

# HELLFROST

## THE BLOOD TIDE







# THE BLOOD TIDE

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# THE BLOOD TIDE



## ● 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.

Scaling for higher Ranks is easily handled. For parties with more experience points, add two additional Extras to each detailed encounter for each Rank or whole 20 XPs the party is above Heroic. For instance, if a party of four Legendary characters with 80 XPs faces one kreana warrior per hero, the heroes encounter a total of six warriors (four because of the party size and another two because the party is a Rank higher than the scenario minimum).

This adventure takes place in northern Chalcis, just inside the Low Winterlands, though with minimal effort it can be transposed to any coastal realm. The story takes place during no set season, allowing the GM to use it as suits his or her campaign. See the *Savage Worlds* rulebook for the effects of cold weather and the *Hellfrost Players' Guide* for how the rules work in this setting.

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

**Preparation:** At the back of this adventure, you will find an inscribed golden disc. The three dotted lines indicate where you should carefully cut the disc into sections. At various times in the adventure, you will be instructed to hand the sections of the golden disc to the party. The party needs the completed disc before it can be used to advance the story.

**Treasure:** Each kreana priest carries 1d10 x 10 gs worth of treasure in the form of coral jewelry, colorful seashells strung on seaweed cord, and the like. Warriors carry only 1d10 gs each.

## PLOT OVERVIEW

Literally hundreds of prophecies were made during

the Blizzard War. Most were the ravings of madmen and desperate souls, though a small few were uttered by priests and paladins of the various gods. Lucky guesses and the vague use of words ensured that a few prophecies came true, but most never came to pass and were quickly forgotten or lost in the chaos after the War's end. One prophecy which failed to materialize was in regards to "The Blood Tide."

Written down in fragments by a priest of Neorthe, it told of the sea turning red with blood, a monstrous force which would drive the races from the oceans, and an unstoppable tide surging from the sea to devour those who dwelt on the coast. It told of other events which would signal the beginning of the prophecy, events which at the time made no sense. Now, over five centuries later, the pieces of the puzzle are finally falling into place.

In the cold depths of the Inner Sea, the shark-worshipping kreana are nearing the completion of a centuries old ritual. When finished, it will awaken a monstrous avatar of their voracious god, Carcharas. Left unchecked, the avatar will strip the ocean of life, unite the disparate tribes, and lead a crusade against the land-breathers.

All that stands between the kreana and victory is a small band of heroes.

## ● OPTIONAL START ●

*Do not use this scene if your players are likely to metagame knowledge their characters do not have.*

This scene is completely optional and does not involve the player characters (though the players are active participants). It concerns the remaining occupants of a longship en route from Angmark to Chalcis and helps preview the threat facing the party. Do not tell the players anything about the scene in advance—the introductory text below will set the scene for them. Never refer to the kreana by name. Instead, describe them as fish-men with sharklike teeth and rough, dark-green skin.



Instead of their regular characters, each player controls three sailors (see page 26). All of these characters are Extras. One of the sailors, chosen at random, is the captain and has the Command Edge. If a player should lose all his characters, he can simply grab a spare from another player.

No matter what they do, the characters *cannot* survive the encounter—the odds are so stacked against them that survival is impossible and any defensive plan futile. Since these are disposable characters, the GM should not hold back on Gang Up tactics, Wild Attacks, and offensive spells. The fight should be brutally short.

When you are ready to begin, read the following text:

*It has been two days and nights of relentless attacks since you crossed the heart of the Inner Sea. Two days and nights of bloodshed and death. Each time they have come you have driven them back, but each time has left your crew reduced in number. It is maybe four more days to Chalcis, but one more attack, maybe two, and death will claim you all for sure. Every man has prayed to Neorthe for mercy, but the sea god appears not to be listening.*

*A lookout near the prow screams out, "They're back! To arms! To arms!" With final prayers the men grab their weapons and prepare to sell their lives dearly.*

**Monsters:** The longship has been under attack for many hours by a large kreana raiding party. Several attacks have been driving back into the sea, but the tide is relentless. When the next attack begins, there is one kreana warrior for each Extra in the party. The kreana surface anywhere the GM wants within 6" of the ship.

As soon as the last sailor becomes Incapacitated, the scene ends. Do not proceed to the aftermath to check and see which Extras are still alive. Each time a warrior is killed, another takes his place at the start of the next round. On a red action card, the reinforcements appear 6" off the starboard side of the ship. A black card indicates they arrive off the port side. With a Joker, the reinforcements begin in any square adjacent to the ship. There is no limit to the number of kreana warriors.

♣ **Sailors (3 per player):** See page 26.

♣ **Kreana Priest (1 per 2 players):** See page 28.

♣ **Kreana Warriors (unlimited):** See page 28.

**Tactics:** The kreana warriors have only one goal—storm the ship and slay everyone aboard. The priests remain in the water, where they are relatively safe. On the first round, one priest casts *stun* at the two largest groups of heroes, caring little if any kreana are caught in the blast template. On subsequent rounds, they invoke two 2d6 damage *bolt* spells at the nearest targets.

Driven by the looming Blood Tide prophecy, and the threat of becoming the avatar's first meal if they fail in their duty, the kreana fight to the death.

**Terrain:** Due to rowing chests (wooden chests which

the crew uses to store personal belongings and sit on when rowing), blood-soaked timbers, corpses, and such, all movement on deck is difficult ground.

The gunwales are barely a foot above the surface of the water. Clambering onto the deck costs 2" of movement and uses an action.

The kreana benefit from Medium Cover while in the ocean. The sailors gain Medium Cover (–2) if a kreana attacks them while adjacent to the side of the ship. If the attack is further out, they gain only Light Cover (–1). Increase the cover one step if the sailor is crouching. This applies to all attacks, including spellcasting.

Any sailor who ends up in the ocean is instantly killed at the end of the round, savaged by sharks emerging from the depths and pierced by the spears of submerged kreana. Do not play out his death—just describe the thrashing and the blood-red water and move on.

## 🌀 BLOODY BEGINNINGS 🌀

The adventure proper can begin in any coastal settlement bordering the Inner Sea and the Narrows. In a bid to track down the overdue longship, Navigator Halldor has used his contacts within the priesthood of Neorthe to have posters placed the length and breadth of the coast. The adventure assumes the party is in the local market, but the exact location can easily be switched.

*The stench of fish and the cries of hawkers assail your senses as you stroll around the busy market in search of bargains. Suddenly the crowd parts and a guard patrol, lead by a bear of a man, strides purposefully through toward a large post in the center of the market upon which are pinned various notices. The noise level in the market drops noticeably.*

*The sergeant, standing almost seven feet tall (and almost as wide at the shoulders), pulls a rolled up piece of parchment from his tunic and proceeds to unfurl it. He holds out his hand to one of his men, who dutifully hands him a single nail. The sergeant places the notice against the wooden post and, with the thumb and index finger of his left hand, holds the nail against it. With his right hand he makes a fist and strikes the nail twice, driving it straight into the post. The noise level drops even further.*

*"If you've got the stamina for travel, there is easy money to be made!" he barks loudly.*

*His work done, he and his men leave. The noise slowly returns to its former level and a few of the market patrons scurry over to the notice to read it.*

The notice is written in Trader. Give the players Hand-



# HELLFROST ADVENTURE #16

out #1 if they read the notice. Any of the patrons can point them to the local temple or shrine of Neorthe.

## MORE INFORMATION

The local priest of Neorthe, Navigator Beldux of Alantaris, is extremely corpulent. When the party arrives at the temple or shrine, he is outside, supervising the carving of a figurehead for a longship. He greets the heroes warmly, more so if any of them are mariners or comrades-in-faith, and enquires as to their business. Once mention of the notice in the marketplace is made, he quickly ushers them inside, away from prying ears.

*"The notice was sent to us by fast courier from Navigator Halldor, stationed in the Chalcian fishing village of Byhaven." He waddles to a map of the Inner Sea and stabs a stubby thumb at the Chalcian coast just below the Mistlands. "It's here, in the foothills of the Orcblood Hills. I'm afraid I don't know anything else about it."*

*"Anyway, I digress. Several weeks ago a longship left Leirvik in Angmark bound for Byhaven. It has failed to arrive. Several storms were reported in the Inner Sea, and it may have washed up on the Chalcian shore. Navigator Halldor is looking for interested parties to journey along the coastal road from Sacros to Byhaven and to keep an eye out for the longship."*

*"His instructions say the plank bearing the ship's name should be taken to Byhaven as proof of discovery, whereupon the reward will be handed over. To prevent fraud, Navigator Halldor never revealed to me the name of the vessel."*

*"If you're interested, I suggest you take passage to a fishing village halfway between Sacros and Byhaven. Plenty of folk from Sacros will undoubtedly have heard of the reward by now, but they will lack the courage to travel far along the coast. Anyway, there's no point going to Byhaven first and moving south along the coast—if you do find the ship you'll only have to double back."*

How the party intends to reach the Chalcian coast is up to them. Merchant ships regularly depart from Angmark and the Magocracy for Sacros. Typical rates for passengers are 5 gs per 50 miles if they bring their own food or 15 gs per 50 miles if they require feeding. Many merchantmen take on temporary hands, waiving passenger fees in return for a fair share of pulling the oars.

## DEATH IN THE SURF

The terrain between the eastern extremes of the High Moor and the Orcblood Hills is relatively flat and low-lying, dotted with treacherous patches of Black Marsh and

grassy dunes. The coastal road in this region runs along firmer ground several miles inland, and provides no clear view of the Inner Sea. As the road nears the northern uplands, it curves around to hug the coast, undulating with the hills and following the cliff edge.

This scene takes place along the northern Chalcian coast, just before the coastal road hits the slopes of the Orcblood Hills.

*The gods be praised! After a fruitless search lasting many days, during which time you have become mired in bogs and ravaged by bloodthirsty biting insects, you catch sight of a longship. She lies beyond the breakers, rising and falling gently in the swell. Her mast is gone and there is no sign of life.*

Calling out elicits no response. A successful Tracking roll made along the nearby stretch of coast reveals no traces of footprints in the soft sand. Any hero familiar with the coastline or the Inner Sea knows that frequent storms hammer the coasts, and traces of passage would likely be swept away unless they were made in the last week (the date of the last major storm).

The coast slopes shallowly toward Angmark, and the water is a mere four feet deep where the ship lies. Once within a few yards the heroes see the ship's name—Vafud, which means Wanderer in Saxa. The first hero to peer into the interior must make a Guts roll to avoid feeling sick, for inside are the butchered remains of at least some of the crew.

*A hardened adventurer, you know with a mere glance that no storm caused this carnage. The corpses are fiercely torn and bitten as if by some fierce beast, and many have stab wounds indicative of spear thrusts. The decking is awash with congealed blood and sea water.*

A cleric of Neorthe, or any hero whose adventures or back-story indicates knowledge of sharks, can make a Common Knowledge roll. With success, they know the bite marks are akin to those of sharks. A Notice roll made while searching the ship reveals a small tooth, triangular and jagged, stuck in one of the sailors. Again, heroes with an understanding of the monsters of the deep may make a Common Knowledge roll to identify it as similar to a shark's tooth. Kreana are not well-known to surface dwellers, even to priests of Neorthe, though the latter may have heard rumors. On a successful Common Knowledge roll, the cleric recalls stories of aggressive fish-men that prey on ships.

Any relatively thorough search of the ship automatically reveals one oddity—one of the sailors has his finger wedged tight in a knothole in the upper decking. Pulling the hand causes a small section of the deck to pop free, revealing a cavity below. Tucked inside is a section of a solid gold disc. Give the party the section of the golden disc mentioning the name Godwin at this time (see



Handout #2). Hastily scratched on the back, in Saxa, are two words—Halldor and Byhaven.

Byhaven lies some two days march from the heroes' current location.

After the kreana attacked, they made a fateful error. Eager to return home and report success, they neglected to scuttle the longship. Instead, they left her to the elements, thinking the weather would sink her. Although battered by storms and her mast shattered, Vafud, perhaps protected by the hand of Neorthe, survived. She drifted idly in the current, slowly inching toward the Chalcian coast. She made landfall only a few hours before the heroes encountered her.

## THE VILLAGE OF BYHAVEN

The next part of the adventure occurs in the small fishing village of Byhaven. The village is situated at the eastern edge of the Orcblood Hills, in an area of high cliffs and biting winds that blow from the Winterlands far to the north. The inland areas are mainly marsh and the only dry area is home to the coastal road that connects the northern fishing villages together.

Byhaven is currently home to 118 souls—38 adult males, 30 adult females and 50 children (clearly there isn't much to do in the winter months). The vast majority of the inhabitants work in the fishing industry as fishermen, boat builders, net and sail makers, or in preserving the fish once they have been caught. During the winter months, kelp is gathered and burned, the residue sold to merchants heading to Glassport where it is used in the glass making industry.

The technical head of the village is the priest of the local temple of Neorthe, Navigator Halldor. As the priest, it is his responsibility to pray to Neorthe for a good catch, and every morning he blesses the fishing boats as they head out to sea. He also handles contact with government officials and negotiates trade deals.

Although the village was raided in the distant past by pirates, there have been no attacks in living memory. The village does not maintain an active militia, though all men are expected to answer a call to arms. Its location between marsh and steep cliffs gives it a good deal of defense against raiders, whether they come on land or by sea.

The villagers are a little rustic but are genuinely friendly people. Despite, or perhaps because of, the hard life they lead, they enjoy nothing more than telling tall-stories, dancing, and drinking large quantities of ale.

## ARRIVAL

The coastal road follows the cliff edge until it is within a few miles of Byhaven, when it suddenly veers inland. Lying along the coast is a lowland stretch of Black Marsh, several miles long and almost as deep. Beyond this, the ground rises steeply again to towering cliffs. The sleepy village lies in a valley between two promontories.

A tall wooden palisade blocks off the valley, providing protection against landward raiders. Having no permanent militia to guard the gate, the locals keep it barred. A rusty hand bell attached to a rope hangs from the gate post. When it is rung, one of the villagers opens a small hatch in the gate to see who has come calling. After brief questions to ensure the strangers are not bandits, the gates are opened.

Byhaven receives regular visits by merchants who come to buy smoked fish or burned kelp residue, but an armed party is a great rarity. By the time the party reaches the ale-house, most of the village's women and children have gathered to greet them with warm smiles. The only men visible are elderly—the younger men are at sea in their fishing boats, and will not return till nightfall.

The party is bombarded with questions about their reasons for visiting. When they can get a word in, they are likely to ask for the whereabouts of Halldor. The adventurers are directed toward a wooden structure standing in the bay—the temple of Neorthe. One of the old men, his skin weathered by constant exposure to the salt-laden winds and his teeth a distant memory, offers to row them out to the temple. A description of the temple is presented on page 11.

## VISITING HALLDOR

As the rowboat reaches the platform on which the temple sits, the oarsman calls out to Halldor. A few moments later a distinguished man of advancing years, clad in sea-green robes, emerges from the temple to greet the party. Halldor welcomes the heroes to his home and asks their business. If the job offer notice, Vafud, or the gold disc is mentioned, he quickly thanks the old man for bringing the party to his attention and ushers the heroes inside. He leads the party into his office, enquiring on the way whether they would like stew and ale.

Once refreshments are brought, Halldor asks the party to tell their tale. He asks to see the ship's name plank as confirmation of their claim. Satisfied the party has located the ship, he hands over the reward.

If they mentioned the gold disc, he asks to see that as well, claiming that was the real reason he instigated the search. If no mention was made of the disc, Halldor enquires as to whether anything was found aboard the stricken vessel. He appears crestfallen if the party denies any knowledge of the gold disc. He mutters to himself about arranging for the fishermen to locate the vessel and search her thoroughly.

Once the party has spoken, Halldor tells them his reason for posting the notices.

*"Many years ago, I came across a fragmentary text in a temple's archives. It told of the Blood Tide prophecy, though no details were mentioned. I have spent my entire life since that day researching this ancient prophecy."*

*"I still do not have all the pieces of the story, but I*



## HELLFROST ADVENTURE #16

have gleaned enough to be worried. The prophecy speaks of a great terror from the deep, which will rise and consume all the creatures in and on the ocean. A wave of blood and terror shall surge from the ocean and devour the coastal settlements. The exact details are still vague.

"All I can say for sure is that the time of the Blood Tide is soon. My research led me to uncover a fragment of a golden disc." He reaches within his robes and withdraws a section of the disc. "With what funds I had available, I hired agents to scour the lands in search of the other pieces. A month past I received word that a piece had been found and was to be dispatched to me from Angmark aboard the longship, Vafud. The ship never arrived and I feared it lost to the ocean.

