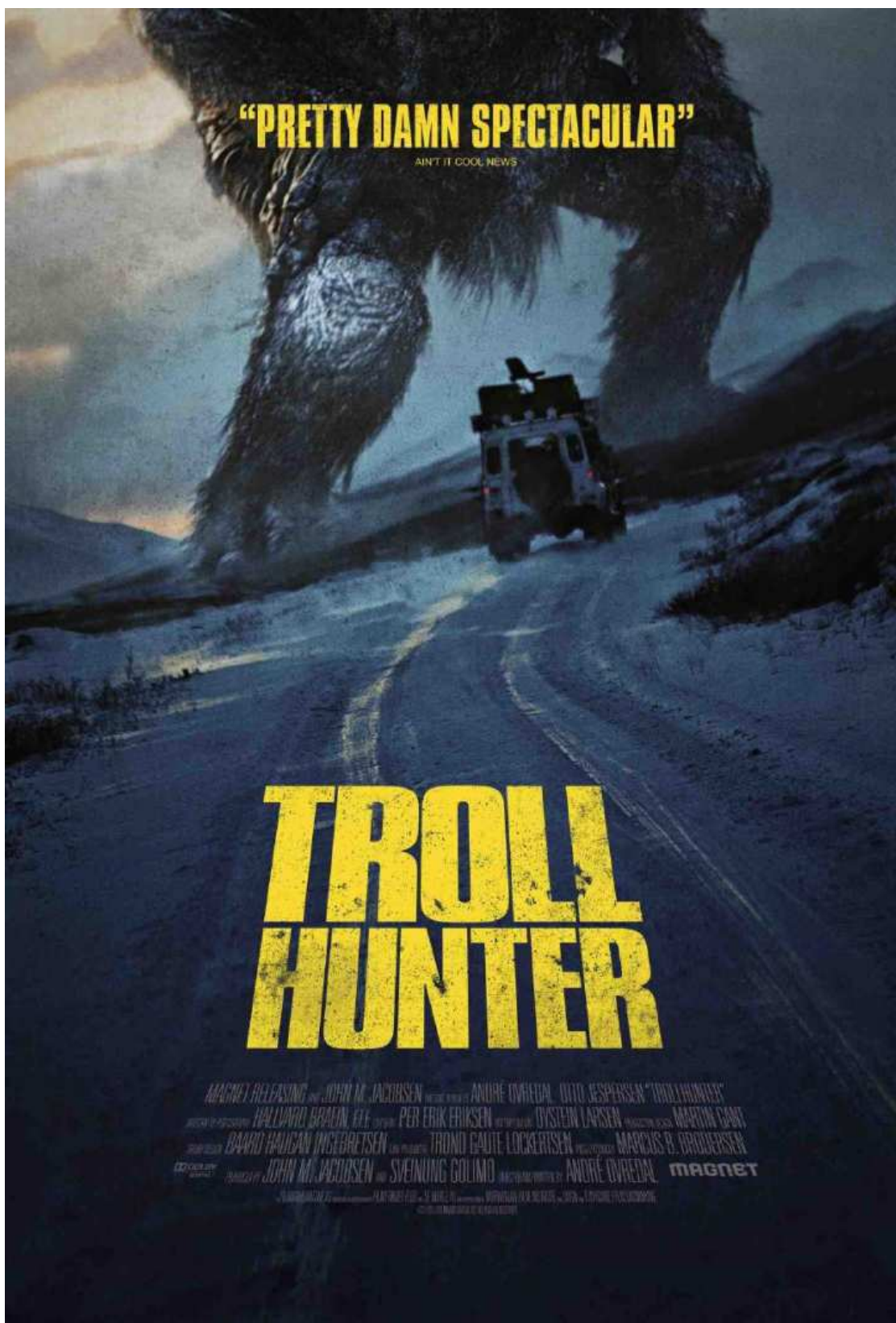




Spoilers ahead. You've been warned.

Directed by André Øvredal.

A Jumpchain Adaptation by EYouchen/MadaMada/Eli

1.0 - Original Edition

The Troll Hunter Gauntlet

No. This does not have anything to do with Arcadia, so put it out of your mind.

Put on some warm clothes. You're going to Norway. It's a nice place. Free healthcare, free university, and it's one of the happiest countries in the world. But it's got a secret - a big, dark one. No, there aren't any crimes against humanity happening here. The secret, as you might've surmised... is trolls.

