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HELLFROST

THE FROST GIANT'S HOLD

©  SAGA OF THE FROST GIANTS - PART 4 ©



THE FROST GIANT'S HOLD

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THE FROST GIANT'S HOLD



● INTRODUCTION ●

This adventure can be played as a standalone adventure, or as the final part of a quartet which includes *Shadow of Darkness (N3)*, *The Siege of Watchgap Fort (S1)*, and *The Heart of Winter (V1)*.

This story is designed for a group of four Legendary 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 orc warrior Extras or one *lesser* frost giant Extra to a detailed encounter for each whole 20 XPs the party is above Legendary. For instance, if a party of four Legendary characters with 100 XPs faces one orc warrior per hero, the heroes encounter a total of six warriors (four because of the party size and another two because the party is 20 XPs higher than the scenario minimum).

This adventure is set on the shores of White Lake, in the Low Winterlands. As written, the early stages of the tale take place in a small village on the Heligioland coast, somewhere along the coastal trade road between Watchgap Fort and Seithrby. GMs are welcome to transpose the village to another part of White Lake coast, or even move it onto the shores of Frostwater Lake.

The temperature plays an important role in this adventure. As such, the GM should pay careful attention to the heroes' winter clothing. See the *Savage Worlds* rulebook for the effects of cold weather and the *Hellfrost Players' Guide* for how the rules work in this setting.

Treasure: Each orc warrior carries 1d10 gs worth of coins. Frost giant warriors carry 1d10 x 10gs of treasure. Other monsters have their treasure detailed in the text or in their stat blocks.

Allies: The GM should make Ally Sheets for Sir Gontran, Padraig, and the villagers in advance of play. In the

frost giant jarl's lair, when a creature is listed as "X per hero," the term "hero" also includes any allied Wild Card NPCs. Treat each four allied Extras as a Wild Card for this purpose only.

GM'S BACKGROUND

At the dawn of time, there lived only giants. These were not the same as the giants which roam Rassilon today, but monstrous, quasi-elemental beings possessed of fearsome powers. Of the various species, two were mortal enemies, locked in seemingly endless warfare. In the far north of the world lived the frost giants, while in the south dwelt the fire giants. Their battles shook the heavens for eons.

Rallying their forces, they fought one last battle, the battle to decide the fate of the world. The result was a stalemate. The vast energies called forth by both sides cancelled each other, creating a temperate zone that neither side found comfortable. Sorely beaten and on the edge of extinction, so great were their losses, the giants withdrew to the nether reaches of the world. In their place, the gods created new races—dwarves, elves, engro, and humans.

Jarl Hrimwulf, the frost giant jarl at the center of the *Saga of the Frost Giants*, is no ordinary frost giant chief. Hrimwulf is one of the last of the original frost giants. From his lair at the top of the world, in the land of perpetual ice that existed long before the rise of the Icewall, Hrimwulf watched impotently as the survivors of his race grew weak by mating with the new race—humans—which produced lesser beings devoid of many of their original powers, the frost giants that roam Rassilon today.

When Thrym instigated the Blizzard War, Hrimwulf rallied his forces behind the ice god's banner. At last, it seemed, the time had come to complete the conquest of the world, destroy the lesser races, and finally, after so many eons, crush the fire giants, but it was not to be, for the forces of the Hellfrost armies were defeated

by strength of steel, will, and fire magic. Territory had been gained, for sure, but the conquest was far from complete.

Hrimwulf, now located in a new palace in the Hellfrost, ranted and raved for hundreds of years. Then, just a century ago, Thrym, never one for obeying the rules, visited the jarl in his dreams and gave him knowledge of how to pull part of the god's domain through to the mundane world.

Hrimwulf chose White Lake (a location far from prying eyes and easily defensible should the lesser races grow arrogant enough to challenge his rule) as the location for the nexus, and set to work immediately. After a century of complex rituals, the jarl's task was complete.

A towering iceberg fortress rose from the island over-night. To conceal it, a permanent blizzard encircled the island. Inside an ice cavern, a glittering portal of magical energy appeared out of thin air. Through this permanent link to the Hellfrost, frost giants, and elementals stepped, each creature swearing total obedience to Hrimwulf. At the very pinnacle of the iceberg, unreachable except by flight, Thrym conjured a lens of translucent ice, a focus for his divine power. Through this, Hrimwulf could summon terrible blizzards and call down Thrym's breath, an icy wind that could send the temperature plummeting well below freezing in a matter of seconds.

Messengers were sent to local orc tribes, carrying promises of wealth in return for loyal service. Warriors, eager for plunder and carnage, flocked to the jarl's banner. Equipped with an army and the awesome power of the Hellfrost, Hrimwulf now intends to complete his revenge by utterly destroying Rassilon.

So far, his plans have been thwarted. His orc and goblin allies summoned from the Giant's Throne failed to destroy Heligioland, and his plan to awaken the Heart of Winter was similarly terminated thanks to the intervention of a small band of heroes. Undeterred, Hrimwulf continues with his plan of global conquest.

SETTING UP THE ADVENTURE

Whether you run this as a standalone adventure or the conclusion of the *Saga of the Frost Giants* quartet, the GM needs to do a little preparation. Hrimwulf has been steadily summoning energy through the portal since his iceberg lair was completed. This has affected the weather across Rassilon. The last winter was particularly hard, and the snows are reluctant to thaw.

During the lead up to and throughout this adventure, treat the temperature on the lands below the Icewall as one level colder. For instance, if you set this adventure in summer, the Low Winterlands suffer temperatures equivalent to spring and fall. Whereas the temperature should be above freezing, it remains bitterly cold. Even in the Hearthlands, the temperature is cold, delaying the planting of new crops, forcing harvest to come early, before the crops have reached full yield, and threatening the survival of many communities.

If you are playing through the full *Saga*, this tempera-

ture drop begins after the heroes complete *The Heart of Winter*. In any episodic game, where the passage of seasons may be more fluid, the GM can just describe the constant chill as part of the backdrop to the adventure.

CHARACTER HOOKS

The GM needs to determine exactly why the characters are on the western fringe of Heligioland. In a campaign, their arrival in the right place at the right time can easily be arranged by the GM.

Caravan Guards: The road between Watchgap Fort and Seithrby is well travelled by merchants, for many small villages on the shores of White Lake sell preserved fish and buy crops shipped up from the south. While it is unlikely the heroes are trading, they might be acting as caravan guards, perhaps just earning some extra coin as they travel north toward another possible adventure.

Curiosity: Several attacks have occurred along the shores of White Lake. Perhaps the party has heard tale of recent raids along the shores and seeks to investigate in the hope of finding a clue to the lair of the frost giant plaguing Rassilon.

Messengers: The trade road forms an important part of Heligioland's communications network. Maybe the heroes are en route with messages from the Hearth Knights to northern outposts, such as those in Seithrby and the Shattered Moor.

Patrolling: Those known to have aided the Hearth Knights in the past might be employed to patrol the trade route, for the colder temperatures bring their own dangers in the form of frost giants and ice goblin raiders, and the Hearth Knights are sore pressed to be everywhere they are needed in strength.

WHITBY

Whitby, a contraction of White Bay, is a settlement of 200 souls. Situated on the southeast shore of White Lake, just off the Watchgap Fort to Seithrby, the community is populated by Anari and Saxa in roughly equal proportion. Of these, 30 are elderly (too old for militia duty or fishing), 61 are men, 54 are women, and 55 are children (aged 13 or younger).

While the villagers grow family plots of hardy roots and vegetables, the staple diet is comprised of fish caught in the lake. What the locals do not eat, they preserve in salt and sell to passing merchants. As a single community, the catch is not enough to warrant special visits by merchants, but as one of many such villages dotted along the road, the collective harvests make the trip worthwhile. Fish from the village is usually sold at Seithrby to the north, and from there makes its way north and east along other trade roads. Supplies needed by the good folk of Whitby arrive with merchants travelling along the opposite route.

Whitby is protected from landward attack by a ditch and palisade. With the men away fishing, sometimes for days at a time, the locals decided women could join the

militia. At present, the militia strength stands at 44 members, 16 of whom are women. While their menfolk are home, they rarely perform guard duty, but once the fishing boats leave they don their armor, grab their spears, and take to the walls. The militia is led by Gontran ap-Padern, a retired Hearth Knight who settled here many years ago. Despite no longer being a serving member, the locals insist on calling him Sir Gontran.

Whitby has traditionally been home to just six families, four Saxa and two Anari. Marriage between the neighbors is strictly prohibited. Unfortunately, many men who venture off to find wives never return, lured away by the promise of better fortunes inland. As a result, the population is steadily decreasing in size and aging. The heads of the six families, all senior citizens, along with Gontran ap-Padern, form the village council.

No temple stands in Whitby. Neorthe has a small shrine on the shore, close to where the fishing boats are beached. The other deities are not represented, though as normal lip service is paid as required.

A SILENT GREETING

The heroes are traveling along the trade road toward Whitby when the adventure begins. Up ahead, they spy a man and boy, both clad in thick winter furs. The young lad carries a brace of rabbits tethered to a stick over his shoulder, while the man is armed with sword and shield. As the party nears, the youth calls out in a high-pitched voice.

"Ho, strangers! I am Gontran ap-Padern, militia captain of Whitby, upon which you now draw near. Speak now, are you friend or foe?"

Assuming the party responds they are friends, the pair walks over to greet them, the youth standing back while the man sheathes his sword and extends his hand in welcome. The man is Gontran, a retired hearth Knight left mute by an orc blade. The lad is Padraig, an orphan whom Gontran has adopted. Padraig titles himself "the Squire."

Padraig answers any questions the heroes ask, though there is a momentary delay while his master talks to him in his own sign language. Likely questions and Gontran's answers are listed below:

Q: Who is the boy?

A: *"Sir Gontran says, his name is Padraig, an orphan I adopted after his parents drowned in an accident. He is in his twelfth summer, soon to be a man in his own right, and able to chose his own path in light."* Padraig smiles proudly, pats Gontran on the back and says, "I'm going to be a Hearth Knight!"

Q: Why won't you speak to us directly?

A: *Gontran draws back his cloak to reveal an ugly, jagged scar across his throat. "Sir Gontran says, orcs took my voice four years back. Padraig now speaks*

for me. I have taught him a sign language I developed, which allows us to communicate fluently. My hearing is unimpaired, though, so please do not shout."

Q: What are you doing here?

A: *"Sir Gontran says, hunting for rabbits and patrolling. There have been many attacks on nearby communities. What brings you along this road, for you are neither Hearth Knights nor merchants, and few others have need to travel this way?"*

Q: Are you a knight?

A: *"Sir Gontran says, I was a Hearth Knight, a Sword-Captain. When the orc blade cut my throat, I could no longer serve as a commander of men, so I retired from my position. I settled in Whitby, where the locals welcomed me. Now I serve as the commander of their militia. Padraig, despite being told to the contrary, insists on using my former title, but I make no claims to it."*

Once the questioning is over, Gontran invites the heroes to Whitby, promising them a hot meal and a space to sleep if they desire it. He becomes insistent if there are any Hearth Knights in the party, for he wishes to catch up on the latest news. Should the party refuse, Gontran lets them go on their way. The adventure now needs to be modified, but not abandoned. Eventually, the heroes will need to rest for the night, and as the sun sets, so they spy another village. The events that follow, while requiring some rewording to account for Gontran's absence, can be used to continue the tale.

M Gontran ap-Padern: See page 30.

M Padraig the Squire: See page 30.

FOOD AND SHELTER

After several miles, you catch sight of a palisade encircling a small village. Smoke drifts from chimneys and there are signs of activity on the beach where fishing boats are being hauled onto the shingle. "Sir Gontran says, this is Whitby," says Padraig, "our home."

You walk down the trail to the main gates, which surprisingly are guarded by women. Sir Gontran smiles broadly and gestures to his squire. "Sir Gontran says, the men are often away for many days fishing, so the women volunteer to do militia duties. Unusual, yes, but we live in unusual times. Come, they won't bite."

Gontran and Padraig lead you to a large, thatched hall. Padraig runs ahead and throws open the doors, shouting loudly, "Sir Gontran has returned, and he brings guests. Prepare stew and ale for them!" Gontran gestures for you to enter.

This is Whitby's alehouse, a communal hall used to house visitors and the center of village life. A roaring hearth provides plentiful heat and light for the dozen or so villagers in here when the party enters. Young children

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are sent to collect the heroes' cloaks, which are placed in a neat pile on one of the many sleeping benches lining the walls. Bowls of hot fish stew in which sit chunks of crusty bread and mugs of warm ale are thrust into the characters' hands.

With merchant caravans slowed by the unseasonal weather, the inhabitants are desperate for news. Gontran, despite being retired for a year, knows of the events detailed in *The Siege of Watchgap Fort* and *The Heart of Winter*. He praises the heroes if their involvement becomes known to him. The villagers are suitably awe-inspired as well, and insist on calling the heroes "My lord" and "My lady" from here on.

Any skalds are politely asked to entertain the crowd, which quickly swells from a handful to 50 citizens, all eager to see the strangers and hear their news.

During the meal, Gontran informs the heroes of the following facts. As always, Padraig does the talking. Once the conversation ends, proceed immediately to the next chapter.

- * *"Sir Gontran says, there was an attack on Eadwulf's Stead, a settlement a day's ride north of here, only last month. It once held a population of around 75 souls, but there were no survivors. Thrym aided the attackers, for snow had covered the ground, concealing any tracks. Since then we have increased our watches."*
- * *"Sir Gontran says, strange things are happening. Some of the fishermen reported a blizzard deep into White Lake a few months back. When they returned to the same spot, the blizzard was still raging. It is an omen, and a fell one, I wager."*
- * *"Sir Gontran says, the weather is as bad here as elsewhere. Sigel remains blanketed by cloud and Kenaz fails to warm the land. Summer brought no respite, and the temperature has remained below freezing for too long. We eat few crops, but elsewhere the ground must be hard as stone. I remember reading an ancient text, written long before the Hearth Knights were formed, which told that this is how the Blizzard War began."*

A SUDDEN FREEZE

The door to the alehouse crashes open with a loud bang. Staggering, coated in frost is a young man, one of the militia judging by his garb. "Everything is freezing solid!" he hisses through wildly chattering teeth. He steps forward, but stops suddenly and completely, as if petrified.

Ice rapidly creeps over his flesh, freezing it solid in seconds. The interior of the roof and walls of the alehouse become coated with a thickening layer of crackling ice and an icy wind, a wind far colder than anything you have ever experienced before, howls through the open door. Inch by inch, the ice creeps into the hall. Frightened by this sud-

den freeze, the villagers begin backing toward the hearth.

A cry causes you to spin. An elderly woman gestures to the fire, screaming, "The fire is dying! We are doomed without it!"

Hrimwulf has activated the ice lens atop the iceberg, focusing it in the direction of the village. Fed by cold air from the deepest, most frigid depths of Thrym's divine realm, the temperature in the vicinity has plummeted to -200°F (-129°C) in a split second. At these temperatures, winter clothing is of little use as the Vigor penalty is -12 ! Unless they act quickly, the heroes and the villagers will be frozen solid in a few short minutes.

The sudden freeze does not last long (although it is long enough to kill everything in the area of effect), and the heroes can take action to keep the alehouse warm. The logical way is to heap logs, furniture and other fuel into the hearth to keep the fire from dying.

The contest lasts *exactly* six rounds. After this, the cold snap ends and the temperature quickly returns to normal. During the contest, the GM should describe the action, not the die rolls. For example, if the heroes manage to boost the fire he might describe the pile of logs and furniture heaped onto the coals, crackling flames licking high into the air, and the ice melting back. If the fire starts to lessen, then he can describe the flames dying back, the frost forming on every surface, and the foggy breath of the tired villagers.

Place three tokens on the tabletop. If you have them, red poker chips are ideal. These represent the state of the fire as the cold snap begins.

The heroes and the villagers act through a single Cooperative roll. One hero must be elected as lead character while everyone else is a helper. The Trait used should be left up to the players and common sense. For instance, Strength could be used to stoke the fire with wood, while Smarts might indicate the character taking the time to select materials that will catch quickly and burn hot while stopping others from throwing on furs (which do not burn particularly well) or damp items. Arcane skills could be used to fan the flames or add heat to the coals. Those with social skills might favor Intimidation to bully the villagers into working harder, or Persuasion to organize a bucket brigade to pass on flammable material in an orderly and timely fashion. Throwing is not as useful as it sounds—there are a hundred people all trying to get near the fire. If a hero really wants to use Throwing, his roll suffers a -6 penalty because of the obstructions. Since the villagers are acting as a Group, they roll a d6 for their Trait and a d6 Wild Die.

A successful Cooperative roll adds one token, and a raise two tokens. More than one raise has no effect. This represents the fire burning hot and keeping the cold at bay. A critical failure causes the fire to lose one token—the wrong items may be tossed in, smothering the flames, or general chaos means little flammable material made it to the fire.

GOING OUTSIDE

Unless a character is a himwisard or possesses *environmental protection* from cold, stepping outside is suicidal, for he is exposed to the full unearthly freeze.

The penalty to Vigor rolls is a massive -12. If the modifier is not raised to -6 or above through winter protection, the roll must be made every single round. Even the hardest hero risks death in less than 30 seconds.

The cold then rolls a d12 and a d10 Wild Die. One token is removed if the cold scores a success and two if it gets a raise. Again, more than one raise is ignored.

So long as there is at least one fire token remaining, the room is comfortably warm and the cold is arrested. If all the fire tokens are removed before the six rounds end, the fire goes out and cannot be relit even with magic. In a heartbeat, the temperature plunges to deep below freezing as the ashes go cold and frost begins to form on everything. The Vigor penalty (and that to invoke heat and fire magic) is -10! Conversely, himwisards have a massive +10 bonus to Himwisardry rolls. Unless the Vigor modifier can be raised to -6 or better, all Wild Cards present must make a Vigor roll for each round remaining.