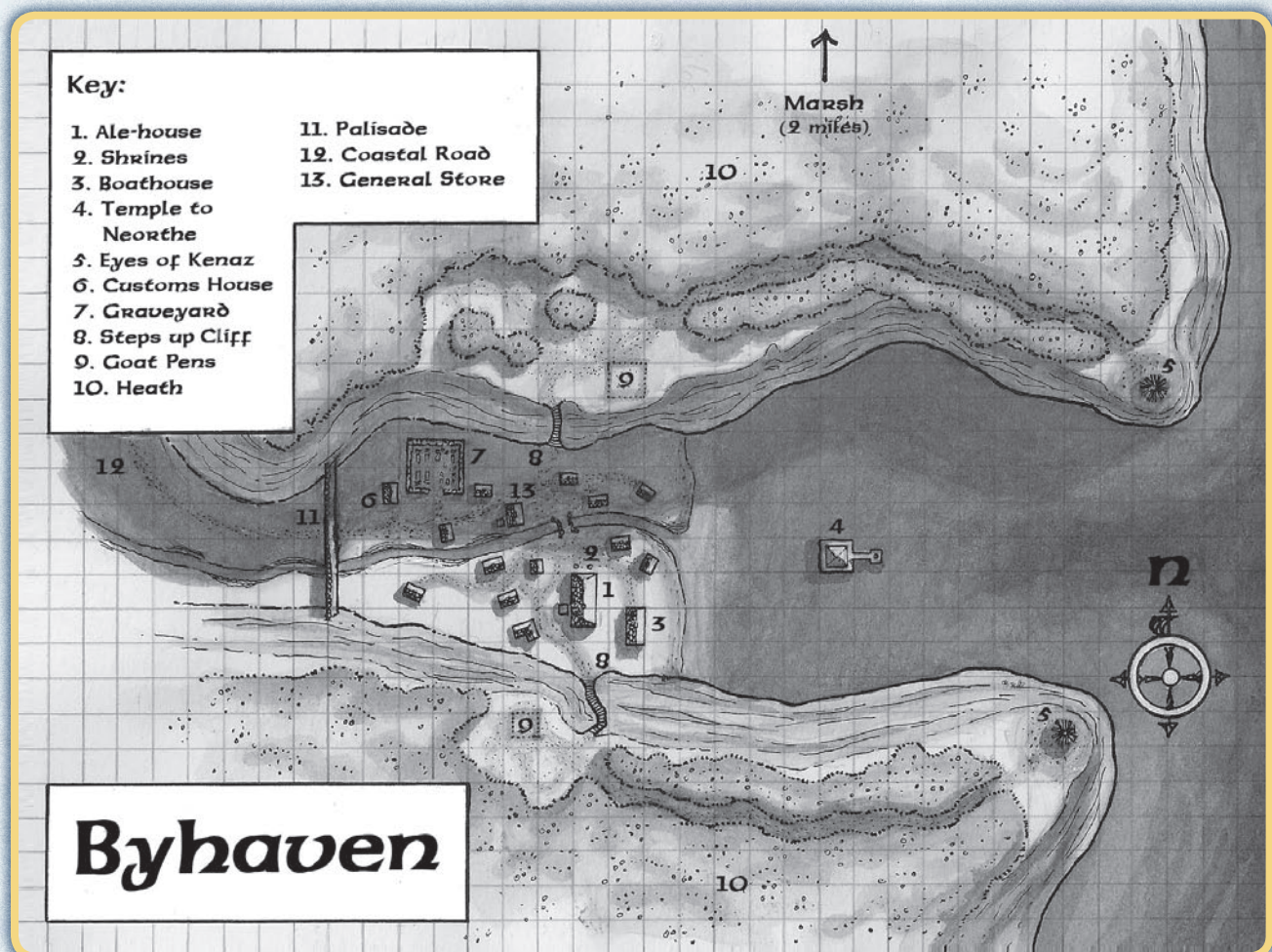
"Byhaven, it seems, plays some important part in the tale, for it is written in scrolls that the third piece of the disc is located here. I have spent years researching the villagers' folklore and exploring hereabouts, but I have yet to find it. I believe it points the way to a relic vital to ending the Blood

Tide, though I profess ignorance as to how it will help at this juncture.

"Perhaps new eyes and ears are called for. You have fulfilled your obligations and have been rewarded, but there is more at stake than a missing ship and a few dead sailors. What say you; will you search for the missing third piece of the disc and help thwart the Blood Tide? On Neorthe's name I am not rich, but what I have is yours if we are successful."

Halldor's piece of the gold disc begins with the words, "If my treasure..." Joined with the heroes' piece, the name Godwin Seacharmer becomes visible. Halldor says he has encountered the name before in his research.

"Godwin Seacharmer was a Navigator. He was born in 237 IR somewhere in the Magocracy. He learned of the Blood Tide prophecy and added to what little lore is known. Indeed, it is fragments of his surviving works that led me here. By all accounts he did something widely considered





## RUMORS AND OPINIONS

None of the villagers know much about the Blood Tide prophecy or the smuggling activities, but they all have opinions about village life. Draw a card from the action deck and consult the chart below whenever the heroes speak to a villager. Do not show the card to the players. The heroes may encounter key villagers during their investigation. Most have specific information to pass on, but some also gossip.

A (T) notation indicates the opinion or rumor is true, whereas (F) means it is false. Note that many rumors are part true and part false. In these instances the (T) or (F) are shown after the relevant text.

Duplicated rumors/opinions can be reused—just change the wording but keep the intent. True information can also be reworded, but the basic facts should still be presented to the characters. For instance, instead of the creatures in rumor 6, perhaps the villager claims to have seen faeries or orcs.

Naturally, the players should never be told which rumors are true and which are false—they must sort that out for themselves.

Card	Rumor/Opinion
2	"Don't go into the marsh at night. (T) I was heading back to port a few weeks ago in light fog when I saw a fire lantern guiding my way. (T) It wasn't like Kenaz's Eyes, though, but a cold, pale light. (F) It could only be witch-fire, faerie lights to lure me to my death on the rocks." (F)
3	"Aye, I've seen strange things in the waters around here. 'Twas barely a month back I saw a fish that looked like a man prowling up through the surf and kelp beds. (T) It saw me and scarpered back into the surf pretty quick, though." (T)
4	"Aye, Halldor has questioned me about Byhaven. I told him he needs to search the marsh, for there's many a strange thing in there." (T)
5	"Halldor's prophecy is a waste of time. (F) Priests are always making prophecies, and most never come true."
6	"Strange creatures live in the marsh. I was out walking my hound one night at dusk when I saw them, lurking near the road. Sickly green with bulbous eyes, they were." (T)
7	"I told Halldor there's a marker in the graveyard marked with a ship (T), but he said it was irrelevant to his quest. If you ask me, he's overlooked an obvious clue." (F) [GM: There is a marker with a ship on, but the grave holds nothing of interest.]
8	"I saw a ghost ship not a few weeks back, (F) prowling the sea along the shingle with black sails. (T). If you ask me, the Blood Tide prophecy has already come." (F). [GM: The villager saw the smugglers' ship at a distance.]
9	"Fishing has been poor recently. (T) Folk reckon something in the water is scaring away the fish. (T). [GM: The kreana's increased presence nearby, along with sharks, is driving the fish away.]
10	"Did you know Byhaven once had a nearby neighbor? My grandfather, bless his soul, told me a village one stood in the marsh (F; there was a fort in the marsh), but the locals offended Neorthe and he swept their homes into the sea." (F)
Jack	"I heard one of the young girls in the village gave birth to a havmand last year. (F) Folk tried to keep it quiet, but this is a small village and word travels. No one ever told Halldor." [GM: This is a generic red herring rumor that could just be plausible.]
Queen	"My grandfather told me a story of a stranger who came to Byhaven in the days of <i>his</i> grandfather. He was a cursed priest of Neorthe. (T) He was murdered by the villagers and buried at sea after all the fish in the area died. (F) Maybe this Blood Tide prophecy has something to do with him? (T)
King	"Prophecy, indeed! Halldor is mad, though no one has the guts to tell him. (F) Mark my words, it'll all come to naught, and you'd have wasted your lives on his fool's errand." (F)
Ace	"That exciseman is a regular stickler for the rules. I've seen him go out late in all weather with his lantern (T) looking for smugglers." (F)
Joker	The GM may either draw two cards or invent one completely fictitious but plausible rumor as a red herring.

*anathema to my faith and traveled deep beneath the bowels of the earth.*

*"There he claims to have met the most ancient of races, though he neglects to give description or mention a name. He told the story of the Blood Tide prophecy to those he encountered, and was*

*gifted with a relic able to help thwart the prophecy. Alas, no details survive on the nature of the relic. In return for the relic, Godwin had to swear never to go to sea again while he lived. It was a harsh price, but one he gladly paid.*

*"Knowing the prophecy was not yet due to pass,*



# HELLFROST ADVENTURE #16

*but fearful the relic he had so hard sought could be lost in the intervening years, he hid it well. The golden disc, which was split in three parts either by Godwin or at some later date, provided the only clues to its whereabouts. Godwin vanished from the records in 289 IR."*

While the temple has no guest quarters, Halldor invites the heroes back to dine with him later that evening and tell him their stories of adventure after the fishing boats have safely returned. In the meantime, he arranges for accommodation in the ale-house. Use the fixed scene **The Kreana Attack** when the party goes to dinner at the temple.

## ❁ EXPLORING BYHAVEN ❁

The heroes are now free to wander around the village and talk to folk as they see fit. Unless they do so, they will not gather enough clues to solve the mystery and thwart the Blood Tide prophecy. Give the heroes a copy of the village map—there are no secret places. The GM has free reign to create names for incidental villagers. Although predominantly Chalcian, there are some inhabitants with Aspirian and Saxa blood. Locales of specific interest are detailed below.

When dealing with the general populace, the GM should draw a card, consult the Rumors and Opinions table (page 7), and roleplay the villager's passing on of information. For ease, assume that talking to anyone takes an hour. Citizens do not just blurt out their rumors or opinions—there is the formality of having something to drink, routine small talk, and lesser options and grumbles before the actual information the person has to share is made available.

GMs should note the village plays little active role in the adventure. Full details are provided so the GM can make the village more realistic to the players (rather than just a dull backdrop) and to use as a template in his own adventures.

## THE ALE-HOUSE

Byhaven does not have an inn, but it does possess an ale-house where visitors can sleep and dine. It is also the hub of village life, hosting regular dances and feasts. Every evening the ale-house is full of locals, swapping stories, gossiping, or just being sociable with friends and family. Singing sea shanties is a popular pastime amongst the locals, and merchants who stop by regularly have taken to calling the building the Sea Shanty tavern.

Flanking the doors of the ale-house are two carved wooden columns. The left-hand one depicts Thunor and the right-hand one Freo. Worn almost smooth by the wind and touch of thousands of hands, the shrines are not the center of any worship. Villagers passing through the columns or those about to set sail touch each one in homage to the gods and for luck.

Pengelly, a retired sea captain and affectionately known as Peg-Leg to the locals, runs the ale-house with his youngest son, Rupert, and his daughter-in-law, Gerda. Although he has a wooden leg, Pengelly can still handle himself in a fight, and when one breaks out, which can be frequent during the long winter months, he is often the first in. On one occasion he used his wooden leg as a weapon.

The ale-house is typical of ale-houses across the Hearthlands, being essentially a large communal hall warmed by a central hearth. Wide benches around the walls are stacked with furs and woolen blankets, and serve as sleeping platforms at night. The platforms have hinged lids, beneath which are storage areas for personal possessions. A fenced-off section is available for horses, though no hay or oats are available. Pengelly and his family have private quarters at the rear, adjacent to the storeroom.

No payment is required merely to sleep in the ale-house, and guests may cook their own food. Visitors who wish to sample Pengelly's excellent meals are charged a flat 2 silver scields per bowl. Although the menu of the tavern is not extensive, the food is well-presented and tastes wonderful. A large part of the menu involves, naturally enough, fish, although it is served breaded, boiled, fried, steamed or as a pie. Mutton and goats' cheese are also available as staples.

Vegetables are not common in the area, although Pengelly has a small, sheltered garden in which he grows hardy root crops. Grain and flour are expensive commodities, and the only bread the locals eat is laverbread, a gelatinous paste made from seaweed. Watching visitor's faces when they order bread and receive the green paste is a popular pastime for the locals. Pengelly is also an excellent brewer, and regularly has half a dozen different ales available at the price of 1 silver scield per mug.

At night, when the ale-house is crowded, investigations reveal more information. Draw three cards for the Rumors and Opinions Table.

❁ **Pengelly:** See page 25.

❁ **Rupert & Gerda:** Treat as citizens (see page 26).

## BOAT SHED

The long, wooden boat shed is where fishing boats are constructed and repaired. There is always one vessel in here being mended by the village shipwright and carpenter, Albar ap-Pepin. While Albar has the skills necessary to construct any longship, he lacks the raw materials to build anything larger than fishing boats (treat as rowboats). With enough wood, he could construct the party a ship, though only slowly—figure one month for each point of Toughness, including Armor.

❁ **Albar ap-Pepin:** Treat as a citizen (see page 26).

## COTTAGES

All the cottages are single storey wooden buildings with slate roofs. Once white-washed to protect the wood



against the ravages of the salty spray and air, most are in dire need of repainting. Although Byhaven plays its role in the Aspirian glass industry, none of the windows are fitted with glass. Instead, stretched goat bladder is used to keep out the sea spray and winds. At night, wooden shutters are firmly locked into place. The inhabitants are insular but friendly, especially toward those who share their love of the sea or who are willing to share food not available in the small village.

📍 **Citizens:** See page 26.

## CUSTOMS HOUSE

Standing just outside the village is the customs and excise house. Being only a small village, far from the main trade routes and relatively free of trouble, the authorities have deemed it necessary for only one exciseman to be stationed at Byhaven. The current occupier of the house is, as far as the locals are concerned, Karl Gustavsunu. He is actually an impostor whose real name is Leif Ulfsonu.

For the last few months, Leif and his gang have been smuggling weapons into Chalcis from Angmark. The shingle beach bordering the marsh is an ideal landing ground, and the bog makes for an ideal place to stash the goods. Fortunately, the local customs official proved easily bribable. Every four months a cart arrives to collect the goods and pay the smugglers. Leif has no idea who is buying the weapons, and he doesn't much care.

The plan began to unravel a few weeks ago, when the customs man was suddenly transferred elsewhere. Leif learned Duke Howel was sending a new exciseman that one the smuggler's agents claimed was incorruptible. The smuggling operation had not been uncovered, and the transfer was routine. Leif murdered the new exciseman before he reached the village and assumed his identity. Whilst the rest of his band continues bringing in and storing the weapons, Leif is acting as the new exciseman.

The house is a single storey building but it is made of sturdy stone and the windows are barred. Contraband is normally removed from Byhaven every few months. A well-guarded wagon travels the coastal route, stopping at each settlement. Most of the contraband is simply items found washed up on the beach or caught in the fishermen's nets. Occasionally a merchant is caught trying to smuggle narcotics or other proscribed items into Chalcis, but Byhaven has not had any such problems in months.

During the day, the custom's house is open for business. At night, the exciseman is out in the marshes. He claims he is patrolling for smugglers, but in truth he is supervising the burial of weapons brought ashore. Over the last few weeks Karl has travelled the marshes extensively and found several solid islands.

If the adventurers come around asking questions, Karl reluctantly speaks with them. He has no wish to blow his cover and so remains polite but curt with his answers. He is also suspicious of the party's sudden arrival, and seeks to uncover their reasons for visiting Byhaven. He

has heard of the Blood Tide prophecy from Halldor, but has no particular views on it. As he says, "The gods do as they please."

Adventurers who manage to make their way into the office may make a Notice roll. Those who succeed notice some open ledgers on the desk which list the confiscated contraband that lies within the warehouse. There should be roughly ten crates of various confiscated items and six barrels of wine from Angmark. Anyone looking in the warehouse discovers that it is empty—Karl has given the contents to his fellow smugglers.

If questioned about this discrepancy, Karl remarks the cargo was picked up only the day before the adventurers arrived but that he has not yet updated the ledgers. Adventurers who become aggressive or accusative find themselves threatened with arrest for being suspected smugglers. Adventurers who pass a Knowledge (Law) roll, or Common Knowledge roll if from Chalcis, know Karl is within his rights to detain suspected smugglers until they can be questioned by someone of higher authority. In this remote neck of the woods that could be several weeks.

📍 **Karl Gustavsunu/Leif Ulfsonu:** See page 26.

## GENERAL STORE

Dagobert runs the main store, while his wife of 30 years, Galswintha, operates a smokehouse attached to the store. Locals bring their fish here to be smoked in bulk for a nominal fee. Excess fish catches are sold to the store, smoked, and then exported. It is a small-scale operation, but such is the reputation of the smokehouse that the duke's court in distant Highmoor places regular orders. Heroes who order smoked fish find it the best they have ever tasted.

The store sells great quantities of rope to the locals for their fishing nets, but regularly stocks only a few other items. Dagobert can order in other goods, but deliveries take 1d4+2 weeks to arrive and cost 25% more than normal (after factoring in the standard price increases). Available goods are shown below by category.

**Animals:** None available.

**Armor:** Only leather is available, and it is priced as a Town item.

**Clothing:** Full range. Waterproof sealskins are also available for 50 gs per set.

**Common Goods:** Any Village item with a cost of 50 gs or lower if available.

**Food:** Dried rations are available at standard cost. The primary ingredient is preserved fish.

**Unusual Goods:** None available.

**Weapons:** Daggers and spears only.

📍 **Dagobert & Galswintha:** Treat as citizens (page 26). Dagobert has persuasion and Streetwise d6, while his wife has Knowledge (Craft: Smoking) d10.

## GRAVEYARD

Many of Byhaven's residents are followers of Neorthe,



# HELLFROST ADVENTURE #16

and are thus buried at sea, as is the faith's custom. Some, though, follow other gods, such as Freo and Thunor, and were interred on land or subjected to sky burials. A small, overgrown graveyard surrounded by a low, dry-stone wall lies on the outskirts of the village. Within are rotting log biers used for sky burials and tall marker stones, encrusted with hardy lichens and faded from the constant battering of the salt spray.

