

PAUL 'WIGGY' WADE-WILLIAMS

# HELLFROST

## SINS OF THE FATHER







# **SINS OF THE FATHER**

**BY PAUL “WIGGY” WADE-WILLIAMS**

**EDITING & PROOFREADING: SCOTT ALAN WOODARD**

**COVER, GRAPHIC DESIGN & TYPESETTING: ROBIN ELLIOTT**

**FIGURE FLATS: JORDAN PEACOCK**

**COVER & INTERIOR ART: EMPTY ROOM STUDIOS**



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# SINS OF THE FATHER



## ● INTRODUCTION ●

This adventure is designed for a group of four characters with between 60 and 75 XPs, but can be run with more advanced parties. Most encounters are based on a number of antagonists per hero, and thus automatically allow for increased party size.

As written, the main antagonists are spectral warriors. For Legendary parties and above, add one additional Extra to a detailed encounter for each whole 20 XPs above 60. For instance, if a party of four characters averaging 100 XPs faces one spectral warrior per hero, the heroes encounter a total of six spirits (four because of the party strength and another two because the party is 40 XPs higher than the scenario minimum).

This adventure takes place in the Hearthlands in mid-winter. The temperature averages 15° F during the day and a bitter -5° F at night. The GM should keep an eye on the characters' winter protection. See the *Savage Worlds* rulebook for the effects of cold weather and the *Hellfrost Players' Guide* for how the rules work in this setting.

A selection of pre-generated Novice characters can be found at our website, [www.triplecegames.com](http://www.triplecegames.com).

**Important:** One of the player handouts is a sheet of squares containing letters. Cut the squares out in advance of play and shuffle them around. Hand them out to the players only when instructed to do so in the text.

## GM'S BACKGROUND

By -222 IR the Anari dominated the core Hearthlands from Alantaris Isle in the west to the borders of the Thunor Range in the east, and from the Icebarrier Mountains as far south as the edge of the Great Swamp. Everything within these borders was subject to the rule of the Emperor. Saxa culture, viewed as barbaric at best, was ruthlessly suppressed, though not even the might of the Anari army could completely extinguish it.

The imperial family was slain in the Blizzard War and much of the Hearthlands ravaged. With no central authority, many regional governors and military commanders declared themselves potentates of their territories. The once great Anari Empire fragmented, and the Saxa seized their chance to throw off the yoke of tyranny.

Minor rebellions had troubled the Empire since its founding, but this time the Saxa were coordinated and determined. Reinforced by the surviving Saxa cultures beyond the Thunor Range and Sigel Peaks, the Saxa unleashed bloody vengeance on their masters. Isolated by paranoia and refusal to aid their kinsfolk for fear of weakening their own lands, the Anari rulers could do nothing to stem the barbarian tide sweeping across the Hearthlands. Village by village, town by town, the Saxa reclaimed their lands.

By 150 IR the situation was nearing critical for the Anari who staunchly refused to acknowledge Saxa equality. Their armies had been repeatedly smashed and routed, and much of their territory was now in Saxa hands. Unlike the Anari, the Saxa did not seek to suppress the Anari. Those who agreed to live by Saxa rule were welcomed, though it would be generations before they would be trusted. Pressed on all sides, the Anari who would not bow retreated to what is now the southern Freelands to regroup.

In a final bid to bring the rebels to heel, the remaining Anari overlords finally pooled their resources. A great army, led by the Storm Dragon Company (a well-trained, hardened unit of fanatical soldiers), prepared to retake what had been lost.

Under the banner of the arrogant commander of the Storm Dragons, Count Cadmar ap-Valeray, the Anari marched to battle, driving east and south into the lands now called Royalmark. Time after time they encountered and drove back Saxa warbands with little loss. With each victory the Anari grew in confidence. With each step, they extended their supply lines and walked further into the Saxa's trap.

On the northern edge of what is now the Mounds of

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Heroes Gone, the Saxa sprang their trap. Seemingly cornered in a narrow gorge, the Saxa drew up their lines. As anticipated, the Anari made straight for them, their cavalry charging ahead of the infantry to shatter the Saxa shield-wall. Knowing the Anari tactics, the Saxa had protected their front by digging small pits in the soil and covering them with a thin layer of grass. Right on cue, the charge was halted as horses collapsed, their legs snapping and their riders thrown or crushed. The Saxa charged before the dismounted horsemen could recover.

Finding their way blocked by a mass of dead and dying cavalry, the Anari infantry paused—a fatal mistake! Fierce Saxa warriors poured into the gorge behind the Anari and fell on them like rabid wolves. Of the 10,000 Anari who began the battle, a hundred lived to see the night fall, and all were members of the Storm Dragon Company. None surrendered, for exhaustion brought them to their knees, not Saxa blades. One hundred men survived, yet those who died on the red field that day were the fortunate ones.

The survivors, among them Count Cadmar, were shown little mercy. The Saxa commanders knew a single, decisive act now would crush the Anari resolve to continue the war. So it was that the Storm Dragons were tortured with hot irons and stones pressed into their flesh. Many cried for mercy, but their pleas fell on deaf ears.

The Saxa commander, Cenwalch Cerdicsunu, whom history remembers as Cenwalch White-Cloak, sent word to the Anari rulers in the west, promising them that no more Anari blood would be shed if they gave up their dreams of oppression and accepted the Saxa as equals. In the depths of winter in 160 IR, three months after the defeat of the last Anari army, the Anari governors sent their reply: The war was over.

The Storm Dragons were offered their freedom in return for swearing an oath to accept the cessation of hostilities. Despite having endured months of physical abuse, all refused. Knowing the prisoners would foment armed rebellion if released, Cenwalch had them all executed. True to his word, no Anari blood was spilled—the 50 men who survived the torture, including Count Cadmar, were decapitated with heated blades.

As the prisoners died, a comet surrounded by a dark, red halo blazed through the clear night sky. Some Saxa looked upon it as a good omen, marking the start of a new age. Others shuddered as the fiery, blood red orb blazed a silent trail through the heavens, for such celestial signs were rarely fortuitous.

Centuries later, the comet has returned to the skies of Rassilon and so have the tortured souls of the Storm Dragons.

## THE VILLAGE OF REEDFOLDA

The inhabitants of Reedfolda believe the name comes from “reed field,” a clear reference to the nearby swathes of tall reeds which line the banks of several slow-flowing, shallow rivers. The network of rivers flows lazily across Royalmark, following the line of the road to Moot Hill

before they join with the turbulent waters of the upper Crystalflow.

In truth, the name has nothing to do with reeds. It is a corruption of “read,” which means red in the Saxa language. Reedfolda sits on the edge of the Mounds of Heroes Gone, barely a mile from the site where the Anari army was massacred. Originally constructed as a fort, the village’s purpose has altered over the centuries. Now it is a farming village, albeit a heavily defended one.

Reedfolda is surrounded by a circular wall measuring eight yards thick. The front is covered in four-yard high oak timbers, sharpened to a point at the top. The topmost yard forms a palisade, from behind which defenders can snipe at attackers. Behind the palisade is the wide fighting platform. Logs cover the flat surface, preventing the rains from turning the area into a quagmire. The interior facing of the rampart is covered in wooden planks to prevent the compacted earth from slipping. Whereas the exterior facing rises vertically, the interior slopes at just over 60 degrees. Numerous sets of wooden steps cut into the ramp provide access onto the fighting platform.

Built into the rampart are a number of stone-lined chambers. The width varies, but none are deeper than five yards. For the most part these are cattle sheds, though some serve as storerooms and as quarters for the thralls. Entrance to each chamber is through a heavy wooden door, each sturdy enough to keep cattle from escaping.

Although raiders are rare (the nearby mountains containing only a handful of small goblin tribes of cowardly nature), the village has never expanded beyond its impressive ramparts. To the south are the Mounds, to the west the foothills of the Hearth Range, and to the north and east are open fields and pastures.

Reedfolda’s houses are typically Saxa. Constructed with two timber walls packed with earth for insulation, the houses are roofed with thatch from the nearby reed beds, rather than turf as is common elsewhere. Only the hall of the local noble, Thegn Egfrid Bercthunsunu, has shingle roofing.

Reedfolda boasts 30 houses in addition to workshops, temples, and the ale hall. An ale hall isn’t quite the same as an inn. Although sleeping space is available for a nominal fee (typically 1 or 2 silver scields), an ale hall has no landlord. Rather, it is the communal hall, the hub of village life, where strangers who honor the laws of hospitality may rest for the night. While alcoholic drinks are commonly available free of charge (most communities at least brew their own beers and wines for personal consumption and to welcome guests), food is available only at the community’s generosity. A central hearth is kept lit, and visitors are free to cook and consume provisions they have brought with them.

The village boasts two temples. The largest is dedicated to Eostre in both her aspects. The second honors Hothar. While Eostre’s temple is the larger, it is the newer of the two. Hothar’s temple was erected during the days when the village was a military camp as a symbol to mark



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the end of hostilities against the Anari. It is still in use today—the thegn holds his court here. Shrines to Eira, Rigr, Tiw, and Thunor stand in the village square. All take the form of standing stones.

The current permanent population is 206. Of these, ten are the thegn's huscarls and 39 are thralls (21 male and 18 female). The general populace comprises 46 adult men, 43 adult women, and 68 children. Any citizen over the age of 14 is considered an adult in Saxa society.

## THRALLS

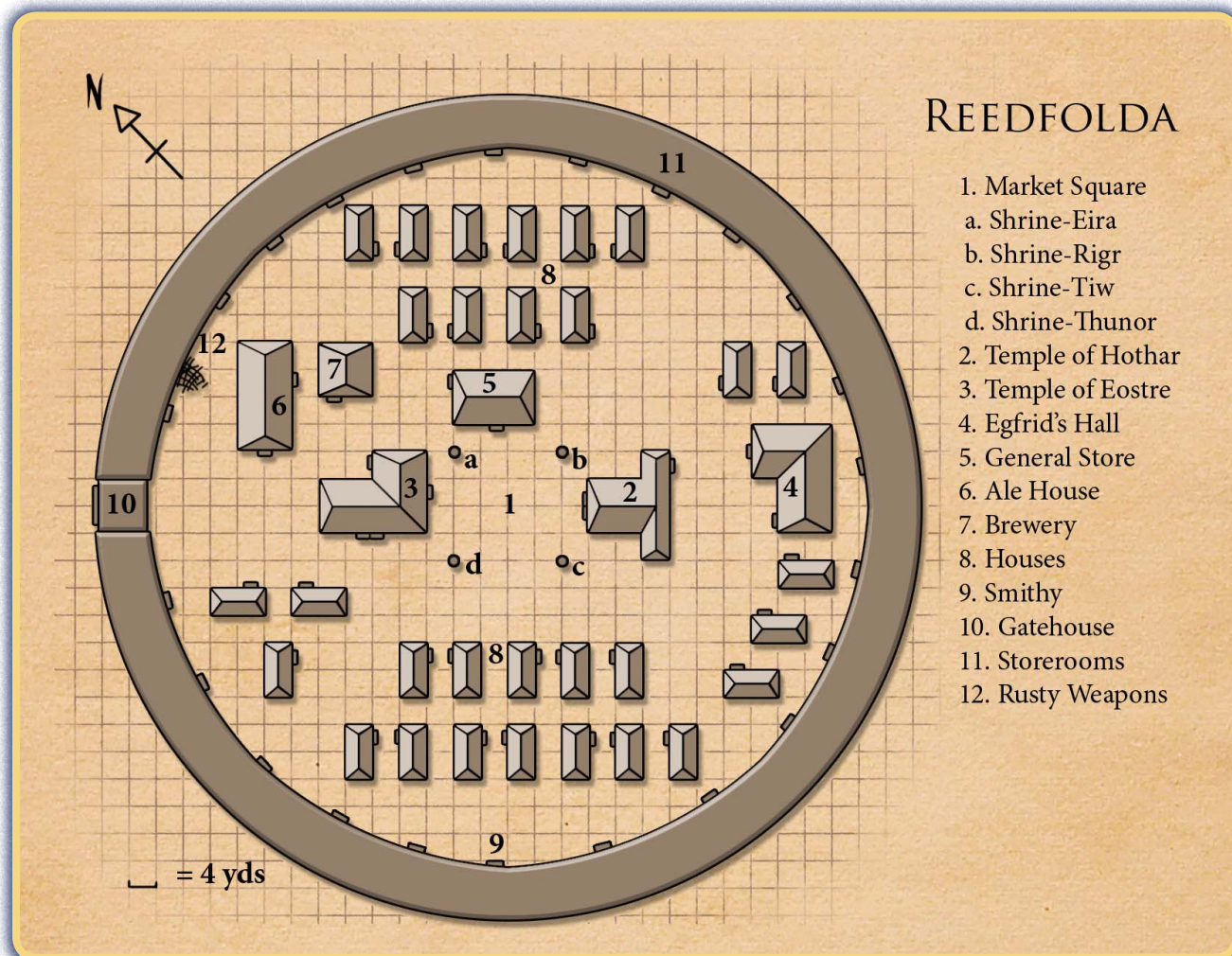
The citizens of Reedfolda maintain the ancient practice of keeping thralls (slaves), though they no longer raid to acquire them. Rather, most of the thralls are volunteers, displaced or destitute citizens who agree to servitude in return for a roof over their heads and hot meals. Although the slave trade is still active, the citizens of Reedfolda rarely acquire thralls in this manner—purchasing a slave only encourages the slavers to seek more captives.

In ancient days, thralls were treated little better than livestock, but in modern Reedfolda they have some

basic rights. Thralls, although the lowest social caste, are treated as members of the community and are free to marry other thralls or free men and women. In the latter case, they are not automatically released from thralldom—the thegn must officially release them from service. This harbors back to olden times, but the tradition remains. Since most thralls freed in this manner are female, the process is akin to the custom of the father of the bride giving away his daughter. Thralls never come with dowries, though.

Similarly, a thrall may request permission to leave the village. This is normally granted without hesitation, though the thrall is forbidden from moving back to Reedfolda within three years unless they do so as someone who can provide for their own basic needs. That is, a thrall can't leave in the hope of finding a better life and then come back into thralldom because it didn't work out.

Only the thegn may free a thrall from service. Traditionally, a thrall is freed on a special day, such as the birth of a child in the thegn's family, on the ascension of a new thegn, to mark a truly auspicious event, and so on. Thralls in Reedfolda are never killed and buried



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with their master on his death, though the custom is not unknown elsewhere.

## PLAYERS' INTRODUCTION

The adventure begins with the characters walking toward Ravensburg, the capital of Royalmark and home to the High Cyning, from the south. They may simply be heading in that general direction seeking employment, or perhaps they are visiting kinfolk or carrying a message to a member of the court. Whatever the reason, they have travelled around the eastern border of the Mounds of Heroes Gone, being too wise to risk offending the spirits of the dead Saxa.

*The snow-capped hills of the Mounds of Heroes Gone, the Saxa's ancestral burial site, are a constant presence on the western horizon. All of you have heard of the spirits that still walk the peaks by night, and discretion has caused you to take a lengthy detour. Behind you, the peaks of the Hearth Range are just visible through the falling snow.*

*As you trudge through the endless snow, you spy small, dark shapes wheeling in the sky—ravens, corpse scavengers.*

*Cresting a small hillock, you spy the reason for the ravens' presence. Four covered wagons stand axle deep in the snow. An additional two lie further away, tipped on their sides. Surrounding them are corpses, perhaps two dozen in number. They have been here at least a day, for snow lies heavily upon them. A dozen horses lie dead, still hitched to the wagons.*

The corpses belong to villagers from an outlying settlement. With the fields frozen solid, they were headed to Ravensburg in search of work during the harsh winter. They had planned to spend the night at the nearest village—Reedfolda—but were ambushed by the ghosts of the Anari army. Although the comet is not yet fully visible in the night sky, it is close enough that a few spirits were awakened from their vengeful dreaming. Sensing the Saxa blood in the citizens, the ghosts fell on them, slaying almost the entire caravan.

