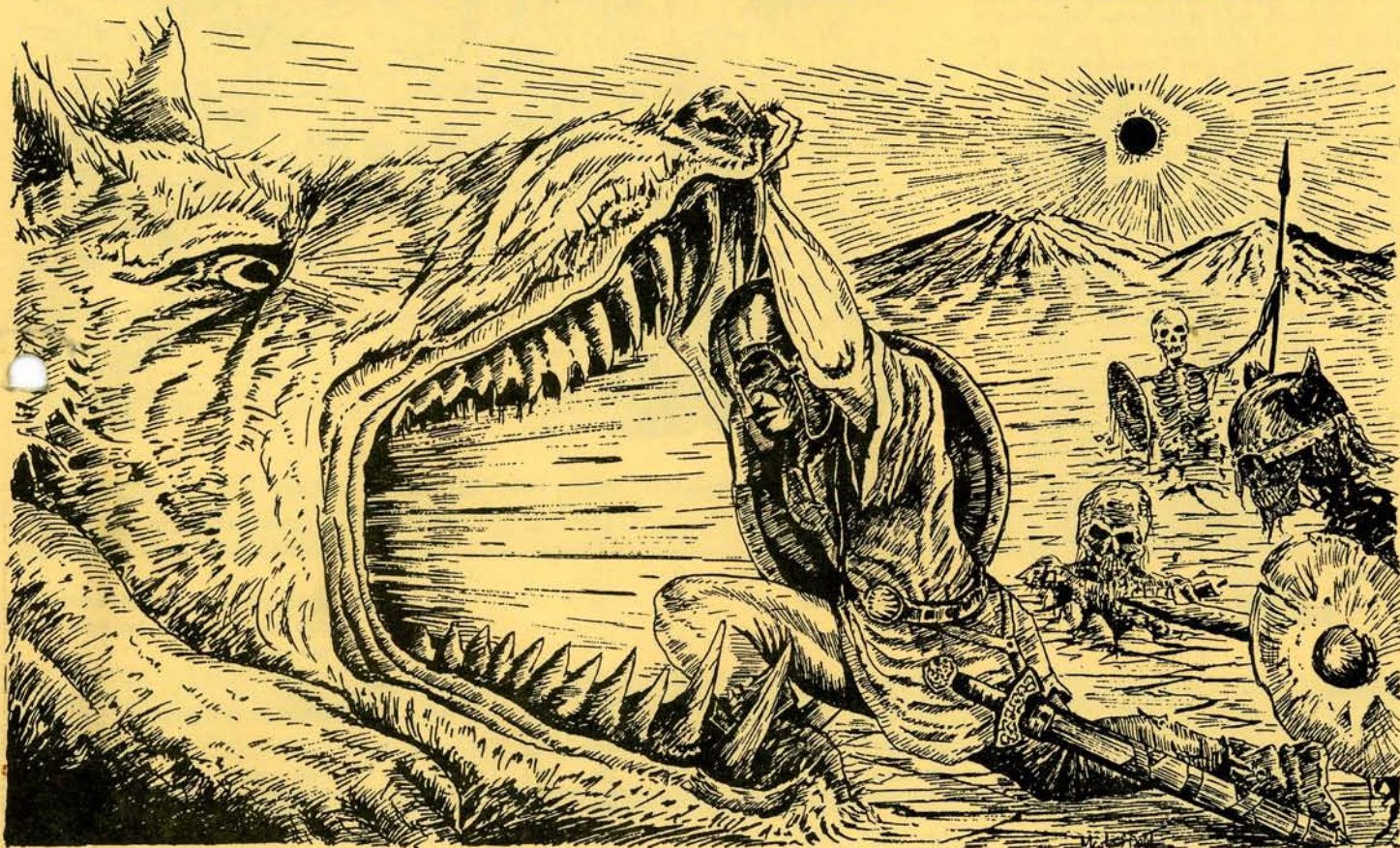


*"An axe-age, a sword-age, shields will be gashed:
there will be a wind-age and a wolf-age before the world is wrecked."*

The Norse Myths, Kevin Crossley-Holland

RAGNAROK!



A Campaign for the AD&D™ BATTLESYSTEM™ Fantasy Combat Supplement

by Chris Felton

To make use of this section of **IMAGINE™** magazine you will need access to the **ADVANCED DUNGEONS & DRAGONS®** rules and a copy of the **BATTLESYSTEM** game.

Statistics are not given in standard **BATTLESYSTEM** format, but are provided on the various tables in this scenario so that the unit sheets can be filled out quickly and accurately.

INTRODUCTION

Ragnarok. The Time. The Twilight of the Gods. The Norse knew that the world was to end in a battle of such magnitude that the whole universe, all the Nine Worlds, would be laid waste and destroyed. On the plain of Vigrid, outside the walls of Asgard, the home of the Gods, the battle would be fought to its bitter end. The Giants and their kin, the dead and the evil would meet the forces of the Gods, Heroes from Valhalla, the chosen of the Valkyries.

Ragnarok is the last titanic act of a drama that begins long before, when the Nine Worlds are still happy.

Whether Ragnarok can be traced back to the falling out of the two clans of Norse gods, the Aesir and the Vanir, is debatable. With the torture (by the Aesir) of a Vanir emissary, and subsequent Aesir trickery, oaths and treaties lost their validity. Betrayals became more common than oaths in the worlds of men and Gods.