Do not roll for the villagers. Instead, use the abstract chart below to determine how they fare. Find the number of rounds remaining and read across. The numbers are how many of the 100 people in the alehouse are suffering what level of Fatigue. Realistically, every Extra would fail the Vigor roll. However, the heroes at least tried to save them, so that should be rewarded with some leniency.

Rounds	Dead	Incapacitated	Exhausted	Fatigued
1	—	—	—	50
2	—	—	50	25
3	—	50	25	25
4	50	25	25	—

Of the 100 villagers not in the alehouse, 25 are dead, 25 Incapacitated, 25 Exhausted, and 25 Fatigued.

One level of Fatigue is recovered every 30 minutes if suitable warmth and shelter are provided. Unfortunately, the characters only have one hour before the next problem assails the village.

AFTERMATH

All the buildings are covered in a thick layer of ice, as is the ground. Barrels of water are frozen solid, clothing hung out to dry in the pale sun is as stiff as steel, and many animals, livestock and pets, lie rigid upon the ice-covered ground.

Although the air has warmed considerably, the ice will not melt until the temperature rises above freezing, possibly making it months before the memory of the freeze can be forgotten. The waters of White Lake are frozen completely solid to a distance of 20 yards from shore.

Regardless of how well the party did, there are casualties elsewhere in Whitby. Lamentations and cries of anguish fill the cold air as the extent of the deaths becomes apparent. Curses are uttered against Thrym, women demand to know why Kenaz failed to save them, and men vow revenge, though they know not on whom to vent their anger. The villagers set to work caring for their dead. With the earth now hard as stone, funeral pyres are hurriedly constructed from what little wood remains.

The heroes have one hour before the next encounter occurs. During this time, they may do as they wish. Due to the sudden drop in temperature, there are no herbs of any variety within a mile of Whitby.

LANDING PARTY

An hour after the freeze ends, a cry goes up from one of the lookouts—something is moving on the lake! Nearby militia members rush to gather up their weapons and shields, calling out for others to do the same.

While the heroes may well be armored and carrying their weapons, it is unlikely they are carrying all their adventuring gear. Be strict but fair in what the characters are likely carrying when the alarm is raised—if an adventurer has always kept his alchemical devices handy, then there's no reason to assume any different now.

Hrimwulf's standard tactic when assaulting the coastal settlements is to dispatch a raiding fleet, timing the ice lens attack to end just before the vessels reach the edge of the area of effect. Anyone who survives the terrible cold is swiftly executed. When the raiding party departs, the leader, a frost giant, activates an alchemical *storm* device to cover any tracks.

Terrain: The ground around Whitby and the lake out to 10" from the shore is rough ice. Rough ice is treated as difficult ground for all movement. Anytime a character runs, a 1 on the running die means he has slipped and fallen at the point where his run began. Agility rolls involving other forms of movement (such as avoiding an area-effect attack or a Trick such as running up an ice wall) suffer a -2 penalty. If the Agility roll fails, the character falls and is Shaken.

The canoes afford all the occupants (except the frost giant) Medium Cover (-2).

Monsters: The raiding party comprises four canoes crafted from black ice. Each has Toughness 12 (4) and has Heavy Armor. These are labeled A through D on the map. Canoe A holds the frost giant leader, Járnsaxa, and half the elite orc warriors. Canoe C contains the orc drummer and the remaining elite warriors. The orc warriors are divided equally among canoes B and D.

Gontran and Padraig join the defenders in protecting the village. Hand out Ally Sheets among the players. Give Gontran to the player with the weakest physical combat character.

Each player should position himself and his allies anywhere he wishes on the map.

Ⓜ **Járnsaxa, Greater Frost Giant (1):** See page 32. Carries an alchemical *storm* device created with a raise.

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- Ⓜ **Orc Drummer (1):** See page 34.
- Ⓜ **Orc Warriors (3 per hero):** See page 34.
- Ⓜ **Orc Elite Warriors (2 per hero):** See page 34.
- Ⓜ **Sir Gontran ap-Padern:** See page 30.
- Ⓜ **Padraig the Squire:** See page 30.

Ⓜ **Villagers (2 per hero):** See page 31. Increase the numbers available by an additional one per hero for each 20 who survive the alehouse, to a maximum of four per hero. None of these villagers are Fatigued. All wear their militia gear.

Tactics: The canoes begin as indicated on the map. Deal action cards for each canoe at this stage. During the first round, the canoes move adjacent to the solid lake ice. During that time the occupants do nothing but keep their heads down and row.

On the second round, the attackers clamber out of the canoes and rush ashore. Deal separate action cards for each troop type from here on in. All the attackers either have the Snow Walker Edge or wear boot spikes, so they move unimpeded on the rough ice.

The attackers have one aim—to destroy everyone in Whitby. To that end, they use Gang Up bonuses against the nearest foes so as to be able to take them down as quickly as possible. If their targets prove to be superior combatants, such as the heroes are likely to be, they combine Gang Up tactics with Wild Attacks. The attackers fight to the death—no one who fails Hrimwulf survives the debriefing.

The orc drummer's beat is whatever is most appropriate when his action card comes up. For instance, if the defenders are some distance away he beats Charge. Should a lot of orcs in his vicinity be Shaken, he uses Rally. If the orcs are in melee, he will use Fervor or Frenzy.

The odds are stacked against the heroes, however, the GM should not pull any punches—the characters are Legendary Rank, likely have four or five Glory rewards, probably some Leadership Edges, and they should have developed tried and tested tactics by this stage in their adventuring careers.

Continuation: Once the engagement is over, Gontran (assuming he survives) immediately ensures the survivors are put to work looking after the wounded. He asks, through Padraig, to speak to the characters in private. He takes them to an empty house—the alehouse being used as a makeshift infirmary.

"Sir Gontran says, now the truth is known at last. Wherever these fiends came from it is within a day's travel, for those canoes are for short distances only, perhaps 30 miles at the most. The only shore within that range is this side of the lake, and the presence of frost giants in and around the Greenpot Hills would have been noticed by now. That leaves only one option..."

Let the characters end the sentence. Gontran provided them with enough details early on to make the deduction that the attackers came from somewhere on the lake, most likely behind the seemingly permanent blizzard.

Should Gontran be dead, it is left to the adventurers to work out that they need to set sail onto the lake in search of the attackers' lair. If they are truly stuck, a villager can reveal the information above.

Once the adventurers plan to set out onto the lake, Gontran organizes supplies. As well as provisions, he can rustle up extra winter clothing, furs, rope, and other common supplies. What Whitby lacks are the more useful items—alchemical devices and herbal remedies. The raiders' canoes are available to the heroes. Each canoe can hold a maximum of eight adult humans. Gontran and Padraig both volunteer to accompany the party.

Gontran dismisses any plans to send messengers to the Hearth Knights to summon reinforcements and attack in numbers. It would take at least a week to gather sufficient strength, and the fate that almost befell Whitby could be unleashed again at any moment. Any delay could condemn hundreds of innocents to death. Should the ex-Hearth Knight have died in the assault, you can allow the heroes to make Common Knowledge rolls to determine this for themselves.

Should the party insist on waiting for reinforcements, a squad of one Sword Knight and seven Shield Knights arrive a week later. In that time, several hundred more people have been slain by the power of the deadly lens. The heroes are directly responsible for their deaths. Surviving villagers from Whitby will tell others of the heroes' lack of swift action, costing every party member a 20-point Glory penalty.

BOATING ON THE LAKE

Hrimwulf's island is located 25 miles northwest of Whitby, in the icy waters of White Lake. If the characters set sail immediately in the direction of the blizzard detected by the sailors, they can reach the blizzard wall an hour before sunset.

THE BLIZZARD WALL

A few miles ahead, the horizon merges with the cloudy sky. This must be the sea blizzard of which Gontran spoke. Whatever you seek must lie beyond the wall of wind and snow.

The blizzard forms a dome around Hrimwulf's island to a distance of three miles in every direction, concealing it from view and forming the first line of defense. Once the heroes enter the blizzard, visibility is reduced to only a few yards. Snow and ice, driven by gale force winds, sting exposed flesh.

In order to pass through the blizzard, the characters must make a Cooperative Boating roll per canoe. Each roll covers an hour's travel. It requires two successful rolls to cross through the barrier.

Those passing through the blizzard must make a Vigor

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roll at -2 every hour or gain a level of Fatigue. There is no hope of using *refuge* in the small canoes, but *environmental protection* protects as normal. Otherwise, there is little the characters can do but weather the storm. Fatigue is recovered as per the rules for Cold.

JOURNEYING ON FOOT

A mighty crack reverberates through the canoe as it comes to a sudden, juddering halt. The lake is frozen solid as far as the eye can see! From here on you're going to have to progress on foot.

Once the heroes pack their gear and set out, read or paraphrase the following:

The howling wind and blinding snow has ended, but in its place is an intensely cold wind that penetrates your winter clothing and flesh like an icy dagger. Stretching out ahead is a plain of rough ice, the surface rippled and furrowed as if the lake, waves and all, instantly froze.

The characters now face a three-mile walk over rough ice in frigid temperatures. On this side of the barrier, the temperature is the same as the Hellfrost core. Visibility is Dim (-1) during the day and Pitch Black (-4) at night, Sigel's Hearth is concealed behind the permanent blizzard barrier. Unfortunately, the wind is so strong that no fire can be lit. Anyone thus suffering Fatigue from the blizzard wall will remain Fatigued until some sort of sturdy shelter is erected.

ROAMING GUARDIANS

Hrimwulf allows powerful elementals to freely roam the frozen sea. They are under orders to attack anything moving on the ice except polar bears, other cold-based elementals, orcs, and frost giants. Draw a card from the action deck. A black suit means the heroes encounter ice shell elementals. On a red card, they are ambushed by a small pack of black ice elementals. A Joker means the characters strike lucky and avoid the sentries.

Terrain: The ground is rough ice. Rough ice is treated as difficult ground for all movement. Anytime a character runs, a 1 on the running die means he has slipped and fallen at the point where his run began. Agility rolls involving other forms of movement (such as avoiding an area-effect attack or a Trick such as running up an ice wall) suffer a -2 penalty. If the Agility roll fails, the character falls and is Shaken.

Monsters: The elementals do not roam the surface, as this would make them visible to intruders. Instead, they use their Burrowing ability to move unseen through the yard's thick ice. Only when they sense prey moving above do they make their presence known.

Ice Shell Elemental (1 per 2 heroes): See page 31.

Ice Shell Elemental (1 per 3 heroes): See page 32.

Tactics: Both types of elemental begin by bursting up through the ice. When they erupt from the ground, victims must make a Notice roll opposed by the creature's Stealth. Those who fail are Surprised. Otherwise, the heroes are dealt a card, but act after the elementals—only a Joker allows a character to react quickly enough. If the creature wins, it gains +2 to attack and damage that round, +4 with a raise.

Black ice elementals favor their Coldfire Strike against bunched targets and their powerful fists against lone opponents. The elementals are not stupid—if they face superior odds or a foe that proves resilient to their attacks, they use their Burrowing to slide into the ice, re-emerging elsewhere to attack a weaker target. They need not reemerge immediately—they will stay concealed for as long as necessary to reach a new victim.

An ice shell elemental uses its Coldfire Strike until it is wounded. It then Burrows into the ice, reemerging adjacent to the nearest foe. It then attacks with its fist, ensuring it ends its movement still adjacent, so as to make use of its leaking coldfire core. Since Burrowing is used in place of the creature's base Pace, ice shell elementals will sink into the ice if they fail to unShake, remaining there until they successfully recover. They then use Burrowing to strike back.

Continuation: A mile from the frost giant's lair, the iceberg proper becomes visible as a glittering object against the grey clouds of the blizzard barrier filling the horizon. At a range of a quarter mile, the true nature of the object and its fortification becomes readily apparent. The party also spies a host of shapes on the ice. Use of *farsight* reveals them to be rows of naked figures.

THE FLESH FOREST

Once within a hundred yards of these shapes, their nature becomes all too apparent. Standing rigid on the ice are scores, maybe hundreds of naked corpses, the flesh of their faces, fingers, and toes blackened by frost, the rest of their skin deep blue and their wide, open eyes milky white. The corpses are mainly human, but there are taiga elves, frost dwarves, and engros among their number. The grisly forest of frozen flesh blocks the way to the path leading up to the fortress.

Terrain: The ground is rough ice, which is treated as difficult ground for all movement. Anytime a character runs, a 1 on the running die means he has slipped and fallen at the point where his run began. Agility rolls involving other forms of movement (such as avoiding an area-effect attack or a Trick such as running up an ice wall) suffer a -2 penalty. If the Agility roll fails, the character falls and is Shaken.

Monsters: Hrimwulf's raids have brought back hundreds of prisoners. After being tortured, sometimes to garner information and sometimes purely for fun, the captives are stripped naked, tethered to posts, and left to freeze to death. Once the last ounce of warmth leaves the

THE FROST GIANT'S HOLD

corpse, the fell magic drawn into the world by the crystal lens atop the iceberg imbues the corpse with unlife.

❶ **Hellfrost Zombies (3 per hero):** See page 33.

Tactics: The zombies begin tethered to their posts but are not treated as being on Hold. They awaken one round after the heroes approach within 3", emitting a ghastly scream as they do so.

Although tethered, they are capable of using their arms to claw the trespassers. The ropes holding the corpses to the posts are frozen to the point of being brittle. At the end of their actions, Hellfrost zombies may make a Strength roll as a free action. With success, it breaks free of its hitching, allowing it to move next round.

THE FROST GIANT'S HOLD

Hrimwulf's lair takes the form of a fortress of black ice built into the side of the iceberg. The iceberg rises almost 1,000 feet into the air. The outer surface is not smooth, and there are plenty of handholds.

INTERNAL FEATURES

Many features are common throughout the fortress. For brevity, these features are detailed below:

Ceilings: Unless noted to the contrary, ceilings are 30 feet (5") high.

Doors: Unless otherwise stated, all doors are designed for giants. They are made of wood, stand 18 feet high, and have a quarter-inch gap at the bottom. All doors open into a room from a corridor or larger room.

These doors have Toughness 14 (Blunt, Cutting) for the purposes of breaking them down. Doors used for Cover grant +6 Armor. Locked doors (indicated in the text) can be opened with an unmodified Lockpicking roll unless the text description of the room says otherwise.

Doors, Secret: Detecting a secret door requires an active Notice roll at -4, unless otherwise stated. Once a door has been detected, it can be found again without subsequent Notice rolls.

Floors: Unless otherwise stated, all floors are coated in rough ice. Anytime a character runs, a 1 on the running die means he has slipped and fallen at the point where his run began. Agility rolls involving other forms of movement (such as avoiding an area-effect attack or a Trick such as running up an ice wall) suffer a -2 penalty. If the Agility roll fails, the character falls and is Shaken.

Furniture: Squares more than half filled with furniture count as difficult ground. Heroes wishing to move under tables must crouch. In general, standing behind furniture provides Medium Cover (-2) and grants +2 Armor (+4 Armor for giant-sized furniture). Taller furniture, such as bookcases, blocks line of sight but provides a similar Armor bonus.

Stools and chairs are Toughness 6 (Blunt, Cutting) and tables are Toughness 12 (Blunt, Cutting) for the pur-

poses of breaking. Add +3 to these values for giant-sized furniture.

Stairs: The various stairs are built for giants. Creatures of Size +2 or lower treat them as difficult ground and cannot run on the stairs.

Temperature: Regardless of the time of day, the temperature inside the fortress remains constant at the same level as the Hellfrost core (-5 Vigor penalty) unless otherwise stated. An extended investigation of the fortress is likely to prove very uncomfortable for the heroes.

Walls: Interior walls are made of black ice. They are +10 Heavy Armor for the purposes of breaching.

GUARD SHIFTS

There are two sets of guards—lesser frost giants and orc warriors. For ease, the orcs changed guards moments before the heroes arrived while the giants traded places four hours ago. This gives the heroes eight hours to explore before the next guard change is due.

Giants: The lesser frost giants housed in Areas 8 and 17 share duties guarding the stairwell in Area 11 and the guardroom in area T7. They operate on a 12-hour rotating shift pattern.

Orcs: The orcs from the lower barracks (Area 9) are responsible for protecting Areas 1, 4, and 5. Those from the upper barracks (Area 16) man the battlements in Areas 16 and 29. They operate on an eight-hour shift pattern.

VARIABLE OCCUPIED ROOMS

The occupants of the ice fortress are not static creatures. Because of their shift patterns, certain rooms are occupied or unoccupied at different times of the day. Before beginning the adventure, the GM should determine where the various occupants are positioned. A summary of possible locations is provided below. The text is repeated in the main adventure text as well.

Area 8 (Lower Lesser Giant Barracks): During the day, the giants are in Areas 11 and T9. Roll a d6 at night. On a 1-2, the giants are in their room and are asleep, a 3-4 means they are in this room but awake, and a 5-6 indicates they are in the giant's mess (Area 21).

Area 9 (Lower Orc Barracks): When the adventure begins, half the orcs are on duty in Areas 1, 4, and 5. The remainder is divided between the orc mess (Area 16) and their barracks.

Area 16 (Greater Frost Giant Barracks): Half the giants who live here are currently manning the guard posts in Areas 14 and 29. Three of the remainder are in here at night and two are in Hrimwulf's throne room (Area 30). During the day, one of the three giants is in the smithy.

Area 17 (Upper Lesser Giant Barracks): During the day, the giants are in their barracks. At night, they trade places with the giant sentries in Areas 11 and T9.

Areas 28 (Temple) and T9 (Alchemical Laboratory): A frost giant priest alternates between these rooms. Roll a d6 when the adventurers arrive at the fortress. On

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1-3, the priest is in the temple and on 4-6, he is in the alchemical laboratory.