After a few minutes inspecting the scene, the characters deduce several important facts:

- \* The corpses are frozen stiff, a clear indication they died many hours ago.
- \* The men were not only armed (nothing special there), but all had their weapons drawn when they died.
- \* The women and children are huddled together, as if sheltering from something.
- \* Not one corpse shows any sign of physical injury, though it is readily apparent to the seasoned adven-

turers that at least some died of fright.

- \* All the horses died of fright. (The horses pulling two overturned wagons bolted before collapsing, while the others died instantly).

A successful Tracking roll made at +1 (there has been recent snowfall obscuring the scene) reveals plenty of activity in and around the caravan, yet not a single track leading to or from the site of the massacre. Likewise, there are no arrows, broken shields, blood spatters, or other indications a fight took place.

The first wagon the characters inspect contains the sole survivor of the massacre—an Anari child. She is in shock, having witnessed the ferocious attack. She was spared not by an act of mercy, but because her Saxa blood is very weak (her great-great-grandparents had Saxa blood, but her more recent relatives were Anari stock) and she did not take up arms against the spectral warriors.

Coaxing her into saying anything requires a Persuasion roll at –2 or an Intimidation roll at –4. With success, the girl reveals her name is Becca ap-Madog. On a raise, she screams, “*The white men came with the dying sun!*”, and faints. No further information can be gained from her—recalling the memory of what she witnessed causes her to whimper and withdraw deeper into herself.

The girl wears a silver locket (10 gs) around her neck. Inside is a miniature portrait of a woman (her mother). Her frozen corpse lies outside the wagon. Clenched in her hand is a similar locket, containing an image of the frightened girl.

**Treasure:** Looters can acquire a dozen long spears, two dozen short spears, ten medium shields, three long swords, two battles axes, a dozen suits of leather armor, and 26 sets of furs. There is a total of 1,420 gold scields in coin and small pieces of jewelry. The contents of the wagons are typical wares a family on the move might carry, such as provisions, blankets, and so on. Assign a value of 2,000 gold scields. Assume characters who need to replace common gear with a value of less than 50 gold scields can find it in one of the wagons.

Aside from the mundane treasures there are several more useful items. Spread among the corpses are three Norn charms (unused), two potions of *healing* (each cures one wound), an arrow blessed with *aim* (the spell activates with a raise when the arrow is fired), a pouch of gray powder imbued with *gravespeak*, and a silver birch staff containing *sentry* (cast with a raise).

## ONWARD

Continuing their journey north, Becca (assuming the characters haven't left the poor girl to freeze to death) begins whimpering loudly as the sun starts to set. She cannot be calmed so long as the party is in the wilderness. As night begins to fall over Rassilon, the heroes come across the village of Reedfolda. The many torches placed along the palisade and gatehouse are a welcome sight in the wintry wilderness.

The main gate is closed. Four huscarls man the gate-



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house. As the heroes near, they are asked to identify themselves and their reasons for being on the road. Any reasonable answer warrants the gates being opened and the party welcomed inside. Passing through the fortified entrance, the party cannot but notice large letters carved into the gates. They read: “R-E-E-D-F-O-L-D-A.” Make sure you spell the name for the players—this becomes important later.

A stable boy takes their horses and leads them to shelter within the rampart. If the party has mentioned the caravan, they are directed to the hall of Thegn Egfrid. Otherwise, the huscarls point them toward the ale house. Hopefully the party has the sense to mention the massacre.

## EGFRID'S WELCOME

Thegn Egfrid listens to the party's story without displaying any emotion. These are hard times, and such tales are all too common. When the party finishes, Egfrid makes a proclamation.

*“What fate befell the caravan I cannot say, though we lament the needless loss of any life. Until the snows clear, this child shall be taken into our homes and cared for. Then we will try to track her family. If we cannot, then the laws of our land require she be adopted and accepted as one of our own. I shall bear petitions only after the search has ended. In the morning, when the snows have lessened, we shall bury the dead with full rites.”*

*“But now we must look to the present. We have among us honored heroes, whose names are known even in these parts. I welcome each of you to Reedfolda as friends, not guests. A grand feast shall be held in the ale hall to mark the occasion.”*

It isn't every day the village is graced by renowned heroes, and Egfrid intends to show his largesse to his people. Preparations will take several hours, during which time the party is free to explore the village. Aelfric, an elderly thrall in the service of the thegn, accompanies the heroes, answering any questions they may have.

Remember, no one knows the true origins of the village, and the story of the great battle was never fully recorded on Cenwalch's orders (“*We shall live in new times and fight new battles,*” he said. “*This bloodshed was necessary, but we shall not retell its tale for the ears of those yet to come, nor revel in our victory.*”)

Give the heroes the unlabelled map of the village and let them wander as they choose. Locales of interest are detailed below. The numbers match the key on the GM map of Reedfolda. Note that some information is only revealed once the ghostly Anari have made their first appearance. This is handled in the **Investigations** section. The GM should make up descriptions for other places the party might visit.

Ⓜ **Aelfric:** Treat as a Villager (see page 24).

## 1A–D) FOUR SHRINES

As well as temples to Eostre and Hothar, Reedfolda boasts four shrines. Each is dedicated to one of the more important Saxa gods, those being Eira, Rigr, Tiw, and Thunor. All four are standing stones, carved into long rectangles. Despite centuries of weathering, the masterful workmanship which carved the faces into towering representations of the gods is still visible. All four shrines stand 20 feet high.

**Eira:** Eira's shrine depicts four of her aspects. On the northern facing she holds an unraveled bandage (healer). To the east, a batch of herbs (herbalist). In the south, her hands clutch a barber's knife (medicine). And in the west, she cradles a dove (peacemaker). All sides show a young, comely maiden.

**Rigr:** The Watchman is depicted as a Saxa warrior on all four facings. His northern image has just the left eye open. To the east, he has both eyes shut tight (so as not to be blinded by Sigel each morning). To the south, his right eye is open. And both are closed on the western facing (so he can watch over Sigel during his nocturnal journey).

**Thunor:** Unlike the others, the northern face of Thunor's shrine is unworked stone. The other facings depict a Saxa male. His east facing image clutches a single lightning bolt, as does the one to the west. On the southern face he clutches two lightning bolts. In summer, warm winds blowing from the south clash with colder north winds, resulting in powerful thunderstorms.

**Tiw:** Like Rigr, Tiw is shown as a warrior. In his left hand he holds a round shield, whereas his right hand clutches a weapon. Each facing has a different weapon—long sword (north), battle axe (east), short spear (west), and mace (south). All represent typical Saxa weapons.

Any hero who worships the appropriate faith understands the symbolism behind the imagery automatically. Other heroes must make a single Knowledge (Religion) roll to deduce the meanings.

## 2) TEMPLE TO HOTHAR

The smaller temple is dedicated to Hothar, god of justice and truth. Cenwalch ordered its erection to symbolize not victory over the Anari, but the end of hostilities and a new beginning for his people. For the first time in many centuries, the Saxa would be governed by Saxa laws and a new system of order. Thegn Egfrid holds court here, rather than in his own hall.

Within the wooden walls are the main temple-cum-law court, a library housing a collection of law books and books of judgments passed by earlier thegns, a small scriptorium, and the living quarters of the lone Sword of Truth, Teobald ap-Angrot.

Ⓜ **Teobald ap-Angrot:** See page 24.

## 3) TEMPLE TO EOSTRE

The temple is divided internally into two distinct ar-

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eas. The largest part, equating to roughly two-thirds the structure, is devoted to Eostre Plantmother. Here can be found the worship hall, a small library with books on agriculture and herbs, an herbalist laboratory, chambers and living areas for the priestess and her helpers, a basic infirmary, and such like. Carvings of flowers and agricultural plants adorn the door jambs and lintels; bunches of spring flowers waft their fragrant scent through the halls and chambers.

By comparison, the smaller section smells like an animal pen. Perhaps this is not surprising, for it serves as the village's veterinary practice. The interior is divided into stalls for animals, with a small herbalist laboratory stocking medicinal plants suitable only for animals, a storeroom, and a single wooden cot for the resident veterinarian.

There are enough dried herbs to make up four doses of any herbal remedy with a difficult modifier of +0 or higher. For other remedies, the priestess must harvest fresh plants. The temple also stocks six *healing* potions (cures one wound), two *healing* potions cast with a raise, and one balm of *greater healing* (cast with a success). The temple is loathe to sell these, but the priestess will use them freely to treat the heroes once they take on the quest of saving the village.

The only permanent cleric is Hlif Kolsdohtor, a Sower of Eostre. She is assisted by four young novitiates studying to become full clerics. None has taken their full holy vows, and thus they possess no arcane powers.

📖 **Hlif Kolsdohtor:** See page 23.

📖 **Novitiates (4):** Treat as Villager (see page 24). The novitiates are Aki Ormsunu, Vigdis Samsdohtor, Ragna Thordsdohtor, and Glum Four-Legs (he's older than the others and is training to be a Reaper. He also serves the community as the local veterinarian).

## 5) GENERAL STORE

The village store keeps only items with a V availability rating in stock. A limited number of alchemical devices are available. For ease, the GM should assume he stocks a total of ten spell levels of devices (Novice equals 1 level, Seasoned 2 levels, and so on). However, no spell above Veteran and no more than five of any one spell is available. Thus, if the party wants five *healing* potions, then there are five in stock, leaving five Ranks of other spells.

The owner, Canute Hareksunu, is a fair man and charges standard prices. Through his contacts in Ravensburg he can acquire T and C availability items in 2d6+2 days (normally it takes 1d4+2 days, but the winter weather hampers trade).

📖 **Canute Hareksunu:** Treat as a Villager (see page 24) but with Persuasion and Streetwise d8.

## 12) RUSTY WEAPONS

Stacked in a pile against the inner palisade are a large number of rusted swords, axe heads, and maces, as well as fragments of chain and scale armor. Aelfric, or any

other villager, can answer questions about the source of the unusual collection. Typical questions the heroes may pose, as well as stock answers, are presented below.

Q: Where did all this come from?

A: *"Farmers on the top fields are always plowing up old weapons and bit of armor. We dump them here because we don't know what else to do with them."*

Q: Has anything else been discovered?

A: *"Sometimes they dig up a piece of bone or a skull. We bury those up on the Mounds to avoid offending the dead."*

Q: Where are the top fields?

A: *"Before you get to the Mounds proper there's a wide valley. Rain from the hills trickles down and feeds the soil, so it's good growing land. Farmers started using the area when I was a boy in the service of the thegn's grandfather, and that's when they began uncovering this rubbish."*

Q: Can you show us the top fields?

A: *"Not until morning. It's not wise to wander close to the Mounds after dark. Restless spirits haunt the hills."*

Q: Why are the weapons stored here?

A: *"This rubbish is no use to anyone. It's too rusted, you see. I suppose a priest of Ertha might accept it as an offering, but I don't know much about such things. Anyway, at first, farmers brought bits back out of curiosity. They probably figured it was valuable. Plus leaving it in the field would just mean you uncovered it again later. So folk began dumping it here, and now its sort of a tradition."*

Q: Was there a battle near here at some point?

A: *"Not that anyone knows of, no."*

## SIGNS AND PORTENTS

Aside from a single weapon, it is bad manners to wear armor and carry one's private arsenal to a feast, especially one held in one's honor. Ask the heroes how they wish to dress and what they wish to carry. Anyone wearing armor loses 1 Glory per point of protection. Thus, a chain hauberk warrants a two-point penalty. Carrying more than a dagger, which is used to eat with, and a single melee weapon, incurs a loss of 1 Glory per additional weapon.

As little or as much roleplaying as the GM wishes can occur at the start of this scene. Skalds in the party are invited to tell stories or sing for the amusement of the crowd, while clerics of a respected faith may be called upon to bless the village and its people. Other heroes may simply wish to talk with villagers sitting around them. No specific NPCs are sitting close. Instead, the GM should roll on the Allied Personalities table and use the result to create an interesting NPC.

For instance, a result of "Young" may indicate a youth who wishes to hear the party's tales of bravery and monsters, or a boastful young warrior who talks big but has obviously never witnessed the slaughter of a mass battle. An "Artistic" NPC may be a skald who wishes to honor a



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party member with high Glory with a song, or perhaps she is just a crafter looking to sell something. An “Observant” character could be a follower of Rigr or just a villager who’s a shrewd judge of character.

Hanging at the far end of the hall, behind the table reserved for the thegn and other important villagers, is a polar bear skin. It is quite apparent to the heroes that it holds a place of honor. Any villagers can reveal the following information if questioned:

*“That is the very cloak worn by Cenwalch White-Cloak. He was the war leader who defeated the Anari and gave us back our ancestral lands. According to the stories, he stayed here, in this very hall in the days before he died and was buried in the Mounds. As he lay dying, he bequeathed his cloak to the villagers for their kindness and hospitality.”*

Every Saxa hero knows the name of Cenwalch and can make a Common Knowledge roll to recall more facts. Non-Saxa heroes, or Saxa who do not wish to use Common Knowledge for some reason, may make a Knowledge (Folklore or History) roll.

**Critical Failure:** Cenwalch was a mythological figure, an amalgamation of several real heroes rolled into a sort of super hero figure.

**Failure (Saxa only):** Cenwalch was a great Saxa hero dating to the time of the rebellion against the Anari, though the character cannot recall any specific details (non-Saxa learn nothing on a failure).

**Success:** Cenwalch was initially a military leader of little regard, but as his victories mounted, so more and more Saxa flocked to his banner. Legend says he commanded the Saxa army in the final victory, though where the battle took place is a mystery. He died some years after the Saxa earned their freedom, and was purportedly buried in the Mounds of Heroes Gone.

**Raise:** As above, plus Cenwalch was offered the position of High King after the Saxa was freed, but he turned it down. History recalls only four words of his refusal—“I am not worthy.”

The cloak is not magical, though it is not without special powers in the right circumstances. It may be of great importance later in the adventure.

When the players have had enough roleplaying, proceed to the next section.

## THE BLOODY BEAR

*The welcome feast has lasted throughout the night and dawn is not many hours away. Skalds have entertained you with songs of valor; mead has flowed like water, and it seems the forests must have been cleared of boars to provide the copious quantities of meat.*

*A pretty serving girl, one of the village thralls,*

*catches your eye and hurries across to refill your tankards. As she draws near, someone at the head table calls for her to serve them. The girl turns her head and nods to acknowledge their request. Her eyes suddenly widen. She stumbles and drops the mead jar; the amber contents spilling across the table. The jar shatters the same instant the girl screams. Her hand, shaking uncontrollably, points toward the head table.*

*The hall falls silent as everyone stares in the direction of her quivering arm. The cause of her fear is readily apparent—the polar bear hanging at the far end of the hall has turned blood red.*

Detect arcana reveals the fur is magical, though the spell used defies investigation. Anyone who closely investigates, discovers the fur hasn’t just changed color—it is sodden with fresh blood! This manifestation marks the full unleashing of the spectral horde. As the sun rises, all traces of the blood vanish (even samples the characters may have collected.) A second sign occurs just moments after the party finishes inspecting the fur.

