



HELLFROST



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MAGIC & MIRACLES

SIPHONING TABLE

2d6	Effect
2	Siphoned: Caster must make a Spirit roll -2 (as a free action) or lose a permanent die in his arcane skill. He also cannot use his powers for 1d6 days. Characters reduced below a d4 <i>permanently</i> lose their Arcane Background (Magic) Edge and may not take another one.
3	Major Loss: The character suffers an automatic wound. He also loses the ability to use his powers for 1d4 days.
4	Moderate Loss: The mage takes a level of Fatigue for 30 minutes. He also loses the ability to use his powers for 24 hours.
5	Minor Loss: The caster takes a level of Fatigue for 10 minutes and can't use his powers for 1d6 hours.
6-8	Temporary Glitch: The caster is Shaken and unable to use his powers for 1d6 rounds.
9-10	Slight Drain: The mage is Shaken. He can't use his powers for 1d4 rounds.
11	Magic Shock: The caster is Shaken.
12	Power Surge: The sorcerer taps into a particularly potent source of magic and gains +2 to his arcane skill rolls for the next 24 hours.

On a roll of 1 on the arcane skill die, regardless of Wild Die, the mage must roll 2d6 and check the result against the Siphoning Table below. With a critical failure, the mage rolls 3d6 and takes the lowest two.

HRIMWISARD MODIFIERS

Temperature (F)	Modifier
33+	-1
32 to 13	+0
12 to -7	+1
-8 to -27	+2
-28 to -47	+4
-48 or lower	+6

HELLFROST MODIFIER

Temp (F)	Temp (C)	Modifier
32 to 13	0 to -10	-1
12 to -7	-11 to -21	-2
-8 to -27	-22 to -32	-3
-28 to -47	-33 to -44	-4
-48 to -67	-45 to -55	-5
-68 or lower	-56 or lower	-6

DRUID MODIFIERS

Mod	Locale
+1	Completely natural (cave, desert, forest)
+0	Rural (outside in a village, worked cave, mine)
-1	Urban (inside a village building, anywhere in a town or city, within other enclosed, artificial structures)

HERBAL PREPARATION

Time	Alchemy Mod
1d6 rounds	-2
1d6 minutes	-1
1d6 hours	0
2d6 hours	+1
4d6 hours	+2
1d6 days	+4

MAINTAINING SPELLS

A spellcaster may have a number of Maintained powers active at any one time equal to half his arcane skill die.

Unless otherwise stated, Maintained powers may be kept active as long as the caster is conscious, capable of performing a free action each round, and his concentration is not disrupted (see Disruption in Savage Worlds).

Maintained spells may be dropped as a free action. All benefits cease immediately if the spell is dropped for any reason.