Yes, trolls. Surprisingly, the giant, often ugly humanoids of folklore are genuine in this world. Trolls originate from Norway and it would seem that the old tales had some truth in them. What's surprising is that they're a well-kept secret - the government makes sure about that. In fact, there's an agency dedicated to keeping them under control. The TSS (Troll Security Service) sends special agents to kill them if necessary and then covers it up, usually chalking it up to bears.

Unfortunately for them, they're going to have some trouble with that cover-up part soon. Three inquisitive film students from Volda University College are paying some special attention to Hans, a suspected "poacher" who they suppose is killing bears. Suffice it to say, the man's not a poacher. An unrelated series of events has seen the local Troll populace become much more aggressive...

There were supposed to be some points for you, but it all disappeared overnight. It looks like a troll ate all your points and ran away. Your powers, items, and access to the cosmic warehouse or whatever domicile you own have also been taken by that same troll, who you will not encounter during your time here. Can't have you smiting them like Thor did in those old myths, after all.

Don't worry, though - that same troll will return all your stuff at the end of the gauntlet, which will last for a year. Afterward, you'll get the usual choice of where to go.

And while this does happen in a safe country, don't try leaving and getting a job in Oslo, Trondheim, or some other metropolitan center free of trolls. You will always be drawn, in some way or other, to the wilderness and the wild things that lurk within...

+0 points

Location

Where are you? You, my friend, are in Norway. That's a stupid answer - there are a lot of places there.



The area above, highlighted in red, is **Møre og Romsdal** County. It is one of nineteen in the country. You might think that it'd be eleven counties, but the year is 2010 and that's not going to happen until 2017. You are in the Village of Volda, the administrative capital of the Municipality of the same name.



Origins, Age, and Gender

Let's be honest - it doesn't matter, because the real reason you're here is so you can be chased around by trolls and caught on tape while running for dear life. Whoever you are and where you come from is a moot point. However, you'll have the courtesy of having a legal identity in this jump, including citizenship.

For age, roll $20 + 1d6$. You may choose whatever gender you like. Doesn't matter to the trolls.

Drawbacks

If you want points to spend on later options, you'll have to pay for it. In suffering. It'll all go away at the end of the decade, but until then, you're stuck with what you take here. There is no limit to how many you can take. Go wild.

Troll Hunter - God of Thunder Editon (+1000): Alright. You knew this was coming. By taking this, the troll who ate all your points has spat them back out, and you've been given back everything from outside this jump as well. Essentially, this is no longer a gauntlet, though it still lasts the same amount of time. It's a standard jump. In exchange, however, you will lose access to the gauntlet rewards at the end.

Curiosity Killed the Cat (+100): And it might kill you, too. You're just too inquisitive for your own good - you'd fit right in that group of amateur reporters going after Hans. Your nosiness knows almost no limits - while some would call it tenacity, it's tenacity that could lead you to your doom. You could follow your potentially armed quarry into dark forests reputed to be blasting areas, full of bears and trolls, all on a hunch, and still call it a good idea.

From Volda University College (+100): Hans is no longer suspected of bear poaching by those three film students - that'd be you. In short, the film crew will no longer be following him - they'll be following you. Thomas, Kalle, and Johanna will constantly be trailing you and filming you, and they're damn near impossible to shake. Even if you do lose them for a while, they'll find you in a week at most. Expect them to pester you with questions about what you're up to if they do catch up.

Bear Food (+100): You have been bitten. Maybe it was a bear, or maybe it was a troll. Fortunately, this one didn't have rabies. However, a bite from something that big is no laughing matter - it causes serious injuries. Your bite wound's on one of your shoulders, and while it's been patched up by a paramedic, it'll still hurt. You'll be spending a good while of your time here injured.

Slimy... (+100): While this drawback won't actively threaten your life, it's gross. Wherever you go, you'll attract trolls - or rather, something else that comes from them. Troll piss, which rather resembles slimy mucus and stinks to high heaven, will pop up wherever you go. Every now and then, you'll have a bad day - you'll find that it'll have been liberally thrown all over your stuff.

"I have a little trouble sleeping at night." (+100): You do. More specifically, you have trouble sleeping in the dark like normal people do, for fear of Trolls. They only come out when it's dark, after all. This paranoia makes it so that you can only willingly allow yourself to rest when there are lights on or it's bright out. Otherwise, you'll be running on fumes until you finally collapse out of exhaustion.

"Every Last One." (+100): You've done some shady stuff by order of your bosses, and it hangs heavy in your heart. There aren't any legal consequences for it, but you remember it well and

feel much guilt, shame, and self-loathing for what you've done. This won't be something you'll be able to overcome during your time here - you'll just have to live with it.