## SHATTERED STONE

*The door to the ale hall crashes open. An icy wind howls across its length, guttering candles and lamps. A villager wrapped in furs stands in the door, his face ashen. “By the gods!” he cries. “Come quickly! There’s something terrible in the sky!” Everyone in the hall grabs for their furs and rushes for the doors.*

The next section of read-aloud text assumes the party is curious enough to follow the crowd.

*The villager leads you across the village to the main square. Four tall stones carved to resemble Eira, Rigr, Thunor, and Tiw stand upright at the corners of the square. The man stands and gestures frantically into the night sky. “It is an ill portent,” he wails. “Doom is come!”*

*Looking up, you see the clouds have finally blown over, revealing the twinkling lights of the firmament. Blazing through the sky like an open wound is a fiery star, a blood red halo surrounding its head. As if on cue, the villagers begin whispering prayers to the gods to protect them*

Comets are not unknown in Rassilon. Both the clergy of Hoenir and the Lorekeepers have records of them in their dusty archives dating back many centuries, and skalds frequently mention them in tales. No one knows their true nature (astronomy is not yet a science in Rassilon). All citizens who honor the benevolent deities consider witnessing one a sign of ill-omen and impending

## SINS OF THE FATHER

disaster. A hero making a Knowledge (Folklore or History) roll at –4 recalls hearing or reading of a blood red comet, though he cannot remember any specific details.

After making the roll, continue reading the text to the players.

*The star flares brightly for a brief moment, casting a ruddy pall across the village. The crisp, white snow turns the color of old blood. A tremendous crack echoes across the village. Tiw's standing stone splits down the center, cleaving the image of the god in twain. Both pieces topple silently to the snow-covered ground. Thick blood oozes from the image's eyes and mouth, staining the snow.*

The villagers are dumbstruck by the chain of events. They are too stunned to scream or panic. Egfrid is quick to take control before his people regain their senses.

*"Fear not!" the thegn calls out. "We have among us heroes and friends!" Egfrid turns to face you. "Such matters are beyond me. What say you, friends? Will you help us?"*

Whether the heroes realize it or not, Egfrid's request is difficult to turn down. He welcomed the heroes openly as friends and held a feast in their honor. To refuse has two consequences. First, it means the adventures aren't truly friends of Reedfolda. Second, it makes their host look a fool for naming them as friends. Allow the heroes a Common Knowledge roll to deduce these facts if the players don't reach the same conclusion.

Refusal warrants a 10 point Glory penalty for turning their backs on their friends. Acceptance earns the heroes a 2-point Glory reward—skalds love heroes who accept missions before learning of the true dangers.

Shortly after the heroes make their decision, a scream is heard from the palisade. Proceed to the next section.

### THE SPECTERS ATTACK

*Streaming through the village are shimmering, translucent blue-white warriors, their weapons aglow with unearthly light, their eyes burning pits of hatred and malice. Without breaking stride they cut down a villager where he stands, mouth agape in awe. Screams begin to emanate from all around as the ghostly horde bears down on you.*

**Important:** While this scene serves to introduce the heroes to their enemies, it also highlights the ghostly warriors desire to kill Saxa. At some point, a spectral warrior *must* stare at a villager and then pass them by without harming them in full view of at least one player character.

**Terrain:** The buildings and intact shrines are impassable objects to the living and block line of sight. The

shattered shrine of Tiw is difficult ground. The snow is not deep enough to hamper movement. The night sky is illuminated by the pale glow of the red comet and the flickering torches of the villagers, making the lighting Dim (–1).

**Monsters:** The attackers are spectral warriors, the ghosts of the Storm Dragon Company. Awoken from their unquiet sleep by the appearance of the comet, they are eager for revenge. Spilling out from their graves, they assault the first settlement in their path—Reedfolda.

The huscarls and villagers are those nearest the heroes when the attack occurs. The spectral warriors indicated below aren't the only ones storming the village, and fighting occurs throughout the settlement—the action focuses on the heroes, who are one small part of the larger melee. Thegn Egfrid takes command of several of his huscarls and leads a charge to help defend a group of helpless women and children, thus removing him from the immediate vicinity of the characters.

As the fight begins, the heroes and their allies should all be within the confines marked by the four shrines. Have the players position their characters and allies first—they are already present when the attack begins and do not have advanced warning as to its direction.

The spectral warriors begin 10" away from the nearest hero. Draw a card from the action deck to determine from which direction they attack. Clubs indicates the attack is from the north, Diamonds from the east, Hearts the south, and Spades the West. On a Joker replace one of the specters with a Wild Card lieutenant, one of Count Cadmar's officers. Draw a second card to determine where they begin. Repeat this procedure if a second Joker is drawn.

**M Spectral Warriors (3 per hero):** See page 25.

**M Spectral Lieutenant (1):** Treat as a spectral warrior (page 25), but he is a Wild Card. Add Knowledge (Battle) d8 and the Command and Tactician Edges.

**M Veteran Huscarls (1 per hero):** See page 25.

**M Villagers (3 per hero):** See page 24. Half carrydaggers. The other half are equipped with their militia gear.

**Tactics:** The spectral warriors have one aim—to slay mortals with Saxa blood without mercy. As such, the heroes are not treated as special targets unless they begin using heated weapons (see the spectral warriors' Weakness)—the ghosts attack the nearest Saxa-blooded foes or those who have attacked them (though they favor Saxa-blooded targets first).

The ghosts save their Death Mark power until threatened with a heated weapon (such as through *smite* or a Disciple of Kenaz's blade) or facing a Saxa player character. The nearest Anari wraith then singles out the target for special attention, while shouting out, "*We shall be avenged!*"

The spectral warriors continue their attack for *exactly* six rounds. At the end of the 6th round, a distant horn sounds, calling the Anari ghosts back to their resting places before the sun breaks the horizon. On their action card for the 7th round, the ghosts fade into nothingness. This does not count as Withdrawing from Combat.



# HELLFROST ADVENTURE #11

**Continuation:** By the time the fight ends, over 20 villagers are dead (plus any who died under the players' control). The night is filled with lamentations and loud crying as the dead are carried to their homes in preparation for burial.

Thegn Egfrid approaches the characters and offers them 5,000 gold scields (collectively) to discover who the spectral warriors were, what relation they have to the other strange events and why they are targeting Reed-fold, and to put a permanent end to their activities.

If the heroes pick up on the spectral warrior which avoided slaying a villager, have them make Streetwise rolls to gather information from the survivors. This can be done Cooperatively, but not as individual rolls—that would just duplicate information. With success, they discover that particular villager has no Saxa blood in his or her veins. Similar stories of ghosts not attacking certain individuals quickly begin to filter back to the characters. In all cases there is a link—no Saxa blood later than grandparents.

## HEALING

Hlif Kolsdohtor can provide healing if required, as can four non-Wild Card villagers with Healing d6. Since each Healing attempt takes ten minutes, each healer can make a maximum of six rolls. These rolls can be made to tend individual patients or Cooperatively to increase the

chances of success. Because the wounds are neither cuts nor blunt trauma, standard healing balms are of no use.

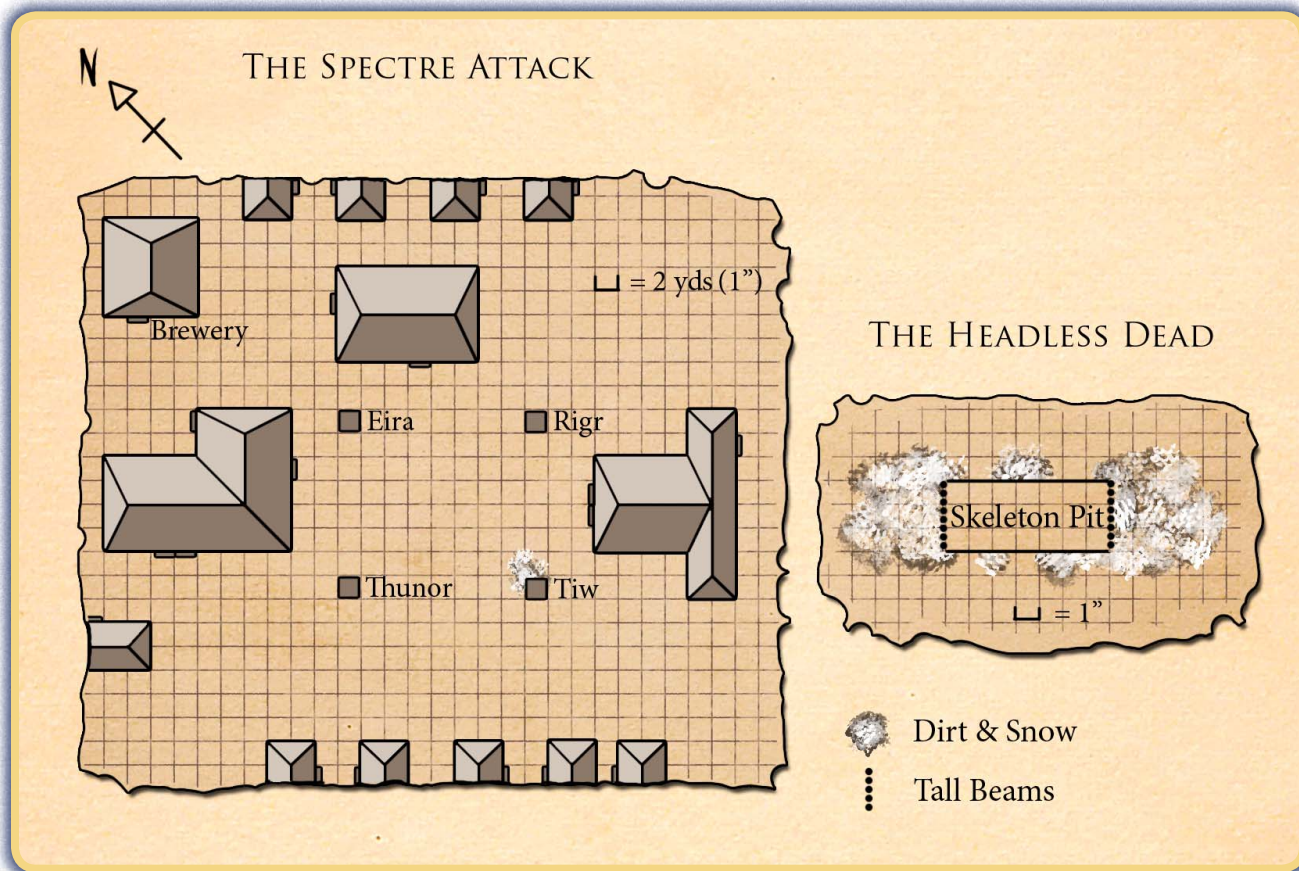
## THE CRONE

As soon as the healing is completed, read aloud or paraphrase the following information:

*The crowd falls silent and parts. Shuffling toward you is a crone, her weathered flesh wrinkled like tree bark. She moves slowly, as if the years she has lived weigh heavily on her shoulders. Many of the citizens look away, though whether this is out of respect or revulsion you cannot say. Even Thegn Egfrid lowers his gaze.*

*The crone finally comes to a halt not a yard from you. She looks you up and down with her piercing, bright green eyes, tutting quietly. "Heroes, you seek to be, eh?" she says in a voice that crackles like lightning. She reaches out with skeletal fingers and, by magic or sleight of hand, pulls a rune-inscribed stone from behind the ear of <insert random hero's name>. She studies it briefly, before concealing it in her robes.*

*"More than strength you will need if victory you wish. Search and find the truth. The truth shall be*



# SINS OF THE FATHER

*your weapon. The dead can only be slain by the weapons which killed them. When you know the truth I shall speak more."*

*She turns to face Egfrid. "Tonight the people must gather in the ale bouse. There you shall be safe if the Norns deem it so. Light fires in the hearth and in your hearts." The crone stares directly into Egfrid's eyes. "Nothing can avoid its destiny."*

*With that she turns and begins hobbling away back through the crowd.*

The crone (that's her only name) refuses to answer any questions or proffer advice at this time. Any attempt to physically manhandle her, even grabbing her arm to stop her slow progress, is met with a warning from Thegn Egfrid to unhand her immediately.

Blessed with the power of the *warding* enchantment, the crone intends to cast and maintain a number of spells to keep the ghostly Anari at bay. This allows the heroes to investigate the problem without having to keep a protective watch over the villagers. It also demonstrates that they aren't the only people in Rassilon with power.

Only if directly asked does Egfrid or a villager reveal who the crone is.

*"She is a great priestess of the Norns. She has lived here since the time of my grandfather's grandfather and knows much but says little of sense. But maybe that is not so bad—too much knowledge can be a bad thing. Perhaps a man should not know his fate."*

## INVESTIGATIONS

Once the Anari specters have made their appearance, the adventure proper begins. Rather than being a totally linear tale, the heroes are now left to investigate the ghostly disturbance as they desire. Clues found in the village and the surrounding countryside will nudge them in the right direction. Each section of importance to the plot is detailed below.

Eventually, the heroes will uncover enough evidence to piece together the historical chain of events and discover the ghostly warriors' weakness. Only then will they be able to lay the ghosts to rest.

## TIME MARCHES ON

Once the crone has departed, the time is 0500 hours. The heroes have not slept in 24 hours, which may cause a problem for some, especially since the GM should keep track of time until the final encounter. Don't worry about tracking exact minutes—you just need to know the approximate time. At this time of year, the sun rises at 0800 hours and sets at 1600 hours, with an hour of twilight either side.

Daylight is cloudy with sporadic snow fall, but lighting conditions remain good. During twilight, the lighting is Dim (–1). The comet provides Dark lighting (–2), though with a ruddy tint, during the hours of night.

Deorcmonan begins the night the heroes speak to the crone for the second time (see **The Crone Speaks**). From that point, the heroes have just four nights to parley with the spirits of the ancient Saxa *and* summon them to war. Parties who rest to heal wounds will find the conclusion is much more difficult without the support of the dead.

## THE TEMPLE OF HOTHAR

The temple of Hothar contains a small library. The heroes may come here on a hunch, perhaps figuring the old structure holds a clue, or through asking if the village has a library or archive.

While many of the tomes are concerned with law, there are a few historical tracts. Unfortunately, none reveal anything about the village until 197 IR, when the first thegn began keeping written records regarding legal proceedings. It takes 1d4 hours to realize this, though.

A hero who spends more than two hours in the library browsing and cross-referencing discovers something very strange. On the spine of certain books is a single Auld Saxa rune (books in *Hellfrost* don't have any writing on the covers normally). There are thirteen different runes, and 25 runes in total.

If the heroes ask the resident cleric, he states the following.

*"I had noticed them myself. I assumed they were scribal marks. None of the books containing the runes on the spine are originals, of course. The contents were copied and recopied over the centuries, but the covers were either reused or reproduced entirely faithful to the originals. When I took over the post, I was given strict orders to do the same, though no one seems to know why."*

*"I believe some 180 years ago there was a fire in the temple. While the covers survived, many of the inner pages were ruined. So it's very unlikely the marks in any way indicate the nature of the contents. An interesting enigma, but perhaps one better suited to a priest of Hoenir, eh?"*

If the players start to write down the stray letters and begin trying to assemble them into meaningful words, hand them the tiles cut out from Handout #1. Remember to have shuffled the tiles first. The message isn't hard to decipher, but a little tactile fun for the players is much more rewarding than making a die roll. Translated, the coded message reads, *"The watcher sees the hidden truth."* "The watcher" refers to Rigr, the Watchman of the Gods. More specifically, it refers to the shrine in the village square.