## STORM BONFIRES

Although an insignificant settlement in terms of exports, Byhaven's natural harbor makes it important to traffic sailing the Inner Sea. During a storm, mariners in the region know they can find safe harbor and a warm welcome in the sleepy village. Storms are prevalent in the Inner Sea in both summer, when hot air blowing from the south strikes the cold air flowing down from the Sigil

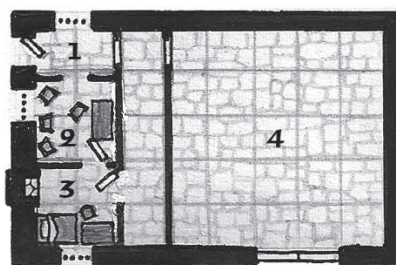
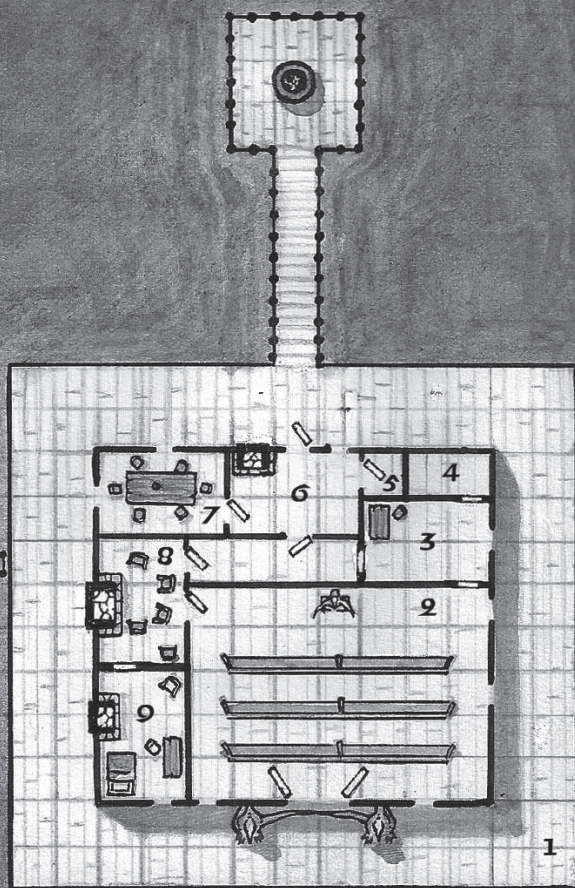
Peaks, and in winter, when the arctic northerly wind blows hardest. Like many, the inhabitants of Byhaven believe summer storms represent Thunor battling Thrym.

Located on the twin headlands either side of the bay are two huge bonfires made up of stacks of whale oil-soaked driftwood. When not in use they are covered in waterproof leather tarpaulins marked with Kenaz's holy symbol. At night or during bad weather, the bonfires are lit by one of the villagers.

By aiming their ship between the glowing braziers, which can be seen for many miles except in the thickest fog, a captain can guide his vessel to the safety of the bay. A third brazier, located on the temple of Neorthe (see page 11), helps the captains avoid colliding with the temple and provides further guidance into shore. The locals refer to the bonfires as Kenaz's Eyes.

Anyone caught tampering with the bonfires is subject to harsh punishment. By decree of Duke Howel, anyone

### Temple of Neorthe & Customs House



#### Temple to Neorthe

1. Outer Platform
2. Temple
3. Library
4. Treasury
5. Larder
6. Kitchen
7. Dining Area
8. Halldor's Lounge
9. Halldor's Bedroom

#### Customs House

1. Waiting Room
2. Office
3. Private Quarters
4. Warehouse

#### Key:

- Brazier
- Statue
- Altar
- Railing
- Ladder
- Fire
- Bed
- Table/Desk
- Comfy Chair
- Door
- Locked Door
- Window



found guilty of the offense is lashed to a post in the bay at low tide to await death by drowning as the tide comes in. Their flesh is then left for the crabs that inhabit the cove.

## TEMPLE OF NEORTHE

The temple to Neorthe is somewhat unusual in its design, even for temples to the sea god. Several generations ago, the temple stood on the shore. The then-priest, who had visited the Battlegrounds and witnessed firsthand the spectacular coral temple at Calivar, ordered the old temple torn down and its timbers used to build a new temple in the bay.

The new temple stands in the middle of the bay, some 30 yards from the shore. Raised on dozens of thick piles, the temple sits on a large wooden platform whose base almost touches the water. A set of wooden steps descend from the platform and into the water.

From the back of the platform a smaller causeway leads deeper out to sea. It slopes steadily upward. At the end is a second platform, six yards to a side and surrounded by wooden railings, and standing almost equal in height to the main temple roof. It is from here the priest blesses the fishing boats every morning as they head out to their catch and on their return to thank Neorthe for a safe trip. A large conch shell chained to the railing is blown during fog to help guide the boats toward the bay, while a bronze brazier, stained green with age and corrosion, is lit at night and in bad weather to help ships avoid hitting the low platform.

The temple is constructed from wood and is only a single storey high. The main doors are flanked by two statues carved from coral; both depict an albatross with one of its wings outstretched. The wings touch over the centre of the door and form a protective arch which the worshippers must pass through to enter the temple. The wooden doors that stand between the pillars are carved with the images of all manner of sea creatures, some of which have been extinct for eons. Both the doors and pillars are the property of the priest who raised the structure, and had them created at great personal expense.

The central worshipping area may come as a shock to adventurers used to more land-based structures. Much of the floor is covered in a wooden grille, beneath which the sea can be seen. Positioned atop the grille are carved wooden benches. Lighting for the hall is provided by seashells which have been converted into oil lamps.

The altar is a simple wooden affair, carved with relief images of dolphins and albatrosses. Atop the altar is a large, stuffed albatross with its wings spread and facing forward, as if enveloping a large object. The priest stands between the wings when giving his sermons. The albatross died of natural causes.

**Treasury:** The temple treasury holds 3,509 gs (after the heroes have been paid) and a number of alchemical devices. The latter are described below:

- \* Four pearls containing *environmental protection (water)* for each hero, plus two additional pearls. These allow the user to breathe, speak, and move using his nor-

mal Pace underwater. The pearls must be swallowed in order to activate them. After an hour they dissolve harmlessly in the user's stomach and the spell ends.

- \* Six sticks of coral into which are inscribed *light* spells. They are activated by striking the tip against a hard object.

- \* Three *healing* potions, each capable of curing one wound.

- \* One *voice on the wind* charm with a range of 200 miles cast into a conch.

🗺 **Navigator Halldor:** See page 25.

## 🌊 FIXED EVENTS 🌊

Two events occur during the party's stay in Byhaven. The first occurs when they dine with Halldor in the temple. The second occurs each night. Unless the party suspect Karl is up to something, his activities may well go unnoticed. Since Karl is incidental to the plot, nothing is lost if the smuggling is not discovered. Indeed, the situation is ripe for the GM to expand in an adventure of his own design.

## KREANA ATTACK

It is considered bad form to wear armor to dinner, especially inside a temple. The party has not yet encountered any kreana, and should ideally refrain from wearing anything sturdier than leather armor. Halldor is not a friend, and so the carrying of weapons is acceptable, within sensible limits—a sword and dagger is fine, but trooping in armed for war is an affront to his hospitality.

Halldor serves the heroes a meal of fried fish, caught that very day, coated in herbed breadcrumbs on a bed of laverbread with a side of roasted turnips from Pengelly's garden. Over dinner, which is accompanied by several casks of local ale, Halldor quizzes the party on their adventuring deeds and also on their progress at hunting down the third piece of the golden disc. Once the meal ends, Halldor suggests they retreat to his study, where he keeps a bottle of Chalcian brandy (to stave off the cold).

Any heroes who wish to smoke are asked to step outside—the smell of pipeleaf gives Halldor a hacking cough. If a hero ventures outside, have him make a Notice roll at -1 (for the lighting). With success, he spies a number of creatures climbing out of the sea and onto the platform. Otherwise, Halldor suddenly leaps to his feet during the brandy sipping.

*"Neorthe's beard!" the priest exclaims. "In my excitement at recovering the second part of the disc I've forgotten to douse the brazier. If you'll excuse me, I shall be just a moment. Please, help yourself to the brandy."*

Halldor has no complaints if one or two heroes insist on accompanying him, but he tries to talk the entire



party out of braving the bracing sea air, insisting they stay by the fire and enjoy the hospitality. Halldor is returning from the second platform when he spies the kreana sneaking onto the temple. He shouts out to alert the heroes, though over the wind and lapping waves it requires a Notice roll to hear his cries. Characters who fail do not get an action card until the round *after* the first hero succeeds.

**Terrain:** The platform on which the temple sits is slippery. Any creature that runs and rolls a 1 on its running die slips and falls prone. Should the battle move indoors, any square containing furniture counts as difficult ground.

The outside is lit only by light filtering through the windows, and counts as Dim (-1) lighting.

**Monsters:** The kreana, tipped off by a divination sent by Carcharas, intend to slaughter the priest and all those with him before they can interrupt the Blood Tide. Unfortunately, the ritual requires much of their attention and so only a small force can be spared for the attack. As yet unaware of the party's presence, they have judged their numbers more than enough to carry out the task.

Ⓜ **Halldor the Whale:** See page 25.

Ⓜ **Kreana Priest (1 per hero):** See page 28.

Ⓜ **Kreana Blood Rager (1 per 2 heroes):** See page 28.

Ⓜ **Kreana Warriors (3 per 2 heroes):** See page 28.

**Tactics:** The warriors' tactics are simple enough—kill anyone in their path. The priest uses *stun* if the heroes are grouped close together in the hope of disabling them long enough for the warriors to dispatch them. When it becomes apparent the adventurers are not simple villagers, it switches to single 2d8 damage *bolt* spells. His preferred targets are spellcasters, heavily-armed warriors, and then anyone else in range. Should he suffer a wound, he first tries to use *healing*. He then switches to firing three 2d6 damage *bolts* each round.

Halldor should be played by the GM during this encounter. It is important he survive the attack, and should thus be prepared to run away. He invokes triple 2d6 damage *bolt* spells from the start. Should a hero be injured, he tries to maneuver so as to be able to use *healing*.

## KARL'S NOCTURNAL WANDERINGS

Although suspicious of the heroes, Karl has a shipment due in on the second night and he intends to meet it. Shortly after dark, he gathers up his lantern, wraps himself in a heavy cloak, and heads out along the shingle beach. Karl and his comrades have devised a complex system of signals. For instance, three long swings followed by three short swings means all is clear, whereas a slow swing from left to right and back again three times means abort the drop and try again tomorrow.

In order to prevent discovery, only Karl ever signals—he takes it on faith that his men are in the right place at the right time. Karl has designed the signals to be fairly innocuous, so if he is ever spied upon and confronted he

can pass them off as normal movements of the lantern as he scours the sea for smugglers.

In order to follow Karl, each hero needs to make a Stealth roll opposed by Karl's Notice. If they are stupid enough to carry a lit source of illumination, Karl cannot fail to spot them.

**Terrain:** Karl has the only lantern at the start of the fight. This means he and the smugglers are highly visible to the party, making them prime targets for archers and spellcasters.

**Monsters:** Assuming they avoid detection, the party follows Karl onto the shingle beach. He gives the all clear signal, then goes about pretending to be searching for smugglers, using lantern movements his men know have specific meaning. A few minutes later, the party detects the sound of oars slapping against water, then a dull scraping as the keel of a knarr hits the shingle.

Unless the party interferes, Karl and a dozen of the men head into the bog with the crates, leaving the rest to guard the ship. Once in the bog, Karl's gang heads straight for the other crates they have concealed in past weeks. They spend two hours digging a hole, lowering in the crates, and refilling it. They then head back to the boat, whereupon the smugglers depart, leaving Karl to finish his "patrol."

Ⓜ **Karl Gustavsunu/Leif Ulfsonu:** See page 26.

Ⓜ **Smugglers (4 per hero):** Treat as sailors (see page 26) except they have Fighting d6, Parry 5, and are armed with a mace, an axe, or a short sword (Str+d6).

**Tactics:** Karl and his gang know that the penalty for smuggling weapons into Chalcis is death. To that end, they fight to the end. The smugglers may not be skilled warriors, but they know enough to Gang Up on targets.

Karl's first action is to pull out his *oil of smite* and smear it onto his sword. He keeps the potion within easy reach, but this is still a total of two actions. He then attacks, favoring spellcasters over warriors and warriors over everyone else. If wounded, he drinks his *healing* potion. Should the fight go against him, Karl quaffs his *potion of speed* and flees. He will return for the stashed weapons, but not for several weeks.

**Treasure:** The smugglers are bringing ashore six slim crates of weapons. Each crate contains 2,100 gs (list price) worth of melee weapons and weighs an average of 60 pounds.

## THE MARSH

To the south of Byhaven is an extensive area of marsh, simply known to the locals as "Black Marsh." It lies in a shallow depression, the Inner Sea kept at bay only by a wide bank of shingle. The basin has always been boggy, fed by rain runoff from the cliffs to the north and from small streams which trickle from further inland.

Local legends that tell of a settlement once being located here are not entirely correct. It is true there were structures in the marsh, but they were not part of a vil-



lage. Long ago, on a patch of solid ground, there stood a small stone fort, a refuge for the local villagers in times of war. Wooden causeways, which could be knocked down when invaders came calling, allowed easy access to the refuge. When the Anari conquered Chalcis the fort was largely demolished.

At all times of year, the area is a tangle of stunted trees, decaying shrubs and dank water. Sinkholes, said to be bottomless, have also been the death of one or two unwary travelers. The ground is treacherously boggy and its dark water is home to many creatures that find raw flesh a tasty meal, such as marsh worms and swarms of biting insects.

No local can act as a guide in the swamp, even if they wanted to, for the landscape is continually changing as islands of floating matter break apart and new ones form. There are areas of solid ground, small hills that are now low islands, but no accurate maps of the marsh exist.

The party can move at around one mile per hour, on average. For each four hours of travel, have the party make a Survival roll at -2 as a Cooperative roll. Success indicates a major encounter. With failure, they have a minor encounter. A critical failure means the party is lost. All bonuses accrued toward major encounters (see below) are lost, and the party must begin again.

## MINOR ENCOUNTERS

Roll a d6, consult the chart, and invent suitable descriptions.

d6	Encounter
1	<b>Biting Insects:</b> A Medium Burst Template-sized swarm of biting insects plagues the heroes. See page 26. The terrain is difficult ground for the heroes.
2	<b>Quicksand:</b> Allow the lead character a Notice roll at -2 to detect the hidden danger. Failure means he plunges in up to his waist (neck for Small characters) and immediately begins sinking. Those stuck in the hazard sink completely in three rounds (one round for Small characters) unless extracted. They can make a Strength roll (-4) to pull themselves out. A success stops them sinking any further, and a raise pulls them out. On a critical failure, the character is sucked under and immediately begins drowning. Heroes aiding a sinking comrade need to make a Strength roll to drag the unfortunate being from the quicksand. On a critical failure they are pulled in and begin sinking, as well. Once a character is under the surface he cannot extricate himself and must be dragged out by allies on the surface. In order to find the character, those searching for him must first make a Notice (-2) roll. Extricate a submerged character requires a Strength (-2) roll.
3	<b>Special Herbs:</b> Many unusual plants grow in the marsh. One particular plant, noted for its

waxy purple leaves, can be used as an insect repellent. Detecting it for what it requires a Survival roll. It has a brewing modifier of +2. A dose rubbed into the skin lasts four eight hours. Treat rolls of 1 on this table as no event if at least half the party is using the herbal brew.

- 4 **Marsh Gas:** The adventurers have unwittingly entered an area where there is a high concentration of marsh gas. Every character may make a Notice roll at -1 to detect the smell of the gas amid the general stench of corruption. Draw a card from the action deck. A royal card (Jack through Ace) indicates a small pocket of gas has exploded. Every hero suffers 2d6 damage as from an area effect attack. If the party is not using naked flame, they must make a Vigor roll or suffer a level of Fatigue for four hours.
- 5 **Tangled Vegetation:** The party wanders into an area of dense vegetation where everything looks the same. The next Survival roll is made at -2.
- 6 **Dry Ground:** The party finds a small, sandy island which allows for a slightly elevated view of the marsh. The next Survival roll is made at +2.

## MAJOR ENCOUNTERS

Some of the major encounters are important to the plot, while others are just mysterious locations the party can explore. Roll a d6 and consult the table below. Add a cumulative +1 to the d4 roll for each encounter after the first (so d4+1 on the second encounter, d4+2 on the third, and so on). This represents the party moving deeper into the bog.

If the party leaves the marsh and reenters later, the bonus to the major encounter roll is reduced by one (to a minimum of zero) for each day the party avoids the marsh. This represents the mobile islands of vegetation moving, altering the layout of the marsh and confusing the explorers.

d4	Encounter
1	Bufom Hunting Party
2	War Chests
3	Warning Marker
4	Karl's Grave
5	Lair of the Marsh Orm
6+	Ruins (Bufom Lair)

### BUFOM HUNTING PARTY

A small tribe of bufomi lives in Black Marsh. Rarely short of food, and lacking numerical superiority, they never trouble the villagers of Byhaven. Lone travelers on the coastal road are sometimes snatched for sacrifices, but the tribe is careful to conceal its presence.

**Terrain:** The area comprises knee-deep water over a



## HELLFROST ADVENTURE #16

layer of thick mud, and counts as difficult ground. The GM should place a few trees to provide Cover and break up the terrain. Patches of tall reeds can also be added for additional cover. If you have *Hellfrost Encounters Book 1*, you can use one of the marsh maps and terrain guides from that volume.

**Monsters:** With food easier to find at the edges of the marsh, the bufomi venture out periodically to snatch rabbits and other small game. One such party just happens to be in the same location as the heroes.

Have the bufomi make a Group Notice roll and the heroes make a Cooperative Notice roll. If the bufomi win, they hear voices or splashing and set up an ambush, confident in their abilities to waylay a few humans daring to enter the marsh. A party victory means they hear the bufomi croaking away to each other, giving them opportunity to hide or arrange their own ambush. An equal result indicates the two parties come across each other simultaneously. In the latter case, combat starts at 12+d6".

For an ambush, have the losers set up their miniatures first. The victors are then set up in cover anywhere within 12". Check for Surprise as normal.

Ⓜ **Bufom Warrior (2 per hero):** See page 27.

**Tactics:** Half the bufomi begin by leaping into the range of their Croak ability, hoping to quickly stun the heroes. The other half attack by leaping and thrusting with their spears. Although initially brave, the bufomi are not used to being attacked, and morale quickly saps once losses are taken. When half the bufomi are slain, the rest make individual Spirit rolls. Those who succeed flee at their best speed. Those who pass stay the course. Once three-quarters of the hunting party is Incapacitated, the survivors automatically flee.

**Continuation:** If the party speaks Lesarde, or has access to *Speak Language*, they can interrogate any captives. This requires an Intimidation roll, with suitable bonuses applied for overt threats. With success, the creature reveals there is a lair deeper in the marsh containing "many bufomi" (it cannot count). Should the party actively head for this lair, all rolls on the major encounter table are made at +1.

