

# Savage Frost Giants

## An Unofficial Witchbreed for Accursed

The Jötnar are powerful frost giants, standing at around three times the height of a normal human. They have thick manes of white hair, and their unnaturally pale skin and eyes are tinged with a hint of blue. Their flesh is icy to the touch, and it radiates a faint aura of cold that can be felt by those in close proximity.

During the invasion of Morden, the witches of the Grand Coven transformed their victims into Banes and Accursed, to serve in their armies. The Snow Witch, Skuld, created the Jötnar as living siege weapons, capable of smashing through enemy fortifications.

When the Grand Coven was finally sundered, Skuld was the first to flee back over the Darkwall Peaks, and many of her spawn were left to fend for themselves.

Most of the surviving Jötnar have since migrated to colder regions, particularly the endless tundra of the Tarayev Wastes, as they consider warmer climates uncomfortable. Skuld didn't provide the Jötnar with suitably sized weapons and armor, so most of them now wear only animal furs and wield hefty wooden clubs.

Despite their vast strength, Jötnar often have difficulty landing blows against smaller and more maneuverable opponents in combat, and while they are very resilient to most forms of damage, they can be easily hurt by fire.

**Long Stride:** Jötnar have long powerful legs, which grant them a base Pace of 8.

**Cold Visage:** The unnerving appearance and cold aura of the Jötnar gives them a -2 penalty to Charisma, except when dealing with other creations of the Snow Witch.

**Resilient to Cold:** Ice and cold-based attacks inflict -4 damage against Jötnar, and they gain a +4 bonus to resist all cold-based environmental effects.

**Vulnerable to Heat:** Fire and heat-based attacks inflict +4 damage against Jötnar, and they suffer a -4 penalty to resist heat-based environmental effects.

**Cryomancy:** Jötnar cannot take Arcane Background (Alchemy). They are allowed to take Arcane Background (Witchcraft) if they wish, but are only capable of using invocations that have an ice or cold trapping.

## Witchbreed Package

Jötnar begin with the following racial package:

**Titanic Strength:** Jötnar start with Strength d12, and can raise their Strength to d12+4 during character creation or with normal advances. If they take the Professional or Expert Edges at Legendary rank, then their maximum Strength can be increased to d12+5 or d12+6 respectively. Each die step beyond d12 doubles the character's carrying capacity instead of adding to it (i.e., they have a Load Limit of 60 pounds at Strength d12, 120 pounds at Strength d12+1, 240 pounds at Strength d12+2, and so on).

**Towering:** Jötnar are frost giants, and typically stand 15-20 feet in height. They gain a +4 bonus to Size, which also increases their Toughness by 4. They are always considered Large, which means they suffer a -2 penalty when attacking Medium creatures, and Medium creatures gain a +2 bonus when attacking them back.

Savage Frost Giants version 5 © 2014-2016 Richard Woolcock (Zadmar).  
Permission is granted to print this document for personal use only.  
Any electronic distribution of this document is strictly forbidden.

Background by Lord Zsezse Works. Snow Guardian illustration © Claudio Casini. Hydra illustration © Jacob E. Blackmon. Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games ([www.fatgoblingames.com](http://www.fatgoblingames.com)).

Accursed is a Trademark of Melior Via, LLC ([www.accursedrpg.com](http://www.accursedrpg.com))

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at [www.penguin.com](http://www.penguin.com). Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.





# Racial Edges

Jötnar gain access to the following Racial Edges:

## Coat of the Yeti

**Requirements:** Novice, Vigor d8, Jötunn

The Jötunn grows a shaggy coat of white fur, gaining 2 points of natural armor, and rendering her completely immune to cold-based environmental effects. While on icy or snowy terrain, she receives a +2 bonus to Stealth rolls, and ignores penalties for difficult ground.

## Etinn Blood

**Requirements:** Novice, Notice d8, Jötunn

This monstrous giant grows one or more additional heads, making it very difficult for foes to catch him off guard. He ignores up to 2 points of Gang Up bonus, and receives a +2 bonus to Notice rolls when opposing Stealth. While the heads will usually work together for their mutual survival, they may develop their own separate quirks and personalities.

## Frost Breath

**Requirements:** Seasoned, Vigor d8, Jötunn

On a successful Vigor roll, the Jötunn exhales a blast of icy wind which fills an area the size of a Cone Template. Everyone within the area must make an opposed Agility roll or suffer 2d10 damage. If the Vigor roll fails, the Jötunn automatically becomes Shaken, while a natural 1 on the Vigor die prevents him from using this Edge again for the remainder of the scene, unless he spends a benny to reactivate it.