# HELLFROST ADVENTURE #11

## LET'S ROB TOMBS!

The Mounds of Heroes Gone is littered with cairns, barrows, and sepulchers, many containing a fortune in grave goods. There is, however, good reason why the Mounds are not regularly plundered. As well as the presence of the Saxa ghosts, hagbui, draugr and other vile creatures haunt the lonely peaks and valleys in large numbers.

Ancient and powerful, each of these fiends should be a Wild Card at a minimum. Those already of Wild Card status should be granted higher trait die and more Combat Edges. Heroes who elect to go grave robbing should encounter some form of deadly creature. In return for risking their lives, they locate 1d10 x 500 gold scields per tomb looted.

Also, if the party robs any tombs *before* trying to enlist the aid of the Saxa heroes of old, they suffer a cumulative -1 modifier per tomb robbed. Plundering afterward causes five ghosts to refuse the summons per tomb robbed.

The GM may also use the plundering to create a new adventure. Perhaps a hagbui's tomb has been robbed. In doing so, the heroes inadvertently allow it to move beyond its normal range and thus hound them across Rassilon. A royal hagbui might even have the power to grant others their freedom of movement so long as they serve its cause.

## SHRINE OF RIGR

As noted elsewhere, the standing stone depicts Rigr with his eyes in various states of openness. Since the coded message refers to "hidden truth," the heroes must investigate the aspect with its eyes closed tight (the eastern one).

Doing so requires a ladder. Examination reveals the eyes aren't actually part of the main carving. Rather, they are thin cover stones. Behind them are two red crystal lenses. These too can be removed. Behind them is a small recess, just large enough for a candle stub. The inside is lined with soot, which should give the heroes enough information about what to do next.

Placing a lighted candle in the recess and replacing the lens (but not the cover stones) causes a beam of red light to highlight a spot on the eastern palisade wall, some six yards off-center to true east. Removing the wooden planking and digging a few inches into the tightly packed dirt of the palisade uncovers a bone scroll case, sealed at both ends with wax. The scroll radiates magic to *detect arcana*, but not to the touch (see below).

When the scroll case is opened, it activates a *fear* spell contained in a *glyph* inside the scroll. The spell activates with a d12 arcane skill and a d10 Wild Die (Cenwalch wanted to protect his guilty secret).

Once the spell has worked its magic, and assuming someone in the party can read Auld Saxa, hand the play-

ers Handout #2 when they fish out the contents. Otherwise, they need to track down an NPC who reads the language before being given the translated contents.

The mention of "Readfolda" in the document is not a spelling mistake. If a hero who reads Saxa notices the discrepancy and questions the spelling, he should be told it means "red field."

All being well, the characters should now be keen to discover more about Cenwalch's final resting place.

## CENWALCH'S CAIRN

Cenwalch is a hero surrounded in myth and hearsay. Like most heroes he is accorded deeds beyond those of mortal men. If the characters ask the villagers, they are told the general location of the tomb (no one has visited it in living memory). While no one will accompany the heroes into the Mounds, directions are freely given.

## THE TOP FIELDS

If the characters have investigated the pile of rusty artifacts, they may wish to visit the source. The top fields mark the location of the final battle against the Anari. For generations the villagers shunned the site, but over time memories have faded and the reasons forgotten. Only in living memory have the farmers begun plowing the area. The fields are a mile from the village.

The fields sit in a low, broad valley at the northern extreme of the Mounds of Heroes Gone. Technically they are outside the Mounds, but few farmers risk staying here once the sun begins to set. The wintry weather has left the ground rock hard and covered in a layer of deep snow. Faint traces of the deep ridge and furrow lines left by plowing are visible through the snow.

Excavating at random is backbreaking work. Digging even a small pit (a yard a side and half that deep) takes four hours with two people on the job (double that if only one person is digging) and the odds on hitting a find are slim. The GM should draw a card from the action deck for each pit. A Joker indicates a rusted piece of metal or shard of bone has been uncovered.

More accurate sighting can be achieved through spells such as *detect metal* or even *detect bone*. Use of such an enchantment does not guarantee success (*detect* does not accurately pinpoint unseen objects), but it does allow the diggers to locate an artifact on any royal card (Jack through Ace) or Joker for each pit they excavate within the spell's area of effect.

Maintaining a suitable *detect* spell while moving around quickly reveals that the entire region is littered with metal and bone. The quantity is far too large for a normal burial site. Only if the players do not realize it for themselves should they be allowed a Common Knowledge roll to deduce this is the site of a fairly major battle.

## THE MOUNDS OF HEROES GONE

Cenwalch's burial barrow lies in the hilly region

## SINS OF THE FATHER

known as the Mounds of Heroes Gone. The Mounds, as they are usually known, are the ancestral burial grounds of the Saxa's great heroes and kings, and date back long before the formation of the Marklands. The oldest graves date back centuries before the Anari occupation. Cenwalch was the first great hero of the modern age to be interred here, though many of his closest followers were actually laid to rest here before his death.

Saxa, whether they are cremated or buried, are interred with grave goods. Despite the abundant wealth laying just beneath the surface, very few artifact hunters search here and those who do disturb the soil never do so again. It is claimed the spirits of the great heroes throw off their shrouds and walk among the Mounds on nights of the Deorcmonan.

These ghostly warriors do not appreciate being disturbed by mortals, and only those who are heroes in their own right can expect to visit the Mounds on the night of the new moon and live to tell the tale. Other Saxa shun the place at this time, content to let the ghostly heroes do whatever it is they do.

Many skalds claim the Mounds are haunted by hagbui and draugr, though their songs may be little more than attempts to dissuade tomb robbers from plundering the many graves. Few citizens have the guts to seek the truth. There are actually vile undead creatures stalking the Mounds—the physical remains of the oldest heroes who were animated during Hela's insanity and later by minions of the Liche-Priest. After dark, the Mounds are a deathtrap.

Cenwalch's barrow lies in a valley in the northern hills, and is the first major tomb encountered heading south from Reedfolda. The barrow is a mere four miles from the village.

### THE APPROACH

*A low, light mist hugs the floor of the shallow valley through which you now walk. All around can be seen distinctive snow-covered bumps and mounds, each a cairn for a fallen Saxa hero or his most valued followers. Through the mist, a towering stone form can be seen up ahead. Although badly weathered, it clearly shows Tiw, god of war. Beyond, you can just make out two long, barrel-shaped hills, and further away a line of low, grass-covered mounds.*

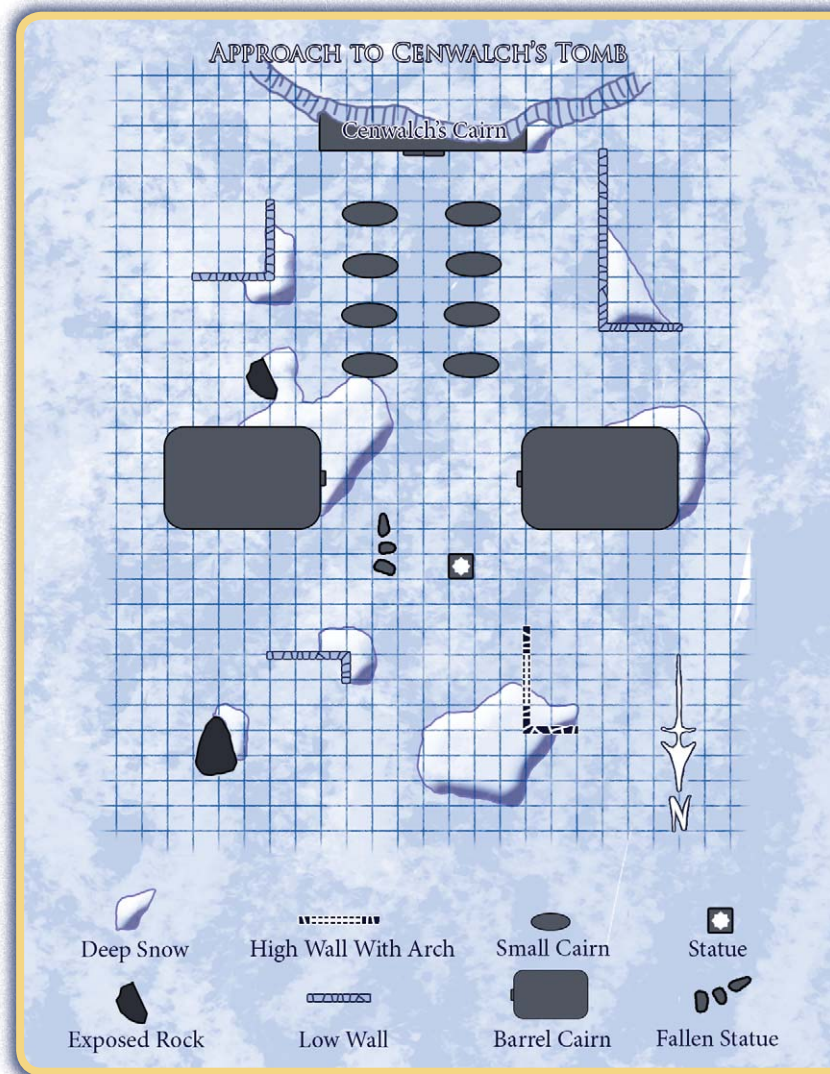
Cenwalch's tomb is part of a larger burial complex. The start of the tomb area is marked by two tall statues. One (which depicted Hothar, god of justice) toppled during a storm long ago. The other shows Tiw, god of war. Beyond this are two barrel cairns, so named because of their distinctive shape. Further on, four pairs of low cairns form a processional path leading to the stone doors of Cenwalch's final resting place. Remnants of stone walls dot the landscape. No one can remember whether these were erected before the

area became a cemetery or are, in some way, linked to the cairns.

The snow blanketing the Mounds is crisp and virgin. No tracks, human or animal, mar its pristine surface. Thick icicles hang from shattered walls, and areas of exposed ice-encrusted rock gleam in the weak winter sun. Apart from the ever-present wind, the area is deathly silent.

**Terrain:** Low walls are an average of 3' high (0.5"). Crossing them is difficult ground. High walls stand between six and ten feet high (treat as 1" to 2"). They can only be scaled by Climbing. All walls provide Cover (+10 Armor). Areas of exposed rock are difficult ground, as is the fallen statue. The statue still standing is impassable terrain but can be used as Cover (+10 Armor).

Movement over the small cairns is difficult ground. Characters wishing to clamber the steep sides of the barrel cairns treat them as difficult ground, but they cannot run. Disciples of Freo ignore the difficult ground rule as normal, but they still cannot run up the tombs. Inside





# HELLFROST ADVENTURE #11

each is a single stone-lined chamber measuring 4" long and 2" wide.

The rock face into which Cenwalch's cairn is cut is 3" (20') high and can only be scaled by Climbing. Opening the doors is detailed in the next section.

Light mist reduces visibility to Dim lighting (-1). The ground is covered in snow. Only where noted on the map has it drifted to a depth where it is difficult ground.

**Monsters:** Cenwalch's cairn is protected by a number of skeleton warriors. Unlike others of their ilk, these fleshless creatures were not created by necromancers. Each was a huscarl of Cenwalch who swore an oath to protect their master in life as well as in death. Their vow binds their spirits to the mortal realm with Tiw's blessing, for Cenwalch is cursed to remain tied to the mortal realm until the truth of his actions is known. Thus, like the Anari, they too are souls trapped by an oath of allegiance. Once their physical form is destroyed, however, their spirits are released from their earthly duties to take their rightful place in the Afterlife.

The skeletons attack as soon as a hero passes beyond the line formed by the statues. One skeleton warrior rises from each of the small cairns. The others emerge from the two long barrows, their numbers divided equally between the pair of tombs. The skeleton commander crawls out of the soil between the two statues during the second round of combat. This counts as 4" of his movement for the round.

☞ **Skeleton Commander (1):** See page 26.

☞ **Skeleton Huscarls (4 per hero):** See page 26.

**Tactics:** Warriors in life, the skeletons retain enough knowledge in death to use tactics. Once out of their tombs, they rush toward the intruders as quickly as possible to minimize the effects of ranged weapons and spells. Obvious spellcasters (such as those witnessed invoking magic), heroes with glowing magical effects in place, and those in heavy armor, are attacked first, since they likely represent the greatest threat.

Ideally, the skeletons Gang Up on these foes so as to be able to bring them down as quickly as possible. Other heroes aren't ignored—every hero is attacked by at least one skeleton warrior. Should the undead realize an intruder they took for a lesser threat proves otherwise, they alter position to engage that character in melee as quickly as possible. Unless the foe is already adjacent, they use the Defend maneuver to withdraw from combat and then head to the new target at best speed.

**Treasure:** While the skeletons possess nothing of any intrinsic value on their person, there is treasure in their tombs. Excavating each small cairn takes two hours and nets the tomb robber a meager 1d10 x 10 gs. The barrel cairns are open, and can thus be plundered with no effort. The left hand cairn contains 397 gs worth of treasure and the right hand one 602 gs. All the treasure takes the form of rings, armbands, torcs, brooches, and the like.

## CENWALCH'S BARROW

Cenwalch was not buried in a simple barrow. Knowing

that the truth of his final actions in the rebellion must be recorded yet never revealed, he arranged for his barrow to be turned into an elaborate complex, warded with traps and puzzles to keep out tomb raiders. No expense was spared to protect the secret.

The outer doors are made of stone, but are not locked or sealed in any way. This was done deliberately. Opening them requires only the effort of hard pushing. Slowly but surely, the great doors swing inward, the stone hinges grating after centuries of neglect and lack of use.

**Note:** While there are undead within Cenwalch's tomb opposed to the party, they do not count as supernatural *evil* creatures and are thus unaffected by the Champion and Holy Warrior Edges. Disciples of Scaetha may use the specific bonuses from their special Edge as normal, since it affects any undead.

## COMMON FEATURES

There are no sources of light within the barrow. Every area is thus in Pitch Darkness (-4) unless the party supplies light.

Ceilings are a uniform 8' high in corridors and 12' (2") high in chambers unless otherwise stated. The walls, floors, and ceilings are of worked stone blocks, so well-crafted that no mortar is required to bond them.

## TRAPS

Cenwalch instructed a number of traps to be built to protect his true resting place. All the generic rules you need to use the traps presented are explained here. Specific rules for each trap are presented in the text for the trap's location. Rules for randomly creating traps are presented in the *Hellfrost Bestiary*.

**Detecting:** Detecting a trap requires a Notice roll. Unless a character has Danger Sense, searching for traps requires an action. A running hero rolls at -2. A single roll is made in a round, regardless of how far the hero moves. With success, he detects the first trap adjacent to him. A raise locates a second trap within line of sight, if such exists. The hero may halt his movement if he spots a trap (advisable if it's right in front of him).

**Disarming:** Disarming a detected trap requires a Lockpicking roll and takes a complete round (no other actions possible, including movement). On a critical failure, the trap activates and automatically affects the unfortunate hero. *Glyph* traps cannot be disarmed by mundane means, but they can be *dispelled* or *negated*.

**Initiative:** Most traps activate with little warning. Outside of combat use the rules for Surprise. In combat, traps roll to interrupt. Traps have Agility d10 for the purposes of interrupting. A trap also has the Drop where applicable. Notice rolls to avoid Surprise and Agility rolls to avoid interruption use the same modifier as for Detecting traps (see above).