### WAR CHESTS

The party comes across a stable island. Heroes who pass a Notice roll at -2 realize the ground is freshly churned. Digging requires a total of two man-hours. Once the mud has been cleared, a large number of stout wooden chests can be found, resting on a tarred wooden platform.

Inside the chests are weapons and suits of chainmail. There is 32,000 gs worth (full cost value, not resale) of blades, axes, hammers, and maces, but no polearms except short spears, and ten chainmail hauberks in total. If the party decides to recover *all* the buried goods, assume for ease that every 250 gs of weapons weighs 8 pounds (approximately 1,000 pounds in total). Otherwise, they can pick and choose weapons up to the total value.

If the heroes uncover the chests and either do not re-bury them or steal an entire chest, Karl (unless stopped by the party) discovers the trespass on the second night. Knowing that no one in the village ever ventures this deep into the marsh, he correctly concludes the party is responsible. Karl's retribution is left to the GM to devise.

Unfortunately for the heroes, a collection is due soon. Should the party leave the chests and plan to come back after completing the main adventure, they find they have all gone.

### WARNING MARKER

On a patch of dry ground, someone, or something, has erected a wooden staff with a skull atop it. The skull is easily identified as that of a large rat. Adventurers who have a working knowledge of bufomi (GMs call) know the marker is a bufom tribe boundary marker used to stake out their territory. The next major encounter roll is made at an additional +1.

### KARL'S GRAVE

When Leif Ulfsunu murdered Karl Gustavsunu, the exciseman, he dragged his body into the marsh and buried it. Although not weighted down with stones, Karl did slash the body to release the gases from decomposition that could bring the body to the surface. Unfortunately for Leif, local scavengers located the corpse and dragged it to the surface. Although missing several chunks of flesh and most of its limbs, the body can be recognized as that of a human. Around its neck is a small silver amulet worth 5 gs.

Adventurers who make a successful healing roll deduce the cause of death was a blow to the back of the head with a large sharp object, such as a sword, and that he probably died a few weeks ago. Clerics of Hothar who pass a Common Knowledge roll and other heroes who succeed at a Knowledge (Law) roll recognize the amulet as that of a Chalcian exciseman—Karl failed to spot its significance when he looted the body.

### LAIR OF THE MARSH ORM

The characters have unwittingly entered the hunting ground of a marsh orm, a species of flightless drake renowned for their aggression and acidic breath. Have the heroes make Notice rolls to avoid surprise as the orm bursts out of the muck in search of its latest meal. The orm begins 2d6+4" from the lead hero.

**Terrain:** The area comprises knee-deep water over a layer of thick mud, and counts as difficult ground. The GM should place a few trees to provide Cover and break up the terrain. Patches of tall reeds can also be added for additional cover. If you have *Hellfrost Encounters Book 1*, you can use one of the marsh maps and terrain guides from that volume.

**Monsters:** There is only a single orm in the entire



marsh. Once slain, treat a second encounter a result of Ruins.

**M Marsh Orm:** See page 28.

**Tactics:** Orms are slow moving creatures that favor ambushes over prolonged hunts. This one begins by slithering toward its prey and spraying foes within range with its powerful acid spit. The creature is not short of food (it likes bufomi flesh) and has no desire to die. Each time it is Shaken, make a Spirit roll. On a failure, the creature continues its assault, driven by its baser instincts. With success, it tries to flee. If the encounter is rolled again, draw a card from the action deck. A red card or Joker indicates the beast remembers the party and lets them pass unmolested. On a black card, it strikes once again.

## RUINS

Standing on an area of higher solid ground, surrounded by filthy water, is a large mass of vegetation. Characters that make a successful Notice roll at a distance see the vegetation actually covers a ruined stone building. This discovery is automatic if the party investigates more closely. This is the remains of the old fort.

The roof has long since disappeared and the remaining walls only reach a height of three feet on average. The walls, though sturdy, are covered with moss and creepers, and no discernible features of note can be seen, even if the walls are scraped clean. In the center of the floor, roughly where the main room would have been, is a hole, from which emanates a sickly stench. The hole leads into a small cave network inhabited by a bufom tribe. The area is described in more detail below.

## THE BUFOM LAIR

The bufom tribe inhabiting Black Marsh has lived here peacefully for many centuries. Lacking strength of numbers, the tribe is content to eke a basic living and honor its god as best it can. The bufomi snatch the occasional traveler for sacrifice, but leave the locals well alone out of fear of retribution.

The lair was originally part of the cellars of the fort, used to store grain and house refugees. The Anari partly filled the tunnels and chambers with mud to prevent them from being reused. When the bufomi moved in, they cleared the tunnels and set up home.

Only the temple is given any detail. The rest of the rooms need little description beyond “stone clad, damp, and a floor covered in crude reed mats.” The number of bufomi and their type in each chamber are marked on the GM map. During the day, the bufomi are awake and count as active sentries if the party tries to sneak through the lair (there is one route to the temple containing no guards). At night, half the bufomi are asleep and the others count as inactive sentries. Sleeping bufomi are treated as Shaken on the round they awaken, recovering automatically at the start of the next round.

## ANCIENT GUARDIANS

The tribe actually guards the third piece of the gold disc. Godwin Seacharmer knew well the hearts of men. With the date of the prophecy unknown, Godwin could not risk the disc being stolen, lost, or melted down in the intervening years. He had encountered bufomi before, and knew something of their simple, superstitious culture.

If he could convince them the disc was a gift from their god, its safety would be ensured. The Black Marsh was rarely explored by humans, and it was his desire to keep the final fragment close to Byhaven, for here would be found the enchanted conch.

Under the guise of a *shape change* charm, Godwin approached the tribe and persuaded them he was a prophet. The disc, he said, was a gift from K'kroakaa, entrusted into their care but to be given up freely when others came bearing two similar pieces. Over the centuries, the bufomi have continued to honor the disc, but have forgotten why they guard it. All that remains is a twisted memory—one day, intelligent mammals will come to steal it from them.

Unlike many “dungeons,” where the monsters wait around in their rooms to be killed by the party, bufomi throughout the lair respond immediately to any sounds of combat. They rush by the fastest route to the temple, fearful that the ancient prophecy has come true and intruders are after the gold disc. This is not to be a slow, room-by-room dungeon crawl, but a frenzied large-scale skirmish—the heroes will need to think and act fast if they wish to avoid being surrounded and slain.

The bufomi should not be treated as simple sword-fodder, lining up to be slaughtered and prodding at the party with their spears. Their Croak special ability is a powerful tool, and they should use it regularly—the party is Heroic, so they should have developed some tactics by now for dealing with large numbers of foes in confined spaces. Similarly, the shamans should use *entangle* and *knockdown* to the best advantage of the warriors. They also have *summon berald* (which summons a giant toad), which should be employed if the party is close to reaching the temple.

Should the party actually enter the temple, the warriors become frantic—all their attacks are now Wild Attacks. If the adventurers manage to grab the gold disc, the warriors go Berserk (as per the Edge). Leaving the lair does not end the threat—if the disc is stolen, the bufomi give chase.

**Lighting:** The lair is illuminated by crude fish-oil lamps burning wicks of dried grass. The lighting counts as Dim (–1) throughout the entire lair.

**M Bufomi Shamans:** See page 27. The High Shaman (marked HS on the map) is a Wild Card and possesses two Norn charms.

**M Bufomi Warriors:** See page 27.

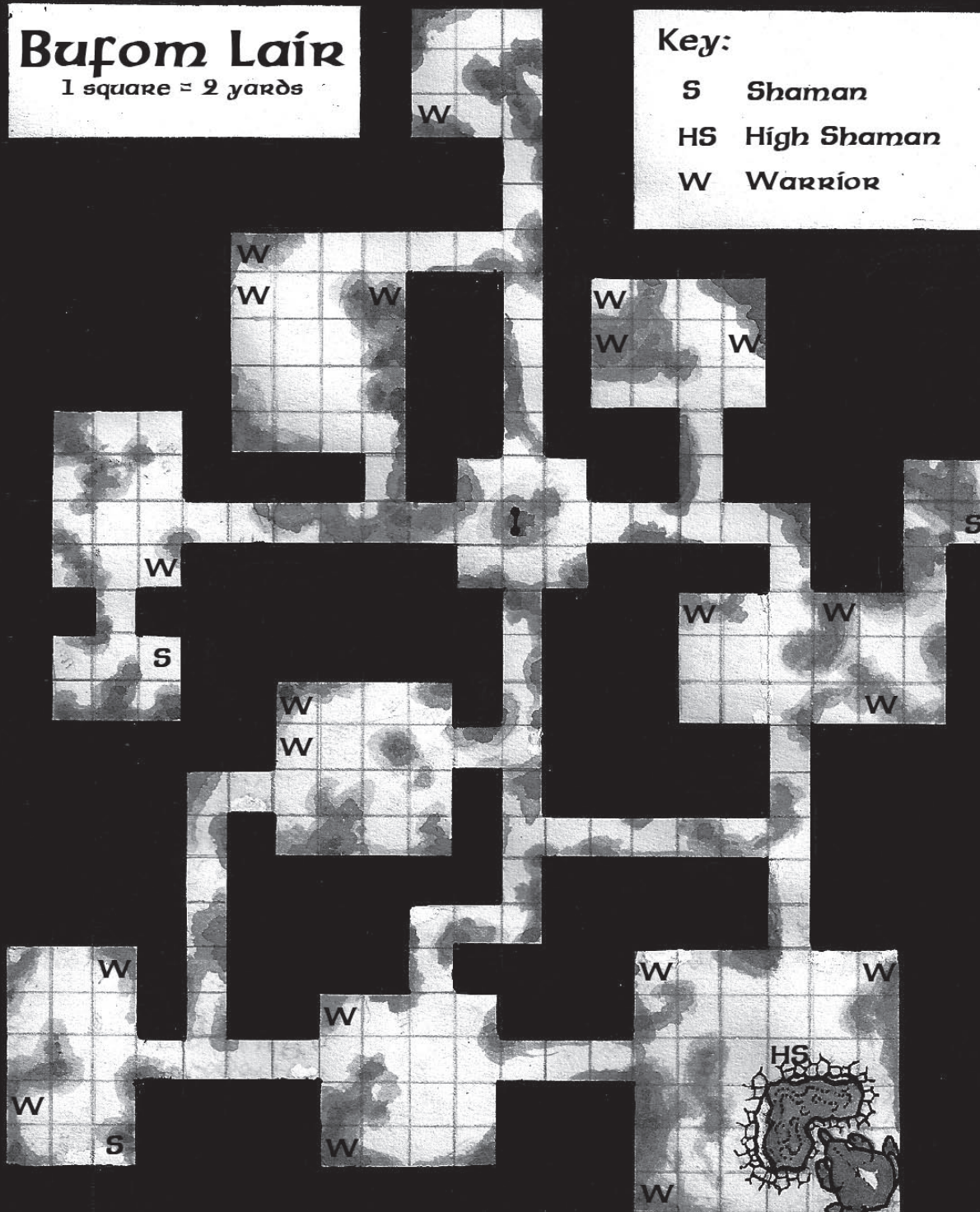


## Buřom Laír

1 square = 2 yards

### Key:

- S Shaman
- HS High Shaman
- W Warrior





## TEMPLE OF K'KROAKAA

The largest room has been converted into a temple. At the far end stands a crude clay sculpture of a giant toad with a wide, open mouth. Its tongue lolls from its maw, reaching down to touch the flagstone floor. Slivers of gold can be seen on the creature's tongue, partially concealed behind a thin veneer of mud. In front of the statue is a pool, rudely excavated by digging up the flagstones and scooping away the mud beneath.

**Terrain:** The pool is only a few inches deep, but it is filled with thick mud, not water. Movement through the pool is difficult ground. Sacrifices to K'kroakaa are drowned in the pool before being eaten. The bones are then dumped in the marsh.

**Treasure:** Attached to the idol's tongue is the third part of the gold disc. Pulling it out of the sticky clay in which it has been embedded for decades (the idol is remade every few decades) requires a Strength roll as an action. Once retrieved, the party sees that a pearl of exquisite purity is fused to the inner part of the fragment. Give the party the final pieces of the disc at this time.

Several sacks of woven grass lie beside the statue. They contain 528 gs in coins, pieces of jewelry, and other small items taken from sacrifices.

## THE COMPLETED DISC

When the three parts are joined, they lock together, revealing the complete message. The writing on the amulet is a cryptic message. The "coldest beacon" refers to the northerly storm beacon, the one nearest the Hellfrost. The holy day of Neorthe is Waescedaeg. Halldor knows this, as does any hero making a Knowledge (Religion) roll. Sea mist is a constant problem in Byhaven, but it never forms when the wind blows to the east. Hence, the message says that it must be used when fog is not present. The "milky eye" refers to the pearl, while the "pale lady" is a reference to Maera, in her guise of the moon. The "dying Hearth" is a direct reference to the sun, commonly known as Sigel's Hearth, as it sets.

Put more simply, the party must stand before the northerly beacon on Waescedaeg as the sun sets and the moon is in the sky, and hold the disc so the pearl is covering the moon.

The clues are designed to be solved quite easily once the disc is complete, especially if players have read the *Hellfrost Player's Guide* and remember the references to the sun and moon. If the party is having problems, allow Common Knowledge rolls.

Once the heroes follow the instructions on the disc, the last rays of the setting sun strike the pearl. A thin beam of pale pink light, a mix of sunlight and moonlight, radiates from the pearl and strikes the ocean some 200 yards offshore. The beam lasts for but a minute before the sun disappears below the horizon. This is enough

## UNDERWATER COMBAT PRIMER

Because of the *environmental protection* spells, underwater combat ignores pressure, temperature, and holding of breath. Characters move at their full Pace and can "run"—the Swimming skill is not required. However, there are a few minor changes to keep in mind.

- \* Acid, coldfire, fire, and heat spells do not function as effectively. All damage dice are reduced one die type (so 2d6 becomes 2d4, for example) and burst templates are reduced one step.

- \* Electrical and sound trappings increase the damage die one step (so 2d10 becomes 2d12, for example). Templates also increase one size, to a maximum of Large. *Bolt* spells affect a Small Burst Template underwater. Touching an electrical *barrier* requires a Vigor roll at -2 to avoid being knocked back.

- \* Ice trappings do not make an area slippery. Instead, they freeze an area of water into a solid sphere (Toughness 10). These quickly melt or float up and away.

- \* Movement can, if the GM wishes, be handled in three-dimensions. For any encounter there will be a baseline. In most instances this should be the ocean floor. Simply use dice or poker chips to mark the number of inches a creature is above the baseline.

- \* Ranged weapons or spells which launch a physical missile have their Range halved.

time for the party to fix the spot the beam struck so as to be able to find it again.

Halldor, if present or informed of the discovery, suggests the party does not delay, but instead immediately strikes out for the spot in a rowboat. If Halldor is on the cliffs, he says he will meet the adventurers at the temple in twenty minutes. While the party arranges a rowboat, Halldor returns to the temple and collects some alchemical devices. If Halldor was NOT present, he is already in the temple gathering his devices.

When the party catches up, he hands each member a pearl. He also distributes a total of two sticks. These are all alchemical devices and are described on page 11. If the party asks for more pearls, Halldor replies, "I have limited stock and fear we may need them soon. Do not tarry!"

## SEACHARMER'S BONES

On the seafloor, directly beneath where the light hit the water, lie the remains of a decaying longship. Godwin Seacharmer died in the village and was buried at sea in his ship (it was scuttled by the burial party). Rowing out to the spot from the temple takes ten minutes.

The sun has set, the water is deep, and no light pen-



etrates more than a few feet below the surface. In order to find what they seek, the party needs to use one of the alchemical *light* sticks. If the party recorded the position of the beam, allow them to make a Common Knowledge roll. Success puts them fairly close, and it takes only ten minutes of underwater searching to find the longship. A raise puts them right on top, and only a few minutes are used. Failure means 1d3 + 1 x 10 minutes are wasted. The same applies if the party did not bother recording the spot. A critical failure means the party has just 12 minutes of *environmental protection* remaining when they find the wreck—enough for one Notice roll and 12 rounds of combat (see below).

Searching the seaweed covered wreck and the surrounding area requires a Notice roll at -2, and ten minutes time. This is handled using the Cooperative Roll rules. Failures may be repeated. With success, the party discovers an encrusted skeleton clutching in its bony hands a conch and a sealed scroll case.

**Terrain:** Visibility counts as Pitch Darkness (-4). Within the Large Burst Template (6" diameter) of a *light* spell, visibility is normal. Between 6" and 9", the lighting conditions are Dim (-1), and betwixt 9" and 12", they are Dark (-2). Beyond this nothing can be seen.

See the sidebar on underwater combat, as well.

Seacharmer's bones are blessed so long as they remain *in situ*. Any sea creatures seeking to move within 3" of the bones must make a Spirit roll or find themselves unable to advance, repelled by some invisible force. This roll is made each round. Note that the blessing does not stop the kreana using their spears if a foe within the protected area is within reach.

**Monsters:** After each Notice roll, draw a card from the action deck. A black royal card (Jack through Ace) indicates a kreana patrol has located the party and is moving to attack. Otherwise, the creatures automatically spot the party once the skeleton is discovered. Unless the party posted lookouts, check for Surprise as a great white shark (to which cling four kreana warriors) looms out of the darkness. The shark begins 12" away from the source of the party's illumination, the closest distance at which it becomes visible.

Ⓜ **Great White Shark (1 per 2 heroes):** See page 27.

Ⓜ **Kreana Warriors (1 per hero):** See page 28. The warriors are divided as equally as possible among the sharks.

**Tactics:** On the first round, the great whites swim toward the nearest creature, "running" if necessary, and attack. The kreana warriors remain holding onto the sharks' fins, riding them into battle. Once a shark is engaged, the warriors let go and conduct their own attacks. The warriors and sharks fight to the death.

## THE TREASURE

Once back on dry land (or aboard their boat if they are keen) the heroes can examine their finds.