If Ragnarok has a single starting point it is with the death of Balder, fairest of the Gods, the son of Odin and Frigg. Balder was the beloved of everyone who saw him, gods and men alike. But even the love with which he was showered did not prevent Balder from suffering terrible dreams about his own death. However, Frigg extracted promises from everything, every creature, object, plant, even the very stones, that they would not harm Balder. Everything except one insignificant little plant, the mistletoe, which was too young to hurt anyone....

Balder rejoiced in his new found safety, as did the other Aesir. Pebbles did not hurt him, neither did sticks, or logs, boulders, swords, axes or arrows. The Gods took to hurling things at Balder, rejoicing anew as they bounced off without harming him. Only two of the Gods did not enjoy the new sport, blind Hod, Balder's brother, who could not see the target, and Loki, the Trickster and mischief-maker, who was consumed by hatred and contempt.

Loki, in the guise of an old woman, tricked Frigg into revealing that mistletoe had not sworn the oath. He lost no time in making a mistletoe dart, and then he approached Hod, who was, as usual, taking no part in the game of bouncing weapons off Balder. Loki put on his silkiest voice and persuaded Hod that it was disrespectful not to demonstrate his brother's invulnerability. Giving Hod the mistletoe dart, Loki led him to the circle of Gods around Balder, and guided his aim. The dart was cast, and it pierced Balder to the heart, killing him instantly.

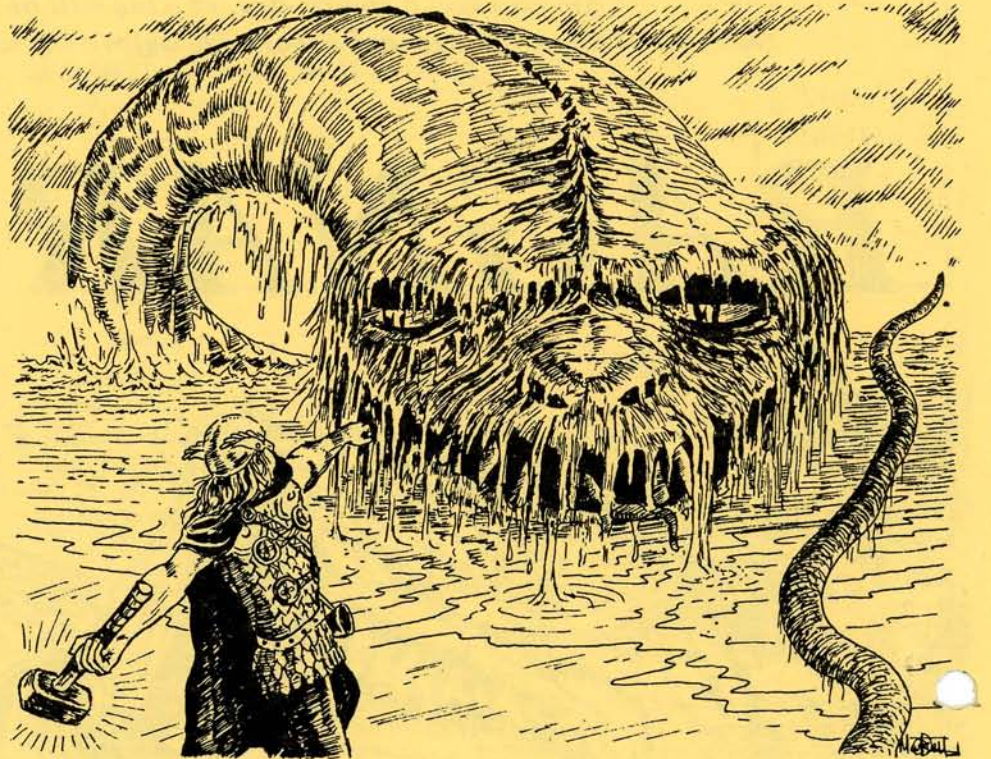
Hod killed himself, once the realisation of the deed sank in, and the Gods wanted to kill Loki, the instigator and true killer of Balder, but the place where they met was consecrated ground. Loki escaped and the Aesir grieved for Balder. Frigg offered herself to anyone who would ride to Hel

RAGNAROK

and ask her to release Balder back into the world of the living. Hermod, Odin's son, mounted Sleipnir, the eight-legged horse, and rode for nine days to the gates of Hel, and there he asked the ruler of the realm of the dead to release Balder. Hel stipulated that everything in the world must weep for lost Balder and then he would be returned to life.

The messengers of the Gods persuaded the whole world to weep, even the giants; everything except one giantess named Thokk. Hard hearted and stony faced, she ignored every plea to shed a tear, and Balder remained in Hel's realm. In the minds of the Aesir the suspicion lingered that Thokk and Loki were one and the same.

Eventually the grief of the Aesir diminished, and the Gods held a feast in Aegir's Hall. Unasked, but still (by the rules of hospitality) welcome, Loki arrived. The Trickster taunted and insulted the assembled company of Aesir, casting the worst possible light on their past indiscretions. Only Thor, who arrived after Loki, has the courage to expel him, and then the hunt was on for the Trickster.



