

Death in Botnane

A scenario for the role-playing game "Nordiska Väsen"

A homemade scenario for the role-playing game Nordiska Väsen from Free League. The mystery was written in the same format as "The Dance of Dreams" from the core book. There are some practical differences: Clues are more connected to people than to places, and the last part of the mystery has a more linear structure. I have also chosen to structure the sections on places a little differently, because I feel that challenges and clues are closely linked. Therefore, they are listed together and not under separate sections, as is done in the book.

It is not necessary to meet all people or visit all places to solve the mystery, because the central clues are repeated in two or three places. The Mystery introduces a creature from Norwegian mythology, which I have adapted to the game: The Norwegian Sea Draug! The stories about the draug are taken from Norwegian folklore.

Also, I have the swedish edition, so there may be some wrong english terms concerning the game rules.



Introduction for GM	4
Prehistory	4
The Draug Jonas Djupvik	4
Conflicts	4
Primary	4
Secondary	4
People	5
Asta Berle	5
Jørgen Berle	5
Conrad Blichfeldt	5
Marie Blichfeldt	5
Edith Djupvik	6
Knut Djupvik	6
Countdown and disaster	6
Countdown	6
Disaster	7
Introduction	7
Invitation	7
Preparations	8
The journey	8
Arrival to Botnane	9
Places	11
The pier in Botnane	11
Asta and Jørgen Berle's cabin	12
Clues	12
Conrad Blichfeldt's house	12
Clues	13
Jonas Djupvik's house (unnamed house on the map)	13
Clues	13
Frøysjøen (the fjord between Botnane and Floro)	14
Clues	14
Boat house in Florø	14
Clues	15
Cemetery in Floro	16
Confrontation	16

Aftermath	17
Appendix A: Draug	17
The Sea Draug (Norway)	17
Conditions	18
Magical powers	18
Characteristics	18
Secret	18
Ritual	18
Combat	18
Stories of the Draug	18
Appendiks B: Sources	19
Appendiks C: Handouts	20
Botnane, large area	20
Botnane, local map	21
From Flora Tidende 2. Februar	22
Letter to Edith from her father, 3. Februar	23
Invitation	24

Introduction for GM

Prehistory

A dead man drifts ashore at an islet outside Florø, and is found by a young girl who works at the fish sanctuary. The body's face is eaten by small fish, and the clothes are torn up. The stomach bulges out due to decay. A few strong guys from the police have carried him up to the church together with Jorgen Berle, a young man from Botnane, but the soil was frozen, and so he lies under a sail canvas in a boathouse in Floro, waiting to be buried.

The Draug Jonas Djupvik

Jonas was a childhood friend of Skipper Conrad Blichfeldt. He was a good and experienced sailor, but also jealous of his friend Conrad who married for a fortune. He fell into the sea by accident before Christmas. He was about 40 years old. He disappeared into the sea and has returned as a [draug](#), a malicious creature that will drag all people into the sea.

Conflicts

Primary

Jonas Djupvik has drowned at sea. He worked on Captain Conrad Blichfeldt's fishing boat, and has repeatedly complained about the conditions and being forced into storms. No one on the ship saw him go overboard, and some whisper that he was killed by Conrad, but there are untrue rumors being spread by Conrad's neighbor Asta. Now he walks as a Draug, a malicious creature who wants to drown all people. The draug is vengeful and does not forget people he has met in his undead state. The thirst for revenge has nothing to do with Jonas' life, it is a quality draugs have. They have no ability to show mercy, and can not be spoken to. ([See more about the Draug in a separate section in the appendices at the end of the document.](#))

Secondary

Jørgen Berle's mother Asta has appointed herself Goda, (female priest from Norse times) to bless fishermen before they go to sea. Skipper Conrad Blichfeldt does not like her scaring the fishermen with old superstitions. Asta believes that Conrad is to blame for a number of disappearances at the fish saltery in Floro, and that the motive is sabotage. She believes he uses old magic to lure them into the sea. She has made her son, Jørgen, put seaweed and shells in hidden places around Conrad's house, to scare him into confessing. This has made Conrad paranoid and suspicious, and given the house a terrible stench of rotten fish and seaweed.