## Siege Hammer

**Requirements:** Novice, Jötunn

During the invasion, many of the Jötnar carried huge enchanted hammers into battle. These powerful weapons were capable of smashing through stone walls and fortified buildings with ease, turning their wielders into living siege engines. Before Skuld fled, she was able to reclaim the magic from most of these fearsome weapons, but she didn't have enough time to recover them all.

A Siege Hammer is an indestructible magic weapon that inflicts Str+d12 damage, with AP 2 against rigid armor. It weighs 40 pounds, and counts as a Heavy Weapon, however only Large creatures are big enough to wield it, and even then it requires both hands to use, and an Agility roll to ready.

If a character without this Edge somehow obtains a Siege Hammer, they suffer -1 Parry while using it until they've properly attuned themselves to its magic (by taking the Siege Hammer Edge). If the owner loses their Siege Hammer but finds a new one, it requires about an hour to attune themselves to it (they don't need to take the Edge again).

# Acceptance

Jötnar who choose to accept their curse become bigger and increasingly monstrous, as their Witchmark grows in power. Those who go on to fully embrace the dark magic eventually transform into the towering giants of legend, becoming huge lumbering brutes who smash through villages like a child crushing an ant nest.

## Stage 1: Acceptance

Those Jötnar who accept their curse find themselves becoming increasingly tied to the dark magic of their Witchmark. Fire is now even more painful to them, while their ability to tolerate the cold increases significantly.

**Effect:** Fire and heat-based attacks now inflict double the normal damage instead of just +4, while ice and cold-based attacks now inflict half their normal damage instead of having their damage reduced by 4.

## Stage 2: Acceptance

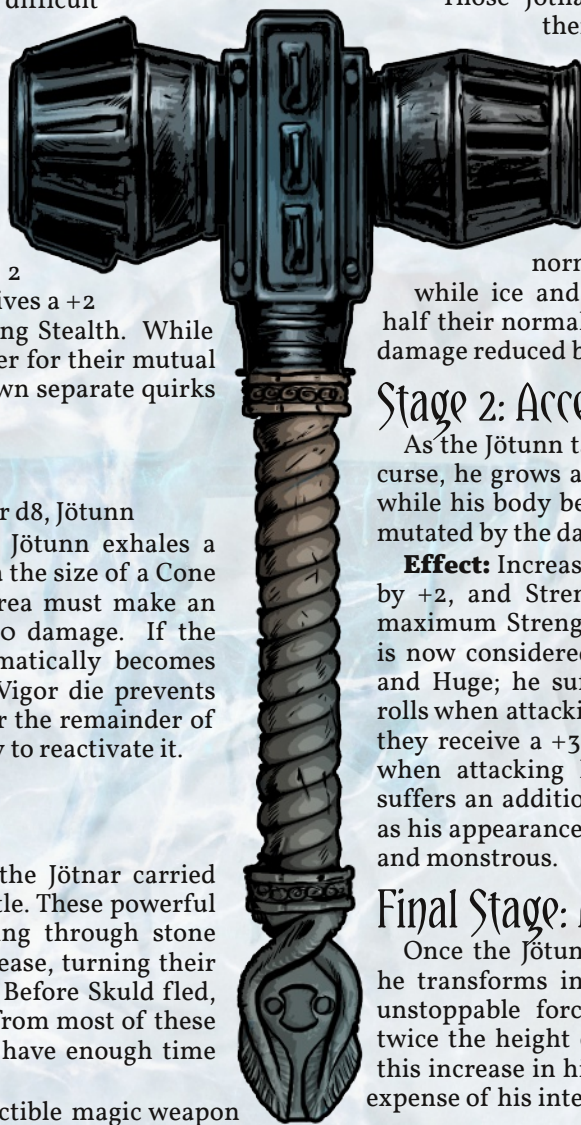
As the Jötunn taps deeper into the power of his curse, he grows an additional 8-12 feet in height, while his body becomes increasingly twisted and mutated by the dark magic of his Witchmark.

**Effect:** Increase Size (and therefore Toughness) by +2, and Strength (as well as the character's maximum Strength) by +2 die steps. The Jötunn is now considered to be half way between Large and Huge; he suffers a -3 penalty to his attack rolls when attacking Medium sized creatures, and they receive a +3 bonus to their own attack rolls when attacking him back. The character also suffers an additional -2 penalty to his Charisma, as his appearance becomes increasingly deformed and monstrous.