The Aesir

DEITY	Other Deity	Class & Level	AC	CB	CR	hp	MV	THACO	AR	#AT	Damage	Notes
Aegir		R15	-5	+3	18"	387	42"	-1	14	2	4-40+11	Aegir's charisma is 19, not 9 as stated in DDG
Bragi	Idun	B20 C15/B13	-4 -3	+5 +4	25" 20"	388 329	18" 12"	0 5	15 20	2 3/2	3-30+10 1-10/3-18+8	Bragi's wife. Basket of Apples can cure one wounded figure per round
Forseti	Eir	R15 C20	-4 0	+4 +4	21" 21"	389 256	18" 12"	0 6	15 21	2 1	1-10/3-18+12 2-8+8	Goddess of Healing
Frey	Gerda	B15 C12	-5 0	+4 +3	21" 16"	388 216	18" 12"	0 11	15 26	2 1	1-10/3-18+12 2-8+8	Frey's wife
Freya		C15	-3	+4	18"	339	18"	6	21	1	2-8+12	
Frigga	Lin Fulla Gna	C15/B10 C12	-4 0	+4 +3	23" 16"	366 216	15" 12"	8 11	23 26	3/2 1	2-8+12 2-8+8	Frigga's handmaidens
Heimdall	Vor Syn	R17 MU15	-5 0	+4 +3	21" 16"	390 144	15" 15"	-3 13	12 29	2 1	3-30+14 2-8+5	double damage to giants, vorp effect on 17+ (14+ vs giants) Goddesses of Scrying
Hermod	Var	R15 C12	-3 0	+3 +3	18" 16"	340 216	15" 12"	0 11	15 26	2 1	1-10/3-18+12 2-8+8	Balder's brother Goddess of marriage
Honir		R15	-3	+3	18"	340	15"	0	15	2	1-10/3-18+12	Giver of souls
Magni	Sjofn Lofn	R15 C12	-4 0	+4 +5	20" 21"	325 216	18" 18"	-2 11	13 26	2 1	8-80 2-8+6	Goddesses of Love
Modi	Saga	R15 C12	-4 0	+4 +3	20" 16"	379 216	21" 12"	-1 11	14 26	2(4) 1	1-10/3-18+15 2-8+8	vorp effect; double damage when beserk Goddess of Drunkenness
Njord	Skadi	R12 C12	-1 0	+4 +3	18" 16"	300 216	12" 12"	4 11	19 26	3/2 1	1-10/3-18+10 2-8+8	Vanir; father of Frey and Freya Giant wife of Njord, mother of Frey and Freya
Sif		B12	-4	+4	21"	349	18"	4	19	3/2	3-30+11	
Tyr	Snotra	P25 M15	-5 -5	+4 +4	26" 19"	380 320	18" 32"	-2 6	13 21	2 3	2-20+12 6-24+12	Goddess of Self-discipline
Uller		R18	-3	+4	21"	390	24"	-1	14	2	2-20+11	THACO & AR given for sword; never misses with longbow
Vali	Gefion	R12 C12	-2 0	+3 +3	16" 16"	300 216	18" 12"	3 11	18 26	3/2 1	2-20+11 2-8+8	Odin's son Goddess of Agriculture
Vidar		R18	-3	+4	21"	380	21"	-3	12	2	8-80	

Where other deities are listed, lesser goddesses have combined their forces with the greater god concerned. They are not necessarily married to them.

The Aesir Forces

Deity	Foot Troops	Archers	Followers	Other Forces/Notes
AEGIR	9,400	2,350		
Balder, Hod, Nanna	21,600	5,400	4,750	(Nanna is Balder's wife)
BRAGI, IDUN	29,600	7,400	10,000	
FORSETTI, EIR	21,800	5,450	5,000	
FREY, GERDA	2,880	720	3,500	11,520 elven archers, 2880 elven foot, Gullin-Bursti
FREYA	13,400	3,350	6,250	
FRIGA, LIN, FULLA, GNA	13,200	3,300	14,175	960 Valkyries
HEIMDALL, VOR, SYN	21,200	5,300	4,250	
HERMOD, VAR	6,200	1,550	11,250	
HONIR	7,000	1,750	3,275	
MAGNI, SJOFN, LOFN	22,500	5,550	7,500	
MODI, SAGA	22,600	5,650	7,250	
NJORD, SKADI	6,000	1,500	3,750	
Odin	21,400	5,340		Freke, Gere
SIF	12,800	3,200	4,750	
Thor	39,600	9,900		Tanngrisner, Tanngjost
TYR, SNOTRA	20,400	5,100	4,500	
ULLER		25,000		includes 20,000 longbowmen
VALI, GEFION	5,400	1,350	7,000	
VIDAR	16,800	4,200		

Gods given in lower case are already dead when the scenarios begin, but their troops fight on!



Troop Type	Fig/Co	AC	HD/ Fig	Ratio	MV	Size	AR	ML	DL	#AT	Weapon/ Damage	Unit Type	Notes
Foot troops	45	4	36	2:1	9"	M	14	16	16	2	Longsword	Elite	
Archers	45	5	36	2:1	9"	M	14	16	16	2	Shortbow	Elite	Longswords for melee use
Longbowmen	45	5	36	2:1	9"	M	14	16	16	2	1-8	Elite	Longswords for melee use
Valkyries	9	4	20	2:1	36"	L	13	17	17			Elite	Stay aloft at medium height to co-ordinate the battle
Followers	19	4	35	5:1	9"	M	19	15	15	3/2	Broadsword	Elite	
Gullin-Bursti	1	-4	100hp	1:1	33"	L	21			2	2-20		Regeneration (3hp)
Freke, Gere	1	4	75hp	2:1	18"	L	36			1	2-20		Regeneration (3hp)
Tanngrisner, Tanngjost	1	0	100hp	2:1	24"	L	16			1	3-24		+6 damage if charging

Loki was eventually caught while hiding in the shape of a salmon. Vali, Loki's son, had been changed into a wolf and had run off towards Jotunheim after ripping Narvi, Loki's other son, apart. Loki was bound to three boulders with the entrails of Narvi, which became as hard as iron when wrapped around him. A venomous serpent was set above his face, which caused him to writhe in pain as its venom dripped onto him, giving rise to earthquakes. There Loki was to remain, with Sigyn, his wife, to hold a bowl beneath the serpent's fangs to catch some of the poison, until Ragnarok.

