

HELLFROST

THE BLOOD OF GODHAMMER





THE BLOOD OF GODHAMMER

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THE BLOOD OF GODHAMMER



● INTRODUCTION ●

This adventure is designed for a group of four Heroic characters, 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.

Add one additional enemy Extra to a detailed encounter for each Rank (or 20 XPs after Legendary) the party is above Heroic. For instance, if a party of four Legendary characters with 100 XPs faces one orc warrior per hero, the heroes encounter a total of six orcs (four because of the party strength and another two because the party is 40 XPs higher than the scenario minimum). If the party is particularly powerful, the GM may also increase the number of unnamed Wild Card opponents.

This adventure takes place in the northern Hearthlands in mid-winter. 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 Player's Guide* for how the rules work in this setting.

A selection of pre-generated Novice characters can be found at our website, www.tripleacegames.com.

PLOT OVERVIEW

The settlement of Wulfstead lies in northern Nordmark, in the foothills of the joining of the Icebarrier Mountains and the Thunor Range. Its ruler, Thegn Yngvi Wulfsunu, has always been lazy, incompetent, and self-indulgent. He taxes his peasants heavily to fund his lavish lifestyle, ignorant of their cries of starvation. Monies sent by the young king of Nordmark, Geirmund Kolsunu, to help fortify the settlement and strengthen its militia, have been spent on imported luxuries. The land has gone to rack and ruin; its fields are overgrown, and the local infrastructure is collapsing. He has also failed to honor his ancestors and has closed all the temples.

To make matters worse, orcs now plague the region and the thegn is doing nothing to stop them. Adding insult to injury in a time of crisis, Yngvi recently exiled his only son Orm (a tested warrior and military commander) for daring to suggest his father owed his people protection and the cyning, his loyalty.

Yngvi's problems were not entirely of his own making, though. Succession among the Saxa is not a clear-cut case of the eldest issue inheriting. Any person with blood ties to the ruler can make a legal claim of succession. What results is more a popularity contest than a trial of leadership qualities. Although Yngvi has only a single legitimate son, he also has an illegitimate child.

Thirty years ago, Yngvi had a brief and purely carnal relationship with a young, itinerant Norn priestess, Ursula Ingmarsdohtor. Yngvi quickly grew bored with the priestess, who, now spurned, moved on to pastures new. Nine months later, she gave birth to a son, Cuthwulf. At first, Ursula tried to have Yngvi recognize his offspring as a legitimate heir. Yngvi refused outright, half-jokingly claiming that he had sired a dozen bastards and all were worthless.

On discovering Yngvi was slipping into senility, Ursula reentered Wulfstead. Yngvi, who cared little for his former lover, no longer remembered her name or her face, but he did accept her as an advisor thanks to her status as a priestess of the Norns. Her son, Cuthwulf, by now a grown man and skilled warrior, appeared at Yngvi's door shortly afterward seeking employment as a huscarl.

Through herbal brews, false divinations, and insidious lies, Ursula slowly turned Yngvi against his legitimate son, whispering talk of treachery and usurpation. In his place, she has maneuvered Cuthwulf into becoming head of the army and Yngvi's right hand man.

Even the orc raids are yet another part of Ursula's plot. Through agents, she has offered to gift the orc chieftain with wealth once her son is in power and even provide the tribe safe haven. In the meantime, he need only let his warriors run free across the thegn's lands. Of course, Ursula has no intention of keeping her word—she's re-

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lying on the orcs' lust for riches to blind them to any treachery.

Meanwhile, Orm duly left the stead, but not before publicly decrying his father for failing in his noble duties. Orm's huscarls followed him into exile, leaving the stead defended only by Yngvi's drunken and churlish warriors. Despite being an outlaw, and thus subject to execution if found within his father's lands, Orm has remained close by.

Orm and his small band of warriors has taken the battle to the orcs, striking at their raiding parties without mercy and then retreating back into the foothills before the thegn's men arrive on the scene. Many citizens in the outlying communities not only know of Orm's attacks, they provide the nobleman with food, shelter, and arms. Yngvi, through Ursula's machinations, has placed a sizeable bounty on Orm's head, yet no one has raised a hand against the outlaw. For every fell word spoken about Orm by his father, his exiled son's support grows, much to Ursula's fury.

After a few more months of poor leadership by Yngvi, and raids by the orc marauders, Ursula intends to lure both Orm and the orcs into a trap. Cuthwulf will duly slaughter both the outlaw and his orc comrades (evidence will be planted proving Orm was working with the orcs to bolster his popularity), and Yngvi will declare him as heir, thus strengthening his position for assuming control of the domain. Yngvi will then have a fatal seizure (of Ursula's making), leaving Orm in exile and thus unable by law to lay legitimate claim to his father's title.

However, the Norns have a differing view of the future. Blinded by her own lies and false oracles, Ursula has failed to spot other strands of fate about to merge with those of her, Cuthwulf, Orm, and Yngvi. Events unaccounted for in the priestess' plans are in motion.

GM's Note: One player character of the GM's choosing is directly related by blood (albeit distantly) to the noble NPCs in this adventure. Wherever you see the phrase "chosen player character," you should insert the hero's name.

Because it is impossible to determine in advance where every player character comes from, the exact location of the adventure should be altered to fit the individual campaign. Similarly, while the adventure assumes the hero is a Saxa, this can be changed as required. Thus, some GMs will have to do more work than others to make this adventure fit their campaign.

A successful conclusion to this adventure as written will result in one hero either being offered the Noble Edge at the rank of thegn, or gaining a second title if he already has the Edge. The GM is free to alter the reward to a fixed cash sum, instead, if he prefers not to hand out noble titles. A sum of 10,000 gs is a worthy reward.

PLAYER INTRODUCTION

For generations, the family of <chosen player character> has been engaged in a bitter blood

feud with distant kin in northern Nordmark. Though geographical separation has prevented open bloodshed, a war of words has raged long and hard.

Centuries ago, according to family folklore, the two branches of the family shared a common ancestor, Skeid Godhammer. Legend has it that Godhammer, a renowned hero, wielded a magical hammer, named Stormhammer, gifted him by Thunor. No one is quite sure how, but the head of the weapon, which has demonstrated no magical abilities, ended up with <chosen player character's> branch of this family. The other branch of the family claimed it was rightfully theirs, and thus the feud began.

After much wrangling and negotiation, the High King finally passed judgment a few months back, declaring the hammer belonged to the Nordmark branch of the family. As such, someone was required to deliver the hammer's head in person. <Chosen player character> and his most trusted comrades have been tasked with ensuring the heirlooms are successfully delivered without incident.

Despite it being winter, Thegn Yngvi Wulfsunu, whose family was the aggrieved party, demanded the supposed relic be returned as soon as possible. Unwilling to start another feud, you have been forced to march through snow and storm to deliver the goods on time.

The heroes should now make die rolls to see what they know of Skeid Godhammer and Stormhammer.

SKEID GODHAMMER

Die Roll: The <chosen player character> can use Common Knowledge to recall facts about his distant and near-mythical ancestor. Others must use Knowledge (Folklore) or Knowledge (History).

Results: With success, the hero remembers that Skeid was a Lightningson, a paladin of Thunor. He lived in Nordmark, where he acquired a reputation for slaying cliff giants. On a raise, they recall Stormhammer was gifted him by Thunor upon Thunor's Anvil. A failure means the hero knows only the name, but nothing specific.

STORMHAMMER

Automatic: <chosen player character> has handled Stormhammer. Whenever he touches it, the runes glow very faintly. The same applies to any other heroes related to him by blood.

Die Roll: The <chosen player character> can use Common Knowledge to recall facts about the weapon. Others must use Knowledge (Arcana), Knowledge (Folklore), or Knowledge (History).

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THUNOR AND MAERA

In days of yore, Sigel and Maera divided time into two halves. Mortals call these periods day and night. Sigel, arrogant and proud, shone like a brilliant beacon. Maera, more subtle and gentle, shone but pale in the dark sky, a celestial candle to Sigel's bonfire. But Niht, goddess of darkness, saw weakness in Maera's wan light and crept into the sky. Each time Sigel slept, the goddesses fought an endless battle over a monthly cycle, with one side first gaining the upper hand and then the other.

Alone in the darkness, Maera beseeched the other gods for help. Only Thunor answered her call. He struck his great hammer, Thunderstorm, upon a rock, creating a shower of sparks which flew into the heavens. And so the first stars, known to skalds as Thunor's sparks, were created. Now, even when Maera is swallowed by Niht, the stars light up the night sky, keeping the darkness from gaining total victory.

Results: Success reveals Stormhammer was reportedly a short-hafted weapon with an over-sized head. Stories about its powers vary. Some claim it could fire lightning bolts. Others tell that it had the power to subdue storm dragons, invoke storms, and even shatter the earth asunder. On a raise, the character knows the handle and head together gave the weapon its power. One without the other resulted in just a mundane hammer. Why and how the handle and head became separated is lost to history.

THUNOR'S ANVIL

Knowledge regarding the Anvil may only be recalled if a hero has learned of its existence. The Anvil is mentioned later on in the adventure, which allows the party to make this roll at that time if they haven't done so already. Should they fail, any of the locals know the basic facts (if asked). Orm can provide details of the winged creatures.

Die Roll: This requires a Knowledge (Folklore) roll at -2, or Knowledge (Religion) roll, or a suitable Knowledge (Area) roll. Having Knowledge (Nordmark) allows for a roll with no penalty, Knowledge (The Marklands or Eastern Rassilon) incurs a -2 penalty, while Knowledge (Rassilon) is worth a hefty -6 penalty. Heroes with Thunor as their patron deity have a +1 bonus. Clerics of Thunor may use Common Knowledge in place of the other skills.

Results: With success, the heroes know Thunor's Anvil is a rock formation located in the nearby foothills of the Thunor Range. The flat summit is considerably wider than the pillar of rock supporting it. It is a holy site to the god of storms. Regardless of the weather elsewhere, lightning continually strikes the summit. The flashes of light were once believed to be sparks from Thunor's hammer, hence the site became known as the Anvil.

Roughhewn stairs spiral up the vertical sides and cut through the overhanging summit.

On a raise, they have heard stories of strange, winged beasts which prevent anyone from climbing to the summit. Some say they are storm dragons, while others insist they are something altogether different.

The GM should also read the sidebar entitled **Thunor and Maera** to the heroes if any Folklore or Religion rolls were successful.

NORDMARK

Die Roll: A suitable Knowledge (Area) roll is required. Anyone born in Nordmark automatically knows the information.

Results: Success allows the heroes to know Nordmark is ruled by King Geirmund Kolsunu, a young ruler who was forced to reclaim his lands in a brutal civil war. The war ended a little over a year ago. Nordmark is famed for its iron mines, the quality of its leather goods, and its fruit wines.

On a raise, the party recalls hearing that bandit activity along the Great Southern Road (part of the trade route linking distant Drakeport to the Winterlands) is on the rise, orcs are massing in the mountains to the north and east, and iron production is falling due to a spate of brutal slayings and mysterious disappearances.

AMBUSH AT THE BRIDGE

After many long weeks of arduous travel, you now near your goal. The stead you seek lies not five miles ahead. You now stand at a low bridge across the Whiteflow River, a bridge which marks the start of the thegn's domain. Remnants of stone walls, perhaps a settlement destroyed in Nordmark's recent civil war, protrude through the snow on both banks of the river. No flowing water can be seen, for the winter ice has already taken hold.

The river which lies in front of them is the Whiteflow. A major tributary of the Crystalflow, the Whiteflow cuts off the top quarter of northern Nordmark from the rest of the realm. When flowing, numerous rapids stir and froth the water, giving the river its name. A handful of fords span the river in the quieter stretches.

Because the party has been travelling over the snow for some time, they are assumed to be wearing skis or snowshoes (if available) when the scene begins.

The part of Stormhammer the heroes carry is just the weapon's head. Weighing in at 12 pounds, it is more akin to the head of a maul than a hammer. A recess in the base marks where a handle should go. Forged from sold iron, the head is engraved with a stylized lightning bolt on the top and sides. It displays absolutely no magical powers (for now).

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Terrain: The sky is dark with snow clouds, resulting in Dim (-1) lighting.

Recent heavy snowfall has made all open ground difficult terrain.

River squares adjacent to the bank are thin ice (d6, Toughness 8). Other river squares are very thin ice (d4, Toughness 6). Anyone who falls through the ice is immersed in frigid water. The hero must make a Vigor roll each round or suffer a level of Fatigue. Winter clothing and furs provide only half their normal protection, rounded down.

Worse, the river is fast-flowing beneath the ice. A submerged hero must make a Swimming roll to remain in place or be swept 2d4" downstream each round. Once away from the hole he created, a swimmer is submerged and risks drowning—he must make a Swimming roll each round to avoid a level of Fatigue. A submerged character can try to break the ice above him as an action. Due to being submerged, his Fighting roll is made at -2 and his Strength die is treated as being one less (this affects the damage die of his weapon, as well).

Climbing out through a hole requires a Strength roll at -2 as an action. Even with success, the character may fall straight back through the ice unless he reaches the bank.

The broken walls are listed as low (about 3' high) and tall (about 8' high). They block line of sight as appropriate and can be used as Cover (+8 Armor). Crossing a low wall is difficult ground.

Monsters: An orc raiding party has set up a hidden camp around the bridge. Orm's plan was for the orcs to set up an open camp, which he and his men would then attack. To ensure the orc chieftain's complicity in a human plot was not discovered, the sub-chieftain leading the raiding party wasn't made aware of what fate had in store. Believing he was being ordered to raid any passing citizens, the devious orc commander ordered the bulk of his warriors to dig deep holes, cover them, and lie low inside. A recent snow flurry has concealed the orc's foxholes. The orcs have also trapped the bridge (see below).

Concealed in the round are a number of orc warriors, the commander, and a priest. Keeping a watch over the bridge from behind the ruins is a handful of orc scouts. The scouts have orders to signal an attack once suitable targets step onto the bridge or begin trying to cross the semi-frozen river.

The scouts are all on the opposite bank to the heroes. They keep watch through small gaps in the walls behind which they hide. Trained to lie still for hours at a time and covered in the recent snow, they are extremely difficult to detect—the heroes may make Notice rolls at -6 (one roll per hero only). Success detects movement, but the character cannot identify the source. On a raise, the adventurer detects something humanoid. In both instances, only one scout is spotted. If multiple heroes succeed, then it's the same scout.

For parties with more than four players, the GM should add additional scouts and warriors as he sees fit.

However, no warrior should be within 12" of the road on the near bank, or within 8" of the far bank if on the opposite side. With fewer players, the GM should remove orcs as he chooses.

● **Orc Sub-Chief (1):** See page 25.

● **Orc Priest of Thrym (1):** See page 25.

● **Orc Scouts (1 per hero):** See page 25.

● **Orc Warriors (2 per hero):** See page 26.

