

Njord's Guide to the Sea of Monsters is the foremost historical text, bestiary, and anthology of eye-witness testimony regarding sea monsters.

Created by renowned Captain Marcelline Njord, *Njord's Guide to the Sea of Monsters* documents the origins and biology of sea monsters, preparing young sailors for encounters with terrifying creatures including an amalgamation of fish that can turn entire ships to splinters in seconds, a great beast chained to the sea floor, an ancient and unforgiving guardian, and creatures with clever ways to lure and deceive sailors. With *Njord's Guide to the Sea of Monsters*, sailors can hope for safe passage across the Northern Atlantic.

Njord's Guide to the Sea of Monsters

Anthony Porcaro

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This book belongs to:

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HIS volume is divided into three sections. The first section covers the origin of sea monsters, the second section includes information on and documented encounters with various creatures, and the last section is dedicated to keeping a record of your own creature observations and encounters. To best use this book, read it thoroughly before heading out to sea. Consider your route and mark the pages containing creatures you may encounter along the way. Reading a documented encounter with a particular creature may also yeild wisdom regarding common mistakes or useful defensive strategies. If you encounter a creature which is not documented in this field guide, please use section three to record your encounter and provide information on the creature. Your information on the creature should then be mailed to the Njord Foundation. May you have a safe voyage!

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Preface



THE first edition of *Njord's Guide to the Sea of Monsters* was written almost a century ago by the renowned Captain Marcelline Njord (nee-YORD). Marcelline's father, Alon Njord, perished in 1513 A.C.E. while defending his crew from an attack by the monster which is known and feared throughout the North: Helimyrkur. After her father's death, Njord was made captain of her father's ship and her mission to create the first-ever guide to the perils of the seas began. While conducting research for this book, Njord sailed for almost two decades in the Northern Atlantic as a captain of her father's trading vessel. She compiled this book through direct observation during her almost 80,000 hours sailing across the Atlantic and from conversations she had with sailors and pirates at ports she visited. By the time she had completed *Njord's Guide to the Sea of Monsters*, Marcelline Njord had become one of the most successful captains of all time.

The depth of her knowledge on the perils of the Northern Atlantic made Marcelline Njord's ship the most reliable trading vessel in the world and she was frequently entrusted with transporting precious cargo as well as providing safe passage across the sea for some of the most important people alive. Marcelline quickly began to accumulate a tremendous amount of wealth and success due to her ability to navigate the seas safely, yet she sought to give this up as she never believed in keeping her knowledge to herself. Despite knowing teaching would jeopardize her position as the only sailor who could reliably avoid dangers in the seas, she felt an immense obligation to do so.

In 1531 A.C.E, Marcelline created a team dedicated to copying her text and illustrations to produce copies of *Njord's Guide to the Sea of Monsters* for any sailor who requested it. She used her own wealth to fund this team, and sailors can retrieve copies of *Njord's Guide to the Sea of Monsters* (now in its 7th edition) free-of-charge from the Njord Foundation. Since Marcelline's passing in 1534 A.C.E, the team she created still exists and works tirelessly to provide the most accurate and current information possible so that sailors will be able to continue to learn about and defend against the dangers of the sea for generations to come. If there is a sea monster in your area which *Njord's Guide to the Sea of Monsters* does not cover, we encourage you to record your observations on the pages of this book which have been left blank. You may send the Njord Foundation your observations and a report of your encounter so they may be verified and included in subsequent editions of this volume.



Section One

The History of Sea Monsters

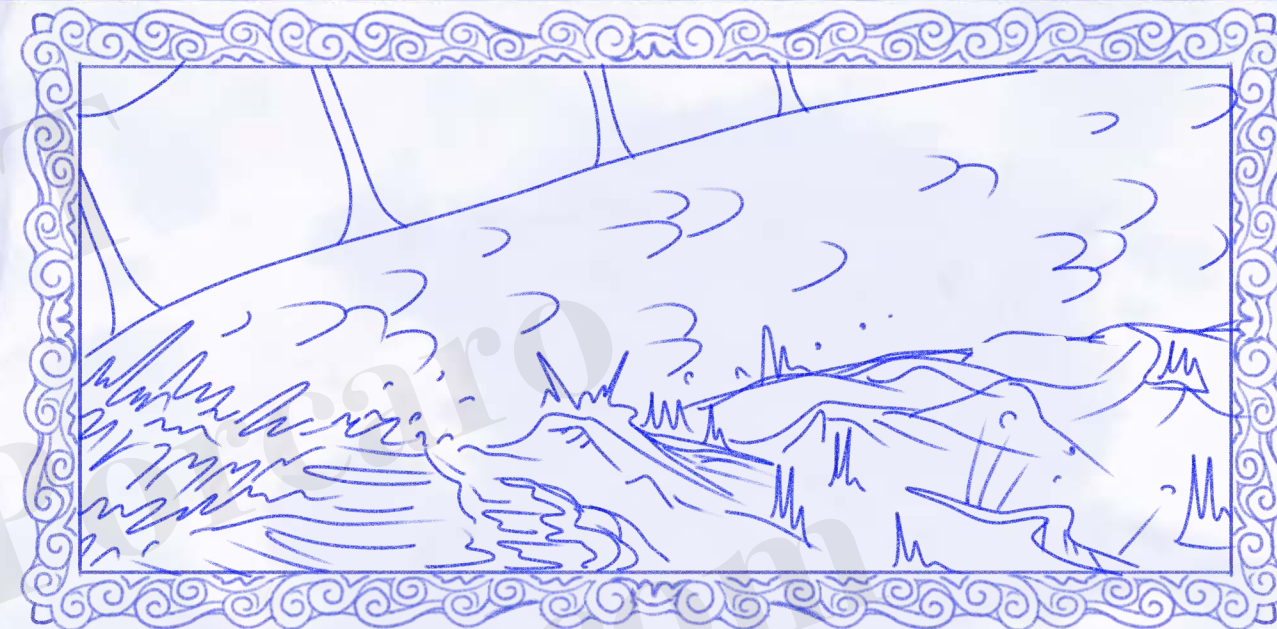
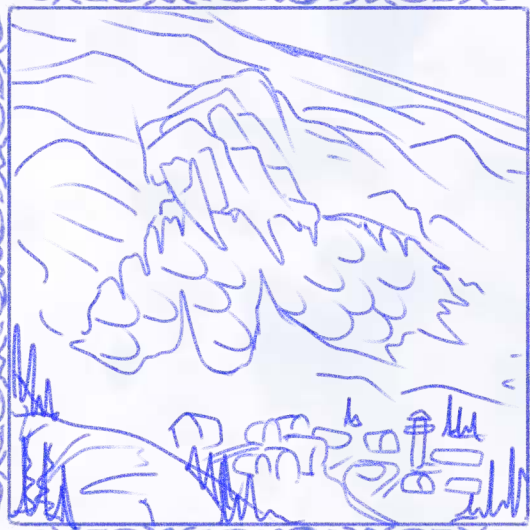
The First Sea Monster



SEVERAL millennia ago, Jörmungandr (YOUR-mun-GAN-der), the original sea monster (also known as the World Serpent) was discovered by the Old Ones on the island of Greenland (today the Greenland Archipelago). An earthquake which triggered several massive avalanches revealed to the Old Ones that an area of mountainous terrain was not, in fact, mountains at all. The snowless patches created by the avalanche seemed to have a colossal, stony scale texture. The Old Ones in this area of the world believed there once existed a race of giants and that these giants were responsible for the scaly mountains — believed to be a mostly buried statue. The area became a pilgrimage site for the Old Ones. A town was constructed at the base of the scaly mountain range, quickly flourishing as tourists across the north heard of the peculiar site.

After some centuries however, townsfolk began to doubt the claim that the scaly mountain range was a statue and others began to think the mountain range was even more magical than

previously thought. Opinions on the site changed as the population realized the land did not seem to be at rest in the area. Almost every day, the Old Ones could feel a pulse pass through the land which was undetectable by sight, but could be felt as a tremor moving up from the ground through one's feet and legs. Even more, when the Old Ones tried to measure the altitudes of the peaks in the mountain range, they noticed an especially bizarre phenomenon. In subsequent measurements, the altitudes of the peaks changed by tens of meters, growing and shrinking. The significantly shifting altitudes of the peaks explained the near-daily avalanches that occurred in the winter. The Old Ones used these abnormal phenomena as a basis for the



belief that the mountain range was not a buried statue or a natural geologic site, but was a buried colossal sleeping serpent. This eventually became the most commonly held belief.

Many myths began to be created surrounding the supposed sleeping serpent, tying it in with the dominant religion of the region. Rumors spread that the creature was the foundation of the world, that its slow breathing caused the changing of the tides, and that terrible tempests were embodiments of the creature's dark dreams as it slept under the ice. The creature, eventually named Jörmungandr by the people in the region, was thought to be the offspring of their god of mischief, Loki, and was believed to be the mortal adversary of another deity known as Thor, god of thunder. It was believed that, at end-times, Jörmungandr and Thor would engage in a fierce battle that would shake the world, ending in mutual annihilation. It was foretold that Thor would die in his effort to defeat Jörmungandr for, upon landing the final blow to the creature, he would himself succumb to Jörmungandr's venomous, lethal bite.

Over the next few centuries, glacial ice crept and completely obscured the exposed scaly areas on the mountain range. The myths about Jörmungandr remained, but were discredited in the subsequent millennium. When the civilization of the Old Ones had reached its height at around 2040 C.E, Jörmungandr had faded into obscurity. Those that had heard of Jörmungandr thought

of it as a typical myth created by an undeveloped, ancient society.

Indeed, the Old Ones felt that they were vastly superior compared with their ancestors. Their cities reached into the heavens and housed millions, they had tens of thousands of metal ships as large as islands, they had horseless carriages which could transport them hundreds of kilometers, and they had enormous metal birds which could take them around the Earth. The Old Ones had utterly defeated nature. As sea levels rose, threatening to reclaim land occupied by coastal cities, the Old Ones fought back by constructing immense walls which were strong enough to hold back the vast and ravaging power of the sea. The Old Ones had gained absolute dominion over the world. There was only one power strong enough to fight back: Jörmungandr.

Through their atrocities and violations against the natural order of things, the Old Ones had caused the world to warm. This warming melted the glaciers which had, for a millennium, concealed evidence of Jörmungandr's existence. When the Old Ones finally noticed the beast under the ice, it was too late. Jörmungandr broke free from its frozen bonds and slithered into the sea, generating cataclysmic earthquakes and tsunamis in its wake.



The Great Blaze



S the legend goes, a few months after Jörmungandr escaped its glacial prison, the ancient city of New York met its end. One peaceful night, a shadow passed under the waves and halted upon meeting the towering sea walls surrounding the ancient city. The inhabitants of the city felt a rumble and stopped in their tracks. Millions of eyes on the streets and in windows turned toward the sea wall. Salt water oozed from hairline cracks that began to develop in the monolithic stone structure. Jörmungandr's terrible visage rose out of the sea and above the wall, its countenance inscribed with unfathomable fury. It was then that dread fell upon the ancient population of New York. As the sea wall crumbled and an enormous torrent of water began to decimate the streets, the Old Ones realized the invincibility which had been offered to them through their technology was no more than an illusion. The entire city flooded in less than ten minutes. The world watched as New York was destroyed by Jörmungandr — each writh of its tail demolishing swaths of towers with godlike

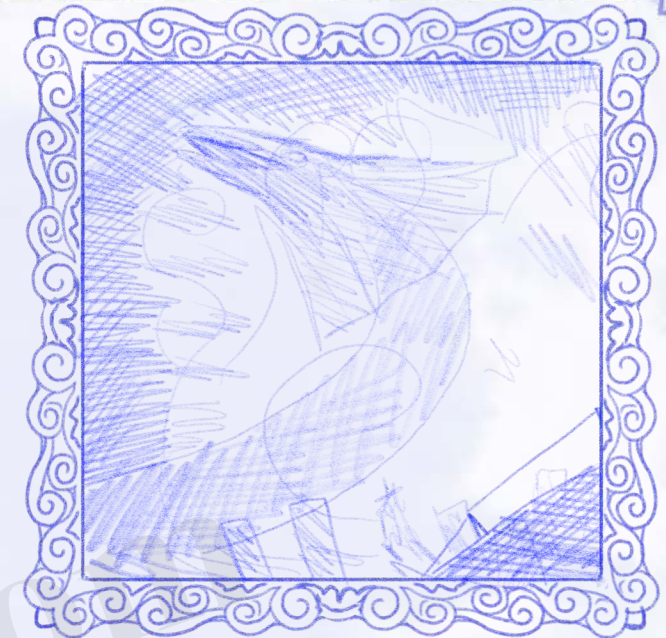


power. Just as the legendary city of Atlantis is said to have been smote by the gods as punishment for its greed, the ancient city of New York saw a swift demise as the subject of Jörmungandr's wrath.

Upon striking the final blow to the ancient city of New York, Jörmungandr was engulfed in a ball of fire. The Old Ones had sent the fire, dropping it from one of their metal birds. It was the strongest weapon the Old Ones had ever created. The fireball spawned from the weapon, referred to as The Great Blaze, was brighter than the sun and was so large that it easily penetrated the clouds. The land, sea, and sky for hundreds of kilometers around flared like brimstone in the light of the Blaze. Structures immediately caught fire — even fifty kilometers away. The earth trembled and the ear-splitting sound of the Blaze is said to have been the most horrific ever to have been heard by human ears.

As the Blaze dimmed slightly, the silhouette of Jörmungandr could be seen plummeting. After several seconds, Jörmungandr landed in the sea with a thunderous blow. So intense was Jörmungandr's landing that several tsunamis were generated that made their way across the Atlantic. As Jörmungandr's body lay in the sea, the waters turned murky with the titanic amount of blood cascading from the creature's wounds. Tens of millions of dead fish littered the water's surface. The coils of Jörmungandr's body appeared as massive, scorched cliff faces breaking through the surf. The only evidence that the site had once been occupied by a great city was the broken perimeter of a stone seawall barely visible among the lapping waves.

Blaze Day, a holiday held today which is dedicated to remembering the grave mistakes of the Old Ones, ensures that people do not grow ignorant of the consequences that may come from tampering with the natural world. It is tradition on Blaze Day to remember the fall of Jörmungandr by laying logs in a serpentine formation and setting them alight. People of the community offer several items to the flames including food, messages to ancestors, meaningful possessions, etc. The community then fasts until the fire dies out.



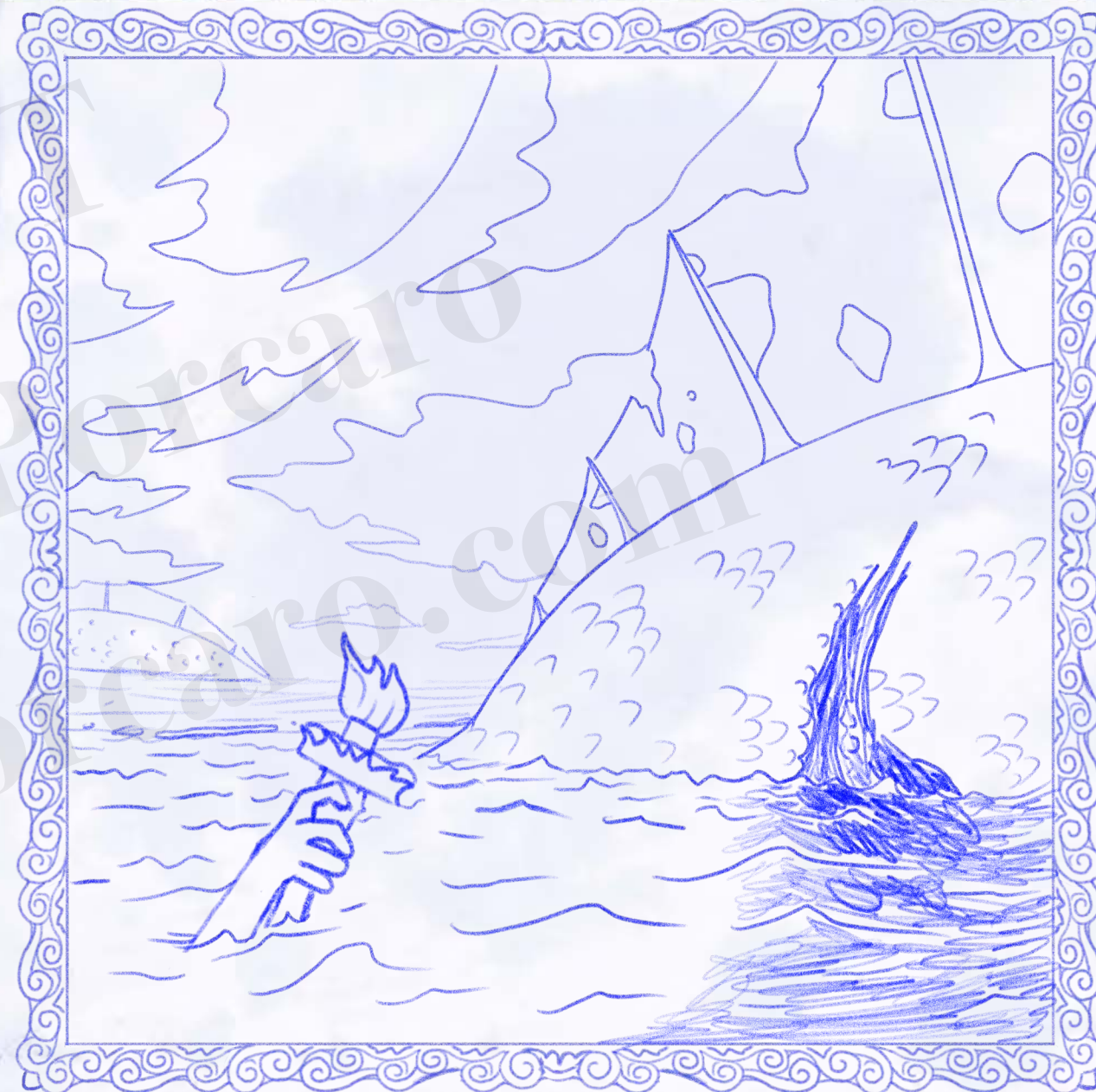
Fall of the Old World



THE Old Ones, upon confirming Jörmungandr's demise, rejoiced thinking that they had beaten the titan. What became clear in the following weeks was that Jörmungandr's power could not be destroyed, only transformed. As a godlike guardian of the sea, Jörmungandr held immense, magical power. This power lived in Jörmungandr's blood which, carried by ocean currents, diffused throughout the world. Concentrations remained highest nearest to the area where The Great Blaze occurred — now referred to as The Dead Zone. While high concentrations of Jörmungandr's power was lethal to humans, slowly poisoning them or driving them mad, sea creatures saw the opposite effect; Marine life around the world, especially those which were driven close to extinction prior to The Great Blaze, were imbued with Jörmungandr's power. These creatures gained great strength, size, agility, intellect, as well as other mysterious abilities. In addition to these attributes, some affected sea creatures also grew more malevolent toward humans — just as Jörmungandr had been. Thus, in the weeks and months following Jörmungandr's death, many sea creatures metamorphosed into fearsome monsters.

The Old Ones could not understand their reign over the world was being usurped. They used all their might to hunt and kill the newly birthed sea monsters. Indeed, gargantuan skeletons of felled beasts can be found near many of the ancient coastal cities. However, all this annihilation was in vain; What the Old Ones did not grasp was that Jörmungandr's power could never be destroyed. Their efforts to kill beasts only caused Jörmungandr's power to transfer into new vessels. Nevertheless, the Old Ones kept fighting and, having exhausted their last morsel of strength, saw the complete and utter collapse of their civilization only nine weeks following The Great Blaze. The world entered a centuries-long Dark Age.

The carcasses of metal ships and chariots litter the world today. The massive sea walls which had once surrounded and protected coastal cities have eroded over the millenia, allowing the sea to surge in. Piles of massive metal beams are the only surviving evidence of the colossal towers built by the Old Ones. The world is changed forever and people today and in all future days will suffer, eternally repenting for the actions of the Old Ones. Jörmungandr's revenge will plague the Earth until all seas dry up and all stones are ground to dust.