The scroll contains a single sheet of waterproofed

vellum. Give the party Handout #3 at this time. Any mariners or clerics of Neorthe may make a Knowledge (Folklore) roll after reading the scroll. Characters that grew up in Angmark or eastern Chalcis may use Common Knowledge. Other heroes may make the roll with a -2 penalty. With success, the character has heard stories of a sickly green light which glows deep in the ocean around the point indicated in the scroll. Mariners consider it a cursed place and generally avoid sailing too close to the spot. If the heroes fail the roll, Halldor, using his Knowledge (the seas) skill informs them of this fact.

The conch is a relic and must be attuned before it can be used. Anyone attuning to the relic instantly knows it has two special powers. First, it can be used to summon killer whales. This may be done a total of three times, after which the power is lost. The whales appear 24" from the blower, one round after being summoned. They remain for a single encounter. Each use of the horn in this manner counts as an action.

Second, it can weaken the avatar of Carcharas. The avatar must be within 12". When the conch is blown (an action), the wielder makes a Vigor roll opposed by the avatar's Spirit. If the user beats the avatar's roll and scores a success, the creature's Heavy Armor and Hardy abilities are ignored until the start of the horn blower's next turn.

## TRAVELING THE INNER SEA

Unless the party has a ship, Halldor musters up a *voice on the wind* charm from the temple treasury. He knows of several captains who regularly ply the waters, and prays that one is within range of the spell. Fortune is on the party's side, and two days later a busse rows into the harbor. Halldor speaks with the captain, who agrees to transport the heroes to the site of the sunken city. With tears in his eyes, Halldor hands the party the temple's alchemical devices except for one *environmental protection* pearl.

*"I cannot accompany you on this quest," he smiles weakly. "After using the charm to call the captain I received a vision. My part in this endeavor is over, for Neorthe has shown me that if I go with you I shall not return. Forgive me, but I am not yet ready for death. I have accomplished much in my research into the Blood Tide prophecy, but there is much I have yet to do in life. This is your quest now. May Neorthe watch over you and guide you to success."*

It takes the better part of 16 hours to reach the site of the city. Diving down 100 fathoms (600 feet) and locating the outskirts of the city takes 10 minutes, leaving the party 50 minutes of *environmental protection* potion before they need to take a second dose. Surfacing again takes only a few minutes (the party is immune to the bends due to the potion).



## THE KREANA CITY

Eons ago, in what skalds call the Mythic Age, a great city stood on an island in the middle of the Inner Sea. Although skilled architects and technologically advanced, the city-dwellers were a cruel and barbaric people. Carcharas was their patron deity, and they honored him with human sacrifices. Over time, the inhabitants became more debauched, instigating cannibalism and raiding far and wide for captives as offerings to their deity.

The worshippers of Carcharas believed their god dwelt in the inner ocean, a watery realm deep below the surface of the world. Through ancient and powerful magic they bored a hole into this realm intent on summoning their god to the world of mortals as a true living deity. Affronted by this unholy act, the other races, backed perhaps by Neorthe, worked their own powerful magic.

The great and terrible city sank beneath the surface of the waters, though it suffered little structural damage. Carcharas sacrificed great personal power to warp large numbers of his followers into the kreana, changing them from air breathers into ferocious shark-men; for if they perished there would be none left to worship him and his very existence would be threatened. The newly created shark-men fled the city in fear of further retribution. The story of the disaster was told to subsequent generations, though the facts were slowly replaced by myth.

Many, many centuries later, the kreana moved back into the city, drawn to the abyssal trench they had created in their former lives. Alas, the gods had acted to seal the lowest depths with a magical ward, breaking the compact briefly to ensure Carcharas remained in his watery realm. The trench descends almost six miles into the crust and is inhabited by many strange aquatic creatures. At the very bottom is an arcane gateway, which connects to Carcharas's hellish domain.

Save for an honor guard and a few priests, the kreana

### Key:

- |                        |                        |
|------------------------|------------------------|
| 2. Main Gate           | 10. Visitor's Quarters |
| 3. Barracks            | 11. Meeting Rooms      |
| 4. Guard Tower         | 12. The Abyssal Trench |
| 5. Market              |                        |
| 6. Females             |                        |
| 7. Temple of Carcharas |                        |
| 8. Coral Garden        |                        |
| 9. Prison              |                        |



**Kreana City**



do not permanently inhabit the drowned city. It is a place of special religious importance, visited only when major ceremonies are called for or when the disparate tribes wish to meet in peace, for the kreana are forbidden from drawing the blood of their own kind here. All the largest tribes have sent emissaries to oversee the completion of the Blood Tide ritual.

**Very Important:** The Blood Tide ritual is *very* close to being completed. A total of ten more sacrifices are required. For each area of the city the heroes explore before reaching the summoning pit, one sacrifice is offered to the kreana's god. If the party dallies too long, the avatar will be summoned and fully under kreana control. It emerges from the summoning area, detects the earthly-stench of the heroes, and aims to make them its first meal.

Note that creatures slain in the summoning room during a fight count as sacrifices. However, if the tenth sacrifice is a victim of random violence, the avatar is wild and uncontrollable making it as much an enemy to the kreana as the heroes. Thus, while the party has no chance of stopping the ritual, they can twist the odds in their favor by being in the right place at the right time.

When ten creatures have been slain in the summoning chamber, the avatar is summoned. It takes *five rounds* to rise up from the depths. At the start of the 6th round, deal it an action card.

**Tracking Time:** There is no need to record every second the party spends underwater. Mark time in ten minute intervals (the time it takes for one Healing roll). The party has three hours of *environmental protection* per member—running out of air should only be an issue if the party is forced to spend long periods recovering from injury. Remember, it takes ten minutes to reach the surface!

**Deus Ex Machina:** If the party takes severe injuries *before* reaching the summoning site, Halldor arrives on the scene. After much soul searching he decided he could not allow the party to face the Blood Tide alone. He caught a ride with a friendly killer whale, using his *environmental protection* spells to breathe. Should his presence be required, Halldor *must* die before the adventure ends, preferably in a manner which aids the party (such as throwing himself in front of the avatar of Carcharas so a hero is not attacked). Exactly how the GM achieves this is left to his devious imagination.

## COMMON FEATURES

**Doors:** The kreana are not big on doors. They use thick strands of knotted seaweed weighed down by stone to ensure privacy. Creatures who swim through one without taking an action to pull it aside must make an Agility roll (–2 if running) or become entangled. Freeing oneself requires an Agility or Strength roll as an action. While entangled, victims cannot move and all physical Traits suffer a –2 penalty.

**Lighting:** The area is bathed in sickly green light emanating from the abyssal trench. This counts as Dim (–1)

lighting. Indoors, the kreana use luminescent coral for lighting. This is also Dim lighting.

**General Terrain:** Kreana are not big on furnishings. Sleeping mats are woven of seaweed for comfort, but tables and chairs are virtually unknown. Built as a temple to Carcharas, the entire site retains its shark motifs in columns, engravings, and shark-gray floor tiles. This information is not repeated in individual area descriptions.

**Windows:** None of the buildings have windows.

## ROVING PATROLS

The fulfillment of the Blood Tide prophecy is a major event, and there are many dignitaries present. The kreana have stepped up security with the addition of roving patrols.

Each time the heroes move to a new numbered area, draw a card from the action deck. A Jack through Ace indicates a roving patrol is nearby. If the card is black, the heroes must roll to avoid Surprise as the patrol swims toward them out of the gloom. A red card means the party sees the patrol first and may take evasive action, such as darting behind nearby buildings.

On a Club or Diamond, the patrol comprises one blood rager and a small number of kreana warriors. A Heart or Spade indicates the patrol is a lone great white shark.

♣ **Kreana Blood Rager (1):** See page 28.

♦ **Kreana Warriors (1 per hero):** See page 28. These warriors carry crossbows (Range: 7/14/21 underwater, Damage: 2d6, AP 1) and have Shooting d8.

♥ **Great White Shark (1):** See page 27.

## GUIDE TO THE CITY

### FIRST IMPRESSIONS

Read the following aloud when the heroes are 100 yards from the ruined city:

*A mass of seaweed, some of it rising nigh on 200 feet tall, stands cluttered around a steep hill, atop which stands a cluster of buildings of unusual architecture. Unlike the buildings of the stone-using Anari, these are supported by towering columns rather than solid walls. Everything is bathed in eerie green light, which seems to emanate from the southern side of the hill.*

The green glow rises upward a great distance, but thanks to the hill does not illuminate the seabed on any side except the south. If the party heads straight into the city from above, they are *automatically* spotted by a roving patrol (see below). Draw a card and check the suit to determine what sort of patrol is encountered. After dealing with the patrol they must also make a Stealth roll to get within 5" of the surface. Any failure indicates a second patrol has spotted them.



The safest way (relatively speaking) to enter is to move away from the city, proceed through the mass of seaweed to the base of the cliffs, and then drift upward, hugging the walls for cover.

If the heroes move to investigate the glow, read the following:

*South of the hill is a colossal hole. Brilliant green light radiates forth from its fathomless depths. A great number of kreana can be seen swimming around the hole, but from your angle the light conceals their numbers. A low undulating chant vibrates through the water; no doubt part of the Blood Tide summoning ritual.*

## 1. TRAPS

Strewn around the perimeter of the ruins are beds of tall, tightly-packed seaweed. The seaweed forest stretches for many miles. It completely covers the lower part of the city, leaving only the religious district (built atop a towering, flat hill) visible. The kreana never venture deep into the forest, but instead patrol from overhead.

Dotted throughout the seaweed are numerous primitive, but effective traps. Heroes moving through the area must make a Notice roll each round. A -1 penalty applies if the creature is moving above half Pace and -2 if it is running. With failure, the creature blunders into a trap. Draw a card from the action deck. Note that characters following in the “footsteps” of the lead hero need not make Notice rolls—only the leader needs to roll.

**Red Suit or Joker:** Hanging between the seaweed are nets made of strong but thin fibers, and dotted with sharp coral hooks. An unwary creature swimming through the seaweed risks becoming entangled in a net. As it struggles, the hooks bite into its flesh and the net entwines tighter around its body and limbs.

The victim must make an Agility or Strength roll at -2 as an action to escape. For each failure, the penalty increases by an additional -2. After the third failure, the victim cannot escape without outside assistance. The escape modifier also affects all the victim's physical Trait rolls while he is ensnared. Each net has Toughness 8 and must be cut or ripped apart.

**Black Suit:** Hanging from strands of seaweed are the jaws bones of colossal sharks. The jaws are wedged open with thin sticks, keeping the jaws, which are wired with sinewy seaweed rope, apart. A hero who blunders into the trap dislodges the stick, which causes the jaws to snap shut.

Victims suffer 2d6 damage to a randomly determined limb and are pinned. Escape requires a Strength roll at -4 as an action. A trapped character may take other actions, but cannot move.

## 2. MAIN GATE

*Two colossal, shell-encrusted pylons in the shapes of gigantic sharks, stand on either side of a wide, cracked road. A small number of kreana stand to attention in front of the pylons. One has a large conch tied around his waist.*

Although the kreana live in a three-dimensional world, it is considered blasphemy to enter the precinct by any means except the main gate.

**Monsters:** The guards are permanently assigned to watching over the temple and have no tribal affiliation. Their task is to check the identity of visitors and keep out undesirable elements of kreana society.

**M Kreana Warrior (1 per hero):** See page 28.

**Tactics:** Guards stationed at the gate are really an honor guard, for any attacker is unlikely to bother swimming up the processional way to enter via the main gate. That said, they are no less aggressive than any other kreana and are prepared to give their lives protecting the sanctuary of the Great Temple.

The conch-carrying guard attempts to blow the conch at the first sign of trouble. This requires an action. The conch produces a low, reverberating note which carries as far as the barracks (Area 3). Guards begin pouring out of the barracks two rounds after the conch is blown.

## 3. BARRACKS

*Standing to the south of the main gate is a squat building with a single entrance.*

This is the main barracks for the temple guards. As the room lacks most basic furnishings, the kreana sleep on mats of woven seaweed.

**Monsters:** Stationed inside is a double-sized squad of off-duty kreana. Day and night are subjective at these depths, where sunlight never penetrates, and time is normally marked by a series of conch blasts. With the ceremony in full swing, the guards are under strict orders to remain awake until it is completed.

**M Kreana Warriors (2 per hero):** See page 28.

**Tactics:** The guards are most likely going to be roused by their comrades on the main gate signaling for help. They swim en masse toward the outer gate, spears at the ready. If they have a numerical advantage, they split into small groups and harass attackers as quickly as possible, thus reducing the threat of spells.

## 4. GUARD TOWERS

*A tall, flat-topped tower abuts the outer wall. Positioned on the roof is a large ballista. A number of kreana stand around the weapon, their eyes scanning the water outside and above the hilltop.*



Positioned at intervals around the perimeter wall are tall, flat-roofed guard towers. The interiors are bare and seldom used, for attackers are extremely unlikely to come marching up to the walls as they would on land. Instead, the guards spend their watch on the roof, keeping eyes peeled outward and upward for signs of attackers.

**Terrain:** Movement through the space occupied by a ballista is difficult ground.

**Monsters:** Stationed in each tower is a squad of crossbow-wielding guards. Each tower has a heavy ballista, modified to fire in any direction. The kreana have little to fear from other sentient aquatic species, but they are rightfully worried about zeuglodons and other large, aggressive carnivores. The ballistae can fire either coral bolts or large nets.

☛ **Kreana Warriors (1 per hero):** See page 28. These warriors carry crossbows (Range: 7/14/21 underwater, Damage: 2d6, AP 1) and have Shooting d8.

☛ **Heavy Ballista (1):** Range: 25/50/100 underwater, Damage: 3d6+2, AP 4, HW, 2 actions to reload. As well as bolts, the ballistae can launch heavy weighted nets. The range is reduced to 12/24/48. The nets function as the *entangle* power, except Shooting replaces the arcane skill roll and range modifiers apply. The nets spread out after launching and affect a Large Burst Template (large enough to ensnare a single Huge creature).

**Tactics:** The ballistae are kept loaded with coral bolts. After launching its payload, the operator must decide which type of warhead to load. Against small creatures standing close together, the net is favored, as it can catch multiple targets. For larger creatures, or if intruders are dispersed, another coral bolt is loaded. The tower guards rarely swim more than 6" from the tower—being alone and in open water makes the kreana an easy target and robs him of Gang Up bonuses.

## 5. MARKET

On normal festival days this building is used as a market, where visitors can purchase food, weapons, trinkets, mementos of their visit, and alchemical devices. In that regard, the kreana are little different from the air breathers they so despise. This ritual is not a social gathering, and so the market is not open for business. Each booth entrance is covered by a seaweed curtain, affording the heroes privacy if they need somewhere to perform healing or hide out.

## 6. FEMALES

*A small number of guards stand outside a colonnaded hall.*

Housed inside are the personal harems of the visiting dignitaries. In kreana society, only the males belong to a tribe. Females have no tribal bonds and are, for the most part, apolitical. Yet they are not regarded as second-rate or inferior citizens. They are accorded special privileges, such as choosing with whom they mate.

Courtship rituals are lengthy and violent, for no female wishes to mate with a male she can subdue. Kreana do not mate for life—if a female wishes to switch to a new mate, that is entirely her prerogative. By law, her former partner may challenge the newcomer to a fight to the death. More than one female has used this law as a political weapon.

Heroes who have doubts about slaying female kreana will quickly find they are far from weak and helpless. Although not as skilled at warfare as the males of the species, they are no less vicious and of similar build. Their claws and teeth are just as sharp.

**Monsters:** A squad of guards flanks the columned entrance. They are under strict instructions on pain of death not to enter the building without a direct order from a priest.

☛ **Kreana Warriors (1 per hero):** See page 28.

☛ **Female Kreana (4 per hero):** As warriors (see page 28), except they have Fighting d4, Parry 4, and no gear.

**Tactics:** The guards will not venture more than 4" away from the entrance and cannot be lured further out by any means. Should the characters enter, the females act scared and weak. This is a ruse—if the heroes turn their backs on them for but a moment, the kreana attack as a group. Although unskilled combatants, weight of numbers could quickly turn the tide of the battle in their favor.

## 7. GREAT TEMPLE OF CARCHARAS

*The largest building in the city, this colossal structure is surrounded by many thick columns carved to resemble sharks biting at the roof they support. For all its seeming importance, there are no guards visible.*

While every kreana city has a temple and every smaller settlement a shrine, all kreana in the western ocean acknowledge this to be the location of *the* Great Temple to Carcharas. The high priest and his guards are apolitical, putting the greater good of the species before any individual tribe.

Inside, atop a coral altar, rests a huge set of jaws, taken from a megalodon's corpse long ago. The jaws are 12' wide and stand almost as high. Rows of saw-edged triangular teeth jut from the gaping maw.

**Terrain:** The pillars inside and out can be used for Cover and provide Heavy Armor +8.

**Monsters:** Inside the main temple are a priest and his elite blood rager guards. The priest is offering up valuables donated by the dignitaries to Carcharas to help ensure the avatar is benevolent to the kreana. Interrupting his activities has no direct effect on the summoning ritual, or the avatar's mood once it arrives.

☛ **Kreana Priest (1):** See page 28.

☛ **Kreana Blood Rager (1 per hero):** See page 28.



**Tactics:** For an air breather to step foot inside the Great Temple is a sacrilege no kreana can ignore. Driven to great rage by the heroes' presence, the blood ragers use Wild Attacks against the unholy intruders.

The priest begins by launching three 2d6 *bolts*, all aimed at the nearest target. If this fails to score a wound, he increases the damage to 2d8 the next round, and then 2d10 after that, if necessary. If the party closes the distance and remains grouped, he will use *stun* so as to aid the blood ragers. Once wounded, he casts *healing* on his next action card.

**Treasure:** Inside the altar are offerings left by the visiting dignitaries. The haul comprises many treasures from the air breathers' world, such as coins and jewels, as well as kreana valuables, like beautifully-patterned corals and shells. The total amount comes to 6,000 gold scields. Assume every 500 gold scields worth of loot weighs 10 pounds.