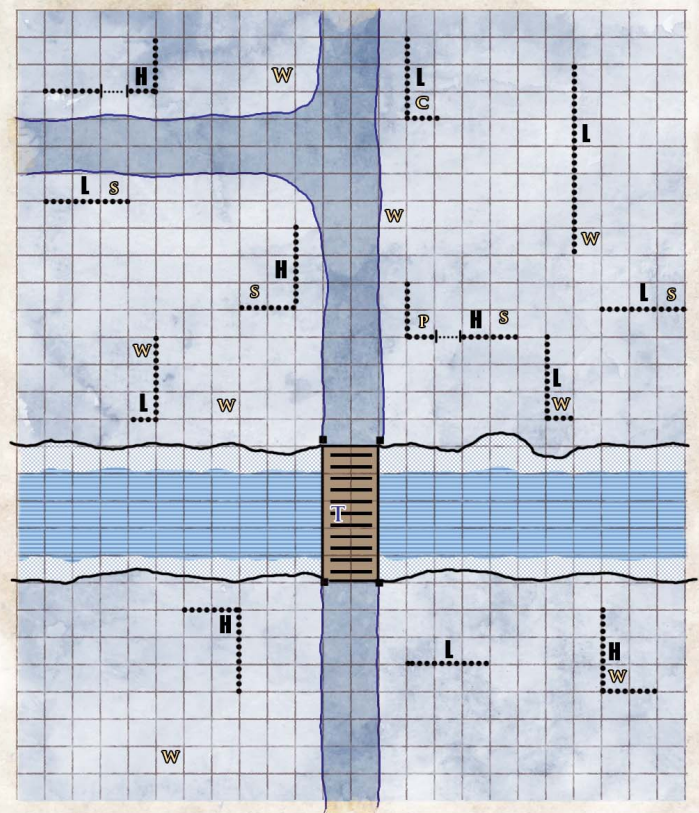
● **Hauld Orm Yngvisunu:** See page 23.

● **Orm's Huscarls (2 per hero):** See page 24.

Tactics: All the orcs begin on Hold. The scouts blow their signal horns once a party member steps onto the bridge or the semi-frozen river or if they come under attack. Check for Surprise.

The warriors concealed in pits must use an action to emerge into the open. They immediately begin firing arrows at the nearest target, incurring a multi-action penalty as normal. The scouts pop up from cover, fire, and

AMBUSH AT THE BRIDGE



T	TRAP	C	SUB-CHIEF		THIN ICE
L	LOW WALL	P	PRIEST		VERY THIN ICE
H	HIGH WALL	S	SCOUT		
→	ARCHWAY	W	WARRIOR		

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then duck out of sight again. Heroes wishing to attack them must either go on Hold, maneuver so they have a clear shot, or rapidly close to melee. On subsequent rounds, the archers try to move into cover and copy the scouts' technique. They run if necessary, but always fire their bows.

If attacked in melee, an archer will drop its bow (a free action), draw its melee weapon (an action), and attack (a second action). Orc warriors are expendable—their comrades will fire into melee if an adventurer is the nearest target.

The priest invokes *armor* on himself in the first round. Assuming this works, he then fires off single 2d8 damage *bolt* spells (–1 penalty) at visible targets, using cover afterward to prevent counterattacks. If the heroes close to within range, he drops a *fear* spell on them. Given the chance, he moves adjacent to his sub-chieftain and casts *smite* on him before his superior enters melee.

At the start of the fourth round, Orm and his huscarls appear on the scene. They begin at the far edge of the map, opposite to where the heroes began. Although surprised to witness the orcs engaged in combat, Orm quickly orders his men to attack. Orm and his huscarls are wearing their skis. Divide Orm and his huscarls among the players to control.

Prolonged Blast Glyph Trap: Detect: –2; Disarm: *dispel* or *negate arcana* only; Avoid: +1; Range: Medium Burst Template; Arcane d8 (for *negation* or *dispel* only), Damage: 3d6 coldfire trapping.

The orcs have placed a *prolonged blast* glyph in the center of the bridge, which activates if trod on. Its detect penalty is a result of the recent snow fall.

Treasure: A total of 2d100 gs can be scavenged from the orc corpses. If offered a portion for his assistance, Orm refuses, claiming the heroes did most of the work.

ORM'S STORY

Once the last orc is slain, the young nobleman approaches the heroes and praises them for their martial prowess. While his men honor any fallen comrades and decapitate the orcs (they leave heads on staves as a warning to other raiders), Orm invites the party to warm their hands around a hastily constructed fire and share his warriors' meager rations. If any are wounded, he offers them his *healing* potions. Orm asks the party their destination and their reasons for travelling in the depths of winter.

Should the party mention their quest, Orm is taken aback momentarily. He recovers his senses quickly. Read or paraphrase the text below. If they neglect to tell the whole story, Orm leaves out the part about being kin and begins simply by introducing himself.

"I apologize for my startled look. I am out of touch with the latest news," the nobleman says. "You and I are distant kin then, for I am Orm Yngvisunu, son of Thegn Yngvi Wulfsunu. If it is my father you seek, or just shelter for the night, then

Wulfstead lies five miles to the east." He glances up at the brooding sky. "There will be no more snow tonight. You should make it by nightfall if you push hard. My men and I cannot accompany you."

Orm's last words are a deliberate provocation for the heroes to ask why not. The proud nobleman refuses to seek pity through blurting out his predicament, but he is honor bound by his personal code to answer questions about his plight.

"My father and I have fallen out. In my opinion, he has failed in his noble duty to defend our people and show his generosity. He taxes heavily and spends his fortune on food, drink, and foreign baubles. While our people starve, he feasts. He has also neglected our defenses. As you have seen, orcs brazenly wander our lands and harass our people. I urged him to change his ways, but my reward was exile. I apologize for speaking so harshly against my father when he is not here to defend himself, but I am sure you will bear his side of the story soon enough."

"So, kinsman, I welcome you to Wulfstead as an outlaw. A wolf's head I may be, yet my men and I will not skulk away into the shadows and live in ignominy. Despite the punishment we face, we fight against the orcs plaguing our lands. I break our most ancient laws, but only because my father will not act."

Heroes who speak Auld Saxa or Saxa know the term "wolf's head"—it refers to an outlaw who, like a wild animal, may be hunted down and slain on sight.

Orm turns down any offers from the heroes to speak to the thegn on his behalf, claiming that Yngvi will never recant his sentence of exile (Ursula will see to that). Should the party offer any supplies to aid his cause, he cautions them that aiding a known outlaw is a crime anywhere in the Marklands. Should they insist, he humbly accepts their gifts.

Before the party leaves, Orm presents them with one of his *voice on the wind* charms.

"Whether or not you believe my cause is just, we are kin and ties of blood bind us together. I am indebted to you for slaying the orcs. If you ever have need to contact me, use this. It will reach me anywhere in the holding of Wulfstead. I wish you well."

When the party is ready to leave, the nobleman provides accurate directions to his father's stead.

A SUDDEN STORM

With skies or snowshoes, the party could hope to

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reach the village of Wulfstead in two to three hours. Unfortunately, a freezing rainstorm of seemingly supernatural origin rends the heavens shortly after they enter the lands of Wulfstead.

High overhead, dark clouds gather with alarming speed, racing against the wind from all directions to form a huge thunderhead. Icy droplets of freezing rain begin to pelt down like sling stones, stinging exposed flesh and freezing solid on impact. Darkness and sheets of rain swallow up the terrain, encasing you in inky, cold darkness except for brief interludes, when colossal flashes of lightning light up the sky as bright as day. Thunor, it seems, is in a foul mood today.

The heroes must make a Vigor roll at -2 every hour until they find shelter (Survival at -4, one roll per group per hour) or gain a level of Fatigue. The storm lasts four hours. From the moment the storm hits, the lighting conditions become Dark (and stay that way after it ends because night has fallen), further hampering their progress. Whether they stay put or attempt to push on through the storm, night has fallen before they reach the village.

Should the heroes examine Stormhammer during the storm, they notice the engraved lightning bolts glow a faint sky blue though the weapon still does not radiate magic.

WELCOME TO WULFSTEAD

The heroes spy the village of Wulfstead at half a mile thanks to torches burning on the wooden palisade. As they draw to within 50 yards, a gruff voice calls out from the gloom ahead—“Halt, strangers, and state your business, for the hour is late and many dangers walk the lands.”

If the party begins to mention Stormhammer, the voice shouts out, interrupting them—“Silence! Guards, open the gates. Our lord is expecting these travelers.” With that, the wooden gates creak open. A lone man wrapped in furs against the cold night air and carrying a shield and battle axe, strides out to meet them.

“My apologies for the rude welcoming,” he says. “I am Cuthwulf, herald to Thegn Yngvi Wulfsunu and head of his army. My lord is expecting you, but his people are not aware of your mission. My master wishes to surprise the citizens at a feast tonight. Until such time as the thegn sees fit, you are to mention nothing of Stormhammer to anyone except me.

“Quarters have been arranged and the sauna has been warmed. Once you have refreshed yourselves, my master would have you join him at table.”

The party may have questions they wish to ask Cuthwulf while he escorts them to their quarters. Possible questions and the huscarl’s answers are detailed below.

Q: We hear Thegn Yngvi has a son, Orm. What can you tell us about him?

A: “He is an outlaw, guilty of plotting treachery against his father and duly banished from our lands. Some whisper that he is in league with orc raiders who trouble these lands. Any man who would plot to murder his father is capable of such evil.”

Q: We met him on the road. He saved our lives. Is that the work of an outlaw?

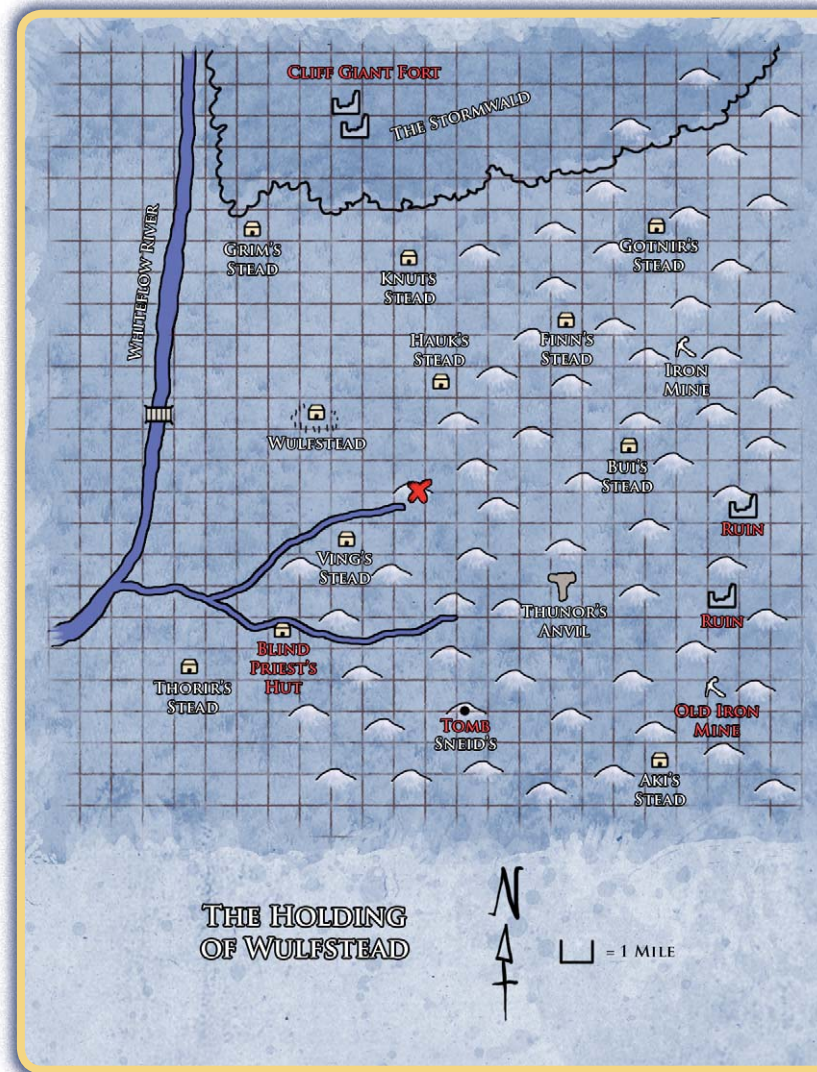
A “Do not underestimate Orm. He has spun a lie that he is fighting the orcs to try and win support from the people. No doubt he told you how his father was to blame for his exile. You should have slain him and delivered his head to the thegn. Orm refuses to comply with his father’s judgment and leave the holding. There is a reward of 5,000 gold scields.”

Q: And you haven’t tried to claim it?

A: “Orm can wait,” Cuthwulf snarls. “My first duty is to protect the people from the orcs.”

Q: What is the thegn like?

A “Lord Yngvi is old and suffers a brain malady, yet



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he remains proud and just, despite what others may tell you. He is determined to enjoy his last days in the mortal realm before he joins his ancestors. Likely we would all do the same if we knew the gods would soon be calling us to their side."

Q: What temples do you have here?

A: *"There are no temples in Wulfstead. When Orm was charged with treason it was found the priests were siding with him. They were banished and the temples closed. No doubt my lord has petitioned the king to send new, trustworthy priests. Until then, we make prayers in our own ways."*

Q: I'm related to the thegn, you know?

A: *"Really? You should be both honored and shamed. Honored to share blood with the thegn, but shamed by the acts of your kinsman, Orm."* (Cuthwulf informs his mother of this fact as soon as he leaves the heroes.)

The heroes reach their quarters, which are in Yngvi's hall, at the same time they finish their questioning. Only two rooms have been provided, each containing only enough beds to accommodate half the party. Though small, they are well-appointed, with furnishings and trappings from as far afield as the Magocracy and Angmark. Bowls of nuts and winter berries have been laid out on a small table, and there are several bottles of wine and a cask of beer. Cuthwulf tells the visitors to help themselves to refreshments.

Once they have dropped off their gear, Cuthwulf shows them the location of the sauna. Using the sauna removes any Fatigue from Bumps and Bruises or Cold.

When the party is ready, a serving boy visits their rooms and escorts them to the feasting hall. The boy, whose name is Thungard, politely reminds any guests who think they're marching into battle about the social mores regarding weapons and armor at a feast.

Aside from a single weapon, it is bad manners to wear armor and carry one's private arsenal to a feast, especially one held to secure peace between feuding families. Such garb insults one's host, for it implies the guest does not trust him to obey the laws of hospitality. Anyone wearing armor loses 1 Glory per point of protection. Thus, a chain hauberk warrants a two-point penalty. Carrying more than a dagger used to eat with, and a single melee weapon, incurs a loss of 1 Glory per additional weapon.

THE FEAST

As you approach a set of grand, wooden doors, two huscarls shove them open. A wave of warm air and raucous laughter fills the corridor from the feasting hall beyond. The guards follow you inside and close the doors behind them.

Three tables adorn the room. Two long tables run along the length, while a third crosses the chamber at the far end. Seated at the head table is an elderly man with gray hair and age-worn

features. To his right sits Cuthwulf, the herald. On his left is a middle-aged woman with raven black hair and piercing green eyes.

Seated at the top of the rightmost long table is a group of burly men of little manners. Food and wine drip from their mouths as they make crude jokes and proud boasts, or grope passing serving girls. Nearer toward you, the people seem more refined. At a glance, you estimate there are some 100 guests at the table.

On seeing you, Cuthwulf stands, wiping his mouth on his sleeve.

"Ah, the last guests are here! Come, come, spaces have been reserved for you! Move over, you dogs," Cuthwulf snarls to the foul-mannered brutes. "Make way for Thegn Yngvi's guests!"

The serving boy quickly whispers to you. "My lords, the man in the center is Thegn Yngvi, your host. The man who just spoke is Cuthwulf, his herald. The woman is Ursula. She is the thegn's chief advisor and a priestess of the Norns."

The brutish diners are Thegn Yngvi's huscarls, all berserks and all thoroughly inebriated. They mutter and curse as they shuffle around to make room for the heroes. The party is interspersed as equally as possible on both sides of the table, with a berserk between each party member. None of the warriors show any indication of welcoming the guests.

If a hero attempts to introduce the party, the berserks immediately start laughing at him, mocking him as a lowly herald and perfumed messenger. Even if the heroes remain silent, the berserks turn their tongues on them and insults soon fly in regards to the characters' clothes, womanlike manners, foreign ways, and whatever else the GM can make fit the party. Make a Group Taunt roll. Each hero must roll his Smarts against the same total. Make a note of any heroes who failed the roll—the berserks' +2 bonus for their next action against the hero may come into play later in this scene. Note that if the need to use this bonus arises, only the first berserk to make a die roll against a given character gains the bonus.