Section Two

Field Guide and Encounters

The Sea of Monsters



Sagahöfuð

[[SUMMARY OF CREATURE]]

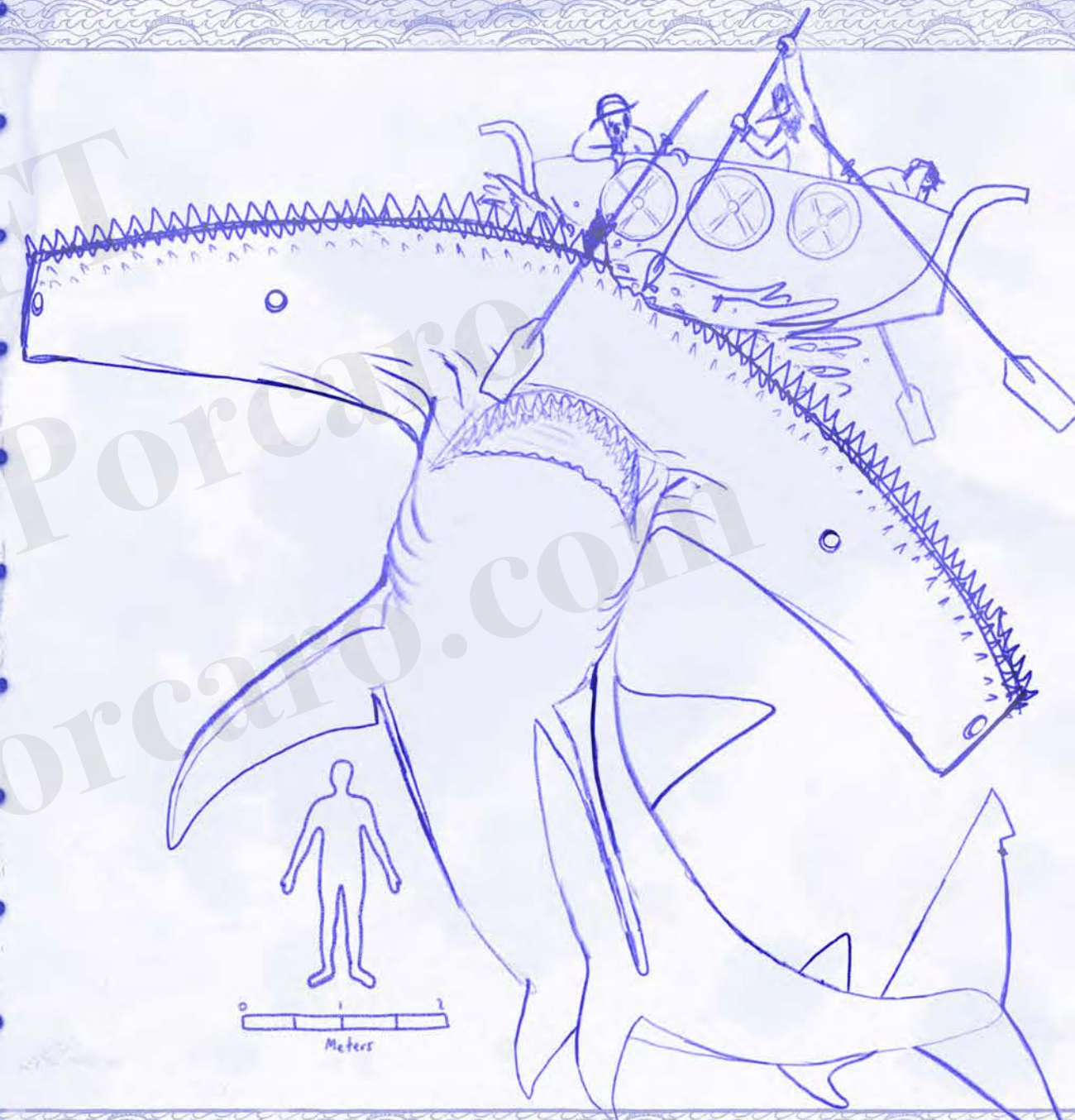
After the Great Blaze when fish populations dwindled, this creature, already nearly extinct, began to hunt the fishermen it had been competing with for food. Sagahöfuð (sah-GAH-hoo-VID) evolved to grow teeth as hard as iron on the front of its elongated head, allowing it to hunt sailors which were once protected by the shelter of their vessels.

The front of this creature's head has razor-sharp teeth lining it, allowing By writhing its head back and forth, this creature saws through the bottoms of boats and ships to sink them. The end of each side of its head can be used as battering rams to weaken the structure of a ship.

To best defend against this creature, have harpoons and spears on board. Its head is the most sensitive area so a few strikes there will temporarily deter the creature.

ICELANDIC WORDS

Saga (Saw)
Höfuð (Head)



An Encounter with Sagahöfuð



[[SUMMARY OF ENCOUNTER]]

Captain Toft was out fishing with his brother and son. For weeks, they had been reeling in empty nets but it finally seemed their luck was changing. They had already caught 150 kilograms of fish that day and the swaths of fish swimming underneath their vessel flowed like a river.

Their celebratory smiles and cheers were disrupted by an awful sound. The boat rocked violently and back and forth and scraping could be heard coming from beneath. Eventually, a toothed ridge ruptured through the wood. Seawater sprayed through the gouge. Captain Toft knew it was Sagahöfuð (sah-GAH-hoo-VID). The vessel was sinking fast so Toft sent his son to the life raft and had his brother helped dump all the fileted fish they had caught into the sea, distracting Sagahöfuð. The distraction provided enough time for all three to reach the life raft and lower it

into the water. After they had begun to row away, Sagahöfuð approached again. They thrust their oars into Sagahöfuð's head and into its mouth, hoping to deter it, but they were only delaying the inevitable. Knowing how quickly Sagahöfuð would saw through the life raft, Toft's brother jumped into the sea to distract the beast, sacrificing himself so that Toft and his son could escape.

Wrought with grief, Toft never went fishing again. He became a blacksmith, forging weapons to kill the beast that killed his brother.



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Lokibeita

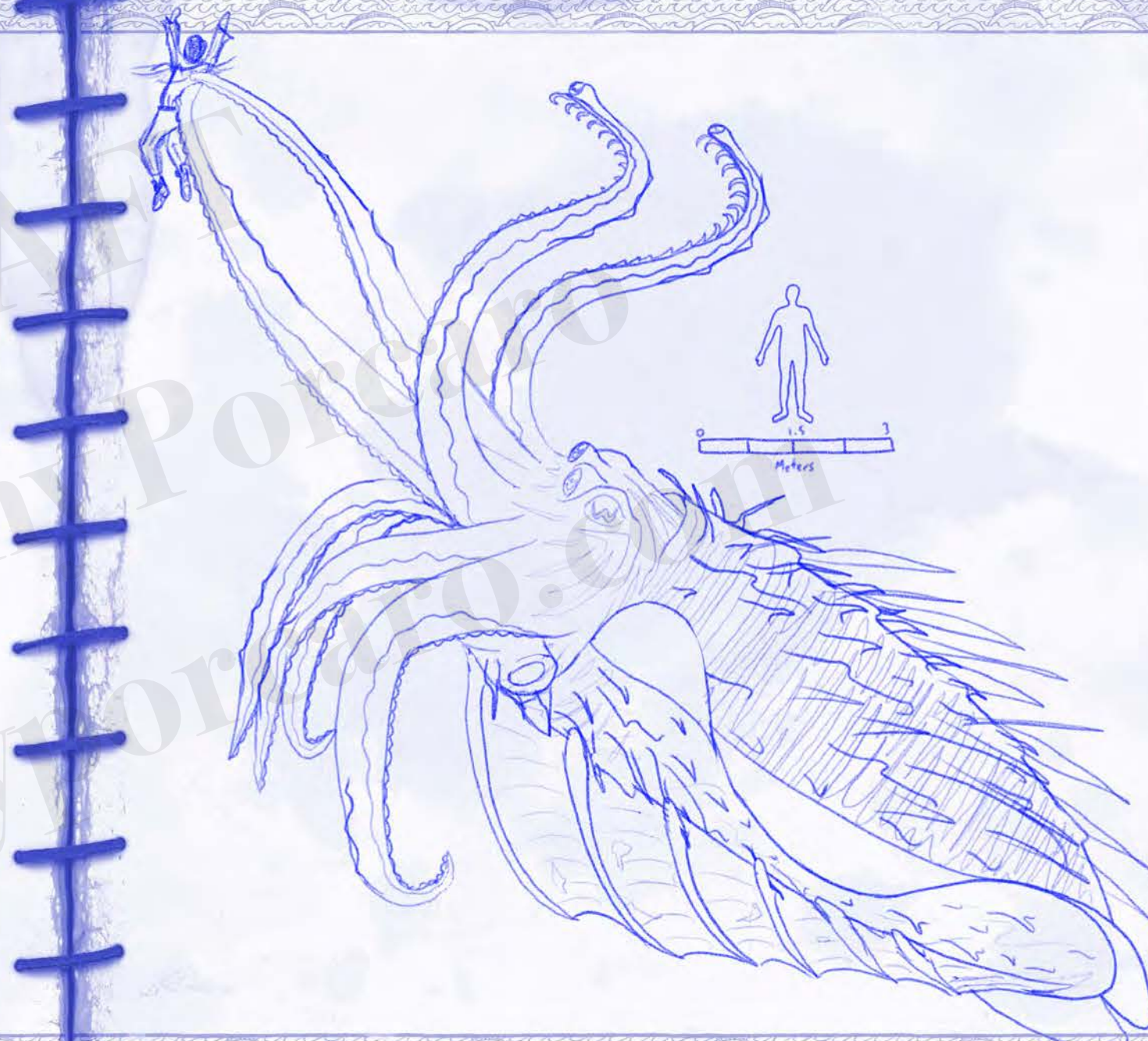
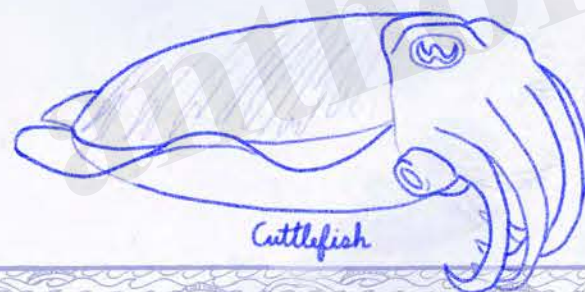
[[SUMMARY OF CREATURE]]

Having already been one of the smartest creatures in the sea before the Great Blaze, this creature's intelligence is now ten-fold. This monster uses deception to trick sailors into becoming its next meal, thereby making it one of the most threatening creatures.

Lokibeita (loh-KEY-bay-TAH) will catch but not drown a sailor and use the sailor as bait for passing vessels. Once there is an attempt made to rescue the sailor, the creature attacks. Its camouflage is unparalleled and it is often extremely difficult for the untrained eye to distinguish the creature from its surrounding environment.

To best defend against this creature, communicate with any sailors stranded in the sea prior to approaching. Have a translator on board should the sailor in question speak an unknown language. If the sailor says they are accompanied by the creature, seem like they are lying, are entirely unresponsive, or if your translator cannot understand what they are saying, sail away immediately.

ICELANDIC WORDS
Loki (God of Mischief)
Tálbeita (Lure)



An Encounter with Lokibeita



[[SUMMARY OF ENCOUNTER]]

Marcelline Njord encountered this creature while working as a teenager on her father's tradeship. Suddenly the crew started hearing yelling and screaming coming from a few hundred meters away. The source of the sound was identified as a man treading water. Marcelline's father continued to sail past the man, unphased. Marcelline began yelling at her father to turn the ship around and help the poor man. Her father gritted his teeth and ordered his crew to navigate the ship towards the man.

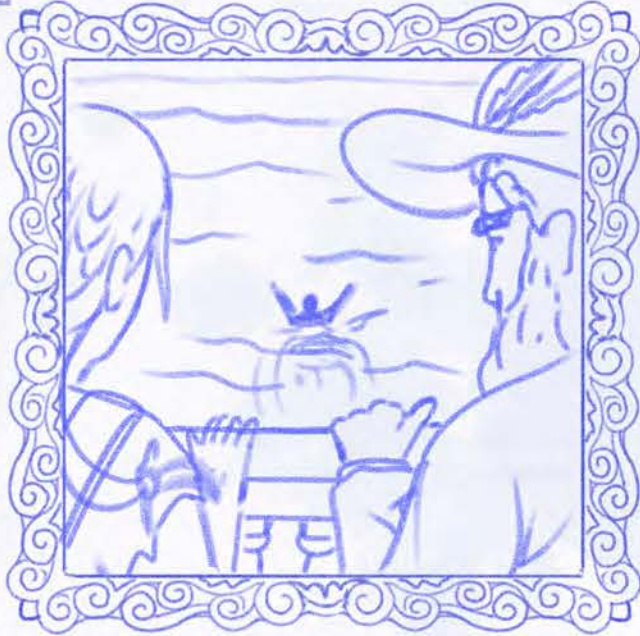
The man was yelling "Thank you!" repeatedly and tears streamed down his cheeks. He quieted down however after realizing no one on the ship was intending to save him. Marcelline's father barked: "This man would have us all killed to save his own skin.

Look at the vile creature that's got hold of him."

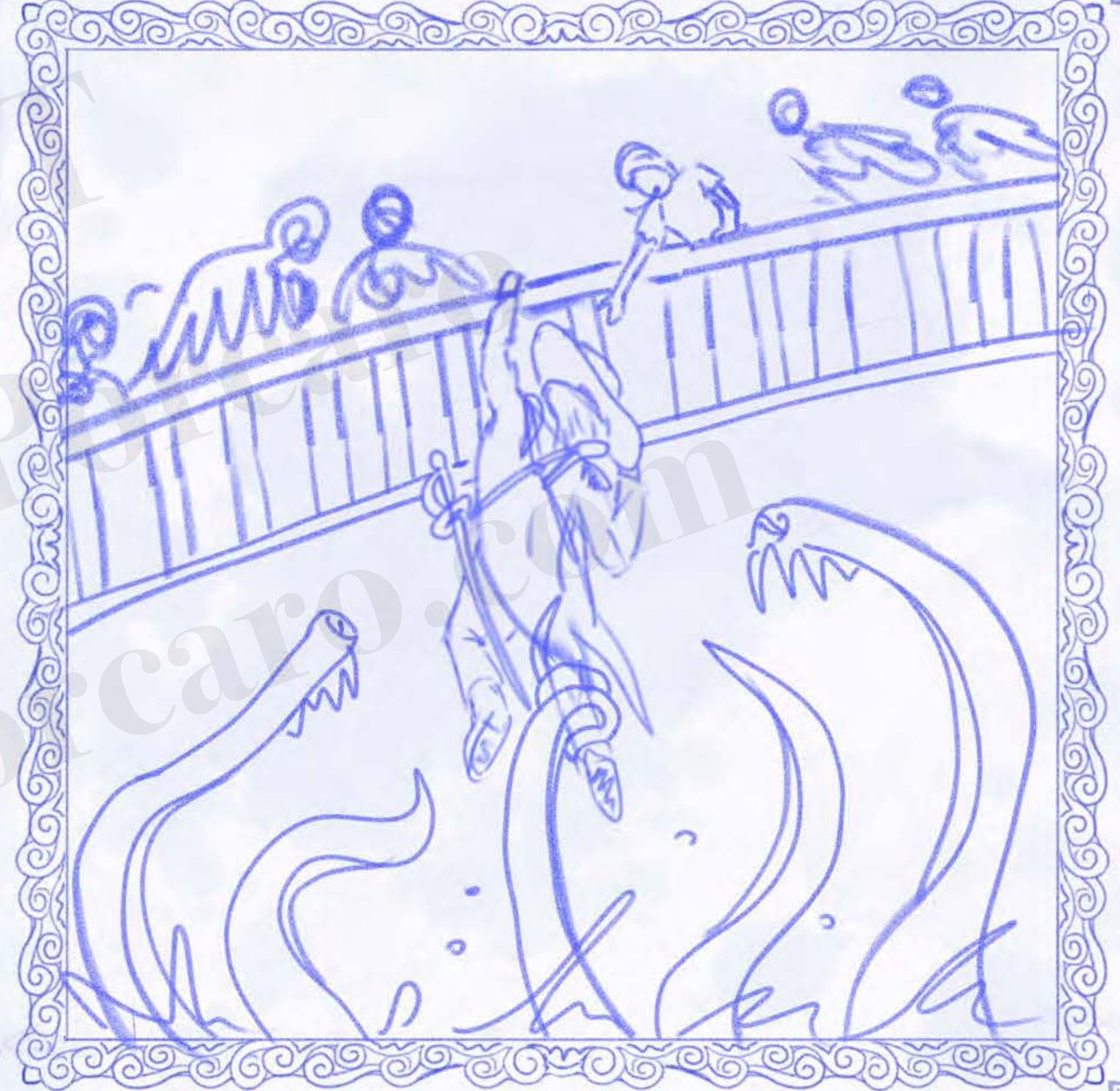
Marcelline strained her eyes but did not see a creature. Marcelline's father shot the man. To him, that was more humane than letting the creature puppet him until death. Shocked and enraged, Marcelline shoved her father over the side of the ship. He grabbed the side of the railing and as he was dangling, a tentacled arm reached up from the sea and grabbed hold of his leg. Marcelline's father, knowing he would not be able to free his leg from the monster's grip, took his sword out and cut his leg off below the knee.

The crew brought Marcelline's father back on board and treated his wound. Eventually he was fitted with a peg-leg and resented Marcelline ever since.

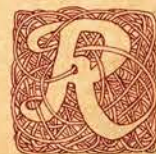
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[[STORY OF ENCOUNTER CONTINUES]]



drauklóveik



RESIDING throughout the northern seas, Drauklóveik (DRAH-kloh-VEEK) carry with them a plague that is deadly for any sailor or ship. After The Great Blaze, the barnacles on North Atlantic Right Whales absorbed the World Serpent's power and became one of the most dangerous and pervasive parasites the world has ever seen. These barnacles grow on the head of a North Atlantic Right Whale, deeply rooting themselves into the creature and eventually turning the whale into a husk that barnacle colonies can puppet. This is the final stage of the barnacle infection.

These lifeless whale husks, known as Drauklóveik, often swim underneath ships and allow the legs of the large barnacles on its head and back to scratch through the hull, sinking the ship in order to obtain an easy meal. A prolonged exposure to a Drauklóveik can spread the parasite to your ship, making it only a matter of time before barnacles begin to infest the vessel. If an infection is not discovered before the ship reaches a port, the infection can spread to all other vessels docked at the port and can spread to the dock itself, compromising the structure.

To best defend against a Drauklóveik, harpoon the creature to persuade it to stop following your vessel. Passive ways to defend against this creature include having a metal-plated hull which can decrease the amount of damage the barnacles can cause and receiving regular inspections and cleanings when arriving to and departing from a port. Furthermore, do not under any circumstances touch a barnacle without proper protection or enter water near a Drauklóveik as amputation is the only way to stop the spread of a barnacle infection.

ICELANDIC WORDS
Draugur (Ghost) Kló (Claw)
Veikindi (Sickness)



The extremely hard shells of mature barnacle legs can easily scratch through a wooden ship hull in minutes.

Barnacles growing on this creature can grow to enormous sizes, sometimes even reaching the diameter of very large tree trunks.

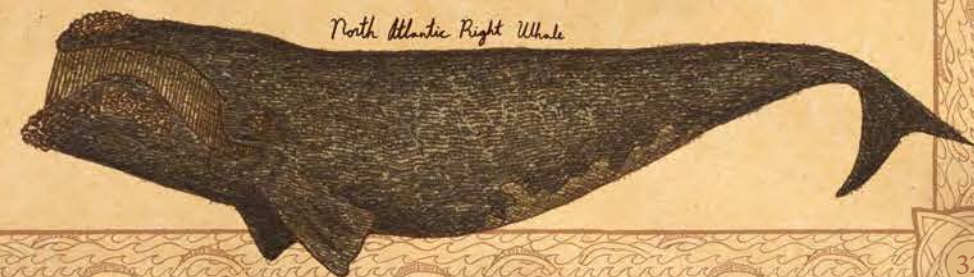
The final form of a Drauklóveik includes an extremely large barnacle which has grown inside the mouth of the creature. This barnacle is believed to be the one which influences the behavior of all the other barnacles on the creature.



0 1 2
Meters

After Drauklóveik will be heavily decomposed. The barnacle infection quickly kills the whale host once the parasites start to grow inside the creature.

North Atlantic Right Whale



An Encounter with Drauklóveik



[[SUMMARY OF ENCOUNTER]]

Captain Rafnar and his crew had just plundered several navy ships carrying valuables and were on the run. Their ship was being tailed by two navy vessels. Rafnar and his crew were just barely out of range. Thus, when Rafnar began to hear scratching on the bottom of the hull, He could not slow the ship to investigate.