## 8. CORAL GARDEN

The coral garden was created as a place where priests could meditate in solitude and dignitaries could meet privately. Surrounded by a 10' high "wall" of dark green seaweed strands, the garden is adorned with coral sculptures and stacks of colored shells. By law, no weapons are permitted in the garden (though no kreana is ever unarmed thanks to its teeth and claws), and by tradition only kreana above warrior rank may enter unless the high priest has given them express permission. This includes priests, blood ragers, and other dignitaries.

## 9. PRISON

*Attached to tall poles are conical nets, the bottoms weighted down with large stones. Through the netting you can just make out creatures, though their nature is concealed. A number of kreana guards are lazily swimming around the area, never taking their eyes off the northernmost nets.*

The conical nets are actually prison cells. The northern nets are double thickness. By keeping prisoners in the open, the chances of them escaping and overpowering the guards without being detected are greatly reduced. It also allows passing kreana to taunt the captives.

**Terrain:** The nets are Toughness 8 and must be cut or ripped apart. The double-thickness nets require two separate damage rolls to equal or exceed their Toughness or a single wound to tear them asunder. The nets block line of sight and can be used for Cover (+2 Armor).

**Monsters:** The cells contain a number of prisoners, snatched in preparation for the sacrifice. There were more, but they have been dragged away and sacrificed in the ritual to summon the avatar. These "lucky" ones have been kept back as a welcoming meal for the avatar when it arrives.

Held here are a handful of havmandr and grindy-

lows. Not sea creatures by nature, the grindylows were captured from marshes at great risk to the kreana and, because they are likely to fight back when they see their fate, especially prized—The Avatar of Carcharas appreciates futile struggle from his food as it increases his appetite. The havmandr are too peaceful to try and escape, while the grindylows receive a sharp prod if they try to claw their way free.

**M Kreana Warriors (3 per 2 heroes):** See page 28.

**M Havmandr (2 per hero):** See page 27.

**M Grindylows (1 per hero):** See page 27.

**Tactics:** The kreana tactics are simply to butcher any intruders. Spellcasters and those trying to free the captives, especially the grindylows, are their primary targets. After the first round ends, hand out Ally Sheets for the grindylows to the players. Naturally the fey cannot do much until they escape their nets, but they side with the heroes after that.

**Continuation:** Grindylows are Unseelie fey, making them treacherous, malevolent, and out for their own good. While they acknowledge the heroes' aid in freeing them, they do not say thank you (to a faerie, that is a binding contract that you owe someone a favor) or offer support in the heroes quest. Convincing them to provide further help requires a Persuasion roll at -2. This can be made as a Cooperative roll.

On a success, they remain unconvinced that the cause is in their best interests. On any combat round they draw a Club, they use only the Defend maneuver that round. With a raise, they act as the characters' desire.

By comparison, the havmandr are extremely grateful and willing to offer support. They are not skilled fighters, and openly admit as much, but working together in small teams they can provide valuable Gang Up bonuses for the heroes. Assuming any survive the adventure, the havmandr offer a reward of 500 gs per survivor for freeing them. They will deliver this to a coastal location of the heroes' choice within one month of being released.

## 10. VISITORS' QUARTERS

Normally, visiting dignitaries travel with an entourage of warriors, priests, and court officials. They are housed in special quarters, richly appointed with coral and shells, woven tapestries of fine seaweed strands, and plump kelp bedding. Suspecting that one tribe might attempt to subvert the avatar to serving its own needs above those of the race as a whole, the high priest banned all but the dignitaries and their harem from coming within five miles of the city. Even if the nobles were to attempt a coup to gain control of the avatar, the temple guards could quickly crush the traitors.

With the dignitaries at the ritual, their quarters are currently empty. Since the only other inhabitants of the city are servants of the temple, and deemed incorruptible and not subject to base desires such as greed for material wealth, the chambers are unguarded.

**Treasure:** For each 10 minutes spent searching these



## FAILURE

While some groups will fare better than others, this adventure is not an easy one—the kreana are tough opponents, and careless parties may quickly find themselves surrounded by large numbers of warriors.

Should the party be killed or flee after the avatar is awakened, they have failed in their quest. The avatar quickly makes its presence felt, attacking ships in and around the Inner Sea. This in turn reduces trade, which causes far-reaching economic problems. Unlike a herald, the avatar is not a summoned creature bound by having to Maintain a spell—it remains until slain.

Bolstered by its presence, the kreana also put aside their tribal differences and begin organized raids against coastal communities. The coastal regions of the western side of the continent become a dangerous place. Furthermore, once the beast is free in the ocean, tracking it down becomes a monumental task.

GMs should look upon the party's failure as a new opportunity to create more adventures based around the kreana raids and the avatar. Perhaps the heroes need to organize stiff defenses or muster a fleet to hunt down the avatar. The longer the menace is left unchecked, the worse the situation should become.

buildings, the party can acquire 1d100 x 2 gs in precious stones, coins, and other small treasures. After an hour all the valuables of any worth are gathered.

## 11. MEETING ROOMS

Until comparatively recently, kreana society was highly aggressive, and violence was viewed as the best means to settle disputes. With few natural predators, it came as a shock to the kreana to discover their numbers were dwindling. Breeding remained successful and the number of young fairly constant, but the frequent tribal wars fought over females and territory were having a disastrous effect on the species.

After consulting with the other priests, the high priest of Carcharas (who permanently resides at the temple) declared that violence must end before the species consumed itself in frenzied bloodshed. Violent hatred, he declared, should be reserved for air breathers and other aquatic species. To that end, one building in the precinct was converted into a series of meeting rooms, where rival tribes could sort out their differences without losing much-needed military strength.

None of the rooms are currently in use and thus provide a suitable place for the party to hide.

## 12. THE ABYSSAL TRENCH

Since their city was submerged and the former occupants altered, the kreana have sought to complete their task and unleash Carcharas. Now, more than a thousand years after the task was started, they are close to completion. This time the gods will not interfere, for their attention is diverted by the rise of the Hellfrost and the disappearances of Kenaz and Sigel. This time, mortals will have to win the battle unaided.

**Monsters:** Conducting the ritual is the high priest of the kreana. He is aided by a small number of lesser priests. Watching over the proceedings is a group of kreana dignitaries, nobles of the various tribes here to praise the living god and swear fealty to him. Protecting the site are blood ragers, the elite guards of the Great Temple and the only warriors allowed near the site.

In order to have any real hope of success, the party needs to call upon the killer whales (through the conch relic) *and* rescue the prisoners. Without both, the party is greatly outnumbered. This will be a big battle, but should be played out on the tabletop to create a memorable finale.

Ⓜ **Kreana High Priest (1):** See page 28.

Ⓜ **Kreana Priests (1 per hero):** See page 28.

Ⓜ **Kreana Dignitaries (2 per hero):** Treat as unarmed warriors (see page 28) but with the Command Edge.

Ⓜ **Kreana Blood Ragers (2 per hero):** See page 28.

Ⓜ **Avatar of Carcharas (1):** See page 26.

Ⓜ **Havmand Sacrifice:** See page 27. There are initially ten sacrifices present. For each other area of the temple site the heroes explored, one has been sacrificed. Once the battle begins any survivors side with the heroes. They are not bound—instead they were held by blood ragers. When the blood ragers moved toward the heroes, they released their prisoners, believing havmandr to be no threat.

**Tactics:** Once the heroes make their presence known, the blood ragers immediately move to attack. They use only Wild Attacks. Depending on the range and how close the attackers are together, the priests use *bolt* or *stun* spells. For the former, they launch three 2d6 *bolts* each round, concentrating on a single target. With *stun*, they care little for the fate of the blood rager engaged in melee—their aim is to weaken the heroes, making it easier for the avatar and their *bolt* spells to do their work.

**Continuation:** If the avatar is slain, all the kreana present are automatically Shaken (from a non-physical attack), stunned into inaction at the death of their living god. This momentary inaction gives the heroes a chance to press home the assault or make good their escape.

Once they recover, the blood ragers and priests continue the fight. The surviving dignitaries immediately flee, swimming back to their distant homes to spread word of the disaster. Scaled fingers are pointed, and the tribes quickly blame each other for hiring air breathers



to disrupt the ritual. Each tribe also vies to have one of its priests elevated to high priest status, breaking the ancient law that the high priest should be beyond politics. The resulting civil war keeps the kreana occupied for many months to come.

Even if every kreana in the Great Temple is slain, they will eventually recover and repopulate the site, though it may take several years to accomplish.

## BESTIARY



### NAVIGATOR HALLDOR THE WHALE

Halldor, a native of the Magocratic County of Wyse, was fascinated by the sea from the moment he first set eyes on it as a child. His father, a travelling peddler, did not often call at the coastal settlements and Rudolph was nearly ten before he saw the ocean. As soon as he was old enough, he left home to become a sailor.

Although he enjoyed the three years he spent at sea, he wanted to get closer to it, "to be at one with it," as he often tells people. That was when he turned to the priesthood of Neorthe.

Halldor dedicated himself to his priestly duties and was promoted several times. Even his fellow priests had to admit he had a special bond with the sea, for he had been shipwrecked three times in his career and had emerged without a scratch from every one.

While clearing out a musty temple archive, Halldor stumbled across an ancient scroll which mentioned, in passing, the Blood Tide prophecy. Halldor became obsessed with learning more, and duly sought permission to leave the temple and investigate further. Believing the vague mention of the prophecy to be nothing more than superstitious nonsense of a bygone age, his superiors refused. Halldor beseeched them passionately, claiming Neorthe had granted him a quest from which he could not turn aside. He could easier halt the tides than turn his back on this omen, he proclaimed.

Reluctantly, Halldor was released from his duties to follow up on the prophecy. In total he has devoted 20 years of life to unraveling the mystery, 20 years of arduous travel and long research, both of which have left his body frail. It was the prophecy which led him to Byhaven. For the past five years he has acted as village priest while continuing his research.

Halldor is both a man in his element, living as he does in the middle of nowhere with plenty of time to enjoy the open ocean and its majestic power, and a deeply troubled individual, for his research has indicated the Blood Tide is soon to occur. Despite the growing threat of the prophecy and the gnawing realization that time is not on his side, he is openly friendly towards those who respect the ocean and is always willing to take time out of his daily routine to chat. Although he sometimes finds his mundane duties tiring, he never complains. His

nickname, "the whale," refers to his ability to hold his breath, not to his physical frame.

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

**Skills:** Boating d10, Climbing d6, Faith d10, Fighting d6, Guts d8, Healing d6, Investigation d10, Knowledge (Arcana) d8, Knowledge (Area: the seas) d10, Knowledge (Folklore) d6, Notice d8, Persuasion d6, Survival d6, Swimming d10

**Charisma:** +0; **Pace:** 4; **Parry:** 6; **Toughness:** 7 (1)

**Hindrances:** Anemic, Lame (arthritis of the knees), Loyal

**Edges:** Alchemy, Arcane Background (Miracles), Disciple of Neorthe

**Languages:** Anari, Chalcian, Classical Anari, Trader

**Powers:** *Bolt, boost/lower trait* (Boating and Swimming only), *environmental protection* (water only), *healing, mend, water walk*

**Gear:** Blessed robes (+1), long spear (Str+d6, +1 Parry, Reach 1), holy symbol

### PEG-LEG PENGELLY

Pengelly was born in Byhaven to a family of seamen, and the sea runs thick through his veins. He got his first trip at sea when he was eight, serving as a drummer marking time. When he turned 14, he signed on as a full member of the crew and began his long career aboard ship, visiting such lands as Angmark, the Magocracy, Vestmark, Midmark, and even the Al-Shirkuh desert realms to the south. When the captain retired some years later, Pengelly assumed his post. He proved a fair leader, willing to reward his men for work well done and punish them for infringement of the sea laws.

His career ended during a storm off Alantaris Isle. At the storm's height, the mast broke and fell to the deck, crushing one of his legs. The ship's carpenter was forced to remove it to save Pengelly's life, and on his return to Chalcis, Pengelly handed in his captaincy.

Pengelly could not purge the sea from his blood and for a while acted as a shipbuilder in Shapryr, but he was not happy. After much deliberation he returned home to live out his remaining years. Pengelly serves the community as a brewer and watches over the ale-house, attending to guests' needs and sorting out any troublemakers with a swift blow from the club he always has tucked into his belt.

Pengelly is a typical old sea dog, using colorful phrases that offend those with sensitive manners and telling tall tales to those eager to hear stories of foreign lands. He misses his days at sea, but has come to accept his fate. Strangers asking about his leg are told various fish stories, including losing it to an orc's axe, being bitten by a giant shark, leaving it as a gift for a mermaid, and losing it in a high stakes dice game. None are true, of course.

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

**Skills:** Boating d8, Climbing d6, Fighting d6, Guts d6, Knowledge (Craft: Brewing) d8, Knowledge (Folklore)



# HELLFROST ADVENTURE #16

d8, Notice d8, Persuasion d6, Swimming d8, Taunt d6  
**Charisma:** +0; **Pace:** 4; **Parry:** 6; **Toughness:** 7 (1)  
**Hindrances:** One Leg, Quirk (never tells a story the same way twice)  
**Edges:** Block, Command, Quick  
**Languages:** Chalcian, Saxa, Trader  
**Gear:** Club (str+d4), wooden leg

## **KARL GUSTAVSUNU (AKA LEIF ULFSUNU)**

Karl Gustavsunu, the exciseman assigned to the village of Byhaven, has a dark secret—he is not really Karl Gustavsunu! The man the locals believe to be Karl Gustavsunu is really a smuggler by the name of Leif Ulfsunu who murdered the real Karl Gustavsunu and assumed his identity.

Leif began life as a farmer's son in Angmark but soon realized life as a tiller of the earth was pretty dull. When he was thirteen, he came upon a traveler being sought by excisemen. Noticing the man had hastily dumped a pouch in the nearby bushes; Leif surreptitiously took the pouch and kept it safe until the excisemen had gone, whereupon he returned the pouch to the traveler. The traveler, the leader of a band of smugglers, was so impressed by Leif he offered him a job. Leif accepted without hesitation and he now runs his own gang.

Leif is dedicated to his job as a smuggler and will never betray his comrades. Although Leif has a very good Chalcian accent, when angry, his Saxa accent comes back.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8  
**Skills:** Boating d8, Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d8, Riding d6, Stealth d8, Taunt d8  
**Charisma:** -2; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)  
**Hindrances:** Greedy (Minor), Mean, Vengeful (Major)  
**Edges:** Combat Reflexes, Improved Frenzy, Level Headed, Strong Willed  
**Languages:** Chalcian, Saxa, Trader  
**Alchemical Devices:** *Potion of healing* (cures one wound), *potion of speed* (cast with a raise), *oil of smite* (cast with a raise), three short sticks imbued with *light*  
**Gear:** Chain hauberk (+2), medium shield (+1 Parry), short spear (Str+d6, Reach 1), lantern

## **CITIZEN**

The citizens of Byhaven work and live with the ocean. The men are fisherfolk, spending much of their time at sea, while the women mend nets, smoke fish, burn kelp, and raise children. All men are members of the militia.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6  
**Skills:** Boating d6, Climbing d6, Fighting d4, Guts d4, Knowledge (one Craft) d6, Notice d6  
**Charisma:** 0; **Pace:** 6; **Parry:** 4/5; **Toughness:** 5  
**Edges & Hindrances:** —  
**Gear:** Knife or club (Str+d4). If the militia is summoned,

they are equipped with short spears (Str+d6, Reach 1) and small shields (+1 Parry)

## **SAILOR**

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8  
**Skills:** Boating d6, Fighting d4, Guts d6, Notice d6, Swimming d6  
**Pace:** 6; **Parry:** 4/5; **Toughness:** 6  
**Hindrances:** Loyal  
**Edges:** —  
**Gear:** Dagger (Str+d4), 50% have a long spear (Str+d6, +1 Parry, Reach 1, 2 hands)

## **AVATAR OF CARCHARAS**

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d12+8, Vigor d12  
**Skills:** Fighting d12, Intimidation d12+2, Notice d10, Stealth d6  
**Pace:** —; **Parry:** 8; **Toughness:** 16  
**Special Abilities:**

- \* **Aquatic:** Pace 12.
- \* **Bite:** Str+d12, AP 4. Heavy Weapon.
- \* **Blood Frenzy:** Once there's a significant amount of blood in the water (usually one wound), the avatar goes into frenzy and adds +2 to its attacks and damage for the rest of the fight.
- \* **Chew:** The avatar does not roll a bonus 1d6 damage if it scores a raise on its Fighting roll against foes of Size +3 or smaller. Instead, it has taken them into its maw. Victims are at -4 to any physical rolls while inside the creature's mouth. Each round, the victim automatically takes Str+d12 damage. Until the victim is spat out, escapes (requires an opposed Strength roll), or slain (the remains are swallowed as a free action), the avatar cannot use its bite attack.
- \* **Fair Game:** If the ritual was successfully concluded (because the party took too long to reach the summoning chamber), the avatar does *not* have this ability. Otherwise, the avatar attacks the nearest creature, whether player character or kreana, each round.
- \* **Fear (-2):** Anyone seeing the avatar must make a Guts roll at -2. The kreana are immune to this effect.
- \* **Fearless:** Immune to Fear and Intimidation.
- \* **Gargantuan:** Heavy Armor. Attacks against them by man-size creatures are made at +4.
- \* **Hardy:** Successive Shaken results to not cause a wound.
- \* **Size +8:** The avatar is over 60' long.

## **BITING INSECT SWARM**

**Attributes:** Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10  
**Skills:** Notice d6  
**Pace:** 10; **Parry:** 4; **Toughness:** 7  
**Special Abilities:**



- \* **Bite:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location.
- \* **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- \* **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. This swarm is foiled by jumping in water.