SPELL LIST 1

Power	Rank	Range	Duration	Effect
Aim	N	Touch	Maintained	+2 to ranged weapons, +4 with a raise.
Altered Senses	N	Touch	Maintained	Gives target Low Light Vision or Infravision, both with a raise.
Analyze Foe	S	Sight	Instant	Gives details of a foe's Edges, Hindrances, and Special Abilities.
Animate War Tree	H	Touch	Maintained	Animates a tree as a war tree.
Arcane Resistance	S	Touch	Maintained	Target gains Arcane Resistance Edge, or Improved version with a raise.
Aura	S	Touch	Maintained	Creatures adjacent to the hero suffer 2d6 damage.
Banish	V	Spirit	Instant	Sends one extraplanar creature back to its native realm.
Battle Song	S	Special	Maintained	Creatures in a Medium Burst Template gain the Berserk Edge; raise increases this to a Large Burst Template.
Becalm	N	Sight	Maintained	Halves a ship's Acceleration and Top Speed; +2 to Boating in storms.
Bladebreaker	S	Smarts	Instant	Caster makes an opposed roll against a weapon's damage die to break it.
Bless/Panic	S	Spirit	Maintained	+2 to Guts, +4 with a raise; Panic gives a similar penalty.
Bodyguard	N	Adjacent	Special	Causes a bodyguard to appear.
Bridge	S	Smarts	Maintained	Creates a bridge. Each section covers 2 yards.
Champion of the Faith	S	Self	Maintained	Target gains the Champion or Holy Warrior Edge.
Charismatic Aura	N	Touch	Maintained	Target gains +1 Charisma, +2 with a raise.
Confusion	S	Smarts x 2	Maintained	Victim's Spirit roll opposed by arcane skill or suffer -2 to Trait rolls, -4 with a raise.
Corpse Senses	S	Smarts x 100 yds	Maintained	Caster can use his senses through a corpse.
Detect/Conceal	N	Smarts x 2	Maintained	Allows the caster to find or hide objects.
Disease	S	Spirit	Special	Victim must make a Vigor roll opposed by arcane skill or catch a disease.
Elemental Form	V	Self	Maintained	Caster gains the Special Abilities of an elemental.
Energy Immunity	S	Touch	Maintained	Protects against one element or trapping; half damage with success, or total immunity with a raise.
Enhance Undead	S	Smarts	Special	Gives undead an Edge.
Ethereal/Corporeal	S	Smarts	Maintained	Makes target ethereal or makes an ethereal target corporeal.
Farsight	N	Touch	Maintained	+2 to Notice rolls at close range, can see details up to 5 miles.
Fatigue	S	12/24/48	Instant	Victims must make a Vigor roll opposed by arcane skill or suffer Fatigue.
Feast	N	Spirit	Instant	Creates food for up to 5 people per Rank.
Fog Cloud	V	1 mi/Rank	Maintained	Reduces visibility by one step, two with a raise.
Fortune's Favored	S	Touch	Maintained	Target may reroll failed benny rolls.
Gift of Battle	N	Touch	Maintained	Target gains one Leadership Edge or two with a raise.
Glyph	V	Special	Special	Stores a single spell for activation when a condition is met.
Gravespeak	S	Touch	Maintained	May question a corpse.
Greater Zombie	H	Spirit x 2	Special	Creates barrow dwellers and mummies.
Growth/Shrink	S	Smarts x 2	Maintained	Changes size of target; see notes.
Heat Mask	S	Touch	Maintained	Negates infravision.
Insight	N	Touch	Instant	Caster gets a glimpse into an object or person's past.
Knockdown	S	Cone	Instant	Strength roll or be knocked back 1d4 and prone.
Leaping	N	Touch	Maintained	Targets adds +2" to leaping distance or +4" with a raise.