RAGNAROK

Still the Valkyries will gather the dead Heroes in Valhalla to await the Time that all know is coming. Every day the Heroes will fight in practice, and every evening they will feast in Valhalla, their practice wounds healed.

And so the Time begins. For three winters, the world of men, Midgard, will be at war without reason, honour or pity. Spring will come later each year; winter will be earlier and bite harder than before. The Fimbulwinter, the everlasting winter to end all winters, will converge from all four quarters, a presentiment of what is to come. Eggther, the watchman of the Giants, and Heimdall the watchman of the Gods, will see all this, and know that Ragnarok approaches.

The wolf children of the giantess of Ironwood, Skoll who chases the Sun and Hati, who chases the Moon, will catch and devour their prey. The Sun and Moon vanish, and the stars too. Loki's bonds — and all other bonds — will break at this sign. Fenris, the wolf-son of Loki, will also break free and the earthquakes caused by his struggles will trap all the dwarves and shake Yggdrasil, the World Tree, to its very roots.

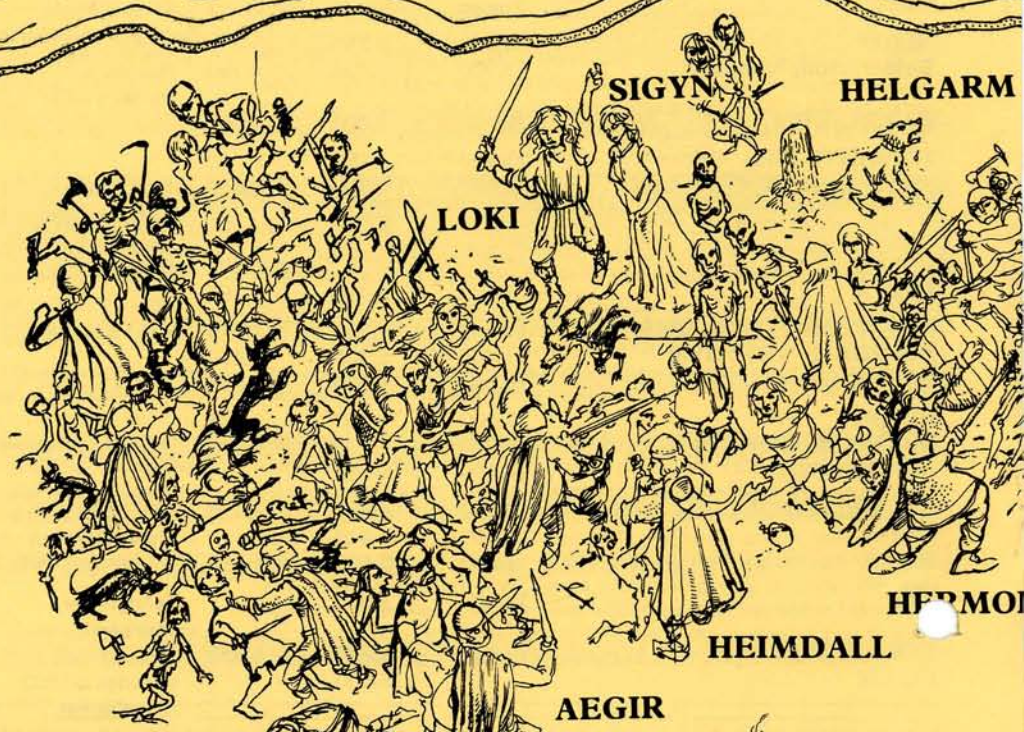
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The Giants under Hrym will sail to the plain of Vigrid in Naglfar, a boat made from the nails of dead men, propelled by the waves caused by Jormungand, the Midgard Serpent. Jormungand will be struggling to reach dry land so that it, too, can take part in the battle on Vigrid. Loki will also sail to Vigrid, his crew will be the dead of the realm of Hel, those not chosen to enter Odin's hall of Valhalla. Black Surt and his fire giants cross the Bifrost bridge, cracking and breaking it behind them. Fenris and Jormungand advance side by side, jaws agape, filling the plain of Vigrid, 120 leagues in all directions.