Before the heroes can respond or the scene turns ugly, Cuthwulf stands. He slams his gold goblet down onto the table with a loud thud.

"Enough!" he orders. "These people are guests in this hall. Show them respect. Please, good folk, introduce yourselves to Thegn Yngvi and tell us something of your past deeds."

"Aye," adds one of the warriors, "tell us a story of how you picked flowers once and were pricked by a thorn!" His comrades burst into bowls of laughter. Cuthwulf glares at them, and the noise

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quickly dies down to muttered jibes at your expense.

The players have two choices here. First, they can resort to die rolling in order to recount their heroes' deeds. This requires a Persuasion roll. A failure is met by more mocking from the berserks, who accuse the hero of lying or becoming tongue-tied in such illustrious company. Second, they can roleplay a summary of past adventures. The berserks will still find *something* to mock.

Once the introductions are over, Thegn Yngvi greets his guests, albeit while dribbling and slurring his words. He then tells the assembled guests that the strangers have come bearing a great gift which will be revealed when the feast is over. Yngvi then orders the feasting to continue.

FURTHER FEASTING

As little or as much roleplaying as the GM wishes can occur for the rest 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 citizens sitting elsewhere at the table. No named NPCs except those already mentioned are seated nearby. 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 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 is a shrewd judge of character.

Eventually the feast draws to a close. Cuthwulf then stands and asks the heroes to present Thegn Yngvi with their gift.

ANCESTRAL FURY

As soon as Stormhammer is revealed, read aloud or paraphrase the following:

No sooner is Stormhammer revealed than the great doors to the feasting hall crash open with a loud bang. A blast of frigid air howls into the room, causing the many torches to flicker and die. Within seconds the room is bathed only in the orange glow of rapidly cooling embers from the hearths. The two guards rush to close the doors, but their victory is short lived. No sooner have the portals closed when they fly open once more, tossing the buscarls aside like shaves of wheat in a gale.

A spectral figure appears in the doorway, illumi-

nated by a pale white-blue glow. Its features are drawn yet strong, those of a warrior, yet it is clear this is no mortal, for its eyes are burning pools of white fire. The figure strides across the room, oblivious to the screams and curses of the frightened guests. It stops before the head table and raises a finger toward Thegn Yngvi.

"I am Skeid Godhammer," it roars, "founder of your ancestral line. Too long have I watched your foolishness bring ruin to my kind, too long have I watched you dishonor your ancestors. And you deem yourself worthy to wield Stormhammer? Your rule is over, old man! You have failed in your obligations!"

The specter turns to face you. "Hand me the head of Stormhammer," it snarls, stretching out a withered hand.

If the heroes comply, Skeid nods respectfully. Should the characters refuse to part with the relic, Skeid uses a form of *puppet* to force them. His Spirit die (which he uses for his arcane skill) is d12+2, with a d10 Wild Die.

Skeid holds Stormhammer's head aloft. "Thunor," he shouts, "take back your gift until one is worthy to wield it!" Lightning begins to crackle around Stormhammer, flickering brilliantly in the dimmed room. Suddenly, the lightning flares, causing you to shield your eyes. When the light fades, Stormhammer has gone.

The specter turns slowly to survey the room. "I invoke the ancestral right of choosing as gifted us by Hothar in times of old! Whoever of my bloodline finds the handle of Stormhammer, makes it whole upon Thunor's Anvil, and returns it to this hall shall be my rightful heir and thegn of Wulfstead."

From somewhere a voice croaks, "He means Orm! Orm is coming back to lead us!" The specter whips its head around to face the speaker, who rapidly cowers under its frightful countenance. "Orm Yngvisunu has been exiled," the spirit hisses. "By the laws of our people his claim is forfeit. There are others here of my blood who are fit to rule as my ancestor. If none succeed, I shall lay these lands to waste and cleanse the world of my failed bloodline!"

With that, the spirit turns and glides back through the doors, which slam shut after it. The torches flicker back to life, filling the muted room with light and heat.

Ursula is quick to take advantage of the situation. During the furor following the spirit's departure, she doctors a pitcher of mead with herbs designed to induce

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rapid sobriety. The contents are quickly delivered to the berserks who, much to their disgust, rapidly come to their senses. While that is taking place, Ursula gathers her divinatory rune stones and calls for silence.

THE FALSE ORACLE

"I sense trickery," Ursula cries, "an attempt to undermine our lord! I shall consult the Norns, who have always been kind to us." She gestures to the top table. Two of Yngvi's huscarls sweep the clutter of plates and goblets onto the floor to clear a space. Ursula throws a handful of carved bones onto the table. In the bushed room, their clatter sounds like rolling thunder. The seer bunches down over the bones, studying them carefully.

"Treachery!" she shrieks. "That was no spirit, but a foul illusion conjured by...them!" She points a finger directly at you. "This one," she says, pointing to <chosen player character>, "is in league with the outlaw, Orm. This is a plot to remove thegn Yngvi from power and put a usurper in his place! Seize them!"

The huscarls, now suddenly remarkably sober, draw their battle axes from their belts and move to surround you. The crowd begins to cry out. "These guests are not proven criminals!" "They have a right to fair trial!" "Show mercy, in the name of the gods!" "He is of Skied Godhammer's blood! He has a right to find the handle!"

Cuthwulf steps in front of the huscarls and raises his arms to halt their advance. "Drop your weapons now and you shall be given a fair trial at dawn. Resist and you will have proven yourselves guilty as charged and be dealt with accordingly. Your fate is in your hands."

Many roleplayers deem surrender to be some sort of failure, and thus the party's first thought may be toward a violent resolution. Have each member make a Common Knowledge roll. With success they should be reminded of the laws of hospitality which prohibit them from taking up arms against their host or his household (–5 Glory). The laws also provide them with legal protection, as they are under Yngvi's charge—if harm befalls them, the gods will punish Yngvi and his household.

Any violence would also result in weregild cases being brought against them, risk restarting the blood feud, and possibly end up with the heroes being branded outlaws. They are also outnumbered, poorly equipped, and Yngvi has other warriors (no doubt armed and armored) at his disposal.

If they still want to fight, then do not force them to surrender—sheer weight of numbers should eventually bring them to their knees, and leave them with crippling wound penalties.

If the party surrenders or is forced into submission, proceed to **A Night in Jail**. If violence occurs and the party refuses to surrender, they have to flee the village under constant attack. Should they manage to escape, move straight to **Wanderings**.

Ⓜ **Ursula Ingmarsdohtor**: See page 23.

Ⓜ **Cuthwulf Yngvisunu**: See page 23.

Ⓜ **Cuthwulf's Huscarls (3 per hero)**: See page 23. They are armed only with battle axes. They have Toughness 6 and Parry 6.

Ⓜ **Cuthwulf's Huscarls (50)**: See page 23. These arrive at the rate of 2d6 per round if a fight occurs. They are fully armed and armored.

A NIGHT IN JAIL

The party is stripped of all their belongings, save their clothes, and thrown into the jail, a windowless outbuilding far from the main hall. Magic has only just begun to fade from Rassilon, hence, the jail is fortified against offensive spells, such as *burst* and *blast*. The walls are Toughness 20 (10), and the reinforced door (Toughness 16 (4)) is barred from the outside. This prevents lock-picking attempts. The jail interior measures four yards to a side. A squad of ten of Cuthwulf's huscarls is stationed outside the jail.

AN UNEXPECTED FRIEND

Shortly before dawn, the door to the jail creaks open. Framed in the doorway is Cuthwulf. He enters the jail, quietly shutting the door behind him.

"Though it pains me deeply to say this, Thegn Yngvi's madness has finally claimed his mind," the herald whispers. "He has already decreed you all guilty. All attempts to change his mind have failed. When the sun rises, you will be given a show trial and then publicly beheaded for attempted treason."

"I do not believe you are here to cause trouble. The seer's heart is well intentioned, though her methods are questionable. She likely branded you treacherous to try to save the thegn. Personally, I fear the shade of Skied Godhammer may have been right—it is time for the thegn to step aside for one more fit to rule. You are of Godhammer's blood; you have a right to seek the hammer's handle and forge the weapon anew."

"Your equipment is outside, along with provisions for a few days. The guards on the gate are loyal to me and will let you pass. Whether you trust me or not, believe me when I say your fate is sealed if you remain in Wulfstead. All I ask in return is that my part in your escape remains untold. I act in the best interests of the people."

THE BLOOD OF GODHAMMER

“Go now, quickly as possible. Find the blind priest. He knows the story of Stormhammer, I am certain.”

The characters' equipment is lying outside the jail—nothing has been taken. Loaves of bread, slabs of cheese, and strips of dried meat, enough food for three days per hero, have been added to their packs, as have waterskins filled with weak wine. A bone scroll case contains a map of the holding. Give the players the basic copy of the Wulfstead map at this time (not the GM's version).

The guards placed to watch over the jail are all fast asleep in the snow. Cuthwulf says they were given drugged mead, for they are men fanatically loyal to the thegn. The gate guards silently open the postern gate, allowing the party to leave the village.

Cuthwulf's sudden assistance is not an act of kindness. Ursula has consulted the runes regarding the handle of Stormhammer, and learned that the quest will be arduous. Rather than endanger her son's life on the perilous venture, she decided it would be better to let the heroes take all the risks. Once the handle has been found, the visitors will be eliminated and Cuthwulf will claim the relic and Yngvi's title. Thus, Ursula ordered Cuthwulf to play the part of an ally and ensure the characters escape the village before dawn.

When the jail guards (who were not in on the plan) recover their senses and alert the thegn to the escape, Ursula will be on hand to ensure they are branded guilty of sedition and sentenced to death *in absentia*. This gives Cuthwulf and the huscarls the legal right to slay them on sight.

WANDERINGS

The heroes can see for three miles on flat terrain. Standing in the hills, the distance increases to four miles if on high ground and just one mile while in the depressions. In the Stormwald, visibility is reduced to no more than 10 yards. The GM should keep a general track of the passage of time for the purposes of rest, hunger, exposure to the elements, and lighting conditions when the heroes reach one of the important sites. Remember, the ground is covered in snow and there are no roads once outside Wulfstead village.

There are eight hours of daylight with an hour of twilight either side. During twilight, visibility is Dim (–1). Unless the GM wishes otherwise, the weather is fair—sporadic snow and strong winds, but no blizzards or heavy falls—and the nights are clear and bright, giving Dark (–2) lighting conditions.

While the party has been tracking down the blind priest, Yngvi has ordered his huscarls to hunt down and kill the escapees. Cuthwulf and Ursula both tried to convince him otherwise, but for once, the old man's mind was made up. Small bands of mounted huscarls are scouring the land for the party.

WE'RE NOT ALONE

For each journey between two named locales on the map, the GM must draw a card from the action deck. If the party visits Vings Stead straight after leaving Wulfstead, for instance, the GM would draw one card. If they then travel to the priest's cave, he would draw another card. Shuffle the deck after each draw. A black face card indicates an encounter. Consult the table below.

In the event a fight occurs, the GM should set up the tabletop to represent the local terrain. The grasslands are relatively flat, with only a few low hills, while the hillier regions have lots of steep inclines, gullies, and crags.

Card	Encounter
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Jack	Villagers. During daylight hours, the villagers are working in the fields or out hunting, as best fits the location. At night, they are returning from delivering supplies to Orm and his huscarls. Roll for their Reaction normally. If the party is searching for the priest, they can make a Streetwise roll at –2 if the villagers are Neutral or better.
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Queen	Mounted Huscarls: See Hunted below for details.
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King	Huscarls: See Hunted below for details.
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Ace	GM's Choice: The heroes encounter someone unusual. This might be an NPC they met at the feast and conversed with, Orm and a band of his huscarls, an itinerant healer or skald, or perhaps a hero out to make his name. Unless the NPC is known to the party, roll for their Reaction normally. Even if openly hostile, the lone NPC will not attack a heavily armed party.
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HUNTED

The huscarls and heroes can spot each other at the maximum range allowed for the terrain. At three miles or over, both parties make a Notice roll at –4. The penalty drops to –2 at two miles and –1 at one mile. The berserks make a Group Notice roll. If the party spies the huscarls and are not detected in return, then they can take appropriate steps to hide (simply lying prone is enough to avoid detection at these ranges). If the huscarls detect the party, they move to intercept. They do not have any spells that allow them to identify a band of distant figures, so their approach is routine.

Should the heroes wish to avoid the huscarls, use the Chase rules. Each Range Increment equates to one mile initially. Because this is a long distance Chase, Agility is not used. Instead, the participants must use Vigor or Riding, as applicable. If one side is mounted and the other on foot, the riders gain +2 to their Riding rolls. The huscarls make a single Group roll.

If the huscarls and heroes end up on the same Range Increment at the *end* of a round, then a distance change is made. The Range Increments now equate to 100 yards and the heroes begin three Range Increments ahead of

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their pursuers. If the huscarls again end up on the same marker as the party at the end of a round, lay out the tabletop and conduct a battle. The huscarls begin just 12" from the heroes. They do not intend to take prisoners.

Ⓜ **Mounted Huscarls (1 per hero):** See page 23.

Ⓜ **Riding Horses (1 per hero):** See page 26.

Ⓜ **Huscarls on Foot (2 per hero):** See page 23.

THE BLIND PRIEST

The blind priest's dwelling is not marked on the players' map. A recluse leading a hermitic lifestyle, the priest dwells in a small cave concealed in a gully along the banks of a stream. If the heroes stumble into the map square containing his home, they then may make a Notice roll at -2 to spot a very faint line of thin smoke rising from his chimney.

The quickest way to locate the hermit is to visit a stead and ask the occupants if they know of the priest. Due to his reclusive nature, this requires a Streetwise roll at -1. With success, the party is given accurate directions. The roll may be repeated, but only one roll per stead is permitted. Should the party fail every roll, then they automatically strike lucky at the last stead they visit.

Calling out before they approach the cave or knocking on the crude wooden door elicit the same response, a muffled call for the visitor to enter if he is willing to obey the laws of hospitality or to face death if he comes with malice in his heart.

The interior of the cave is dry and warm. A wooden cot covered in blankets and furs, a rickety table, a three-legged stool, and piles and piles of books and scrolls are the only furnishings. A small hearth in the center of the cave is lit, producing only dim light but welcome heat. A rabbit on a spit sizzles over the hot coals.

Seated at the table is an unkempt man perhaps in his sixties. His hair is long and gray, and his fingers gnarled and bent. A dirty strip of fabric is tied around his eyes.

"Sit down and warm your bones. When the rabbit is done, please help yourselves. It's fresh today. Now, you haven't come to visit an old man seeking shelter. Tell me what you want, leaving nothing out, or my advice will be limited. Come now, someone speak."

The man, who goes by the name of Sten Renviksunu, is a priest of Hoenir, god of knowledge. He only offers his name if directly asked. Blind but not deaf, the wily old goat has already cast a *detect truth* spell, which he maintains throughout the heroes' visit. He'll question any lies, though he is not so rude as to accuse the speaker of false-

hood directly. Remember, he can only detect lies—he has no special powers to detect omissions of fact.

Once he has been told the story, he agrees to help the heroes if he can. The priest knows all the information regarding Skeid Godhammer, Stormhammer, and Thunor's Anvil. These facts are detailed in the players' introduction (page 3). If the party answers "no" to the appropriate question in the narrative below, add in the missing information. Otherwise, there is no need to repeat everything the party has already learned.

"Ah, Skeid Godhammer! A name I haven't heard in a long, long time. You do know the common gossip about him, yes? Skeid Godhammer was a bear of a man, both in frame and temperament. He stood seven feet in his socks and was prone to violent fits of anger, just like the god he followed. Skeid was both holy man and warrior, advising when asked and killing when necessary.

