



AGE BESTIARY

DRAUGAR

AGE BESTIARY: DRAUGAR

Draugar are spiteful undead which explorers or travelers often stumble upon. The creatures fiercely protect the treasures stored within their own graves, whether it is meager or lavish. Unlike zombies, draugar are ghosts cursed with the same intelligence they possessed in life. The very asset which makes them cunning foes creates their towering hatred of the living, as every draugar understands their fate is not quiet repose but hellish eternity. Throughout their existence, they may be moved to rise and take vengeance on those who disturb their rest or flaunt the joy of life before them. Once roused from their fitful slumber of ages, draugar may roam the land, rampaging until stopped. Draugar are found on land and at sea. Anywhere men have gone and died, heroes can come across these engines of anger and greed.

BARBOSSA: FOR TOO LONG I'VE BEEN
PARCHED OF THIRST AND UNABLE TO
QUENCH IT. TOO LONG I'VE BEEN
STARVING TO DEATH AND HAVEN'T DIED. I
FEEL NOTHING. NOT THE WIND ON MY FACE
NOR THE SPRAY OF THE SEA. NOR THE
WARMTH OF A WOMAN'S FLESH. YOU BEST
START BELIEVING IN GHOST STORIES, MISS
TURNER... YOU'RE IN ONE!

- CURSE OF THE BLACK PEARL

Skyrim will also recognize the draugar as constant threats, from minor tomb guardians to the magic wielding ultra-powerful dragon priests.

DRAUGAR IN PLAY

Some Draugar hold to their vows to guard their leaders, even in death, and protect the environs of their ruler's last resting place. Others are merely hate-

filled warriors refusing to accept their own lives were cut short. There are tales of draugar with unfinished business among the living, regardless of whether they or their descendants can enjoy the end result. Of course, the worst are those who simply want to maim or murder to drag others into hell with them. In all cases, they share a refusal to go into the numb afterlife which awaits after death. This ever-present rage causes the soul to defy the natural order and drives these creatures above all.

Draugar may not be smart, but they are cunning, and if they shamble about at first, it is to draw their opponents into a lure of false superiority. These creatures have numerous capabilities including physical might greater than the thews of their undead bodies. They are relentless when encountered in the open as they are fueled by the most negative of emotions.

There are also a number of supernatural traits attributed to these ghosts wrapped in flesh. Legends tell of draugar passing through wooden barriers, dirt and earth, rising as mist and then stepping toward their chosen victims. Only stone construction keeps them out. They also exhibit a malevolent patience and the ability to trick people into allowing them entrance. This disguise power is said to allow them to appear as anything from a friendly face to the innocuous form of a cat. The most powerful draugar are also purported to have command of the elements, and cause storms out of season which

raze crops and serve as cover for the theft or murder of livestock.

There are many ways to introduce these fiends into a setting where they did not previously exist. They can be brought back from death by the effects of chaotic magic loosed on the land, or they may be honorable warriors tragically cursed by the darkest of gods. Of course malignant sorcerers can always be responsible, as necromancy is often considered one of the vilest forms of magic. The mechanics almost do not matter; it can be an example of improper burial proceedings, or spirits can be summoned back from the afterlife and trapped within corpses at the behest of some power. Perhaps the most disturbing idea is a world where the gate to the afterlife is slammed shut or the God of Death suddenly refuses to claim spirits of those who die, leading to draugar as the natural result of all deaths going forward.

DRAUGAR MYTH & FOLKLORE

Historically these creatures are known in Norse legend, but there are many similarities to the Etruscan idea of restless undead. It was said among the Norse that the draugar, both singular and plural, were angry dead things which sought to punish the living in numerous ways. They would murder or steal livestock, and torment the sleep of warriors by transforming themselves into cat shapes only to press upon the sleeping bodies and crush them into a fitful, restless malaise. They were also feared to be unfamiliar faces in the dark of night, as draugar were quite capable at hiding amongst their prey.