A Christian Man's Blood (+200): Trolls are said to be able to smell a Christian man's blood in folklore. This is actually true, but it doesn't just include men - it includes anyone who believes in the faith. Whether you do or not, you certainly smell like a Christian to them - if they're on the hunt, they'll be able to zero in on you quickly (by their standards) and you'll always be the first to be targeted.

The Kalle (+200): You'll make a friend here, or three. While they're all fun to be around, one of them has a secret - a potentially life-threatening one. You won't find this out until you end up in a deadly situation that said secret caused, and trust me, you *will*. In short, that secret that your friend is keeping will get you into hot water, and might even result in someone's death. You will forget you took this drawback.

Troll Hunter (+200): Congratulations, you've got a job! You now work for the Troll Security Service, as their second-ever Troll Hunter! Instead of staying for a year, you'll be around for a full ten of them. An entire decade. You'll be assigned to fight trolls quite regularly - once a month at the very least. The pay's terrible, you won't get any recognition or training, and there are a *lot* of workplace hazards to what you do.

Croatian Bears (+200): All your stuff... is subpar. It's just not as good as the real deal, and it shows. Cars will be slower, gear might be finicky and unreliable, and in general, you'll be using crappy stuff that could short out on you.

Troll Brain (+200): You're not as dumb as a troll, but saying that you've got some serious intellectual disabilities would be quite on the mark. Your intelligence is going to take a dip here, to the point where calling you somebody with room-temperature IQ is mildly believable. Dumbness leads to dumb decisions, which aren't good.

The Jotnar Spreads (+400): Why have the trolls in the area been acting more aggressively? Well, it's simple. It's because there's rabies going around. Every single troll you meet will have it, leading it to be more aggressive - faster, angrier, and all the more willing to tear you apart and swallow you. You'll even find that this isn't just limited to trolls - you'll encounter a disturbing number of humans, dogs, and other, smaller beings that are just as rabid.

Return the Tapes (+400/600): As was said, the existence of trolls is kept tightly under wraps by the Troll Security Service and the government. And you are now considered a threat to this secret, which they'd most rather not have be disclosed publically. As a result, the TSS has deemed you a threat. Normally, they'd warn you several times to stop whatever you're doing, but in your case, they're jumping right to drastic action. In short, they're after you and have been authorized to arrest you. You will be detained in a secure location if they manage to capture you, and will stay there for your time.

For 200 extra points, things have escalated. They are no longer looking to arrest you - they'll arrange to make you *disappear* instead...

The Sun (+600): Are you part-troll? Because you share their weakness to sunlight - or more specifically, UV radiation. The tales of them turning to stone when exposed to the light of day are very much true. It's time for some pseudo-scientific gobbledygook now, to explain why sunlight is bad for you, even with sunscreen. Don't question it - after all, it's very likely that trolls do not exist in your original world. Maybe it's all a lie. In short, you can't convert the Vitamin D from the sun and your body doesn't take it well. Your stomach expands, forcing gases into your intestines and veins, and it becomes unbearable. The result? Well, have you ever seen what happens to dead whales? They explode, sort of. It's the same with you, but you'll be *alive* when it happens, and it will *hurt*. Alternatively, if you're older, the expansion will happen in your bones. Everything calcifies and you turn to stone.

In short, stay clear of the light unless you want to become a bunch of meat chunks or get the Medusa treatment.

Perks

Nothing here is discounted.

A Few Questions (100): Another budding investigative reporter? Ah. Try not to get into Lois Lane-esque stunts. You have the skills of someone you might see working on a news set - either that of a reporter, a cameraman, or a boom operator. This may be taken multiple times for multiple areas of expertise.

Alternative Expertise (100): You have some other job instead, something probably relating to another field. Maybe you're a seismologist who studies the tremors of the earth, a worker at a power plant, or a bureaucrat. You have about five years of expertise working that job - you're a competent professional at whatever you ply yourself to.

Þjálfir (100): While nowhere near as fast as that figure of myth who raced against thought itself (and lost), you certainly have some good running legs. Your cardio is great, and you'd likely be able to outrun any person or smaller troll that might decide to come after you. Not the bigger ones. They have these really long legs and your shorter ones won't be able to keep up.

"TROLL!" (100): People are just willing to help you out. Perhaps it's something about you, but I'd like to think that it's a core of human decency present in every person. You just draw it out - making those who usually wouldn't a little more inclined to lend a hand, even if you were a continual pest to them until then.