SPELL LIST 2

Power	Rank	Range	Duration	Effect
Lock/Unlock	N	Touch	Special/Instant	Makes a lock harder to open, or opens one lock.
Luck/Jinx	V	Touch	Maintained	Target rolls two trait dice and takes the best (luck) or worst (jinx).
Mend	V	Touch	Instant	Repairs 1 wound to a ship, 2 with a raise.
Mimic	N	Smarts	Maintained	Allows the caster to use one spell used by the target.
Mind Rider	V	Spirit	Maintained	Can use someone else's senses.
Negate Arcana	V	Smarts	Maintained	Automatic dispel cast on power entering or leaving a template.
Nightmare	S	Smarts x 1 mile	Special	Victim must make a Spirit roll, rolling on the Fright Table if he fails.
Precognition	V	Special	Instant	Caster may rearrange any two initiative cards, four with a raise.
Prolonged Blast	V	24/48/96	Maintained	Causes 2d6 or 3d6 damage in a Template each round.
Quake	V	Smarts x 3	Instant	Causes an earthquake; see notes.
Refuge	S	Smarts	12 hours	Creates a shelter; +2 to Vigor rolls to resist cold while inside, +4 with raise.
Regenerate	H	Touch	Maintained	Target may make a free Soak roll for each wound given him, +2 with a raise.
Sacrifice	V	Self	Maintained	Caster can kill a sentient being to gain a bonus to his next arcane skill roll.
Sanctuary	N	Special	Instant	Caster returns to a safe destination.
Sentry	S	Smarts x 2	Special	Creates a ghostly sentry or places an alarm on one object.
Silence	S	Touch	Maintained	Negates all sound within a Medium Template, or Large Template with a raise.
Sluggish Reflexes	S	Smarts x 2	Maintained	Victims make Spirit roll opposed by arcane skill or draw one less initiative card.
Slumber	S	Smarts x 2	Maintained	Victims fall asleep if they fail a Spirit roll, -2 with a raise.
Sphere of Might	V	Smarts	Maintained	Creates a movable sphere of force; see notes.
Storm	S	10 miles	Maintained	Creates a storm; see notes.
Strength of the Undead	V	Touch	Maintained	Caster gains one trait or ability from an undead creature, two with a raise.
Succor	N	Touch	Instant	Removes one Fatigue level, two with a raise.
Summon Beast	V	Spirit x 10 yards	Maintained	Summons a mundane beast.
Summon Demon	V	Smarts x 2	Maintained	Summons a demon.
Summon Elemental	V	Special	Maintained	Summons an elemental.
Summon Herald	H	Spirit	Special	Summons a deity's herald.
Viper Weapon	S	Spirit x 2	Maintained	Turns a weapon into a venomous snake.
Voice on the Wind	N	Smarts x 50 mi	Instant	Allows the caster to send a message of 10 words per caster Rank to a distant target.
Wall Walker	N	Touch	Maintained	Recipient can walk and run on walls or ceilings.
Wandering Senses	N	Smarts x 10	Maintained	Allows the caster to move his senses up to 6" per round.
Warding	S	Special	Maintained	Prevents a specific type of creature from entering a Medium Template.
Warrior's Gift	N	Touch	Maintained	Grants the target one Combat Edge.
Water Walk	N	Touch	Maintained	Target can walk on water as if solid ground.
Weaken Undead	V	Spirit	Maintained	Negates an undead's Undead monstrous ability.
Weapon Immunity	S	Touch	Maintained	Target takes half damage, or no damage with a raise, from a specific weapon type.
Whirlwind	S	Smarts	Maintained	Covers a Medium Burst Template; anything touching the template must make a Strength roll or be knocked prone.
Wilderness Step	N	Touch	Maintained	Target treats difficult ground as normal ground.
Zephyr	N	One ship	Maintained	Increases ship's Acceleration and Top Speed by 25%, +1 Handling.

ARMOR

Type	Armor	Weight	Cost	Notes	Avail
Hide	+1	15	75	Covers torso, arms, and legs; see notes	V
Leather suit	+1	10	50	Covers torso, arms, and legs	V
Leather shirt	+1	3	20	Covers torso	V
Chain hauberk	+2	20	300	Covers torso, arms, and legs	T
Chain shirt	+2	10	200	Covers torso and arms	T
Chain leggings	+2	8	100	Covers legs	T
Chain sleeves	+2	6	75	Covers arms	T
Scale hauberk	+2	25	200	Covers torso, arms, and legs	V
Plate corselet	+3	20	400	Covers torso	C
Plate bracers	+3	8	300	Covers arms	C
Plate greaves	+3	12	200	Covers legs	C
Helmet					
Chain coif	+2	3	50	75% chance of protecting head	T
Pot helm	+3	4	75	50% chance of protecting head	T
Full helmet	+3	8	150	Covers head	C
Blessed Armor					
Blessed robes	+1	8	50	Covers torso, arms, and legs; see notes	S
Blessed armor	+3	30	500	Covers torso, arms, and legs; see notes	S
Shields					
Small shield	—	8	25	+1 Parry	V
Medium shield	—	12	50	+1 Parry, +2 Armor against ranged attacks	V
Large shield	—	20	200	+2 Parry, +2 Armor against ranged attacks	T
Barding*					
Horse, leather	+1	15	200	Covers head and torso	V
Horse, plate	+3	30	1250	Covers head and torso	C
Pygmy mammoth, leather	+1	25	400	Covers head and torso	V
Pygmy mammoth, chain	+2	40	1600	Covers head and torso	T
War dog, leather	+1	3	50	Covers head and torso	V
War dog, chain	+2	10	250	Covers head and torso	T