DRAUGAR IN POP CULTURE

Draugar as an idea of undead brought back to life to ceaselessly bedevil the living is shown in various instances of pop culture. The pirate crew in Disney's *Curse of the Black Pearl* certainly fit the bill. Here we have dead men cursed to an endless existence denied the most basic of human pleasures. They hate the living, and feel no remorse when ordered to prey upon innocents in a campaign of horror and death. Draugar are also the inspiration for the barrow-wights in *Lord of the Rings*. The wights, although not present in the films, serve an important purpose in the book *The Fellowship of the Ring*. They are examples of the permeation of the shadow's power preventing warriors and sovereigns who had been laid to rest from finding their eternal reward. Even the most noble of souls could be twisted into dangerous creatures once they had passed. Fans of the video game *Elder Scrolls*:

In a world which has always known of draugar, the common folk have numerous methods for burying a corpse to prevent the return of such a creature. This might involve pinning body parts together, burying the body horizontally, or vertically depending on cultural mores, or carrying out various ceremonies to appease the fallen's anger and prevent the rise of the undead. Some cultures burn the bodies to ash, while others honor the dead to keep them in their graves. Regardless of how people attempt to prevent the creation of draugar in such a world, they always come about, usually due to carelessness or the greed of grave robbers.

Once they begin to plague the living, few methods stop their rampage. They can be beaten in open combat, but this rarely puts them back in their graves permanently. Usually the easiest method is to enact some form of religious ritual to bind them to their tombs or render them inert, though they will usually have to be driven off or restrained first. Part of their allure as antagonists is their relentless nature, and this allows even a single draugar to be seen as a credible threat over a series of adventures. Their nature as undead creatures fueled by rage makes the idea of facing a draugar king and his horde of foot soldiers a horrifying thought. They cannot truly be stopped without a combination of force of arms and some other obscure practice. This makes them dreadful opponents.

The nail in the coffin should be decided before the heroes begin investigation. It can be as simple as returning what was stolen from the defiled grave, or it can be an arduous trip to win the draugar lord's sword in battle, and impale his corpse with it where his grave lies a league away. You can decide for each instance, and it can require different means of laying them back to rest for each class of draugar unleashed upon your game. This ensures they never become old hat.

DRAUGAR THEMES

The plight of the draugar is their knowledge of their own existence, and a sense of loss. This is the overarching theme which manifests itself as dedication to duty, or vengeance on the living depending on the needs of the story. Whatever your conception of walking dead, draugar are not mindless. Even the lowliest draugar warrior remembers its life. It recalls hopes and dreams, and the sudden finality of death and the vast expanse of time remaining in its existence. This despair and seeing life and light pass before its eyes enrages it and drives it to hate the living. In short, draugar are so frightening because they have none of the physical failings of living men, a measure

of the same wit they possessed in life, and a drive to torment the living, as all of their victims still possess dreams and hopes, faculties the creature does not.

The temptation to use them as mindless hordes is great, but choosing strong personality traits for them to exemplify, and setting this tone by playing up these creatures as intelligent is often much more effective. Draugar may taunt their foes, sing battle songs, or whisper secrets into the ears of sleeping scholars to torment them. They delight in spreading despair, not just death. When set before your heroes as enemies, they are far deadlier than zombies or other mindless undead. Draugar had ambitions in life, and in death they transfer this passion to their remaining ambition of robbing others of their sense of safety, their livelihoods, and their dreams. Every encounter with draugar does not have to be a fight. Have them play games with the characters, or haunt the hapless townsfolk. The heroes will find themselves investigating the cat which keeps sneaking in and clawing their face while they sleep, or the ghost that blows open their windows in the dead of night during winter storms. When the source of these occurrences is finally uncovered, it leaves a difficult foe to overcome, and a quest to end the threat forever.



DIFFERENT TYPES

The following represent draugar capable of serving as a plague on the lands you narrate stories in. These entries may be customized with templates and modifiers to make them truly frightful opponents for your heroes.

DRAUGAR WARRIOR

DAUGHTER OF LIFE, THESE UNDEAD WARRIORS ARE TERRORS IN DEATH. THEY RISE FROM THEIR GRAVES AND BARROWS TO RIP LIFE AWAY FROM ALL WHO DARE STAND BEFORE THEM.

ABILITIES (FOCUSES)	
1	COMMUNICATION (DECEPTION)
4	CONSTITUTION (STAMINA)
0	CUNNING
2	DEXTERITY
2	MAGIC
2	PERCEPTION (HEARING)
4	STRENGTH (CLAWS, INTIMIDATION)
2	WILLPOWER

COMBAT RATINGS	
7 SPEED	25 HEALTH
14 DEFENSE	3 ARMOR RATING

ATTACKS		
WEAPON	ATTACK ROLL	DAMAGE
BATTLE AXE	+4	2D6+4
CLAW	+6	1D6+6
LONG SWORD	+4	2D6+4

DRAUGAR WARRIOR

The weakest draugar possesses almost all of the deadly weapons training it once had in life, coupled with gifts of supernatural strength and stamina. The fear they cause is lasting, and they are both hard to drop and harder to keep down. The draugar warrior

ATTACKS		
LONG SPEAR	+4	2D6+4

POWERS		
FAVORED STUNTS: Knock Prone, Mighty Blow.		