WANDERING MONSTERS

As well as guards moving to and from their duty stations, other inhabitants have a tendency to wander around at random intervals. For each 30 minutes spent exploring, draw a card from the action deck and check the table below. As noted below, these wandering encounters present not just a physical challenge—they may quickly stumble across signs of the heroes' bloody passage through the fortress.

Note that if the creatures in the source room have already been slain, ignore the random encounter—no encounter occurs.

Card	Result
Black Jack	1d4+2 ice goblin slaves bearing plates of food leave the kitchen (Area 12) and head toward the frost giants' mess (Area 21).
Red Jack	1d4 ice goblin slaves leave the kitchen (Area 12) and head toward the orc giants' mess (Area 15). They carry wooden trays and are out collecting scraps of food to throw back into the stew pot.
Black Queen	1d4 orcs from the lower barracks (Area 9) wander up to the orc mess hall (Area 15) to grab a bite to eat. They remain here until their shift begins.
Red Queen	1d4 orcs in the mess hall (Area 15) finish their meal and head back to their barracks on the lower level (Area 9).
Black King	A lone greater frost giant decides to bully some orcs. He leaves the barracks (Area 20) and proceeds to the lower orc barracks (Area 9), where he remains for an hour.
Red King	A lone greater frost giant leaves the barracks (Area 20) and proceeds to Hrimwulf's throne room. He remains there for 20 minutes before returning.
Black Ace	A black ice elemental is on a routine patrol, having burrowed in through the side of the iceberg. The heroes hear it approaching and have time to hide.
Red Ace	The frost giant priest moves from his current location (either Area 28 or T9) to the other room. He remains there until this encounter is rolled again or eight hours pass, whichever comes first, before returning to the previous chamber.

RAISING THE ALARM

Parties who expect to hack-and-slash their way through the fortress without thinking about the bloody mess they leave behind may quickly find they have underestimated their opponents.

The occupants of the fortress, while not exactly geniuses, are not completely stupid. When the opportunity allows, they *always* try to shout for help or dispatch one of their number to raise an alarm (except where noted in the text). Similarly, if a "wandering monster" discovers bloodstains or intruders it will raise an alarm.

Should guards be discovered missing from their posts without obvious signs of battle, have the creature make a Smarts roll. With success, it raises the alarm. On a failure, it assumes the guards either are on an errand or have gone to perform ablutions and it carries on with its business without bothering to alert anyone.

Once an alarm is raised, it spreads quickly throughout the entire fortress. All soldiers not on duty are roused and a room-by-room search of the fortress begins. Which inhabitants search which rooms must be determined by the GM. For the next 24 hours, all sentries count as alert.

REINFORCEMENTS

The Hellfrost portal provides Hrimwulf with a steady source of reinforcements. A slain unique, named foe (typically a Wild Card, but not always) is *never* replaced when killed, nor is a new named foe of the same sort dispatched to serve the jarl. Extras slain by the characters are replaced, albeit slowly.

If the party attacks the fortress and then retreats for any reason, an area cleared of monsters remains clear for 24 hours. On the second day, Hrimwulf calls forth reinforcements of the same monster type equal to one-half the original number of occupants. By the third day, the area is fully repopulated. If the portal is destroyed, Hrimwulf can summon no further reinforcements.

THE APPROACH

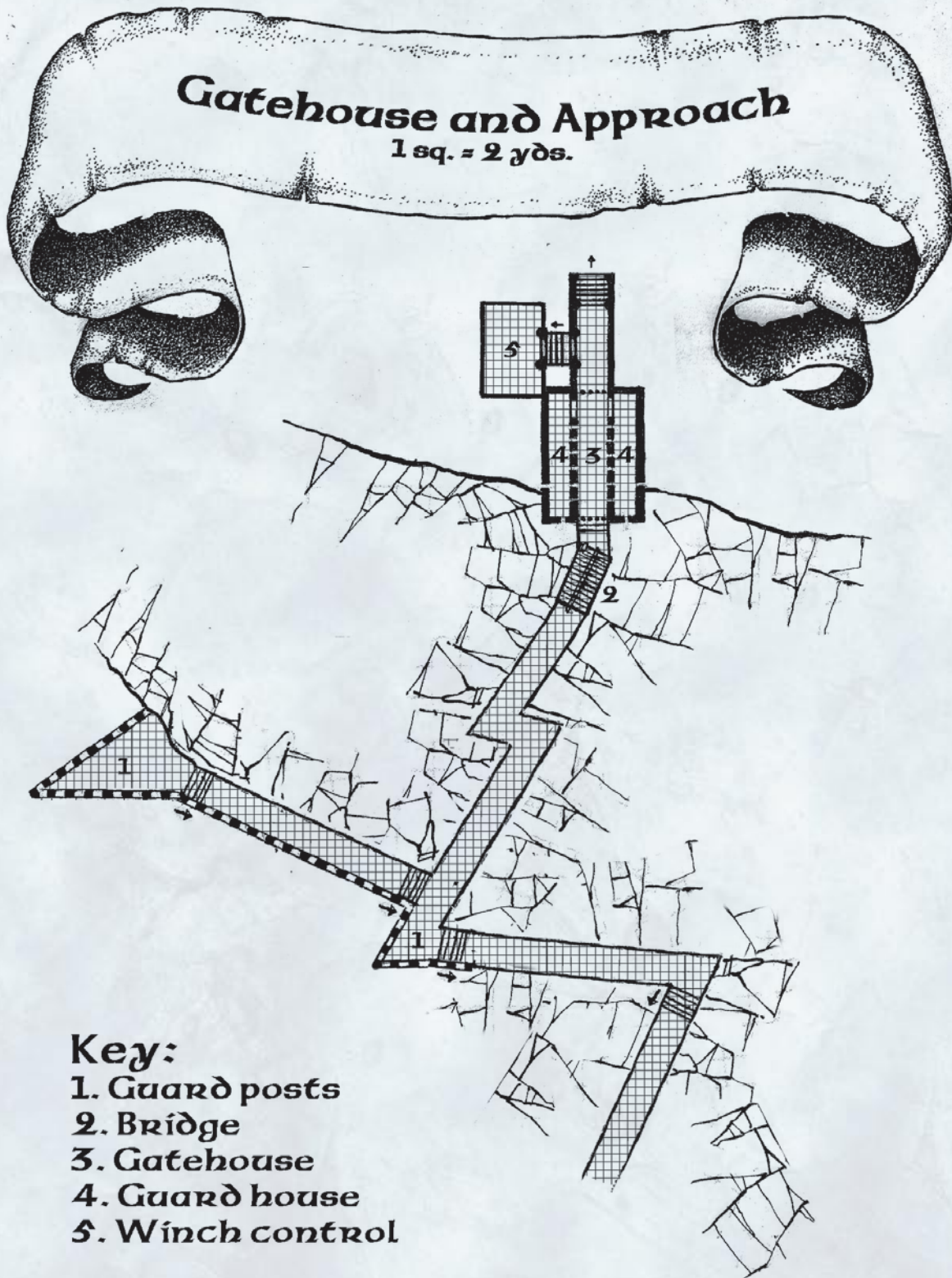
Unless the heroes fancy climbing or can fly, the only way into the fortress is via the steep, winding path that cuts up the side of the iceberg. Being the only natural approach, it is guarded around the clock, though not in any strength.

The approach and gatehouse are well defended, albeit only by orcs. Parties who prefer to fight before they think may end up expending valuable resources and suffering grievous wounds before they step a foot inside the fortress proper. With planning, stealth, and a little luck, the adventurers should be able to neutralize the sentries with minimal losses.

1. GUARD POSTS

Two guard posts, little more than enlarged platforms protected by crenellations, watch over the approach road. At night, the guard posts are clearly visible, illuminated by flickering flames from oil-filled braziers.

Illumination: Visibility is Dim (–1) during the day and Pitch Black (–4) at night. At night, the orc sentries that patrol this part of the fortress light small whale oil



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braziers, for both light and warmth. The braziers provide illumination in an area 4" across.

Battlements: Orcs standing behind the battlements have Medium Cover (-2).

Path: The path is covered in rough ice. Rough ice is treated as difficult ground for all movement. Anytime a character runs, a 1 on the running die means he has slipped and fallen at the point where his run began. Agility rolls involving other forms of movement (such as avoiding an area-effect attack or a Trick such as running up an ice wall) suffer a -2 penalty. If the Agility roll fails, the character falls and is Shaken.

Monsters: During daylight hours, such as they are inside the blizzard wall, the orc sentries stationed outside the main fortress are Active guards, diligently patrolling and keeping their eyes peeled for intruders. They do not expect to be attacked, and their diligence is more to avoid the wrath of a frost giant should one happen to perform a spot inspection.

At night, when the frost giants prefer to stay indoors, the sentries huddle down below the battlements to avoid the biting wind and curse their misfortune at not being more tolerant of the freezing conditions. They are Inactive sentries once the sun sets.

❶ **Orc Warriors (6):** See page 34. Three orcs are stationed at each of the guard posts. In addition to their regular gear they are equipped with long bows (Range: 15/30/60, Damage: 2d6) and a dozen arrows apiece.

Tactics: The orcs' preferred tactic is to pin down approaching foes with their bows while one of their number rushes over the drawbridge to raise the alarm. Fortunately for the adventurers, the guards inside the entrance believe the attack is a drill, and so do not alert the frost giants. Should the enemy continue to push forward, the orcs retreat into the fortress while peppering them with arrows. In the event their escape route is cut off, they drop their bows, draw their melee weapons, and rush to attack.

Continuation: Should the party launch a raid and retreat for any reason, the carnage they undoubtedly leave behind will eventually be noticed. For the next 72 hours, a greater frost giant is stationed in each guard post along with the orcs.

GATEHOUSE

2. BRIDGE

A wooden bridge, slick with ice, spans a deep gorge. On the far side is a geared mechanism. Beyond lies a gatehouse.

The bridge is the last obstacle before entering the fortress. Although ice-covered, it is in very good condition. It is sturdy enough to support the weight of multiple frost giants.

Bridge: The bridge is coated in smooth ice. Smooth

ice counts as difficult terrain. Characters cannot run on it. Agility rolls involving other movement suffer a -4 penalty. If the roll fails, the character falls and is Shaken. A hero adjacent to the edge of the bridge who falls must make an Agility roll or tumble into the gorge.

Gears: The gear mechanism allows the heavy bridge to swing to the west, preventing intruders from crossing into the fortress. The operator must make a Strength roll as an action. Success rotates the bridge 1" to the west and a raise 2". A maximum of two operators may cooperate on this task.

Gorge: The gorge is narrow but deep. Anyone falling in plummets 100 feet (10d6 damage).

3. GATEHOUSE

The jagged teeth of a raised portcullis hang ominously over the entrance to a short tunnel. At the far end is a second portcullis, this one lowered and blocking access to the tunnel beyond. Short, vertical slits mar the walls of the intervening tunnel. Orange light shines through the slits, while thin beams of light descend from the ceiling.

The gatehouse is heavily fortified and, were it not for the laxness of the sentries, would be a formidable barrier. The ceiling has a number of murder holes which allow defenders in Area 7 to aid in the defense of the gatehouse should a general alarm be raised.

Illumination: During the day, the corridor is lit by shafts of light from the murder holes in the ceiling and torchlight filtering through the arrow slits from the guardrooms (Area 4). The lighting is Dim (-1). At night, torches are lit at each end of the tunnel, providing good lighting.

Portcullises: Each portcullis is 18 feet high. The portcullises are so heavy that not even frost giants can lift them. Should the heroes try to blast their way through, treat them as having Toughness 14 (Heavy Armor). Attacking through a portcullis requires a thrusting or missile weapon. Targets on the other side receive Medium Cover (-2).

The outer portcullis is always kept raised. Should the fortress come under attack, this enables the orc guards to rush out and swing the bridge to prevent anyone crossing. Once the guards are safely back inside the castle, the portcullis is lowered. Standing orders are for the inner portcullis to be kept down at all times. In order for the inner gate to be raised, one of the guards must shout down to the orcs in the winch control room (Area 5).

4. GUARDROOMS

The guardrooms are little more than long corridors. Small braziers containing hot coals provide minimal relief against the arctic blast howling through the open gatehouse.

THE FROST GIANT'S HOLD

Each of the gatehouse's guardrooms is identical.

Arrow Slits: Cut into each wall facing the corridor is a number of arrow slits. Attacks made through a slit into the guardrooms suffer a -4 penalty. A prone figure adjacent to one of the walls cannot be attacked from the nearest guardroom. Those in the opposite guardroom may attack as normal, however.

Because the orcs are not manning the arrow slits and they muffle sound, heroes taking the Last Step, roll at +2. If an intruder goes undetected, he may continue moving through the corridor by making successful opposed rolls of Stealth vs. Notice. The +2 bonus applies in this circumstance.

Doors: The doors into the guardrooms are 8 feet high. They are barred from the inside (standard procedure), giving them Toughness 12. They cannot be opened by Lockpicking.

Illumination: Torches mounted on the wall provide Dim lighting (-1). Stored at the far end of each guardroom are two dozen spare torches.

Temperature: If the door to the guardroom is closed, the temperature modifier is a bearable -3 thanks to the brazier.

Monsters: Three orc warriors man each guardroom. Although standing orders are for the guards to be constantly vigilant and ready for immediate defense of the fortress, the orcs are bored stiff and spend much of their time gambling while seated on the floor. Treat them as Inactive sentries.

M Orc Warrior (3 per room): See page 34. In addition to their regular gear, each orc carries a crossbow (Range: 15/30/60, Damage: 2d6, AP 1, 1 action to reload).

Tactics: Once the orcs detect intruders, it takes them an action to grab their crossbows and a second action to cock them ready for firing. Each guardroom is dealt a separate action card. So long as the intruders remain in the corridor, the sentries pepper them with crossbow bolts. Should the door to a guardroom be broken down, the nearest orc, when his turn allows, drops his crossbow (a free action) and draws his melee weapon.

5. WINCH CONTROL

Two orcs lean casually against the far wall, their weapons dangling from their belts while they warm their hands over a small brazier. Protruding from the north and south walls are large winches. Great lengths of chain rise up into small hole in the ceiling.

The winch control on the north wall affects the inner portcullis in Area 3 and the southern mechanism the outer portcullis.

Doors: The door into the winch room is 8 feet high. It is closed, but not locked. Should the occupants of this room be alerted to danger, one of them drops the outer portcullis while the other bars the door. Once barred,

the door has Toughness 12 and cannot be opened with Lockpicking.

Illumination: Four torches provide good lighting. A dozen spare torches are stashed in one corner.

Temperature: A small brazier keeps the temperature modifier at -3 if the door is closed.

Winch Mechanism: One character cranking the ratchet can raise a portcullis 3 feet per action spent cranking the mechanism. Two characters raise it 6 feet per action. A simple lever releases the ratchet—the respective portcullis slams into place with a loud clank on the same action the lever is pulled. Because the outer portcullis is raised, the ratchet on the southern winch mechanism is locked.

Monsters: A pair of orcs mans the winch control room around the clock, responding to commands from the gatehouse to raise and lower the portcullises. The orcs keep the door closed to keep out the draft, forcing anyone in the guardrooms to shout loudly to be heard.

There are no passwords or code-phrases, but the orcs only answer to requests in Giant or Orcish. If they hear commands in other tongues, one quietly sneaks to the top of the stairs and peers into the gatehouse. Should intruders be detected, he sprints up the stairs, shouting at the top of his lungs.

M Orc Warrior (2): See page 34.

Tactics: The orcs draw their weapons (an action) and attack anyone entering who is not giant or orc. They have no escape route, and fight recklessly, employing Wild Attacks in a bid to hack down as many intruders as possible before their own deaths.

LEVEL ONE

The first level of the fortress proper is devoted entirely to barracks and basic supplies.

6. ENTRY HALL

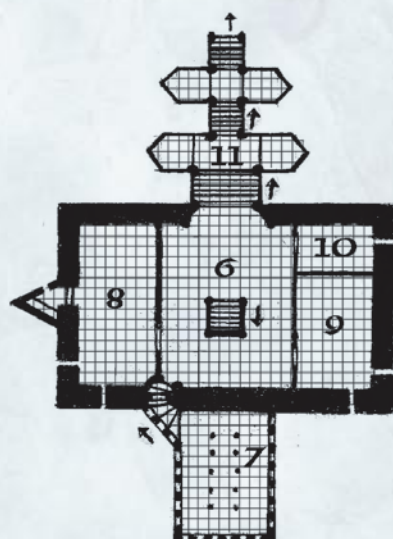
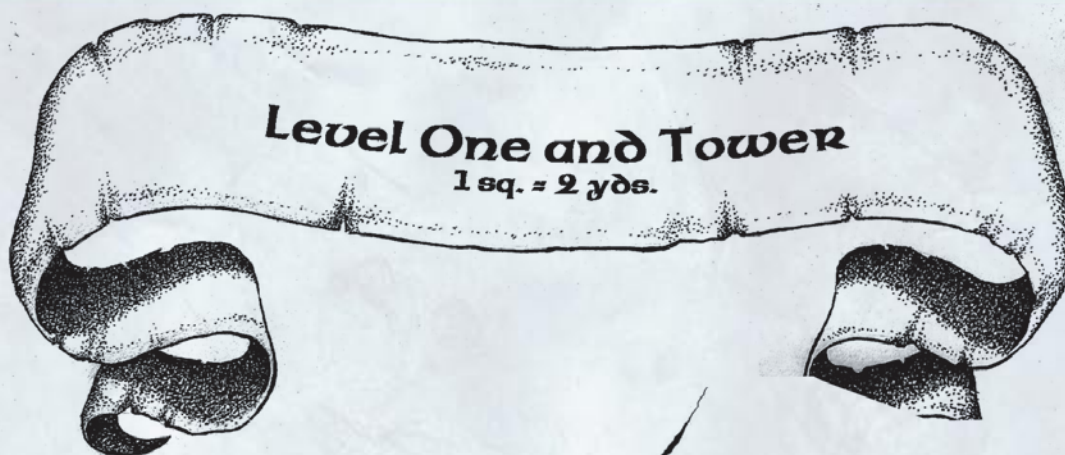
The stairs emerge into a large chamber. To the north rise a set of stairs, while five doors, two to the west, one south, and two to the east break up the otherwise plain walls. The chamber is lit in a bluish glow by flickering torches.