**Duration:** Traps are one-shot devices. Once activated, they must be reset in order to work again.

**Format:** Traps are presented in the following format:



# SINS OF THE FATHER

Detect: +X; Disarm: +X; Avoid: +X; Fighting, Shooting, or Arcane; Range: x/y/z; Damage: xdy; any specific notes.

+X indicates a modifier to the appropriate roll. It may be positive, negative, or zero. The Avoid modifier applies to the Notice roll to avoid Surprise, or Agility roll to avoid interruption. In all cases, a negative modifier is bad for the hero.

Fighting, Shooting or Arcane is specified as a die type, just like for monsters. Not every spell has this entry, and some have it only for the purposes of dispel or negate arcana.

Range is measured in inches, just like regular weapons. Not every spell has this entry.

## 1) FALSE BURIAL CHAMBER

*The doors finally part to reveal a short corridor which opens into a large, square chamber. A great funeral bier, a dozen feet long, half that wide and four feet tall, dominates the center of the room. Atop lies a lone human-sized figure, its withered skin clinging tightly to its bones. The figure is clad in the remnants of once-fine clothes. Its bony hands are clutching the hilt of a great sword, whose haft lies across the cadaver's chest, the blade running down to its withered feet.*

*Dotted around the chamber are shattered wooden chests and smashed clay jars. A handful of broken spears and a rusty short sword lie discarded nearby. A few stray gold and silver coins, laying amid the debris, glint in the lantern light.*

To deter robbers from careful investigation of his tomb Cenwalch arranged for the first chamber to look like it had already been plundered and thus contained nothing of value. In fact, no one has stepped foot inside since the great hero's death. The coins are real. They amount to a measly 37 silver and 22 gold scields.

Engraved above the skeleton's head in Auld Saxa are the words, "*Cenwalch Cerdicsunu, King in all but name.*" At the foot of the bier is another inscription—"Awaken not the sleeping bear." The corpse does not belong to Cenwalch, but to one of his fallen comrades. Despite any worries the party may have, the corpse is not undead.

Careful inspection of the bier (or a Notice roll at -4 while casually inspecting the tomb) reveals the top slab is not cemented to the base. Similarly, tapping any part of the bier with something sturdy, like a sword hilt, reveals it to be hollow. A few minutes of strenuous effort removes or swivels the slab, revealing the bier to be a thin shell. A set of steep, rock-hewn steps at ground level leads down into inky, silent darkness.

The second step inside the bier is trapped with a concealed *blast glyph*. The step sinks down a few inches when more than 50 pounds is placed on it, activating the hidden *glyph*. Because the step is the trigger, the trap

can be disarmed by conventional means, such as wedging it to prevent depression. Unless a hero specifically states he is avoiding that step, he triggers the trap. Those outside the bier take 6 points less damage due to the bier's Armor rating.

**Blast Glyph Trap:** Detect: -1; Disarm: +1, *dispel* or *negate arcana*; Avoid: +1; Range: Medium Burst Template; Arcane d8 (for *negation* or *dispel* only), Damage: 3d6; trapping is an explosion.

## 2) HALL OF HEROES

*Four great pillars, each as wide as a man with arms outstretched, support the stone ceiling. Opposite the entrance is a single doorway. Around the walls are deep alcoves. Within each stands an identical statue of a warrior, head bowed and hands clasped together as is in silent prayer.*

The statues depict Cenwalch, though the heroes cannot deduce this at this stage—no images of the hero survive. Cenwalch ordered the statues to be carved to show him in prayer, atoning for his crimes.

**Terrain:** The four huge pillars are indestructible and block line of sight. Movement into a space occupied by a statue is difficult ground. Hiding behind a statue provides Cover (+6 Armor). Each statue is smashed if it takes more than 10 damage in a single blow.

**Monsters:** Four of the statues are in fact stone golems. Concealed beneath the ground, they were not summoned to war during the Golem Uprising and thus remain true to their original programming. All the golems animate as soon as a hero moves adjacent to one of their number.

Ⓜ **Stone Golems (1 per hero):** See page 26.

**Tactics:** The golems' rudimentary programming instructs them to destroy anything entering the chamber. First, however, they are ordered to step into the center of the chamber and activate the *glyph* trap (see below). The golems nearest the stairs then move to block the escape route. The constructs then pummel intruders with their stone fists. They pursue prowlers who escape deeper into the catacombs, but not those who flee up the stairs.

**Barrier Glyph Trap:** Detect: +0; Disarm: *dispel* or *negate arcana* only; Avoid: +0; Range: one square; Arcane d10 (for *negation* or *dispel* only); electricity trapping (see below).

In the center of the hall is a *glyph*. Stepping on it causes a curtain of crackling lightning to block the far exit (indicated by the dotted line). The *barrier* has Toughness 10 as normal and prevents passage through the square as if it were a solid object. Attackers using metal melee weapons who make a successful Fighting attack against the *barrier* must make a Vigor roll or be knocked back 1" and fall prone. If their Vigor die is a 1, regardless of the Wild Die, they are Shaken as well. The *barrier* remains active for one hour.

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Anyone standing in the affected square at the time of activation must make an Agility roll at -2 to dive clear or be thrown into an adjacent square and Shaken. Draw a card from the action deck. On a red card, the victim is knocked back into the room. A black cards means he is thrown into the corridor. With a Joker the victim gets to decide.

## 3) TRAP

**Falling Block Trap:** Detect: -1; Disarm: +1; Avoid: -1; Range: 1 square; Damage: 3d6; area then becomes difficult ground.

In the center of the T-junction is a pressure plate. Stepping on it causes a section of ceiling to drop onto the trapped square.

## 4) VAULT OF THE DAMNED

*The dust of ages coats the flagstone floor. Arranged in the walls of this irregular shaped room are small panels, each two feet to a side. Ancient runes are inscribed on each one.*

Behind each stone door is a small vault, just large enough to house a single human skeleton. The runes are Auld Saxa and list the name of the occupant and his profession. Most list "huscarl" for the latter, but a few say "commander."

**Terrain:** The vault doors are made of thin stone. They are Toughness 10.

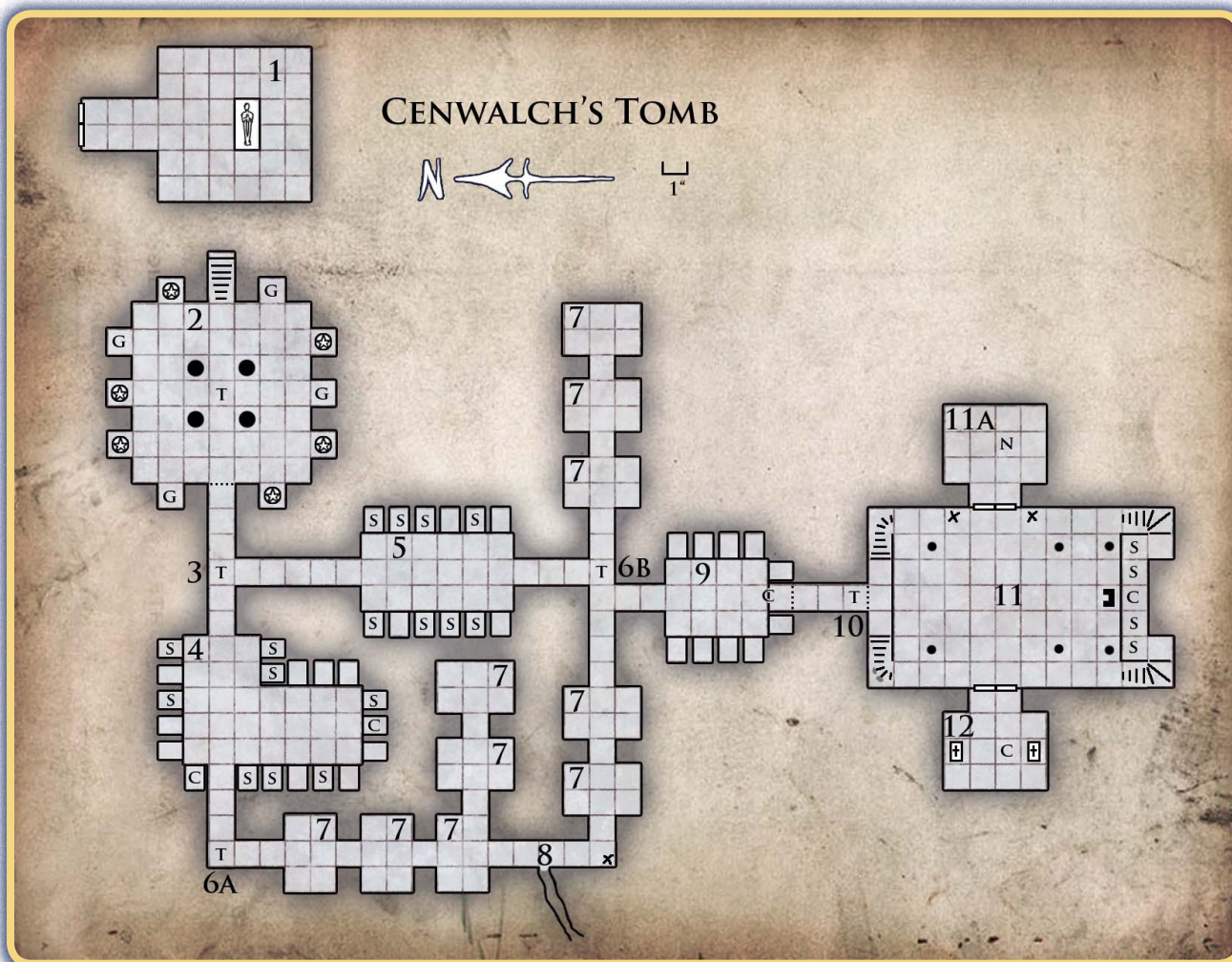
**Monsters:** A number of the vaults contain animated skeletons. Like the skeletal huscarls outside, those interred here chose to follow what path Fate had in store for Cenwalch. They have lain here for centuries, unable to pass on to the next life while their lord remains cursed.

Each vault can only accommodate one skeleton. Starting positions based on a party of four adventurers are detailed on the map. Any extras should be placed as the GM determines.

Ⓜ **Skeleton Commander (1 per 2 heroes):** See page 26. Neither are Wild Cards.

Ⓜ **Skeleton Huscarls (2 per hero):** See page 26.

**Tactics:** When the first party member enters the room, the animated dead burst from their vaults and attack. Crawling out from the vault is an action. The skeletons



# SINS OF THE FATHER

are smart enough to single out spellcasters and warriors, so long as presented with ample evidence to make that decision (invoking magic and wearing heavy armor is evidence enough). The commanders hold back, using their leadership abilities to direct the troops in battle.

The restless dead hound intruders until either side is slain.

## 5) CHAMBER OF THE DEAD

Aside from the lack of commanders and its smaller size, this chamber is identical to the one above. All the basic notes apply here equally.

Ⓜ **Skeleton Huscarls (2 per hero):** See page 26.

## 6) TRAPS

**Bolt Glyph Trap:** Detect: +0; Disarm: *dispel* or *negate arcana* only; Avoid: n/a; Range: 12/24/48; Arcane d10 (for attack roll and *negation* or *dispel*) and Wild Die; Damage: 2d6.

Stepping around the corner (6A) or into the corridor (6B) activates a *bolt glyph*. The spell activates one round *after* the trap is activated. Each trap is independent of the other, though the *bolts* come from the same source (marked X on the map). Each spell activates three *bolts*. The ones heading toward 6A take the form of balls of inky darkness, while those flying up the corridor toward 6B resemble throwing axes. The spells activate silently—the first the victim knows is when he is struck or the missiles impact around him.

Calculate the distance to the nearest target from the launch point and roll three arcane dice and a single Wild Die, applying range modifiers where required.

## 7) OFFERING HALLS

*This small hall is empty. Large patches of black mildew stain the walls and small rivulets of water wind down the walls through cracks in the ceiling. The stench of mold fills your noses.*

Initially these halls were to contain food and drink, as well as mundane gifts for the dead to use in the Afterlife. Cenwalch, however, issued a decree that no trappings were to be placed inside the tomb. He did not expect to enjoy eternity. Instead, all his worldly possessions (save for a few personal items) were distributed among the poor before his death. A rich man in life, the hero was buried as a virtual pauper.

## 8) NARROW TUNNEL

*The worked face of the western wall is rent by a long, narrow crack.*

Where the narrow tunnel leads has been left delib-

erately vague. GMs who want to expand the tomb can have the crawlspace leading to a neighboring crypt, for example. GMs who'd rather not add more danger can simply rule the crack is natural, the result of a small earth tremor in ages past, and actually goes nowhere. Alternately, GMs who think the party is having too easy a time can have it home to a swarm of rats (or other nasty creatures).

## 9) HEROES' VAULT

*The dust of ages coats the flagstone floor. Arranged in the walls of this irregular shaped room are small panels, each two feet to a side. Ancient runes are inscribed on each one.*

Aside from its smaller size, this chamber is identical to the ones in Areas 4 and 5. All the basic notes from those chambers apply here equally.

**Terrain:** If the middle tomb's front panel is smashed, the corridor beyond becomes readily apparent. In fact, the entire section of wall is a thin veneer, only a few inches thick (enough to prevent tapping the wall revealing its existence).

## 10) SHARP STICKS

**Spear Trap:** Detect: +0; Disarm: +0; Avoid: +0; Range: 3 squares; Fighting d8 and Wild Die; Damage: 2d8.

Activating the pressure plate at the point marked "T" causes spears to thrust out in all squares in the corridor between the dotted lines. Make a Fighting roll for each square individually. If the trap gets Surprise on the lead hero, it has the Drop on every victim. If the lead hero gets an action card, he is not Surprised (though may be interrupted). He has a chance to alert his comrades to the presence of a trap, thus negating the Drop.

## 11) CENWALCH'S GREAT HALL

*Standing on a balcony, you gaze down onto a large hall. Thin columns of stone rise like needles to the ceiling 20' above the floor. On either side of the hall are huge wooden doors, shut tight to conceal whatever lies beyond. At the far end, barely visible in the light you carry, is a wooden chair, carved into the form of a dragon. Above, shrouded in darkness, is another balcony. If this room is a crypt, where is the corpse? If it is a noble's hall, where is the lord?*

Originally intended to be a magnificent tomb, for over three hundred years this hall has been Cenwalch's home and prison. Here the great lord has sat and brooded over the final days of his mortal life.

**Terrain:** The ceiling in this chamber is 20' high.



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The banister at the top of both raised platforms is three feet high. The thin wood provides +4 Armor to those using it as Cover.

The stone columns can be used as Cover and provide +8 Armor. They extend from floor to ceiling and block line of sight. Movement through a space occupied by a pillar or Cenwalch's chair is difficult ground.

The doors to areas 11A and 12 are not locked. Pushing them open takes an action for a creature of less than Size +2.

**Monsters:** Knelt down behind the banister on the far platform, above the chair, are five skeletons. Norgar, a cliff giant, begins in room 11A. Cenwalch is in area 12.

Ⓜ **Cenwalch Cerdicsunu:** See page 22.

Ⓜ **Norgar the Giant:** See page 25.

Ⓜ **Skeleton Commander (1):** See page 26. Initially armed with bows (Range: 12/24/48, Damage: 2d6).