"Back then, the land was troubled by many cliff giants. Skeid prayed to Thunor to help defeat them, and Thunor sought fit to bless his servant. In a dream, Skeid was instructed to go to the temple atop Thunor's Anvil. You know about the Anvil, I assume? Well, when he got to the summit, he found a magnificent hammer resting on the altar. This was Stormhammer, part of which you seek. Please tell me you have researched the basic details of this relic?"

"Anyway, to cut a long story short, Skeid defeated the cliff giants in the Stormwald. That's the forest to the north. A beautiful and terrible place, they say. I have never seen it, for I was stricken blind before ever venturing there, but they say the trees are prone to lightning strikes and catch fire in glorious reds and oranges.

"The Anari had long since ceased to rule Nordmark in Godhammer's time, though they held grip on the other Saxa domains. Alas, Skeid never lived to see his people truly free, though his two sons did. One stayed in Nordmark, from whom Thegn Yngvi is descended, while the other son migrated west. He is the ancestor of your branch of the family.

"When the family split, a pact was made. Stormhammer would be sundered, with the Nordmark son keeping the handle and the migrating son, the head. Should either ever be in danger, the other would be sworn to come to his aid, bringing his half of the relic. From what I hear on the wind, family relations have been somewhat sour over the centuries. Still, you are here to put that right, eh?"

"Now, the handle was kept in the thegn's hall,

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until one stormy night some 60 years ago, when it vanished. I was only a lad back then, but I remember the theft caused quite an uproar. To be honest, the thegns have been poor rulers for many generations. Indeed, the thief left a note saying as much, though he promised the relic would never leave Nordmark and would be found when a true son of Skeid sought to claim it. I believe I have a copy of a riddle the thief left for those worthy to claim the handle.

“Have a rummage over there, in that pile of scrolls, will you? The case is storm dragon skin and marked with Thunor’s symbol. Open it, open it. I can’t remember the words now, so you’ll have to read them.”

Hand the party Player Handout #1 at this point. The writing is in Saxa. Sten is more than happy to answer other questions to the best of his ability and has no qualms about discussing his background. If a party member is a Lorekeeper or cleric of Hoenir, Sten asks the character if he will return in a year or two, collect his books, and deliver them to a temple of Hoenir for safekeeping.

THE RIDDLE SOLUTION

The meaning of the riddle is detailed below. All the information needed to decode the riddle has already been presented to the characters (whether they realize it or not) or should be quite logical with a little thought. If the players struggle (or do not wish to solve the problem themselves), each hero may make a Common Knowledge roll at –2 or a Knowledge (Riddles) roll for each line, to decipher its meaning.

The priest does not know the answers. What he does is provide exact locations once the heroes have nominated the sort of place they are looking for. For instance, if the adventurers work out that the second line refers to cliff giants and the Stormwald, then Sten confirms there is a ruined fort of unusual construction deep in the forest.

Line 1: The reference to lightning is a direct reference to Godhammer’s status as a Lightningson. “Earth bound” and “spark it strikes no more” refer to his bones, which contain no spark of life. *Solution: Godhammer’s tomb.*

Line 2: The “hammer which fell against the cliffs” relates to Godhammer’s destruction of the cliff giants. The “candles green” are the trees of the Stormwald, which are frequently struck by lightning in summer and catch fire. *Solution: Some sort of ruin in the Stormwald.*

Line 3: “Thunder and lightning” refers to metalworking—the thunder of the hammer and the lightning sparks of hot metal being beaten. The “no heavenly source” is merely further information pointing to an earthly location. *Solution: A mine or smithy.*

There are actually two mines on the GM’s map. The heroes seek the abandoned mine since it is now “silent.” The workers not only extracted the ore, but it was also

smelted and hammered into ingots for export and weapons.

Line 4: “The keys” are physical objects, which the party will find in each location. Without these, they cannot hope to complete their quest. “Cross to Wulfstead” does not mean physical travel there, as indicated by the word “mark.” The party simply needs to connect Godhammer’s tomb and the giant’s fort with a line on the map, and then do the same for the old iron mine and Wulfstead. The intersection falls on the closest hill to Wulfstead, marked “X” on the map.

When assembled, the key fragments form the shape of a crow.

M Sten Renviksunu: See page 24.

GODHAMMER’S BARROW

No one recalls when Skeid Godhammer died, and even the nature of his demise is subject to speculation and heated debate. The most popular theory is that he fell in battle against giants or orcs (or sometimes both). Other stories have him dying a “straw death” (dying of old age or sickness in his bed), being murdered by a jealous family member seeking ownership of Stormhammer, or being slain by a dragon. What no one disagrees with is that he ascended straight to Thunor’s realm upon his death.

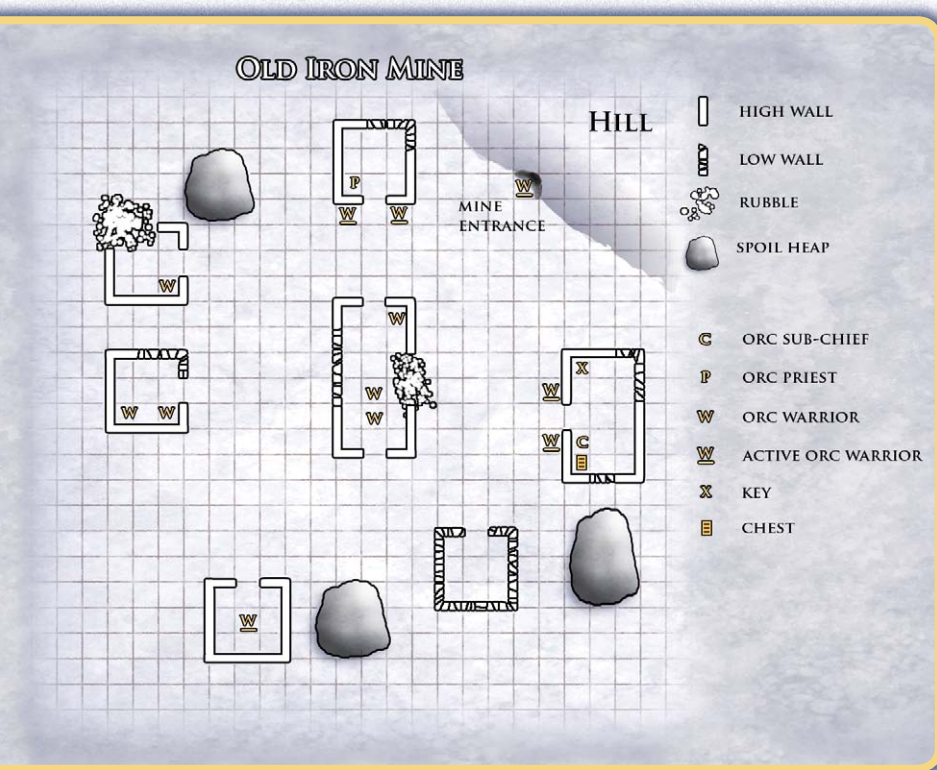
Godhammer’s final resting place is traditionally believed to lie in the south of the holding, a little over three miles southwest of Thunor’s Anvil. No one seems to have disturbed his bones, for peasants passing by have always reported the stone door to be intact. Of course, no one is totally sure the great hero actually lies entombed within—the engraving on the door shows only a stylized lightning bolt.

The dark shapes you have watched wheeling in the sky finally become clearly visible. High above a solitary grass mound, circle great murders of black and gray crows. The cacophony of cawing seems to have an almost thunderous ring to it. If this simple mound marks the tomb of a great hero then a glorious death is overstated. The only indication of the occupant’s former life is a weathered engraving—a stylized crow clutching a lightning bolt in its talons.

Clerics and lay worshippers of Thunor may make a Common Knowledge roll at +2 to identify the birds. Other heroes must use Knowledge (Religion). With success, the hero knows only that they are storm crows, sacred birds and distinguishable from other crows by their unusual coloring. On a raise, he recalls they are typically viewed in large numbers only before a storm. He also knows they are reputedly capable of generating lightning along their wings.

Terrain: The barrow is the only feature. The dome-shaped, grass-covered hillock measures 18” across. Movement up or down the slope is difficult ground. The great

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stone door blocking the entrance requires a Strength –4 roll to open, except for the <chosen player character>, who may make an unmodified Strength roll.

Monsters: Godhammer's resting place is protected by Thunor, in the form of flocks of storm crows; Thunor's sacred bird and the emblem Godhammer used on his war banner. Guided by Godhammer's unseen hand, the storm crows swoop down to attack (Godhammer isn't going to make the quest easy). The crow swarms begin airborne at a height of 12".

M Storm Crow Swarm (1 per hero): See page 26.

Tactics: The crows are smart enough to overlap their burst templates where possible. Because the swarm covers a large area, they can shift around quite easily without leaving melee. The storm crows do not venture into the tomb if the party seeks shelter inside. They take to the sky, only to return when the characters exit the barrow.

INSIDE THE BARROW

The interior comprises a short corridor, around the end of which are three stone-lined chambers. The north and west tombs each contain two funeral biers, upon which lie skeletons clad in rusted chainmail and holding corroded long swords. The western chamber is slightly shorter and holds just a single bier. Atop lies the skeleton of Skeid Godhammer, bedecked in tattered divine robes of midnight blue. Clasped tightly in his bony hands is a silver object.

Monsters: The various skeletons are mundane re-

mains. Lurking within the decayed remains in the north and west chambers are anger spirits, the guardians of the tomb. They rise up, taking the form of translucent red berserks, if the silver object is removed from Godhammer's hands.

M Anger Spirits (1 per hero): See page 24.

Tactics: The spirits are not lethal guardians designed to slay intruders. Rather, they are a form of curse, designed to make a tomb robber's life complicated. The spirits Gang Up on the nearest hero until one of them has successfully possessed him. The remainder then moves on to a fresh target. They follow intruders outside the tomb, though only to a distance of 50".

Treasure: The silver object is part of the key the heroes seek. It takes the form of a raven's head, body, and legs, weighs two pounds, and is a foot long and a half inch thick. Two notched slits are located in the body, just below the neck.

OLD IRON MINE

Half a dozen crumbling buildings and large spoil heaps are all that remains of the former mining community. Ever since you first spotted the ruins, you have been watching brawny figures moving around the site. Now you are close enough to identify them as orcs. Only five are visible—one outside the mine entrance and two pairs guarding ruined buildings—too small for a raiding party.

Most of Nordmark's iron reserves are located further south. Only one mine remains in operation in eastern Wulfstead. This site was abandoned twenty years ago, when the ore ran dry. Abandoned overnight, the buildings have been left to the elements. The mine stretches for a few hundred yards, but contains nothing of any interest.

Terrain: Any broken walls or areas of rubble count as difficult ground. Broken walls stand 3 feet high. Unless otherwise indicated, all remaining walls stand 12 feet high and block line of sight. The spoil heaps are difficult ground, as is movement up or down the hill.

Monsters: An orc raiding party has been using the abandoned mine as a temporary base. The sub-chieftain is charged with terrorizing the lands around Aki's Stead. The orcs are camped in the abandoned buildings—the sub-chieftain knows that bottlenecking his men in the mine would limit their capability to use their bows, and the confined space would make them too susceptible to area effect attacks, such as spells.

M Orc Sub-Chieftain (1): See page 25. Carries the key to the treasure chest.

M Orc Priest of Ullr (1): See page 25.

M Orc Warriors (3 per hero): See page 26.

Tactics: Half the orcs are on sentry duty. These count as

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active sentries. The others are preparing for the next raid, sharpening swords, restringing bows, fletching arrows, and so on. They are inactive sentries. When the alarm is raised, they automatically forfeit their action on the first round. On the second round, they grab their bows (an action) and move to investigate the disturbance.

The warriors attack with their bows until forced into melee. They are skilled hunters, and make use of Cover whenever possible. Their preferred tactic is to hide behind an obstacle, expose themselves to danger only to fire, and then duck back into safety. When melee is unavoidable, they drop their bows (a free action), draw their melee weapons (an action), and attack (a second action).

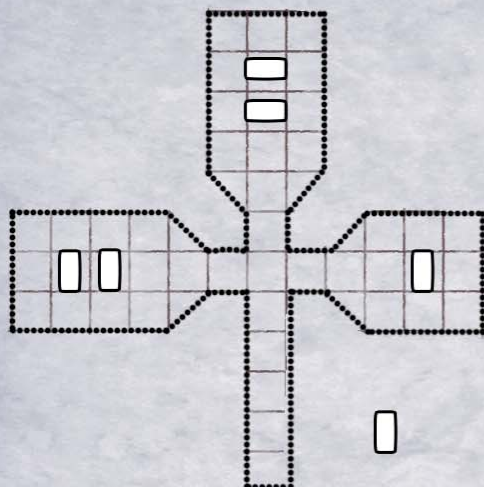
The priest of Ullr begins by casting *aim* and then *boost Shooting*. He then invokes *silence* on an arrow, which he fires into the ground near the largest cluster of heroes.

After this, he peppers the most dangerous looking hero with arrows. Like the warriors, he makes sensible use of Cover and tactics.

Treasure: The orc's treasure is stored in a locked chest (Toughness 8 or Lockpicking to open). Inside are 2,754 gs in coins and jewelry, two arrows imbued with *aim* (cast with a success, activates when fired), three potions of *healing* (cast with a success), a potion of *boost Shooting* (cast with a raise), and a long, thick arrow imbued with *blast* (fired from a regular bow; unleashes a volley of arrows, 2d6 damage in a Large Burst Template).

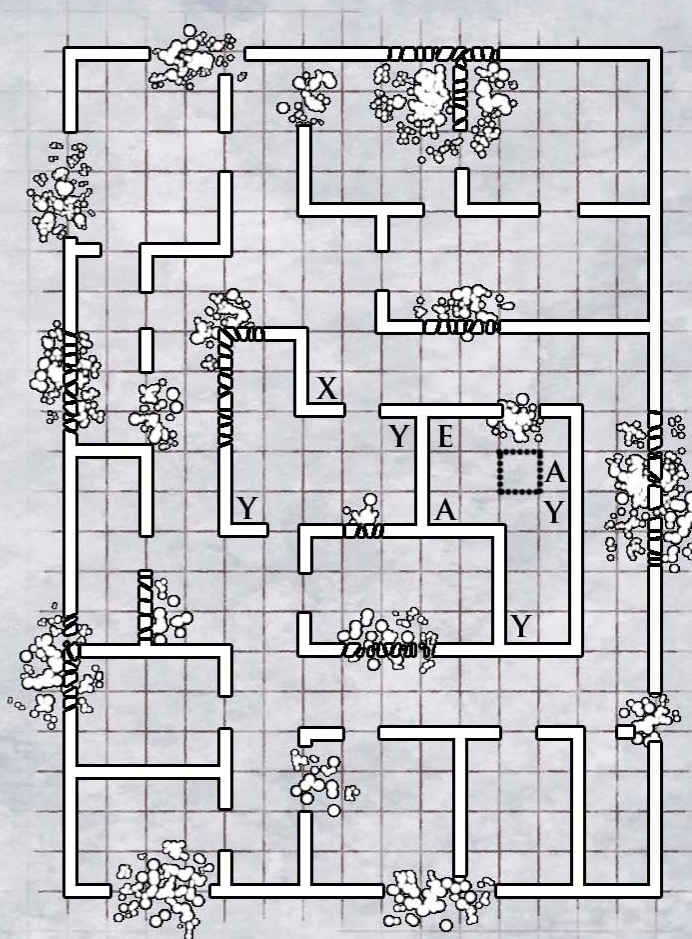
The key fragment is concealed behind a loose stone at the point marked "X" on the map. The stone is marked with a stylized crow clutching a lightning bolt in its talons. If the party has opted for a stealthy approach rather than an assault, locating it requires a Notice roll as an

GODHAMMER'S TOMB



- X KEY
- E ELDER GIANT
- A ADULT GIANT
- Y YOUNG
- HEARTH
- HIGH WALL
- LOW WALL
- RUBBLE

RUINED CLIFF GIANT FORT



HELLFROST ADVENTURE #12

KNOCKBACK

These rules are taken from the *Hellfrost Bestiary*. The physical attacks of large creatures can knock over smaller foes. In order to cause knockback, the attacker must make a successful Fighting attack. The blow does not have to cause damage, however. The victim cannot avoid this—no human can hope to remain standing after being on the receiving end of a frost giant's colossal war axe.