* See Notes

MELEE & RANGED WEAPONS

MELEE WEAPONS

Type	Damage	Weight	Cost	Notes	Avail
Primitive Weapons					
Antler staff	Str+d6	10	300	Parry +1; Reach 1; 2 hands; see notes	V
Bear claw	Str+d4	8	200	+1 Parry; see notes	V
Toothpick, double	Str+d6	5	150	See notes	V
Toothpick, twin	Str+d8	5	200	See notes	V
Blades					
Boot spikes	Str+d4	3	10	Kick attack only, see Gear Notes	V
Dagger	Str+d4	1	25		V
Flail	Str+d6	8	200	Ignores shield Parry and Cover bonuses	V
Great sword	Str+d10	12	400	Parry -1; 2 hands	T
Long sword	Str+d8	8	300		V
Short sword	Str+d6	4	200		V
Axes					
Axe	Str+d6	2	200		V
Battle axe	Str+d8	10	300		V
Great axe	Str+d10	15	400	AP 1; Parry -1; 2 hands	T
Hammers & Maces					
Mace	Str+d6	4	200		V
Maul	Str+d8	20	400	AP 2 vs. rigid armor; Parry -1; 2 hands	V
Warhammer	Str+d6	8	250	AP 1 vs. rigid armor	T
Pole Arms					
Halberd	Str+d8	15	250	Reach 1; 2 hands	T
Lance	Str+d8	10	250	AP 2 when charging; Reach 2	T
Pike	Str+d8	25	300	Reach 2; 2 hands	T
Spear, long	Str+d6	5	100	Parry +1; Reach 1; 2 hands	V
Spear, short	Str+d6	3	75	Reach 1	V
Staff	Str+d4	8	10	Parry +1; Reach 1; 2 hands	V

RANGED WEAPONS

Type	Range	Damage	Cost	Weight	Min Str.	Notes	Avail
Axe, throwing	3/6/12	Str+d6	50	2	—		V
Bow	12/24/48	2d6	100	3	d6		V
Bow, long	15/30/60	2d6	200	5	d8		V
Crossbow	15/30/60	2d6	300	10	d6	AP 2; 1 action to reload	T
Sling	4/8/16	Str+d4	10	1	—		V
Short spear/javelin	3/6/12	Str+d6	75	3	d6	As short spear in melee	V
Throwing knife	3/6/12	Str+d4	25	1	—		T

TEMPERATURE & TRAVEL

TEMPERATURE TABLE

Hearthlands	Low Winterlands	High Winterlands	Hellfrost	Temp (F)	Temp (C)	Vigor
Summer	—	—	—	69 to 53	20 to 12	N/A
Spring/Fall	Summer	—	—	52 to 33	11 to 1	N/A
Winter	Spring/Fall	Summer	—	32 to 13	0 to -10	-1
—	Winter	Spring/Fall	—	12 to -7	-11 to -21	-2
—	—	Winter	—	-8 to -27	-22 to -32	-3
—	—	—	Outer	-28 to -47	-33 to -44	-4
—	—	—	Core	-48 to -67	-45 to -55	-5
—	—	—	Core, at night	-68 or lower	-56 or lower	-6

VIGOR ROLL FREQUENCY

Vigor Mod	Frequency
-1	4 hours
-2	2 hours
-3	1 hour
-4	30 minutes
-5	15 minutes
-6	1 minute

WEATHER TABLE

d20	Weather
1-3	Clear skies
4-8	10% precipitation, else overcast (or clear in Glittersands)
9-10	25% precipitation, else overcast (2% in Glittersands)
11-12	50% precipitation, else overcast (5% in Glittersands)
13-14	75% precipitation, else overcast (10% in Glittersands)
15	Light fog
16	Dense fog
17	Warm spell
18	Cold snap
19	Heavy snow
20	Blizzard

OVERLAND PACE

Any character or mount can travel a number of miles equal to its Pace in 2 hours. For this kind of distance traveled, Pace is modified as listed below.