One of his crew members spotted a tail coming out of the water. The tail was that of a dreadful Draukloveik (DRAH-kloh-VEEK). By the time Rafnar and some crew members made it down into the hold, water was already spraying in through claw marks that were opening up in the wall. Rafnar waded into the water pooling on the floor. He drew his cutlass and shoved the blade through one of the gashes. Draukloveik let out a deep groan of pain which made the wooden boards of the hull

rattle. Once it retreated some distance from the ship, the

crew was able to open fire on the Draukloveik, defeating it. The crew celebrated heavily after having escaped the creature and the navy.

Rafnar became very ill that night and, upon morning, noticed a series of barnacles growing on his legs. Draukloveik must have spread the vile barnacle infection to him when he was in the water with it. Rafnar's legs had to be amputated before the parasites spread too far. Some of the medics helping with the operation became infected themselves, leading to the quarantine of an entire port for a few weeks.

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Sökkvamunni

[[SUMMARY OF CREATURE]]

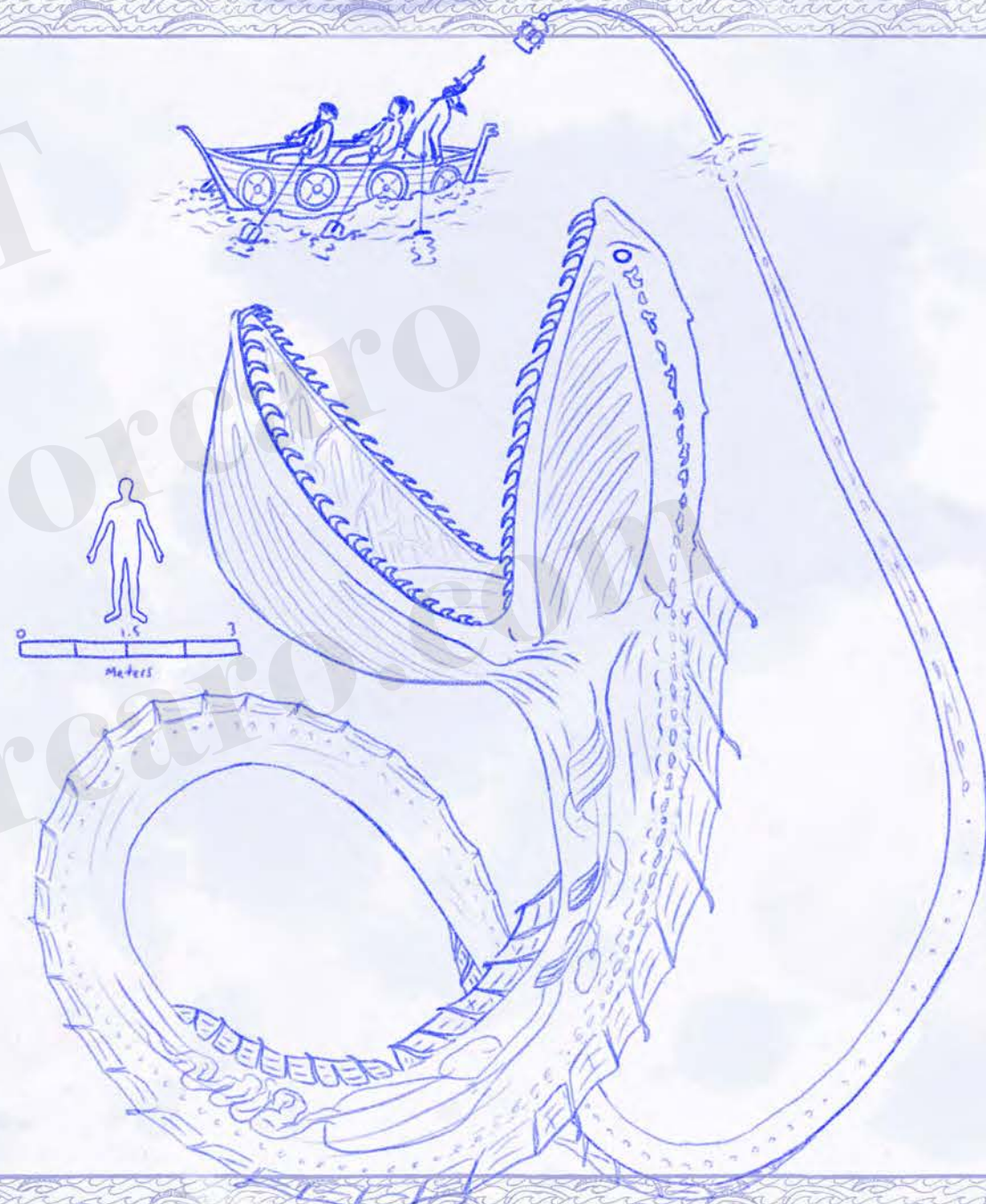
This creature set its sight on sailors as an easy meal after gaining colossal size and strength following the Great Blaze

Sökkvamunni (sah-VAH-moo-NEE) lures prey near to its mouth using its extremely long tail which has a lure at the end. The lure is a small light source which resembles a lit lantern. Investigating sailors unknowingly pass over the creature's mouth (which is colored pitch black to avoid detection) while on their way to the lantern-like lure. The creature is capable of short bursts of speed which it uses to swallow its prey whole. The skin over its bottom jaw stretches an incredible amount, allowing the creature to swallow an enormous volume of water. The skin is thin but tough, making it almost impossible to escape the creature's mouth once inside.

To best defend against the creature, never approach mysterious light sources in the sea and, if the creature does capture you, have a sharpened steel weapon to escape. You must escape quickly before the digestive process begins.

ICELANDIC WORDS

Sökkva (Sink)
Munni (Mouth)



An Encounter with Sökkvamunni



[[SUMMARY OF ENCOUNTER]]

After a ship carrying 100 kilograms of gold and silver failed to reach port on schedule, Captain Brand was sent on an evening mission to find the ship or salvage its riches if it had sunk. Eventually, a lookout spotted a faint glow in the distance. Perhaps the ship had not fully sunk. Captain Brand approached the light and it did indeed appear to be a faintly flickering lantern just above the surface. She anchored her ship and got onto a rowboat with some crew members to get closer and start the salvage mission.

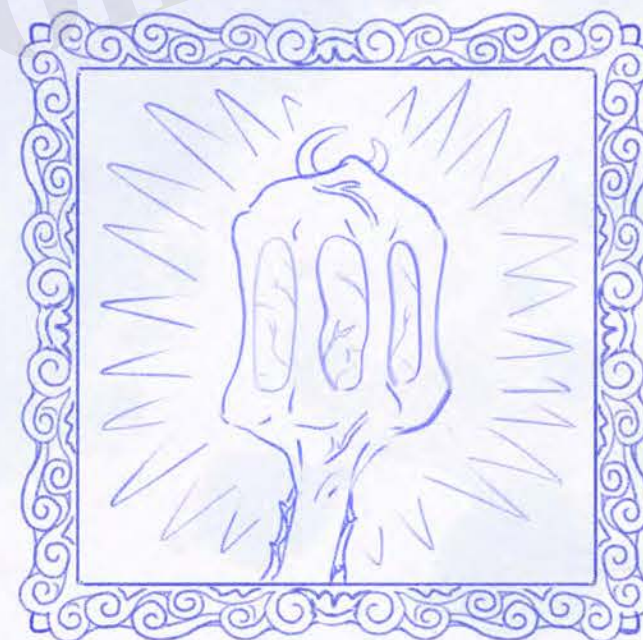
It was only when she and her crew were a few meters away from the light that Brand noticed the lantern looked rather fleshy. She looked down and saw the glint of a set of needle-like teeth. She had stumbled into Sökkvamunni's trap. Before Brand could react, the

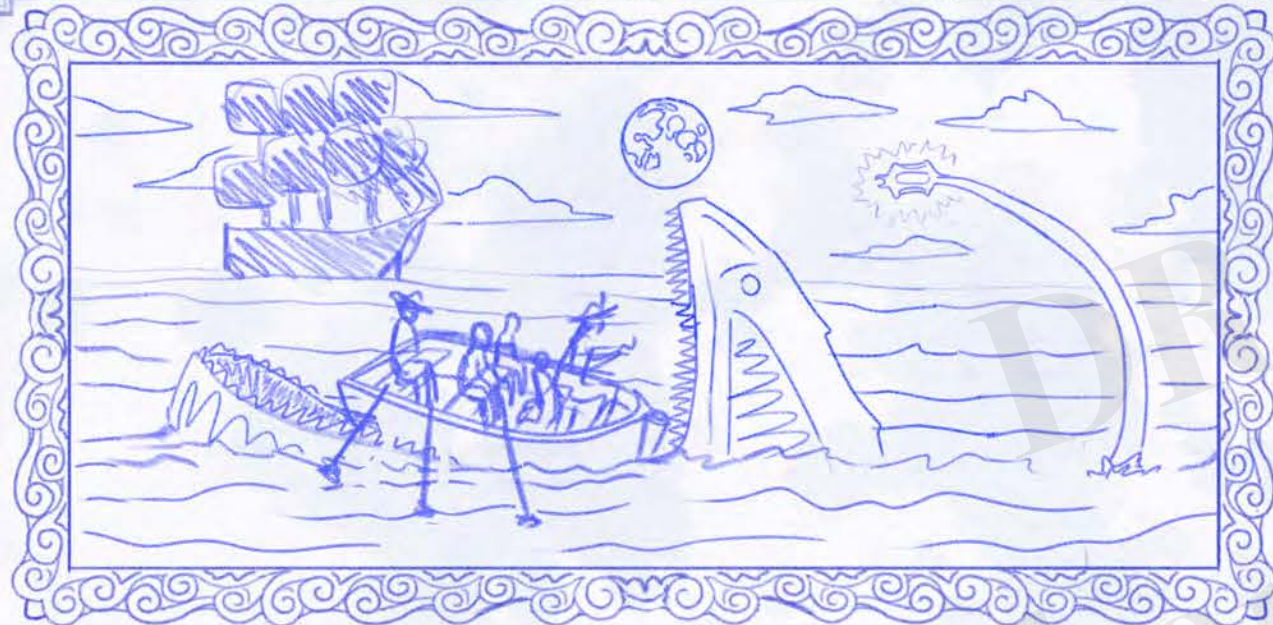
lantern pulled away and large jaws snapped shut around her and her crew. They were in a pitch dark balloon

of sea water. Brand began to claw at the walls of Sökkvamunni's (sah-VAH-moo-NEE) mouth with her hook hand and her crew began to scream. Brand felt a tingling, then burning sensation. They were being digested. Brand finally broke through the thick walls of the Sökkvamunni's mouth and swam through the small opening she had created. She saw Sökkvamunni swimming down into the depths beneath her fast as she swam back up to the surface.

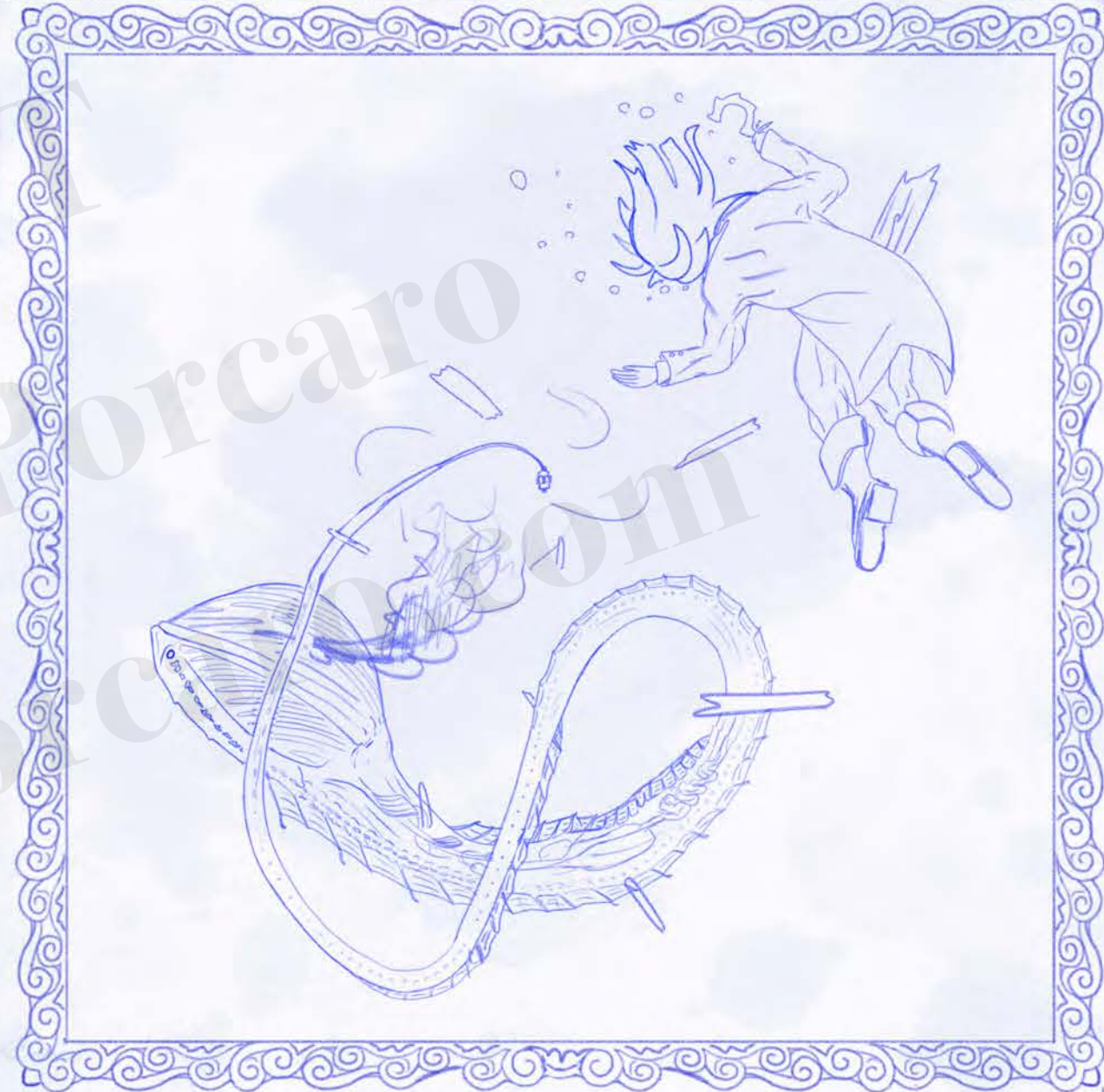
Brand was rescued by the crew left on her ship who treated her wounds caused by digestion. The 100 kilograms of gold and silver was never recovered.

[[STORY OF ENCOUNTER CONTINUES]]





[[STORY OF ENCOUNTER CONTINUES]]



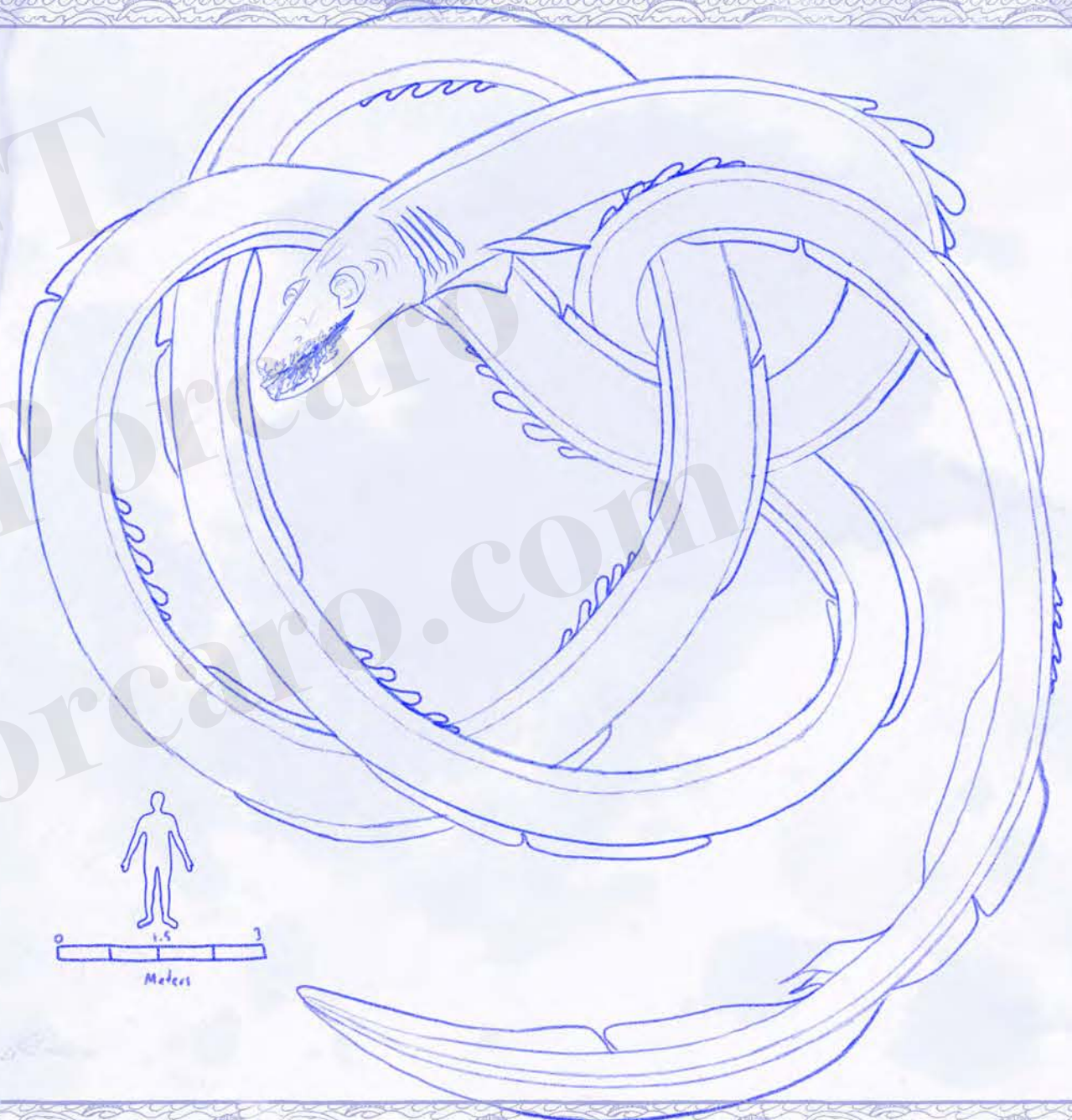
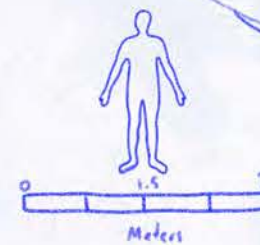
Veðingumaður

[[SUMMARY OF CREATURE]]

Not much is known about this creature's origin as it is extremely illusive. This creature will stalk its prey for many days or even weeks before striking. There is little evidence that it is tailing your vessel aside from the occasional couple of bubbles, quick splash, or a fin protruding the surface of the water. It will wait to attack until you are navigating through a rocky area of the sea at night, at which point its eyes will flash so brightly that anyone who glimpses it will go blind. Unable to see in the rocky outcrop, sailors will crash their ship into the rocks, causing it to sink and, thusly, delivering Veðingumaður (vay-THEEN-goo-mah-THOR) its meal.

The best way to defend against this creature is to immediately make your way to the closest port as soon as you have a suspicion you are being tailed. Few accounts of encounters with this creature have surfaced, leading to the belief that its attacks must be extremely lethal. A creature capable of powering such a bright flash could perhaps channel that power toward other abilities.

ICELANDIC WORDS
Veðimaður (Hunter)
Eldingu (Lightning)



An Encounter with Veðingumaður



[[SUMMARY OF ENCOUNTER]]

Captain Erikson was tailing a ship as it was heading into port late at night. This ship was on a return journey from a profitable trade mission and was full of riches. Erikson had been keeping tabs on the ship for weeks and decided the best place to mount an attack was just as it was reaching port. The ship would have to slow down to maneuver around a series of jagged rocks jutting out of the sea — an area Captain Erikson knew well. The wind was whipping and sheets of rain fell over the ship. Erikson's vessel was catching up to the target ship fast. Rocks started appearing out of the murky darkness and Erikson swung the wheel back and forth, guiding the ship as if in a dance.