An opponent who is knocked back into a relatively solid object (hay bales or glass windows, for instance, are not solid) is automatically Shaken. This is treated as a separate attack, and thus a foe Shaken by an attack who is then knocked back into a solid object, suffers the effects of successive Shaken results. Opponents may try to Soak any initial damage from the attack or spend bennies to remove the Shaken condition *before* the knockback is applied.

- * If a creature is 2 or 3 Sizes larger than its opponent, the victim is knocked back 1" and falls prone.
- * If a creature is 4 to 7 Sizes larger than its opponent, the victim is knocked flying 1d4" and falls prone.
- * A creature 8 to 11 Sizes larger than its foe, causes knockback of 1d6" and sends foes prone.
- * A creature 12 or more Sizes larger, knocks foes back 1d10" and sends them prone.

action. Any hero within 2" detects it with a success. Otherwise, just assume the party finds it after two hours.

This key fragment is a stylized bird's wing, about a foot long and a half inch thick. It weighs two pounds. The front edge of the wing is not smooth; it has a complex pattern of teeth just like a regular key. It fits into the body (found in Godhammer's tomb) on the left side.

RUINED CLIFF GIANT FORT

The journey through the Stormwald is uneventful unless the party is spoiling for a fight. In this case, the GM is free to have the party encounter a band of orc marauders.

The smell of wood smoke has assailed your nostrils for the last mile and has grown stronger as you head deeper into the forest. At last, you spy stone walls ahead through the leafless trees. Colossal blocks of masonry rise upward to a height of twenty feet. The workmanship is poor, certainly not that of a true mason. Some areas appear to have suffered damage, for the walls are no higher than a few feet and the ground around them is strewn with rubble. A column of thick smoke rises from somewhere in the ruins.

In the days shortly after the Anari withdrawal from Nordmark, there was something of a security vacuum. Before the Saxa could raise armies to defend their borders, orcs and cliff giants poured down from the mountains in search of plunder. Although most of the invaders were driven back, a cliff giant tribe had erected a fort within the Stormwald. They resisted all attempts to drive them out until Skeid Godhammer (and his army) came calling. After three days of bloody battle, the fort lay in ruins and the giants were slain to the last.

Terrain: Any broken walls or areas of rubble count as difficult ground. Broken walls stand 3 feet high. Unless otherwise indicated, all remaining walls stand 12 feet high and block line of sight.

Monsters: A family of cliff giants, driven out of the mountains by the marauding orcs, has taken up residence in the old fort. An elderly male leads the family. With him are his wife, some older children, and a number of youngsters. Aside from stealing a few sheep, they have largely ignored the inhabitants of Wulfstead.

Unmolested by the orcs (who are quite happy to attack steeds), the giants have grown somewhat complacent with their lifestyle. Although awake no matter what time the heroes reach the ruin, they are inactive sentries and have posted no watch. The family is gathered around the fire eating fresh, uncooked venison. If one giant becomes an active sentry, he quickly alerts the rest of his family, who also become alert. If another noise is then heard, the family spreads out to check the ruin for possible intruders (which equates to more food in their minds).

The party need not attack the giants, though of course they don't know this. The key can be discovered through a stealthy, systematic search.

Ⓜ **Cliff Giant Elder (1):** Treat as a Wild Card adult (see page 24).

Ⓜ **Cliff Giant Adult (1 per 2 heroes):** See page 24.

Ⓜ **Cliff Giant Youngster (1 per hero):** See page 24.

Tactics: Cliff giant tactics break down into two distinct patterns—throw boulders at anything beyond arm's reach and swing your club wildly at anything close by. In game terms, the giants use their Throwing skill at distant targets, happily lobbing chunks of rock even if family members are engaged in melee against the same target. When forced into melee, the giants *always* use Sweep, even if another giant is in danger of being whacked. The one exception to this is the Wild Card elder—he has (just) enough brains to avoid clubbing his kin to death. He adjusts his position so they are out of danger.

Treasure: The giants are not rich, but they have a small stockpile of coins and jewelry taken from hapless travelers or slain orcs. The family fortune amounts to 1,545 gs.

The key fragment is concealed behind a loose stone at the point marked "X" on the map. The stone is marked with a stylized crow clutching a lightning bolt in its talons. If the party has opted for a stealthy approach rather than an assault, locating it requires a

THE BLOOD OF GODHAMMER

Notice roll as an action. Any hero within 2" detects it with a success. Otherwise, just assume the party finds it after two hours.

Prying out the stone requires a Strength roll as an action, but it is noisy. Draw a card from the action deck for each attempt. A black suit means enough noise has been made to be heard by the giants. They automatically become active sentries if inactive, or they come to investigate if already active.

The key fragment is a stylized bird's wing, about a foot long and a half inch thick. It weighs two pounds. The front edge of the wing is not smooth; it has a complex pattern of teeth just like a regular key. It fits into the body (found in Godhammer's tomb) on the right side.

THE LIGHTNING STONE

The map is not accurate enough to provide a pinpoint location. For each hour spent scouring the hill, the party must make a Cooperative Notice roll. With success, they locate a flat stone almost completely grown over with grass. Carved into it is the same emblem as on Godhammer's tomb. Beneath the symbol is a slot. It takes the form of a cross, though the upright is considerably shorter than the arms are wide. The assembled key fits into the slot. Turning it clockwise causes the stone to rise slightly.

In a hollow beneath the stone, within clear sight of Wulfstead, lies Stormhammer's handle, an iron rod about a foot long covered in lightning runes. Now the party must climb Thunor's Anvil!

THUNOR'S ANVIL

Although not the highest peak in the area (it rises 120 yards vertically from the surrounding landscape), the Anvil's isolation and flat summit made for an ideal temple to Thunor. The site has been linked with the storm god for millennia. During the Anari occupation of Nordmark, the Anvil served as a beacon of resistance, reminding the oppressed Saxa that Thunor was watching over them and would protect those who remained true to their beliefs.

The steps which wind around the column of rock were hewn by earth elementals controlled by Anari priests and mages. When the steps reach the overhanging summit, they cut through the rock, circling as a short tunnel until they emerge on top of the Anvil. The Anari had planned on defiling the temple to prove their superiority, but when they reached the top they found nothing to defile—the summit was simply a flat plateau.

The site is considered so sacred that only clerics of Thunor are allowed on the summit. The holy men and women never use the steps—they *fly* to the temple. Many Saxa see the continuing existence of the steps as an affront to their deity, but the clerics are quick to point out that they serve as a reminder to the days of oppres-

sion, days which must never be forgotten or allowed to occur again.

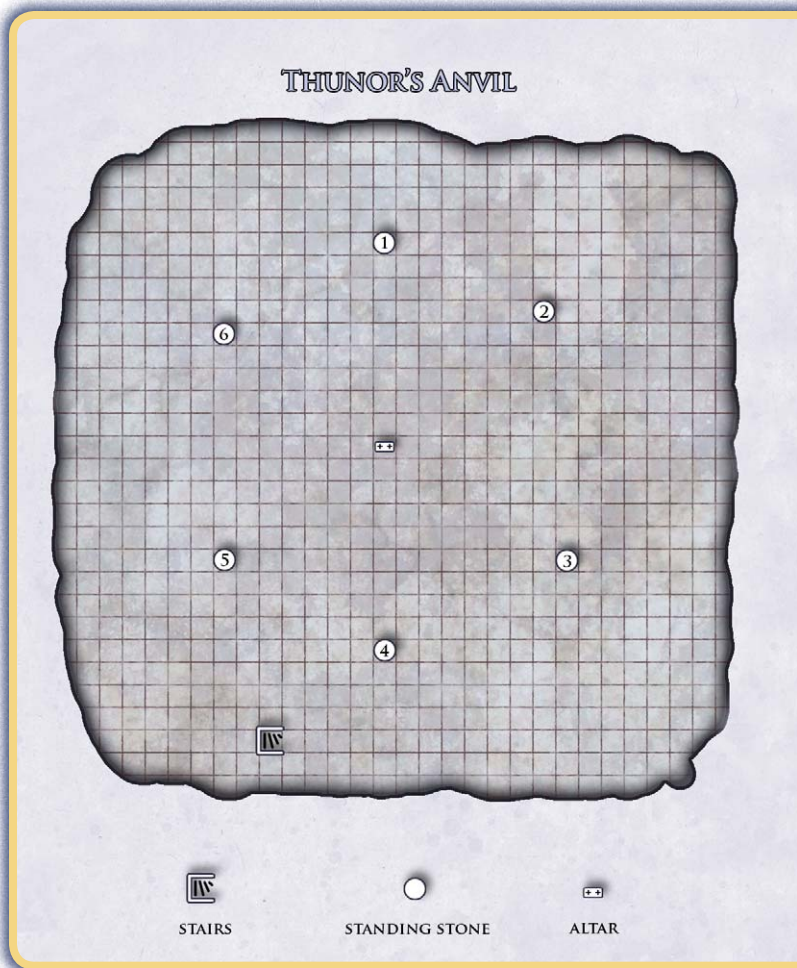
Even for the most faithful, a trip to the summit is an arduous undertaking. Winged beasts known as wyverns dwell in small caves dotted around the pillar of rock, unpredictable gale force winds tear across the summit, and lightning constantly strikes the standing stones. A good sense of balance and knowledge of *energy immunity* (*electricity*) is required for prolonged visits.

THE WINGED GUARDIANS

The narrow, slippery steps are deceptively tricky to navigate and rise steeply. Every gust of wind threatens to send you tumbling to the craggy ground far below. From high above, you hear a loud roar. Dark, winged shapes swoop down through the clouds.

There is no map for this encounter. The only available fighting space is a narrow, curving ledge. To facilitate miniatures, the ledge should be treated as being 1" wide and 20" long.

If you plan on drawing the ledge on the tabletop,



FALLING HEROES

Both scenes set at Thunor's Anvil involve a risk of falling. Traditionally, it is assumed a falling hero hits the ground the same round he falls, thus giving him no opportunity to save his life through magic. The optional rule below is intended to be cinematic rather than realistic.

GMs may rule that a falling hero moves 10" downward immediately on falling, and then a further 20" at the start of each round. Any spellcaster trying to invoke magic while hurtling to his death suffers a -2 penalty to his arcane skill roll, however.

mark the two ends 20". Mark a dot 3" to the right of center. Draw a curved line joining the three dots to get the curve of the rock face. The concave side of the ledge is a sheer cliff wall, which blocks line of sight, while on the other side is a sheer drop. For those who fancy modeling the stairs in three dimensions, they rise 6" over the 20" length.

Terrain: The steps are narrow and slick. Treat them as difficult ground. Any hero who runs and who rolls a 1 on his running die slips and falls (see below). Because of the restricted space and treacherous terrain, a hero who wishes to move through a space occupied by an ally must use an action. Furthermore, he may only move through one ally in a round.

Anyone who falls or suffers knockback must make an Agility roll at -2 as a free action to grab the edge of the steps. With success, he is hanging by his fingertips. Hauling himself back up onto the steps requires a Strength roll as an action. On a failed Agility roll, the hero falls 20" (40 yards) to the ground below. He suffers 10d6 damage from the impact.

Monsters: Nesting in caves in the rock face are several families of wyverns. Voracious hunters and extremely territorial, they attack anything which enters their domain. Note that only a wyvern's tail attack causes knockback (see sidebar). The wyverns begin 16" from the party.

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

Tactics: The wyverns immediately close to melee. Their tactics depend on how tough the GM wants the encounter to be. If the group prefers cinematic adventure, then they attack only with their bite and claws.

For a tougher and more realistic encounter, the wyverns use their tails to slap the characters, hoping to knock them off the ledge. Heroes who slip over but do not plummet are then subjected to grapple attacks. Once a grapple is initiated, the wyvern pulls away from the ledge on the same action (pace permitting), carrying its prey with it. It then proceeds to climb its full Pace each round while simultaneously biting. After three rounds, the wyvern releases its victim.

THE STORM TEMPLE

The steps emerge onto the flat summit of the Anvil. Fully exposed to the elements, you are immediately buffeted by strong winds. Lightning arcs through the heavy clouds, though even the tremendous energy being unleashed can do little to brighten the leaden sky. Six towering stones of black, rune-engraved rock form a circle around the center. In the middle sits a large, flat rock hewn from the same stone as the monoliths. Resting atop it is a large object—Stormhammer's head.

The Anari may have found nothing to mark the site as sacred, but these days six standing stones (known locally as Thunor's Splinters) grace the summit. The stones were not carved from the Anvil, for they are of black granite, rock found nowhere within 100 miles of the peak. No one knows who carried them to the summit or how they achieved such a feat, for each stone weighs many tons. Ask any local, though, and the answer is the same—Thunor placed them there after the liberation.

Terrain: Six standing stones are positioned at equal distances from a central altar. Worked and smoothed, the stones are black granite and etched with Auld Saxa runes honoring Thunor. The stones are 1" wide and 5" tall. The altar is a plinth of black granite measuring six feet long and four feet high. Both obstacles block line of sight and can be used for Cover. They are impervious to all damage. Movement over the altar is difficult ground.

Lighting conditions are Dim (-1) due to exceptional heavy cloud except in rounds where lightning affects play (see below). During these times, visibility is as per daylight.

Monsters: As soon as anyone steps into the circle formed by the standing stones, each monolith is struck by lightning. A number of strange creatures (humanoid yet made of living lightning) appear out of nowhere. These are storm elementals. Place one directly in front of each standing stone, facing toward the altar, and the rest adjacent to the altar.

The storm elementals see the party as enemies and thieves, even clerics of Thunor—Skied Godhammer may have given the quest to gain possession of Stormhammer, but Thunor didn't.

Ⓜ **Storm Elementals (2 per hero):** See page 26.

Tactics: Lacking any ranged powers, the storm elementals close to melee at the earliest opportunity. Through their natural form and electrical weapons, they have the power to knock foes back. They always step up to fallen foes and attempt to drive them back toward the edge of the summit, whereupon they seek to knock them over the edge. See below for how a hero can catch the ledge before he falls to his doom.

Once Stormhammer has been reformed, the storm elementals dissipate—Thunor allowing the relic to be made whole again is sign enough that the characters are worthy to wield it. However, the fight is not over. Proceed immediately to the section entitled **Treachery Revealed**.

THE BLOOD OF GODHAMMER

Treasure: Stormhammer's head lies on the altar. If the handle is inserted into the socket (an action), a powerful bolt of lightning strikes the altar, fusing handle and head together, and bathing the holder in lightning. If the hero is a cleric of Thunor or a scion of Skeid Godhammer, he suffers no damage. A hero with Thunor as his patron suffers 2d6 damage. Other characters take 4d6 damage. See the sidebar entitled **Stormhammer** for details of the weapon's powers. A hero must attune himself to the weapon to be able to access its powers.

Special: A Club or Spade action card dealt to the storm elementals also brings into play special events. The storm elementals are immune to both effects.

Club: Lightning strikes the standing stones, which are numbered one through six on the map. The GM must roll 2d6, reading the dice separately.