People

Asta Berle

Asta is a lady from Christiania (Oslo) who has moved to Botnane to marry Jørgen's father, Kristian Berle. She was a writer in her young days, but has turned her back on the city to live in the idyll of Botnan with her husband, who was a fisherman. Since becoming a widow, she has been obsessed with dead sailors. Inside the small community of Florø, she has started an Asa cult, and several of the fishermen from Florø come to the bottom to be blessed. She believes in spirits, beings and gods and mixes Norse beliefs with other folk beliefs. She seems friendly, loving and distracting, but hides a sick, confused and manipulative mind behind high social intelligence. She has heard about Linnea from friends in Stockholm, and would like help investigating a number of disappearance cases at the old fish saltery in Florø. She thinks Conrad Blichfeldt is dangerous and has something to do with it, because he is going to start a modern fish factory in Floro. She tries to manipulate the characters to come to the conclusion themselves. She also holds Conrad responsible for the neighbor Jonas' death, but does not know that the body in Florø is Jonas. She can also provide information on how to handle the Draug if asked directly.

Jørgen Berle

Jørgen is Asta's son. He is twenty years old and big and strong, but dependent on his mother. He has conflicting feelings about the sabotage against

skipper Blichfeldt, and can be evasive and angry if he is pressured for information. Fortunately, he is not a pathological liar like his mother, and he is the only one who has understood that the body in Floro is probably Jonas. The rest of the community is silent about it or thinks it is an English sailor because of some special clothes.

Conrad Blichfeldt

Conrad is a fair boss and a good business man. He wishes well for everyone, and even has sympathy for Asta, whom he considers insane, and therefore he gives her a little money or food sometimes. He has not understood that she is behind the sabotage, but is skeptical of strangers, especially if they walk unannounced around his house. Conrad is about 50, has inherited a lot of money from his father-in-law, and wants to start a modern fishing facility in Floro with machines, and become a factory owner instead of a skipper. Conrad mourns his friend Jonas, and the grief is extra heavy because they were on unfriendly terms. He only talks about this when he is drunk.

Marie Blichfeldt

Conrad's wife is from a Danish noble family and longs to return to Aarhus, where she lived on her father's estate and rode horses. She tries her best to clean the house, which always stinks of fish, and serves tea in Chinese porcelain and French macaroons. She is a devout Christian and hates everything supernatural. In her room you can find a

newspaper article about "idolatry in Botnan", and she would like to show it to you, if Conrad gives her the chance.

Edith Djupvik

Edith is an honest and fearless woman, widow of Jonas (the Draug), and has moved to the city. She works as a servant in the church, waiting for a position at Conrad's upcoming fishing business. She knows very well that Jonas' death was just an accident and does not believe in draugs and trolls, and it takes a lot to convince her otherwise. Edith's father Ronald is a doctor, and she has medical equipment in her house, right by the church in

Floro. She also has access to holy water in the church, but since she does not believe in supernatural beings, so she must be persuaded to fetch it.

Knut Djupvik

Knut is Edith and Jonas' nine-year-old son. He is born with "sight" and can see beings, but is not afraid of them. He can tell the story of the draug that became a seal (see: Floro: Boathouse). The mother hates her son's stories and interrupts when he wants to tell. If Jørgen dies, Knut can tell about the body in the boathouse, he has dreamed that it is his father.

Countdown and disaster

Countdown

1. Conrad catches Jørgen hiding fish remains in the basement of his house, and knocks him unconscious. Conrad is now hostile to Asta. It's starting to snow, and it can be urgent to get Jørgen to the doctor in Floro if he does not recover. All the characters get nauseated and sick and the air smells of seaweed.
2. A group of angry fish saltery workers enter the pier in Botnane, encouraged by Asta. They can be calmed down if Jørgen stands up to his mother, but otherwise they will try to take Marie and Conrad to the police in Florø, because they believe in Asta's witch doctor theories. If the men succeed in entering the boat, they are forced back by the storm and their ships are sunk. Jørgen is weak, and is starting to get cold. He will not survive long without medical help. (If the players have not heard of Jonas' body in the boathouse in Florø, then Jørgen can say something now). Out at sea, one of the game leaders can glimpse a man rowing in half a boat. He rows quietly and calmly, as if the sea were calm. You hear the draug's screams that frighten everyone on the pier (Horror 2 if first encounter), and one of the fishing workers goes down to the sea to drown.
3. Men disappear one by one without a trace from the pier in Botnane or Floro (or from the ship). If you open a door or move something, seaweed falls out. A flock of black gulls emerges from the winter storm

and peck at the sailors' eyes. It's important not to answer if the Draug calls you, otherwise the Draug will seize the character and drag them into the icy depths with an incredible force. Cooperation and luck is needed to allow the characters to help the victim. From the sea you can hear a deafening scream that scares the characters mindless (Horror 1 if you have heard the scream before, otherwise 2). If Conrad is present, he loses his mind and panics. Crabs and birds pull on clothes and hair and the snow stabs like needles in people's eyes. One possible solution to get away from danger is to puncture your own eardrums and escape, another is to cover their ears or shout the same words back to the draug. If he shouts a name, you have to resist it. (Magic 5 or manipulation 9. The game leader chooses how difficult it should be.)