HATE: A draugar is fearless, and ignores Willpower (Morale) tests. It also exudes an aura of sheer hatred and those attempting to resist its Intimidation tests suffer a -1 penalty. This penalty does not apply if the draugar is currently being admonished by divine or supernatural power.

MIST FORM: Draugar can pass through wooden barriers as mist with an Activate action. If one takes an Activate action on its turn, it can render itself invulnerable to non-metal weapons until its next turn.

REGENERATION: A draugar recovers 3 Health at the end of each round in which it is not destroyed. Unless laid to rest, it will return some future night to wreak its vengeance upon the living.

TALENTS: Armor Training (Novice), Single Weapon Style (Novice), Two-Hander Style (Novice)

WEAPON GROUPS: Axes, Brawling, Heavy Blades, Spears

EQUIPMENT: Light mail, and choice of weapons out of long sword, battle axe, and two-handed spear.

DROWNED ONE

BLOATED CORPSES OF THOSE WHO DIED AT SEA, THESE REVENANTS PLAGUE COASTAL SETTLEMENTS AND ATTACK UNWARY BOATMEN.

ABILITIES (FOCUSES)	
0	COMMUNICATION (DISGUISE)
4	CONSTITUTION (STAMINA)
1	CUNNING (NAVIGATION)
1	DEXTERITY (STEALTH)
2	MAGIC
2	PERCEPTION (SEEING)
3	STRENGTH (CLAWS, CLIMBING)
2	WILLPOWER

COMBAT RATINGS	
9 SPEED, 6 SWIM	30 HEALTH
11 DEFENSE	0 ARMOR RATING

ATTACKS		
WEAPON	ATTACK ROLL	DAMAGE
CLAW	+5	1D6+5
LONG SWORD	+3	2D6+3

ATTACKS		
SPEAR	+3	1D6+6

POWERS		
FAVORED STUNTS: Disarm, Mighty Blow.		

HATE: A drowned one is fearless, and ignores Willpower (Morale) tests. It also exude an aura of sheer hatred and those attempting to resist its Intimidation tests suffer a -1 penalty. This penalty does not apply if the drowned one is currently being admonished by divine or supernatural power.

MIST FORM: Drowned ones can pass through wooden barriers as mist with an Activate action. If one takes an Activate action on its turn, it can render itself invulnerable to non-metal weapons until its next turn.

REGENERATION: A drowned one recovers 3 Health at the end of each round in which it is not destroyed. Unless laid to rest, it will return some future night to wreak its vengeance upon the living.

TALENTS: Armor Training (Novice), Single Weapon Style (Novice), Two-Handed Weapon Style (Novice)

WEAPON GROUPS: Brawling, Heavy Blades, Spears

EQUIPMENT: Long sword or spear.

is likely to work alone or operate in a small band of such creatures, continuing raids long after death with its comrades until finally laid back to rest. When serving as the thralls of a barrow lord they return to the grave again if his rage is quieted, and not before.

DROWNED ONE

Drowned men are usually sailors who were murdered at sea, whether by pirates, enemy fighters, or through betrayal. Their corpses were thrown overboard, and left to rot in the cold embrace of the ocean floor. This denial of a burial, denoting a lack of even the remotest speck of respect for the life so callously thrown aside, clinches their return as a malevolent specter bent on murdering sailors. Drowned men often shuck any armor they might have had in life, but grasp their weapon with a vice-like grip, as their weapon represents their vengeance. This single-minded devotion to revenge keeps their weapons from rotting in the water of the sea.

BARROW LORD

Barrow Lords are the most powerful form of draugar. They are the leaders of their undead hosts. Such creatures often begin undeath as slain commanders in a decisive battle which seals the fate of their homeland. They could also be wronged battle leaders who have been disturbed where they fell, but they all share one common thread: followers. Barrow lords were leaders in life, and whether they were good or poor leaders is immaterial. Once dragged out of restful slumber to an eternity of uneasy unlife, they pull the dead who once swore fealty to them along for the horrendously unfair ride. Most barrow lords are stuck in a rut. They do not care about what changes have occurred since their deaths. If they died trying to conquer a fortress as a stepping-stone to conquering the entire region, they will resume their siege.

CUSTOMIZATION

Draugar who have been haunting the area of their death or their burial ground for centuries will gain more powerful abilities. Likewise, it is common to add Epic, Heroic, or Elite modifications to create more powerful draugar. While draugar do not train, this does not mean they cannot eventually gain new focuses, or regain focuses they lost in the painful transformation into what they now are. Almost all experienced draugar gain the Hapless Guise power, making it easier for them to torment the living. The most powerful ones also take on the Weather Weaver power.