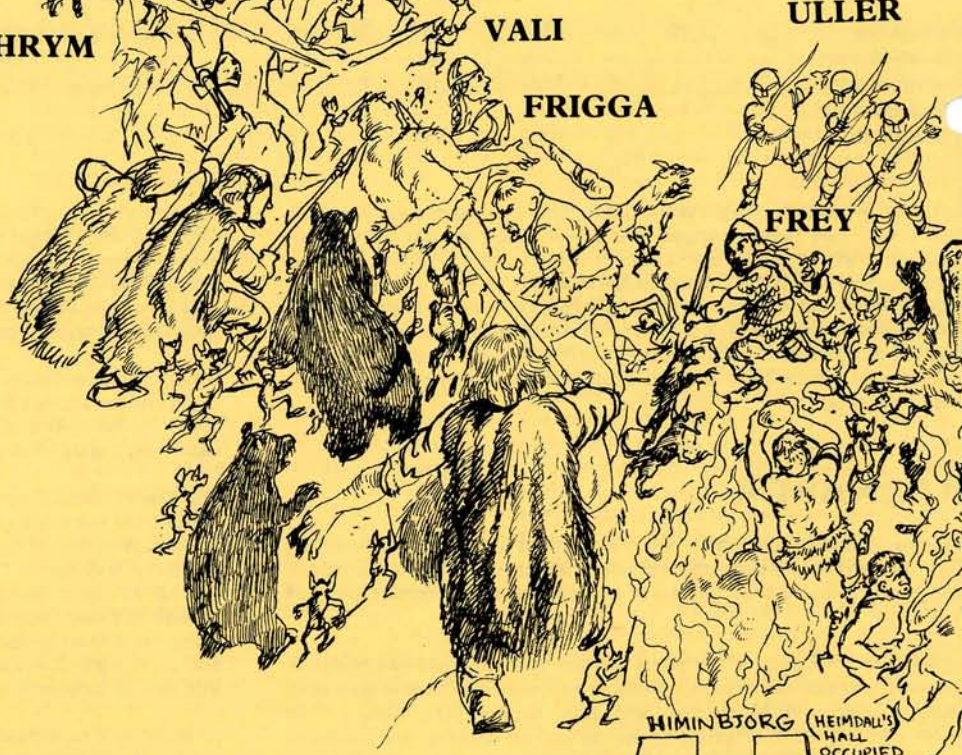
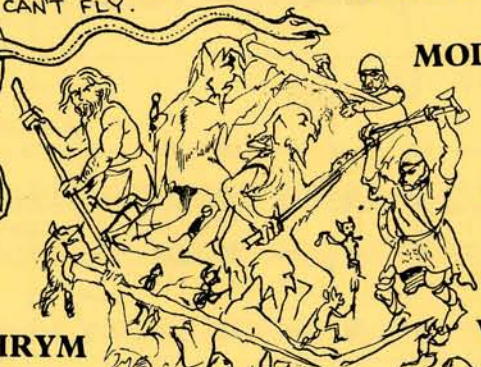
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THE

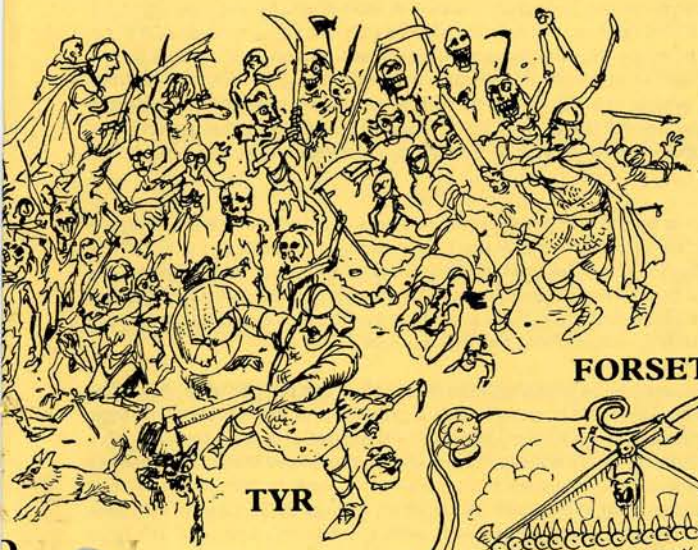
VANAHEIM



JORMUNGAND'S CORPSE:
AN IMPASSABLE BARRIER
TO UNITS WHICH
CAN'T FLY.