## BUFOM

### WARRIOR

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

**Skills:** Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d8, Swimming d8

**Pace:** 6; **Parry:** 6; **Toughness:** 4

**Gear:** Crude long spear (Str+d6, +1 Parry, Reach 1, 2 hands, see below).

#### Special Abilities:

- \* **Bound:** A bufom can leap 1d6+2" in a straight line to attack with +2 to its Fighting roll and +2 to damage.
- \* **Croak:** If a bufom takes no other actions in a round, including moving, it can emit a deafening croak. Place the thin end of a Cone Template in front of the bufom. All creatures within the Template must make a Spirit roll or be Shaken.
- \* **Crude Spear:** If a bufom rolls a 1 on his Fighting die, he has damaged his spear. The spear's damage die is reduced one step. Below a d4, the spear has shattered, leaving the bufom holding a few bits of stick.
- \* **Rotating Eyes:** The eyes of a bufom sit on top of their head, and can swivel to see behind them. They reduce Gang-Up bonuses against them by one.
- \* **Semi-Aquatic:** Bufomi can hold their breath for 5 minutes.
- \* **Size -1:** Bufomi stand 4' tall.

### SHAMAN

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

**Skills:** Climbing d6, Faith d8, Fighting d4, Guts d8, Notice d6, Stealth d8, Swimming d8

**Pace:** 6; **Parry:** 5; **Toughness:** 4

**Edges:** Arcane Background (Miracles)

**Gear:** Crude long spear (Str+d6, +1 Parry, Reach 1, 2 hands, see below).

#### Special Abilities:

- \* **Croak:** If a bufom takes no other actions in a round, including moving, it can emit a deafening croak. Place the thin end of a Cone Template in front of the bufom. All creatures within the Template must make a

Spirit roll or be Shaken.

- \* **Crude Spear:** If a bufom rolls a 1 on his Fighting die, he has damaged his spear. The spear's damage die is reduced one step. Below a d4, the spear has shattered, leaving the bufom holding a few bits of stick.
- \* **Powers:** Shamans know the following spells: *beast friend* (amphibians only), *boost/lower trait* (Stealth and Swimming), *entangle* (long, sticky tongue), *knockdown* (croak), *leaping*, *summon herald* (a giant toad).
- \* **Rotating Eyes:** The eyes of a bufom sit on top of their head, and can swivel to see behind them. They reduce Gang-Up bonuses against them by one.
- \* **Semi-Aquatic:** Bufomi can hold their breath for 5 minutes.
- \* **Size -1:** Bufomi stand 4' tall.

## GREAT WHITE SHARK

**Attributes:** Agility d8, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d12

**Skills:** Fighting d10, Guts d8, Notice d12

**Pace:** —; **Parry:** 7; **Toughness:** 12

#### Special Abilities:

- \* **Aquatic:** Pace 10.
- \* **Bite:** Str+d8.
- \* **Feeding Frenzy:** Once there's a significant amount of blood in the water (usually one wound), all the sharks present go into a feeding frenzy and add +2 to their attacks and damage for the rest of the fight.
- \* **Hardy:** A second Shaken result does not cause a wound.
- \* **Large:** Attackers add +2 to their attack rolls when attacking a great white, due to its large size.
- \* **Size +4:** Great whites can grow up to 25' in length.

## GRINDYLOW

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

**Skills:** Fighting d8, Guts d6, Intimidation d6, Notice d8, Stealth d8

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

#### Special Abilities:

- \* **Aquatic:** Pace 8.
- \* **Claws:** Str+d6, Reach 2.

## HAYMAND (MERMAID)

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

**Skills:** Fighting d6, Intimidation d8, Knowledge (Riddles) d8, Notice d6, Persuasion d8, Stealth d8, Taunt d8

**Charisma:** +4 to -4; **Pace:** 6; **Parry:** 5; **Toughness:** 6

#### Special Abilities:

- \* **Aquatic:** Pace 8.
- \* **Riddles:** Haymand love riddles, and receive a +2 bonus to Knowledge (Riddles) rolls.



# HELLFROST ADVENTURE #16

## KILLER WHALE (ORCA)

**Attributes:** Agility d8, Smarts d8(A), Spirit d8, Strength d12+4, Vigor d10

**Skills:** Fighting d10, Guts d8, Notice d12

**Pace:** —; **Parry:** 7; **Toughness:** 12

**Special Abilities:**

- \* **Bite:** Str+d6.
- \* **Large:** Attackers add +2 to their attack rolls when attacking orcas, due to their large size.
- \* **Semi-Aquatic:** Pace 10. Orcas can stay submerged for about 10 minutes.
- \* **Size +5:** Orcas can grow up to 30' in length.

## KREANA



### HIGH PRIEST

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

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

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

**Hindrances:** Bloodthirsty

**Edges:** Arcane Background (Miracles), Combat Reflexes, Level Headed

**Gear:** Short spear (Str+d6, Reach 1)

**Special Abilities:**

- \* **Aquatic:** Pace 10.
- \* **Armor +1:** Scales.
- \* **Claws/Bite:** Str+d4.
- \* **Dehydration:** Kreana must immerse themselves in water (salt or fresh) at least one hour out of every 24. Those who do not are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.
- \* **Powers:** *armor* (hardened scales), *bolt* (shark's teeth), *fatigue* (water in lungs), *healing*, *shape change* (sharks only), *smite* (bite only, increases size of teeth), *stun* (blast of water).



### PRIEST

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

**Skills:** Faith d10, Fighting d6, Guts d8, Intimidation d10, Notice d8, Stealth d8

**Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

**Hindrances:** Bloodthirsty

**Edges:** Arcane Background (Miracles)

**Gear:** Short spear (Str+d6, Reach 1)

**Special Abilities:**

- \* **Aquatic:** Pace 10.
- \* **Armor +1:** Scales.
- \* **Claws/Bite:** Str+d4.
- \* **Dehydration:** Kreana must immerse themselves in water (salt or fresh) at least one hour out of every 24. Those who do not are automatically Fatigued each

day until they are Incapacitated. The day after that, they perish.

- \* **Powers:** *bolt* (shark's teeth), *fatigue* (water in lungs), *healing*, *shape change* (sharks only), *smite* (bite only, increases size of teeth), *stun* (blast of water).

## BLOOD RAGER

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

**Skills:** Fighting d8, Guts d8, Intimidation d6, Notice d8, Stealth d8

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

**Hindrances:** Bloodthirsty

**Gear:** Barbed short spear (Str+d6+2, Reach 1)

**Special Abilities:**

- \* **Aquatic:** Pace 10.
- \* **Armor +1:** Scales.
- \* **Blood Frenzy:** A blood rager automatically goes Berserk (as per the Edge) when it inflicts a wound. While berserk it makes two Fighting attacks per round at no penalty and has +2 to recover from being Shaken.
- \* **Claws/Bite:** Str+d4.
- \* **Dehydration:** Kreana must immerse themselves in water (salt or fresh) at least one hour out of every 24. Those who do not are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

## WARRIOR

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

**Skills:** Fighting d8, Guts d8, Intimidation d6, Notice d8, Stealth d8

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

**Hindrances:** Bloodthirsty

**Gear:** Short spear (Str+d6, Reach 1)

**Special Abilities:**

- \* **Aquatic:** Pace 10.
- \* **Armor +1:** Scales.
- \* **Claws/Bite:** Str+d4.
- \* **Dehydration:** Kreana must immerse themselves in water (salt or fresh) at least one hour out of every 24. Those who do not are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

## MARSH ORM

Orms are non-flying dragons with animal intelligence (rather than the more human-like sentience of true dragons). They are much more aggressive in direct combat than their distant cousins, however. Marsh orms vary in color from dark green to black, vomit powerful acids, and are rarely encountered outside the stinking swamps they call home.

**Attributes:** Agility d6, Smarts d6(A), Spirit d10, Strength d12+6, Vigor d12



**Skills:** Fighting d10, Guts d12, Intimidation d12, Notice d8

**Pace:** 4; **Parry:** 7; **Toughness:** 17 (4)

**Special Abilities:**

- \* **Armor +4:** Scaly hide.
- \* **Breath Weapon:** Orms attack by spraying acid in a Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. The orm may not attack with its claws or bite in the same round it sprays acid. Damage is 3d6, AP 2.
- \* **Claws/Bite:** Str+d8.
- \* **Fear:** Orms are frightening creatures to behold.
- \* **Large:** Attackers add +2 to their attack rolls when attacking an orm, due to its large size.
- \* **Size +5:** Orms are over 20' long from snout to tail, and weigh in at over 3000 pounds.
- \* **Tail Lash:** An orm can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is d12+4.

## TOAD, GIANT

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

**Skills:** Fighting d6, Notice d8, Stealth d8

**Pace:** 6; **Parry:** 5; **Toughness:** 10

**Special Abilities:**

- \* **Bite:** Str+d6.
- \* **Engulf:** Giant toads can swallow prey as large as Size +1 whole. While engulfed, the target is at -4 to all Trait rolls and damage. He suffers 2d6 damage per round from powerful digestive juices. (Armor offers no protection, except through the *armor* spell.)
- \* **Large:** Attackers are +2 to attack rolls against the toad, due to its size.
- \* **Size +4:** Giants toads weigh over 2,000 pounds.
- \* **Tongue:** Reach 3. The tongue is coated in sticky saliva. If the toad scores a success on its Fighting roll, it has grappled its prey. Unless the target can escape before the toad's next action, it is drawn into the toad's mouth and Engulfed. On a raise, the victim is grappled and Engulfed in the same action.



HANDOUT #1

# LOOKOUTS WANTED

THE PRIESTHOOD OF NEORTHE SEEKS BRAVE SOULS WITH  
KEEN EYES

TO SCOUR THE COAST OF CHALCIS BETWIXT SACROS

AND THE BORDER WITH THE MISTLANDS

FOR A MISSING LONGSHIP

WHICH DEPARTED ANGMARK LONG SINCE.

INTERESTED PARTIES SHOULD CONTACT THE LOCAL TEMPLE  
OR SHRINE

OF NEORTHE AND ASK FOR MORE DETAILS.

A REWARD OF 500 GOLD SCIELDS IS POSTED FOR  
INFORMATION LEADING TO THE DISCOVERY OF THE  
LONGSHIP.



## HANDOUT #2





### HANDOUT #3

*My name is Godwin Seacharmer, Navigator and faithful son of Neorthe unto death and into the next world. Unless the gods seek to prolong my life unduly, I shall die in the year 289 IR in the village of Byhaven. If my bones you have found, you are either most fortunately blessed or you are searching for a way to stem the Blood Tide. Take heart, for your quest is at an end.*

*Take a map and draw a line from Byhaven to Leirvik and from Estvik to Sacros. One hundred fathoms from where the lines cross, beneath the storm-wracked sea, lay the ruins of a city long forgotten.*

*Herein dwell the monstrous race known as kreana, hateful of surface-dwellers for some ancient scorn. Here shall begin the Blood Tide. Here shall begin the scourge of the oceans.*

*Make haste, for divinations prior to my death revealed that mere days shall pass from the time my bones are found to when the seas run red with endless blood.*






















*May the ferryman guide my soul unto Neorthe.*





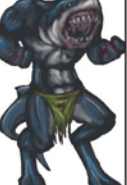


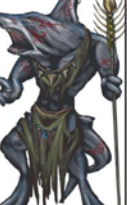













*Godwin Seacharmer, Navigator*



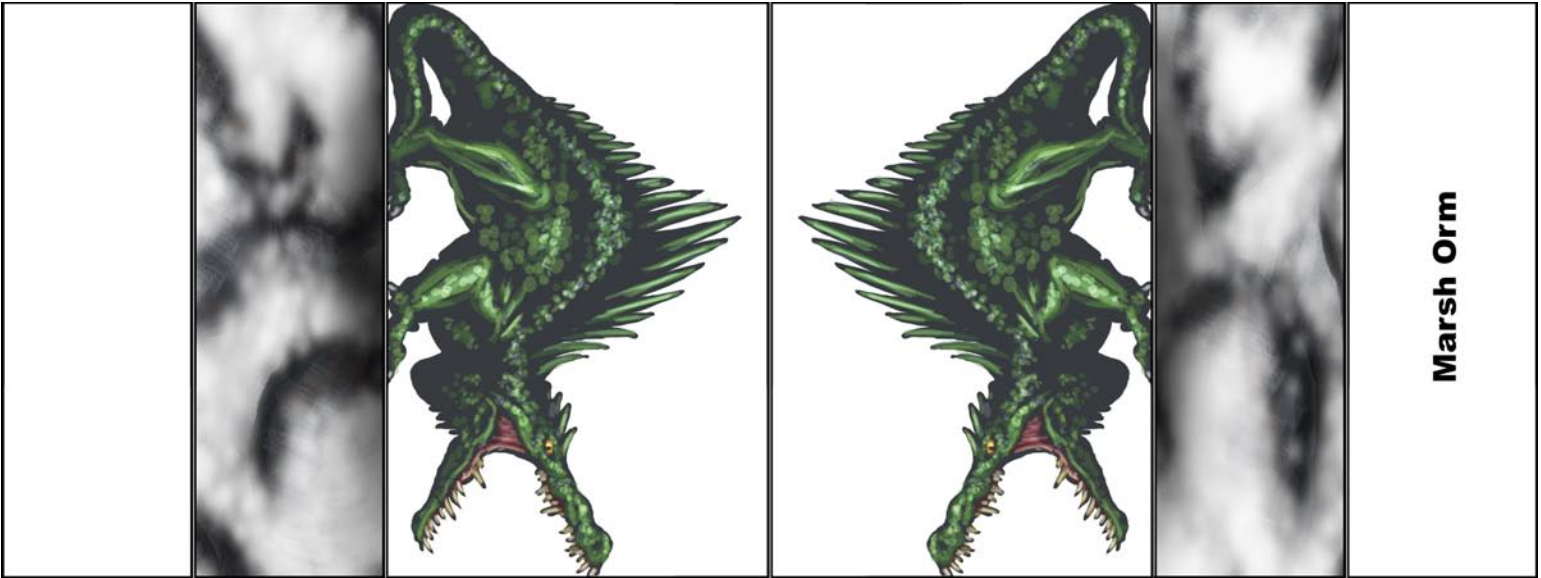
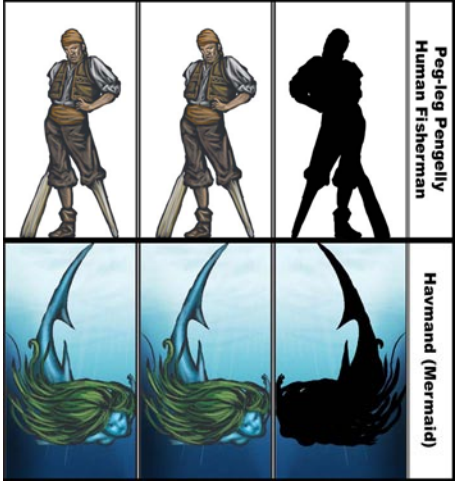




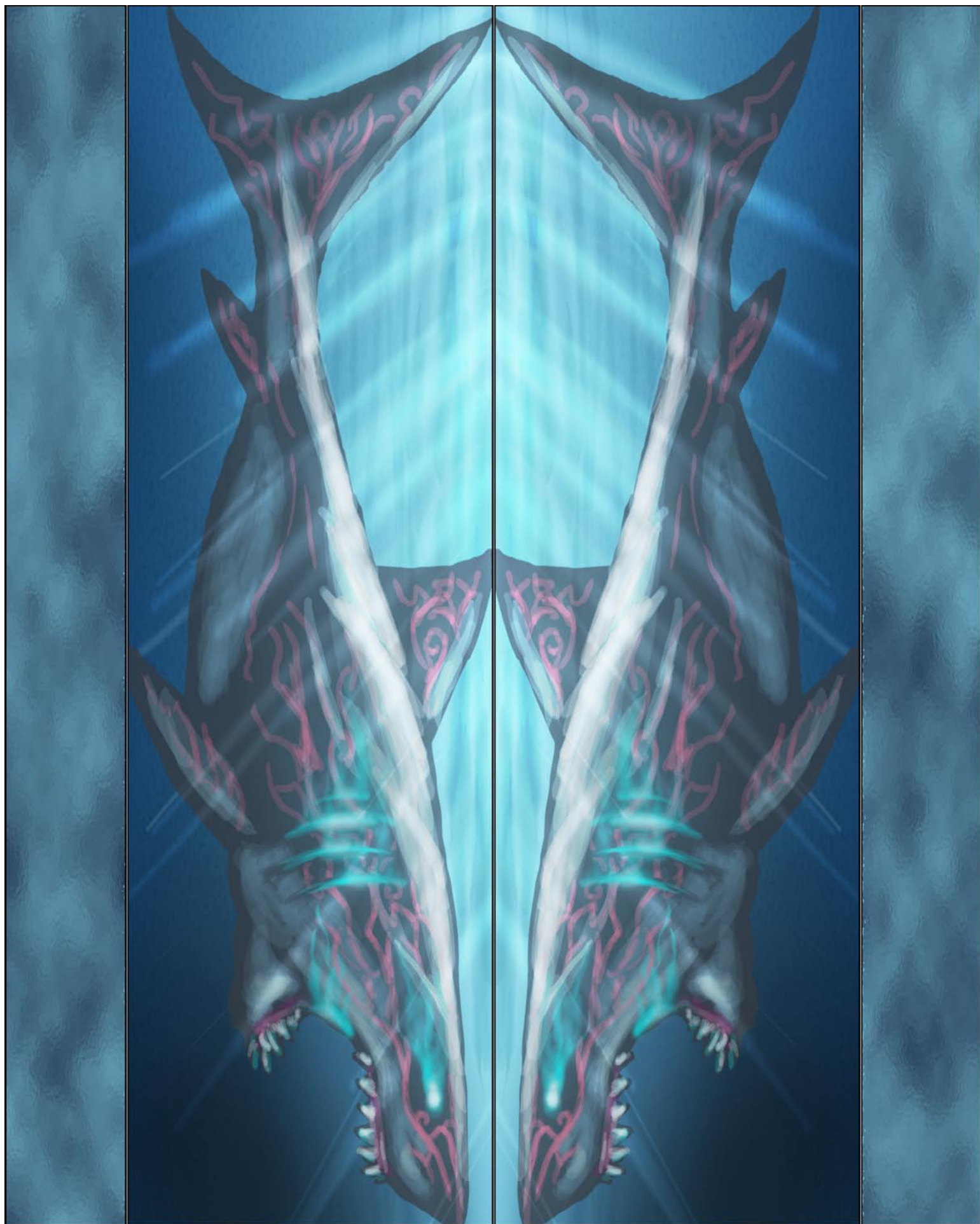
		
		
		