Mod Condition

Terrain

+1	Road or open plains
0	Average path or trail
-1	Standard terrain with no path or trail or Difficult Ground with a trail or path

Half Pace Difficult Ground with no trail or path (before other modifiers)

Darkness

-1	Dim
-2	Dark
-4	Pitch Darkness

Inclement weather

-1	Rain or snow
-2	Storm
-4	Blizzard or thunderstorm

If enough negative modifiers apply to reduce Pace below 1 mile an hour, add the value of any remaining penalties to the time needed to travel that 1 mile.

Example: A hero with a Pace of 6 can travel six miles in two hours normally. If he were traveling through a forest with no trail (Difficult Ground) in the Dark during a storm, he could only cover a single mile every four hours (Halved Pace of 3 for the terrain, -2 for darkness gives a 1. The -2 from the storm adds its value of 2 to the time needed, increasing it from 2 hours to 4).

SIEGE ENGINES & AMMO

SIEGE WEAPONS

All siege weapons have an Availability of City, and even here they are rare items. They are never available for purchase in steads, villages, or towns.

Item	Range	Damage	Crew	Cost	Notes
Ballista	25/50/100	3d6	1	800	AP 3, can be used against individual troops, 1 action to reload
Catapult	50/100/200*	3d10	6	2000	AP 10, 4 actions to reload, Medium Burst Template; Heavy Weapon
Coldfire Thrower	Cone/25"	2d10	1	3000	Ignores armor, as vehicular flamethrower, see notes
Ram, frame	—	1d6/yard	2/yard	750	AP 3; max length 10 yards
Ram, hand	—	1d6/yard	4/yard	400	AP 3; max length 10 yards
Siege Tower	—	—	20	3500	Pace 2; carries 30 troops
Trebuchet	24/48/96**	3d8	4	1600	AP 6, 2 actions to reload, Small Burst Template; Heavy Weapon

* Minimum range of 25".

** Minimum range of 12".

AMMUNITION

Ammo	Weight	Cost	Notes	Avail
Arrow, armor piercing	1 lb/5	1	AP 2; may be recovered*	V
Arrow, fleshripper	1 lb/5	1	+2 damage; may be recovered*; see notes	V
Arrow, signaling	1 lb/5	2	May be recovered*; see notes	V
Arrow, standard	1 lb/5	1/2	May be recovered*	V
Ballista bolt	1	4	May be recovered*	T
Quarrel	1 lb/5	1	May be recovered*	T
Sling stone	1 lb/10	1/10	Can be found**	V

* Outdoors, arrows bolts, and quarrels have a 4–6 on a d6 chance of being recovered. Underground or indoors, the chance is reduced to a roll of 5–6 to reflect the increased chance of breakage.

** Stones can be found for free with a Notice roll and 1d10 minutes searching, depending on terrain

CALENDAR

SEASONS

Month	Translation	Hearthlands	Low Winterlands	High Winterlands
Snaermonan	Snowmoon	Winter	Winter	Winter
Frostmonan	Frostmoon	Winter	Winter	Winter
Eostremonan	Eostreemoo	Winter/Spring	Winter	Winter
Plohmonan	Plowmoon	Spring	Winter/Spring	Winter
Sowanmonan	Sowingmoon	Spring	Spring	Winter/Spring
Werremonan	Warmoon	Spring	Spring	Spring
Sceranmonan	Shearingmoon	Summer	Summer	Summer
Hegmonan	Haymoon	Summer	Summer	Fall
Haerfestmonan	Harvestmoon	Summer	Fall	Winter
Falmonan	Fallmoon	Fall	Fall	Winter
Huntianmonan	Huntingmoon	Fall	Winter	Winter
Fogmonan	Fogmoon	Fall	Winter	Winter
Wulfmonan	Wulfmoon	Winter	Winter	Winter

Winter/Spring: This is when Eostre begins to gain dominance over the winter. Typically, the first two weeks of the month are wintry, the latter milder.