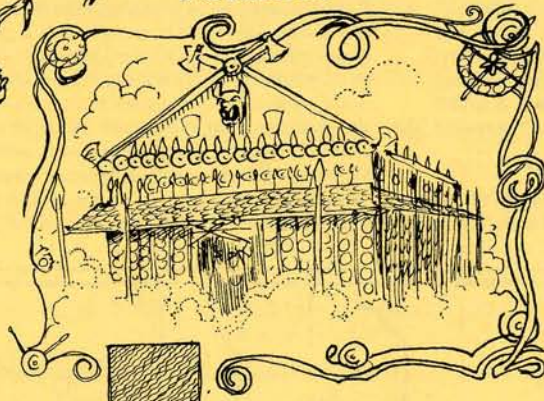


BRIDGE

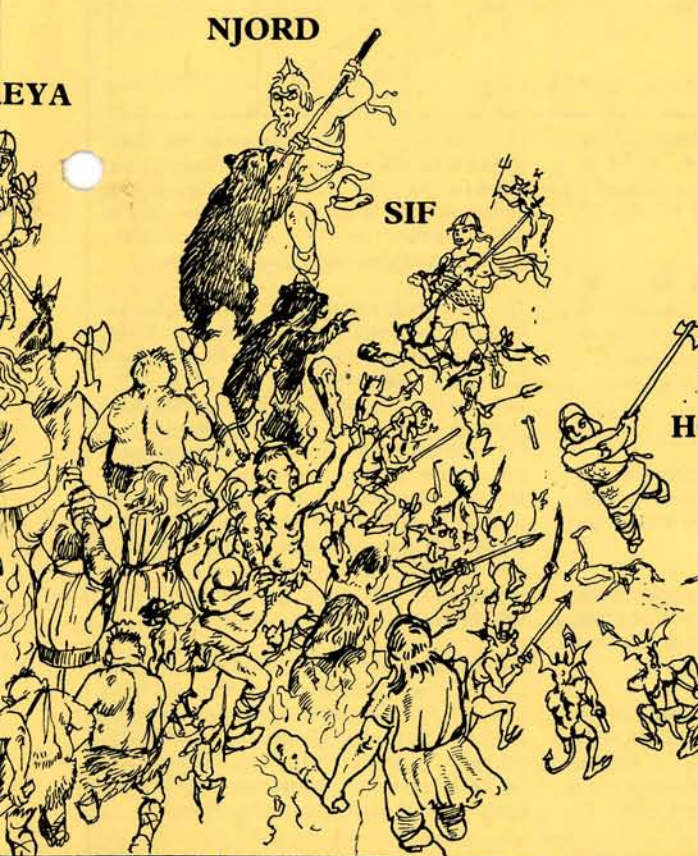


TYR

FORSETI



VALHALLA

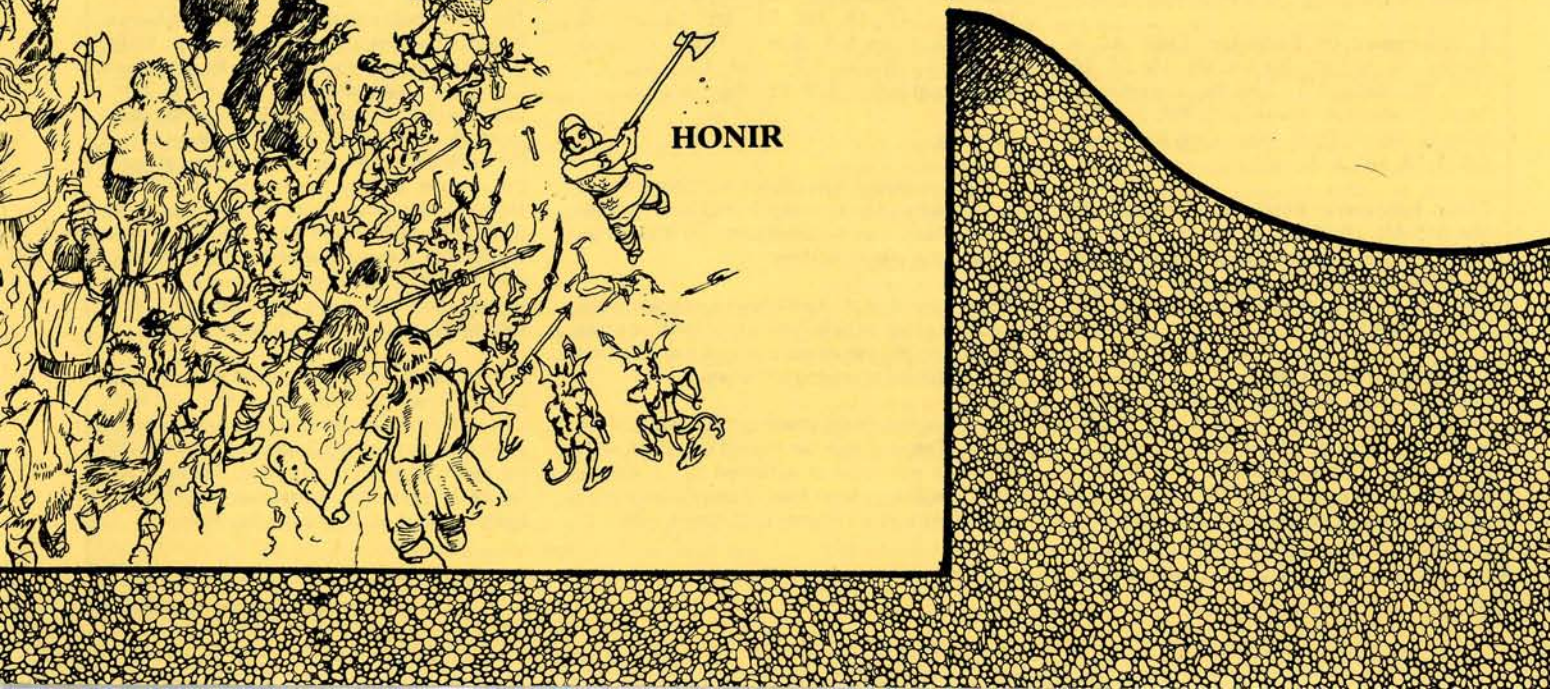


NJORD

SIF

HONIR

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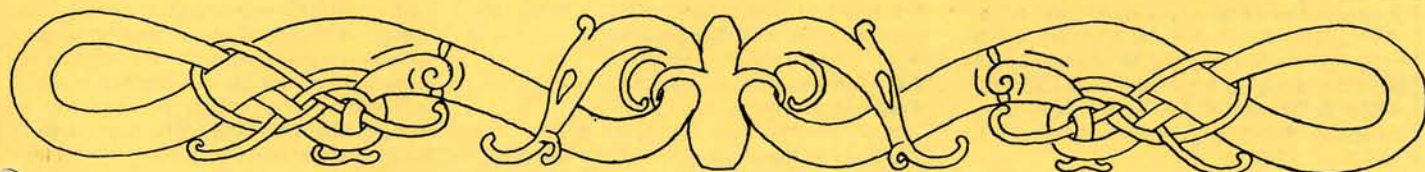
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The Giant Leaders