Disaster

There will be a full hurricane, wood will shatter. There is a heavy snowfall and one of the characters will be disoriented and gripped by two incredibly strong, icy cold hands. Suddenly the wind stops. The person falls into the sea where he looks straight into Jonas' icy gaze, and dies. You can complete the mission, but the character is dead.

Knut Djupvik, can come to Uppsala with his mother and possibly join future assignments as a character. He wants to ask if he can swear the Society's oath. He may also have written a letter waiting in a cabin on the ship. Knut was born with the sight, and his dark secret is that his father became a draug. If a player wants to use him, one should take into account that he should have a great resistance to terror.

Introduction

Invitation

Asta Berle writes a letter to Linnea Elfeklintcases, in which she asks for help in solving a number of disappearances in the town of Florø. Workers at the salt house (herring saltery) down by the quay disappear one by one, and Asta suspects that more than ordinary foul play is at stake. She does not know Linnea's situation or age, so she will probably be surprised when the company's members show up.

Dear Mrs Linnea Elfeklint.

The devil is loose in Florø! I know you know such things, I have it from my friend B, who says you are the best at this kind of thing. Men disappear from the fish saltery without the slightest trace. It would

be an honor to receive you in Botnane soon. Logings will be arranged by me and I'll pay you whatever you require. I'm afraid evil people have contacted the ancient Gods or a spiritus for profit. They must be stopped! You must help me, otherwise God knows what will happen to our good town.

You shall sail from Stockholm to Florø with the "DS Constitution". My son, Jørgen Berle will accompany you out here to Botnane. I will arrange all the practical matters.

With the most reverent and humble greetings, your always faithful servant,

Asta Berle

[See handout](#)

Preparations

I suggest that preparation takes place on the journey. It's about a hitherto unknown creature, and it's urgent! You sail to Floro on a larger ship, and there you can find equipment and talk to sailors and passengers. Unfortunately, there is not a single book on board, so information must be sought in Botnane or by talking to people.

The journey

Ship from Stockholm to Floro (DS Constitution). The ship is comfortable and clean. The journey takes about three days with short breaks. The story begins the evening before the characters approach Floro. You are standing by the railing admiring the landscape, when Olaus, an old scarred sailor in a spotless white uniform, comes over and asks what you are looking for. He talks of mermaids:

1: "I heard you were going to Botnane. Do you want advice? Do not stare at the sea! Keep an eye on things that have to do with life on land, look down at your hands! You do not believe me, do you? Do you think the stories of mermaids are just fabrications? No, come here and listen to old Olaus! I've seen one. And she was no beauty as in fancy paintings, oh no! She, or it, had a large mouth with sharp teeth, a long, long forehead that sloped backwards, and was wrinkled like a corpse lying in water. A real "Margyge". Oh the devil! Keep an eye on the boat! There is a lot out there that shouldn't be seen. Yes and besides ... "

He is about to continue, but a rat darts over his trouser leg and Olaus swears. This is a clean and tidy ship, and you must help him catch the rat. If the characters want to hear more, they can help Olaus, preferably with a knife or pistol, and get an advantage (knowledge of the sea creature) and this story and a shot of whisky with Olaus:

2: In 1837 in Lurøy, the farm workers drank together on Christmas eve. When they ran out of liquor, a farm hand went down to the pier to fetch some Cognac. Han unlocked and filled the pitcher. But when he was on his way back across the bridge, a man with no head was blocking his way. The farm hand recognized the Draug right away, and he didn't see any other way out than to hit him, so that the

Draug fell from the bridge with a scream. He continued on his way back to the house, but suddenly he saw a whole crew of draugs crawling up from the beach. He thought they would catch him if he went around the graveyard, so he boldly jumped the fence. As he ran past the graves he screamed “Up! Up all Christian souls, and save me!” In that very moment the clock struck twelve, and the ground started shaking below his feet. When he exited the graveyard safely on the other side he looked back. He saw the gang of draugs flowing into the graveyard, but there they met an army of dead ones, who wanted to help him and protect this place against the unholy creatures. It was a hard fight: The dead were armed with pieces of coffins and stones, but the draugs fought with seaweed, oars and pieces of shipwreck. The farm hand did not dare to look any more, but rushed straight to the house, threw away the pitcher and went to bed. The next day was Christmas day, and the other workers did not believe his story. But when they came to the church for mass and saw the graveyard, they all believed him: It was strewn with broken oars and pieces of coffins.

