

Angur-Boda (Giantess-Witch) "Distress-Bringer"

by Joel McGraw (from "For better or Norse: I", Dragon Magazine #110)

ARMOR CLASS: -2

MOVE: 15"

HIT POINTS: 200

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 4-24 (+9)

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Regeneration, resistance to fire

MAGIC RESISTANCE: 75%

SIZE: L (10')

ALIGNMENT Neutral evil

CLERIC/DRUID: 10th level in each

FIGHTER: As 16+ HD monster

MAGIC-USER/ILLUSIONIST: 20th level magic-user

THIEF/ASSASSIN: 10th-level assassin

MONK/BARD: Nil

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

S: 21 (+4, +9)

I: 22

W: 14

D: 14

C: 23

CH: -1 or 23

LEVEL/X.P. VALUE: (determine)



Angur-boda is a fearsome giantess-witch who dwells in Jarnvid, a forest within Jotunheim. There, she and her fellow witches plot the ruin of the Aesir and await the day of Ragnarok. Though her natural form is that of a hideous giantess, she can appear as a stunningly beautiful woman. In the latter form, she often walks among both gods and men.

The witch is resistant to heat and flames as if she were wearing a double-strength ring of fire resistance. She regenerates lost hit points at a rate of one per round. The only way to stop this regeneration is to reduce her to -10 hp and then burn her entire body completely to ash (a process which takes at least one full day).

Though she prefers to use spells or assassination against her enemies, Angur-boda occasionally does battle with a skull-capped staff of striking that does 4-24 hp damage. This staff can *Slay Living* by touch, once per day.

Angur-boda is the mother of the monsters Fenris Wolf, Hel, and Jormungandr by Loki, and of Gerda by a frost giant.