DEITY	Class & Level	AC	CB	CR	hp	MV	THACO	AR	#AT	Damage	Notes
Fenrir		-4			400	24"	2	17	1	9-90	450 warg bodyguards
Hel	C20/A15	-5	+4	20"	350	24"	6	21	3/2	5-50+8	Bodyguard of 2100 spectres, 1500 hell hounds and Garm
Hrym	Cloud Giant	-2	+4	19"	320	24"	-3	12	2	3-30+14	Commands the frost giants after Thrym's death, although he is a cloud giant; 3000 frost giant bodyguards
Loki	R12/A15	-4	+4	22"	300	15"	3	18	3/2	1-10/3-18+12	Bodyguard of 2100 spectres and 2400 dead heroes
Sigyn	C12	0	+3	16"	216	12"	-3	12	2	6-60+14	Loki's wife
Surt	Fire Giant	-2	+4	23"	380	15"	3	12	2	6-60+14	Bodyguard of 3000 fire giants
Skoll, Hati & 7 others	Wolves	-2			300	24"	4	19	1	6-60	Each has a 225 warg bodyguards; sons of Fenrir



The Giants and their Forces

Species	No of Companies	Fig/Co	AC	HD/ Fig	Ratio	MV	Size	AR	ML	DL	Weapon/ Damage	Unit type	Notes
Bugbears	5,000	6	5	30	10:1	9"	L	26	10	8	2-8	Regular	
Dead	2,340,000	10	9	10	10:1	12"	M	20	8	8	Broadsword	Mob	AR is improved by 4th level sergeants & 7th level captains
Dead Heroes	2,000	20	4	35	5:1	12"	M	13	13	13	Broadsword	Elite	Heroes 7th level, sergeants 9th level, captains 12th level
Ettins	4,000	15	3	20	2:1	12"	L	20	15	13	2-16/3-18	Mob	
Frost Giants	16,000	15	4	20	2:1	12"	L	20	15	13	4-24	Regular	Hurl rocks for 2-20
Fire Giants	28,000	15	3	22	2:1	12"	L	20	15	14	5-30	Regular	Hurl rocks for 2-20
Ghosts	10,000	15	0	20	2:1	9"	M		16	18		Mob	Aging attack worthless against Einherjar, but have usual fear effect
Ghasts	1,000	6	4	40	10:1	15"	M	15	12	12	1-4x2/1-8	Mob	Stench, paralysis
Ghouls	10,000	6	6	20	10:1	9"	M	16	10	8	1-3x2/1-6	Mob	Cause paralysis
Gnolls, foot	56,000	5	5	20	10:1	9"	L	16	10	8	2-8	Regular	
Gnoll archers	5,000	5	7	20	10:1	9"	L	16	10	8	1-8x2	Regular	Use broadswords in melee
Goblins, foot	53,000	9	6	9	10:1	6"	S	20	10	10	1-6	Regular	
Goblins, sling	15,000	9	6	9	10:1	6"	S	20	10	10	1-4	Regular	Use daggers in melee
Goblins, cavalry	5,000	9	6	30	10:1	18"	L	20	13	11	1-4x2/1-6	Regular	Mounted on wargs
Hell Hounds	20,000	10	4	55	5:1	12"	M	19	13	13	1-10	Mob	Breath weapon
Hill Giants	116,000	15	4	16	2:1	12"	L	22	13	11	2-16	Mob	
Hobgoblins, foot	44,000	6	5	12	10:1	9"	M	18	10	11	1-8	Regular	
Hobgoblin archers	11,000	6	5	12	10:1	9"	M	18	10	11	1-6/1-6	Regular	Use short swords in melee
Kobolds	69,000	10	7	5	10:1	6"	S	20	9	9	1-4	Regular	
Ogres	10,000	10	4	21	5:1	9"	L	21	12	10	1-10	Mob	
Orc, foot	138,000	6	6	10	10:1	9"	M	19	10	10	1-8	Regular	
Orc, crossbow	15,000	6	6	10	10:1	9"	M	19	10	10	1-4	Regular	Use short swords in melee
Orc, shortbow	15,000	6	6	10	10:1	9"	M	19	10	10	1-6/1-6	Regular	Use short swords in melee
Shadows	3,500	3	7	36	10:1	12"	M	16	10	8	2-5	Mob	Strength drain
Spectres	2,000	4	2	15	5:1	15"	M	18	12	14	1-8x3	Mob	Triple damage for double level drain effect
Trolls	10,000	6	4	36	5:1	12"	L	18	12	10	5-8x2/2-12	Mob	Regeneration
Vampires	600	6	1	46	5:1	12"	M	17	15	15	5-10x3	Mob	Regeneration, but cannot return to tomb so die normally; Double level drain cause triple damage
Wights	1,400	4	5	46	10:1	12"	M	15	10	11	1-4x2	Mob	Level drain causes double damage
Wraiths	3,200	6	4	31	5:1	12"	M	20	12	14	1-6x2	Mob	Level drain causes double damage

Note that creatures which normally require magical weapons to hit them are damaged by normal weapons due to the nature of Vigrid and its distance from the Negative Material Plane.

Intermediate Scenario

The Death of Fenrir

Odin is dead, swallowed by Fenrir. Vidar, Odin's son, attacks towards the huge wolf with the intention of slaying it, taking his retinue of Einherjar with him.