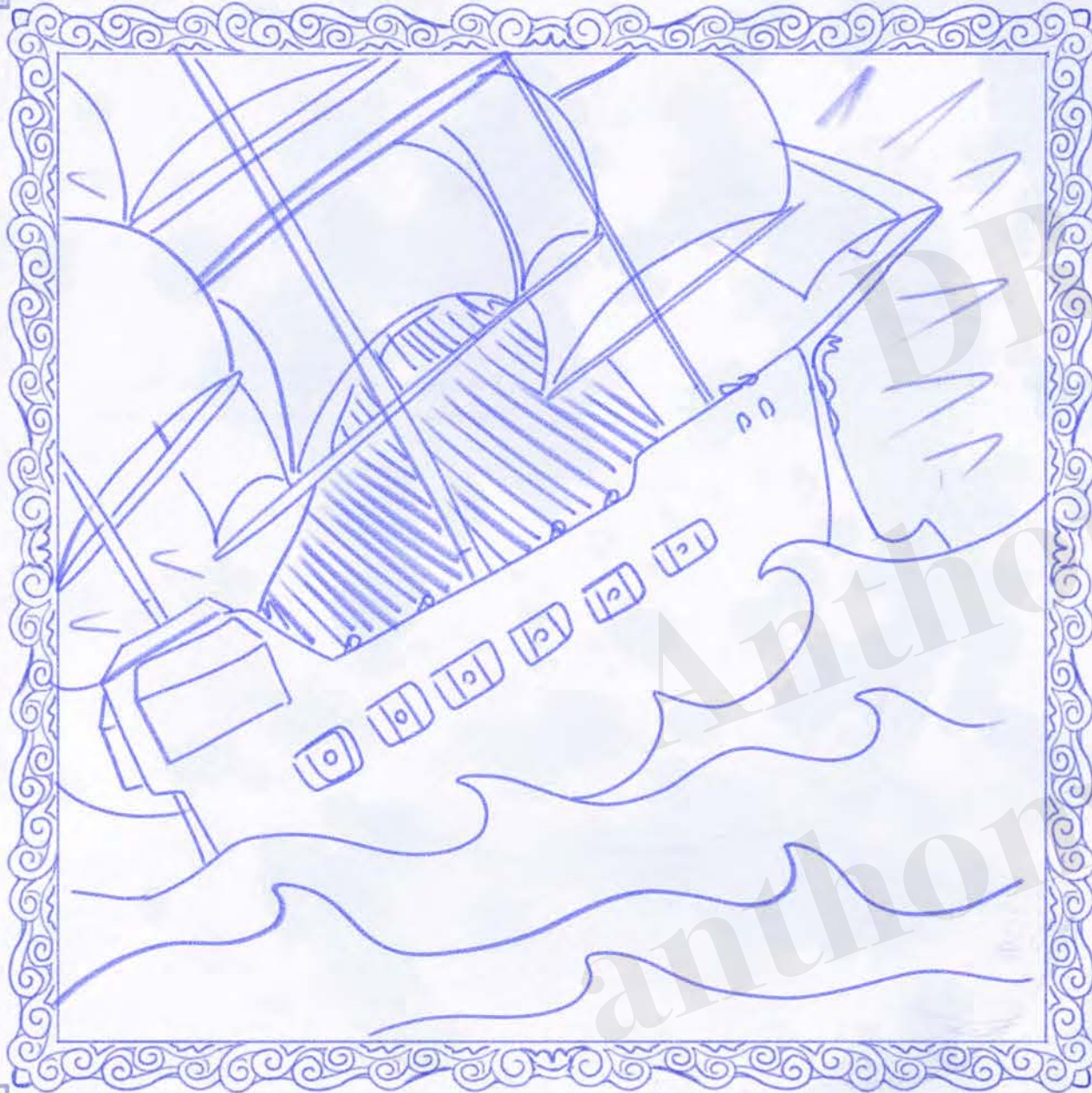
Suddenly, while a rock obscured the target ship from view, a bright flash lit up the sky, illuminating millions of raindrops falling toward the sea. Erikson's crew shielded their eyes from the light. They

heard a crash and thought for a moment it was their own ship before their vision recovered. It was instead the target ship which was disappearing beneath the waves as it came into view from behind the rock.

Erikson's crew fished some of the debris out of the water and saw trident-shaped teeth embedded in the wooden planks. Erikson's crew also helped the only survivor of the target ship aboard, who had an image of two eyes forever burned into his vision.

[[STORY OF ENCOUNTER CONTINUES]]





[[STORY OF ENCOUNTER CONTINUES]]



Stinganettó

[[SUMMARY OF CREATURE]]

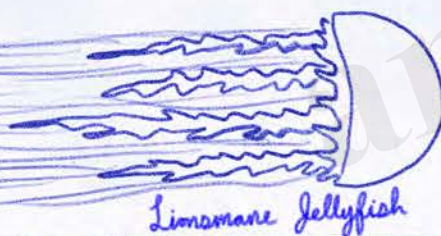
While most species saw great negative effects from the actions of the Old Ones, sea jelly populations proliferated prior to The Great Blaze due to an absence of natural predators. After the Great Blaze, the abundant sea jellies combined into mega-organisms (Stinganettó).

Today, Stinganettó (steen-GAH-neh-TOH) are prolific throughout the seas. They drift with the currents, easily trapping passing ships and making escape impossible for the sailors as they will be fatally stung if they jump overboard. They are mega-organisms, making networks of thousands or even hundreds of thousands of sea jellies.

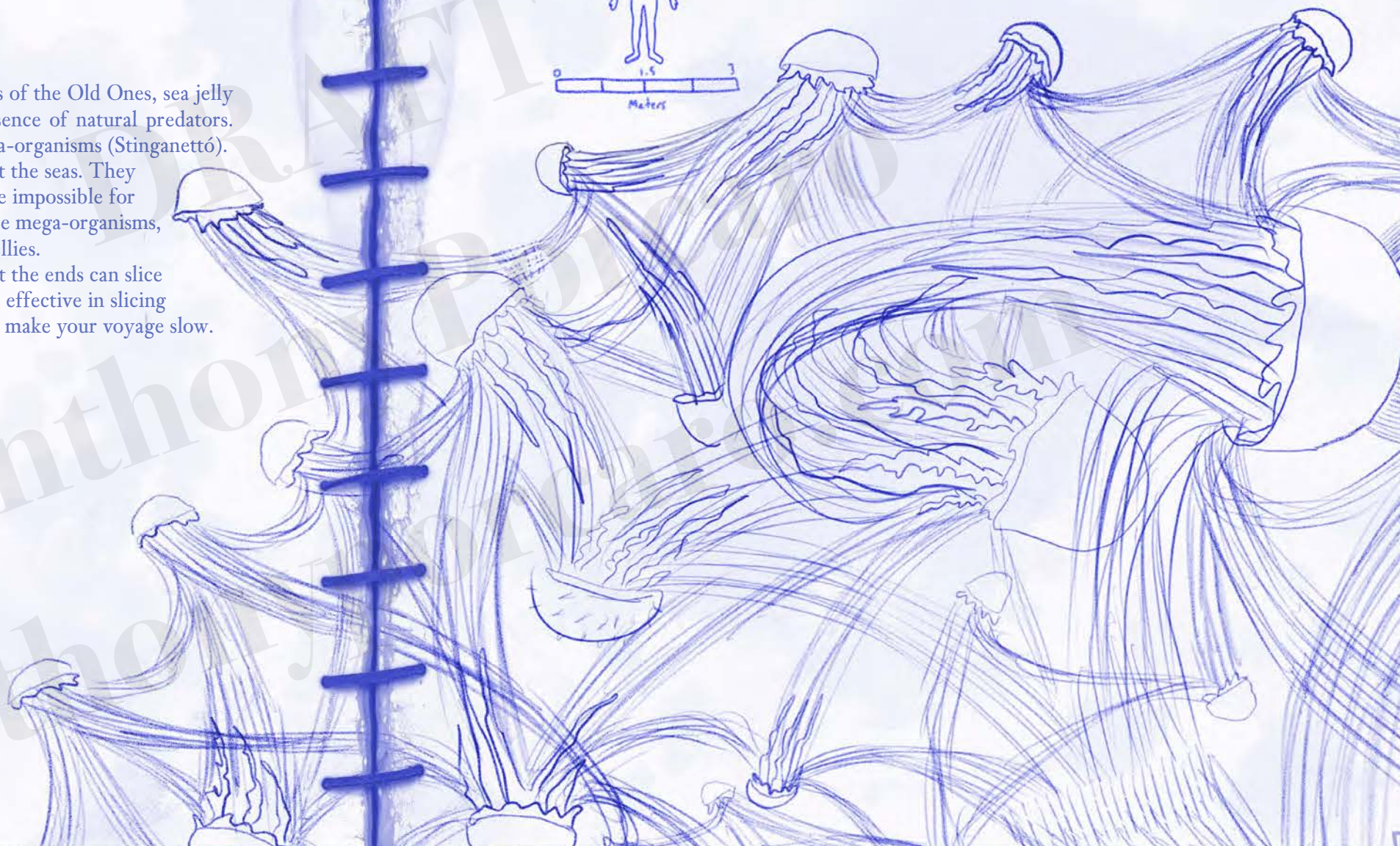
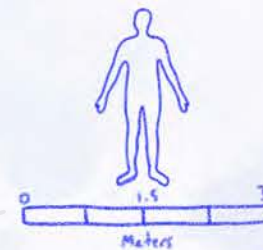
To best defend against Stinganettó, long-armed poles with blades at the ends can slice through tangles in Stinganettó. Ships with a blade-like ram can also be effective in slicing through Stinganettó, though metal blade rams are very heavy and will make your voyage slow.

ICELANDIC WORDS

Stinga (Sting)
Nettó (Net)



Lionmane Jellyfish



An Encounter with Stinganettó



[[SUMMARY OF ENCOUNTER]]

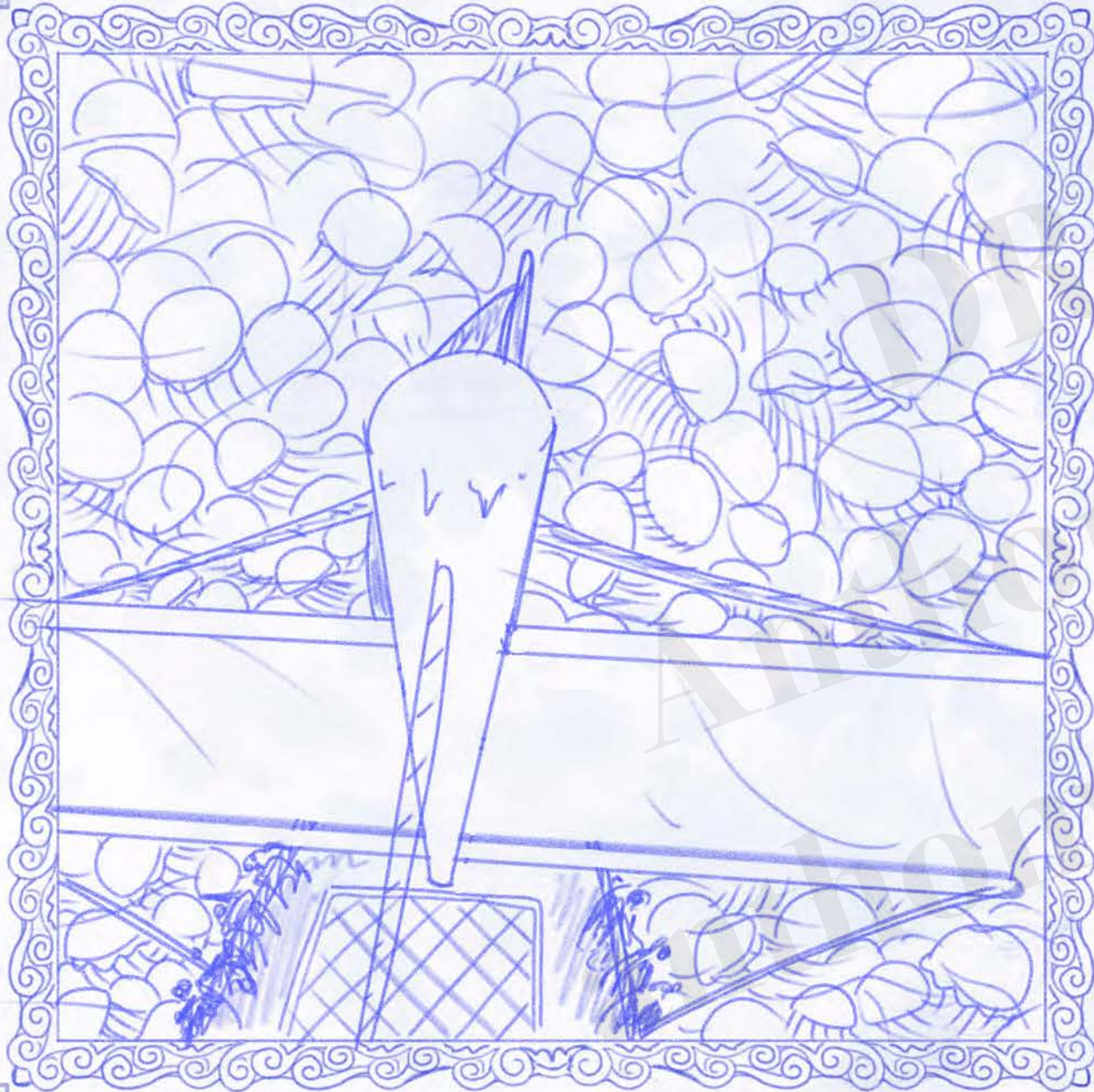
Marcelline Njord was sailing on a mission to transport royalty. It was a calm night at sea with little wind to blow the ship forward. Therefore, Marcelline didn't think anything of it when the ship was moving at what seemed to be a crawl. The following morning however, when the sun shone on the water, Njord saw the reason the ship had slowed.

Overnight, the ship had caught in a Stinganettó at least three kilometers across. It was the biggest Stinganettó (steen-GAH-neh-TOH) that Njord had ever seen. The sails did nothing to move the ship since it was tangled in hundreds of tons of jellies. Njord instructed her crew to start hacking away at the Stinganettó to make a path for the ship to escape but this was slow-going as the jellies were hardy and dozens lie under the surface waiting to replace any that were removed. Many days and

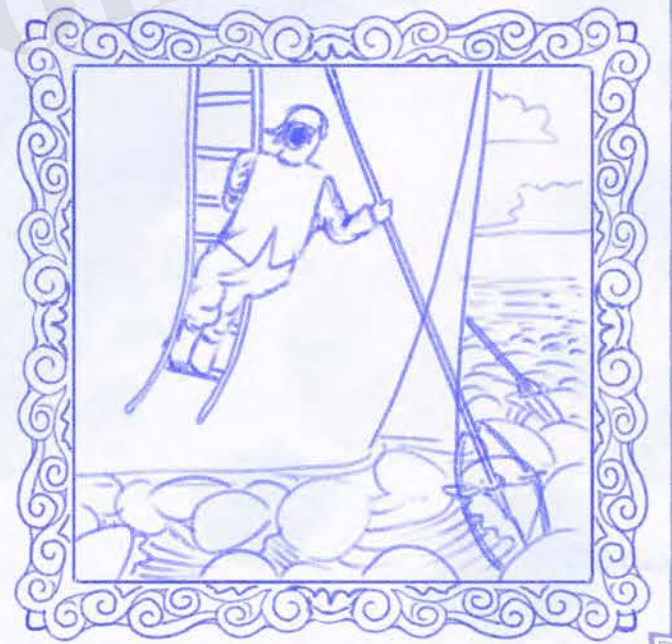
nights passed and the ship drifted along with the Stinganettó in the slow currents of the Atlantic. They were running out of food but no fishing nets or lines could make it through the Stinganettó. It had been a month since they became trapped. Some crew members became desperate and jumped overboard, quickly being stung to death.

After almost a month and a half, they finally escaped. As the mission was only supposed to last two weeks, all of them lost a large percentage of their body weight to starvation.

[[STORY OF ENCOUNTER CONTINUES]]



[[STORY OF ENCOUNTER CONTINUES]]



Nótt sátur

[[SUMMARY OF CREATURE]]

This creature was born during a great battle between a Sperm Whale and Colossal Squid. Both undersea giants merged into one organism.

This creature has some of the best eyes in the sea, able to see even the faintest flickering of a candle flame on a passing ship. Upon encountering a ship, it will use its beak to puncture the hull and will use its suction-cupped arms to grab sailors.

To best defend against this creature avoid sailing through its territory at night as this is when Nótt sátur (NOHT-sawh-TOOR) rises up from the ocean depths. If one does have to sail through Nótt sátur's territory at night, all lights on board must be extinguished.

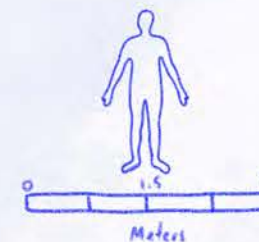
ICELANDIC WORDS

Nótt (Night)

Launsátur (Ambush)



Sperm Whale



An Encounter with Nottsátur



[[SUMMARY OF ENCOUNTER]]

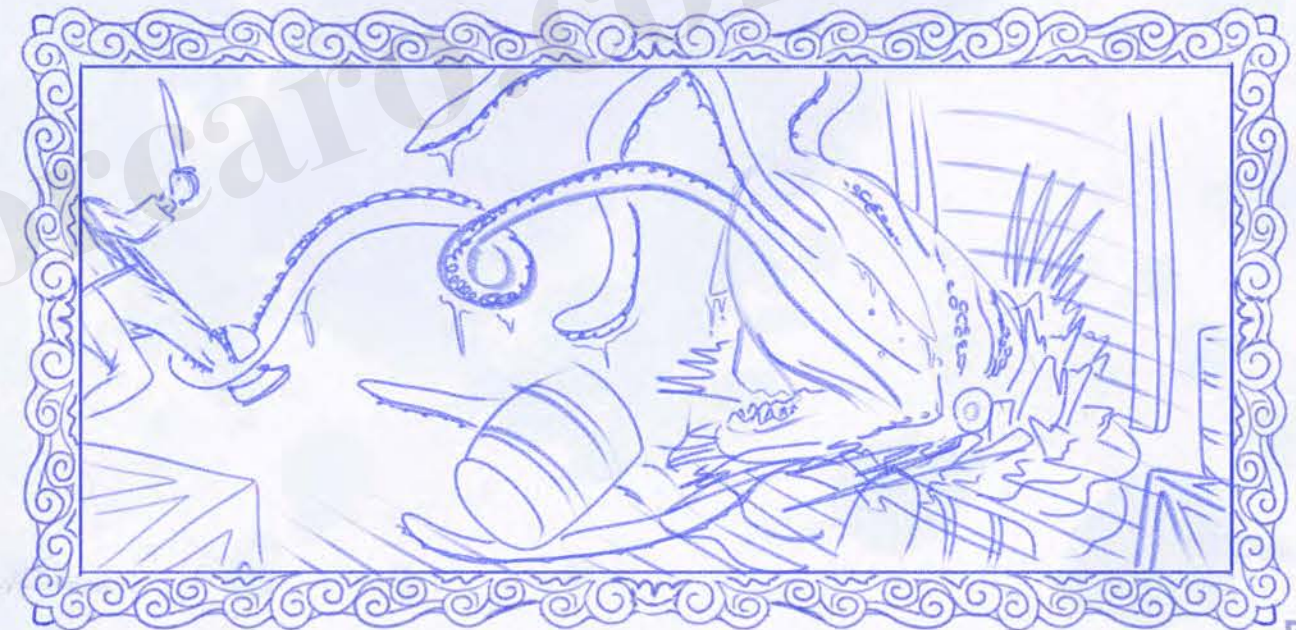
Captain Bernard was being tailed by pirates which forced him to continue sailing after nightfall in waters known to be inhabited by Nottsátur (NOHT-sawh-TOOR). After some hours of sailing, Nottsátur was attracted by the red glow of someone smoking on the ship after all light sources should have been out.

Nottsátur's attack punctured the hull and several crewmates were grabbed by the creature's toothed tentacles while trying to make repairs. One of these people was Captain Bernard's close friend. Captain Bernard's scars on his face and torso are from trying to save his friend from the creature — a task he ultimately failed.