The frost giant sentries in Area 11 are stupid and lazy (treat as Inactive sentries), but not deaf. Should the heroes create a loud disturbance, they *will* investigate in strength.

Illumination: Bright light from icewood torches positioned on the walls.

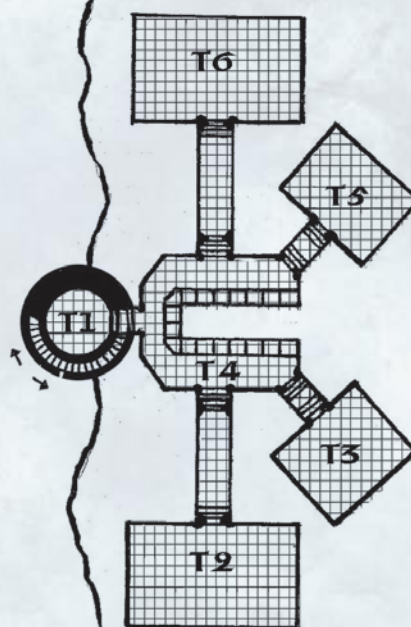
7. BATTLEMENTS

The howling wind as you open the door indicates you're about to step outside. A short flight of stairs leads onto an open terrace warded by



Key:

- 6. Entry hall
- 7. Battlements
- 8. Lower lesser frost giant barracks
- 9. Lower orc barracks
- 10. Armory
- 11. Stairwell



Tower

- T1. Jailor's room
- T2. Treasury
- T3. Torture chamber
- T4. Cell block
- T5. Kennels
- T6. Hellfrost portal

crenellations. Nestled in the northeast corner are four colossal braziers.

The battlements provide a commanding view over the landscape.

Braziers: The braziers are filled with semi-frozen whale oil mixed with lumps of icewood charcoal. Igniting them with a torch or similar sized source of flame takes two complete rounds. A fire spell ignites

them instantly, but only if it inflicts 10+ points of damage.

The braziers are designed for two giants to carry. A minimum of two heroes is required to move them, and then a Strength roll at -2 is needed. With success, the carriers may move at half Pace. A raise allows them to move at their full Pace. In neither instance can the bearers run. Giants lifting the braziers can move their full Pace (but cannot run) without need for a Strength roll.

Tipping a brazier requires a Strength roll at -2. With success, the contents spill out into a Large Burst Template positioned as the tipper desires. If the contents are lit, anyone who is caught in, moves through, or begins within the template suffers 2d10 fire damage and has a chance of catching fire. The oil burns for five rounds if tipped indoors and three rounds outdoors.

Crenellations: Provide Medium Cover (-2) to anyone standing behind them.

Illumination: Ambient outdoor lighting conditions apply.

Murder Holes: The murder holes are one foot wide at the lowest point and three feet wide at the top. During a full-frontal assault, the giants from Area 11 pour boiling whale oil onto the attackers, while orc reinforcements summoned from upstairs fire crossbow bolts. Anyone firing down through the murder holes attacks at -2 due to the limited field of view.

Continuation: If an alarm is raised, the orcs in Area 16 rush to the armory (Area 10), grab crossbows, and take up positions on the battlements. The giants from either Area 8 or Area 15 (as appropriate) arrive shortly afterward and begin lighting the braziers.

8. LOWER LESSER FROST GIANT BARRACKS

This room contains six huge beds covered in mangy furs, and a rickety table stands in the middle of the room. Dirty wooden plates, gigantic mugs, and long bones with all the flesh gnawed off, adorn the table. A huge bucket sits beneath the table.

This is one of two barracks inhabited by brutish lesser frost giants.

Illumination: Icewood torches sit in wall sconces. If the occupants are asleep or the room is unoccupied, the torches are extinguished and the room is Pitch Dark (-4). Otherwise, the room has good lighting.

Bucket: The bucket is half-full of bodily waste (solid and liquid). It weighs 30 pounds. Should it be tipped over (an action), the contents spill into a Medium Burst Template positioned by the carrier. Anyone entering the template must make an Agility roll or slip and fall prone. After three rounds, the contents freeze solid and no longer present an obstacle.

Privy: This room was originally intended for greater frost giant inhabitants, but they did not like the idea of being so close to the entrance. The lesser giants currently stationed here rarely bother using the privy—its function being confusing to their dull intellect. Better a bucket that can easily be dumped out a window.

Monsters: This room is home to four lesser frost giants. During daylight hours, the giants are on duty in Area 11 and T9. At night, the GM should roll a d6. On a 1-2, the giants are asleep in their room, a 3-4 means they are in this room, but awake, and a 5-6 indicates they are

in the giant's mess (Area 21). Sleeping giants are treated as Shaken once awakened. They sleep with their clubs propped up beside their beds.

Ⓜ **Lesser Frost Giants (6):** See page 33.

Tactics: If alerted to danger, the giants snatch up their clubs (once fully awake) and lumber to attack. Although relatively stupid, they have just enough tactical sense not to use their Improved Sweep while other giants are in range.

9. LOWER ORC BARRACKS

A dozen beds stand against the walls of this room, each covered in brown or black furs. A low table and six chairs sit in the center of the room. Small braziers provide minimal heating.

This is one of two barracks set aside for orcs serving Jarl Hrimwulf.

Illumination: Torches line the walls. If the orcs are asleep, the torches are extinguished and the room is Pitch Dark (-4); otherwise there is good lighting.

Bedding: The bedding is filthy and flea-ridden. Any hero sleeping in one of the beds is automatically infested with fleas. While aggressive, orc fleas find human blood not to their taste. For the next 1d4 hours, the hero has a -1 penalty to all Trait rolls due to constant, intense itching.

Braziers: Small charcoal braziers keep the temperature slightly warmer than the rest of the fortress. The Vigor penalty is -3.

Monsters: This chamber houses 28 orcs operating a hot bed system. When the adventure begins, half the orcs are on duty in Areas 1, 4, and 5, one-quarter is in the orc mess (Area 15), and one quarter is in here. Roll a d6. On a 1-3, the orcs are asleep while a 4-6 means they are awake. Sleeping orcs are treated as Shaken once awakened.

Ⓜ **Orc Warrior (7):** See page 34. Sleeping orcs are not wearing their armor (Toughness 7).

Tactics: The orcs may be unintelligent, but they are veterans of many raids. With the only exit blocked by the attackers, they attack ferociously and remorselessly, utilizing Wild Attacks and Gang Up tactics.

10. ARMORY

Racks of weapons and armor stands litter the room, sacks and furs lie haphazardly on the floor, while on a small shelf sit several ceramic flasks.

The armory door is never locked. This armory is used by the orcs and frost giants stationed on this level.

Illumination: The room is unlit and Pitch Dark (-4).

Treasure: The contents include: a dozen suits of leather armor, ten spiked clubs (giant sized), 16 short spears, eight maces, ten short swords, nine axes, 20 crossbows,

HELLFROST ADVENTURE #14

six short bows, 200 crossbow bolts, 400 arrows, 20 spare sleeping furs, 100 torches, 150 icewood torches, 25 pints of oil, four large sacks of charcoal (50 pounds apiece), two tinderboxes, and a set of carpentry tools.

11. STAIRWELL

Flickering torches illuminate stairs ascending to the next level.

From the floor level of Area 6, the platforms are invisible. The alcoves are just about visible, but their nature is not apparent—they might just as easily be side passages.

Illumination: Icewood torches provide adequate lighting.

Monsters: A squad of lesser frost giants is stationed here at all times. They count as Inactive sentries. The confines of the stairs are no place for the adventurers to engage the giants. If the party detects the giants, they can use the beasts' gross stupidity to lure them into Area 6. Naturally, they only respond to voices speaking Giant or Orcish.

Ⓜ **Lesser Frost Giants (4):** See page 33.

Tactics: If attacked on the stairs, the giants in the lower alcoves step forward and use Improved Sweep. One of those in the upper alcoves descends the stairs and does the same. The remaining giant immediately runs upstairs to raise the alarm.

However, should noise be detected anywhere on the lower part of the level, the giants' curiosity overcomes their orders and all four head down the stairs to investigate. Should intruders be detected, they are so caught up in the moment that they forget about sending one of their number upstairs to raise an alarm. They use Improved Sweep, positioning themselves to avoid their comrades.

LEVEL TWO

The second level of the fortress contains the main living areas for the inhabitants. Note that Jarl Hrimwulf, as a true frost giant, has no need to sleep—such weaknesses are for lesser beings.

12. KITCHEN

The smell of sizzling fat, overcooked meat, and oily smoke hangs heavy in the air. Blue-skinned goblins wrapped in furs bustle around, stirring pots hanging over icewood fires, basting meat, and loading bowls and dishes. Their master, an ogre, watches impassively while the servants perform their daily chores.

Giants and orcs all need to eat. While both species prefers cooked food, the giants do not do hot food—their food is cooked over icewood fires, meaning that while it is cooked it is cold. The unfortunate orcs, who have no stomach for such fare, are reduced to warming

their food over braziers in the mess, out of the sight of the giants who mock them for their “human” ways. The current meals include two cauldrons of whale meat stew while extra blubber and a dwarf roast over an open fire (a delicacy among giants).

Fireplaces: Four immense fires burn icewood day and night. Anyone entering a fireplace (only really likely if subjected to knockback) suffers 2d10 coldfire damage and has a chance of catching fire.

Illumination: The fireplaces provide good lighting.

Monsters: The kitchens operate 24 hours a day. Watching over the many slaves (all ice goblins) who produce the meals is a fearsome ogre. The ogre is wrapped in thick furs and winter clothing to stave off the cold emitted by the roaring icewood fires.

Ⓜ **Ogre (1):** See page 33. While on duty, the ogre carries a huge cleaver (Str+d8). Its spiked club is leaning in the southwest corner. It also carries a key to Areas 19 and 24.

Ⓜ **Ice Goblin Slaves (2 per hero):** Treat as goblin warriors (page 33) except they have no equipment besides furs and winter clothing.

Tactics: The ogre always uses Improved Sweep, caring nothing for the slaves it lords over—they are easily replaceable and Hrimwulf expects them to be worked to death anyway. While the ogre is alive, the goblins snatch up knives and cleavers (Str+d4) and employ Gang-Up tactics against the heroes, trying to keep well away from their overlord's deadly swings. While they know death will come from over work, it is a far quicker death than what Hrimwulf would make them suffer should treachery be suspected.

Once the ogre is slain, any remaining goblins drop their weapons and fall to their knees, begging for mercy. Given half a chance one will try to bolt for the door and raise the alarm.

13. WAR ROOM

A vast table littered with maps and papers dominates the room. There are no chairs or stools.

It is from here that Jarl Hrimwulf plans his attacks on the civilized races. The maps and papers are written in both Giant and Orcish. Several detail the area immediately west and north of Watchgap Fort, the White Lake, and parts of Heligioland. A large map of Watchgap Fort and its surroundings is marked with military formations and orders. Someone has written a curse over these, proclaiming goblins lack married parents and engage in sexual pleasure with all manner of animate and inanimate objects. Among the letters are missives from the Giant's Throne promising aid in activating the Heart of Winter.

Illumination: The room is Pitch Dark (−4). There are unlit icewood torches mounted on the walls.

Treasure: The maps, while worth little in terms of gold, detail the location of several orc and goblin strongholds in the Icewall Mountains and Giant's Throne. Equipped with these, the Hearth Knights could carry

THE FROST GIANT'S HOLD

out preemptive raids with surgical precision instead of patrolling in the hope of locating a concealed lair.

14. BATTLEMENTS

An icy blast sucks the heat from your bodies as you step into the frigid outdoors.

The battlements provide a good view of the approach road to the fortress. Fortunately for the adventurers, the sentries are not paying much attention to what is going on beneath them.

Illumination: Visibility is Dim (–1) during the day and Pitch Black (–4) at night.

Battlements: Giants standing behind the battlements have Light Cover (–1).

Monsters: Each of the three guard posts holds a single, very bored and frustrated greater frost giant. This is not their usual station. Normally orcs from area 16 perform the watch duty, but they were participating in the raid on Whitby. Until they return (sic), the giants are forced to take over their duties.

Ⓜ **Greater Frost Giants (3):** See page. Each sentry post holds six boulders.

Tactics: If time permits, the nearest giant scoops up a boulder and hurls it at the heroes before snatching up his axe and entering melee. This is spread over two rounds, as grabbing and throwing a boulder incurs a multiple action penalty. Simultaneously he calls out to his allies elsewhere on the battlements. Where possible, the giants use Improved Sweep, but they will not endanger their colleagues. When circumstances do not allow this, they use Frenzy and if a foe proves difficult to hit, they switch to making single attacks.

15. ORC MESS

Half a dozen orcs are busily shoveling food into their faces.

Because of the guard patterns, the orc mess is occupied much of the day and night. Once the diners have finished devouring their rations, they spend the rest of the time boasting, reestablishing the pecking order, cursing about the frost giants, and planning future raids.

Doors: Both doors are human-sized and have Toughness 10.

Illumination: Torches provide good lighting.

Temperature: Several small charcoal braziers provide basic heating, keeping the temperature modifier at –3 so long as the doors remain closed.

Monsters: Seven orcs barracked in Area 9 are grabbing a hot meal after finishing their shift and bemoaning how they had the misfortune not to be selected for raiding Whitby and being able to commit acts of wanton destruction. Their weapons are on the table or hanging from their belts.

Ⓜ **Orc Warriors (7):** See page 34.

Tactics: Four of the orcs immediately grab their weapons (an action) and attack. The remaining three head out through whichever door the heroes did not enter by and attempt to encircle the attackers. Once the orcs' number has been halved, those left employ Wild Attacks. Keen to prove their worth to their giant overlords, they do not bother summoning reinforcements.

16. UPPER ORC BARRACKS

A dozen beds stand against the walls of this room, each covered in brown or black furs. A low table and six chairs sit in the center of the room. Small braziers stand in the corners, but they are unlit.

This is one of two barracks set aside for orcs serving Jarl Hrimwulf. The warriors who live here died in the Whitby raid and will not be replaced for several days. Until an alarm is raised, the heroes can rest up here if they remain quiet—orcs occupy the adjacent mess hall.

Doors: Both doors are human-sized and have Toughness 10.

Illumination: Pitch Dark (–4).

Temperature: Because the braziers are unlit, the temperature modifier is –5.

17. UPPER LESSER GIANT BARRACKS

There are six huge beds here covered in mangy furs, while a rickety table stands in the middle of the room. Dirty wooden plates, gigantic mugs, and long bones, all the flesh gnawed off, adorn the table.

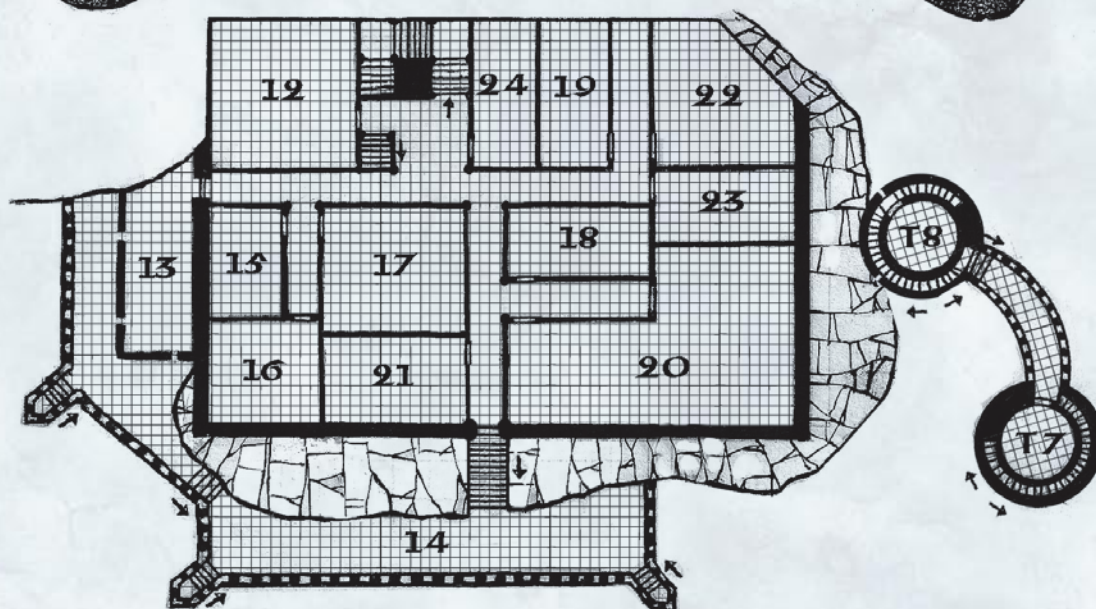
This is one of two barracks area inhabited by brutish lesser frost giants.

Illumination: Icewood torches sit in wall sconces. If the occupants are asleep or the room is unoccupied, the torches are extinguished and the room is Pitch Black (–4). Otherwise, the room has good lighting.