Vidar and the Heroes

Vidar: R18/god; Army commander; S 25 (+7, +14), I 20, W 19, D 25, C 25, Ch 22; AC -3; CB +4; HD 380hp; CR 21"; MV 21"; THACO -3; AR 12; PPD 2; P/P 2; RSW 2; BW 2; Sp 2; Wpn/Dmg/#AT 2x8-80

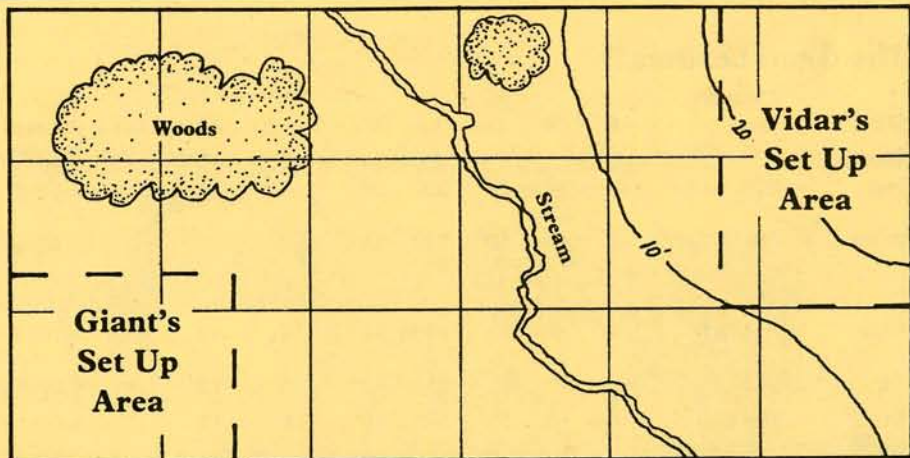
2 companies of Einherjar: as Basic scenario; commanded by Thorfinn Thorfinnson (CR 12") and Eric Halfhand (CR 14").

2 companies of longbowmen: Elite; AC 5; HD/fig 36; MV 9"; AR 14; ML 16; DL 16; #FIG 45; Ratio 2:1; Size M; Commanders Harald and Sigurd Sigurdson - CR 13"; F18; PPD 3; P/P 4; RSW 5; BW 4; Sp 6; Wpn/Dmg longbows 1-8/1-8, longswords 1-8/1-12, #AT 2.

1 company of Followers: as above, except that they are commanded by Rolf the Black - CR 7".

Fenrir and the Forces of Evil

Fenrir: the Fenris Wolf; Hero; AC -4; HD 400hp; MV 24"/12"; THACO 2; AR 17; MR 99%; PPD 2; P/P 2; RSW 2; BW 2; Sp 2; Wpn/Dmg/#AT bites for 9-90.



Fenrir's Bodyguard: mob; AC 6; HD/fig 25; MV 18"; AR 20; ML 12; DL 10; #FIG 90; Ratio 5:1; Size L; Worgs; PPD 11; P/P 12; RSW 13; BW 13; Sp 14; Wpn/Dmg bite 3-12.

2 Companies of the Dead: as above, in the Basic scenario.

The Sons of Thrym: Regular; AC 4; HD/fig 20; MV 12"; AR 20; ML 15; DL 13; #FIG 25; Ratio 2:1; Size L; Commander Ygvigni - CR 5"; Frost Giants; PPD 8; P/P 9; RSW 10; BW 9; Sp 11; Wpn/Dmg 4-24; hurl rocks for 2-20.

Skullcrackers: Regular; AC 7; HD/fig 20; MV 9"; AR 16; ML 10; DL 8; #FIG 15; Ratio 10:1; Size L; Commander Manripper - CR 6"; Gnolls; PPD 14; P/P 15; RSW 16; BW 17; SP 17; Wpn/Dmg composite longbow 1-6/1-6, longswords 1-8/1-12.

Set Up

Toss a coin to determine who sets up first. The players then alternate deploying their units in any positions in the indicated set up areas until all are deployed. Fenrir must be deployed in the centre of the mob of bodyguard worgs. The Heroes are side A during the first two turns.

Vidar will be the Army Commander even if a higher level PC is available. The Heroes will have achieved success when they get Vidar into combat with Fenrir, but they will be honour-bound to protect the God while this combat is resolved.

If no role-playing characters are involved, the scenario is decided solely on whether Vidar engages Fenrir in combat.

Many other scenarios can be generated using the tables provided. The inclusion of the undead is may seem particularly odd, given that Norse mythology had only one kind of undead: a weak 'revenant' type zombie that was unable to rest until its aims in life had been fulfilled. The undead are included primarily because of their importance within the structure of the AD&D game. They are certainly evil enough to have a place within the ranks of the giant army. The inclusion of orcs, goblins, hobgoblins and the like may also seem distinctly 'unNorse', but these creatures are the closest AD&D game equivalent to the smaller giant kin that appear in some versions of the Norse legends.

THE LEGEND

According to Norse legend, Ragnarok ends (and with it, the Nine Worlds) in the following manner:

Heimdall will find Loki and slay him, but in doing so will sustain tremendous wounds and die himself. Surt will find Frey and kill her. Tyr will search for Fenris, to revenge himself for the loss of his hand when the wolf was first bound. Fenris will have already been slain by Vidar, in revenge for the death of Odin, and Tyr will meet Garm, the hound of the underworld. Tyr and Garm will slay each other.

The Einherjar, gathered by the Valkyries solely for this battle, will be long dead. With the death of Tyr all the Aesir are gone and the Giants and their evil kind will have won the day, but only for a short time. Devastated and wracked beyond endurance, the earth will become a shapeless mass, and even the remaining stars will fall into the void. Surt will set fire to all of the Nine Worlds and the seas will boil; the earth will sink into nothingness. Only Yggdrasil, the World Tree, will remain, scorched and battered, but still whole.



But, as the Norns predicted, a new Middle Earth will rise from the void, so rich and fruitful that crops would grow where no seed has been sown. And into this new world would come survivors of the battle, to build the new race of Gods and Men.

CREDITS

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