Olaus gives you a stern look, and then he laughs and offers whiskey.

Lead: People believe in the draug, and it can be fought with Christianity.



See also the larger version of the map further down under handouts.

Arrival to Botnane

You will be picked up from Florø by Jørgen Berle, and sail to Botnane.

We are approaching Botnane. We board a fishing boat in the new town of Florø, with many fishing boats and bustling activity on the quay. A short distance behind the fishing quay, a large wooden warehouse is being built. Halfway out on Frøysjøen, it is as if all sound disappears. You see the waves crashing against the pier, but a strange wind cancels all sound. The seabirds' screams can not be heard, and a feeling of air pressure and not being able to breathe hits you. The weather is clear and beautiful.



It is early morning and the sky is red on the horizon. Botnane is windswept and deserted, except for a cluster of four residential houses, which Jørgen says has been a seasonal home for local herring fishermen for a long time. The pier is large with several small houses for fishing nets along it, but no fishing boats except the one you're sailing in. The place is quiet. The first house you can see is a white painted house, which has a garden after the English fashion and a large green painted front door. A little further up the slope is a simple but well-kept cottage. A third house looks like it is going to collapse, leaning against a tree, and the last house is well kept but there is no light in the windows (This house is unlabeled on the map below). In the background, snow-capped mountains can be seen, but the landscape itself is bare and barren.



Places

Much of the story is intended to take place outdoors, and it is fairly linear, although the characters will probably find some detours. Suggestions for order of places, which the characters can of course deviate from:

*Asta -> Conrad (step 1) -> Jonas (step 2) -> Frøysjøen -> Båthuset i Florø -> Kirkegården,
And step three can take place at any of the last three places.*

This mystery could drag out. I suggest progressing fast. Don't let characters played by the game master stall time with vague allusions. It is also recommended that you change scenes abruptly. It should feel a bit like being thrown around in a storm.

The pier in Botnane

There is a total absence of sounds in Botnane this morning. There is only one fishing boat left at the large pier. All voices seem subdued and even though there are only four houses, the path system that connects them is confusing. It is a shallow beach, which is completely covered by dead jellyfish. There are no people to see on the pier. Jørgen, who otherwise has not said much during the crossing, suggests that you go up to Asta's house and talk to her. He starts walking without waiting for an answer.

Asta and Jørgen Berle's cabin

The house is small but well kept. Asta says that she has lived in Christiania, and has visited Stockholm in her young days. She asks if you want herring for breakfast. She is surprised that you are so many, and asks which of you is Linnea Elfeklint.

"Yes, you probably saw the new factory being built in Florø. The saltery is located right next door, by the pier. Oh well, it will probably be closed down now. The heyday of herring fishing is probably over. It is cod that is the future, Conrad has understood that. "

She pretends not to think there is a connection between the new factory and the disappearances of workers from the old, manual saltery. If the characters mention it, she protests loudly. She wants help finding out who the culprit is. She says that she thinks someone has used magic, and that she herself is an expert in dark forces. She also says that her dear neighbor Conrad has a problem with a bad smell in her house.

Clues

1. Hint: Asta does not know the company.

One can also reveal that she does not have "the sight" or knows Linnea Elfeklint, as she does not even know Linnea's age. If you mention the company, she says that she is often asked for advice from the members of the Society, because she is an expert on gods and beings. She is also a Sunday child herself. (Choose how clear you want to make her ignorance known.)

2. Hint: *Jonas is dead at sea*

You see through her, you can learn that she is actually driven by revenge. She believes Conrad killed the fisherman Jonas, because Jonas criticized the working conditions. She also believes that Conrad killed the workers at the saltery to remove the competitor to Conrad's factory. This requires that she be seen through with empathy

3. Hint: *Jørgen knows something about Conrad's house.*

If you ask about the smell in Conrad's house, Asta and Jørgen become quiet and look down at the floor. Jørgen hides something: he is ashamed of sabotaging Conrad's house with fish leftovers. Conrad is also his boss. If he is pressured (3) he can tell that he does not really think it is something supernatural, but maybe they do not clean? More will not be revealed until countdown 1. Jørgen is not very smart.