## Final Stage: Acceptance

Once the Jötunn completely accepts his curse, he transforms into a horrifying and practically unstoppable force of nature, standing at least twice the height of most other Jötnar - however this increase in his physical prowess comes at the expense of his intellectual awareness.

**Effect:** Increase Size (and therefore Toughness) by +2, and Strength (as well as the character's maximum Strength) by +2 die steps. The Jötunn is now classified as Huge; he suffers a -4 penalty to his attack rolls when attacking Medium sized creatures, and they receive a +4 bonus to their own attack rolls when attacking him back. In addition, his base Pace increases to 10 due to his exceptional height, and he also receives the Clueless Hindrance. If the character was already Clueless prior to accepting his curse, then he now receives a -2 penalty to *all* of his Knowledge rolls, rather than just his Common Knowledge rolls.





# Defiance

Jötunar who manage to defy the curse will undergo the long and difficult process of restoring their humanity. They gradually lose their strengths and vulnerabilities as their Witchmark loses its influence over them.

## Stage 1: Defiance

Jötunar who wish to overcome their curse must begin by weakening their connection to their Witchmark. Fire becomes less painful to them, but they also lose some of resistance to cold.

**Effect:** Resilient to Cold and Vulnerable to Heat both have their modifiers halved, to +2 and -2 respectively.

## Stage 2: Defiance

At this stage the Jötunn shrinks to a height of 8-10 feet, as he continues to push back against the influence of his curse. The coldness also fades from his flesh, and much of his skin colour returns.

**Effect:** Resilient to Cold and Vulnerable to Heat both have their modifiers halved again, to +1 and -1. Size (and therefore Toughness) is reduced by 2, while Strength (as well as maximum Strength) is reduced by 2 die steps. The Jötunn is now half way between Medium and Large; he suffers a -1 penalty when attacking Medium sized creatures, and they gain a +1 bonus when attacking him back. The Cold Visage racial ability is also removed.

## Final Stage: Defiance

When the curse is finally broken, the Jötunn is fully restored to his human state, although some of his physical prowess as well as any magical knowledge he possesses will still remain.

**Effect:** The Jötunn removes the Towering and Long Stride racial abilities as he returns to his original size, along with Resilient to Cold and Vulnerable to Heat as his link to the curse is finally severed. His Strength is reduced by 1 more die step, but he retains any Arcane Background or Power trappings, and may keep the Cryomancy ability if he wishes. Any Racial Edges he had are lost, but he receives a corresponding number of free advances which can be immediately invested into attributes, skills, or new Edges.



# Banes of the Snow Witch

Outlined here are some of the minions created by the Snow Witch during the Bane War. Much like the Jötunar, these Banes were usually designed with a fairly specific military role in mind.

## Adlet

The adlet are cunning wolfmen with white fur and icy blue eyes. They served as scouts and hunters during invasion of Morden, and proved highly adept at living off the land once their mistress abandoned them.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Climbing d8, Fighting d8, Notice d10, Stealth d10, Survival d10, Throwing d8, Tracking d10

**Pace:** 8; **Parry:** 7; **Toughness:** 7 (1)

**Gear:** Spear (Str+d6; Reach 1; Parry +1)

### Special Abilities

- **Armor +1:** Snowy fur.
- **Bite:** Str+d6.
- **Go for the Throat:** Adlet retain many of their wolf instincts. When making a bite attack, they automatically hit their foe's least armored location on a raise.
- **Low Light Vision:** Adlet ignore all penalties for dim and dark lighting.
- **Fleet-Footed:** Adlet roll a d10 running die.
- **Arctic Stride:** Adlet ignore the penalties for difficult ground when moving over snow or ice.
- **Resistance (Cold):** Adlet halve damage from ice and cold-based attacks.
- **Weakness (Heat):** Adlet suffer +4 damage from fire and heat-based attacks.
- **Witchline (Snow Witch):** Banes of the Snow Witch can be sensed by Jötunn Accursed within 25 feet.

## Snow Goblin

These vicious little monsters were sometimes used as sappers to undermine military fortifications, but more often they were simply treated as cannon fodder to draw enemy fire away from more valuable troops. Few snow goblins have been seen in Morden since the end of the war, leading to some speculation about where they might have gone.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d6, Riding d6, Repair d6, Shooting d6, Stealth d10, Survival d6, Swimming d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5 (1)

**Gear:** Spiked club (Str+d6), leather armor (+1)

### Special Abilities

- **Infravision:** Snow goblins halve vision penalties for darkness.
- **Size -1:** Snow goblins stand around 3½ feet tall.
- **Resistance (Cold):** Snow goblins suffer half damage from ice and cold-based attacks.
- **Weakness (Heat):** Snow goblins suffer +4 damage from fire and heat-based attacks.
- **Witchline (Snow Witch):** Banes of the Snow Witch can be sensed by Jötunn Accursed within 25 feet.





