuft of hair caught on a branch
31	A letter from an aristocrat in Upsala	61	A slimy substance that gives off a bizarre smell
32	A poorly drawn map of the area	62	Equipment and supplies, worn and broken
33	A map of a place you have never seen before	63	An empty liquor bottle
34	A mysterious wooden figurine carved with a knife	64	An empty but beautifully decorated jewelry box
35	A bunch of twigs, broken and arranged in a pattern	65	Blood stains splattered on the wall, or on a nearby boulder or tree if outdoors
36	A note with the name of a nearby village	66	The remains of a recent fire

EXAMPLE JOURNAL 3

March 19, 2:30 PM. The farmer seemed to understand that I did not mean him harm. He introduced himself as Bengt, and I asked if he could remember what had happened [oracle: 2 of spades]. His blank expression indicated that he had forgotten all about it, but to gain his trust I spoke with him for half an hour, and he told me about his background. He thought someone was out to hurt him, his son, or his farm. After our conversation he showed me the barn and its broken lock. I spent an hour searching for clues [INVESTIGATION test

with one success, result 43 in the clues table] and found a worn-out piece of clothing covered in blood stains.

COMMENT: In an attempt to link the events to a vaesen, I make a **LEARNING** test and get two successes. I choose to interpret this as me getting to pick a clue from one of the vaesen tables, and I use one of my successes to look at *Vaesen table 2* (page 11). I realize that vaesen such as a myling, nisse, or spertus could be behind a burglary – but why were there bloodstained clothes?

EXAMPLE JOURNAL 4

March 19, 3:00 PM. I asked the farmer to tell me what was missing [oracle: black card] but he did not know. As we were sitting in his kitchen, I heard footsteps from upstairs. He had a son named Loke who was neutral towards me [helpful or not: 3 of hearts]. Once his father assured him that I was here to help them, I learned that two sheep were missing. Had a vaesen taken the animals or was it a human who wished them harm?

COMMENT: Here I use my second success to look at *Vaesen table 1*, and I pick the missing livestock clue. So, it could be a lindworm or a nisse! But how does that explain the blood? Asking the oracle about the direction of the mystery, I draw the 5 of diamonds

and thus get three rolls on the keywords table: *spell, people, shall*. How I weave this into my mystery is up to my imagination. Perhaps a nisse committed the misdeed because the farmer mistreated the animals, or maybe a local rival stole the animals and gave them to a lindworm in the area? But why has the farmer forgotten things? This suggests that he is not himself – the vaesen responsible could just as well be a wood wife, a spertus, or perhaps a fairy, according to *Vaesen table 1*. Or did he himself commit such a terrible crime that he repressed his memories of the misdeed? Maybe the misdeed is something completely different than what was created at the beginning of the mystery?.

EXAMPLE JOURNAL 5

March 20, 10:00 AM. The night was heavy, but I realized something as I woke [direction of the mystery: ace of spades]. In a misty dream I saw a child being kidnapped from the village. Exactly where and who was unclear, but I decided to fetch the priest Elias and pay the farmer another visit. Unfortunately, the farmer passed away during the night. His heart had stopped, and I found his son crying by the bed. Elias comforted him as I searched the house further.

Upstairs there was a door that was difficult to open. How could I have missed this yesterday? Bengt had a daughter... but her bed was made. No one had slept there last night.

COMMENT: Based on the direction of the mystery, I choose to change the misdeed. I decide that two sheep have been taken, along with the farmer's daughter. My mystery just got even more mysterious!

VAESEN TABLE 1 – CLUES

Many vaesens initially cause the same type of misdeed, but small details may differ. The list below provides three suggested clues per vaesen to help you identify which vaesen you are dealing with. The clues are categorized 1, 2, and 3, with the first clue being the most general and the last one being the most unique to the vaesen in question.

CLUE #1	CLUE #2	CLUE #3	VAESEN
People are disappearing.	Forest workers are getting hurt.	A mysterious disease is spreading.	Ash Tree Wife
Children and adults are disappearing.	Tracks are leading into the forest.	Shimmers of blue in the moonlight.	Brook Horse
Someone is plagued by terrible nightmares.	Someone has been brutally murdered.	Someone seems to have died of fright.	Revenant
People are having trouble sleeping at night.	Strange noises are heard in the village.	It suddenly gets unusually cold.	Ghost
Fishermen are telling stories.	Large fish scales have been found.	Children have been fished out with nets.	Mermaid
Someone has been brutally murdered.	Churches have been damaged.	Boulders have somehow been moved.	Giant
People are found injured in the village.	Large flocks of birds roam the area.	The church bell tolls unexpectedly.	Church Grim
Livestock have gone missing or died.	Someone is missing.	Objects are corroded.	Lindworm
Someone is missing.	People are found drowned in a swamp.	People talk of a small creature that helped them find their way home.	Will-o'-the-Wisp
People are having trouble sleeping.	People are inexplicably found dead.	A strange fog rolls in at night.	Mare
People are having trouble sleeping.	Sobs and cries are heard at night.	People find an unknown child in the village.	Myling
A strange fog rolls in at night.	Large flocks of birds roam the area.	Glowing eyes are seen among the trees at night.	Night Raven
People are found injured in the village.	Someone is missing.	Beautiful music is heard in the forest.	The Neck
Fishermen are telling stories.	Debris washes up on the shore.	A boat has not returned.	Sea Serpent
People are not themselves.	Forest workers are getting hurt.	Children come back to the village alone.	Wood Wife
People are not themselves.	Someone has been murdered.	A grave has been dug up.	Spertus
Livestock have gone missing or died.	Someone has left food around the village.	A horse's mane is braided but the owner does not know who did it.	Nisse
People are disappearing.	Someone has left food around the village.	Boulders have somehow been moved.	Troll
Someone is missing.	Livestock have gone missing or died.	Strange howls are heard at night.	Werewolf
Someone has been brutally murdered.	A house has burned down.	A mysterious disease is spreading.	Vaettir
People are not themselves.	A child is missing.	A mysterious disease is spreading.	Fairy

VAESEN TABLE 2 – MISDEED

This list contains suggestions as to which vaesen could have committed a misdeed. Keep in mind that it may not be a vaesen that is the direct cause of a misdeed – it could just as well be a human.