Conrad Blichfeldt's house

You walk up through arched hedges and knock on a large green wooden door with herringbone pattern. The house is beautiful and the windows clean, but there is a faint hint of rotten fish around the whole house. A woman with beautiful hair comes out and stares at you. "Conrad," she shouts, and a man with a huge mustache

comes out the doorway. "Do not stand there and freeze, come in," he says. As you enter the living room, a terrible stench hits you, but the couple seems to ignore it.

Conrad is very suspicious, but becomes extremely helpful when he hears that the reason for the visit is to solve the deaths in Florø, (if one does not mention that he is a suspect, of course. But he will help in solving the case anyway). He introduces his wife, Marie, who has strong opinions about Asta, and finds it embarrassing that a crazy woman lives in Botnane. Marie serves tea in fine cups and wants to hear news about what is played at the Royal Theater in Stockholm. If one mentions smells, she says casually that she can't smell anything and opens a window.

Clues

1. *Hint: Newspaper article about asa faith (belief in norse gods) in Botnane, and about the disappearances in Florø..*

[See newspaper article in handouts further down](#)

2. *Hint: Edith's husband Jonas is dead.*

Conrad talks about his former neighbor. The widow Edith Djupvik has moved to Florø with her son. Conrad is proud that he will get her a job at the new factory that he is planning in Florø. "Out here, we take care of each other, you know. We stick together. "

Conrad insists that you live with him, as Asta's house is so small. He mentions that he periodically provides food for Asta, because Jørgen works for him.

"It's cramped up there at Asta's, and food is bad. Marie, are the guest rooms ready? Have you seen the new warehouse building being built in Florø? It is seven meters to the ceiling. Seven! "

Jonas Djupvik's house (unnamed house on the map)

The house is clean and looks recently abandoned. Items are left in boxes. The door is not locked. There is an unopened letter in the kitchen, and in the living room there are bookshelves. The house is freezing cold, but the air smells fresh and clean. If you examine other rooms in the house, you will find a children's room with boxes with illustrated books, and a study with a view of the fjord. (Here you can possibly see a ship approaching, if step two fits now.)

Clues

1. *Hint: How to handle a draug.*

The house has recently been abandoned, and there you can find a book about the draug if you look in the living room or children's room. The book has a chapter on sea monsters, and the kraken and draugen can be marked with bookmarks or donkey ears. It says how to guard against the draug, and signs that the draug is close.

- a. Many jellyfish on the beach are called the “Draug’s vomit”
 - b. You must not answer the draug, but repeat what it says, with your back to the
 - c. The draug’s scream is dangerous
2. *Hint: Jonas has a widow who lives in Florø*
There you will also find a contract that shows that Jonas worked for Conrad, and possibly a letter to Jonas’ widow Edith, who has moved to the neighboring town of Florø, [see letter under handouts](#).

Frøysjøen (the fjord between Botnane and Floro)

Jørgen has to go to the doctor in Floro and you do not have much time now, it is blowing up into a storm! The sea is gray and strikes hard against the boat. It’s still quiet and the air pressure is immense.

Here, step three can take place if there is a lack of action or the characters do not move on. It will then be up to the characters or possibly Conrad to cover the ears or repeat the draug’s words, and then take over the helm. You can glimpse the draug from a distance in half a boat.

Clues

1. If players lack information needed to find the corpse of Jonas, Jørgen can mention the body in the boathouse in a delirious state and shout “Jonah in the whale’s belly! God have mercy on me! I have sinned! He’s in the boathouse!” before he dies, and step three can also take place later at the harbor in Floro.
2. Asta can provide more information about the draug if needed. Conrad may also have this knowledge, although he has not believed in it until now.
 - a. Draugen is a drowned sailor
 - b. He steers half a boat with a torn sail
 - c. He pulls you down into the sea
 - d. The Draug does not tolerate holy water

Boat house in Florø



Florø is a larger place than Botnane, with a town hall, church and a fish saltery. The town is characterized by trade and industry. The city is located on a promontory, sandwiched between the sea and steep mountains. As you arrive, you can see people rushing home to seek shelter from the storm, but on the pier there is still some activity.

