

This document contains the description and details for Knut from the North, the Half-Troll horror.



Knut from the North

“In the heart of winter hide your hearth, lest cold Knut take it’s warmth away.”

- ancient boreal proverb

Description: Knut from the North, the Abomination of the Shifting Tundra is a warmaster of the cold northern horde. He is said to be a half-troll, an obscene hybrid between an ice giant and a slaving monster of the mountains, although such a genealogy is unheard of. Knut has pledged his allegiance to many masters over the years and thrived in countless wars between demons, fae and barbarian warlords alike. His formidable physical prowess and low, animal cunning has always meant that he has walked away back to the northern ice, to wait for yet the next fimbulwinter when he will be called to fight.

Knut is a mercenary: he fights for anyone should the price be right, although he rarely asks for gold or riches. He is a powerful warrior on his own right, but also a masterful tactician, especially skilled in hard hitting guerilla raids. He is also extremely violent and brutal, and often those who have hired him are relieved to see his monstrous form disappearing into the shifting snowstorms from whence he came.

Knut seems to possess the uncanny longevity common to the nigh-unkillable monsters of the north. He has been involved in conflicts over many hundreds of years at least, and indeed some scholars perceive him to be an amalgamation of many monstrous warlords, rather than a single entity. He is most commonly described as a hulking man, over 7' in height and almost as wide, clad in bulky, black

platemail and crudely skinned animal hides. Bright needle-pricks of malicious intelligence gleam through the eye slits his helmet and no one knows whether the massive ram-horns upon his head are his own or trophies from some past conquest. He is known to be proficient with any weapons of war, although he seems to prefer to wield a great battle-club of cold obsidian. The most fanciful stories of Knut have him leading a cadre of specialist snow elf commandos, followed by a wreath of cold, northern will-o-wisps.

Judge's notes¹: Knut is designed as a monstrous antagonist, and his looming figure can be used both as a legendary threat commanding a larger force, or as a singular brutal opponent. The stats given for Knut and his retinue below are obviously optimized for higher level play, and depending on the size of his retinue he can prove quite a challenge for characters of levels 4-7.

Knut from the North, the Half-Troll Horror: *Init:* +4; *Atk:* Hearth-Smasher +16 (2d12+8) or cold obsidian throwing axe (1d10+8); *AC:* 20; *HD:* 12d14; *MV:* 40'; *Act:* 1d24 + 3d20; *SP:* magic resistance 50 %; command retinue (see below); Hearth-Smasher (see below); troll-blood, regenerates d14 points at the end of each round; crit on 20-24; *Saves:* Fort +12, Ref +6, Will +10; *AL:* C.

Knut's strange origins grant him a 50 % resistance against all magical effects targeted at him, and he regenerates a portion of his health every turn. Additionally, he can spend one of his action dice on any round to command a member of his retinue to act out of initiative order: the commanded creature takes his action on Knut's round, and loses one action die from their next action. Finally, Knut is usually armed with a magical battle-club, known as the Hearth-Smasher.

Hearth-Smasher: cold obsidian studded two-handed battle-club +4; *DMG:* 1d12+4; *INT:* 2; *AL:* Chaotic; *Communication:* bleak visions and dreams of the dead northern tundra; *Purpose:* bring forth the fimbulwinter; *Special:* can create short-lived copies of the wielder from rime and frost 1/day, these copies attack each target within 40' once (*Atk:* 1d16+4; *DMG:* 1d12+4) before disappearing.

Snow elf commando: *Init:* +6; *Atk:* huge frozen obsidian blade +8 melee (1d10+6) or frozen obsidian longbow +10 ranged (1d8+8); *AC:* 16; *HD:* 3d8+12; *MV:* 30'; *Act:* 1d20; *SP:* completely fearless, perfect infravision, full immunity to cold, vulnerability to fire and warmth, 25% magic resistance (nullified by fire or the magic of Elfland); *Saves:* Fort +5, Ref +8, Will +4; *AL:* C.

Boreal death-wisp: *Init:* +4; *Atk:* cold bolt +8 (1d10+2) or magic (see below); *AC:* 18; *HD:* 4d6+8; *MV:* fly 30'; *Act:* 1d20; *SP:* can cast either mind affecting (blue wisps) or combat spells (green wisps) of 1st and 2nd level at +8 to cast; immune to mundane damage; *Saves:* Fort +10, Ref +10, Will +10; *AL:* C.

1 I designed Knut as the force majeure opponent of the KitN Christmas games this year. He and his retinue managed to down two out of six player characters in a party of seasoned adventurers. His origins lie in old Finnish Christmas lore: our variant of Santa Claus is known as a "nuuttipukki", and is usually seen as a fearsome figure rather than a jolly old man. For reference I recommend the excellent Finnish Christmas movie, *Rare Exports* (IMDB link [here](#) and English trailer link [here](#)).