Ⓜ **Skeleton Huscarls (1 per hero):** See page 26. These are initially armed with bows (Range: 12/24/48, Damage: 2d6).

**Tactics:** The skeletons remain hidden until spotted (a Notice roll at -2) or the party reaches the center of the room, whichever comes first. They then pepper the heroes with arrows, aiming at the most dangerous targets first (those with ranged weapons) and then at those rushing toward the stairs. Once the party is close to the stairs, those nearest the heroes drop their bows (a free action) and draw their melee weapons (an action). Those in the middle of the platform continue to support their comrades with bows.

At the start of the third round, Cenwalch's chief bodyguard (a brutish cliff giant bound to his liege in death like the huscarls) crashes through the door of 11A and enters the fray. He begins at point "N" on the map. His passage through the doors is a free action.

Anyone standing in the squares marked "X" when the great doors slam open must make an Agility roll at -2 or suffer d12+d6+3 damage as they are crushed between the door and the wall.

Immediately when Norgar takes three wounds or if someone opens the door to area 12, interrupt the fight and read the following text aloud.

*The western doors crash open! Framed in the doorway is what was once a man. Withered, parchment skin clings to thick bones, and dark strands of lank hair falling from his scalp like torn cobwebs. Burning blue eyes flare briefly in the gloom. Light glints off a magnificently engraved breastplate displaying two bears wrestling.*

*"Who dares enter the great hall of Cenwalch Cerdicsunu unannounced?" the figure roars. "Speak or face judgment!"*

If the heroes want a fight with Cenwalch, he happily obliges, showing the party no mercy. However, Cenwalch is an honorable man and strongly believes in justice. If the party gives any indication of wishing to parley, the

chieftain orders his minions to cease hostilities (they go on Hold). Proceed to **Cenwalch's Tale** below.

In the event Cenwalch is reduced to three wounds, he throws down his sword and demands to be heard before he is slain. Go to **Cenwalch's Tale**, but read the optional beginning.

## 11A) NORGAR'S ROOM

*Carved into the wall are extremely crude images of armed men fighting. Towering over them is a hulking giant, his long, heavy club scattering men like rag dolls. The images have the same look as those of a child or imbecile, lacking any detail or realistic approach to artistry.*

This chamber is used by Norgar, Cenwalch's trusted bodyguard. Condemned by choice to lead the same undead life as his master, Norgar passes the time by recalling the great battle in which he took part and scratching his impressions of the conflicts onto the walls.

## 12) SHRINE

*Two small shrines stand on opposite sides of the room. To the left is a shrine to Tiw, decorated with swords, axes, and shields. On the right, one to Hothar, god of justice and law.*

In life, Cenwalch was a servant of Tiw. He never took holy vows, but he lived his life by the same moral code as the god's clergy. Following victory over the Anari, Cenwalch turned his back on war and bloodshed. He took an oath of allegiance to Hothar, becoming a devotee of the god of justice. In place of conquest he set to writing new, just laws for his liberated people to live under.

In death, Cenwalch instructed the artisans of the tomb to erect shrines to both deities. No fool, Cenwalch knew he would face stern judgment when his life expired, but he hoped to offset his sins with his good works in later life. Unfortunately, the gods punished him. Until the truth of what happened to the Anari became public knowledge, Cenwalch was doomed to wander his hall for eternity, neither dead nor alive.

## CENWALCH'S TALE

**Optional Beginning:** Read this only if Cenwalch fought the heroes and surrendered. Proceed then straight to Cenwalch's confession below.

*"Peace!" Cenwalch shouts, throwing his sword to the floor with a resounding clang. "If a second death I must die, let me first be heard so that the weight of my sins may be lifted from my soul. It is time for the truth to be revealed!"*

# SINS OF THE FATHER

Cenwalch is willing to let the heroes speak before he passes judgment on them for tomb robbing. This is their chance to learn the truth without further bloodshed. All they need to do is tell Cenwalch that Anari ghosts are plaguing the land and that it somehow relates to the end of the Saxa uprising. Cenwalch can work out the rest himself.

*Cenwalch walks silently to his throne and slumps down into it. He tips his scrawny neck back, staring at the ceiling. Finally he faces you and speaks.*

*"For centuries I have wondered what I would do when this time came. Would I have the strength to speak the truth? Would I tarnish my name to free my soul from this torment? Or should I keep quiet and be damned until the god's withered to faint memories?"*

*"The battle was a victory, a terrible, terrible victory. The fields ran red with Anari blood, and yet my people rejoiced, for they were free. I swore a holy oath that day that no more Anari blood would be spilled. Yet there were prisoners we could not release, for they were hardened soldiers and hated the Saxa beyond all else. While I strove for peace, my men tortured them mercilessly, for to release them would be to unleash a guerilla army.*

*"When the Anari finally agreed to our terms, I offered the captives freedom if they would swear to cease hostilities against my people. They refused to the last. My hand was forced. We had fought so long for peace, and now a handful of men were set to ruin everything. I kept my word, though. No Anari blood was spilled, though none walked away from this land.*

*"Go west of the village of Readfolda until you see a standing stone marked with Thunor's emblem." Cenwalch draws a short, notched, metal rod from inside his armor and tosses it to the ground before you. "Insert this into the top and turn it toward Sigel's rising," he continues. "All will become known. Tell the people the truth. Tell them of what their great hero did. Swear to me you will make it so."*

If a suitable oath is made, Cenwalch unbuckles his breastplate and his sword and offers them to the heroes, insisting he needs them no longer. Once done, Cenwalch dismisses the heroes.

*"I have no grave goods," Cenwalch smiles, "no treasure horde. My physical possessions you hold in your hands. All I have left to offer is truth. Once you know the truth, we shall both be rid of our*

*problems. Do not fear my undead followers," he adds. "They shall not harm you on your way back to the land of the living."*

**Treasure:** Both objects are relics. The breastplate is a +1 *plate corselet* and weighs half as much as a normal corselet. Cenwalch's sword is a +1 *long sword*, granting a +1 modifier to all Fighting and damage rolls made with the weapon. The first party member to attune to either relic gains +3 Glory (or +5 Glory if he takes both items).

## THE HEADLESS DEAD

Reaching the burial site from Cenwalch's barrow involves a journey of six miles (it is four miles from the village). As indicated, the site is marked by a single standing stone some four feet in height atop a long, low mound. The stone's weathered faces are carved with a faded image. It requires a Notice roll at close range to discern that the faint outline represents a storm dragon. It's long, serpentine form circles around the menhir. Like many Saxa decorative carvings, it has no clearly defined beginning or end. In this instance, the dragon is biting its own tail (or perhaps regurgitating it) to form an ouroboros.

Thousands of similar stones dot Rassilon, especially the Hearthlands. Some are grave markers, but many others are monuments of old, former shrines long since abandoned, boundary markers for settlements, memorial stones to mark the site of great deeds, old way markers, and such like. Hence, the villagers have paid it little attention.

At the very top of the standing stone, beneath a layer of moss, is a circular hole descending the entire length of the stone. Placing the notched rod found in the tomb into the hole causes the ground to shudder and buckle.

*The earth suddenly splits as immense wooden beams, cut to interlock like gigantic fingers, burst through the snow and soil. The great panels spread apart, scattering dirt and stones as the mound is torn asunder, until they stand vertical, each segment towering 20' above you.*

*Beneath lies a pit in which can be seen dozens of decapitated skeletons. In the middle is a low column, upon which rests a single grinning skull. Rusted helmets, armor, and weapons lie entangled with the jumbled bones and severed skulls.*

The helmets of the corpses are decorated with a raised dragon, which runs along the crest. The head forms the nose guard, while the hinged wings form cheek protectors. The tail curls around itself at the back of the helmet, creating a neck guard. Lighting bolts engraved on the wings mark it as a storm dragon.

Heroes may make a Knowledge (Folklore) roll at -2 or a Knowledge (History) roll to see if they recognize the emblem. Anari and Saxa heroes receive a +1 bonus to

# HELLFROST ADVENTURE #11

either roll. With success, the character knows the dead were members of the Storm Dragon Company, an elite Anari military unit of old and once bodyguards to the Anari Emperors. On a raise, the character knows the Company disappeared from history around 160 IR—roughly the same time the Saxa won their freedom.

While it is plainly obvious the victims were beheaded, it takes a Notice roll at -2 (or a hero specifically stating he is inspecting the severed spines) to realize the bone is fused as if by great heat. Cenwalch's confession should help the party deduce this is what he meant by "not spilling Anari blood" and by the crone's reference to "the weapons which killed them"—heated blades. If not, the GM has two choices—let them suffer for not working out the clues or allow a Common Knowledge roll to work it out.

The skull on the pedestal is that of Count Cadmar. It is of great importance later. Do not encourage the party to take it, though—they must figure that out for themselves based on it being situated on the pedestal. Smashing it has no effect.

**Terrain:** The map indicates only the terrain around the former barrow. Everything else is flat terrain with a light dusting of snow.

The pit is 4' deep (the wooden beams formed a barrel vault over the top). Movement through the corpses is difficult ground, as is the indicated debris fields. The two sections of upright beams are impassable terrain and block line of sight.

**Monsters:** Soul hunters, drawn to the area by the presence of the tormented and vengeful Anari ghosts, have happened upon the heroes and their grisly find. Each soul hunter begins with one benny plus an additional one per hero. The undead make their presence felt after the party has finished exploring the mass grave but before they depart.

Have the heroes place their characters on the map *before* placing the soul hunters. During daylight hours, the soul hunters are detected at 16" distance, having snuck up in silence. One attacks from the north and one from the south. If the attack occurs at night, they are placed at 10", having made use of the darkness.

📍 **Soul Hunter (1 per 2 heroes):** See page 26.

**Tactics:** As soon as a soul hunter gets within 12" of the skeletons it animates the bones. Bodies and heads spring together, held in place by the soul fragment released by the hunter. At no point do they ever allow themselves to drop below two bennies through use of its Animate Dead power. Each time it gains a benny that increases its pool above two, a hunter animates another corpse. A total of 50 corpses can be animated in this manner.

## THE CRONE SPEAKS

Only when the heroes have learned how the Anari were executed does the Norn priestess deign to speak with them further. If they do not seek her out, she is wait-

ing for them when they next enter the village. However, she will only see them after dark, as the omen of the comet must be taken into consideration.

The crone uses runes carved into shards of bone (unidentifiable to the heroes due to their small size, but actually human) to reveal the future. GMs can use actual rune stones if they have them, roll dice to simulate the bones, or just use flavor text. Whatever method you use, the outcome is the same.

*The clatter of the bones as they roll across the wooden floor sounds like thunder in the deathly silence. The crone hunches over them, peering intently at the angular markings, a long, skeletal index finger moving over each one in turn.*

*"The living will not stand against the dead alone and win. Seek the dead of old to stand by your side. A hero must summon the dead upon the hallowed ground when Maera closes her eye. Seek the bear that cannot roar. It will help you in your time of need. When you are ready, the head of your foe will summon him to fight."*

The cryptic message first indicates that rousing the villagers will be to no avail—even knowing the specter's weakness, the villagers are not warriors. The "dead of old" are the Saxa heroes whose spirits reportedly haunt the Mounds of Heroes Gone on nights of the Deorcmonan ("when Maera closes her eye"). The first night of Deorcmonan is tonight. The "bear that cannot roar" is Cenwalch's cloak, which hangs in the ale house. Thegn Egfrid is happy to loan it to the heroes if it will help their quest. Finally, "the head of your foe" refers to Cadmar's skull, which the party is hopefully now carrying.

If the players have read the *Hellfrost Player's Guide* they should know Maera is goddess of the moon. The other clues have already been mentioned in the adventure in one way or another. However, if the party is having trouble understanding her veiled words allow them to make a Common Knowledge or Knowledge (Riddles) roll to decipher the meaning. The heroes now need to brave the Mounds of Heroes Gone at night.

Once the reading is done, the priestess offers to perform an augury. This makes use of her Disciple Edge and is more personal to the characters. Remember, the characters may be heroes, but Fate already favors them (that's what bennies are for). Accepting an augury is a risk, and sometimes it is better not to know the future.

If informed of the divination and its meaning, Egfrid volunteers the service of his huscarls and his own blade in the upcoming fight. Similarly, Sword of Truth Teobald offers his support.

## SUMMONING THE DEAD

On the nights of Deorcmonan, which begins the same night as the heroes speak to the crone, the spirits of the Saxa heroes do indeed walk the Mounds of Heroes Gone.



# SINS OF THE FATHER

Exactly why they should be allowed to return to the mortal realm on these nights has kept clerics engaged in discussion since the phenomenon was first recorded. No clerics of Scaetha have ever tried to cleanse the ghosts, though such holy warriors make sporadic raids into the Mounds to drive back the hagbui and draugr.

No specters are present when the heroes enter the Mounds. In order to rouse the spirits, a hero must call out and request their aid. When one does, read the players the following text.

*As you begin speaking, the wind drops to a low, mournful drone. The white snow turns blood red, as the glowing orb in the night sky grows in intensity. Slowly, shapes begin to emerge from the darkness. Translucent forms of warriors clad in mail and kings in long robes form a circle, completely surrounding you. Their number seems endless, stretching away into the inky blackness of night's dark embrace.*

None of the shades speak or otherwise interact with the heroes. They are impervious to all damage for the purposes of this scene.

Convincing the ghosts of the ancient Saxa to side with the heroes requires *one* hero to make a Persuasion roll. This cannot be done Cooperatively—those who require others to speak for them are not worthy of respect. Modifiers are listed below.

## Mod Reason

### Heritage

- −4 Hero is an Anari
- −2 Hero is a non-Saxa (but not an Anari)

### Status

- +/-X Subtract 50 from the hero's Glory, divide by ten, and round down
- −2 Per character Rank below Heroic
- +2 Hero is Legendary Rank
- +1 Per Leadership Edge of the hero
- +1 Hero is a priest of Hothar, Scaetha, Thunor, or Tiw\*
- +1 Hero is a warrior or a paladin of the above deities\*
- +2 Hero is a nobleman\*

### Miscellaneous

- +X Player roleplays a speech (GM's discretion as to bonus awarded)
  - −1 Hero address the ghosts in a language not listed below
  - +1 Hero address the ghosts in Saxa
  - +2 Hero address the ghosts in Auld Saxa
  - +2 Mentioning the Storm Dragons by name
  - +4 Hero is wearing Cenwalch's fur cloak
- \* These modifiers stack. A nobleman paladin of Tiw, for instance, earns a +4 bonus.*

Each success and raise attracts the spirits of ten ancient heroes to the character's banner. There is *no* limit to the number of raises that can be achieved on this roll. Failure means the characters must defeat the Anari war-

riors alone—a near-suicidal notion, but the only option now left to them. In all seriousness, if the heroes screw this up they are in deep trouble. If ever there was a time for bennies, it is now.

Assuming the party scored at least a success, one of the spirits drifts toward the heroes.

*A shade wearing a simple crown glides silently over the snow, leaving no trace of his passing. Its cloak billows silently around its withered form. The other shades watch on impassively, their pale, burning eyes tracking the crowned-figure's movement.*

*The crowned specter bows deeply. "I am Cutbulf Halfdansunu, king of old," the figure says. "We have heard your plea and recognize a kindred soul. We will fight beside you if Maera is not looking." From within its robes it pulls forth a signal horn. "When the time is right, the horn will summon us."*

A character reaching out for the horn discovers it is quite solid, although the shade is completely incorporeal. Exactly when the heroes decide to blow the horn is up to them—they know how to summon Cadmar and their Saxa allies. Ideally, of course, they should ensure they have heated weapons first.