Once it was clear the hull would not be able to be repaired, the damaged room of the ship was sealed off, keeping the ship from completely sinking. Captain Bernard and a handful of crew members survived on the half-sunken ship for 3 days. They

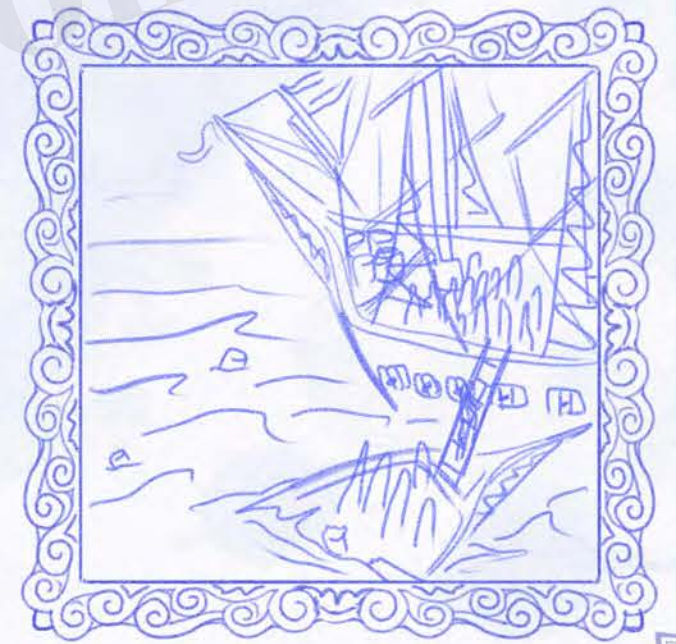
had to ration out what little food and water wasn't lost during the attack. The nights were harshly cold as the crew were unable to warm themselves with a fire, fearing the firelight would beckon the return of Nottsátur. Eventually the survivors were rescued by the pirates who had been tailing them and held hostage until a ransom was paid by their shipping company.

[[STORY OF ENCOUNTER CONTINUES]]





[[STORY OF ENCOUNTER CONTINUES]]



Ránlag

[[SUMMARY OF CREATURE]]

After the Great Blaze, Ránlag (rahn-LAHG) evolved to have extremely precise echolocation abilities. This helped pods of Ránlag hunt in the murky seas generated by Jörmungandr's decay following the Great Blaze. Eventually, Ránlag lost their eyes for they no longer needed them; their echolocation abilities provided them with far superior vision. Eventually, Ránlag discovered a new ability it could achieve with such power; it could precisely manipulate the vibrations induced by its echolocation to control the minds of sailors. Few sailors are a match for Ránlag's group hunting strategy and mind manipulation.

Ránlag hunts in groups. They trap sailing ships by swimming in circles around their target and releasing a tremendous amount of air bubbles underwater. These air bubble rings make the water very turbulent and reduce the buoyancy of a ship, making these bubble rings impossible to sail over. Once a ship is trapped, one member of the group swims up to the ship and slaps it with a bony, hammer-like tail. As the ship sinks, Ránlag begin to sing their mind manipulation song. When sailors are in the water, they hear the song and are compelled to swim into the mouths of these beasts.

Upon an encounter with Ránlag, there is no way to keep your ship from becoming trapped. You can use cannons to try to ward off approaching members of the group and keep the ship from sinking. If the pod of Ránlag are not discouraged by cannonfire and they manage to strike the ship, plug your ears as best you can and try to stay above the water.

ICELANDIC WORDS
Rán (Goddess of the Sea)
Lag (Song)



An Encounter with Ránlag



[[SUMMARY OF ENCOUNTER]]

Captain Kemp was sailing in the waters of the North Atlantic, almost venturing into the Arctic Ocean. Large icebergs floated by in the distance. The sea was placid and the air was crisp and calm.

Kemp's crew then began to see a number of large, dark silhouettes darting under the ship, barely distinguishable from the blackness of the abyss beneath them. Some crew members then came up to Kemp and began speaking rapidly. Kemp, who had gone deaf in her twenties, looked to her interpreter who was signing very troubling news. In the distance, the ship was being encircled in powerful bubbling water. Kemp knew this must be a pod of Ránlag (rahn-LAHG) and that the bubbling water could sink the ship either if they tried to cross it. Ránlag could be

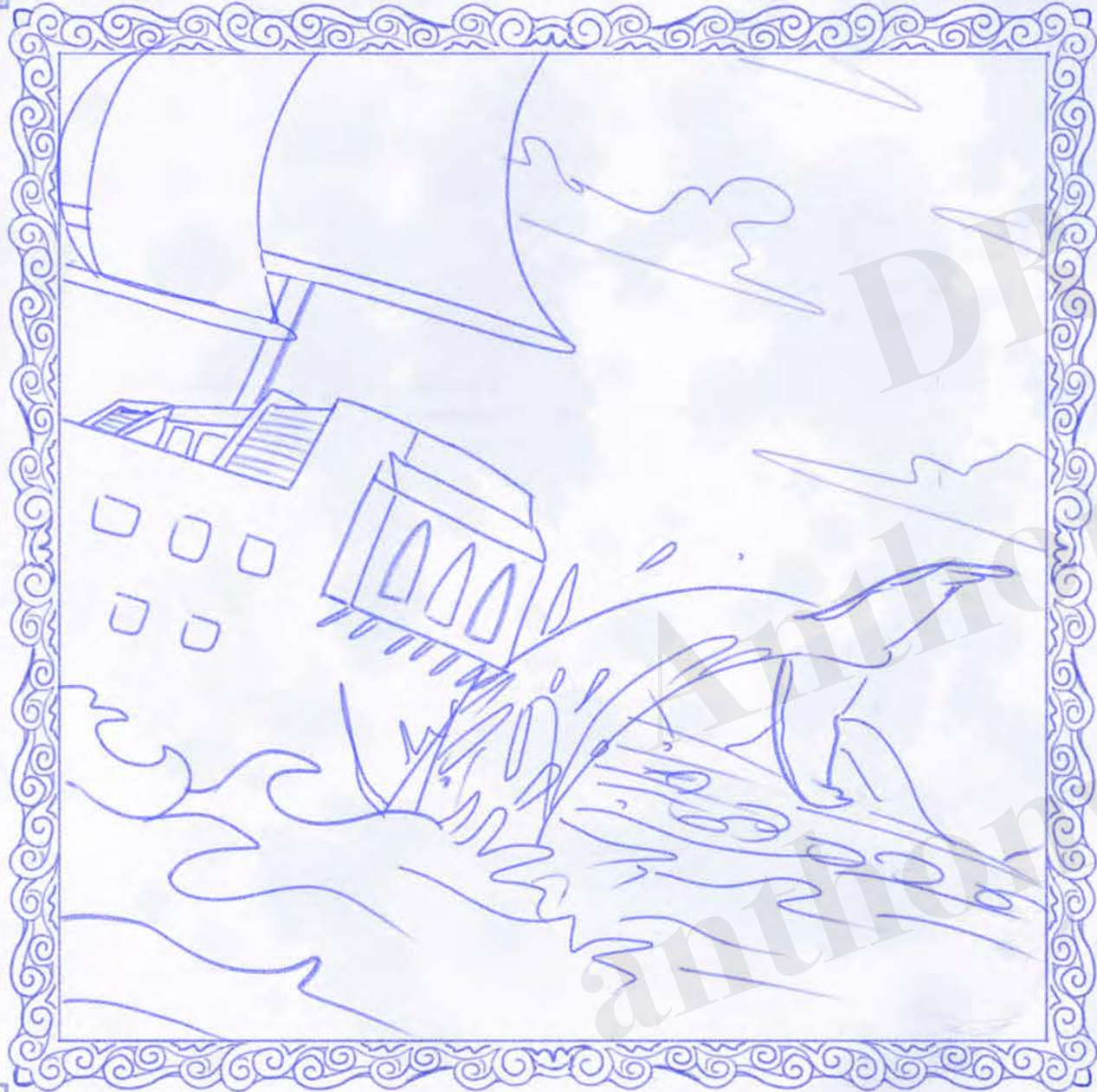
seen breaching around the circle. Eventually a member of the pod swam up to the ship and slapped it with

the side of its tail, causing catastrophic damage. The ship began to start leaning over as it sank. As the seawater lapped up on deck, Kemp could feel its icy chill. She also felt a strange vibration in the water, which she knew to be coming from the sound of the Ránlag's song. She yelled at her crew to plug their ears but it was too late. Her crew members began to jump overboard, lured by the Ránlag's song. Kemp, being unaffected by the song, was the only one to survive.

Kemp clung to a piece of floating rubble and was rescued a day later by a lucky passing ship. Her hands and feet were completely frozen by the time of rescue.

[[STORY OF ENCOUNTER CONTINUES]]





[[STORY OF ENCOUNTER CONTINUES]]

Hellijálka

[[SUMMARY OF CREATURE]]

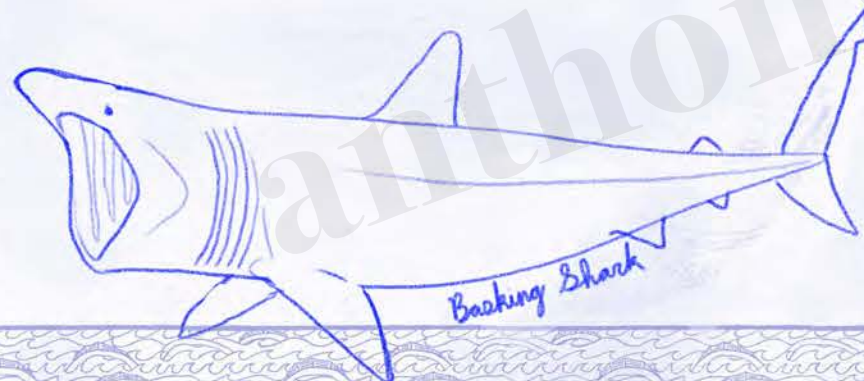
After the Great Blaze, zooplankton and krill nearly went extinct. Hellijálka (heht-LEE-yahlf-KAH) survived by outcompeting other creatures in eating what few zooplankton and krill remained. It did this by expanding the diameter of its mouth to an enormous size — filtering through a much larger volume of water.

This creature has a thick, three-pronged skull which allows it to open its mouth an incredible amount. It swims just under the surface of the water catching huge clusters of krill and zooplankton. It is oblivious to what is around it and will often ram ships by accident. The three points of its skull can easily puncture a ship hull. Although Hellijálka does not actively prey on humans, it will not distinguish zooplankton or krill from a swimming sailor.

To best defend against this creature, harpoons or long-arm spears will make the creature go away. If the creature returns, place an explosive charge in the water in front of the creature's mouth. It will swallow the charge and explode.

ICELANDIC WORDS

Helli (Cave)
Kjálka (Jaw)



An Encounter with Helliþálka



[[SUMMARY OF ENCOUNTER]]

Marcelline Njord's trade voyage was behind schedule by a few weeks due to several storms and an unrelenting headwind. As such, the crew's food stores had almost run dry. They had started rationing but hit a huge stroke of luck one day when hoards of shrimp and krill were spotted near the ship. Food became plentiful as each net cast gathered a barrel's worth of shrimp. The crew cheered and opened some bottles of rum in celebration. Njord was on-edge despite her crew trying to get her to join them in celebration. She knew that an abundance of food in the sea would always attract something bigger.

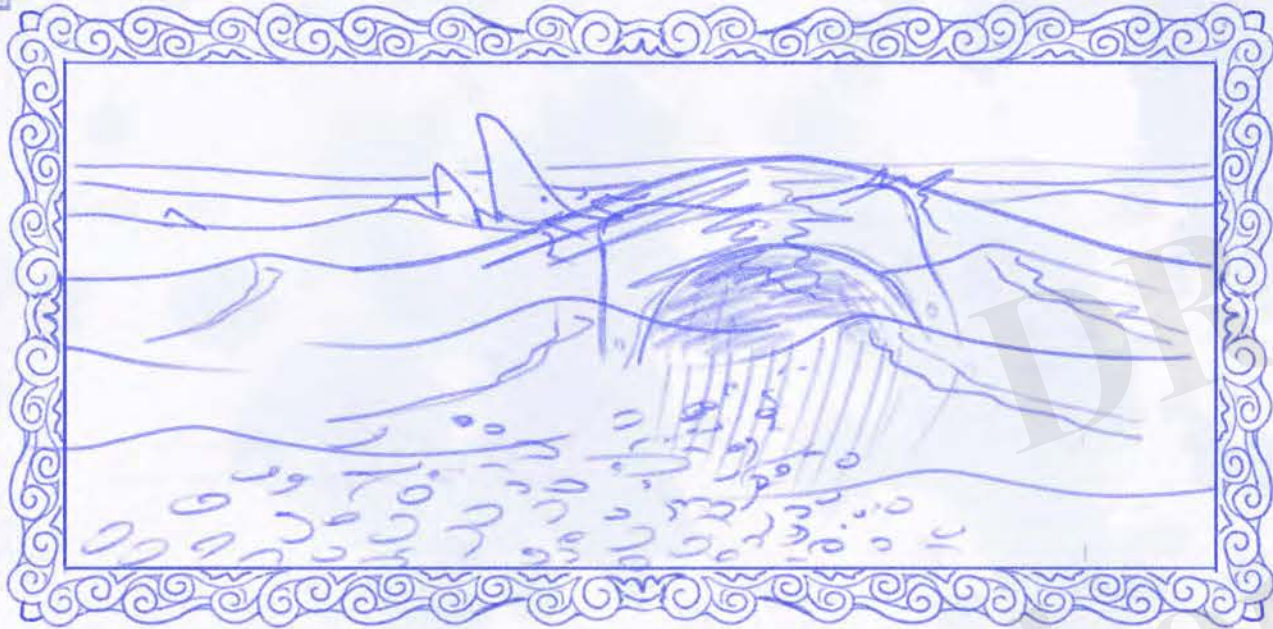
Sure enough, a crew member yelled to call out attention to a disturbance in the water. The disturbance was caused by a massive creature swimming towards the ship just under the surface. Its gaping mouth swallowed unfathomable quantities of shrimp, krill, and zooplankton every second.

Njord was prepared for an event like this and quickly directed the crew, getting the ship almost out of the way in time. The snout of the massive shark clipped the back of the ship and shook it so hard that most of Njord's crew fell over.

The damage was easily fixed but Njord feared what may have been if she had not been ready to react to such an event.

[[STORY OF ENCOUNTER CONTINUES]]





[[STORY OF ENCOUNTER CONTINUES]]



Víndurspjót

[[SUMMARY OF CREATURE]]

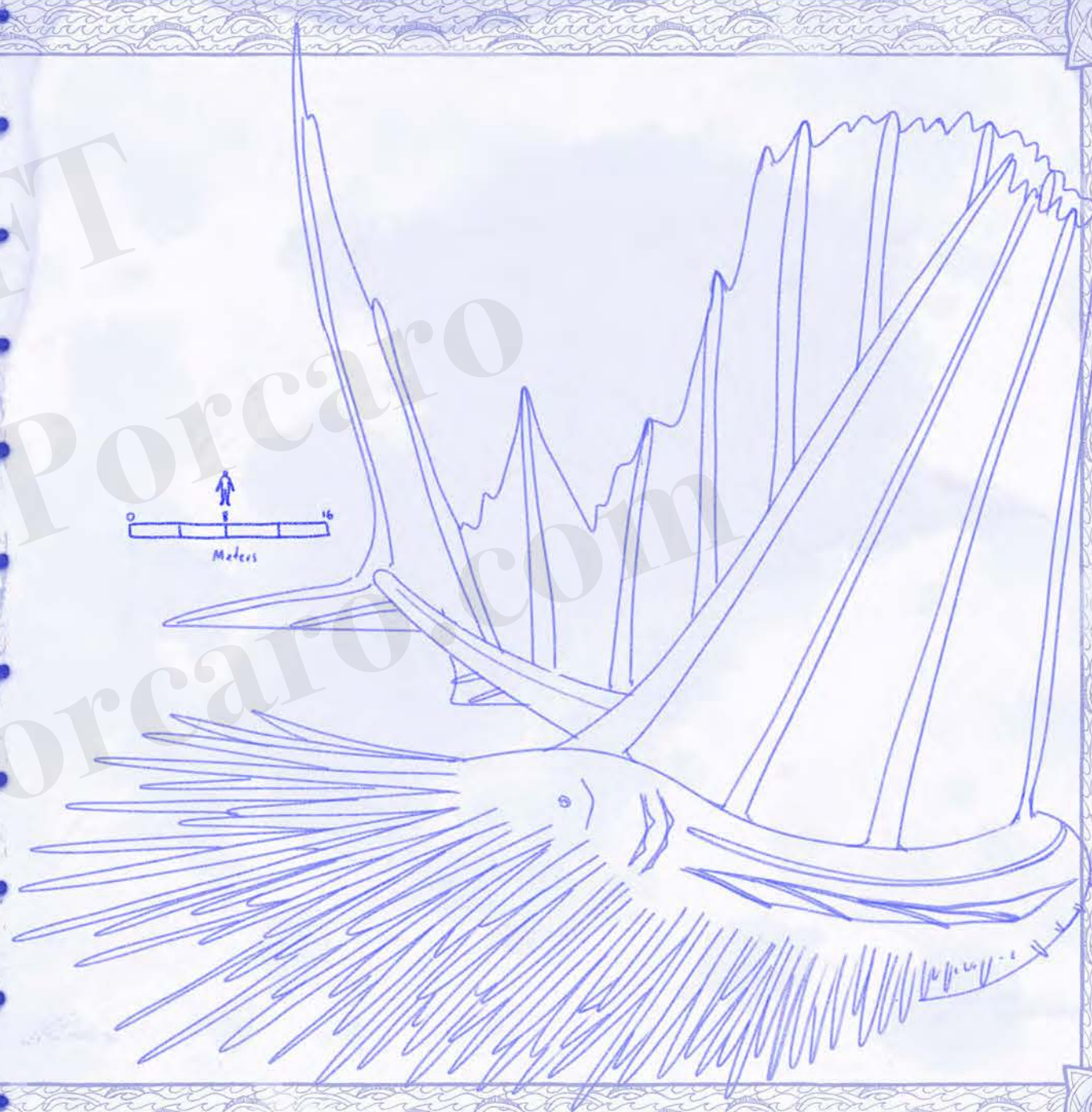
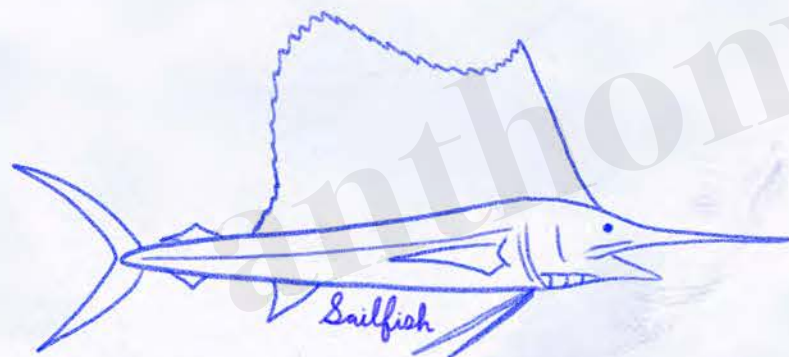
Víndurspjót (veen-DUR-speewt) is the fastest creature in the sea. It was so before The Great Blaze but has grown even faster by developing its large dorsal fin into a type of sail.

It takes advantage of strong gusts to propel it through the water, just under the surface. It uses its frontal appendages to skewer schools of fish, but these appendages can also irreparably skewer rafts and fishing vessels and can do severe damage to larger ships.

The best defense is avoidance. Because Víndurspjót's massive sail fins tower above the surface of the sea, they can be spotted a long way off and should be avoided. They are also frequently found around large schools of fish, especially prior to storms when the wind is strong.