Monsters: This room is home to six lesser frost giants. During the hours of darkness, the giants are on duty in Areas 11 and T9. During the day, the GM should roll a d6. On a 1-3, the giants are asleep in the room while a 4-6 means they are in this room, but awake. Sleeping giants are treated as Shaken once awakened. They sleep with their clubs propped up beside their beds.

Ⓜ **Lesser Frost Giants (6):** See page 33.

Tactics: If alerted to danger, the giants snatch up their clubs (once fully awake) and lumber to attack. Although relatively stupid, they have just enough tactical sense not to use their Improved Sweep while other giants are in range. They shout wildly, hoping to alert the orcs in the mess hall.



Key:

- 12. Kitchen
- 13. War room
- 14. Battlements
- 15. Orc mess
- 16. Upper orc barracks
- 17. Upper lesser giant barracks
- 18. Armory
- 19. Stores
- 20. Greater frost giant barracks
- 21. Giant mess
- 22. Smithy
- 23. Library
- 24. Slave quarters

Tower:

- T7. Guard room
- T8. Scrying chamber

THE FROST GIANT'S HOLD

18. ARMORY

Wooden racks placed against the wall bristle with deadly weapons. Dense bundles of arrows and crossbow bolts rest on a stout table.

The armory door is never locked. This armory is used by the orcs and frost giants stationed on this level.

Illumination: The room is unlit and Pitch Dark (-4).

Treasure: The contents include eleven suits of orc-sized leather armor, two orc-sized chain hauberks, nine giant-sized chain hauberks, ten spiked clubs (giant sized), seven great axes (for the giants), 15 long spears, 16 short spears, six maces, 14 short swords, seven axes, 18 crossbows, nine short bows, eight long bows, 500 crossbow bolts, and 800 arrows.

19. STORES

This appears to be a well-stocked storeroom.

The stores door is locked. The ogre in the kitchen (Area 12) has the key.

Illumination: The room is unlit and Pitch Dark (-4).

Treasure: Stashed in here are 40 spare sleeping furs, 200 torches, 4000 icewood torches, 200 pints of oil, twenty large sacks of charcoal (50 pound apiece), fifty large sacks of icewood charcoal (50 pounds apiece), 900 feet of rope (broken down into 30 foot coils), 20 waterskins (empty), eight tinderboxes, 40 wooden stakes, 10 shovels and pickaxes, and numerous empty sacks.

20. GREATER FROST GIANT BARRACKS

Ten frost giant-sized beds stand against the walls. In the middle of the room is a large table surrounded by sturdy high-backed chairs.

These barracks house the ten greater frost giants currently serving Hrimwulf directly. They function as both raiding party commanders and huscarls.

Illumination: Well-lit by icewood torches.

Monsters: During the day, two giants are in here resting. At night, the frost giant from the smithy (Area 22) joins them. With their greater stamina, the giants need very little sleep compared to lesser races.

Ⓜ **Greater Frost Giants (2 or 3):** See page 32.

Tactics: In typical frost giant fashion the brutes look to close the range as quickly as impossible so as to inflict damage through their icy aura and deadly axes.

21. GIANT'S MESS

A large, long table surrounded by stools stands in

the center of the room. No other furnishings break the monotony of the plain walls.

The room is used solely by the frost giants. Orcs always knock and call out before entering, even during searches, giving the heroes the chance to hide or bluff their way out of trouble.

Illumination: Icewood torches burn here at all times of the day, providing good lighting.

Monsters: The dining hall is unoccupied during the day. At night, there is a chance the lesser frost giants from Area 8 are in here eating their evening meal.

Ⓜ **Lesser Frost Giants (6):** See page 33.

Tactics: Giants attacked in this room have no way out except through the heroes. Those in the front use Improved Sweep combined with Wild Attacks. In their frenzy to escape, they forget to watch out for their comrades and thus become a threat to friend and foe alike.

22. SMITHY

Three gigantic glowing forges stand against the walls, while in the center of the room are several workbenches cluttered with tools and partially finished weapons. An anvil, obviously designed for use by a giant, squats close to each forge.

The iceberg's isolated position makes it difficult to resupply. Getting giant-sized weapons is relatively easy given the existence of the Hellfrost portal, but rearming the orcs is trickier. Knowing that if weapons ran low his enemies (and current allies) might try to usurp him, Hrimwulf had a smithy installed in the fortress.

Illumination: During the day, the smithy is lit by icewood torches. At night, the only glow is from the icewood forges. Treat this as Dark lighting (-2).

Forges: Any hero knocked back into a square containing a forge has a 50% chance of landing on the glowing coals. This causes 2d6 damage and the victim has a chance of catching fire. Otherwise he slams into the side of the forge and suffers damage as normal.

Monsters: During the day, a frost giant is working in the forge, hammering away making swords and axes while ice goblin slaves fashion arrowheads and tips for crossbow bolts. At night, only the goblins are present, chained to the forges. They get little sleep, for if the forges go out the goblins pay a heavy price.

Ⓜ **Greater Frost Giant (1):** See page 32.

Ⓜ **Ice Goblin Slaves (2 per hero):** Treat as goblin warriors (page 33) except they have no equipment besides furs and winter clothing.

Tactics: The giant, like all his kin, is keen to enter melee with intruders so he can deal out death with his sweeping great axe and icy aura. The goblins snatch up half-finished weapons and join in on the giant's side. Due to their chains, they can move a maximum of 6" from the forges.

If disturbed at night, the goblins feign servitude. As

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soon as the characters have left the room, the goblins begin banging on anything that will make a loud noise in a bid to alert nearby giants or orcs.

23. LIBRARY

Wooden stacks, their shelves bending with the weight of hundreds, maybe thousands, of manuscripts line every inch of the walls.

Frost giants in general are not renowned for their interest in literacy. Even priests and hrilmwizards place little value in wiggly lines. Hrimwulf, on the other hand, understands the value of the written word as a source of information on his enemies. To that end, he has spent many centuries gathering literature from across Rassilon. Sometimes he used force, but other times he acted through layers of agents, none aware for whom they were purchasing the texts.

The room holds thousands of volumes covering every topic imaginable and in every known tongue (and some that are now lost). A goodly portion of the manuscripts date back not just to before the Blizzard War but long before the Anari rose to power. The GM can use these records as the basis for adventures or to introduce any new powers he has devised.

Door: The door is locked. Only Hrimwulf and his priest (see Areas 28 and T9) have a key.

Illumination: There are torches, but none are lit. The room is Pitch Black (−4).

Treasure: Cataloguing the full library would take years of work. Even scanning the titles takes many hours. Any attempts to find a valuable book require a Cooperative Notice roll at −2 and an hour of work. With success, the party finds an old manuscript dating back 500 + (1d10 × 100) years. For each century above 500, the tome is worth 500 gs to the Lorekeepers or the temple of Hoenir. Advertized correctly, it could even start a bidding war. Each tome weighs 5 pounds.

With a raise, the party finds one of Hrimwulf's special books. These are detailed below. All are bound in seal hide with whalebone clasps. They are ice cold to the touch and cannot be handled for more than an hour without wearing gloves.

The Art of Winter, by Frigidarius: Frigidarius was a hrilmwizard who specialized extensively in offensive ice and cold magics. The book is quite lengthy in its descriptions and deals only with the creation of ice and cold-based effects. It is rumored to be part of a collection of similar works for different techniques. The book is written in Classical Anari.

The volume is not a tome of learning. Rather, it is a manuscript for enhancing one's art, an extremely rare item. Any hrilmwizard using the book (requires one hand) to cast *blast*, *bolt*, *burst*, or *prolonged burst* gains a +1 bonus to his Hrimwisardry roll. The book weighs 2 pounds. To a hrilmwizard, it is worth at least 10,000 gs.

Legends of the Fimbulvintr, by Gunnar Halfdansson: Gunnar Halfdansson was a Saxa scald who lived during the Blizzard War. A brilliant poet and storyteller in his youth, as his years began to fail him he dedicated his remaining time to recording all the tales concerning the Fimbulvintr; the age of endless cold before the end of the world. How much of it is actual fact is yet to be seen. The book is written in Auld Saxa.

The book counts as a tome of lore, granting +1 to Knowledge (Giants) and +2 to Knowledge rolls involving the Fimbulvintr. It weighs 3 pounds.

A Guide to Survival in Northern Lands, by Ravenia Blackhair: Ravenia was struck with the wanderlust. She travelled the northern most parts of Rassilon quite extensively but found that the cold was often unbearable and that she never knew how long she could withstand it before she needed to find warmth. In order to make her life easier, she wrote a detailed guide on how to survive in the winter wastes. The book is written in Ravenia's native Saxa.

It serves as a tome of lore, but does not affect a Knowledge skill. Instead, it grants +3 to Survival rolls, but only when the temperature is below freezing. It weighs three pounds.

24. SLAVE QUARTERS

Aside from a layer of filthy straw, this room lacks any furniture. A lone icewood torch casts pale light over a crowd of skinny ice goblins who huddle together in the far corner.

While Hrimwulf employs many orcs, he uses them as soldiers. Slaves come in the form of ice goblins and are expendable resources in the eyes of the frost giants (and handy snacks). Rather than waste his valuable resources raiding for slaves, Hrimwulf demands his frost giant and orc allies send him goblins on a regular basis to replace the frequent losses. When not working, they are kept penned in this room.

Door: The door is locked (Toughness 14). The ogre in the kitchen (Area 12) has the only key.

Illumination: The room is lit by just a single icewood torch, providing Dark (−2) lighting.

Monsters: The room is occupied by a handful of ice goblins. Without someone to lead them, the goblins are unwilling to attack armed parties. However, despite their life of servitude they have no desire to ally with the adventurers. Should the heroes simply leave them to their own devices after opening the door, the goblins wait until the intruders have left the immediate vicinity and scurry off to alert the nearest giants. Such an act is not one of loyalty, but a way to try to extend their lives and perhaps even earn their freedom.

☞ **Ice Goblin Slaves (2 per hero):** Treat as goblin warriors (page 33) except they have no equipment besides furs and winter clothing.

LEVEL THREE

The fortress' third level is reserved for ambassadors and the worship of Thrym.

25. LOWER AMBASSADORIAL QUARTERS

The stench of filth quickly assaults your nostrils. Scattered around the chamber are a dozen or so blue-skinned creatures—ice goblins! One of them spies your approach but, instead of screeching an alarm, he raises his hands in a gesture of peace and hisses quietly in broken Trader, "No fight! No fight! We seek alliance. No bad goblins!"

Hrimwulf maintains two suites for ambassadors. Those he considers major allies worthy of courting are housed in the more splendid rooms in the castle. Lesser allies, such as orcs and goblins, who can be bullied into an alliance, are kept within the fortress, virtual prisoners of the frost giant jarl.

The current occupants, a band of goblins, have been kept here for a month without access to proper sanitation. Given the occupants are goblins, and thus lacking in basic hygiene anyway, the room stinks of stale urine and filth.

Furniture: The chamber contains a dozen orc-sized wooden cots with straw mattresses and sleeping furs, a large table covered in gnawed animal bones and filthy bowls, a dozen wooden chairs, a bucket (the toilet), and six chests.

Monsters: The ambassadorial quarters are currently home to Snarg, an ice goblin shaman, and his bodyguard detail. Unfortunately for Snarg, his presence here is not voluntarily.

The Watchgap Fort debacle, in which a handful of Hearth Knights and travelers defeated a goblin and orc army, and subsequent Hearth Knight reprisals, stymied Hrimwulf's plans to conquer the eastern Low Winterlands. His emissaries went among the shattered goblin tribes to find someone with a semblance of authority. Snarg, misled by his rivals that Hrimwulf was searching for worthy allies, volunteered himself as the greatest goblin leader in the district. Only when Snarg reached the ice fortress was he told that he was being held responsible for the failed military campaign. He now regrets boasting that he was instrumental in planning the Watchgap Fort attack, especially since no members of his tribe were actually involved.

Snarg and his cohorts have been kept waiting for a month now. The goblins are in a constant state of terror, fearing that Hrimwulf's delay in questioning them is because he is devising some hideous form of torture. In truth, the frost giant jarl has simply forgotten about the goblins.

The greater frost giant stationed nearby has orders to prevent any goblin leaving the ambassadorial quarters.

While the goblins have the strength to overpower a lone giant, they know they would be unlikely to escape the fortress with their lives. The arrival of the heroes, though, prompts Snarg to undertake a sudden and audacious move—he plans to use the tribute he brought for Hrimwulf to make an alliance.

Assuming the party delays, Snarg sidles over to them and suggests they work together.

The party may wish to question Snarg. Typical questions and the shaman's answers are provided below:

Q: Why should we trust you?

A: "Me Snarg. Me no bad goblin. Me and warriors forced into service. We from Hellfrost. We want go home and ignore humans. Humans not enemies by choice."

Q: How do you intend to leave the island?

A: "We skilled. We make canoes from ice and sail to shore. Then head north to homeland."

Q: What's the deal?

A: "You help us kill giant overlord." Snarg gestures to the giant's sleeping area. "You then take us to entrance. We leave. Never return."

Q: What's in it for us?

A: "We have coin bidden from giants. Coin yours to take. Coin no use to us in Hellfrost."

While trusting a goblin may be a hard thing to do, the adventurers might reason it is better to work with them rather than waste valuable resources combating them. Snarg may be a treacherous little weasel, but his urge to go home is overwhelming. Moreover, unbeknownst to him, the party has left some canoes he and his band can borrow.

M Snarg, Ice Goblin Shaman (1): See page 33. Snarg is a Wild Card.

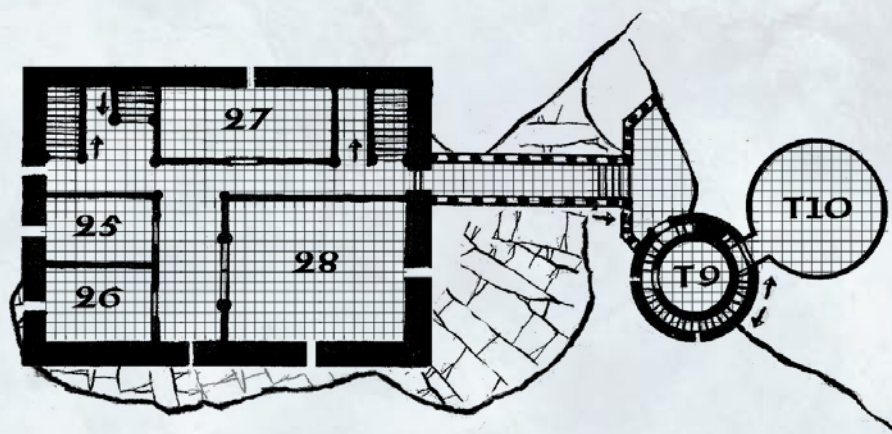
M Ice Goblin Warriors (3): See page 33.

Tactics: Should a fight break out between the goblins and the adventurers, the warriors use Gang Up tactics on the toughest looking heroes. Snarg unleashes a *fear* spell in the first round, targeting as many characters as he can. He then switches to *bolt*, firing two 2d6 bolts per round. His preference is to disable spellcasters first and then armored thugs, though he will freely adapt to the constantly changing tactical situation.

Any sounds of battle alert the frost giant, who enters the fray the round after combat begins. Caring little for the goblins, he wades into melee as quickly as possible. If he can position himself to attack multiple heroes, he uses Improved Sweep. Otherwise, he uses Frenzy against lone opponents.

Treasure: Believing that Hrimwulf wanted an alliance and was about to promote him to chief shaman of the region, Snarg brought with him several chests of treasure. These are still in the ambassadorial quarters, as the goblins have had no chance to present them to Hrimwulf. The silver and gold amounts to a king's ransom!

Continuation: Should a deal be brokered, Snarg and his warriors gather their meager possessions and prepare to leave. If the journey back to the entrance involves no combat, the goblins are well behaved. However, if any of the fortress's inhabitants are encountered and a fight en-



Key:

25 Lower ambassadorial quarters

26. Unoccupied ambassadorial suite

27. Greater ambassadorial suite

28. Temple of Thrym

Tower:

T9. Alchemical laboratory

T10. Frozen

sues, the goblins do *not* join in. In the event the heroes appear to be losing, the goblins turn on their former allies. Figuring the game is up, Snarg intends to prove his worth to Hrimwulf, and hopefully have his life spared, by helping defeat the intruders.

26. UNOCCUPIED AMBASSADORIAL SUITE

This room is outfitted as per Area 25, but due to not having been occupied for several weeks, it is in good condition.

Illumination: Pitch dark (-4).

27. GREATER AMBASSADORIAL SUITE

Flickering icewood torches cast dancing shadows

THE FROST GIANT'S HOLD

around the well-appointed room. Two huge beds covered with white furs rest against the far wall. A small wooden chest sits on the bed furthest from the door. Hanging on the wall above the beds is a tapestry depicting frost giants warring against fire giants. At the foot of each bed is a large, wooden chest. Seated around a table are two enormous frost giants.

Hrimwulf maintains two suites for ambassadors. Those he considers major allies worthy of courting are housed in the more splendid rooms within the fortress.

Furniture: The furnishings comprise two huge beds covered in clean and aired giant polar bear furs, a small icewood table (small by giant standards), two enormous chairs carved from icewood, two large chests and one smaller chest (see below).

Monsters: Baugi and Nal, greater frost giants and ambassadors from the Giant's Throne, are quartered here. Jarl Hrimwulf may be a true frost giant, but Kaldr the Wicked is not easily intimidated and any deals with him must be earned through diplomacy rather than threats. Hrimwulf considers Kaldr nothing more than an upstart, especially since he took the title "king," but he controls a sizeable army of giants and orcs.

After the failure at Watchgap Fort and the botched attempt to awaken the Heart of Winter, Hrimwulf has asked Kaldr to send ambassadors in order to formulate a new plan of attack. Having witnessed the power of the ice lens assault on Whitby, the pair is debating whether or not to accept Hrimwulf's latest treaty.