If the dice show different results, a sheet of crackling lightning measuring 1" wide and 5" high arcs between the center of the standing stones indicated by the dice at the start of the round, before any other actions are taken. It remains in play until the end of the round. Any player character caught in the field suffers 2d6 damage with an electrical trapping (see *Hellfrost Player's Guide*). This counts as a magical attack, so Arcane Resistance protects normally. The hero is automatically knocked prone into an adjacent square of the GM's choosing outside of the field. A sheet of lightning is otherwise treated as a *barrier* spell, except it lasts only one round. Creatures immune to electrical attacks can walk through the lightning unimpaired.

If both dice come up the same value, the lightning radiates out from just one menhir rather than arcing between two stones. Place a Large Burst Template over the center of the indicated stone. Except for the one round duration, this functions as a *prolonged blast* spell, causing 2d6 damage with an electrical trapping.

Whether a line or a template, the lightning cannot be *dispelled* or *negated*.

Spade: A sudden gale force wind blows across the exposed summit. Roll a d8 to determine the direction the wind blows, as indicated on the map. Hence, if a four is rolled, the wind blows *toward* that side of the map. This occurs at the start of the round, before any actions are taken.

The heroes must make a Strength roll, adding their Size as a modifier. Failure causes the hero to move 1d4" in the direction of the wind and fall prone. A hero blown over the edge of the summit is allowed an Agility roll at -2 as a free action to grab hold of the edge. With success, he is hanging from the summit by his fingertips. Hauling himself back onto the summit requires a Strength roll as an action. On a failed Agility roll, the hero falls. He suffers 20d6 damage from the impact (a distance of 60", or 120 yards).

TREACHERY REVEALED

"Put that down!" screams a female voice. Looking

STORMHAMMER

Once reformed, the runes on Stormhammer glow brilliant white. Stormhammer has a d10 Faith skill and a Wild Die. The user may never substitute his own arcane skill, nor may he use any Power Edges relating to the relic's powers. Activating a spell requires a single action. Spells can be Maintained as long as the *user* fulfills all the regular requirements. Otherwise, these relics function exactly as per the spell.

Any character carrying the weapon is subject to the sin list as if he were a cleric of Thunor. If he sins, it's Stormhammer which loses its powers, though only with regard to that hero—it refuses to work for a sinner.

Powers:

- * Str+d8 damage (clerics of Thunor or a scion of Skeid Godhammer ignore the minimum Strength rule), -1 Parry (over-sized head), requires one-hand, AP 2 v. rigid armor.
- * +1 to Fighting and damage rolls. Against clerics of Thrym, grants +2 to Fighting and damage rolls.
- * Holder becomes immune to electricity-based attacks.
- * User can invoke *burst* with an electrical trapping.

around, you see a squad of Cuthwulf's buscarls stepping onto the summit, axes ready and a bloodthirsty tinge to their eyes. There is no sign of any woman.

"Ah, your eyes are easily fooled," the voice cackles again. "I thank you for falling into my trap so perfectly," the voice croons, "but now your part in this drama is over. You may carry the blood of Skeid Godhammer in your veins, but so does Cuthwulf, my son, and the son of Thegn Yngvi. Once Stormhammer is his, he will replace the thegn as ruler.

"Oh, you're thinking Orm will perhaps oust him? I'm afraid Orm and his outlaw band have been lured into a trap as well. Right now they are crossing the snows to where they believe they will catch the orc chieftain unawares. And when they arrive, they will walk straight into an orc ambush. How do I know this? Because I control the orc tribe raiding these lands! But enough talk, before the sun sets, both you and Orm will be dead."

Through her divinations, Ursula deduced Stormhammer's handle had been located. Knowing the party would have to climb Thunor's Anvil at some point, the

HELLFROST ADVENTURE #12

seer reached the Anvil first with a band of huscarls. They hid in one of the deeper caves until they heard the party pass, and then, after a suitable delay, followed them to the summit, their footsteps concealed by the roar of the wind and the cracks of thunder.

Terrain: The features of the battlefield are as per the previous section. The wind and lightning remain in play.

Monsters: Ursula is Maintaining an *invisibility* spell on herself. The heroes are allowed to make a Notice roll at -4 before the first action cards are dealt to pinpoint the location of her voice. Those who fail cannot make another attempt unless Ursula reveals her presence to them, such as through spellcasting.

Should a hero who has detected her ever lose line of sight to Ursula, he no longer knows where she is—he must roll again to locate her. Ursula knows this is likely, so she will pass behind the standing stones at times to throw off her attackers.

Ⓜ **Ursula Ingmarsdohtor:** See page 23.

Ⓜ **Cuthwulf's Huscarls (2 per hero):** See page 23.

Tactics: The huscarls charge into the fray with wild abandon. Neither they nor Ursula know about the wind and lightning, so the GM should refrain from using his knowledge in the NPCs' tactics.

Ursula begins by using her *deflection* rune stone (an action). Next she invokes *quickness* on herself. Once invisible and quickened, she keeps moving to avoid area effect spells while simultaneously casting *entangle* spells. Once the close enough to the hero she deems the most dangerous, she makes a Touch Attack against him while casting a *jinx* spell (this incurs no multi action penalty if she is still under the effects of *quickness*) and then retreats out of range.

In theory she'll be Maintaining three spell after this. Ursula then beings using *bolt* spell while using one of the standing stones for cover.

Treasure: Each huscarl carries 1d10 x 10 gs worth of jewelry and coin in addition to their equipment. Ursula's treasure comprises any alchemical devices she has not used.

TO SAVE A KINSMAN

Unless the heroes have been frivolous, Orm has given the party a means to contact him—the *voice on the wind* charm. Of course, the spell will not tell the party where the hauld is located, but if they establish contact, Orm will know they are searching for him and reply. His reply is not encouraging—“*Surrounded by many orcs in old ruin five miles due east of Anvil. Any assistance appreciated, kinsman. Orm.*”

Without this charm, the party has only one hope of finding the hauld before it is too late—approaching a peasant and asking if he knows the noble's whereabouts. This requires a Streetwise roll at -2. The roll may be reattempted, but each reroll requires the party to travel to

a different stead, costing them valuable time. The consequences of the delays are dealt with below. Trying to summon aid is helpless—the peasants adore Orm, but they are not warriors. Visiting the thegn is futile, for he will not lift a finger to save his exiled son.

Eventually, the party should learn Orm's location and rush to the rescue. If they do not, Orm is slain, as are the orcs, and Cuthwulf is recognized as a champion of Wulfstead, albeit begrudgingly. One of Orm's huscarls will survive the fight. Though battered and bruised, he returns to Wulfstead, whereupon he publicly accuses the heroes of betraying Orm by failing to come to his rescue. The consequences of Orm's death and the accusation are for the GM to determine, but they should not be in the heroes' favor.

The clash of steel and the cries of the dead and dying assail your ears shortly before you begin finding dead huscarls, their bodies peppered with arrows and cruelly backed apart. Ahead, you spy the ruins. Surrounding the low walls is a host of orcs, baying for blood in their fell and crude tongue. Encircled within the center you can just make out a fluttering standard displaying a long, wingless dragon.

This scene begins as a standard two-sided Mass Battle, with the heroes and Orm's band pitted against orcs. However, Cuthwulf and his berserk huscarls quickly join the fray and attack both sides. Because this is a three-way Mass Battle, it requires a few tweaks to the normal rules.

TOKENS & COMMANDERS

Orm: Orm's forces have 7 tokens if the heroes contacted Orm via the spell. For each Streetwise roll they made to learn his location, he loses one token due to the delay. Unless a hero wishes to take command, Orm is the commander. He has Spirit d8, Knowledge (Battle) d8, Cry Havoc, and Death Before Dishonor. If Orm retains command, let the heroes control him.

Orc Chieftain: The orcs have 8 tokens. The chieftain has Spirit d6, Knowledge (Battle) d10, and Cry Havoc.

Cuthwulf: When they arrive, Cuthwulf's army has 10 tokens (having suffered no losses). Cuthwulf has Spirit d8 and Knowledge (Battle) d8.

BATTLE MODIFIERS

Cuthwulf's men are trapped inside the ruins of the temple. However, the walls are low and the orcs have overrun much of the perimeter. As such, they count as only a slight advantage. The orcs and Cuthwulf have -1 to their Battle rolls when attacking Orm's forces.

Normally, the side with the most tokens gains a +1 bonus per token to Battle rolls. The heroes also have their individual attacks modified by the difference in tokens. In this three-way battle, that changes slightly, as detailed below.

THE BLOOD OF GODHAMMER

- * For the first round only, when there are just two sides, calculate the token bonus as normal. The heroes then suffer an additional -2 penalty, as they must penetrate the orc lines to link up with Cuthwulf.
- * On rounds two and three, part of the orc army is distracted by Cuthwulf's men, who are advancing in a spear point formation (known to Saxa as the "boar's head") through their ranks. Treat the orc force as having two less tokens for the purposes of calculating modifiers only.
- * Once round four begins, though, the party could well be fighting two foes of unequal strength (who are also fighting each other). In this instance, add half the orcs' tokens to half of Cuthwulf's tokens. The hero's army counts as having half its number of tokens. Round down in all cases. By halving before adding, the heroes gain a slight advantage when both rival armies have an odd number of tokens.

***Example:** For instance, on round four, Orm's men have four tokens, the orcs have just 3 tokens left, and Cuthwulf retains 7. Orm's army counts as being just two tokens, as they must divide their forces. The orcs count as a single token, and Cuthwulf's berserks as three tokens. For modifier purposes, the heroes are outnumbered by two tokens. Had we added the tokens together and then halved, the heroes' would be facing five tokens worth of enemies instead of just four.*

BATTLE ROLLS

All commanders roll their Knowledge (Battle) skill as normal. However, some special rules are required to simulate the three-way struggle.

- * On the first round, tokens are lost as normal.
- * On the second and third round, any tokens slain by Cuthwulf are subtracted from the orcs only. This simulates the berserks charging through the lines to reach Orm. Similarly, Orm's army inflicts casualties only on the orcs.
- * On each round thereafter, the number of tokens a side inflicts must be divided among all the enemy factions. If the orcs or Cuthwulf destroy an even number of tokens, they are divided equally between both enemy forces. So, if Orm's side inflicts two tokens of damage, both the orcs and Cuthwulf's men lose one token. If the number is odd, divide the tokens equally as above and then draw a card from the action deck to determine who suffers the remaining token. A black card means Orm suffers the loss. Otherwise, the other faction does.

The heroes must divide an even number of tokens they inflict equally between their enemies. If there is an odd token, then the characters get to decide who suffers the loss.

MORALE MODIFIERS

Orm and his men are completely surrounded by orcs and cannot retreat. Once the orcs are slain, Cuthwulf's men take their places. With no hope of escape, they are

prepared to sell their lives dearly. The commander of Orm's army has +2 to his Spirit roll. Cuthwulf's men are berserk, and gain a +2 bonus for being effectively fearless.

ONE TOKEN LEFT

In the event Orm's army is reduced to a single token and has not won the day, the GM can continue play using the Mass Battle rules or he can switch to the tabletop and play out the desperate last stand. The tabletop notes are detailed below. If the last allied token is lost, then switch to the system below automatically. The only change is that there are no allied huscarls remaining in this instance.

Terrain: The temple is just a series of broken walls. Use the map from the first encounter, but remove the river, bridge, and trap. The broken walls are listed as low (about 3' high) and tall (about 8' high). They block line of sight as appropriate and can be used as Cover (+8 Armor). Crossing a low wall is difficult ground.

Monsters: The heroes' faction comprises the surviving characters, Orm (who has taken two wounds), and one huscarl per allied Wild Card.

If the orc army has four or more tokens left, it is led by the chieftain (with one wound) and supported by the priest (also with one wound). The number of warriors is equal to ten per token. If the orcs have fewer than four tokens remaining, then the chieftain has two wounds, the priest is slain, and there are five warriors per token.

If Cuthwulf's army has five or more tokens, then Cuthwulf (with one wound) and ten huscarls per token remain. Otherwise, Cuthwulf has two wounds and there are five warriors per token remaining.

By this stage, the battle has devolved into a series of individual struggles for survival. The set up, in order to be fair, is thus slightly more complex than normal. First, each player should secretly note the location of his characters and any Extras he controls on a scrap of paper. This should be done with no ambiguity. For instance, "the L-shaped, low wall, center right" rather than "by the low wall."

The GM should then place half the enemy forces around the map at random, ensuring they are in base contact with one opponent. This represents ongoing skirmishes. The remainder of the enemies should be placed at random. The party then places all their characters in accordance with their written instructions. If a player has lost his character early in the battle, he may assist the GM by controlling the orc army (in accordance with their tactics). As a reward for playing fairly, his new hero should be awarded the same XPs as the majority of his surviving comrades earn for this scenario.

📖 **Hauld Orm Yngvisunu:** See page 23.

📖 **Orm's Huscarls:** See page 24.

📖 **Orc Chieftain:** See page 25.

📖 **Orc Priest of Thrym:** See page 25.

📖 **Orc Warriors:** See page 26.

📖 **Cuthwulf Yngvisunu:** See page 23.

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📌 **Cuthwulf's Huscarls:** See page 23.

Tactics: To help ensure the fight remains a three-way skirmish, the enemy Extras attack the nearest enemy figure. Wild Cards may select their foes based on circumstances. Cuthwulf heads straight for Orm, though he will attack any orcs in his path on the way.

SPOILS OF WAR

Victory earns the party 1d10 x 200 gs from the orcs and Cuthwulf's men, in addition to any unused alchemical devices.

🌊 AFTERMATH 🌊

Once the orcs and Cuthwulf have been slain, the immediate threat to Wulfstead is over. Orm, if alive, refuses to lay any claim to Stormhammer if told of its existence. As far as he is concerned, he remains an outlaw until the new thegn says otherwise. No amount of cajoling can convince him otherwise.

Delivering Stormhammer to Yngvi's stead causes the ancestral specter to appear again, though this time with a less dramatic entrance. The spirit praises the hero and his comrades for restoring his honor. Skeid Godhammer is as good as his word. He invokes the ancient laws and declares Yngvi's reign of incompetency over. His title of thegn and governance of the holding is offered to the <chosen player character>. If the hero accepts the responsibility, he gains the Noble Edge if he does not have it already, but *not* the Rich Edge. A hero already with the Edge gains a second title. See **Ruined Lands** below for more details.

Orm holds no malice against the character if this occurs—he firmly believes a man's fate is woven at his birth, and what passes is what is meant to happen. He relinquishes his title, to which he no longer has claim. He and his huscarls offer their allegiance to the new thegn, so long as they are allowed to remain guardians of Wulfstead. This means they do *not* become Followers.

Some parties may decide they are not worthy of the honor, perhaps favoring Orm as the rightful heir. If Orm's name is proposed, Skeid refuses to accept him as thegn because he is an outlaw and exile. However, there is a way around this—a hero can accept Godhammer's offer, and then immediately abdicate in Orm's favor. Rather than be offended, Skeid Godhammer is pleased with the outcome—his hands were tied by the laws of the Saxa, but the character has circumvented those legally.

Of course, this leaves the character with no reward. However, Orm has amassed a small fortune through his raids against the orcs, and offers his kinsman 5,000 gold scields and allows him to keep Stormhammer.

Award Glory for completing the adventure as per normal. The Mass Battle is small. Award Glory modifiers for individual actions as normal. In order to qualify as the commander, a player character must have commanded

the entire battle. The hero who accepts the title of thegn gains +3 Glory in addition to any other awards earned. Nominating Orm for the position, however, nets the hero +5 Glory for his honor and integrity.

RUINED LANDS

After years of neglect, Wulfstead is neither a wealthy nor a productive land. Monetary investment and rebuilding the morale of its citizens is required before the hero can make any decent income from his holding. As it stands, the land earns the hero a meager 1,000 gs per year after expenses. This is in addition to any income the character has from other sources.