ICELANDIC WORDS

Víndur (Wind)
Spjót (Spear)



An Encounter with Vindurspjót



[[SUMMARY OF ENCOUNTER]]

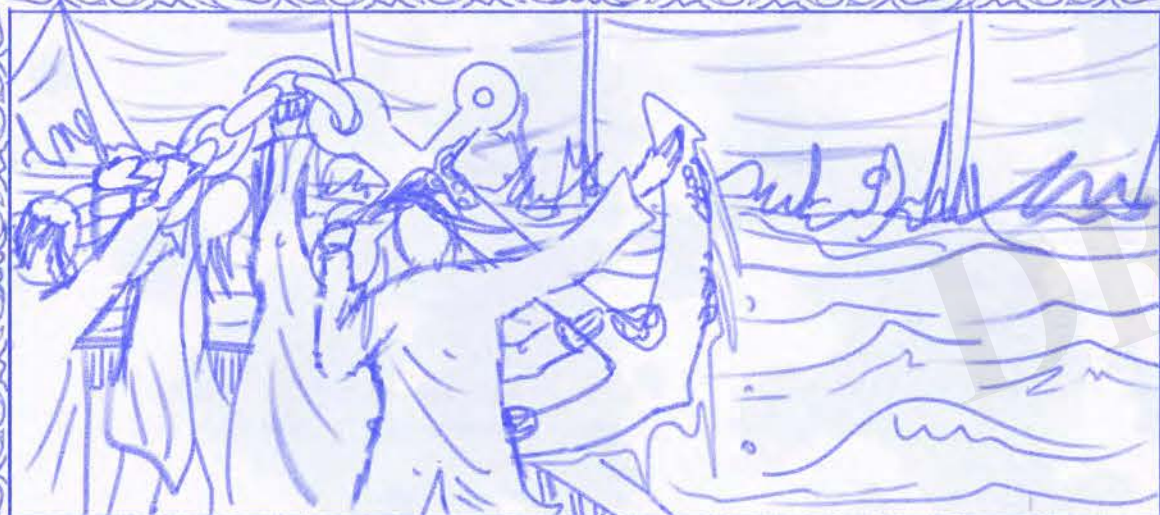
Captain Horn knew by the brightly-lit orange skies in the morning that it would be a gusty, stormy day at sea. Sure enough, by mid-day, tumultuous clouds were building and a 40-knot wind raked across the sea. Sailing was slow-going as the ship was sailing into headwind. Eventually the headwind became so strong that Captain Horn was forced to direct her crew to lower the anchor so they could wait out the wind storm.

After a few hours of waiting, a sailor in the crow's nest spotted strange-looking, translucent walls of sails skating across the surface. Horn recognized this description as that of a Vindurspjót (veen-DUR-speewt). Knowing their vessel might be in danger, Horn directed her crew to raise the anchor. While the anchor was being heaved on board, the translucent sails of Vindurspjót were approaching rapidly. Horn directed her crew to start sailing downwind. The ship was sailing fast but Vindurspjót was catching up. Horn steered out of the way as fast as she could but the back of the ship was clipped by the spear-like appendages of Vindurspjót which were just under the surface.

Luckily the damage to the hull was repaired speedily but if the ship had taken a direct hit, it would have sunk in minutes.

[[STORY OF ENCOUNTER CONTINUES]]





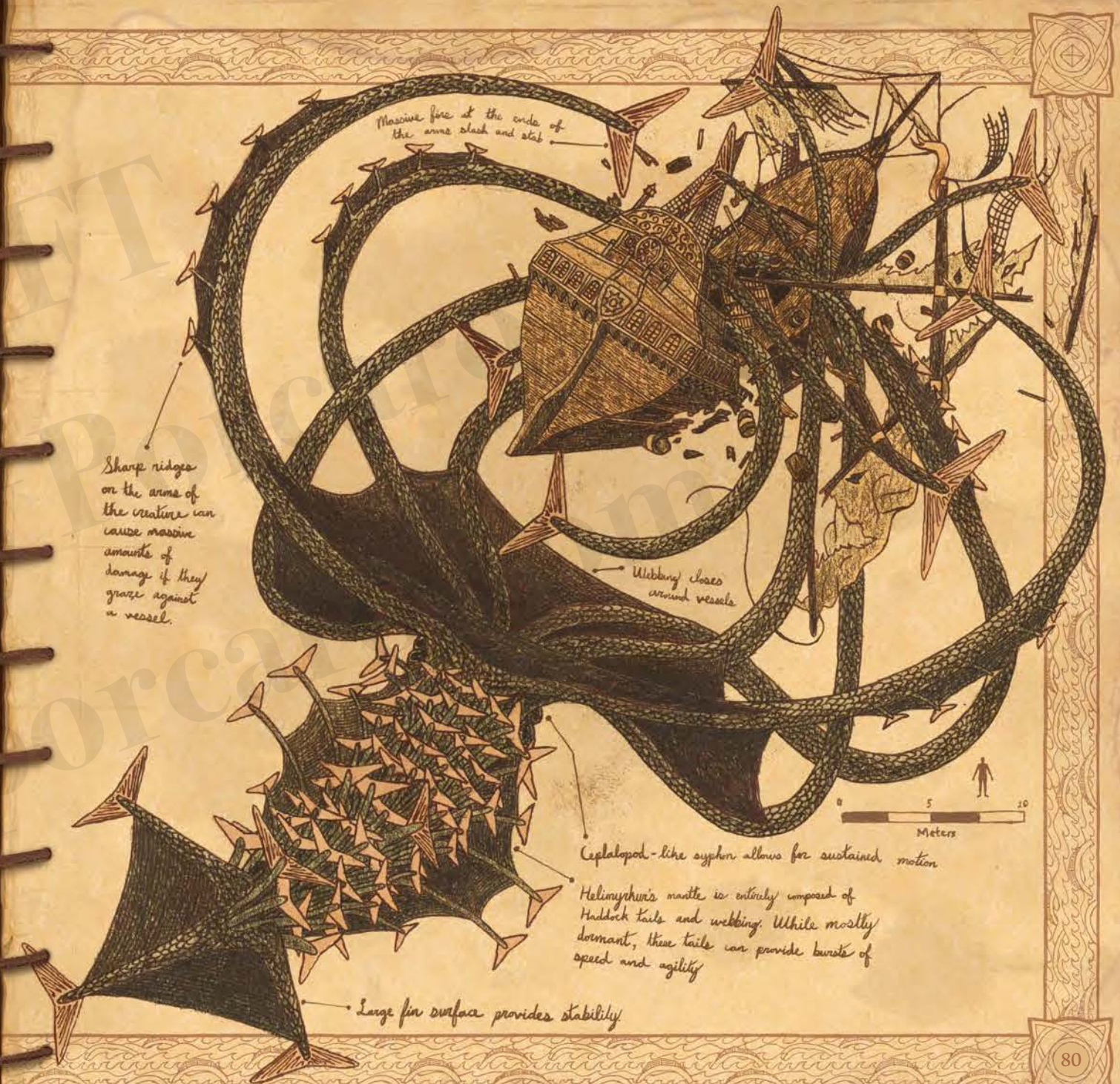
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Helimyrkur before being torn apart. Even small slices made by the creature's fins are enough to cut down masts or rapidly sink ships before repairs can be made.

Helimyrkur lives in the murkiest area of the Dead Zone. Here, the air is poisonous to breath for too long, even over a millenia after The Great Blaze. The water is even more deadly to humans, not only poisoning them but also slowly driving them mad. Helimyrkur hides within the wreckage and rubble of the sunken ancient city.

ICELANDIC WORDS
Helviti (Hell) Hali (Tail)
Myrkur (Darkness)



An Encounter with Helímyrkur



[[SUMMARY OF ENCOUNTER]]

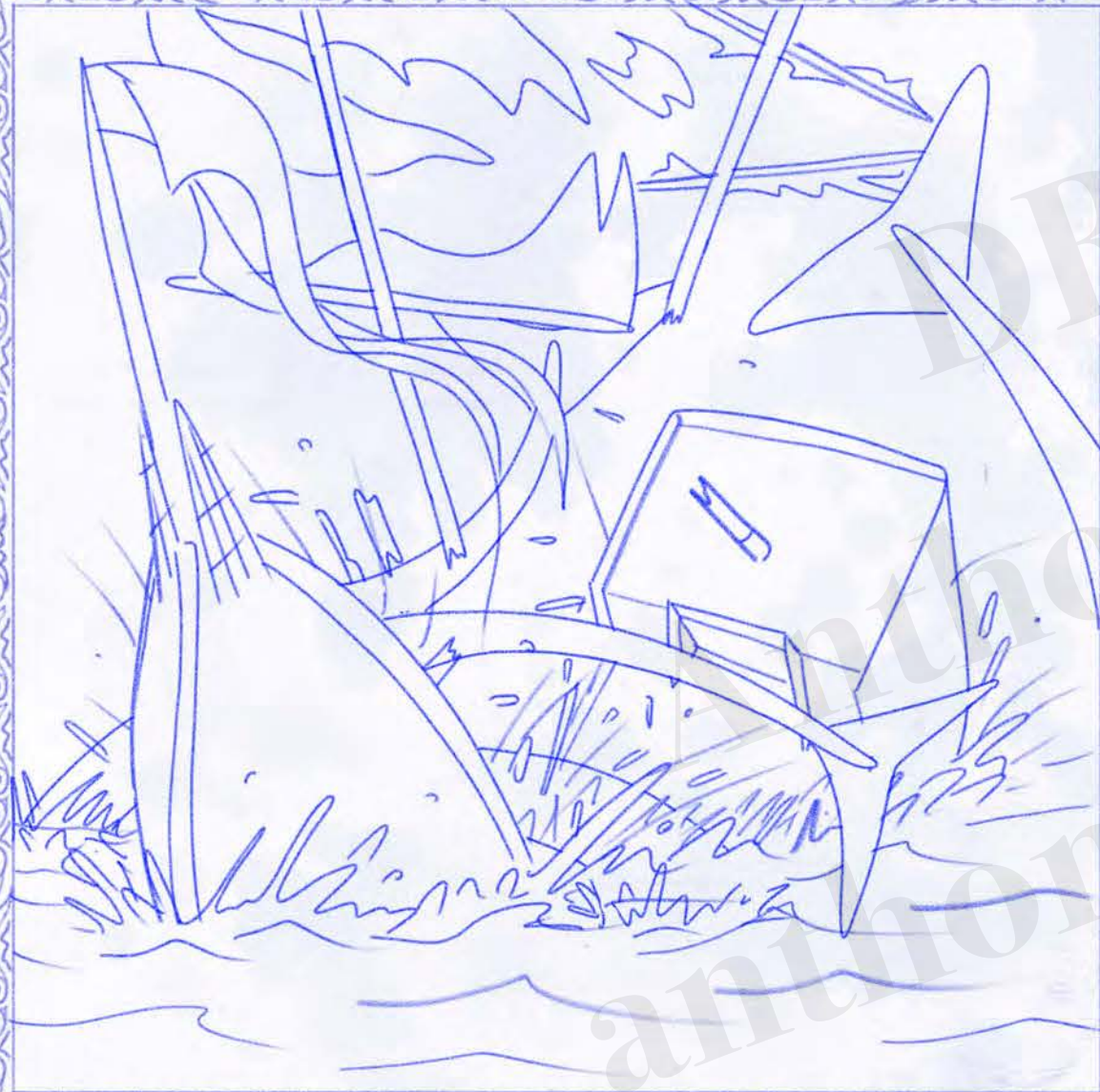
Marcelline Njord was sailing with her father, Alon Njord, through the Dead Zone. The toxic air irritated the crew's eyes and eventually caused them to see things that weren't there. The fleeting visions the entire crew were experiencing caused them to fail noticing a gray silhouette of a rowboat approaching in the hazy air. When the rowboat got closer, the crew called out to it but got no response. Only when it got very close did Alon Njord notice the rowboat was full of barrels of gunpowder. He yelled "Take cover!" The rowboat exploded in a massive fireball.

A spine-chilling stir in the water caused the ensuing commotion aboard the ship to cease. Suddenly, several long, scaly arms exploded from the water's surface, halving the ship within an instant. Alon Njord directed his crew to get into the life rafts. He gave Marcelline a kiss on the forehead and said: "This crew will need a

Captain." Marcelline was pulled aboard one of the life rafts which entered the water almost immediately as the ship sank rapidly into the churning sea. Soon after, Marcelline's father was spotted in a boat sitting next to a few barrels of gunpowder. He signaled for the crew to be quiet and he started rowing far away from them. Once he had disappeared in the thick haze, the crew heard another explosion. The creature was drawn away by the noise, allowing for their escape.

From that day forward Marcelline was a sea captain. The encounter also started her quest to document as many sea monsters as possible to help avoid future tragedies like this.

[[STORY OF ENCOUNTER CONTINUES]]



[[STORY OF ENCOUNTER CONTINUES]]



Drekivatn

[[SUMMARY OF CREATURE]]

This creature is the oldest in the world. Having been half-a-millennium old when The Great Blaze occurred, this creature is now over 2000 years old and is the last of its kind. It is an intelligent, malevolent creature. Because it witnessed the way the Old Ones brought the world to the brink of destruction prior to The Great Blaze, it has a particular disdain and mistrust of humans. To gain passage past the creature, one must give it a gift. If displeased, this creature will attack.

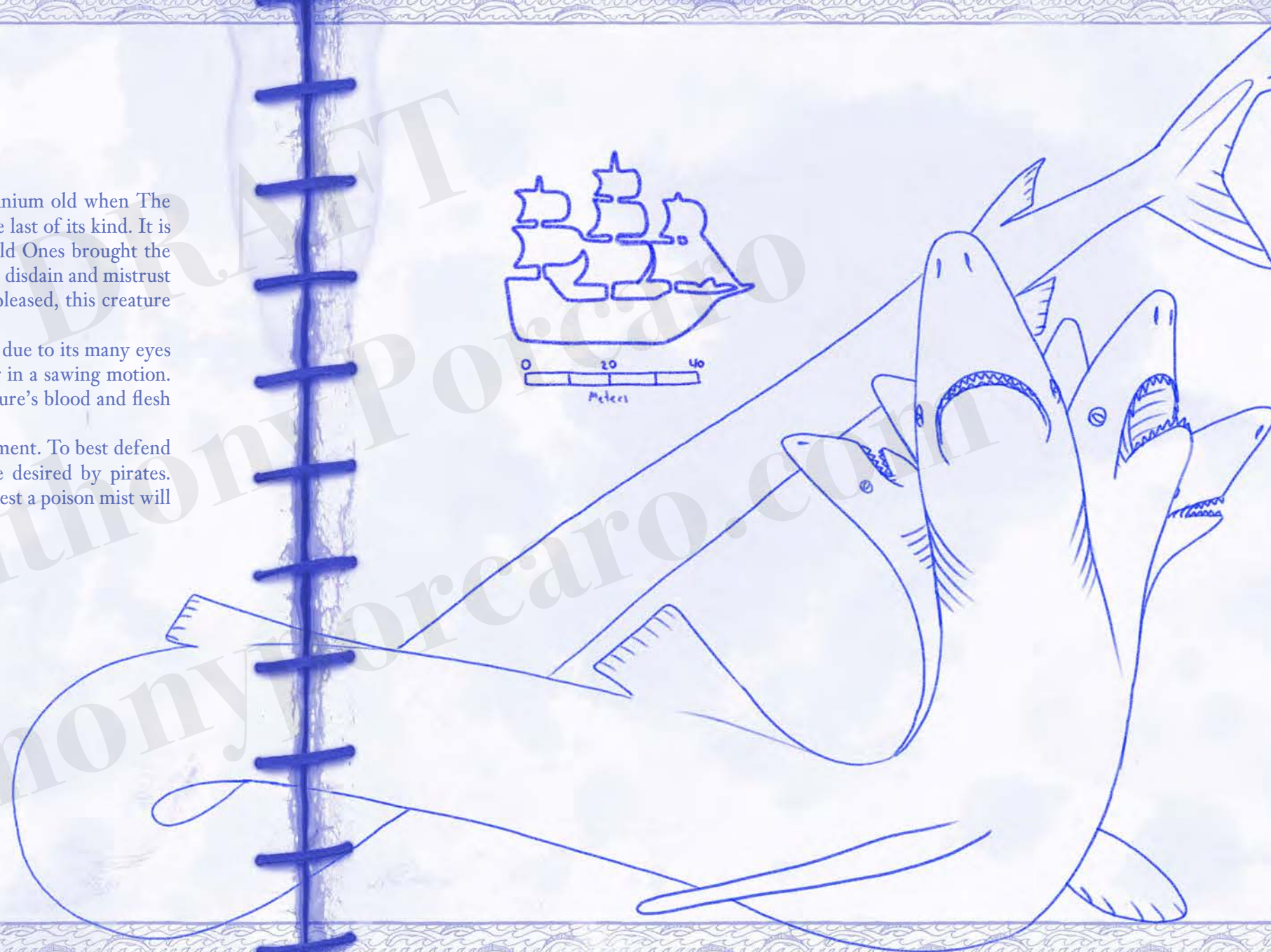
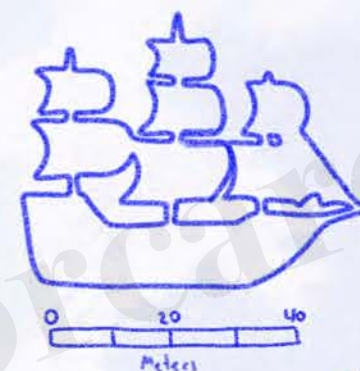
Drekivatn (DREK-key-VAHT-en) has unmatched eyesight and intuition due to its many eyes and brains. It has a unique jaw which can rotate back and forth while biting in a sawing motion. Its massive serpentine tail can also be used to smash ships in two. This creature's blood and flesh is extremely poisonous, killing attackers who puncture its skin.

Drekivatn has no desire to eat sailors and kills them out of hate or amusement. To best defend against it, have exquisite gifts on board. These exquisite gifts will also be desired by pirates. Beware of them as well. Do not under any circumstances fire at the creature lest a poison mist will be released into the air.

ICELANDIC WORDS

Dreki (Dragon)

Vatn (Water)



An Encounter with Dreki vatn



[[SUMMARY OF ENCOUNTER]]

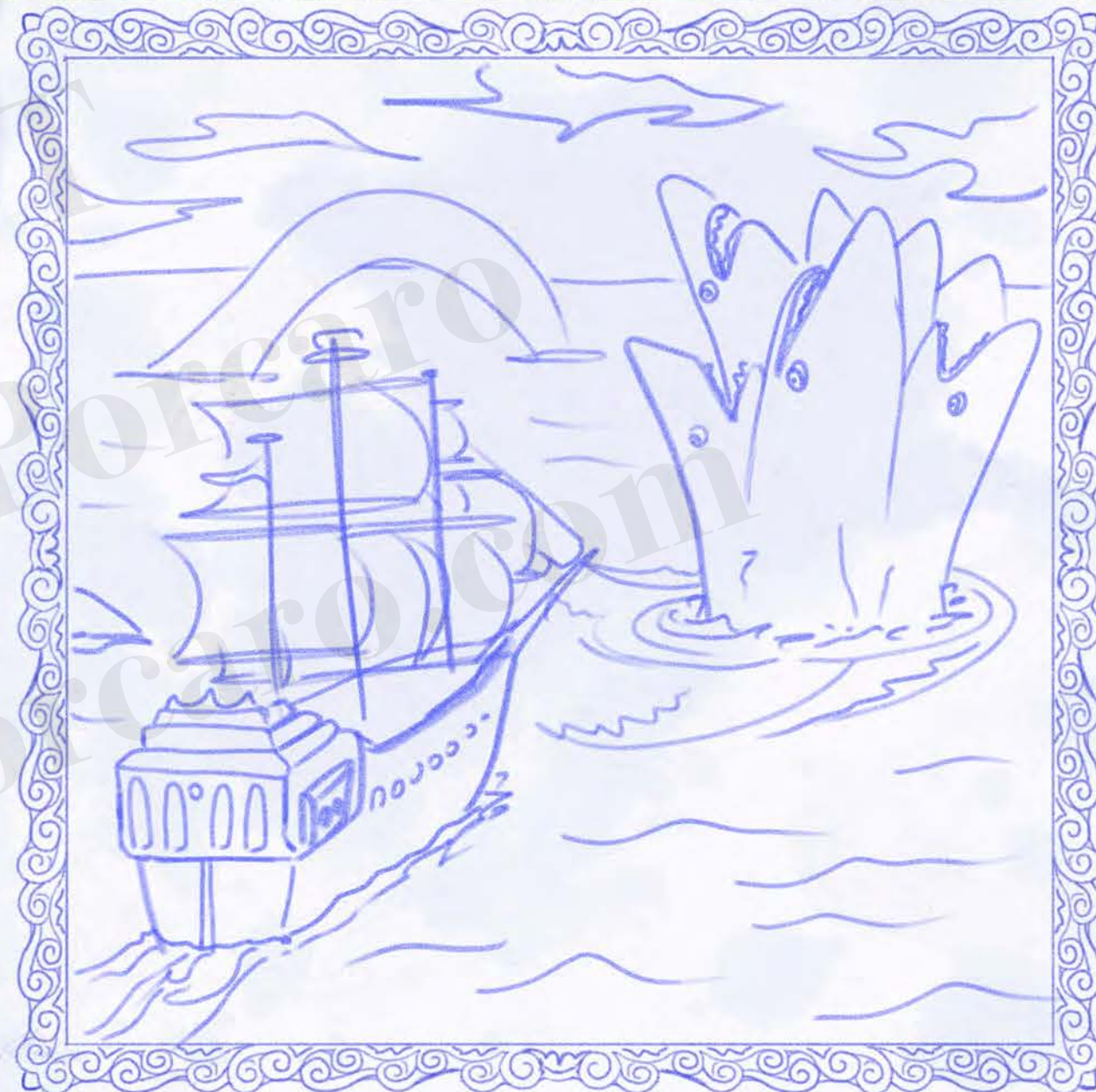
Captain Strand was celebrating with his crew after pulling off one of the biggest heists in history. Spirits were high for many hours into the night before a deep sound from below made the wooden boards of the ship shudder.

