

BATTLE Troll II -

New Monsters

Aptrganga – The Restless Dead

Ghosts, as in the immaterial spirit of the dead, are not found among the cold northern lands. Instead, the Norse undead are embodied. Draugr, and haugbui are the undead bodies of those killed by magic, or who had unfinished business when they died. Haugbui are “Barrow-dwellers”; they don’t leave their burial barrow. Draugr, on the other hand, roam the world, though their “home” – such as it is – is the their burial mound. They are bloated to large size, immensely strong, their skin a mottled bruise or blue-black, their fingernails as hard as iron. They fight as a Hero, but ignore any hit except a Great Blow. They are slow, doing -1D6 in combat, but strong, doing +2 damage. Heroes may grapple them using the Grappling rules on page XX of Battle Troll - all wounds count in this case. Draugr rarely wear armor, and never use weapons.

Draugr are most active during the winter, with Yule (the winter solstice) being the busiest night of the year. Draugr prefer the dark of night to roam, though they are not handicapped by sunlight. Some draugr can control the weather, or create darkness.

Barrows are filled with treasure (well, if they aren’t, there really is no reason to enter one). Haugbui guard their treasures jealously, and *will* leave their mounds if as much as a single cup is stolen, though they usually take care of intruders before they leave.

Once a Draugr or Haugbui is “killed” by a Great Blow, the hero must still cut off its head, burn the body to ashes, then bury the ashes or drop them in the ocean before it is really, truly dead. If these steps are not taken, the body will reform on the next Yule and hauntings will continue worse than before.

Draugr Special Power Chart

XD6	Power
1	Immune to all metal weapons
2	Swim through the earth
3	Terrible Stench
4	Stronger than normal; +3 damage in combat
5	Knows the Future
6	Weather-magic
7	Shapeshifter
8	Immune to all sharp or pointed weapons
9	May Throw rocks with +3 damage
10	Create Darkness
11	Skin counts as 2 points of armor

Witches

Witchcraft is a particularly woman's magic – while there are Spáðmenn, they are considered “argr” – effeminate – and to call someone argr is a great insult.

There are a variety of names for witches – norn, völva, spákona – and a number of types of witchcraft – sieðr, spa, galðr. We aren't really concerned with the minutia of 11th-century witchcraft – suffice to say that it exists, and can be used for or against other people. Witches don't work for free (unless they or their loved ones have been insulted or endangered) so be prepared to hand over treasure (and possibly reputation) if you hire one.

For game purposes, witches can perform the following magic:

Healing, Illness-cursing, Herd- or land-cursing (as in Battle Troll, page XX).

Blessing – give the recipient one Combat Advantage.

Curse – Give the recipient a Combat Disadvantage.

Weather magic – raise or lower storms, winds, rain, snow.

Madness – curse a man with madness. Gives the target the Berserk Fury, Cruel, and Hates His Foe. (and that's just for combat situations, he also beats his family, rages and chews the rug, claims he is the king of Jotunheim, and attacks buildings...).

Necromancy – the witch can call up the dead and compel them to speak. While the dead don't know the future, they can talk about their own past. Can be a bit unpredictable if you're trying to raise a draugr...

Witches can also see and foretell a man's fate, though they cannot change it.

Trolls and Giants (Jötunn, Risi, Þurs)

Trolls and giants (the terms are sometimes used interchangeably, so we shall as well) are large, insanely strong, and *extremely stupid* humanoids. They may be found alone, or in a family group. They don't use weapons more complicated than a tree-branch club or a rock ripped out of the earth and thrown with deadly force.

The basic troll is only seven or eight feet tall, fights as a Hero with an extra Die and +1 damage, and has the following Hero Attributes: Fell-handed, Iron-won't-bite, Mighty Arm, Sure-footed, Troll-blooded, Clumsy, Cruel, Hates His Foe, and Lame (really, he's just slow). Trolls may use a club, or just their bare hands, and their skin acts as 2-point armor.

You may add Combat Dice, Damage and Armor to make larger or older trolls and giants.

Trolls turn to stone in daylight, and can smell the blood of Christian men from 50 yards away.

Sea Serpents

A danger of the deep ocean, sea serpents can grow longer than the longest long ship, and crush it in its coils while eating the crew.

Sea serpents try to wrap a boat in its coils. Each card, a serpent may try to wrap the boat, or bite the crew.

To wrap the boat in its coils, the serpent ignores the crew and wraps the boat with one coil. The crew may attack the serpent on their cards, trying to kill it, or at least unwrap one coil. The serpent will unwrap one coil on a Grave Wound. It will release the boat totally on a Kill or Great Blow.

The serpent may, instead bite a member of the crew, lifting the struggling body up and swallowing it.

The Serpent fights as a Hero, with +1 Die and +2 Damage. It is immune to Jests (treat as !#%&!!!).