Charcoal and Bear Traps (100): You've got the skills of a hunter, or at least part of them. While you aren't much for shooting animals or butchering corpses, you are pretty good at tracking them and following them around. Or people, because it'd be pretty cool if they filmed *Manhunt* in Norway. This could be adapted to larger, hidden beasts, such as...

Stinky Lad (200): Oh, man, you *smell*. This would be counted as a bad thing, and it absolutely is within polite society. But out in the country, your musk is a great boon. You smell like a troll, making them think that they're one of them. That means they'll be much less receptive to your presence and likelier to leave you alone. This also applies to large wild animals, such as bears, wolves, and moose. Post-jump, this effect will become toggleable.

Stern Stuff (200): If a troll gets a good portion of your body into its mouth and bites down, that's it. It's pretty much game over for you. Same if it hits you, or crushes you, or something else. They're stupid, but they are *very* strong. It'd be wise to avoid straying into their reach. However, you're a little more durable than most. While a good bite's still going to do you grievous harm, a stray blow or two could see you coming off with some heavy bruising, instead of brain damage and broken bones. Don't push it too much.

"It's Confidential Information." (200): It is in the interests of the government that the existence of trolls remains a secret, come what may. At least, until the prime minister decides it might be a good idea to come clean on television. Even then, it'd be swept under the rug. You'd be a good

candidate for keeping it that way, having substantial experience in cover-ups, erasing evidence, and fabricating fake stories to pass away the truth as something else. You could keep the public in the dark for years, provided no meddling kids come along.

The Right to Know (200): The government keeps it a secret, but trolls are dangerous. These titanic creatures are the demise of innocent people, and it is widely considered that people have a right to have knowledge of and participate in affairs that concern them. This is an ideal you've taken to heart. If you wish it to, any sincerely truthful information that you tell others of will spread at a far faster rate than it should, and will be preserved and kept in ways extremely difficult to disprove.

Ranger (400): The Kystjegerkommandoen, or Coastal Ranger Command in English, is a marine combat unit. They are tasked with patrolling the coasts and boarding hostile ships. It is a small, elite unit that is highly trained in things such as hand-to-hand combat, close-quarters battles, intelligence gathering, marksmanship, and more. You were likely a member of such a reputed unit, as you bear all these skills as well as the required fitness to pass the physical tests with flying colors.

Vet (400): The function of this is apparent in the name. You are a trained doctor and veterinarian, able to diagnose and treat wounds and illnesses from humans and animals alike. You have detailed knowledge of the biology of a wide range of species. Your specialization is in hematology - the study of bloodborne diseases. Of course, trolls are known to you, and you're quite learned when it comes to their biology, behavior, and the inner workings of those gigantic bodies.

Companions

You may recruit anybody you want to here, provided that they're alive at the end of the gauntlet, and give their informed agreement to follow you on the chain.

To bring in a companion, you must pay 100cp. They may take the same drawbacks, perks, items, and gauntlet rewards as you.

Items

Filming Gear (100): Of course, this would be here. It's a found footage movie that the jump's based on. You've got a light handheld video camera with enough tapes for twenty-four hours of footage, a microphone, and a boom pole.

Troll Stench (100): This replenishing supply solid, resin-like mass can be melted down or rubbed on surfaces in solid form to cause whatever it comes in contact with to smell like a troll. As stated in **Stinky Lad**, this makes them less receptive to your presence than normal and can hide you entirely.

Local Paper (100): You are subscribed to some local newspapers. They will always be delivered without fail, and if there's something you'd be interested in, the main headline will likely talk about it in some way and could contain useful information on your quarry.

Flash Gun (200): Hans' primary weapon in combatting trolls. The flash gun is held like a conventional firearm would, but it emits ultraviolet light instead of firing bullets. This is deadly to trolls. Even a little bit of exposure can make them flinch and ward them off, and enough of it can cause them to explode or petrify.

Armor (200): A modern suit of armor. Nothing more, nothing less. This wearable tin can (not actually made of tin) is light enough for you to carry, yet durable enough to take severe batterings from trolls. It's almost completely impervious to their teeth and other things that'd normally cut you to pieces.

Christian Blood (200): We're not too sure where this replenishing bucket of blood came from, but whenever you dump it, it'll attract any nearby trolls and other creatures that might like blood. It has a particularly potent smell, but if it's in the bucket that smell will be completely covered up. It'll refill every week.