Heah Sumor Daeg (High Summer Day): Falls on the first Sunnandaeg of Sceranmonan.

Heah Wyntr Daeg (High Winter Day): Falls on the third Sunnandaeg of Wulfmonan.

LUNAR PHASES BY DAY

Day	Week 1	Week 2	Week 3	Week 4
Heafoddaeg	Weaxansicol	Weaxangibbus	Waniangibbus	Waniansicol
Waesdcaeg	Weaxansicol	Weaxangibbus	Waniangibbus	Waniansicol
Marketaeg	Weaxansicol	Weaxangibbus	Waniangibbus	Waniansicol
Monandaeg	Weaxansicol	Weaxangibbus	Waniangibbus	Waniansicol
Sunnandaeg	Weaxanhealf	Fulmonan	Wanianhealf	Deorcmonan
Healfdaeg	Weaxanhealf	Fulmonan	Wanianhealf	Deorcmonan
Milcdaeg	Weaxanhealf	Fulmonan	Wanianhealf	Deorcmonan
Endedaeg	Weaxanhealf	Fulmonan	Wanianhealf	Deorcmonan

DAYS OF THE WEEK

Heafoddaeg (Headday)
Waesdcaeg (Washday)
Marketaeg (Marketday)
Monandaeg (Moonday)
Sunnandaeg (Sunday)
Healfdaeg (Halfday)
Milcdaeg (Milkday)
Endedaeg (Endday)

MISCELLANEOUS

DIVINE AID

Modifier	Reason
Clergy	
+2	Character has Disciple Edge
-1	Clergy suffering minor sin
-2	Clergy suffering major sin
N/A	Clergy suffering mortal sin
Sacrifices	
+4	Sacrifice of 1,000 gs worth of goods or animals
+2	Sacrifice of 500 gs worth of goods or animals
+1	Sacrifice of 250 gs worth of goods or animals
Multiple Requests*	
-1	Per additional request this year
-2	Per additional request this month
-4	Per additional request this adventure
-6	Per additional request this session

* Use the highest penalty only.

KNOCKBACK

- 1 or fewer Sizes larger: No knockback.
- 2 or 3 Sizes larger: Victim knocked back 1" and prone.
- 4 to 7 Sizes larger: Victim knocked back 1d4" and.
- 8 to 11 Sizes larger: Victim knocked back 1d8" and falls prone.
- 12 or more Sizes larger: Victim knocked back 2d6" and prone.

Knockback is based on the relative size of the attacker and target. An ogre (Size +3) is four Sizes bigger than an engro (Size -1). However, it is only two Sizes bigger than an orc warrior (Size +1).

TREASURE TABLE

Treasure	Treasure Value
Treasure Trove	1d10 x 1,000 gs
Rich	1d10 x 100 gs
Worthwhile	1d10 x 10 gs
Meager	1d10 x 1 gs

GLORY MODIFIERS

Event	Modifier
Storyteller	
Is a skald	+1
Has negative Glory	-2
Highest Character Rank	
Seasoned	-1
Veteran	-2
Heroic	-4
Legendary	-6
Highest Number of Foes	
You outnumbered them	-1
They outnumbered you more than 2 to 1	+1
They outnumbered you more than 4 to 1	+2
They outnumbered you more than 10 to 1	+4
Highest Foes' Toughness	
4 or less	-1
5 to 6	+0
7 to 10	+1
11 to 15	+2
16 to 20	+4
21 or more	+6
Other Factors	
Per Wild Card	+1
Per named Wild Card	+2
Per Wild Card killed in a single blow	+4
A foe had an AB with 5 or less powers	+1
A foe had an AB with 6 to 10 powers	+2
A foe had an AB with 11+ powers	+4

TYPICAL ICE TOUGHNESS

Rating	Toughness	Damage Type
Very thin	6	Blunt, Piercing, Cutting
Thin	8	Blunt, Cutting
Medium	12	Blunt, Cutting
Thick	16	Blunt, Cutting
Very thick	20	Blunt, Cutting