NIGHT- MARES	UNFIT DRINKING WATER	CROP FAILURE	BRUTAL MURDER	LARGE FIRE	DISAPPEARANCE
Ghost	Mermaid	Mermaid	Revenant	Giant	Ash Tree Wife
Mare	The Neck	Nisse	Giant	Will-o'-the-Wisp	Brook Horse
Myling	Sea Serpent	Troll	Will-o'-the-Wisp	Vaettir	Lindworm
—	—	—	Mare	—	Will-o'-the-Wisp
—	—	—	Spertus	—	The Neck
—	—	—	Vaettir	—	Wood Wife
—	—	—	—	—	Troll
—	—	—	—	—	Werewolf
—	—	—	—	—	Fairy

BURGLARY OR THEFT	DAMAGED PROPERTY	ACT OF VIOLENCE	DEAD LIVESTOCK	DISEASE	INEXPLICABLE WEATHER PHENOMENON
Myling	Giant	Ash Tree Wife	Giant	Ash Tree Wife	Brook Horse
Nisse	Myling	Church Grim	Lindworm	Revenant	Ghost
Spertus	Sea Serpent	Mare	Nisse	Mare	Giant
—	Spertus	The Neck	—	Sea Serpent	Mare
—	Vaettir	Wood Wife	—	Wood Wife	Night Raven
—	—	—	—	Spertus	Troll
—	—	—	—	Vaettir	—
—	—	—	—	Fairy	—

EXAMPLE JOURNAL 6

March 20, 4:00 PM. After a full day's search, I went out into the forest. I was looking for clues related to the disappearance of Bengt's daughter Anita. In the forest I heard strange sounds and came across some tracks [oracle, are there any tracks leading deeper into the forest? Answer: red card]. I followed the tracks deeper into the forest [oracle, are they from

more than one animal? Answer: black card]. They were left by a single animal [oracle, are the tracks always the same? Answer: black card], but after a while they strangely changed shape, which led me one step closer to the truth about the vaesen behind the misdeed – a nisse! (Vaesen table 3 shows that nissar can turn into animals).

VAESEN TABLE 3 – ENVIRONMENT

This table groups vaesen by environment and characteristics. This could make it very easy to identify the vaesen involved, so primarily use *Vaesen table 1* and *2* and only consult this one if you really get stuck.

ENVIRONMENT	FORM	APPEARANCE	CHARACTERISTICS	SIZE	VAESEN
Area, Forest	Solid	Human	Controls the area around her tree	Small	Ash Tree Wife
Area, Forest	Solid	Horse	Shimmers in moonlight	Large	Brook Horse
Village, Area, Forest, Town	Invisible	Invisible	Can take solid form	Large to Massive	Revenant
Village, Area, Forest, Town	Immaterial	Human ghost	Flies, glows blue	Normal	Ghost
Stream	Solid	Human upper body, fish-like lower body	Lures seafarers	Normal to Large	Mermaid
Mountain, Area, Forest	Solid	Human	Abhors Christianity	Huge	Giant
Area	Solid	Four-legged animal	Violent, raises the dead	Small	Church Grim
Area, Forest	Solid	Snake with arms and hair	Spits acid	Large to Huge	Lindworm
Village, Area, Forest, Town	Solid spirit	Human, but is a spirit	Has a lantern and can float in the air	Small	Will-o'-the-Wisp
Village, Area, Forest, Town	Solid or immaterial	Human female	Can turn into an oily mist	Normal	Mare
Village, Area, Forest, Town	Immaterial	Human child, ghost	Screams, sobs, and wails	Small	Myling
Village, Area, Forest, Town	Solid	Bird	Can turn into an oily mist	Tiny	Night Raven
Stream near Village	Solid	Human male	Always has some kind of peculiar feature on its body	Normal	The Neck
Sea, Coast, Lake	Solid	Snake	Shy, lives in caves	Large to Massive	Sea Serpent
Area, Forest	Solid	Human with tail and cloven hooves	Glowing green skin	Small to Normal	Wood Wife
Village, Area, Brook, Forest, Town	Solid	Shimmering worm	Indestructible	Minuscule	Spertus
Village, Area	Solid	Human, old man with a beard	Can turn into an animal	Tiny	Nisse
Mountain, Hills	Solid	Human, but something is slightly off	Offers food when abducting people	Normal to Large	Troll
Village, Area, Forest, Town	Solid	Wolf or bear	Shapeshifter, is actually human	Normal to Large	Werewolf
Village, Area, Forest, Town	Solid	Human with features of a small animal	Rewards humans with gold	Tiny	Vaettir
Village, Area, Forest	Solid	Shimmering woman with wings	Can take any form they like	Minuscule	Fairy