The silence and the rotten smell follow you to Florø. Around the boathouse by the pier you can feel pressure in your ears and it becomes difficult to breathe. Here it is likely that countdown three will occur, if it did not happen at sea. At the boathouse you can meet Knut, Jonas' son, who does not feel discomfort when he is there. He can tell about strange dreams. If you enter the boathouse, you must roll for terror (1) when you see Jonas' corpse. The body's face is eaten by small fish, and the clothes are torn up. The body is completely frozen and black, but the stench is still strong.

If Jonas is buried or blessed here, it is important that he is placed away from the pier and the sea, where the players will notice that it will be a little calmer and safer. Crosses and Christian symbols also help.

Clues

Knut can tell the story of the draug who took revenge, which shows a more personal and vengeful side of the draug. The mother, Edith Djupvik, will oppose him telling if she is there.

A man had bought a new fishing boat, to go fishing in Lofoten. He sailed north with his crew and moored in the moonlight. The captain went away for an errand, and when he came back he saw a stranger go aboard. He heard the stranger mumbling to himself “No, this is not right”, as he tried all the cabins. When he finally reached the captain’s cabin he said “Yes, this will fit.” The captain got very angry and hit him with his staff across the back and screamed “Yes, if it fits you, it fits me!”. The

stranger fled the boat, down between the rocks on the beach so they struck sparks, and down into the water the mareel (natural phenomena, glowing lights under the sea) followed him. Then the captain realized he had met the Draug. As they continued north, a storm rose on the West fjord. The draug approached the boat in the form of a seal, and broke the rudder, so they couldn't steer, and they capsized. The captain was the only one who died in the accident.

He can then give the following clue: *The body must be buried in a place that is not visible from the sea.*

Cemetery in Floro



Here you meet Edith who takes care of the graves. She can tell that she moved here when Jonas, who worked on Blichfeld's boat, died. Here Jonas can be buried, out of sight of the sea. In the church there is holy water by the baptismal font. Edith has keys. You can also smash a window and climb inside.

Confrontation

In the cemetery, a dense fog and smell confuse the characters, who must boil water and pour on the ground to be able to dig the hole, because the top layer of the soil is frozen. The cemetery is close to the sea, and it is important that the body is buried in Christian soil in a place that is not visible from the sea. Conrad (as captain) or Edith may bless the mortal remains of Jonas. Holy water can make you feel safe while digging.

Aftermath

Knut will come out and shout "Now Dad has peace, I saw him!", And Conrad or Edith can promise the players extra money (assets) for the next mystery. The next day the sea is roaring and the air is fresh and the sounds return. Knut comes running to the harbor and asks to be allowed to swear allegiance to the Society. The water splashes against the bow, while the Society travels home to Stockholm and then takes a wagon to Uppsala. As they sail out of the fjord, they can see a lone seal watching them, sitting on a reef.



The ship they sail with is large, and there is a priest and a family doctor, so any treatment can be done on the ship instead of at home at the castle Gyllencreutz.

Appendix A: Draug



The Sea Draug (Norway)

The Draug is a supernatural being who exists in myths in many parts of Norway. In the old days, fishermen in the north believed that the Draug sailed in a boat with ripped sails, and that he was an omen of death for those who saw or heard him. The Draug is a physical being, and also the draug of a dead fisherman, lost at sea and not buried in Christian soil. He can be a warning of death or accidents at sea. He is sometimes described as a sailor without a

head, who sails half a boat, or a man rowing backwards far out in the ocean. When he appears, he lets out an ice cold scream.

The Draug is evil, and wants to drag sailors with him into the ocean. If there are many jellyfish washed up on the beach, it can be a sign that a Draug is near. Rocks with seaweed on them can be the Draug in disguise, so those should never be used as ballast. He is associated with darkness and storm. He can be encountered along the coast of Norway, but also near the west coast of Sweden and the exposed west coast of Denmark.

Conditions

1. If hit or threatened, will return at night for revenge.
2. Will steal a piece of clothing from a PC to take control of them
3. Body control - 3
4. Manipulation - 4
5. Broken: Returns to the ocean for 3 days. A storm will rage.

Characteristics

Might 10 Body control 4 Magic 5 Manipulation 9 Horror 2/1

Secret

A sea draug can not be defeated by human beings, but fears Christian symbols, and can be scared away by the ghostss of people who have lost loved ones at sea. If he speaks or calls a name, you must repeat his words and turn your back to him.

Magical powers

Lures people into the sea.
Confuses people, so they lose their way.
The scream can kill or paralyse
Curses people so accidents happen at sea.
Can teleport at sea.
Can change shape to a rock or a marine animal.