📄 **Baugi, Frost Giant Priest:** See page 32. Baugi also carries a single *healing potion* (removes one wound).

📄 **Nal, Greater Frost Giant:** See page 32.

Tactics: Baugi begins by casting *armor* on Nal. If necessary, Nal goes on Hold until after Baugi invokes his spell. Assuming the spell is a success, Baugi Maintains it until Nal is defeated. Whether the spell works or fails, Nal then rushes into melee, using Improved Sweep whenever possible. Combined with his Icy Aura, he makes a fearsome opponent.

Baugi is not stupid, and uses his spells to the best of his ability. His preferred tactics are presented below, but he changes them as required. For example, should any adventurers enter melee with him or start using ranged weapons against him, Baugi casts *armor* on his person. He then tries to cast *sphere of might* to inflict extra damage on his attackers.

Round 2: Baugi next tries to cast *entangle*, aiming to miss Nal and ensnare as many heroes as possible.

Round 3: Baugi casts *summon elemental* in the hope of bringing forth a coldfire elemental.

Round 4: All being well, Baugi now has two spells currently Maintained. If the party is nicely bunched, he uses *stun* to weaken them for Nal. Against spread out parties, he uses *bolt*, firing double 2d6 bolts to give him the best chance of a successful casting.

Treasure: Baugi wears 400 gs worth of jewelry, while

Nal carries 80 gs worth. The priest also has an ivory key, which unlocks the small chest (see below). The giant polar bear furs are worth 300 gs apiece but weigh 15 pounds each. The icewood table and chairs, if hacked apart, amounts to 250 pounds of valuable icewood.

The tapestry is worth 2,000 gs and weighs 50 pounds.

The two large chests contain Baugi and Nal's spare clothes. They might fetch 200 gs each from a tailor, but they weigh 15 pounds a set.

The small chest is locked (Lockpicking -2, Toughness 10). Within is 5,000 gs worth of coin and a +1 *long sword* wrapped in oiled leather. The sword is a permanent relic, a trophy taken from a Lance Knight who strayed too far into the Hellfrost and gifted to Jarl Hrimwulf. It is freshly engraved with the Giant runes for "toothpick."

Continuation: Slaying the frost giant ambassadors strains the relationship between Hrimwulf and Kaldr to the point of ending their alliance, at least in the short-term.

28. TEMPLE OF THRYM

A gigantic Hellfrost dragon's head, its mouth flickering blue-white, looms out of the rear wall, but this is not a true dragon, rather a statue carved with attention to detail from deep blue ice. Shad-ows play over the icy floor, which is carved to resemble small dragon scales.

As a true frost giant, Hrimwulf is closer to Thrym than the lesser frost giant species who roam the icy wastes today. He has few reasons to visit the temple, since his god communicates directly through dreams and visions. However, Hrimwulf's minions need a place of worship, and so the temple was constructed.

The glow from the head is actually from burning icewood charcoal—not only does this give the illusion the dragon is about to unleash a gout of coldfire at those who would trespass on holy ground, it also provides minimal lighting for the room.

Illumination: The burning icewood charcoal provides Dark lighting conditions (-2).

Floor: The floor is not constructed from ice carved to resemble dragon scales but actual Hellfrost dragon scales. Its non-slippery nature is revealed as soon as someone walks across it. The scales can be pried free with a Strength roll as an action. Each scale weighs 10 pounds. An armorer can turn the scale into a medium shield with a day's work. This provides an additional +2 Armor against coldfire attacks, such as Hellfrost dragon's breath.

Idol: The dragon's head idol is magically imbued by Thrym. No heat or fire magic can be cast in its presence, and any currently active spells are struck by a *dispel* with a d10 arcane skill at the start of each round (before any other actions occur). Conversely, spells with a coldfire, cold, or ice trapping are cast at +2. This applies to divine

and arcane spells. This bonus is in addition to any modifiers for the low temperature.

The idol has Toughness 16 for the purposes of breaking it. Anyone striking it with a melee weapon must make a Vigor roll at -2 or lose the use of the limb for 1d6 hours. If the weapon was two-handed then both limbs are affected equally. This effect can be removed with a *healing* spell. A spell used in such a manner cures no wounds—it merely removes the bone-chilling numbness.

Monsters: The only creature that might possibly be encountered here is a frost giant priest. However, he divides his time between the temple, where he also sleeps on the floor, and the alchemical laboratory (Area T9). If present here, he is praying to his mighty god.

M Frost Giant Priest (1): See page 32. He has the Alchemy Edge and Knowledge (Alchemy) d8.

Tactics: The frost giant priest begins by invoking *armor*. Whether this succeeds or not, he then casts *summon elemental*, drawing forth a coldfire elemental. Ideally, he interposes the elemental between himself and his attackers. Should this not be possible, he places it where it can deal the most damage with its coldfire stream. Given a chance, the priest next casts *sphere of might*, but he tries this only once due to possible Maintenance penalties. He then attacks with his axe, sweeping and slashing his enemies aside.

If he drops any of his spells and can sweep away adjacent foes to give himself breathing room, he tries to recast *sphere of might* and *armor* in that order before recommencing his attack.

Treasure: Cut into the dragon's neck, and shadowed from the icewood charcoal glow, is a small niche. Resting in the nook is a bloodstone (dark red with green flecks) cut to absolute perfection. As a gemstone, it is worth 2,000 gs. The gem is actually an enchanted stone but does not register as a relic. Anyone who carries the stone for a half-week adds +1 to their natural Healing roll at the end of that period.

Anyone who carefully checks the dragon's head may make a Notice roll to realize the eyes are not made of ice but are actually diamonds. Each is worth 2,500 gs. Only the priest and Hrimwulf know the eyes are gems, and other giants lack the guts to risk defiling an idol of their deity, so no traps protect the stones.

LEVEL FOUR

The final level is dominated by Jarl Hrimwulf's great hall.

29. BATTLEMENTS

The stairs lead onto a wide, open platform. To the north rises the craggy side of the iceberg, while the other sides are protected by crenellations. In the center, seemingly flowing from the iceberg, is an enormous structure, its roof shingled with what appear to be sun dragon scales engraved with Thrym's holy symbol.

The battlements provide a good view of the approach road to the fortress. Fortunately, for the adventurers, the sentries are not paying much attention to what is going on beneath them.

Illumination: Visibility is Dim (-1) during the day and Pitch Black (-4) at night.

Battlements: Giants standing behind the battlements have Light Cover (-1).

Monsters: Each of the three guard posts holds a single, very bored, and frustrated greater frost giant. This is not their usual station. Normally orcs from area 16 perform the watch duty, but they were participating in the raid on Whitby. Until they return (sic), the giants are forced to take over their duties.

M Greater Frost Giants (2): See page 32. Each sentry post holds six boulders.

Tactics: If time permits, the nearest giant scoops up a boulder and hurls it at the heroes before snatching up his axe and entering melee. This is spread over two rounds, as grabbing and throwing a boulder incurs a multiple action penalty. Simultaneously he calls out to his allies elsewhere on the battlements. Where possible, the giants use Improved Sweep, but they will not endanger their colleagues. When circumstances do not allow this, they use Frenzy and if a foe proves difficult to hit, they switch to making single attacks.

30. THRONE ROOM

Read or paraphrase the following to the players *before* they enter:

Two great doors sized to allow frost giants easy access, bar your way. Carved in bas-relief are Hellfrost dragons, reigning coldfire down upon sun dragons. Peering down from the top of the door are two Hellfrost dragon heads, their eyes twinkling in the light. Engraved (at eye level for a tall human) in Orcish on the left hand door are the words: "Push here." Just below are two carved palms, fingers spread.

The doors literally weigh several tons and can only be easily opened by giants. However, since Hrimwulf accepts orc ambassadors the left hand door was weighted so as to be opened if pushed in the exact spot—the opener must press his hands against the palm prints.

Experienced adventurers may suspect a trap and there is one, but it does not work as the heroes may suspect. Applying pressure to any part of the door at a height of ten feet or lower, except on the palm prints, causes the dragons to unleash streams of coldfire down onto the steps. The entire area in front of the doors between the top and bottom steps is affected. Victims suffer 2d10 damage twice and have two chances of catching fire. This is an area-effect weapon, so only total body armor applies (such as an *armor* spell).

The trap was not installed to thwart would-be assas-

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sins. Hrimwulf constructed it to punish orcs who could not follow the most basic instructions!

Once inside, you may read the following text to the players:

The door swings open to reveal a magnificent throne room. Three pillars carved to resemble frost giants rise from the smooth floor; their arms spread wide and their shoulders pressed against the ceiling as if preventing it from collapsing. Between them are vast fire pits, their flames burning blue-white coldfire. On either side are great benches wrought from solid ice. At the far end, on a raised dais, is a magnificent throne carved to resemble a crouching Hellfrost dragon.

Seated here is the largest frost giant you have ever seen. Yet this is clearly no ordinary frost giant, for its body is made of living ice and its eyes burn a deep red. Seated nearby are two smaller frost giants, their muscular forms appearing as waifs next to that of their seated lord.

Illumination: The great fire pits provide good lighting.

Columns: The columns block line of sight. They provide +10 Heavy Armor if used for Cover.

Fire Pits: Any hero entering a fire pit takes 2d10 cold-fire damage and has a chance of catching fire.

Monsters: The monstrous figure on the throne is Jarl Hrimwulf. He spends much of his time here, brooding over recent failures and waiting for the buildup of magical energy needed to start freezing Rassilon. The two giants, regular members of their species, are providing intelligence reports on recent raids they commanded.

🐉 **Jarl Hrimwulf:** See page 31.

🐉 **Greater Frost Giants (2):** See page 32.

Tactics: Hrimwulf signals for his minions to attack while he casts *armor* on his person. For now he is content to sit back and watch, studying his opponents' powers and abilities. After casting his spell successfully, he goes on Hold. Should anyone dare approach he casts *stun*, *entangle*, or *sluggish reflexes*. The spell cast depends on how many heroes are advancing and their powers. Anyone visibly acting quickly (through Level Headed) is hit by *sluggish reflexes*, while spellcasters are hit by *stun* or *entangle*.

If he takes a wound from ranged weapons, Hrimwulf downs his *healing* potion (an action). He then snatches up his enormous spear and charges into melee. Otherwise, he enters the fray only after his minions are dead.

Once he has taken three wounds, he activates his *teleport* scroll, moving as far as possible toward the Hellfrost portal. Should he make it to the portal, he steps through. He will return to plague Rassilon again, but not for some time.

THE TOWER

The tower has four floors. However, it can only be en-

tered via the bridge on Level 4 of the main fortress. The numbering starts from the lowest level and works up.

T1. JAILOR'S ROOM

Three stinking straw mattress lie on the floor of this room amid discarded bones and other detritus.

As well as his orc and frost giant warriors, Jarl Hrimwulf employs a small number of ogres to keep an eye on the prisoners and slaves.

Illumination: Torches provide ample lighting if the occupant is awake. Otherwise, the room is Pitch Dark (-4).

Temperature: The brazier keeps the temperature modifier at -3 if the door is closed.

Monsters: The jailor shares his room with two other ogres. One ogre is always on duty in the kitchen, while the other rests here. Roll a d6. On a 1-3, the occupant is in bed asleep. If disturbed, the ogre is treated as being Shaken. A 4-6 means it is awake.

🐉 **Ogre (1):** See page 33.

Tactics: The ogre attacks using Improved Sweep if multiple opponents present themselves and single strikes otherwise. It will maneuver to a position where Improved Sweep is usable, but not if that risks Withdrawal from Melee.

T2. TREASURY

Six large chests and a dozen or so smaller strong-boxes occupy the lower part of the room. Cluttered among them are numerous statues, tapestries, and other works of art.

Hrimwulf's treasury is partly made up of his personal wealth (though much of that remains hidden in the Hellfrost core), partly from goods plundered during raids, and partly from tributes sent by orc and frost giant tribes.

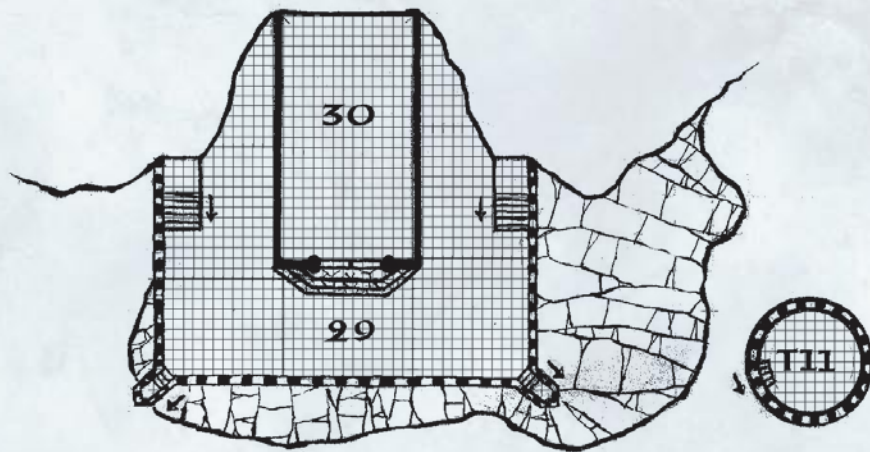
Door: The door to his chamber is locked. Only Jarl Hrimwulf has the key. The door is reinforced with metal bands and has Toughness 18.

Treasure: The various artworks amount to a total of 25,000 gs. However, they are cumbersome and heavy. For convenience, every 50 gs worth of plunder weighs one pound (500 lbs in total).

Each of the six large chests contains a king's ransom in gold and silver. A dozen small boxes each contain d10 x 100 gs in booty. The final small chest holds twenty Ranks worth of spell scrolls. A Novice spell uses one Rank, a Seasoned spell two Ranks, and so on. The GM should determine the spells.

T3. THE TORTURE CHAMBER

The pale orange glow from a brazier casts shad-



Key:
29. Battlements
30. Throne room

Tower:
T11. Viewing platform

ows over a den of pain and misery - a torture chamber. At the far end, a bloated ogre turns the winch on a rack, laughing deeply as his victim, a taiga elf, howls in agony.

The ogre jailor's playroom is filled with various implements of torture—racks, small metal cages suspended from the ceiling by sturdy chains, iron maidens, thumb-screws, knee splitters, wickedly sharp probes, and irons. The whole room reeks of sweat, urine, and utter terror.

Illumination: The only light is Dim (-1) illumination from the red-hot coals in the brazier.

Brazier: Tipping the brazier requires a Strength roll as an action. The hot coals spill out into a Medium Burst Template positioned wherever the tipper desires. Any creature under the template suffers 2d6 damage. Entering or beginning a turn in the template automatically inflicts 2d6 damage, though leg armor applies as normal. After three rounds, the coals cool enough to be harmless.

Hot Irons: A number of irons protrude from the

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brazier. These inflict Str+d6 damage. Although red hot, it requires steady contact to ignite anything, short of flammable liquids or bone-dry straw. After ten rounds exposed to the freezing air the irons cool enough to inflict only Str+d4 and no longer have a chance of igniting substances.

Temperature: The brazier keeps the temperature modifier at -3 if the door is closed.

Monsters: The ogre jailor is currently "questioning" prisoners. The ogre is morbidly obese. A wicked scar runs from his forehead, down across his milky-white left eye and across his cheek to his neck. The rest of his hideous face is pitted with pox scars.

Of the prisoners, one is tied to the rack, which the ogre is operating, one is in an iron maiden, though the spiked door is open, and two others are held in suspended cages awaiting their turn. All four begin screaming loudly for help as soon as the door opens, eliminating any surprise the party hoped to gain through stealth.

Ⓜ **Ogre Jailor:** See page 33.

Ⓜ **Prisoners (1 per hero):** Treat as having d4 in all Traits, Parry 4 (Unarmed Defender rules apply), and Toughness 4.

Tactics: Snarling with delight at the thought of having a few more interesting creatures to play with, the ogre snatches up his whip from his belt (an action), moves to the extent of its range, and lashes out at all targets within range. He cannot use his whip against adjacent foes, though he can use the butt as a club (Str+d4), so he maneuvers to keep opponents at range.

If the ogre happens to pass the open iron maiden, he kicks the door closed (an action) with a vile grin, instantly killing the occupant.

T4. CELL BLOCK

As your lanterns illuminate this dark chamber, gaunt faces peer out from beneath a mass of mangy furs and blankets. A mixture of fear and hatred mars the faces of Saxa, Anari, frost dwarves, and taiga elves.

Hrimwulf's raids have netted him many prisoners. He has no real need of information thanks to his scrying chamber (see page 28) and other agents, so the prisoners are given to his ogre jailor to play with as he desires. Once the jailor is bored with them, the prisoners are hauled outside to become part of the frozen forest. Those who die under his questioning are dragged to the frozen larder (see page 30).

Door: The door is kept locked at all times (Toughness 16). The ogre jailor has the key.

Illumination: The room is Pitch Dark (-4).

Monsters: Huddled beneath blankets and furs are wretched prisoners captured in a recent raid, half-starved and freezing cold. They are a mixture of Saxa, Anari, frost dwarves, and taiga elves. All are farmers, merchants, or

other non-combatants. They are split as equally as possible between the sexes.

Ⓜ **Prisoners (5 per hero):** Treat as having d4 in all Traits, Parry 4 (Unarmed Defender rules apply), and Toughness 4.

Continuation: The prisoners are keen to vacate the fortress as quickly as possible, but have no desire to fight for their freedom. They were led straight through the fortress to the cells and know nothing of the contents of any room except the torture chamber, where a few have been questioned as a prelude to a full interrogation later. If the party has not yet searched the torture chamber, the prisoners state that a handful of their comrades were recently dragged off by their jailor - a brutish, one-eyed ogre.