Bringing the settlement back to full prosperity takes both time and money. A total of 10,000 gold scields is required to rebuild the infrastructure. One way to ensure this amount is received is for the new ruler to take only part, or none, of the annual 1,000 gs income, returning the remainder to the village.

No matter how quickly the money is made available, rebuilding takes a minimum of one year. Once the time and cash are spent, the hero gains the Rich Edge. If he has it already, he gains an additional 5,000 gs per year. Of course, he is now solely responsible for the welfare of the inhabitants and is expected to rule over them for a minimum of six months each year. Unless he does, the village will be subject to internal dissension, raids, and poor harvests—his annual income from the land halves due to poor leadership.

If the new thegn elects to appoint to steward (perhaps Orm) rather than rule directly, he makes only 3,500 gs per year once the village is rebuilt, but he does not have to be present at all—the settlement runs smoothly in his absence.

🌊 BESTIARY 🌊

THEGN YNGVI WULFSUNU

Lazy, greedy, incompetent, and impious—Thegn Yngvi is the epitome of every negative Saxa ideal. He only became thegn because of his late mother's manipulations. For over forty years he has let his lands slide into poverty to fund his "noble lifestyle." He swears only nominal allegiance to the King of Nordmark, steals royal funds, and spends much of his time indulging in feasts.

His Clueless Hindrance and low Smarts are a result of his senility and Ursula's herbal concoctions.

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

Skills: Fighting d6, Guts d8, Intimidation d6, Notice d4, Riding d4, Streetwise d6

Charisma: +2; **Pace:** 5; **Parry:** 5; **Toughness:** 5

Hindrances: Clueless, Elderly, Greedy (Minor), Stubborn

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Edges: Noble
Languages: Saxa, Trader
Gear: Short sword (Str+d6), furs.



URSULA INGMARSDOHTOR

Although the priestess wants Cuthwulf to inherit his father's lands, Ursula actually wants nothing for herself—all that matters is her son. Ursula is highly manipulative—she never makes an open accusation when a sly insinuation will do.

She has misrepresented the present and future in her divinations on numerous occasions, but the Norns have chosen not to remove her powers. They are all too aware of Ursula's sin of hubris, a sin that has blinded her to the true future.

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

Skills: Faith d10, Fighting d4, Guts d8, Intimidation d8, Knowledge (Alchemy) d10, Knowledge (Arcana) d10, Knowledge (Religion) d8, Notice d10, Persuasion d10, Streetwise d8, Survival d8, Taunt d8

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Stubborn, Vengeful (Major), Vow (major: see her son replace Yngvi)

Edges: Alchemy, Arcane Background (Miracles), Command, Concentration, Disciple of the Norns, Hedge Magic, Level Headed, Strong Willed

Languages: Auld Saxa, Saxa, Trader

Powers: *analyze foe* (reads threads of fate), *bolt* (withers flesh), *boost/lower trait*, *confusion* (flashing mental images), *deflection* (time slows around her, allowing her to dodge), *entangle* (victims wrapped in twine), *insight* (views threads of fate), *invisibility* (hides her life thread from others), *luck/jinx* (tweaks life threads), *precognition* (glimpses immediate future), *quickness* (alters flow of time around her)

Gear: Dagger (Str+d4), furs, rune stones.

Alchemical Devices: *healing* potion (cast with a raise), three *healing* potions (cast with a success), *deflection* rune stone (cast with a success), *analyze foe* rune stone (cast with a success).



CUTHWULF YNGVISUNU

Ursula's son by Yngvi, Cuthwulf currently uses the surname Ketilsunu. Cuthwulf hates his father for the way he treated his mother and for refusing to acknowledge his existence. While he would like nothing more than to kill the old man outright, he is prepared to follow his mother's orders and play the waiting game. Cuthwulf currently leads the thegn's huscarls, acts as his herald, and generally tries to make himself as indispensable as possible.

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

Skills: Fighting d8, Guts d8, Intimidation d8, Knowledge (Battle) d8, Knowledge (Heraldry) d8, Notice d6, Riding d8, Streetwise d6, Survival d6, Taunt d6, Throwing d8

Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 9 (2)
Hindrances: Orders, Overconfident, Vengeful (Major)
Edges: Block, Command, Level Headed, Mighty Throw, War Cry

Languages: Auld Saxa, Saxa, Trader

Gear: Chain hauberk (+2), full helm (+3), medium shield (+1 Parry), battle axe (Str+d8), two throwing axes (Range: 3/6/12, Damage Str+d6), skis, winter clothing, furs.

Alchemical Devices: *precognition* rune stone (cast with a raise), *deflection* rune stone (cast with a success), *boost Fighting* rune stone (cast with a success).

CUTHWULF'S HUSCARLS

Whereas Orm's huscarls (see page 24) are honorable men, Cuthwulf's huscarls are churlish berserks who love strong drink, cursing, and fighting. Unfortunately, they are not simple bullies—they are bullies who know how to handle themselves in a fight.

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

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

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

Hindrances: Loyal, Mean, Orders, Vengeful (Major)

Edges: Berserk

Gear: Chain hauberk (+2), pot helm (+3), medium shield (+1 Parry), battle axe (Str+d8), two throwing axes (Range: 3/6/12, Damage Str+d6), skis, winter clothing, furs.



HAULD ORM YNGVISUNU

Hauld Orm is the opposite of his father. Whereas the thegn is lazy and incompetent, Orm is dynamic and talented. Popular with the people due to his drive, leadership, and desire to do right by them, Orm's loss was a heavy blow to the community. Orm is not happy with his current status, but he is too stubborn to contact his father. Instead, he focuses his energy on ridding the land of orcs and protecting the people.

Orm is a gentle soul by nature, but this should not be taken as a sign of weakness. That Orm cares for his people marks him as a true Saxa noble like the heroes and rulers of old. His notched blade is proof enough that he is willing to kill for what he believes is right.

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

Skills: Fighting d10, Guts d8, Intimidation d8, Knowledge (Battle) d8, Notice d8, Persuasion d8, Riding d8, Stealth d6, Streetwise d6, Survival d8, Throwing d8

Charisma: +2; **Pace:** 6; **Parry:** 9; **Toughness:** 8 (2)

Hindrances: Code of Honor, Heroic, Loyal, Stubborn

Edges: Block, Command, Cry Havoc, Death Before Dishonor, Fervor, Noble, Tactician

Languages: Auld Saxa, Orc, Saxa, Trader

Gear: Chain hauberk (+2), medium shield (+1 Parry), long sword (Str+d8), two throwing axes (Range: 3/6/12,

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Damage: Str+d6), winter clothing, furs, skis.

Alchemical Devices: Two *healing* potions (each cures one wound), oil of *smite* (cast with a raise), two feathers imbued with *voice on the wind* (200 mile range).

ORM'S HUSCARLS

Orm's huscarls are fanatically loyal to him and will lay down their lives to protect him. They have sworn no oaths of loyalty to Yngvi.

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

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

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: Loyal, Orders

Edges: Block, Shieldwall

Gear: Chain shirt (+2), pot helm (+3), medium shield (+1 Parry), battle axe (Str+d8), four throwing axes (Range: 3/6/12, Damage Str+d6), skis, winter clothing, furs.



STEN RENVIKSUNU

Sten was a gifted child with a flair for languages. His father was a merchant in Norvald, and dealt with folk from across Rassilon. Even without formal schooling, young Sten quickly picked up languages simply by listening to conversations and piecing together the syntax. When he was old enough, he applied to become a priest of Hoenir.

On earning his gray robes, Sten set out into the world to discover its wonders. Within two years he succumbed to a degenerative eye disease and went blind. Although unable to read, Sten never lost faith and became an oral historian, gathering folklore and stories from all those he met. A decade ago, Sten retired from active service to become a hermit. He had a carpenter construct a wooden frame of his design which would allow him to guide a quill over parchment and began his final act of devotion—recording the knowledge he had accumulated before his death.

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

Skills: Faith d10, Fighting d4, Guts d8, Knowledge (Arcana) d10, Knowledge (Folklore) d8, Knowledge (History) d10, Knowledge (Religion) d8, Notice d6, Streetwise d8

Charisma: +0; **Pace:** 5; **Parry:** 4; **Toughness:** 5

Hindrances: Alertness (affects hearing, not sight), Blind, Elderly

Edges: Arcane Background (Miracles), Disciple of Hoenir, Scholar (Folklore and History)

Languages: Anari, Auld Saxa, Classical Anari, Engro, Hearth Elven, Saxa, Trader, Vindari

Powers: *boost/lower trait*, *detect/conceal* (hears sounds), *gravespeak* (goes into trance), *mind rider*, *precognition* (hunches), *silence*, *speak language*, *summon demon*, *voice on the wind*, *wandering senses* (not sight).

Gear: —

Alchemical Devices: *healing* potion (cast with a success), three small casks imbued with *feast* (opening one creates five pounds of food).

ANGER SPIRIT

Spirits are otherworldly beings. Many are tied to emotions, though not all. A pain spirit, for instance, can no more decide to become a healing spirit than a rock can decide to become a tree.

Spirits usually appear as semi-translucent wisps. Colors are gentle pastels for benevolent ones and dark red, black, or sickly green and yellow for malignant spirits. Spirits without a host are referred to as being disembodied. Those that have possessed someone are said to be embodied spirits. Many spirits are malign in nature; most likely because the evil gods enjoy causing suffering while the good deities prefer to let their worshippers endure hardship so as to strengthen their faith.

Regardless of their type, spirits share a standard basic stat block, though each spirit has its own individual special ability.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d4, Vigor d8

Skills: Fighting d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- * **Anger:** Victims gain the Berserk Edge. Anger spirits do not tend to possess victims who already have the Edge. The victim also acquires the Mean Hindrance as a result of his angry outbursts and quick rages.
- * **Ethereal:** Immune to non-magical attacks. Can pass through solid objects.
- * **Possession:** Spirits attack by making a Touch Attack (+2 to Fighting). With success, the victim must make a Spirit roll opposed that of the entity, -2 if the spirit's attack is a raise. A failure means the victim is possessed and suffers the consequences of the spirit's Anger special ability. Removing the spirit requires a *banish* spell to send it back to its own realm. Using *dispel* allows the spirit to roll its Spirit die to oppose the power. A successful casting forces the spirit from its host, but leaves it free to possess another victim. For each additional attempt at *banish* or *dispel* within the same thirty-two day period, the spirit gains +1 to resist being expelled.

GIANT, CLIFF

Cliff giants (also known as hill or mountain giants) are the smallest and stupidest of the giant breeds, yet possess great strength. They wear crude furs and skins, stitched together with sinew, and carry clubs made from large branches. Despite their simplicity, they have extremely keen noses, and can track by scent alone.

ADULT

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The elder uses these stats but is a Wild Card.

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:** 10

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

Special Abilities:

- * **Berserk:** As well as going berserk when Shaken or wounded, cliff giants 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.

YOUNGSTER

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

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

Pace: 6; **Parry:** 5; **Toughness:** 8

Gear: Club (Str+d6), thrown boulder (Range: 5/10/20; Damage Str+d8).

Special Abilities:

- * **Berserk:** As well as going berserk when Shaken or wounded, cliff giants 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.
- * **Sweep:** Young cliff giants can attack all adjacent foes at -2 penalty.
- * **Size +1:** The youngsters are barely 7' in height.

ORCS

Orcs belong to tribes, and each tribe has its own unique feel. In *Hellfrost*, this is represented by a Tribal Trait. All members of the tribe receive the same trait, be it an Edge, Hindrance, or a Special Ability, though not every tribe has to have a special edge over the heroes. The orcs in this adventure are all members of the Eye Piercers, a tribe renowned for its archery prowess.



CHIEFTAIN

The leader of an orc tribe is always the most deadly brute in the bunch. Chiefs gain their position through defeating their predecessor in mortal combat, and are always wary of potential rivals gaining too much power.

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

Skills: Boating d8, Fighting d12, Guts d8, Intimidation d10, Knowledge (Battle) d10, Notice d6, Shooting d10,

Stealth d6, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 11 (3)

Edges: Block, Combat Reflexes, Command, Cry Havoc, Fervor, Hold the Line, Mighty Shot, Sweep

Gear: Plate corselet (+3), chain arms and legs (+2), pot helmet (+3), great axe (Str+d10, -1 Parry, 2 hands), bow (Range: 12/24/48, Damage: Str+d6).

Special Abilities

- * **Size +1:** Orcs are slightly larger than humans.



SUB-CHIEFTAIN

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

Skills: Fighting d10, Guts d8, Intimidation d10, Notice d6, Shooting d8, Stealth d6, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Edges: Combat Reflexes, Command, Snow Walker, Sweep

Gear: Chain hauberk (+2), open helmet (+3), battle axe (Str+d8), bow (Range: 12/24/48, Damage: 2d6), furs.

Special Abilities

- * **Size +1:** Orcs are slightly larger than humans.



PRIEST

Orc priests typically wear fur cloaks and carry spears tipped with crudely carved Hellfrost dragon heads, albeit ones with razor sharp edges. Orc priests also drape themselves in fetishes, bones, and other occult trappings to appear more menacing to their foes. While they are usually the smallest members of a tribe, priests are among the most savage.

Priests of the Eye Piercers worship Thrym and Ullr, god of hunting and god of archery.

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

Skills: Faith d8, Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d8, Stealth d8

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

Edges: Arcane Background (Miracles), Snow Walker

Gear: Leather armor (+1), long spear (Str+d6, Parry +1, Reach 1, 2 hands), furs. The priest of Ullr has a bow (Range: 12/24/48, Damage: 2d6)

Special Abilities:

- * **Powers (Thrym):** *armor* (icy skin), *bolt* (icicles), *fear* (howl), *obscure* (snow cloud), and *smite* (jagged icicles form on weapon).
- * **Powers (Ullr):** *aim* (arrow swerves), *boost/lower trait* (Agility, Notice, Shooting, Survival, and Tracking only), *silence*, *voice on the wind* (animal delivers message).

SCOUT

Scouts are runts who show intelligence and cunning. Those who survive are trained in basic scouting and infiltration techniques.

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

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Vigor d6

Skills: Climbing d8, Fighting d4, Guts d6, Intimidation d4, Notice d8, Shooting d6, Stealth d8, Survival d6, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Small shield (+1 Parry), short sword (Str+d6), bow (Range: 12/24/48, Damage: 2d6).

Special Abilities:

- * **Woodsmen:** Scouts have +2 to Stealth, Survival, and Tracking rolls made in the wilderness.

WARRIOR

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

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (1)

Gear: Leather armor (+1), medium shield (+1 Parry), short sword, axe, or mace (Str+d6), bow (Range: 12/24/48, Damage: 2d6), furs.

Special Abilities:

- * **Size +1:** Orcs are slightly larger than humans.

RIDING HORSE

Riding horses are medium-sized animals that manage a good compromise between speed and carrying capacity.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d4, Guts d6, Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 8

Special Abilities:

- * **Fleet Footed:** Horses roll a d10 when running instead of a d6.
- * **Kick:** Str.
- * **Size +2:** Riding horses weigh between 800 and 1000 pounds.

STORM CROW SWARM

Storm crows, also known as Thunor's crows and thunder crows, are identical in size to regular crows. They have gray bodies, and black wings, legs, and heads. Storm crows are more commonly seen before and during thunderstorms, where they wheel in the sky in great flocks. During such times, lightning crackles along their wings. A typical storm crow swarm fills a Medium Burst Template.

Attributes: Agility d10, Smarts d6(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: —; **Parry:** 4; **Toughness:** 7

Special Abilities:

- * **Electrical Surge:** On each round the swarm draws a Club for initiative, the birds become enveloped in crackling lightning. During such times the crows do not peck. Instead, any creature in the template suffers 2d6 damage with an electricity trapping (see the

Hellfrost Player's Guide).