## AN OLD GRUDGE SETTLED

Exactly when and where this scene occurs is down to the heroes. Cadmar and his men can only be summoned at night, as can the Saxa ghosts, but they can be summoned in any location. Given the ghosts can pass through walls and spellcasters may wish to use area effect spells, outdoors is far better than indoors. In addition, the Saxa spirits cannot be summoned after Deorcmonan ends—if the party delays too long they must fight with only mortal allies. Additionally, the heroes should take the time to pre-heat their weapons if they want an easier fight.

Once Cadmar is called to battle, he and his legion appear 24" from the heroes. The Saxa appear the round *after* the horn is blown. They can be summoned anywhere within 48" of the heroes—it's the characters' call as to where their undead allies appear.

**Monsters:** There are a total of 50 Anari spectral warriors, not including Count Cadmar and less any actually slain in a previous encounter. The GM can run a huge skirmish using all the combatants, or he can adopt a more focused view (great if you don't have a large table or many miniatures available).

In the "miniature" version of the battle, the ghosts fight each other on roughly equal terms, leaving only those left over to face the heroes and their allies. For every ten Saxa ghosts on the heroes' side, subtract an equal number of

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Anari (to a minimum of 10 Anari ghosts). Divide the Anari into groups equal in number to the number of heroes. This prevents all the spirits acting simultaneously, and gives the party a little more to worry about.

Egfrid brings all his huscarls with him. They number ten, less any slain earlier in the adventure. Teobald, the elderly paladin of Hothar, also joins the fight. Whether or not Cenwalch committed a fell act is irrelevant to him—the ghosts have no legal right troubling the villagers because of the sins of their fathers.

During the fight, the GM should take the time to briefly describe the Anari and Saxa ghosts fighting around the heroes. Don't get into long description—the focus should be firmly on the heroes, but the characters should be reminded every now and then that they are part of a larger engagement.

● **Count Cadmar:** See page 24.

● **Spectral Warriors (10+):** See page 25.

● **Thegn Egfrid:** See page 22.

● **Veteran Huscarls (varies):** See page 24.

● **Teobald ap-Angrot:** See page 24.

**Tactics:** The Anari no longer care about Saxa blood—everyone on the heroes' side is deemed a mortal enemy by association with the ghostly army. The warriors engage the nearest target, though they pay special attention to spellcasters with area effect spells capable of harming them. The Anari cannot retreat even if they wanted to—the characters' possession of Cadmar's skull prevents him from leaving, and the count's men would never desert their leader.

Count Cadmar remains out of combat as long as possible, though he puts his Leadership abilities to the best use. If he dies, the oaths binding his men to the mortal realm are broken. The *instant* Cadmar is slain all the Anari ghosts vanish, never to be seen on Rassilon again. The fight is over. The remaining Saxa spirits turn to the heroes, bow deeply, and similarly fade (though they return to their graves). Finally, the red glow of the comet disappears, the celestial object vanishing with the last of the specters.

## ● AFTERMATH ●

As the Saxa ghosts vanish, a new set of armored specters shimmers into view. Leading them is Cenwalch. No longer is his visage that of the undead, but of a hale and hearty hero. He salutes the heroes and bows. He and his men then fade into the darkness, free of their ancient curse now the truth is known.

Thegn Egfrid duly pays the party the promised sum and throws another feast. The thegn declares the party friends of Reedfolda for life, a great honor and one which earns every party member the Connections (Citizens of Reedfolda) Edge.

If the party tries to return the bearskin cloak, Egfrid suggests they take it back into Cenwalch's tomb and lay it upon his bones. Should the party reenter the crypt,

they find Cenwalch's skeleton slumped in the chair in the great hall.

Award Glory as per the normal rules. Regardless of the amount earned, the heroes earn +2 Glory for freeing Cenwalch of his cursed existence.

As the party exits the village for the final time, read or paraphrase the following text:

*After many farewells the open road beckons once more. As you approach the gates you spy a carpenter at work—he's altering the second "e" in the settlement name to an "a." Looking up, the carpenter nods politely. "Folk should know the truth," he calls out, "lest we repeat our mistakes again."*

## ● BESTIARY ●



### CENWALCH CERDICSUNU

The great hero of the Saxa is a cursed man, not for butchering the Anari soldiers or executing the Storm Dragon Company, but because he concealed the truth of his actions after having taken a holy oath to serve Hothar, god of truth and justice. Cenwalch is condemned to wander his hall in limbo until the truth of his final actions in the rebellion is known to his people.

Despite being stuck in a rotting body for over three hundred years and cursed by the gods, Cenwalch holds no malice in his heart. His present circumstances are of his own making, not the actions of others. Indeed, much of the former fury and malice which filled his beating heart have been replaced with an inner calm and better understanding of the universe.

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

**Skills:** Fighting d12, Guts d10, Intimidation d10, Knowledge (Battle) d12+2, Notice d8, Riding d10

**Charisma:** +2; **Pace:** 6; **Parry:** 11; **Toughness:** 13 (4)

**Hindrances:** Code of Honor, Heroic, Loyal, vengeful (Minor)

**Edges:** Ambidextrous, Command, Fervor, Hold the Line, Improved Block, Improved Frenzy, Improved Level Headed, Improved Sweep, Noble, Tactician

**Languages:** Anari, Giant, Saxa, Trader

**Gear:** +1 *plate corselet* (+4), chain limbs (+2), open helm (+3), medium shield (+1 Parry), +1 *long sword* (Str+d8+1).

**Special Abilities:**

\* **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. Ignores wound penalties.



### THEGN EGFRID BERCETHUNSUNU

Assuming a noble title is not always hereditary among

## SINS OF THE FATHER

the Saxa. In many lands, all claimants must submit a petition to the higher authority, detailing their claim. When the old thegn died, Egfrid found himself challenged by his uncle, his younger brother, and a distant cousin.

Egfrid did not write a letter, but approached his feudal superior, Aethling Redwulf, in person and put forward his claim as first born of the old thegn. When asked what he would do for his people, Egfrid replied without hesitation—"I would work in the fields like a peasant if it meant our survival." Egfrid was awarded the title on the spot.

Since then, he has been good to his word, for despite his noble blood he often works long hours in the fields at harvest time to ensure the crops are gathered in time. He also helps around the village as required (he's a competent carpenter).

Literacy isn't high among rural Saxa, but as a nobleman Egfrid was well-schooled. Unfortunately, he suffers from severe dyslexia, and never grasped his letters. Still embarrassed by his condition, Egfrid plays the part of the pompous noble, too important to stoop to reading mundane missives.

The thegn is 44 years old. He has been married to Gertha Sigvatsdohtor for 25 years. They have four adult children, all of whom have left home for various reasons.

Unless expecting trouble, Thegn Egfrid carries only his long sword out of his regular gear.

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

**Skills:** Fighting d8, Guts d8, Intimidation d8, Knowledge (Battle) d8, Notice d8, Persuasion d8, Riding d8, Shooting d6, Streetwise d6, Throwing d8

**Charisma:** +2; **Pace:** 6; **Parry:** 6/7; **Toughness:** 6/8 (2)

**Hindrances:** Code of Honor, Illiterate, Loyal, Stubborn

**Edges:** Command, Noble, Sweep

**Languages:** Anari, Saxa, Trader

**Gear:** Chain hauberk (+2), closed helm (+3), medium shield (+1 Parry; see below), long sword (Str+d8; see below).

**Alchemical Devices:** Arm torc imbued with *weapon immunity* (battle axes) (cast with a success), signet ring containing three tiny diamonds, each imbued with *healing* (heals one wound per spell), shield imbued with *deflection* (cast with a raise), long sword of *smite* (cast with a success).



## THE CRONE

If the old woman ever had a name it has long been forgotten. She takes no offense at being called "The Crone," for such is her lot in life. Well over 100 years old and still largely active despite her shriveled appearance and advanced years, the crone has resided in the village since she was a young girl. She has outlived six thegns and countless villagers in that time.

Given that all things must eventually die (and most long before the crone's advanced age), the villagers hold her in special reverence for her longevity (though they

are also fearful of her), believing she is especially blessed by the Norns.

For the most part, she does nothing but rest and consult the runes for personal amusement. She has no material wants, for the villagers gift her with food and clothing at regular intervals. Egfrid, despite ruling for two decades, has only called on her services a handful of times.

**Attributes:** Agility d4, Smarts d10, Spirit d12, Strength d4, Vigor d8

**Skills:** Faith d10, Intimidation d10, Knowledge (Arcana) d8, Knowledge (Folklore) d10, Knowledge (Religion) d10, Knowledge (Riddles) d10, Notice d10, Taunt d8

**Charisma:** -2; **Pace:** 3; **Parry:** 2; **Toughness:** 6

**Hindrances:** Elderly, Lame, Stubborn, Ugly (scarily old)

**Edges:** Arcane Background (Miracles), Disciple of the Norns, Improved Focus, Strong Willed

**Languages:** Auld Saxa, Black Tongue, Saxa, Trader

**Powers:** *confusion* (mental images), *deflection* (foresees blow), *dispel* (unweaves spell), *fortune's favored* (tweaks threads of fate), *precognition* (sees the threads of fate), *warding* (magical circle)

**Gear:** Bag of rune stones (for divination), four Norn charms worn on a necklace of bones and rune stones



## HLIF KOLSDOHTOR

Hlif was born and raised in the village, though she studied her art in Ravensburg. On completing her studies she moved back to Reedfolda, whereupon she took up duties as understudy to the priest. When he retired, she was promoted to priestess of the temple. She married a farmer in her youth, but the marriage didn't work out. The only child of that union, a girl, married a man from a neighboring village. Mother and daughter maintain only sporadic contact.

Now in her late forties, Hlif's eyesight is beginning to fail. Around the villagers she remains too proud to accept help, but she plays on her weakness around strangers. This is partly to lull strangers into thinking she is helpless and partly a harmless joke to test their kindness.

As well as being a priestess, Hlif serves the village as healer and herbalist, concocting poultices and balms when her duties allow her time.

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

**Skills:** Faith d8, Fighting d6, Healing d8, Knowledge (Alchemy) d8, Knowledge (Religion) d6, Notice d6, Persuasion d6, Riding d6, Streetwise d8, Survival d8, Taunt d8

**Charisma:** +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

**Hindrances:** Bad Eyes, Pacifist (Minor), Quirk (plays on her failing eyesight)

**Edges:** Arcane Background (Miracles), Hedge Magic

**Languages:** Anari, Fey, Saxa, Trader

**Powers:** *entangle* (animated plants), *healing* (prayers), *mend* (new wood grows), *wilderness step* (plants move aside)

**Gear:** Blessed robes (+1), sickle (Str+d4), holy symbol, healer's bag.



# HELLFROST ADVENTURE #11

**Alchemical Devices:** Necklace imbued with *deflection* (cast with a raise).



## TEOBALD AP-ANGROT

Teobald (an Anari) is an old man. In his youth he was an itinerant Sword of Justice, wandering between rural communities, advising noblemen on matters of law and overseeing court cases. He also served as a bounty hunter, tracking down criminals and ensuring justice was meted out fairly. In his later years he became more studious, eventually settling in Reedfolda because his legs decided it was time to halt his journey.

The then thegn, Egfrid's ailing father, hired Teobald to mentor his young son in the ways of law. When Egfrid became thegn he promoted Teobald to become the village's priest of Hothar, removing the incumbent cleric, who had sided with Egfrid's uncle during the claims to the noble title. Since that time he has served Egfrid as law speaker, advisor, scribe, and friend.

Though still a skilled warrior, Teobald's strength and stamina are failing him slowly. He rarely wears his armor or carries his sword, though he is prepared to stand and fight if called upon by his liege.

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

**Skills:** Faith d8, Fighting d8, Intimidation d10, Investigation d6, Knowledge (Law) d10, Knowledge (Religion) d6, Notice d8, Persuasion d8, Streetwise d8

**Charisma:** +2; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (3)

**Hindrances:** Code of Honor, Elderly, Loyal, Vow (Major: never lie)

**Edges:** Arcane Background (Miracles), Charismatic, Frenzy, Sweep

**Languages:** Anari, Auld Saxa, Classical Anari, Saxa, Trader

**Powers:** *bladebreaker* ("hand of justice" snaps blade), *champion of the faith* (divine fury), *charismatic aura* (friendly demeanor), *detect/conceal* (guided by divine truth), *stun* (voice of truth)

**Gear:** Blessed armor (+3), great sword (Str+d10, -1 Parry, 2-hands), holy symbol.

**Alchemical Devices:** *Smite* rune engraved on great sword (cast with a success), ring containing *light*, holy symbol has a *detect truth* spell cast on it.

## VETERAN HUSCARL

While every villager is expected to serve in the militia in times of need, the thegn maintains a squad of ten huscarls. They serve as his bodyguard and act as the village's first line of defense.

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

**Skills:** Fighting d10, Guts d10, Intimidation d10, Notice d6, Riding d8, Taunt d8, Throwing d10

**Charisma:** 0; **Pace:** 6; **Parry:** 10; **Toughness:** 9 (2)

**Hindrances:** Loyal, Orders

**Edges:** Combat Reflexes, Frenzy, Improved Block, Shield-wall, War Cry

**Languages:** Saxa, Trader

**Gear:** Chain hauberk (+2), pot helm (+3), medium shield (+1 Parry), sword (Str+d8), three short spears (Str+d6, Reach 1), two throwing axes (Range: 3/6/12, Damage Str+d6).

## VILLAGER

The inhabitants are mainly farmers, though there are a small number of crafters and merchants. Unless a citizen has a unique stat block, use this one. Individuals the GM wants to expand into more fleshed out characters can have higher Traits or a few Edges and Hindrances. Don't forget to roll on the Allied Personalities table as well.

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

**Skills:** Climbing d6, Fighting d6, Guts d4, Knowledge (one Craft) d6, Notice d6, Throwing d4

**Charisma:** 0; **Pace:** 6; **Parry:** 5/6; **Toughness:** 5/6(1)

**Hindrances:** —

**Edges:** —

**Languages:** Anari, Saxa (dominant language), Trader

**Gear:** Farming implements (Str+d4 if one-handed or Str+d6 if two-handed). Militia duty: leather (+1), medium shield (+1 Parry), short spear (Str+d6, Reach 1), dagger (Str+d4)



## COUNT CADMAR, SPECTRAL WARRIOR

Count Cadmar ap-Valeray was commander of the Storm Dragon Company in life and controls his soldiers even in death. Vain and arrogant, he saw Saxa as an inferior culture compared to the Anari, often comparing them to dogs. Frequently called upon to dispense the emperor's particular brand of justice, the Storm Dragons were responsible for many atrocities during the final days of Anari rule.

A skilled tactician, the emperor personally charged Cadmar to crush the Saxa uprising. Having defeated numerous rabble hordes before, the count confidently marched his men into a trap. Even his leadership abilities could not prevent the ferocious Saxa from destroying his army. Count Cadmar was captured along with his men and suffered their fate.

As he was marched to the execution site, the commander called on his men to swear a vow of vengeance. Forced to his knees by his captors, Cadmar cursed his executioners, promising them their ancestors would pay dearly. Cadmar is a man of his word.