		
		
		
		
<b>Butom Champion</b>	<b>Butom Spearman</b>	<b>Kraakos, Butom Shaman</b>
<b>Grindylow</b>	<b>Fisherman</b>	<b>Halldor the Whale Priest of Neorthe</b>
<b>Butom Spearman</b>		

		
		
		
		
		
		
		
<b>Karl Gustavsunu Human Warrior</b>	<b>Kreana (Sharkman) Blood Rager</b>	<b>Kreana (Sharkman) Priest</b>
<b>Kreana (Sharkman) Spearman</b>	<b>Kreana (Sharkman) Spearman</b>	<b>Butom Shaman</b>
<b>Grindylow</b>		

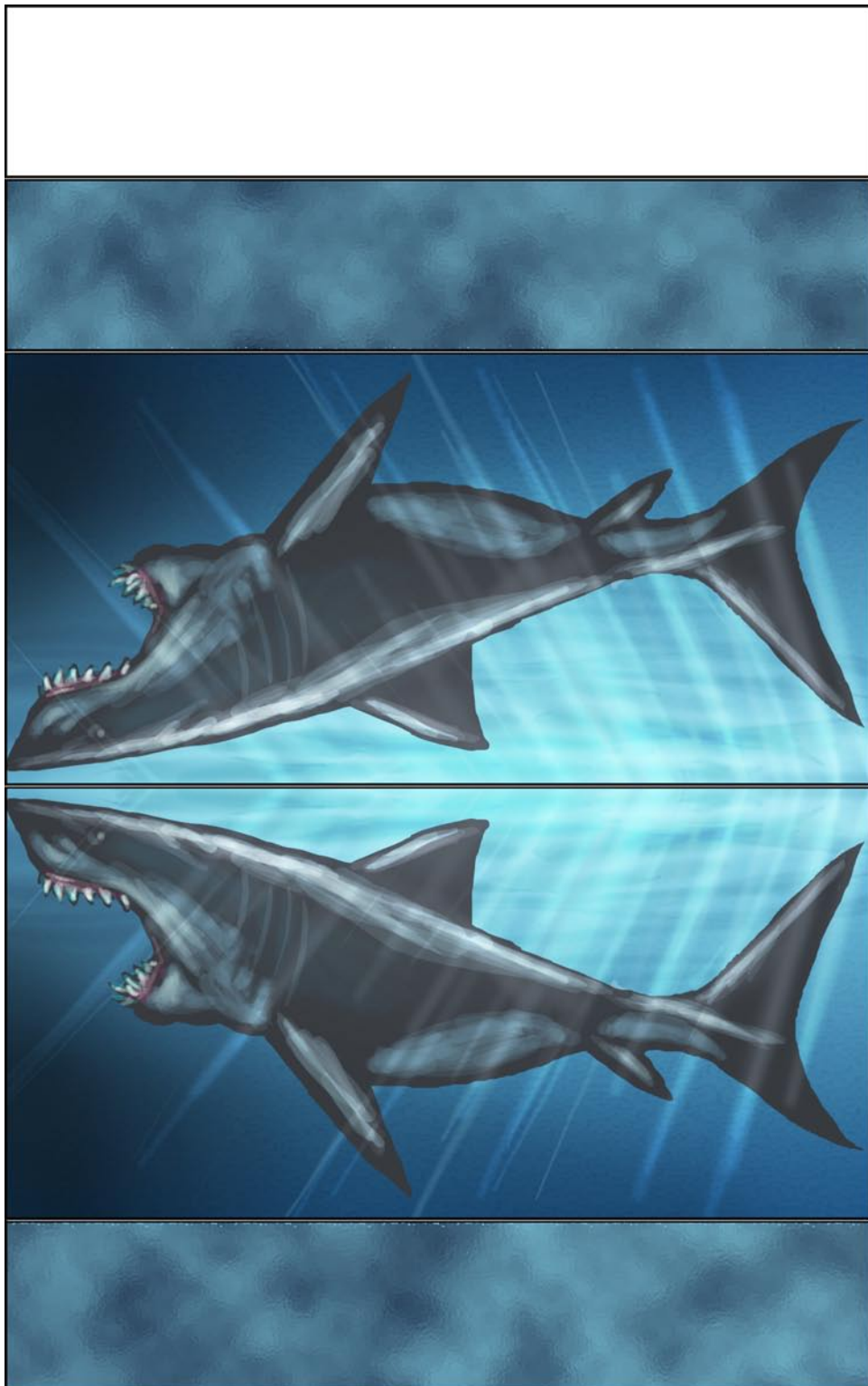






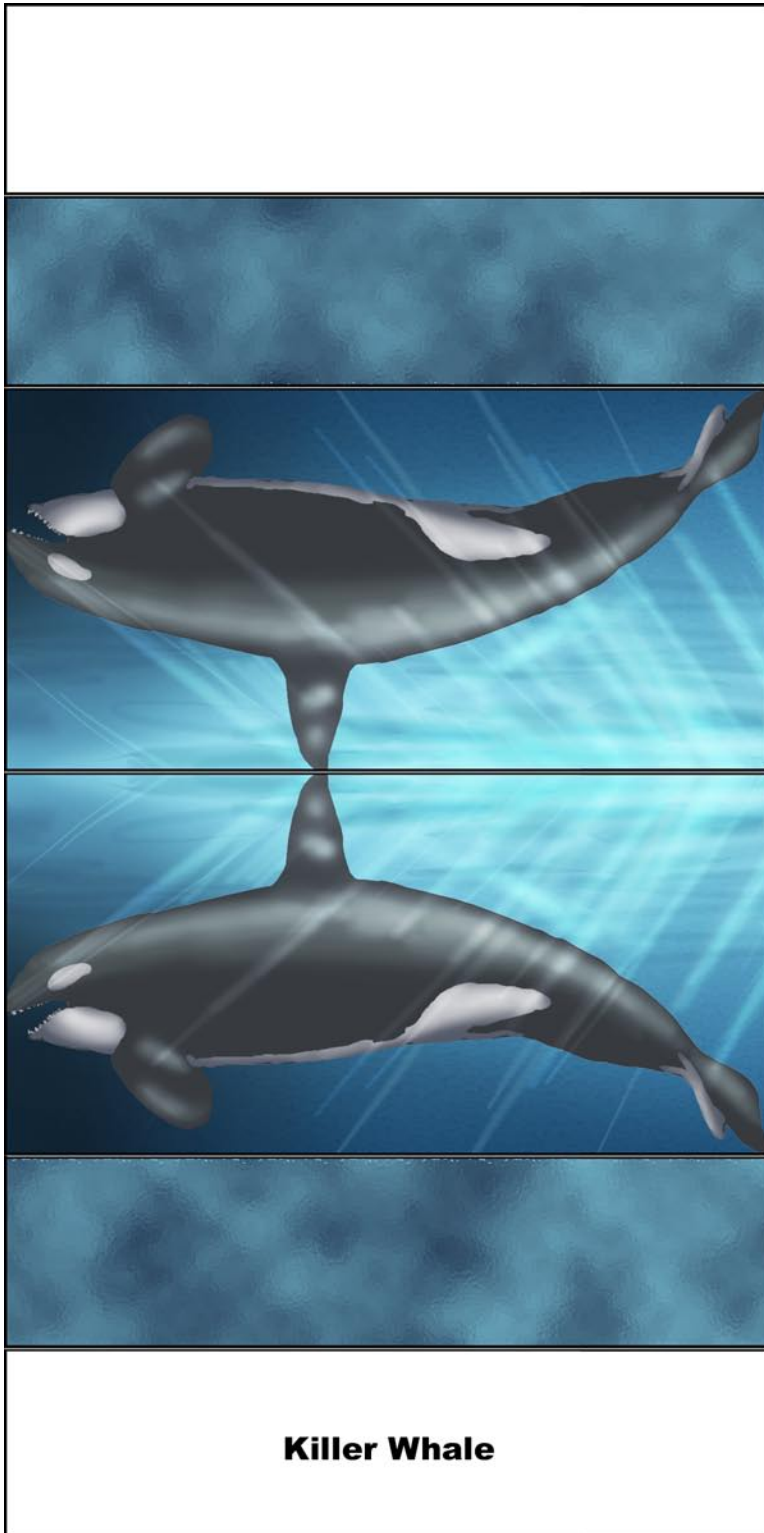






**Great White Shark**

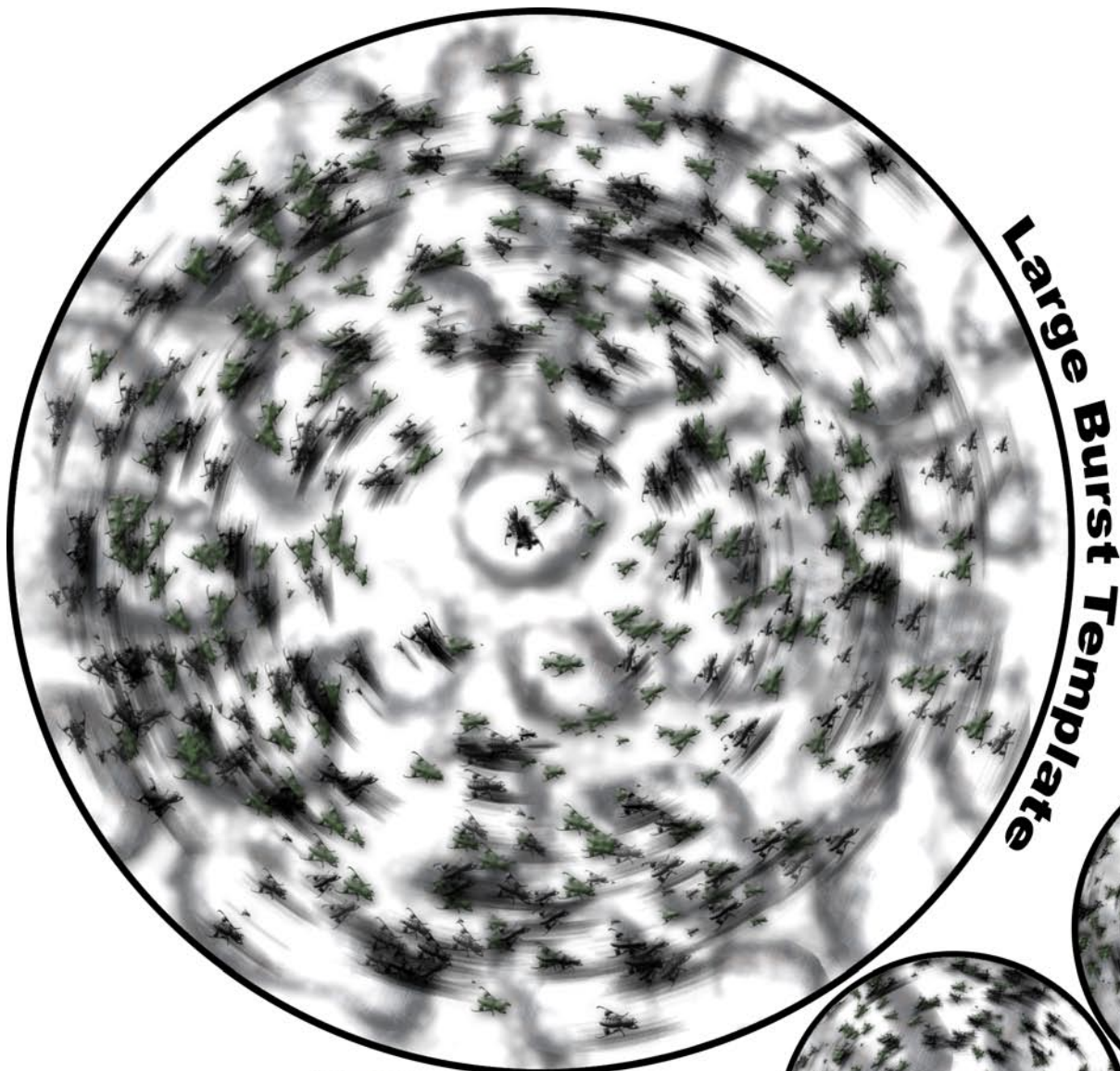




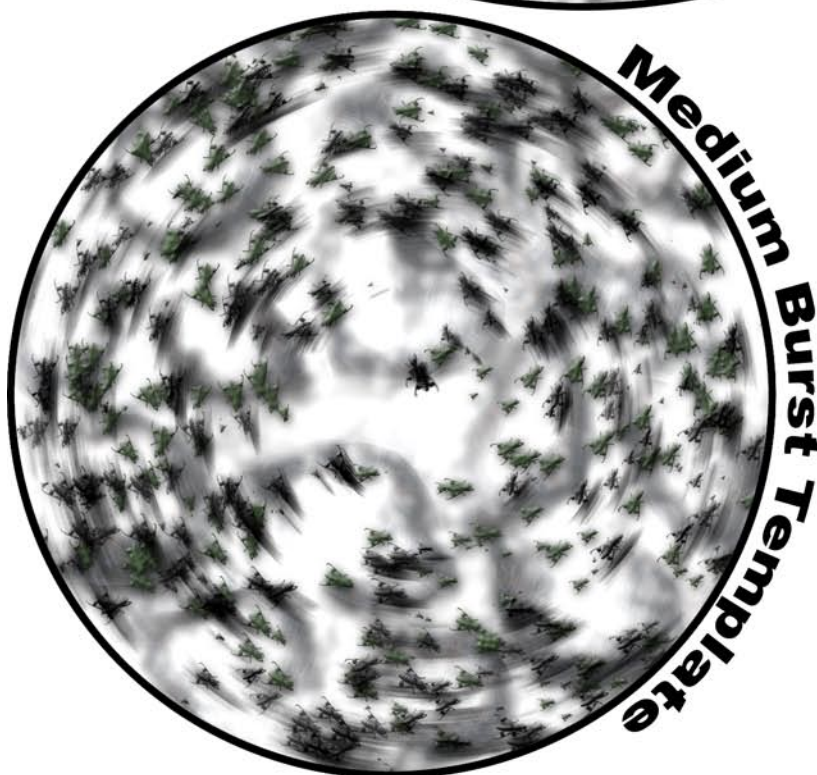
**Killer Whale**



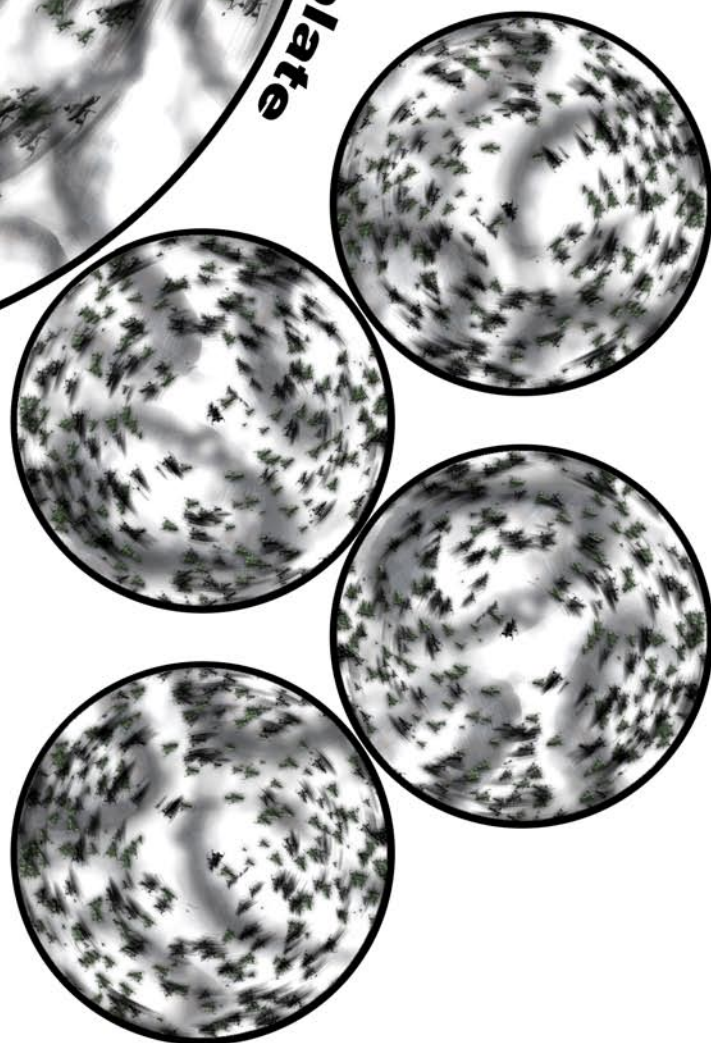
# Insect Swarm Templates



**Large Burst Template**



**Medium Burst Template**



**Small Burst Templates**



# THE TIME OF THE PROPHECY NEARS!

Literally hundreds of prophecies were made during the  
Blizzard War.

One such prophecy was in regards to “The Blood Tide.”

Written down in fragments by a priest of Neorthe, it told of the sea turning red with blood, a monstrous force which would drive the races from the oceans, and an unstoppable tide surging from the sea to devour those who dwelt on the coast. It told of other events which would signal the beginning of the prophecy, events which at the time made no sense. Now, over five centuries later, the pieces of the puzzle are finally falling into place.

All that stands between destruction and victory is a small  
band of heroes.

Triple Ace Games present *The Blood Tide*. A Hellfrost  
adventure for the award-winning Savage Worlds RPG.



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