## Cryohydra

These five-headed beasts are capable of spitting globs of ice over extreme distances with terrifying accuracy. They served as artillery during the Bane War, but were fortunately quite rare even back then.

**Attributes:** Agility d6, Smarts d6 (A), Spirit d6, Strength d12, Vigor d12

**Skills:** Fighting d6, Notice d10, Shooting d10

**Pace:** 4; **Parry:** 5; **Toughness:** 14 (3)

### Special Abilities

- **Armor +3:** Thick scales.
- **Low Light Vision:** Cryohydras ignore all penalties for dim and dark lighting.
- **Bites:** Str+d8.
- **Icy Spit:** Cryohydras can spit globs of frozen saliva with a range of 24/48/96, inflicting 2d8 damage.
- **Multiple Heads:** This creature has five heads, each of which can make a separate Fighting or Shooting roll without incurring a MAP, although each head can only perform one action each round. A Called Shot to the head that causes Shaken or a wound severs one head, and the cryohydra dies if all its heads are severed.
- **Regrow Heads:** When a cryohydra draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, up to twice its normal maximum. Heads severed with fire do not regenerate.
- **Immunity (Cold):** Cryohydras suffer no damage from ice or cold.
- **Weakness (Heat):** Cryohydras suffer double damage from fire and heat-based attacks.
- **Size +3:** Cryohydras are the size of a large horse.
- **Witchline (Snow Witch):** Banes of the Snow Witch can be sensed by Jötunn Accursed within 25 feet.

## Glacial Frog

These enormous blue-skinned frogs have sharp icicles projecting from their flesh. They were occasionally used as mounts during the Bane War, as their powerful legs allowed them to leap over walls and palisades with ease.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d12

**Skills:** Fighting d8, Notice d10, Stealth d6, Swimming d12, Tracking d10

**Pace:** 6; **Parry:** 6; **Toughness:** 11

### Special Abilities

- **Bite:** Str+d4.
- **Pin:** Glacial frogs pin their foe on a raise. Escaping requires a raise on an opposed Strength roll.
- **Swallow:** After pinning a foe, a glacial frog can try to swallow them with an opposed Strength roll as a normal action. Swallowed foes take Str+d6 damage each round, requiring a raise on an opposed Strength roll to escape.
- **Icicles:** Anyone attacking a glacial frog with unarmed or natural weapons suffers 2d4 damage.
- **Low Light Vision:** Glacial frogs ignore penalties for dim and dark lighting.
- **Natural Swimmer:** Glacial frogs have a swimming Pace of 8", and receive a +2 bonus to resist drowning.
- **Leap:** Glacial frogs cannot run, but they can leap up to 8" as a normal action.
- **Size +3:** Glacial frogs are the size of a large horse.
- **Immunity (Cold):** Glacial frogs suffer no damage from ice or cold.
- **Weakness (Heat):** Glacial frogs suffer double damage from fire and heat-based attacks.
- **Witchline (Snow Witch):** Banes of the Snow Witch can be sensed by Jötunn Accursed within 25 feet.

## Giant Ice Boar

These large beasts have blue skin and bristling white fur. Used as beasts of burden when transporting troops and equipment, they became living battering rams once battle commenced.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d10, Strength d12+4, Vigor d12

**Skills:** Fighting d8, Notice d6

**Pace:** 8; **Parry:** 6; **Toughness:** 14 (2)

### Special Abilities

- **Armor +2:** Bristling fur.
- **Tusks:** Str+d8.
- **Low Light Vision:** Giant ice boars ignore all penalties for dim and dark lighting.
- **Gore:** Giant ice boars inflict +4 damage if they move at least 6" in a straight line before attacking.
- **Hardy:** Giant ice boars ignore a second Shaken result.
- **Size +4:** Giant ice boars are over 15' long.
- **Large:** -2 penalty to attack Medium sized foes, such foes receive a +2 bonus when attacking back.
- **Immunity (Cold):** Giant ice boars suffer no damage from ice or cold.
- **Weakness (Heat):** Giant ice boars suffer double damage from fire and heat-based attacks.
- **Witchline (Snow Witch):** Banes of the Snow Witch can be sensed by Jötunn Accursed within 25 feet.