HAPLESS GUISE

The draugar has learned how to mask itself in a completely innocuous guise through magical means. It can make a Magic test as a free action with a +2 bonus due to the efficacy of this illusory appearance. This is with a bonus of +4 if it also possesses the Disguise focus. Whenever the creature encounters others, they must pass a Perception (Seeing) test against the total the draugar first attained when it chose to hide itself. Those who are fooled see a harmless animal, or an acquaintance, instead of an undead warrior.

DRAUGAR

BARROW LORD

MIGHTIEST OF THE DRAUGAR, THESE ONCE PROUD LORDS,
PRINCES, AND KINGS NOW COMMAND ARMIES OF THE UNDEAD
FROM THEIR GREAT BARROWS AND TOMBS.

Abilities (Focuses)	
2	Communication (Deception, Leadership)
4	Constitution (Stamina)
2	Cunning (Heraldry, Military Lore)
2	Dexterity (Initiative)
3	Magic
2	Perception (Hearing, Seeing)
5	Strength (Claws, Intimidation)
4	Willpower

COMBAT RATINGS	
7 SPEED	50 HEALTH
14 DEFENSE	5 ARMOR RATING

Attacks		
Weapon	Attack Roll	Damage
Claws	+7	1d6+7
Long sword	+4	2d6+5

POWERS

FAVORED STUNTS: *Disarm, Lethal Blow.*

HATE: A Barrow Lord is fearless, and ignores Willpower (Morale) tests. It also exudes an aura of sheer hatred and those attempting to resist its Intimidation tests suffer a -3 penalty. This penalty does not apply if the draugar is currently being admonished by divine or supernatural power.

MIST FORM: Barrow Lords can pass through wooden barriers as mist with an Activate action. If one takes an Activate action on its turn, it can render itself invulnerable to non-metal weapons until its next turn.

REGENERATION: *A draugar recovers 3 Health at the end of each round in which it is not destroyed. Unless laid to rest, it will return some future night to wreak its vengeance upon the living.*

TALENTS: *Armor Training (Journeyman), Weapon and Shield Style (Master)*

UNHOLY HOST: A Barrow Lord can command its host to rise with an Activate action. This includes all those who swore fealty to it in life and who received a burial, and anyone they personally slay. The host rises as draugar warriors, but risen opponents achieve final rest if the lord is defeated.

WEAPON GROUPS: Axes, Brawling, Heavy Blades, Spears

EQUIPMENT: *Heavy mail, long sword, and medium shield.*

WEATHER WEAVER

The draugar has found a way to leash the weather to its own rampaging emotions, and can raise storms which cause all living opponents –2 penalties due to the battering of the elements and lack of visibility. The bad weather ceases once dawn approaches, but it can lash out and destroy structures, sailing vessels, and even kill ill prepared travelers in the meantime.

EXTRAS

The following process will allow you to turn various living characters into draugar for use in your games.

WELCOMING UNDEATH

Any character can be turned into a draugar by applying the following template.

DRAUGAR

- ♦ Add 2 ability increases in both Constitution and Strength
- ♦ add the focuses Constitution (Stamina), and Strength (Claws, Intimidation).
- ♦ The character gains the Mist Form, Hate, and Regeneration powers, as well as the Claw weapon with base damage 1d6+2.
- ♦ Minor characters, such as those turned below level 6, lose all but one of their original focuses in Communication, Cunning, Dexterity, and Strength, before the aforementioned focuses are added.

As far as motivations go, even truly good and just person can abandon her oaths and obligations once returned to life as a draugar. However, there is nothing requiring the character to do so. If a character can overcome the jealousy inherent in existing as a wraith around those who continue to enjoy life, it might be possible to play such a character as a hero, or valued ally.

The gamemaster is free to apply vulnerabilities to PC draugar which are not widely applicable to monsters, such as suffering -2 penalties to Perception and Dexterity tests in broad daylight, or suffering a -2 penalty to Communication tests when the target comprehends the character is undead. Animals will know the character is undead and he always suffers this penalty on Animal Handling tests. The character no longer eats, drinks, or needs to breathe or sleep, thus preventing many meaningful interactions with most living creatures. Likewise the gamemaster may veto certain focuses as a draugar character advances, as the single-mindedness of his anger, even when leashed to his desires, overshadows the desire to chase scholarly pursuits.



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