

CLIMATE/TERRAIN:	Arctic to temperate/Hills, forest, underground
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	K
ALIGNMENT:	Chaotic evil

NO. APPEARING:	4d10
ARMOR CLASS:	10 (7)
MOVEMENT:	6
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1 (weapon)
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Average (8-10)
XP VALUE:	15



Svarts are small, evil humanoids that occupy a place somewhere between goblins and kobolds. They have bright blue skin and orange eyes.

Svarts speak their own language, while some may also speak a smattering of Goblin or Koboldic.

Combat: Svarts are usually equipped with small swords, leather armor, and shields of hide or wood (AC 7) that will bear the symbol of their tribe (e.g., a green star for the Green Star tribe).

One in five will be armed with a net, which is used to entangle and hinder opponents in combat.

Exceptional Individuals

Groups of 20 svarts or more will be accompanied by a svart leader, which will stand from 3'6" to 5 feet tall and wield an axe, morning star, mace, or flail. Svart tribes are not known to count shamans or witch doctors among their number.

Table 1. Svart Weapons

Weapon(s)	Damage	SF	ROF	Range	Type	Size	Notes
Net ¹⁾	-	10	1/2	10-20-30	(net)	M	-
Small sword	1d4+1/1d6	3	-	-	S	S	-

¹⁾ Target is treated as having AC 10, modified only for magical items and Dexterity. A hit against a creature means that it is entangled (weapon arm, shield arm) and can no longer undertake any meaningful actions but attempt to free itself by passing a Strength check. Additional hits in the rounds thereafter (one per round) allow the attacker to tighten the hold, effectively reducing the victim's Strength by four points per hit with regard to their attempts to break free; creatures that reach zero Strength in this way are hopelessly enmeshed and can no longer free themselves.

Habitat/Society: Svarts are found in hilly, cavernous regions, where they lair underground or deep in the heart of forests. Guards will be stationed around lairs and temporary camps.

Ecology: Svarts will generally attack kobolds on sight, although they will unite against their common foe – halflings.

Table 2. Svart Statistics

Individual	AC	HD	Th0	Damage	Notes	XP
Leader	10 (7)	1+3	19	By weapon	Size S or M (3½-5' tall); save as 2-HD monster	35
Regular male	10 (7)	1-1	19	By weapon	-	15

Source/Origins: Alan Garner; Cricky Hitchcock, *The Fiend Factory*, in: *White Dwarf 9* (GW, 1978); Cricky Hitchcock, *The Fiend Factory*, in: *The Best of White Dwarf Articles* (GW, 1980); Tribe of the Green Star: Albie Fiore, *The Lichway*, in: *White Dwarf 9* (GW, 1980); Xvart: Cricky Hitchcock, in: Don Turnbull (ed.), *Fiend Folio* (TSR, 1981); Greg Swedberg and Al Boyce, in: Tim Beach (ed.), *Monstrous Compendium Fiend Folio Appendix* (MC14; TSR, 1992)

Bibliography: *Svart alfar*: Alan Garner, *The Weirdstone of Brisingamen* (William Collins, Sons & Co., 1960)