- * **Flight:** Pace 12.
- * **Immunity:** Storm crows are immune to any effects involving air and electricity, including magic.
- * **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- * **Peck:** Storm crow swarms inflict hundreds of pecks every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location.
- * **Swarm:** Parry +2. Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Swarms are usually foiled by jumping in water (unless they are aquatic pests).

STORM ELEMENTAL

Although listed with elementals by most sages, there is some doubt as to whether or not these creatures are truly elementals. If they are, they undoubtedly dwell in the Realm of Air. Clerics of Thunor argue they are servants of their god, and thus not actually elementals, which they believe that natural manifestations of the elemental realms.

Storm elementals are man-sized entities formed of crackling electricity. Their weapons are manifestations of lightning, and thus count as energy attacks rather than physical ones. They take the form of hand axes, maces, or short swords.

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

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 7

Special Abilities:

- * **Charged Weapon:** Str+d6. Deals electrical damage.
- * **Electric Shock:** Anyone who makes a successful Fighting attack against a storm elemental with a metal melee weapon 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.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Holy Warrior:** The storm elementals are not evil, and thus are not subject to this Edge by clerics of gods other than Thunor. Clerics of the storm god *may* use the Edge. This represents their god's power over his own creations, which the cleric can channel to ward off the elementals.
- * **Immunity:** Storm elementals are immune to all air and electricity effects, including magic.
- * **Quick:** Storm elementals redraw action cards of five or lower.

WYVERN

Wyverns are scaled, flying creatures, with some simi-

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larities to dragons. Unlike dragons, wyverns have only two legs. While dragons evolved four limbs and wings, the forelimbs of the wyvern evolved into wings. Batlike in structure, the wings extend from a short bone, equivalent to a human forearm, with long, thin “fingers” supporting the wing membrane. Two claws attached to the wyverns’ equivalent of a wrist are used when grappling large, aerial prey. When attacking smaller prey, wyverns use their powerful clawed feet or their mouths.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d6

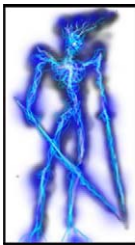
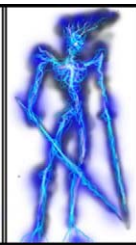







































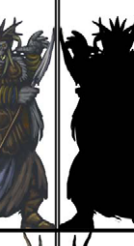

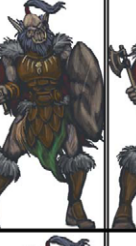




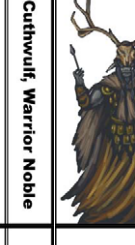























Pace: 4; **Parry:** 6; **Toughness:** 11 (2)

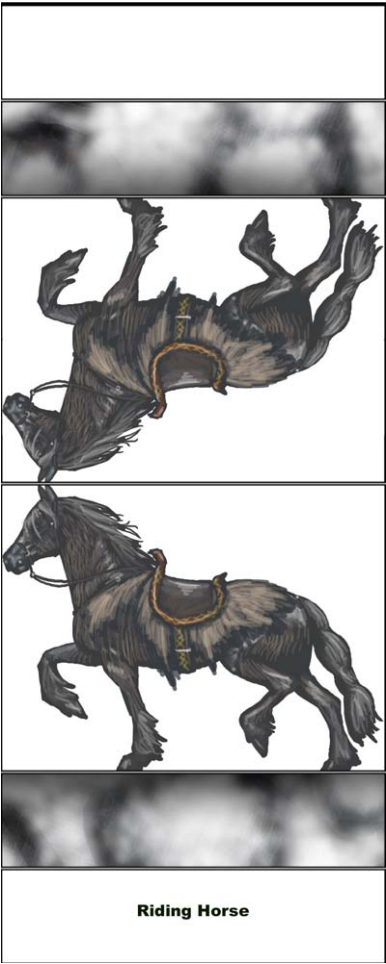
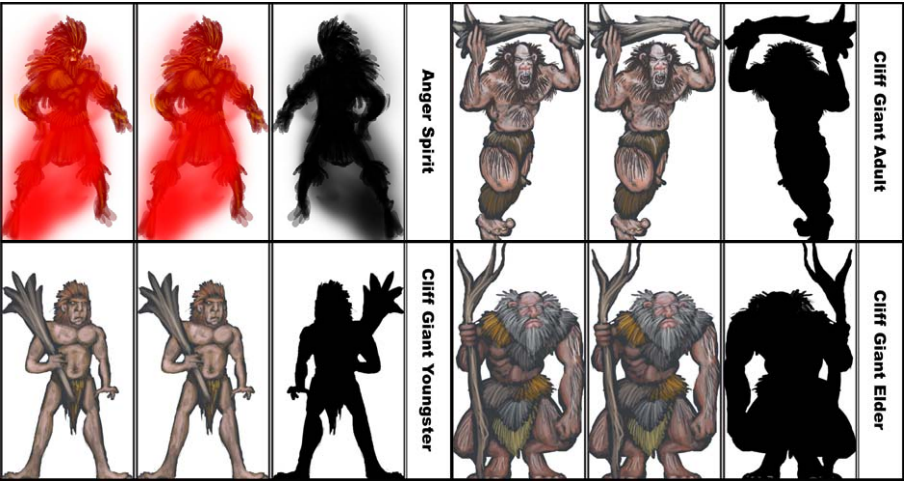
Special Abilities:

- * **Armor +2:** Thick scales.
- * **Bite/Claws:** Str+d8. A wyvern may not bite in the same round it uses its claws to attack.
- * **Flight:** Pace 12.
- * **Grapple:** Wyverns are capable of grappling creatures of up to Size +1 with their clawed feet. Wyverns bite grappled prey (inflicting Str+d8 damage with a +2 bonus to Fighting rolls) while carrying them airborne. Once at a suitable height, the prey is dropped to its death. In aerial combat or against larger ground-based prey, wyverns use their claws and feet to grapple foes. They gain +2 to grapple rolls against such foes.
- * **Improved Dodge:** Wyverns are extremely maneuverable when airborne. While aloft, ranged attacks against them suffer a –2 penalty. They have +2 to Agility roll to avoid area effect attacks when allowed.
- * **Size +3:** Wyverns are larger than horses.
- * **Tail:** Strength, Reach 1. Wyverns use their tail to slap smaller creatures.

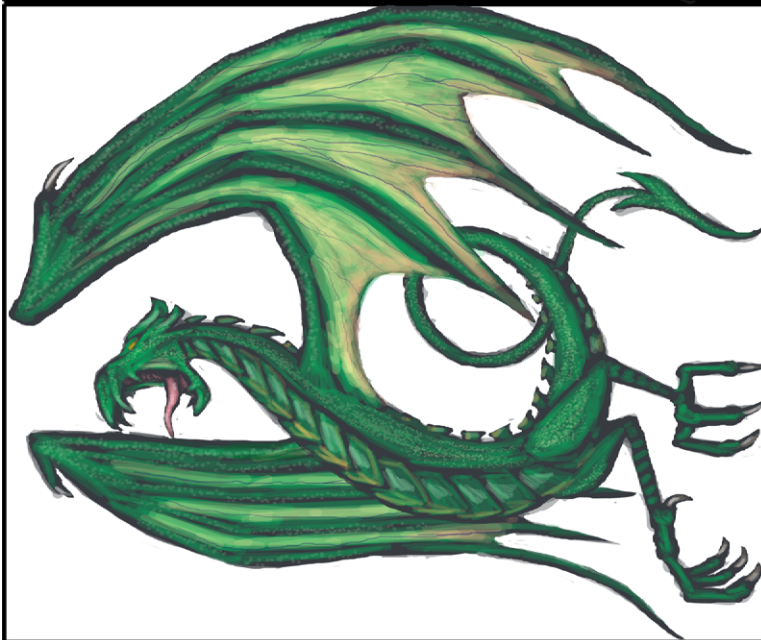
PLAYER HANDOUT #1

**Where earth bound lightning lies, though
spark it strikes no more;
Where hammer fell gainst the cliffs
beneath the candles green;
Where thunder and lightning of no
heavenly source ring silent;
Take the keys and cross to Wulfstead to
mark the lightning stone.**

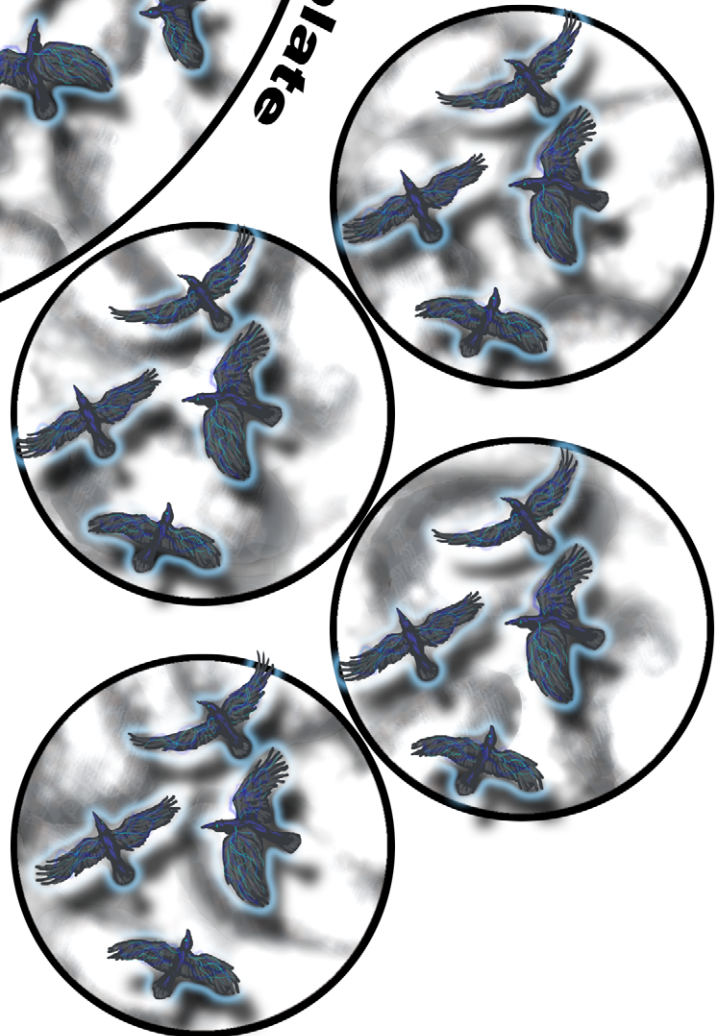
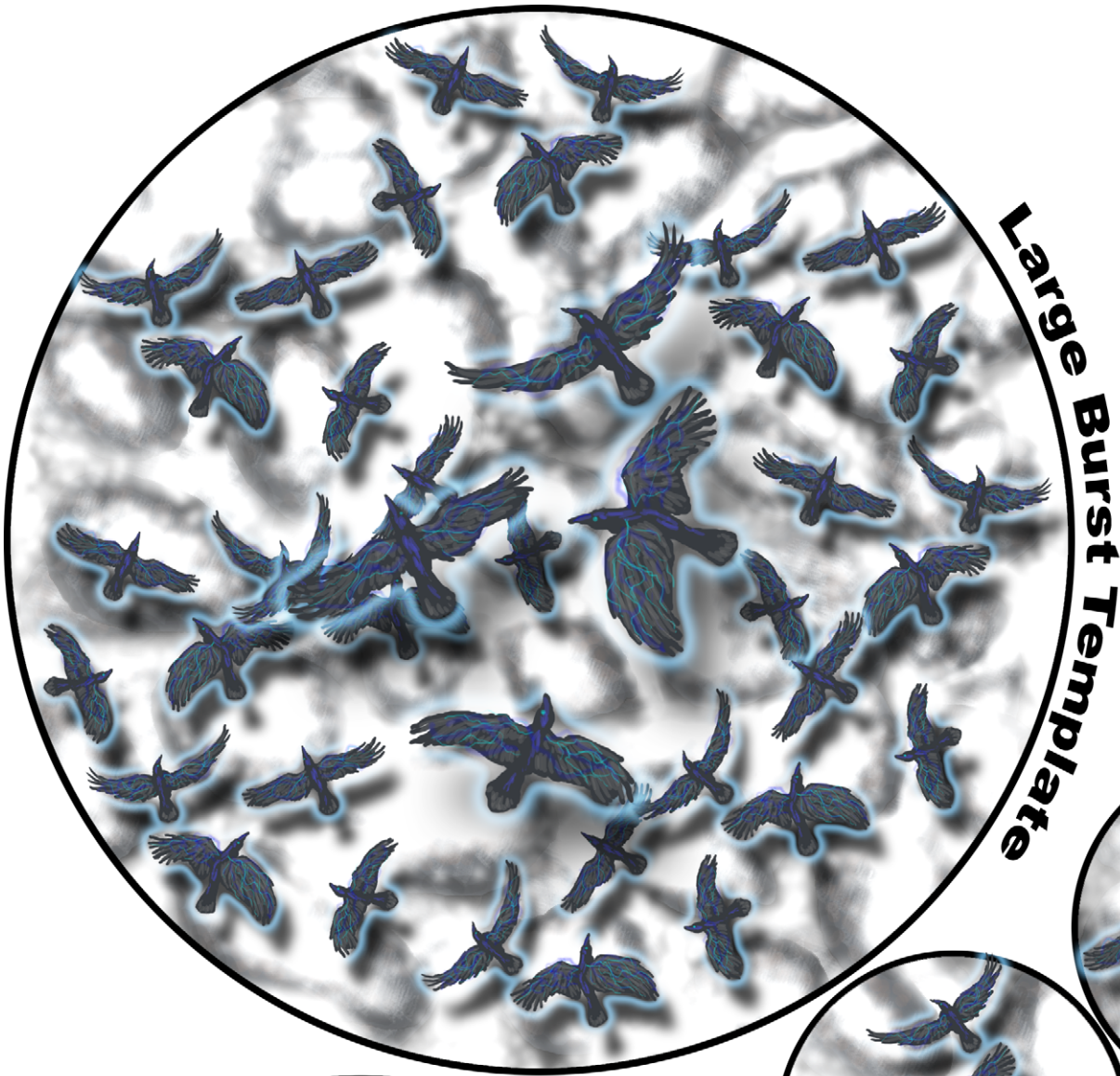
			Storm Elemental				Sten Renviksumu, Priest of Hoenir				Orc Scout
			Armored Huscarl				Ursula Ingmarsdottir, Priestess of the Norns				Orc Scout
			Armored Huscarl				Orc Chieftain				Orc Subchieftain
			Huscarl Berserker				Orc Chieftain				Orc Subchieftain
			Huscarl Berserker				Orc Priest of Thrym				Orc Warrior
			Cuthwulf, Warrior Noble				Orc Priest of Ullr				Orc Warrior
			Orm Yngvisumr, Nobleman				Orc Scout				Orc Warrior
			Thegn Yngvi Wulfsumr, Nobleman				Orc Scout				Orc Warrior



Wyvern



Storm Crow Templates



BLOOD IS THICKER THAN WATER!

For generations, two families have been engaged in a bitter blood feud with distant kin in northern Nordmark over possession of a supposed relic, Stormhammer. Though geographical separation has prevented open bloodshed, a war of words has raged long and hard. By order of the High King a peace deal has finally been brokered.

All the heroes have to do is cross the land in winter and deliver the sacred head of Stormhammer to Nordmark. But the threads of fate woven long ago by the Norns are convoluted and nothing is quite as it seems.

Danger and mystery abound, especially for those who possess *The Blood of Godhammer!*

This adventure contains full color Figure Flats for all the NPCs and monsters.



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