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

**Skills:** Fighting d10, Intimidation d10, Knowledge (Battle) d10, Notice d6, Stealth d12+2

**Pace:** 6; **Parry:** 7; **Toughness:** 10 (3)

**Hindrances:** Arrogant, Loyal, Vengeful (Major)

**Edges:** Block, Combat Reflexes, Command, Fervor, Hold the Line, Level Headed, Tactician

**Gear:** Plate corselet (+3), full helm (+3), great sword

# SINS OF THE FATHER

(Str+d10, -1 Parry, 2-hands).

## Special Abilities:

- \* **Death Mark:** Once per encounter, a spectral warrior can mark one living target by gesturing at the opponent and making an opposed Spirit roll as an action. Failure uses up the spirit's death mark opportunity for the encounter. With success, the ghostly soldier has +1 to Fighting rolls against the victim for the rest of the encounter.
- \* **Fear:** Anyone seeing Cadmar make a Guts roll.
- \* **Immunity:** Suffer half damage from any source except their Weakness. A wound from a non-Weakness source does not truly slay the warrior—it simply dispels him until the next sunset.
- \* **Incorporeal:** Can pass through solid objects; ignores all difficult ground penalties; never leaves tracks. Their weapons ignore all armor except the *armor* spell and negate two points of Cover penalties from intervening obstacles.
- \* **Infravision:** Halves darkness penalties against heat-producing targets.
- \* **Near Fearless:** Immune to Fear. Can only be Intimidated by someone wielding a heated weapon (see Weakness).
- \* **Sense Saxa:** The ghosts can detect Saxa blood in the living stretching back to a grandparent (one-quarter Saxa blood).
- \* **Weakness (Heated Weapons):** A weapon heated in red hot coals for one minute inflicts normal damage for 10 rounds against the specter. After that, it has cooled to a point where it causes the spirit no damage. *Smite* with a fire or heat trapping cast on a weapon inflicts normal damage (including the spell's bonus), as does a disciple of Kenaz's flaming weapon.

## SPECTRAL WARRIOR

The souls of the tortured and executed Anari soldiers have been trapped on Rassilon by their eternal hatred of the Saxa. Only now, with the comet back in the night sky, are they free to wreak bloody vengeance on the descendants of those who took their lives. Although their prime targets are those of Saxa blood, anyone who fights alongside a Saxa against them becomes a fair target.

The soldiers appear much as they did in the moments before their deaths, though with pale, blue-white, semi-translucent bodies. Their "flesh" displays clear evidence of barbaric torture and physical abuse, and some retain injuries taken in the bloody massacre that led to their capture. They are capable of speech, though they speak only Anari, and have no desire to make idle conversation. Against Saxa, their only communication is to issue dire threats.

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

**Skills:** Fighting d8, Intimidation d8, Notice d6, Stealth d12+2

**Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

**Hindrances:** Loyal, Vengeful (Major)

**Edges:** Combat Reflexes

**Gear:** Chain hauberk (+2), pot helm (+3), long spear (Str+d6, Parry +1, Reach 1, 2 hands) *or* long sword (Str+d8), battle axe (Str+d8) *or* short spear (Str+d6, Reach 1) and medium shield (+1 Parry).

## Special Abilities:

- \* **Death Mark:** Once per encounter, a spectral warrior can mark one living target by gesturing at the opponent and making an opposed Spirit roll as an action. Failure uses up the spirit's death mark opportunity for the encounter. With success, the ghostly soldier has +1 to Fighting rolls against the victim for the rest of the encounter.
- \* **Immunity:** Suffer half damage from any source except their Weakness. A wound from a non-Weakness source does not truly slay the warrior—it simply dispels him until the next sunset.
- \* **Incorporeal:** Can pass through solid objects; ignores all difficult ground penalties; never leaves tracks. Their weapons ignore all armor except the *armor* spell and negate two points of Cover penalties from intervening obstacles.
- \* **Infravision:** Halves darkness penalties against heat-producing targets.
- \* **Near Fearless:** Immune to Fear. Can only be Intimidated by someone wielding a heated weapon (see Weakness).
- \* **Sense Saxa:** The ghosts can detect Saxa blood in the living stretching back to a grandparent (one-quarter Saxa blood).
- \* **Weakness (Heated Weapons):** A weapon heated in red hot coals for one minute inflicts normal damage for 10 rounds against the specter. After that, it has cooled to a point where it causes the spirit no damage. *Smite* with a fire or heat trapping cast on a weapon inflicts normal damage (including the spell's bonus), as does a disciple of Kenaz's flaming weapon.



## NORGAR, CLIFF GIANT

Brutish oafs with minimal grasp of language, cliff giants are typical enemies to the civilized races. Norgar was conscripted by the Anari to fight the rebellious Saxa but had the good fortune to encounter Cenwalch on the field of battle. Impressed by the human's fighting prowess and leadership skills, Norgar did something totally unheard of among his kin—he opted to join the Saxa's righteous cause. To the end of his days he stood beside Cenwalch as his most trusted bodyguard, though skalds conveniently left him out of history. Like Cenwalch's huscarls, he swore a binding oath to remain beside his master in life and death, and paid the ultimate price.

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10

**Skills:** Climbing d10, Fighting d8, Notice d6, Swimming d8, Throwing d6, Tracking d8

**Pace:** 6; **Parry:** 6; **Toughness:** 12

**Gear:** Club (Str+d6), thrown boulder (Range: 5/10/20; Damage Str+d10).

## Special Abilities:

- \* **Berserk:** As well as going berserk when Shaken or

# HELLFROST ADVENTURE #11

wounded, cliff giants also go berserk if they are victims of a successful Smarts Trick.

- \* **Clueless:** -2 to Common Knowledge rolls.
- \* **Fearless:** Cliff giants are too stupid to be Intimidated or subjected to Fear.
- \* **Improved Sweep:** Cliff giants can attack all adjacent foes at no penalty.
- \* **Size +3:** Cliff giants average 12' in height.
- \* **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.

## SKELETON

Unlike common skeletons, these undead troops retain more of their combat skills and are equipped with functional, if somewhat dilapidated, armaments.



### COMMANDER

**Attributes:** Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d6

**Skills:** Fighting d10, Intimidation d8, Knowledge (Battle) d8, Notice d4, Shooting d8

**Pace:** 7; **Parry:** 8; **Toughness:** 10 (3)

**Edges:** Command, Level Headed, Tactician

**Gear:** Rusty plate corselet (+3), chain limbs (+2), closed helm (+2), battle axe (Str+d8), medium shield (+1 Parry)

#### Special Abilities:

- \* **Bony Claws:** Str+d4.
- \* **Fearless:** Immune to Fear and Intimidation.
- \* **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. Ignores wound penalties (Wild Cards only).

## SKELETON HUSCARL

**Attributes:** Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d8, Intimidation d8, Notice d4, Shooting d8

**Pace:** 7; **Parry:** 7; **Toughness:** 9 (2)

**Gear:** Rusty chain hauberk (+2), open helm (+2), short sword, mace, or axe (Str+d6), medium shield (+1 Parry)

#### Special Abilities:

- \* **Bony Claws:** Str+d4.
- \* **Fearless:** Immune to Fear and Intimidation.
- \* **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.



### SOUL HUNTER

Soul hunters are a form of undead, created by vile necromancers through Hela-inspired visions. They serve one purpose—to steal souls from the living. These souls are then collected, corrupted, and used to empower skeletons, zombies, and other near-mindless undead.

These vile creatures resemble withered corpses,

though their eyes glow brilliant blue. Fragments of souls they have stolen swirl around like corpse-candles, ephemeral balls of glowing lights of red, blue, and white.

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

**Skills:** Fighting d8, Intimidation d8, Notice d10, Stealth d10

**Pace:** 6; **Parry:** 6; **Toughness:** 8

#### Special Abilities:

- \* **Animate Dead:** By spending a benny, a soul hunter can automatically create one skeleton or zombie within 12" as a free action. There must be a corpse present for this power to work. So long as there are corpses available, the soul hunter may spend as many bennies as it possesses in a single round. The undead come into play on the round after being animated.
- \* **Claws:** Str+d6.
- \* **Damnation:** A creature slain by a soul hunter does not go to Scaetha's hall. Instead, the soul is transported directly to Hela's dark realm.
- \* **Fearless:** Immune to Fear and Intimidation.
- \* **Random Bennies:** Although NPC Wild Cards, soul hunters do not automatically begin with two bennies. Instead, they start with 1d6 bennies.
- \* **Sense Living:** A soul hunter can automatically detect living creatures within 24". They suffer no penalties for darkness or concealment and always count as alert sentries.
- \* **Soul Hunter:** Once per round (as a free action) a soul hunter can teleport up to 10" so long as its movement ends with it adjacent to a soul-possessing foe wounded or killed that round (constructs, demons, elementals, fey, and undead do not have souls). This circumvents First Strike and does not count as Withdrawing from Melee.
- \* **Soul Siphon:** For each wound a soul hunter inflicts on a target with a soul, it gains one benny. These bennies can be used only to Soak wounds or animate dead.
- \* **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to poison and disease.

## STONE GOLEM

**Attributes:** Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

**Skills:** Fighting d10, Intimidation d8, Notice d6

**Pace:** 5; **Parry:** 7; **Toughness:** 13 (4)

#### Special Abilities:

- \* **Armor +4:** Magically hardened stone.
- \* **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- \* **Fearless:** Golems are immune to Fear and Intimidation.
- \* **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on Trait rolls to resist opposed powers.
- \* **Size +1:** Stone golems stand over 8' high and weigh 4,000 pounds.
- \* **Stone Fists:** Str+d6.



PLAYER HANDOUT #1

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## PLAYER HANDOUT #2

THOUGH MY HEART BIDS ME NEVER TO WRITE THESE WORDS, MY NEW FAITH AS A SERVANT OF HOTHAR DEMANDS I AM HONEST BEFORE MY DEATH. HOWEVER, TRUTH NEED NOT ALWAYS BE FOR PUBLIC CONSUMPTION, AND THUS I HAVE FORBIDDEN MY MEN, THROUGH HOLY OATH, EVER TO SPEAK OF THESE EVENTS.

WITH THE END OF THE ANARI EMPEROR, MY PEOPLE HOPED FREEDOM WOULD COME, BUT WE WERE MISTAKEN. THE YOKE OF ANARI DOMINATION WEIGHED HEAVILY ON OUR SHOULDERS, AND SUCH WERE THEIR CRIMES AGAINST US THAT WE COULD NOT REMAIN BOWED ANY LONGER. WE TOOK UP ARMS, AS THE HISTORY OF ANYONE READING THIS UNDOUBTEDLY RECORDS.

WHAT I MUST SPEAK OF NOW IS THE END OF THE REBELLION, AN END WHICH, IF MY WORDS WERE FOLLOWED, HAS NEVER BEEN RECORDED ELSEWHERE. LET THE SKALDS SING THEIR SONGS AND SPIN A MYTH, BUT NEVER MUST THEY SING THIS ONE.

IN THE 158TH YEAR AFTER THE RISING OF THE GREAT ICEWALL, I, CENWALCH CERDICSUNU, LED MY PEOPLE IN THE FINAL BATTLE AGAINST THE ANARI OPPRESSORS. WE DID NOT WANT INNOCENT BLOOD ON OUR HANDS. THOSE ANARI WHO ACCEPTED OUR RIGHT TO FREEDOM WERE SPARED THE SWORD. ONLY THOSE WHO FOUGHT TO KEEP US BOWED WE DECLARED ENEMIES.

IN SPRING, WE LEARNED OF A GREAT ARMY, 10,000 STRONG, DESCENDING INTO THE LANDS WE HAD RECAPTURED. THE ANARI WERE DESPERATE, AND THIS WAS THEIR FINAL BLOW TO BRING US BACK TO HEEL. EACH TIME THEY ADVANCED, WE RETREATED. THE ANARI GREW IN CONFIDENCE WITH EACH "VICTORY," BUT THEIR SUPPLY AND COMMUNICATION LINES GREW STEADILY WEAKER. FOR TWO YEARS THEY PURSUED US.

AT LAST, THEY ENTERED THE VALLEY IN THE HILLS AND WALKED STRAIGHT INTO OUR TRAP. THE BLOODSHED WAS MAGNIFICENT AND APPALLING. THEY FELL LIKE SHEAVES OF WHEAT BENEATH OUR BLADES UNTIL, AT DUSK, BARELY ONE HUNDRED ANARI REMAINED IN THE LAND OF THE LIVING. THOSE WHO LAY DEAD, WE LEFT FOR THE RAVENS. DARGAR LATER WEPT IN FEAR OF OUR RAGE, FOR HIS BLOODY TEAR WAS SEEN IN THE NIGHT SKY.





















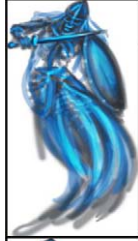
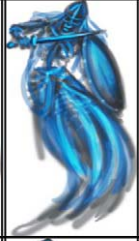


























































WITH THEIR GREAT ARMY DESTROYED, THE ANARI FINALLY ACCEPTED OUR TERMS, FREEING OUR PEOPLE AND RELINQUISHING ALL CLAIMS TO OUR LANDS. WE HAD WON OUR LIBERATION, BUT AT A TERRIBLE PRICE. TO MARK OUR NEW LIFE I ORDERED MY FORT TO BE TURNED INTO A NEW SETTLEMENT, A PLACE I CALL READFOLDA.

OF THE PRISONERS WE TOOK, I SHALL SAY NOTHING. THAT SHAMEFUL EPISODE HAUNTS ME NOW IN MY LAST DAYS, AND I SHALL BE JUDGED, AND DAMNED ACCORDINGLY FOR WHAT I DID. MY DARKEST SECRET I SHALL TAKE TO THE GRAVE, SO ONLY THE GODS MAY SEE AT WHAT PRICE MY PEOPLE WON THEIR FREEDOM.

I PRAY NOW ONLY THAT MY MEMORY BE PRESERVED FOR THE GREATER GOOD I ACHIEVED, AND NOT THE MEANS BY WHICH I ACHIEVED IT.

			Cenwalch Cerdicsunu				Aelfneht, Priestess of Eostre				Skeletal Huscarl with Short Sword
			Citizen				Aelfneht, Village Huscarl				Skeletal Huscarl with Short Sword
			Citizen				Ufnir, Village Huscarl				Soul Hunter
			Citizen				Skeletal Commander				Spectral Warrior with Short Spear
			Citizen				Skeletal Huscarl with Axe				Spectral Warrior with Short Spear
			The Crone				Skeletal Huscarl with Axe				Spectral Warrior with Axe
			Thegn Egrid, Nobleman				Skeletal Huscarl with Mace				Spectral Warrior with Axe
			Teobald ap-Angrot, Justice Priest of Hothar				Skeletal Huscarl with Mace				Spectral Warrior with Short Sword



										Spectral Warrior with Mace
										Count Cadman, Spectral Warrior
										Spectral Warrior with Mace
										Count Cadman, Spectral Warrior
										Spectral Warrior with Mace
										Count Cadman, Spectral Warrior
										Spectral Warrior with Mace
										Count Cadman, Spectral Warrior





# SHOULD FREEDOM COME AT A PRICE?

A caravan of slain refugees isn't an unusual sight, especially in winter, but why do they have their weapons drawn yet show no sign of wounds? And who are the mysterious "white men" of which the lone survivor speaks?

Fate has drawn heroes into a race to uncover the secrets of the past, secrets which have been deliberately concealed for centuries. A terrible crime committed long ago brings repercussions for those in the present age, for someone must pay the price for the Sins of the Fathers!

Hellfrost™ is an epic fantasy setting for the award winning *Savage Worlds*™ roleplaying game.



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