Ritual

If you pour holy water on a Draug you can scare him away. If the body of the sailor, whose spirit he is, is found and buried, he will disappear. If parts of a boat, clothes or human bones are found near a Draug, it must be buried far up on land, where the ocean can never reach it.

Combat

Attack	Damage	Range
Hold, drag	2	0
Hit, bite	1	0

Stories of the Draug

Most people did not survive meeting the Draug, but there is one story of a farm hand who outsmarted the Draug in the northern part of Norway.

In 1837 in Lurøy, the farm workers drank together on Christmas eve. When they ran out of liquor, a farm hand went down to the pier to fetch some Cognac. Han unlocked and filled the pitcher. But when he was on his way back across the bridge, a man with no head was blocking his way. The farm hand recognized the Draug right away, and he didn't see any other way out than to hit him, so that the Draug fell from the bridge with a scream. He continued on his way back to the house, but suddenly he saw a whole crew of draugs crawling up from the beach. He thought they would catch him if he went around the graveyard, so he boldly jumped the fence. As he ran past the graves he screamed "Up! Up all Christian souls, and save me!" In that very moment the clock struck twelve, and the ground started shaking below his feet. When he exited the graveyard safely on the other side he looked back. He saw the gang of draugs flowing into the graveyard, but there they met an army of dead ones, who wanted to help him and protect this place against the unholy creatures. It was a hard fight: The dead were armed with pieces of coffins and stones, but the draugs fought with seaweed, oars and pieces of shipwreck. The farm hand did not dare to look any more, but rushed straight to the house, threw away the pitcher and went to bed. The next day was Christmas day, and the other workers did not believe his story. But when they came to the church for mass and saw the graveyard, they all believed him: It was strewn with broken oars and pieces of coffins.

A man had bought a new fishing boat, to go fishing in Lofoten. He sailed north with his crew and moored in the moonlight. The captain went away for an errand, and when he came back he saw a stranger go aboard. He heard the stranger mumbling to himself "No, this is not right", as he tried all the cabins. When he finally reached the captain's cabin he said "Yes, this will fit." The captain got very angry and hit him with his staff across the back and screamed "Yes, if it fits you, it fits me!". The stranger fled the boat, down between the rocks on the beach so they struck sparks, and down into the water the marel followed him. Then the captain realized he had met the Draug. As they continued north, a storm rose on the West fjord. The draug approached the boat in the form of a seal, and broke the rudder, so they couldn't steer, and they capsized. The captain was the only one who died in the accident.