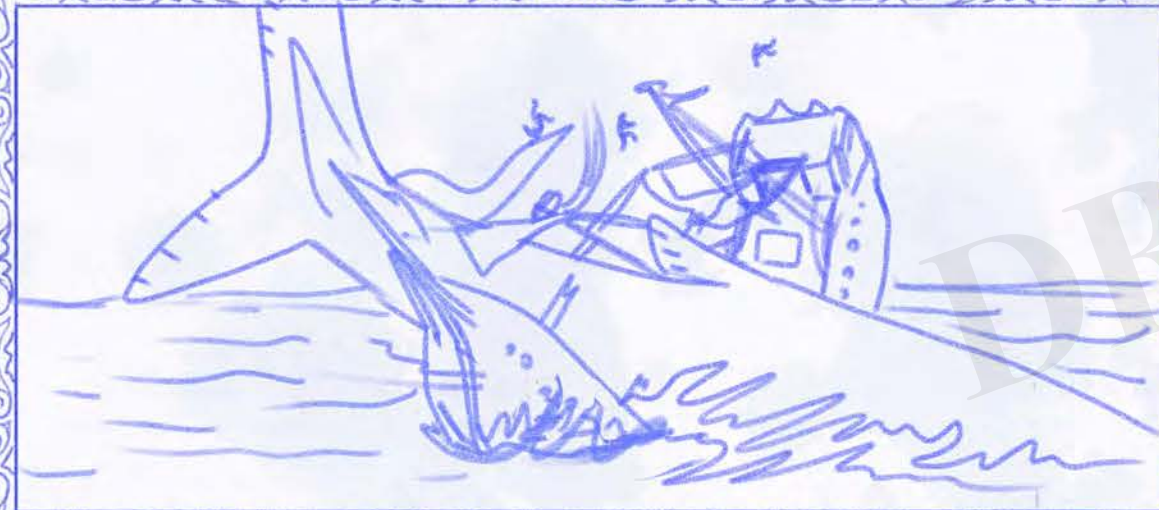
The men made their way out onto the deck to investigate the noise. An amalgamation of shark heads was leaning over the ship and a collection of great, big eyes were darting around to observe all the crew members. The creature began to speak in a voice so low and powerful that Strand's crew scarcely could tell if it was their ears hearing the voice or if the sound was being generated within their own bodies. The creature demanded payment for passage of the ship through its territory. Captain Strand refused.

In the deepest of voices, the creature muttered "pity..." before slowly sinking beneath the waves.

Captain Strand directed his crew to turn the ship around immediately. They did not get far however before a huge crash split the ship in two. Tens of thousands of golden coins could be seen sparkling as they fell through the deep. Once the ship disappeared below the waves, Captain Strand clung to rubble and watched the creature kill off his crew. The creature then surfaced again next to Strand and spoke once more, saying that it would let Strand live with the guilt of losing his ship and crew due to his greed.

Strand was rescued some days later and jailed for piracy. He takes some solace knowing he is safe from Dreki vatn (DREK-key-VAHT-en) in his jail cell — though he can never escape from it in his dreams.





[[STORY OF ENCOUNTER CONTINUES]]

[[STORY OF ENCOUNTER CONTINUES]]



Dauðalofti

[[SUMMARY OF CREATURE]]

After the Great Blaze when plankton nearly went extinct, Dauðalofti (DOO-thah-LOFF-tee) was forced to evolve to eat another food source. The abundance of birds above the water encouraged Dauðalofti to develop the ability to leave its watery home by flying.

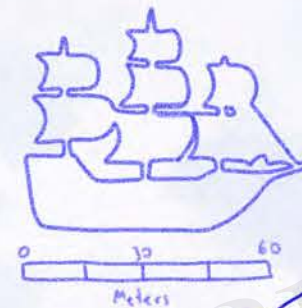
This enormous sea monster is the only known creature of the deep to be able to fly. It inflates to an enormous size, rises into the air, and feeds on sea birds for many days (even up to a week) before deflating and entering the sea once more.

The gasses produced by this creature during digestion are toxic and very dangerous. There have been instances wherein this creature has hovered over towns, letting poisonous fumes cascade down onto the populous.

While this creature is peaceful, if it floats over your ship or a settlement, evacuate immediately. Do not fire cannons at the creature under any circumstances. While cannons can puncture through the creature's skin and deflate it, this will release a tremendous amount of poisonous gas. If you are unable to evacuate, retreat to an enclosed space and cover your eyes. Breathing through a wad of fabric also helps.

ICELANDIC WORDS

Dauða (Death)
Lofti (Air)



An Encounter with Dauðalofti



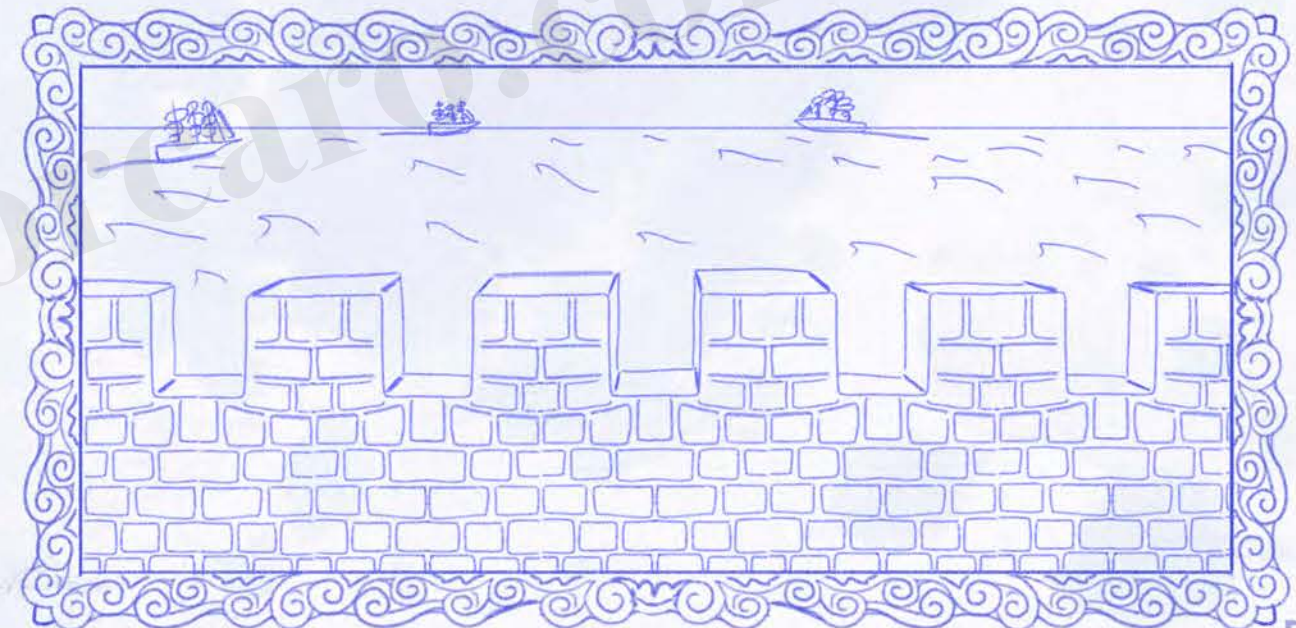
[[SUMMARY OF ENCOUNTER]]

Lieutenant Haraldson was making his rounds at Fort Nyberg late at night. Everyone at the fort had been on-edge all day after receiving a huge cargo of priceless goods. The cargo was going to be sent inland the following day but the fort was under threat by a coalition of pirates which had been circling for a few hours. Haraldson heard cannonfire and sprinted to look through the crenelations of the fort's wall. One of the pirate ships was approaching the fort at an angle. A warning shot had been fired at the ship. After the ship's course did not correct, soldiers in the fort loaded the cannons and shot at the ship again, tearing a hole in the side of it. Something seemed wrong; The enemy ship did not return fire and kept sailing past the fort and straight into a jagged outcropping of rocks on the shore nearby, sinking in a matter of minutes. Not even screams could be heard on board.

Next, the soldiers and Lieutenant Haraldson were startled by falling seagulls. They looked up to see that the full moon was now being eclipsed by a shadowy shape in the sky. Lieutenant Haraldson knew at once that this was Dauðalofti (DOO-thah-LOFF-tee). He immediately instructed his soldiers to run inside, close the doors and windows, and place a thick wad of fabric over their noses and mouths. As soon as Lieutenant Haraldson did this, his eyes began to sear in pain. His lungs and throat burned like brimstone. He watched soldiers perish who could not find protection in time.

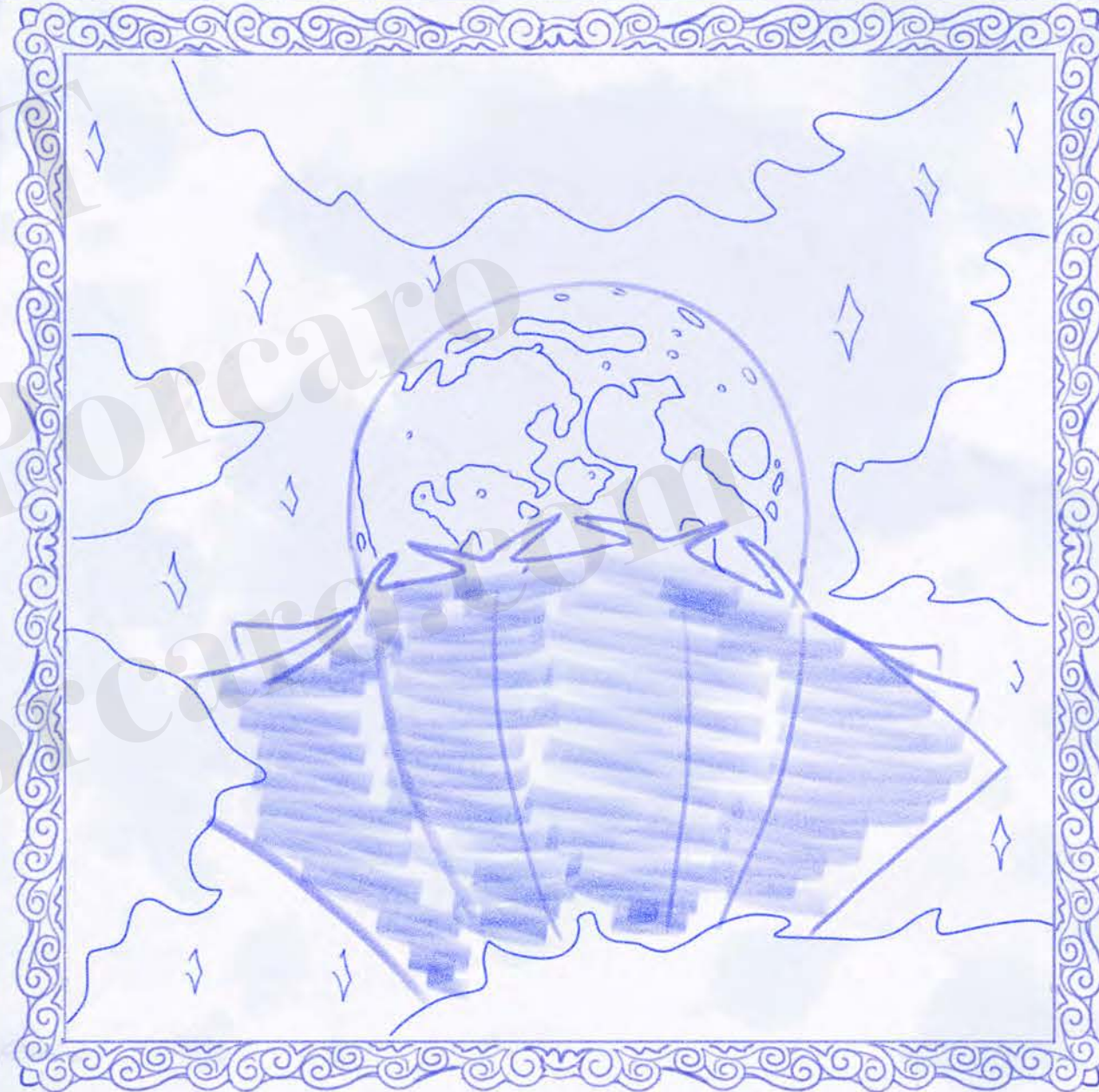
Lieutenant Haraldson has been blind with severely damaged lungs ever since.

[[STORY OF ENCOUNTER CONTINUES]]





[[STORY OF ENCOUNTER CONTINUES]]



Ferðameyja



INCE the Great Blaze, only a handful of creatures metamorphosed into the colossal giants they are today. One of these creatures was known as the Leatherback sea turtle. Like ancient leatherbacks, Ferðameyja (fair-thah-MAY-yah) turtles have a very migratory lifestyle. They drift along ocean currents and can be found throughout the world. Because of the gargantuan size of Ferðameyja, they are often mistaken for islands by passing vessels. The iconic eight ridges on the turtle's back are the key way to recognize the creature from a distance.

Ferðameyja provides a safe haven for sailors should they be able to make it onto the creature's back however the creature's eight heads (each around fifty meters across) are quick to destroy any approaching ships. If sailors do make it onto the creature, they can expect to live well. The abundant and nutritious fruit trees and constant supply of fresh water are enough to keep large groups alive indefinitely. As approaching and leaving the creature are extremely dangerous tasks, there are entire societies which have chosen to remain on Ferðameyja forever.

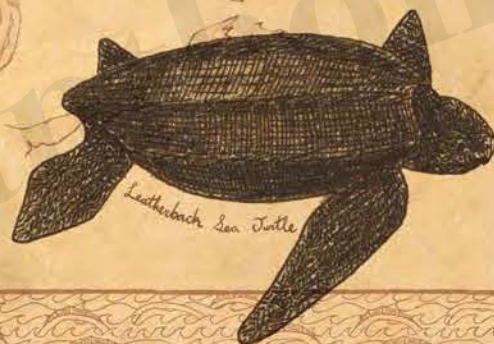
An encounter with Ferðameyja by a sailor needing food or drink can prove very useful. Indeed there is a history of daring sailors refilling empty supply barrels under the cover of night. In more desperate situations, sailors have also been known to make their way onto the back of Ferðameyja after their vessel has sunk, hoping the currents bring the behemoth near a port eventually where they can be rescued.

Sailing within the reach of Ferðameyja's heads is very dangerous and if one must do so, it is best to wait until the creature has fallen asleep. Like dolphins, only half of a Ferðameyja goes to sleep at a time. The heads around the perimeter of the creature alternate between being awake and asleep.

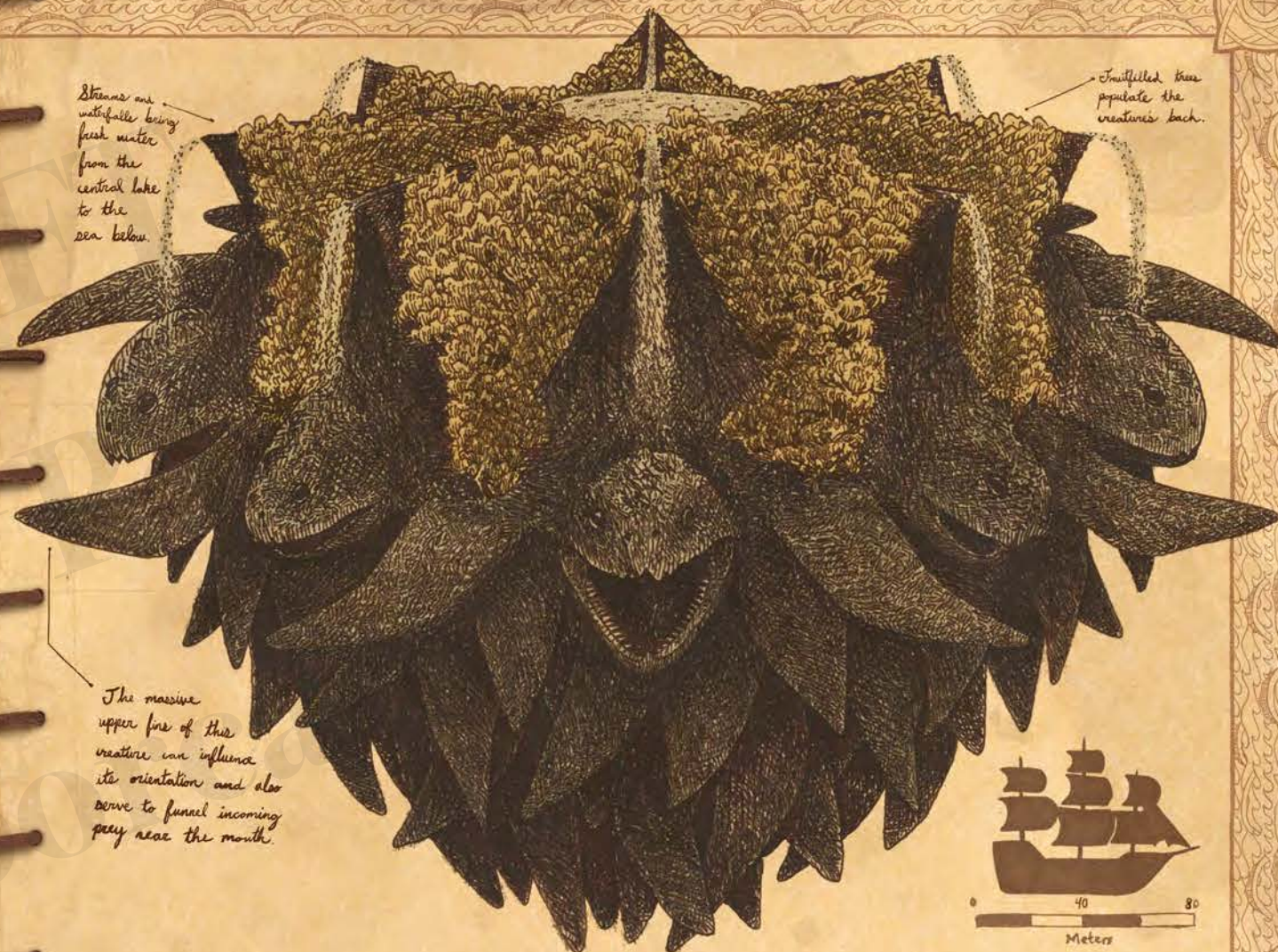
ICELANDIC WORDS

Ferðamaður (Traveller)

Mey (Maiden) Eyja (Island)



Leatherback Sea Turtle



Streams and waterfalls bring fresh water from the central lake to the sea below.

Fruit-filled trees populate the creature's back.

The massive upper fins of this creature can influence its orientation and also serve to funnel incoming prey near the mouth.

The mass of fins at the bottom of this creature serve as a very effective ballast which keeps the creature upright and stable in even the most unforgiving weather.