Vehicle (200/400): You've got a car of your choice. It must have existed in 2010. It'll never run out of fuel, but you're on your own if it gets destroyed. For 200 extra points, it is a heavily armored vehicle with a trailer home and a UV light emplacement. Think Hans' Land Rover, and you'll have a good picture of it.

Vet's Lab (400): This is a veterinarian's clinic. It contains all one would need to treat and care for many animals, replenishing samples, and more. There's no need to go out in the field to collect samples from giant trolls with this. It can also function as a pet clinic, where you can work to treat animals and take care of them.

Rewards

Okay! You've made it to the end of the gauntlet without being eaten or otherwise dying gruesomely. Have a cookie and a pat on the back. Delicious as that cookie may be, it's time for your rewards.

You may take an award for each member of the film crew that hasn't disappeared, and one for each troll you've defeated. If you've done none of these, you may pick one anyway.

Troll Hunter - The Movie: This option is free. You get the movie itself in whatever form you'd like it in, and an additional version detailing your time here.

Bear Supply: You have an infinite supply of... dead bears. They'll be delivered by a pair of friendly Polish hunters who will deliver them by truck and insist on having obtained them ethically.

Norsk Statsborgerskap: Congratulations, you are now a citizen of the Kingdom of Norway. This citizenship will follow you throughout all your future jumps, so wherever there is a Norway, you will be counted as a citizen of it.

Body Mod Upgrade: You may take any one perk you've purchased here and make it part of your body mod.

Cabin: A cabin. It's a wooden house made of logs, and it's very comfortable to live in. It is fully furnished, and will *a/ways* be with heat, AC, electricity, and running water. There's a replenishing supply of food in the larder.

Troll Form (must have taken *The Sun*): Oh, my. This is a big one. In exchange for taking on the weaknesses of the trolls, you have gained the form of one yourself. But don't worry, you're not stuck like this forever. It's an alt-form. **This reward has variable cost**, depending on what kind of troll's form you take. All trolls have a natural lifespan of 1,000 to 1,200 years, and this extends to you.

For 1 reward's worth, you have the form of one of the smaller kinds of trolls - the Dovregubben or the Ringlefinch, for example. You're probably better off being the Ringlefinch, to be honest, as it stands twice as tall as the Dovregubben at five meters.

For 2 options worth, your alt-form is that of the Tosserlad. While cyclopean, this subspecies stands at a height of twenty-four meters and is capable of growing up to nine extra "heads" with age - they're actually protuberances (you still have one head) meant to scare off other trolls.

For 3 options worth, your form is the largest of trolls - the Jotnar, standing at around fifty meters. You're the largest and strongest of all trolls - it wouldn't be far off to call you a kaiju. The Jotnar usually reside within cold areas uninhabited by humans, as they'd certainly stick out.

The End

The gauntlet's over. Where will you go from here?

Go Home

Stay Here

Move On

NOTES

Mada Mada Plus Ultra. EYouchen/MadaMada/Eli Jump #19. #20 if I'm counting Warhammer Fantasy: Rise of Sigmar.

Honestly, my heart wasn't in this one. It was initially intended for the [13th Monthly Jump Challenge](#), but I had more important things to do. Its making was pushed back. And even if it wasn't, it just wasn't a jump I was passionate about making. I'd chalk this one up as one of my lesser documents.

I considered making a rabies drawback, but that'd probably kill the Jumper. It's pretty much 100% fatal, after all.

Credits:

- EYouchen/MadaMada/Eli/Whatever name I may take on in the future - the beleaguered Jumpmaker.
- QafianSage and Poscidion, whose names have usually been in the credits section since Jump #12.

Changelog:

- First made on October 25th, 2023.
- 1.0 published on November 4th, 2023

Location Categories:

Total: 20

- Not Earth: 6 - Peter Nimble, Sophie Quire, Thor: Love and Thunder, Warhammer Fantasy: Empire of Man, Behind the Bookcase, Warhammer Fantasy: Rise of Sigmar
- Earth, Unspecified: 3 - Toaster Dude, Giving Tree, Fire Punch
- Earth, Global: 4 - DCeased, Arthur Christmas, Superman: The Last God of Krypton, Roverandom
- Earth, Specific: 7
 - Canada: 1 - The Troop
 - The UK: 1 - Rise from Ashes
 - Japan: 1 - My Dress-Up Darling
 - The US: 2 - The Amazing Spider-Man, Raw Deal
 - Italy: 1 - Porco Rosso
 - Norway: 1 - The Troll Hunter