T5. KENNELS

The stench of wet fur and animal feces assaults your nostrils as you open the door. The floor is covered in thick, dirty straw. From the back of the room, multiple pairs of alert yellow eyes swivel in your direction!

Illumination: The chamber is Pitch Dark (-4).

Monsters: Hrimwulf keeps a number of vicious Fenris wolves as pets. The creatures fear only two things—Hrimwulf and the ogre jailor's whip (not the ogre itself). Anything else, including greater frost giants, is considered fair prey.

A character armed with the jailor's whip who cracks it while making a successful Intimidation roll (opposed by the wolves' Group Spirit) causes the beasts to back down. They slink back into the far corner, whimpering. Should the heroes push the attack, either in melee or with ranged weapons, the wolves' instincts for survival override their fear of the whip—the tactic will not work once the beasts are enraged.

Ⓜ **Fenris Wolves (2 per hero):** See page 34.

Tactics: As soon as the door is open, the wolves sense the party is neither the whip-wielding jailor nor their master. Two of the wolves emit bloodcurdling howls, while the rest charge to attack. Being pack animals, the wolves use Gang-Up tactics.

T6. HELLFROST PORTAL

At the far end of this chamber is an archway formed by four intertwining Hellfrost dragons carved from a strange, white metal. From each of their gaping maws (all of which point into the archway) erupts a beam of blue energy. The beams combine in the center of the archway, filling it with swirling, nebulous light that illuminates the entire chamber.

This is the Hellfrost portal, Hrimwulf's gateway to

HELLFROST ADVENTURE #14

the Hellfrost core. The portal is the work of Thrym, not mortal artificers, and it radiates powerful magic. Anyone using *detect arcana* must make a successful Spirit roll at -2 or be Shaken for 2d6 rounds.

Nothing can be seen through the portal—it is a door, not a mirror. The portal is permanently active in one direction only—creatures can pass through from the fortress merely by stepping through the shimmering energy field. Unfortunately for the heroes, the energy is intensely cold. Creatures not immune to cold suffer 3d10 damage, with armor protecting only if it covers the entire body (such as the *armor* spell). Should the heroes pass through and survive, they find themselves on a vast plateau of endless ice. Guarding the portal are a **dozen** greater frost giants (see page 32 for stats).

Returning is not so simple—it requires an activation word known only to Hrimwulf. This enables the jarl to return to the Hellfrost at any time but prevents his enemies (or any passing creatures) from blundering through into his domain unannounced. Heroes with a curious streak may well find themselves lost in the Hellfrost core. GMs should be prepared to expand the adventure as required should this occur.

Door: The door to his chamber is locked. Only Jarl Hrimwulf has the key. The door is reinforced with metal bands and has Toughness 18.

Illumination: The glow from the portal provides good lighting.

Monsters: The metal from which the portal is constructed is actually a minute sliver from one of Thrym's fingernails. As such, it is impervious to non-magical damage. Magical attacks using coldfire, cold, or ice trappings inflict no damage, but heat and fire trappings inflict double damage as normal. The portal has Toughness 24 and can take four wounds before being destroyed.

The dragon heads arranged around the portal are animate and respond if the portal is targeted by any form of attack, whether it inflicts damage or not. Using *detect arcana* to study the portal is not considered an attack.

Each head draws a separate action card. Their only weapon is a stream of coldfire (2d10 damage in the Cone Template), which they activate using a d10 and a d6 Wild Die. For each wound the portal suffers, one head, chosen at random, is rendered useless. The remaining heads do not incur wound penalties.

Destroying the portal has three effects: First, it cuts off Thrym's reinforcements, second, it disables the scrying device (see page 28) and renders the ice lens inoperable, and third, it dissipates the magic used to create the iceberg! The iceberg begins to sink into the cold waters of White Lake at the rate of 2 yards (1") per minute. Given it is 900 feet high, the tip disappears after 150 minutes. Unfortunately, the fortress is not as high as that!

T7. GUARDROOM

Two stools and a simple table are the only furnishings in this room. Lighting is provided by icewood torches.

Unless an alarm has been raised, the guards are inside the tower. If intruders have been detected the guards are atop the tower, armed with boulders.

Roof: Stored on the roof are a dozen large boulders. Because the bridge lies below the tower, the boulders can be heaved at anyone trying to sneak into the fortress. The distance is Long Range (-4).

Illumination: A pair of icewood torches provides adequate lighting.

Monsters: A pair of lesser frost giants mans the guard post. In theory, they are supposed to be atop the tower on constant lookout, but they spend much of their time indoors gossiping and playing stupid games, like "how hard can you punch me?"

Every hour or so one giant begrudgingly climbs the staircase to the top of the tower and shouts insults down at the orcs, just to prove someone is on duty. The orcs have taken to ignoring the giant, so no response is required. Most times the giant does not even bother looking for the orcs—he just shouts and returns to the guardroom.

Unless the party is having a very easy time, the giant will not notice any orc bodies or blood stains in and around Area 1. Should the GM want to up the ante, one of the giants can spot any mess left by the characters and raise the alarm. At night, the darkness prevents this possibility anyway, though if the heroes extinguish the orc's braziers the alarm will instantly be raised within the hour—the giants have been beaten in the past for failing to spot that the orcs had nodded off and let their braziers go out (though the orcs suffered a far worse fate).

❶ **Lesser Frost Giants (2):** See page 33.

Tactics: Like all their kin, the frost giants favor Improved Sweep whenever possible.

Continuation: The remote guardroom presents an ideal hiding place for the heroes, especially if they speak Giant. At guard shift, a clever hero can shout out to the approaching relief watch (in Giant, naturally) and tell them the current guards are doing an extra shift. This requires a Persuasion versus Smarts roll to work. Even during a search of the fortress, the trick might work if the searchers are particularly stupid (and most of them are).

T8. SCRYING CHAMBER

The far wall of this chamber is adorned with a colossal tapestry depicting a map of Rassilon. Suspended over the map by thin silver wires is an iron ring, some two feet in diameter. Positioned facing the map is a high-backed chair that appears to be gilded in silver!

The map, lens, and chair are part of a scrying device through which Hrimwulf spies on all of Rassilon. From here, he wrought the deadly freeze on Whitby. Since his forces have yet to be defeated in combat, he did not watch the latest raid, the one in which the heroes defeated

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the raiding party. The apparatus ties into the lens atop the iceberg. If that has been destroyed, then the scrying device no longer functions.

Door: The room is locked and only Hrimwulf has the key.

Illumination: When occupied, the room is lit by icewood torches. Otherwise, it is Pitch Black (−4).

Map: The map is identical to the one in the back of the *Hellfrost Gazetteer*. If you own the canvas map of Rassilon, this is an ideal time to unroll it.

Iron Ring: The iron ring hanging in front of the map holds a wafer thin sheet of crystal of such purity that it is practically invisible to the naked eye. It is magically hardened to Toughness 10. A thin beam of light protrudes from the crystal's center onto the map. It is currently shining on the region around Whitby.

Chair: The chair is made of solid silver (20,000 gs worth, but it weighs a ton) and is engraved with arcane runes. Deciphering these requires a Knowledge (Arcana) roll *and* knowledge of the Giant language (or a use of *speak language*). With success, the hero learns they are runes of scrying, movement, and cold. On the very end of the armrests, roughly where a giant's palms would set, are two huge crystals. These fit snugly into the arms and can be rotated. The right hand crystal moves freely in all directions, while the left hand one only rolls forward or backward.

To activate the scrying device, the crystal on the chair's right armrest must be depressed once. When this is done, the crystal lens flares into life, displaying a real-time image of the world beneath its current position on the map (currently Whitby, as noted above), as if viewed from high above the ground. The area it shows is around 10 miles across, and thus lacks detail.

By rotating the right hand crystal, the beam of light moves across the map in the appropriate direction and causes the image to change. The viewer gets the impression he is flying above the world at unimaginable speeds. The faster the crystal is moved, the faster the beam moves. Pushing the left hand crystal forward zooms in on the image, allowing a closer view. Pulling it backward zooms out again. Through this, the image can be magnified enough to see an area around 20 yards across or view an area some 50 miles across. The magic cannot penetrate solid objects (and the resolution is not fine enough to navigate down a chimney).

Switching the device off requires the right hand crystal to be depressed again. Pressing both crystals simultaneously unleashes Thrym's breath, plunging the temperature in the area being viewed to well below freezing. Fortunately, only Hrimwulf can activate this power and its use is currently very limited.

The apparatus draws its power from Thrym's icy realm. Should the portal to the Hellfrost be destroyed, the magic in the equipment is lost *forever*.

Warning: Should a hero turn the device toward the Hellfrost, a vision of Thrym, a truly monstrous Hellfrost dragon dozens of miles long and oozing primordial power that tears at the very essence of the heroes (even through the remote viewer), fills the lens. Each character

witnessing the sight of a true god must make a Guts roll at −20 (yes, that is minus twenty). Anyone failing, which is likely to be everybody, automatically suffers a heart attack as described on the Fear Table!

T9. ALCHEMICAL LABORATORY

Tables around the edges of this circular room are crowded with alchemical apparatus and small, bubbling cauldrons. Arranged on the shelves are dozens of strange objects and potion flasks.

Hrimwulf is a great believer in being prepared and having the right tools for the job. To that end, he ordered his priest to begin creating a range of alchemical devices, especially *storm* ones. Being able to withstand the cold, *storm* devices allow his hardier troops to maneuver unseen and aid in covering their tracks. Cheap to produce yet beyond the ken of many of his allies, alchemical devices also make useful bribes and rewards. Combined with the other duties, the priest has yet to create as many alchemical devices as his master desires.

Door: The door to this chamber is locked unless the room is occupied. Lockpicking rolls are made at −2.

Illumination: If the room is occupied, icewood torches provide good lighting. Otherwise, the room is Pitch Black (−4).

Monsters: The only creature that will possibly be encountered here is a frost giant priest. However, he divides his time between the temple (Area 28), where he also sleeps on the floor, and the alchemical laboratory. If present here, he is creating a new alchemical device.

M Frost Giant Priest (1): See page 32. He has the Alchemy Edge and Knowledge (Alchemy) d8.

Tactics: The frost giant priest begins by invoking *armor*. Whether this succeeds or not, he then casts *summon elemental*, drawing forth a coldfire elemental. Ideally, he interposes the elemental between himself and his attackers. Should this not be possible, he places it where it can deal the most damage with its coldfire stream. Given a chance, the priest next casts *sphere of might*, but he tries this only once due to possible Maintenance penalties. He then attacks with his axe, sweeping and slashing his enemies aside.

If he drops any of his spells and can sweep away adjacent foes to give himself breathing room, he tries to recast *sphere of might* and *armor* in that order before recommencing his attack.

If defeat looks likely, the giant starts destroying the alchemical devices. Each round he automatically destroys 1d6 devices, determined randomly from those below, by sweeping through them with his axe.

Treasure: The alchemical apparatus, if collected, equates to three alchemical trunks worth. It weighs the same amount, as well. In addition, the following alchemical devices are stored here on shelves.

* Seven *storm wands* cast with a success (break to use) and a dozen created with a *raise*. All these devices

LIGHT RELIEF

Hellfrost is intended as a serious setting, but even the darkest game needs some light relief every now and then. If the heroes manage to work out how the scrying device operates and they use it to spy on their homes, reward the *first* player to shout, "I can see my house from here!" with a benny. Anyone else who tries the same stunt should be penalized by losing a benny—it's only funny once.

- create blizzards.
- * Six *healing potions* created with a success. These were plundered from cultists of Kenaz and have a warming glow trapping.
- * Three vials of *oil of smite* cast with a success. All have a coldfire trapping.
- * One *crystal of summon black ice elemental*.
- * Three *frozen teardrops of blast* with a coldfire trapping.
- * Two *potions of fly* cast with a raise.

T10. FROZEN LARDER

Great slabs of gray meat hang from hooks embedded in the icy ceiling.

The larder is used to store meat brought back by hunting or raiding parties. Among the meats are slabs of whale, entire seals, and reindeer, plus a handful of humans and a single taiga elf. The whale, seal, and reindeer carcasses are perfectly edible. (So are the other meats, though such an act befits only a worshipper of Dargar.)

Illumination: The larder is Pitch Black (−4).

T11. VIEWING PLATFORM

The top of the tower provides a commanding view over the surrounding icy wastes.

Hrimwulf comes here to pray (he prefers being outdoors), give commands to Hellfrost dragons who answer his call to arms, and think through problems. When in a particularly bad mood he throws ice goblins off the top to vent his frustration. The surrounding crags to the east are littered with their broken bodies.

THE TIP OF THE ICEBERG

At the very tip of the iceberg, some 900 feet above the surface of the lake, is a gigantic ice lens. It is mounted in an inverted U-shaped holder of black ice, which protrudes from the very tip of the spike, and can rotate in any direction. The crystal, an actual fragment of ice from divine Thrym's realm, has Toughness 30 but takes double damage from fire and heat spells.

BESTIARY



GONTRAN AP-PADERN

Gontran ap-Padern served with distinction as a Sword Knight for many years, rising through the ranks to achieve the position of Sword Captain. Four years ago, an orc blade slashed his throat. Though Gontran survived, he lost the ability to speak. Unable to lead his men, Gontran was kept on in an administrative role, but his heart simply was not in it. He quit the organization and drifted around for a year until he arrived in Whitby. Never one to shirk hard work, he decided to settle there. Gontran remains on good terms with the Hearth Knights, who he aids as best he can when a patrol passes, and the locals insist on calling him "Sir Gontran."

Gontran has developed a rudimentary sign language. The citizens of Whitby know enough to understand Gontran, but only his "squire," Padraig is truly fluent.

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

Skills: Boating d8, Fighting d8, Guts d10, Intimidation d8, Knowledge (Battle) d8, Notice d6, Riding d10, Survival d8, Tracking d8

Charisma: +1; **Pace:** 6; **Parry:** 8; **Toughness:** 9 (2)

Hindrances: Code of Honor, Heroic, Loyal

Edges: Block, Combat Reflexes, Command, Connections (Hearth Knights), Frenzy, Hearth Knight, Improved Snow Walker, Level Headed, Sweep, Woodsman

Languages: Anari, Frosttongue, Trader

Gear: Chain hauberk (+2), closed helm (+3), long sword (Str+d8), medium shield (+1 Parry), winter clothing and furs.



PADRAIG THE SQUIRE

Orphaned three years ago when his parents drowned after their fishing boat capsized in a sudden squall, Padraig was declared a ward of the council. Passed from family to family, Padraig was a neglected youth. When Gontran settled in Whitby, he adopted the boy after only a month, determined to teach him integrity and honor. Padraig, now a self-styled squire, has learned well. While not a skilled warrior, he would be willing to walk into the Hellfrost to save, or avenge, Gontran.

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

Skills: Boating d8, Fighting d6, Guts d6, Notice d8, Survival d4, Taunt d6, Tracking d4, Swimming d4

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

Hindrances: Clueless, Code of Honor, Loyal, Young

Edges: Luck, Snow Walker

Languages: Anari, Trader

Gear: Leather armor (+1), short sword (Str+d6), small shield (+1 Parry), winter clothing and furs.

VILLAGER

Whitby's inhabitants are focused around the fishing industry. Though there is a resident boat builder-cum-carpenter, there are no other crafters. Unless a citizen has a unique stat block, use this one. Individuals the GM wants to expand into more fleshed-out characters can have higher Traits or a few Edges and Hindrances. Anbeth, for example, might be Attractive. Do not forget to roll on the Ally Personalities table as well.

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

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

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

Hindrances: —

Edges: —

Languages: Anari, Saxa, Trader

Gear: Knife or hand axe (Str+d4). Militia duty: leather (+1), medium shield (+1 Parry), short spear (Str+d6, Reach 1), dagger (Str+d4)



JARL HRIMWULF THE GRIM

A colossal creature of living blue ice, Hrimwulf is one of the last remaining true frost giants. He sports a long beard of white hair and has burning red eyes. Hrimwulf has the power of hrimwisardry, something of a rarity among the more common frost giants. The jarl has no understanding of mercy and tolerates no failure among his minions. Similarly, he respects nothing and no one except Thrym.

Hrimwulf has been devoted to Thrym's cause since before humans walked the world. Despite a few setbacks, he firmly believes he is on the verge of bringing about the Fimbulvintr. All he needs is the portal open for a little while longer and he can unleash the full ferocity of the Hellfrost core on Rassilon.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+6, Vigor d12

Skills: Climbing d8, Fighting d10, Hrimwisardry d12+1, Intimidation d12, Notice d6, Throwing d8

Pace: 8; **Parry:** 9; **Toughness:** 16 (2)

Hindrances: Bloodthirsty, Delusional (Major; he can bring on the Fimbulvintr), Mean, Overconfident

Edges: Alchemy, Arcane Background (Hrimwisardry), Block, Combat Reflexes, Command, Fervor, Hellfreeze, Improved Snow Walker, Improved Sweep, Level Headed

Gear: Colossal spear (Str+2d6, +1 Parry, 2-hands; Heavy Weapon, weighs 30 pounds)

Alchemical Devices: Three potions of *healing* (each removes one wound), scroll of *teleport* (20" range—he knows every room in his lair), amulet of *luck*, icicle of *obscure* (creates a snow flurry)

Special Abilities:

- * **Armor +2:** Body made of ice.
- * **Elemental Friend:** No cold-based elemental will attack Hrimwulf. If he succeeds at a Spirit roll opposed by the elemental's Spirit, the elemental becomes sub-

servient to his wishes. This requires an action. An elemental summoned by a hero is no longer Maintaining the spell, but neither is Hrimwulf—the elemental stays and serves of its own volition.