An Encounter with Ferðameyja



[[SUMMARY OF ENCOUNTER]]

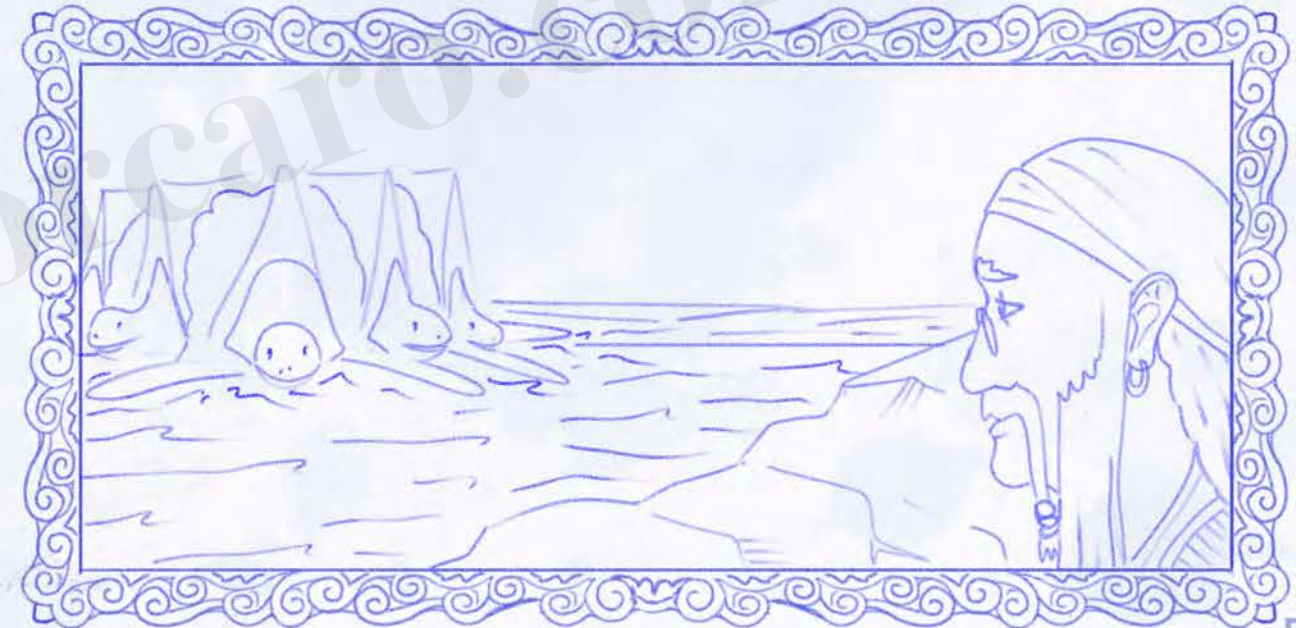
Captain Alfarinn, following a mutiny of his crew, was marooned on a small rocky island with no provisions save for a bottle of rum. On that island he survived for nearly a week. He was so parched that his throat felt like tough leather when he swallowed and wind carried sea spray which felt like needles.

When Alfarinn saw an approaching shadow in the distant haze, he thought perhaps he was hallucinating. Soon however, Alfarinn knew it could not be his imagination. The colossal Ferðameyja (fair-thah-MAY-yah) drifted toward him. Alfarinn seized the opportunity, gathering his remaining to jump into the sea and swim toward the giant. Ferðameyja scarcely noticed Alfarinn swim by her colossal heads, and pull himself out of the sea onto her back. Alfarinn drank from one of the waterfalls on Ferðameyja and gorged on the exotic fruits growing in the trees. He was saved. Alfarinn trekked to the top of

the creature's back where he spotted a group of sailor. Upon meeting them, he told them his story. They were surprised to hear what year it was for they had lost track of how long they had lived on Ferðameyja. Alfarinn watched the seasons slowly change as Ferðameyja drifted back and forth across the sea. One day, the slow rumble of Ferðameyja's breathing had ceased and the trees on her back had begun to die. Alfarinn and the others knew it was time to leave.

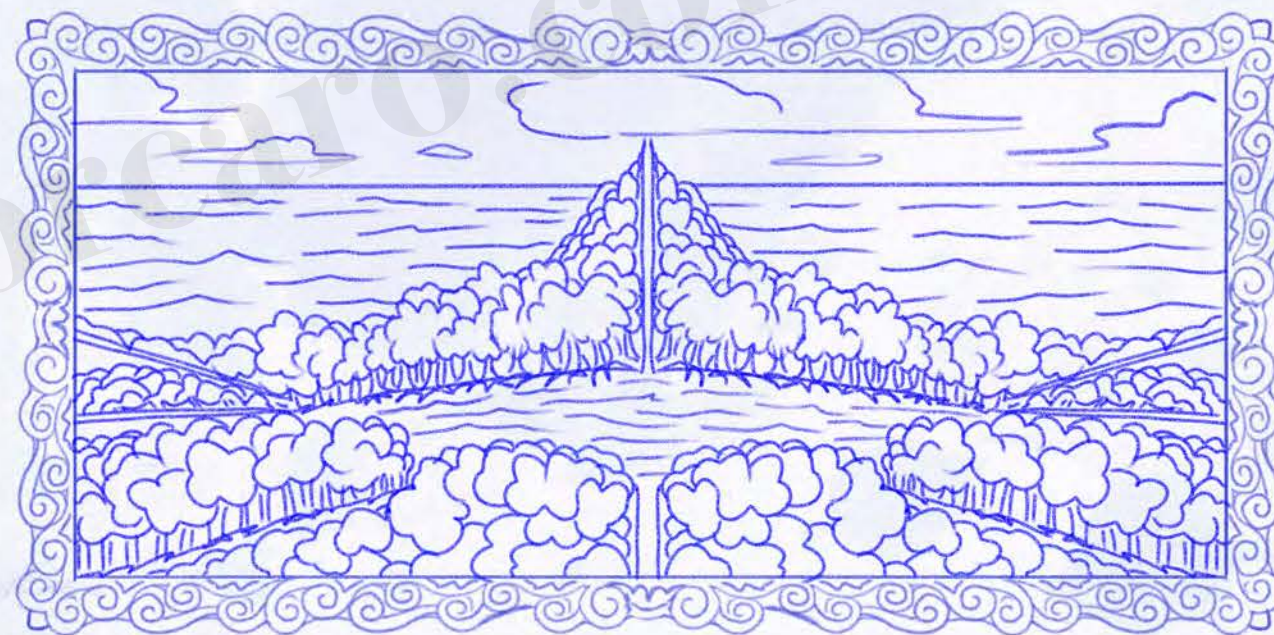
The world was very surprised to hear Alfarinn was alive. Alfarinn's hair had gone gray and his children, very small when he left them, now had children of their own.

[[STORY OF ENCOUNTER CONTINUES]]





[[STORY OF ENCOUNTER CONTINUES]]



Kölskúlvondur

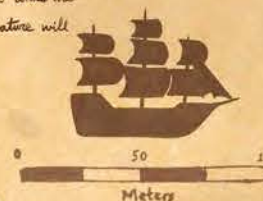
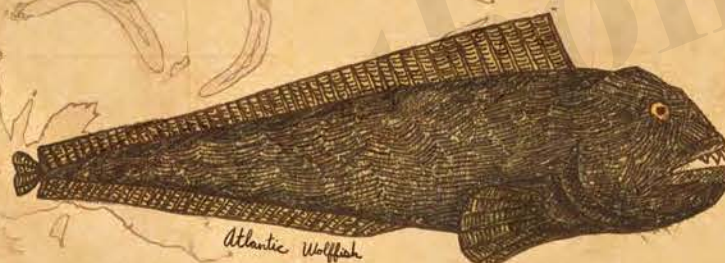


HE great beast Kölskúlvondur (KOAL-skul-VAHN-door), though it presently poses the least danger to sailors, is feared throughout the world. This creature's unfathomable rage is contained by gargantuan chains that bind this monster to the bottom of an abyss. Kölskúlvondur has grown tremendously over the centuries however and is now large enough that the depth of the abyss cannot protect sailors from its might any longer. Kölskúlvondur's tail and enormous dorsal fin can breach the water, destroying unlucky vessels. The creature's movements alone are enough to generate colossal waves and whirlpools. Kölskúlvondur continues to grow and is one day destined to break free from its chains. Some who have sailed over Kölskúlvondur's abyss say this will happen soon and have reported hearing the massive chain links groaning under immeasurable tension. Many believe that when Kölskúlvondur ultimately breaks free from its bonds, it will be the end of days.

Discovered shortly after The Great Blaze, Kölskúlvondur was an Atlantic Wolffish that began to grow at an alarming rate. It's strength was unmatched and all the attempts to kill the creature failed. Therefore, it was determined that the only way to contain the threat that this creature posed was to trap it. The last great engineering project of the Old World was to forge the chains that bind Kölskúlvondur to this day. Each link is heavier than the largest ship sailing today but it was always known that these chains were only a temporary solution as the creature's growing size and power would eventually overwhelm any bonds. The Old World fell before the creature could be killed.

Several sailors claim that this creature lives in The Devil's Hole, an abyss in the North Sea. To best prevent an attack on your vessel from Kölskúlvondur, avoid sailing in this area. If you must pass over Kölskúlvondur's lair, do so hastily and pray that the beast lies dormant and that its chains lie intact, lest it will be the end of us all.

ICELANDIC WORDS
Kölski (Devil) Úlfur (Wolf)
Vondur (Evil)



An Encounter with Kōlskúlvondur



[[SUMMARY OF ENCOUNTER]]

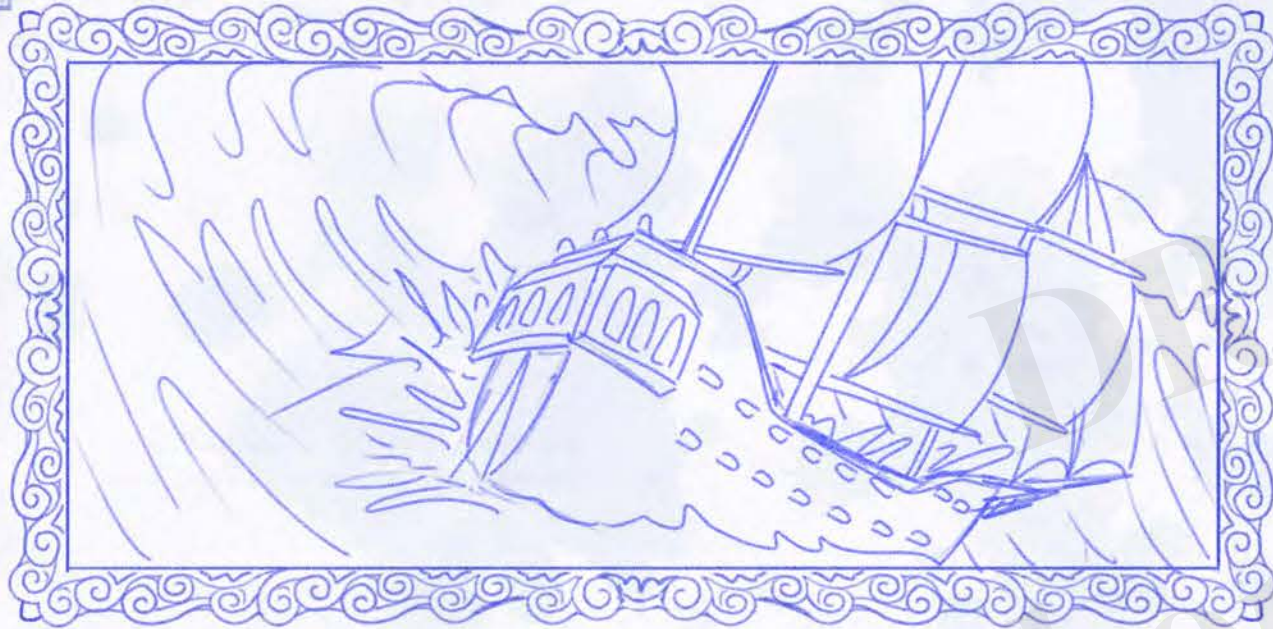
Marcelline Njord, upon arriving in a port on the coast of the North Sea, went to a bar with her crew. Njord found that bars were some of the best places to listen to rumors from fellow captains about beasts living in the area. She had started compiling information for her guide and wanted to explore any leads she heard on her return voyage. A group of sailors walked through the doors completely drenched on an otherwise dry summer's night. They began talking with the bartender about a freak wave that had almost capsized their ship. They said as they were sailing early that morning about 150 kilometers due East when they began to hear a deafening metallic groan. Following this horrific noise, they were hit by a series of rogue waves. The ship took heavy damage and the crew spent all day tossing buckets of water overboard to prevent sinking. Njord decided to follow this lead.

After some time in the specified spot, she and her crew heard the deafening sound the described in the bar. Rogue waves spawned a hundred meters away and Njord swung the wheel to face the ship away from the waves. One of her crew members yelled "Ma'am look!" Peering overboard, Njord saw gargantuan chain links and the largest eye she had ever seen, barely visible in the immense blackness of the abyss beneath the ship.

The ship took no damage and Njord considered herself lucky. She knew the creatures could have easily decimated her if it had not been restrained to the sea floor by massive chains.

[[STORY OF ENCOUNTER CONTINUES]]





[[STORY OF ENCOUNTER CONTINUES]]



Section Three

Your Own Observations



Name Your Creature:

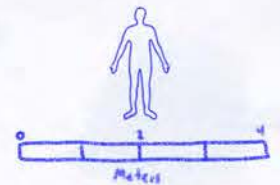


Write about the origin of your creature, how it hunts, and how to best defend yourself against it.

Lined area for writing on page 111.

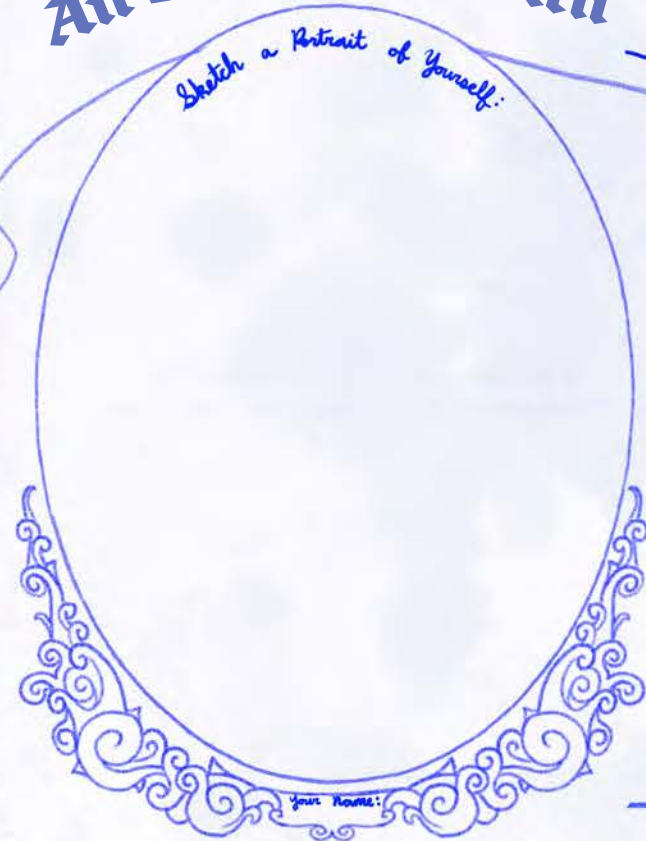


Draw Your Creature:



An Encounter with

Sketch a Portrait of Yourself:



Your Name:

Your Creature's Name

Write about what led to the encounter, the encounter itself, and the aftermath.

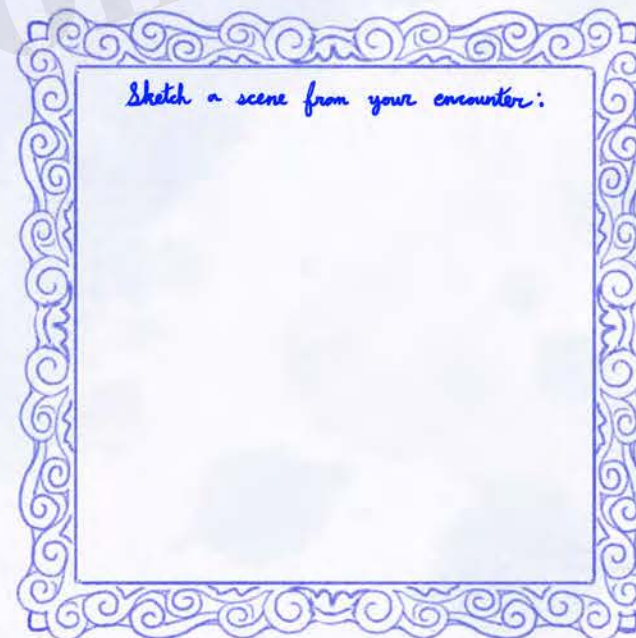
Lined area for writing the encounter story.

Lined area for additional notes or reflections.

Lined area for writing the encounter story.

Lined area for additional notes or reflections.

Sketch a scene from your encounter:





Sketch a scene from your encounter:



Sketch a scene from your encounter:





Name Your Creature:

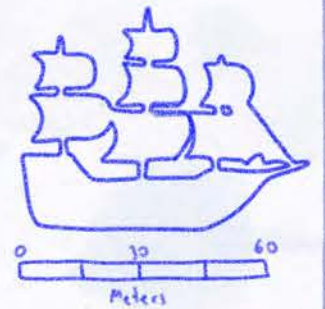


Write about the origin of your creature, how it hunts, and how to best defend yourself against it.

Lined area for writing on page 117.

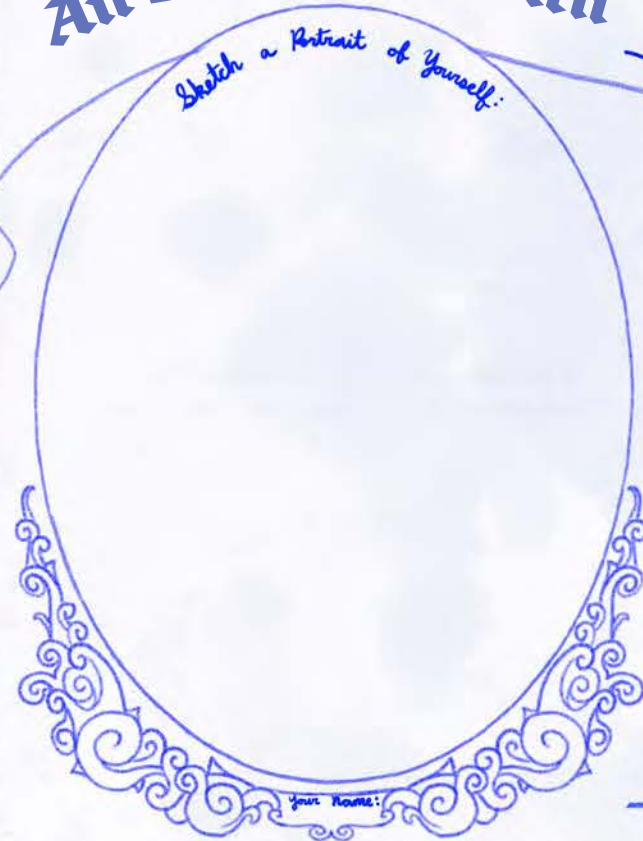


Draw Your Creature:



An Encounter with

Sketch a Portrait of Yourself:



Your Name:

Your Creature's Name

Write about what led to the encounter,
the encounter itself, and the aftermath.

Lined area for writing the encounter story.

Lined area for additional notes or reflections.

Lined area for writing the encounter story.



Sketch a scene from your encounter:

Sketch a scene from your encounter:

Sketch a scene from your encounter:

Glossary

A.C.E.	This acronym stands for After-Common-Era and refers to time after The Great Blaze (after 2040 C.E.).
Anchor	A weight with catches used to keep ships in place while at sea.
Abyss	A deep part of the sea, usually an underwater ravine.
Barrel-full	Approximately 160 liters of volume.
B.C.E.	This acronym stands for Before-Common-Era and refers to time before 1 C.E.
Blaze Day	A holiday dedicated to remembering the Great Blaze and the mistakes of the Old Ones.
C.E.	This acronym stands for Common-Era and refers to time from 1 C.E. to 2040 C.E.
Cutlass	A sword with a curved blade and large, protective guard.
Dark Age	The centuries-long societal collapse which followed The Great Blaze.
Dead Zone	The area of sea where The Great Blaze occurred. The water is poisonous and drives sailors mad.
Echolocation	A whale's ability to sense its surroundings by emitting and detecting sound.
Fort	A protective military structure in a strategic area.
Great Blaze	The fireball created by the Old Ones which killed Jörmungandr.
Harpoon	A barbed spear attached to a rope, used to strike and catch sea creatures.
Hold	The area of a ship where cargo is stored.

Hull	The bottom, sides, and deck of a ship.
Jörmungandr	The first sea monster.
Krill	A small crustacian which is commonly fed on by large creatures.
Loki	The god of mischief in Norse Mythology.
Millenium	A period of 1000 years.
New York	An ancient city which was destroyed by Jörmungandr. It was also the site of The Great Blaze.
Old Ones	People who lived prior to 2040 C.E.
Old World	The world prior to 2040 C.E.
Pod	A group of whales.
Port	A town or city where ships can dock, load cargo, and unload cargo.
Ransom	A payment made to get back stolen goods or hostages.
School (of fish)	A large group of fish swimming in a formation.
Thor	The god of thunder in Norse Mythology.
Vessel	A ship or large boat.
Voyage	A journey wherein one traverses the sea.
Zooplankton	Very small marine animals.