Appendiks B: Sources

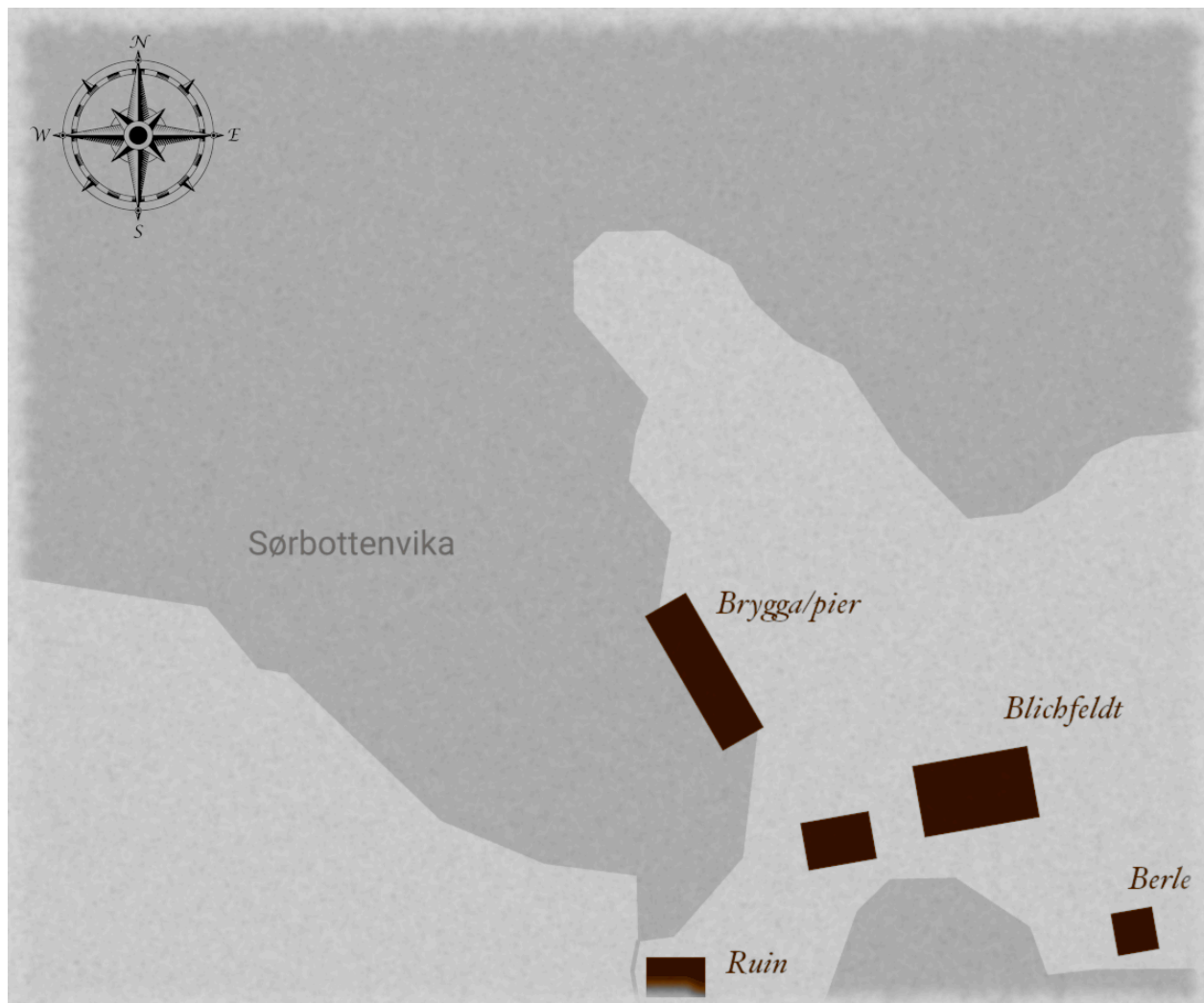
- Front page: TH. kittelsen: Draugen
- Maps: Google maps, apple maps
- Botnane in summer, botnane.no
- Florø town hall, public
- Church yard on island close to Florø.
- Florø 1860, public
- Background: Sildefisket i Florø på 1800-tallet
<https://digitaltmuseum.no/011085440302/fiske-etter-sild-og-laks>

Appendiks C: Handouts

Botnane, large area



Botnane, local map



From Flora Tidende 2. Februar

Devil worship in Botnane

It is rumored that a woman in Botnane has turned from Christ to the old Norse faith. Some report fishermen being blessed by her before going out to sea, as if she were a priest appointed by the Lord. Provost Clarhed in Florø urges the congregation to distance themselves from idolatry, and reminds that Jesus' grace is always the best guiding star to a safe haven. The police in Florø state that this is being investigated as blasphemy, and that it is taken very seriously.

Disappearances in Florø

A number of mysterious disappearances at the quay in Florø have caused a stir in the city. Several salt wives and workers have disappeared from Jensen's Salteri. So far there is no trace to follow, even though poor people always gossip about supernatural beings. The police are investigating the case, but the weather makes it difficult.

The "English Sailor"

Still no news about the so-called "English sailor". Anyone who knows anything about the case is asked to contact the police.

Letter to Edith from her father, 3. Februar

Dear Edith.

We miss you, and look forward to you moving to Floro. The pastor says you can work for him until Conrad's factory is finished. It is hard work, but the priest is not unreasonable. A house is included, so the boy can live there as well. All in all, I do not think you will find anything better in your difficult situation.

I thank the Lord that Conrad is the way he is, and I pray for Jonas' soul every single day!

Your father, Ronald.

Dear Mrs Linnea Elleklint.

The devil is loose in Florø! I know you know such things, I have it from my friend B, who says you are the best at this kind of thing. Men disappear from the fish saltery without the slightest trace. It would be an honor to receive you in Botnane soon. Logings will be arranged by me and I'll pay you whatever you require. I'm afraid evil people have contacted the ancient Gods or a spiritus for profit. They must be stopped! You must help me, otherwise God knows what will happen to our good town.

You shall sail from Stockholm to Florø with the "DS Constitution". My son, Jørgen Berle will accompany you out here to Botnane. I will arrange all the practical matters.

With the most reverent and humble greetings, your always faithful servant,

Asta Berle