- * **Fearless:** Immune to Fear and Intimidation.
- * **Icy Aura:** Frost giants radiate deadly cold. At the end of movement, all adjacent foes suffer 2d6 damage.
- * **Immunity (Cold):** Immune to background cold. No damage from cold, coldfire, and ice attacks.
- * **Infravision:** Halve darkness penalties against heat-producing targets.
- * **Large:** Attackers gain +2 to attack rolls against the jarl, due to his size.
- * **Powers:** *Armor* (black ice), *bladebreaker* (weapon freezes and snaps), *bolt* (icicles), *dispel* (magical threads are wrapped in ice), *entangle* (freezes foe), *sluggish reflexes* (coats foes in ice), *storm* (blizzard), *stun* (icy blast).
- * **Size +6:** Hrimwulf stands 24' tall.
- * **Weakness (Fire):** Takes double damage from heat or fire.

ELEMENTAL

BLACK ICE ELEMENTAL

Aside from being formed of black ice, these elementals appear identical to regular ice elementals until they breathe a gout of flaming coldfire. They can be summoned only in the Hellfrost.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+5, Vigor d10

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

Pace: 4; **Parry:** 6; **Toughness:** 12 (5)

Special Abilities:

- * **Armor +5:** Black ice body.
- * **Bash:** Str+d6.
- * **Burrowing (6"):** Black ice elementals can meld into and out of the ground so long as it is snow or ice.
- * **Coldfire Strike:** Black ice elementals can spit a burning blast of coldfire using the Cone Template. Characters within the Cone must beat the spirit's Shooting roll with Agility or suffer 2d10 damage and risk catching fire.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Weakness (Fire):** Takes double damage from heat or fire.
- * **Weakness (Temperature):** Black ice elementals must make a Vigor roll each hour in temperatures above freezing or suffer a wound.

COLDFIRE ELEMENTAL

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d10, Notice d8, Shooting d8, Stealth d6
Pace: 6; **Parry:** 7; **Toughness:** 5

Special Abilities:

- * **Coldfire Strike:** Coldfire elementals can project a blast of coldfire using the Cone Template. Characters within the cone must beat the elemental's Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.
- * **Coldfire Touch:** Str+d6; chance of catching fire.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Immunity (Cold):** Coldfire elementals are immune to background cold. They take no damage from cold attacks.
- * **Invulnerability:** Coldfire Elementals are immune to all nonmagical attacks, but suffer 1d6 damage when doused in at least a gallon of water; +2 per additional gallon.
- * **Weakness (Fire):** Takes double damage from heat or fire.



ICE SHELL ELEMENTAL

An ice shell elemental looks like a regular ice elemental at first glance. Closer inspection reveals swirling coldfire burning within its frozen form. As the creature takes damage, so the coldfire gushes through the cracks and cuts, enveloping the elemental in a fiery, cold aura and scorching anything foolish enough to stand too close.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d10

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

Pace: 4; **Parry:** 6; **Toughness:** 10 (3)

Special Abilities:

- * **Armor +3:** Icy body.
- * **Bash:** Str+d6.
- * **Burrowing (6"):** Ice shell elementals can meld into and out of the ground so long as it is snow or ice.
- * **Coldfire Aura:** A wounded ice shell elemental inflicts 1d6 coldfire damage on all adjacent opponents at the end of its movement for the round for each wound it has suffered. An elemental that has taken two wounds, for example, has a 2d6 damage aura.
- * **Coldfire Explosion:** An ice shell elemental that is Incapacitated automatically explodes, filling a Large Burst Template and inflicting 2d10 coldfire damage to everything beneath the template. The elemental is destroyed in the explosion.
- * **Coldfire Strike:** Ice shell elementals can spit a blast of coldfire using the Cone Template. Characters within the Cone must beat the spirit's Shooting roll with Agility or suffer 2d10 damage and have a chance of catching fire.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Weakness (Fire):** Takes double damage from heat or fire.

GIANT, FROST



PRIEST

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+3, Vigor d8

Skills: Climbing d8, Fighting d8, Faith d10, Guts d8, Intimidation d10, Knowledge (Arcana) d8, Knowledge (Religion) d6, Notice d6, Throwing d8

Pace: 8; **Parry:** 5; **Toughness:** 13 (2)

Gear: Chain shirt (+2), great axe (Str+d10, -1 Parry, AP 1, carried in one hand), thrown rock (Range: 4/8/16, Damage: Str+d10).

Special Abilities:

- * **Devotee of Thrym:** Frost giant devotees use the himrisard modifiers for cold temperatures. Frost giant priests know: *armor* (icy skin), *bolt* (coldfire), *entangle* (freezes foe), *sphere of might* (coldfire), *storm* (blizzard), *stun* (blast of frigid air), *summon elemental* (coldfire, ice, or slush).
- * **Icy Aura:** Frost giants radiate deadly cold. At the end of movement, all adjacent foes suffer 2d6 damage.
- * **Improved Sweep:** Frost giants can attack all adjacent foes at no penalty.
- * **Infra-vision:** Halve darkness penalties against heat-producing targets.
- * **Large:** Attackers gain +2 to attack rolls against frost giants, due to their size.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold, coldfire, and ice attacks.
- * **Size +5:** Frost giants are over 18' tall.
- * **Snow Walker:** Treats rough ice as normal ground, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

GREATER

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+4, Vigor d10

Skills: Climbing d8, Fighting d10, Guts d8, Intimidation d10, Notice d6, Throwing d8

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

Gear: Chain hauberk (+2), huge great axe (Str+d10, -1 Parry, AP 1)

Special Abilities:

- * **Frenzy:** May make two Fighting attacks at -2 each round.
- * **Icy Aura:** Frost giants radiate deadly cold. At the end of movement, all adjacent foes suffer 2d6 damage.
- * **Improved Sweep:** Frost giants can attack all adjacent foes at no penalty.
- * **Infra-vision:** Halve darkness penalties against heat-producing targets.
- * **Large:** Attackers gain +2 to attack rolls against frost giants, due to their size.
- * **Resistance (Cold):** Immune to background cold.

THE FROST GIANT'S HOLD

Half damage from cold, coldfire, and ice attacks.

- * **Size +5:** Frost giants are over 18' tall.
- * **Snow Walker:** Treats rough ice as normal ground, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

LESSER

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d8, Notice d6, Throwing d8

Pace: 8; **Parry:** 6; **Toughness:** 11

Gear: Spiked club (Str+d8)

Special Abilities:

- * **Clueless:** -2 to Common Knowledge rolls.
- * **Improved Sweep:** Lesser frost giants can attack all adjacent foes with no attack penalty.
- * **Infravision:** Halve darkness penalties against heat producing targets.
- * **Large:** Attackers gain +2 to attack rolls against frost giants due to their size.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold, coldfire, and ice attacks.
- * **Size +4:** Lesser frost giants are 15' tall.
- * **Snow Walker:** Treats rough ice as normal ground, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.

HELLFROST ZOMBIE

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities:

- * **Claws:** Str.
- * **Fearless:** Zombies are immune to Fear and Intimidation.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots (except the head). Immune to disease and poison.
- * **Weakness (Head):** Called Shots to a zombie's head work as normal.

ICE GOBLIN



SHAMAN

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

Vigor d6

Skills: Climbing d6, Faith d8, Fighting d6, Guts d4, Notice d6, Shooting d8, Stealth d10, Taunt d8, Throwing d6

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

Gear: Short spear (Str+d6, Reach 1), furs, winter clothing.

Special Abilities:

- * **Improved Snow Walker:** Treat ice and snow as normal terrain.
- * **Infravision:** Goblins halve penalties for bad lighting when attacking living targets (round down).
- * **Powers:** Shamans typically know *bolt* (icicles), *fear* (howl), *obscure* (snow cloud), and *smite* (icicles form on weapon).
- * **Size -1:** Goblins stand 3-4' tall.
- * **Warm Blooded:** +2 to Vigor rolls to resist the effect of cold.

WARRIOR

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

Skills: Boating d6, Climbing d6, Fighting d6, Guts d4, Notice d6, Shooting d8, Stealth d10, Taunt d6, Throwing d6

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

Gear: Short spear (Str+d6, Reach 1), furs, winter clothing.

Special Abilities:

- * **Improved Snow Walker:** Treat ice and snow as normal terrain.
- * **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).
- * **Size -1:** Goblins stand 3-4' tall.
- * **Warm Blooded:** +2 to Vigor rolls to resist the effect of cold.

OGRE

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

Skills: Guts d8, Fighting d8, Intimidation d8, Notice d4, Throwing d6

Pace: 7; **Parry:** 6; **Toughness:** 11 (1)

Gear: Thick hides (+1), massive club (Str+d8)

Special Abilities:

- * **Infravision:** Ogres halve penalties for bad lighting when attacking living targets.
- * **Improved Sweep:** May attack all adjacent foes.
- * **Size +2:** Most ogres are over 8' tall with potbellies and massive arms and legs.



OGRE JAILOR

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d12

Skills: Guts d8, Fighting d8, Intimidation d10, Notice d4, Throwing d6

Charisma: -2; **Pace:** 7; **Parry:** 6; **Toughness:** 11 (1)

HELLFROST ADVENTURE #14

Hindrances: One Eye, Ugly

Edges: Command

Gear: Thick hides (+1), massive whip (see below).

Special Abilities:

- * **Infravision:** Ogres halve penalties for bad lighting when attacking living targets.
- * **Improved Frenzy:** May make two Fighting attacks at no penalty.
- * **Massive Whip:** Str+d6+1, Reach 2. The end of the whip is tipped with dozens of sharp barbs. Anyone Shaken or wounded by the whip must make a Vigor roll or be Shaken for 1d6 rounds. Recovery is only possible after this time or if a benny is spent.
- * **Size +2:** Most ogres are over 8' tall with potbellies and massive arms and legs.

ORC

The orcs can be of any tribe the GM wishes. While it is suggested you pick one the party has had run ins with before, picking a new tribe means the characters get to see other tribal abilities in action.



DRUMMER

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

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

Pace: 6; **Parry:** 5; **Toughness:** 8 (1)

Gear: Leather armor (+1), drum beaters (Str+d6), war drum, boot spikes (Str+d4), furs, winter clothing

Special Abilities:

- * **Level Headed:** Drummers need to react quickly to changing battlefield conditions. They draw two action cards and use the best.
- * **Size +1:** Orcs are slightly larger than humans.
- * **War Drum:** As an action, the drummer can beat his drum to produce a special effect benefiting all orcs within 10" of the drummer. Only one beat can be used at a time. Once chosen, the same beat sounds until the drummer's next action card, when he may stop, continue with the same beat, or switch to a different beat. All benefits cease immediately if the beat ends early (such as in the event of the drummer's death).
- * **Charge:** Orcs who begin their turn within 10" gain +2 Pace and increase their running die by one step (typically to a d8).
- * **Fearless:** Immune to Fear and Intimidation.
- * **Fervor:** Inflict +1 damage with Fighting attacks.
- * **Frenzy:** Gain the Frenzy Edge (there is no benefit to orcs already possessing the Edge).
- * **Hold the Line:** Gain +1 Toughness.
- * **Rally:** +1 to Spirit rolls to recover from being Shaken.

WARRIOR

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

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

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

Gear: Leather armor (+1), medium shield (+1 Parry), short sword, axe, or mace (Str+d6), boot spikes (Str+d4), furs, winter clothing

Special Abilities:

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

ELITE WARRIOR

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

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

Pace: 6; **Parry:** 7; **Toughness:** 9 (2)

Edges: Combat Reflexes

Gear: Chain hauberk (+2), pot helm (+3), medium shield (+1 Parry), long sword or battle axe (Str+d8), boot spikes (Str+d4), furs, winter clothing

Special Abilities:

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

WOLF, FENRIS

There are many species of wolf in Rassilon. Some, like mundane wolves, are a threat to armed heroes only when natural prey is scarce. Others, such as dire and dread wolves, are more openly aggressive. Among the most feared are Fenris wolves, monstrous beasts with powerful, oversized jaws and teeth capable of slicing through steel armor.

Fenris wolves are the result of breeding between Dargar's pet wolf, Fenric, and mundane wolves. Although the Compact prohibits the gods from direct interference in mortal affairs, no mention was made of their animal companions. While creatures of flesh and bone, Fenris wolves nonetheless possess all the unbridled ferocity of their sire. They think nothing of attacking even a heavily armed party of veteran warriors.

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

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d10, Tracking d6

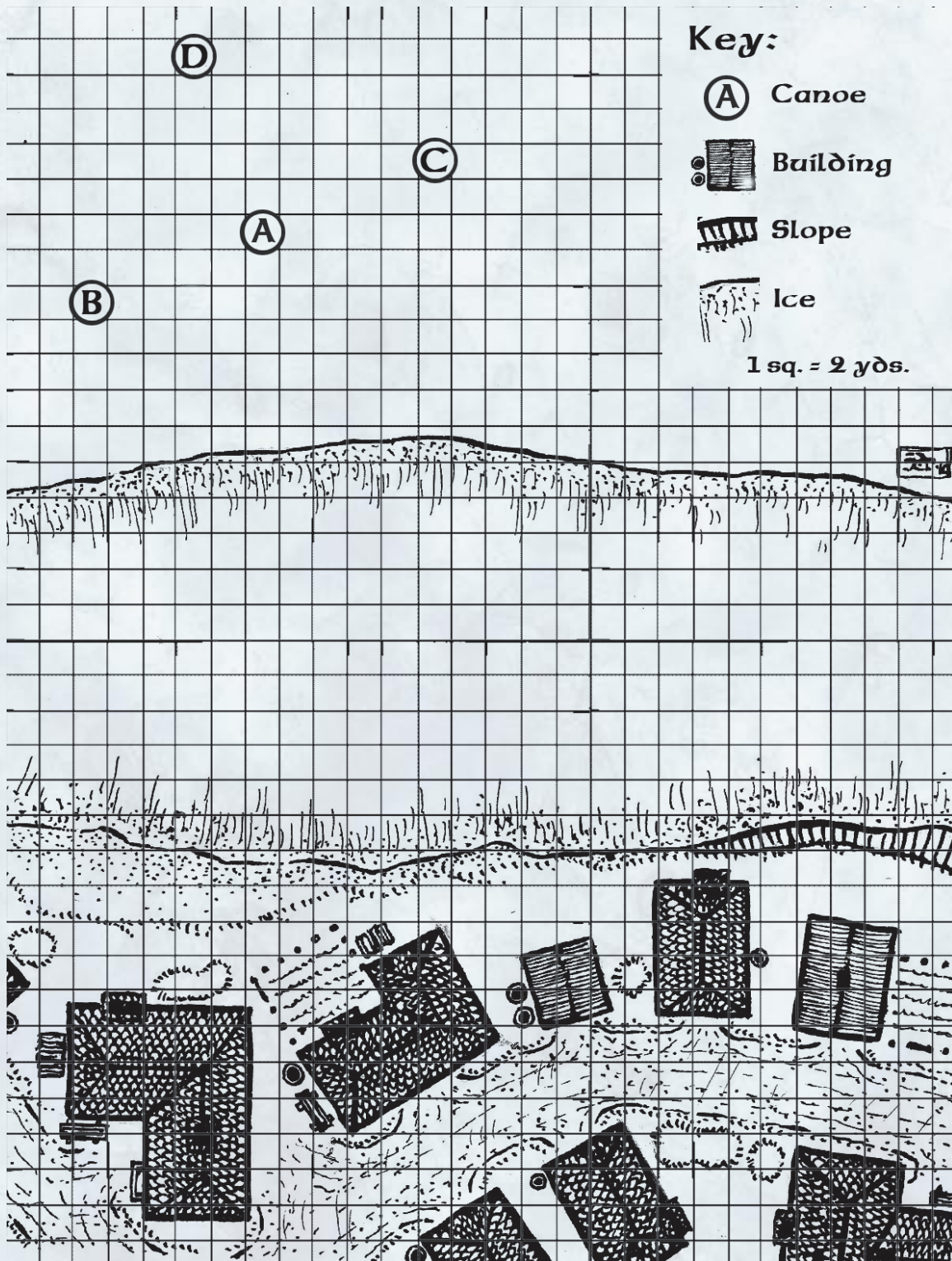
Pace: 8; **Parry:** 6; **Toughness:** 7

Special Abilities:





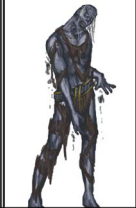


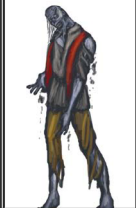


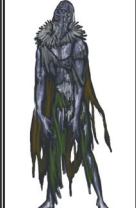













- * **Bite:** Str+d8, AP 2.
- * **Fleet Footed:** Fenris wolves roll a d10 when running instead of a d6.
- * **Go for the Throat:** Fenris wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- * **Howl:** A Fenris wolf can use its entire action to howl. When it does so, every enemy able to hear the chilling sound must make a Spirit roll or be Shaken.
- * **Size +1:** Fenris wolves stand 6' at the shoulder.


















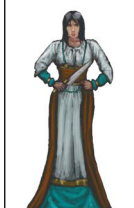






THE FROST GIANT'S HOLD










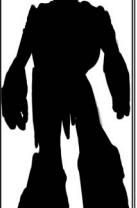














MAP OF WHITBY




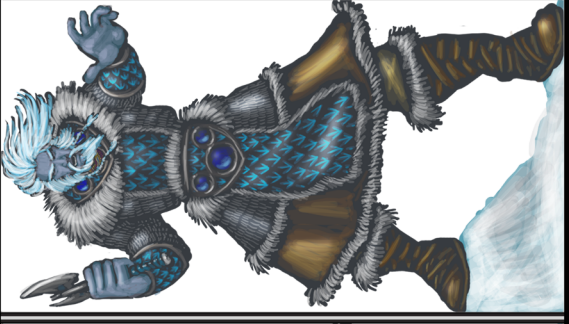


















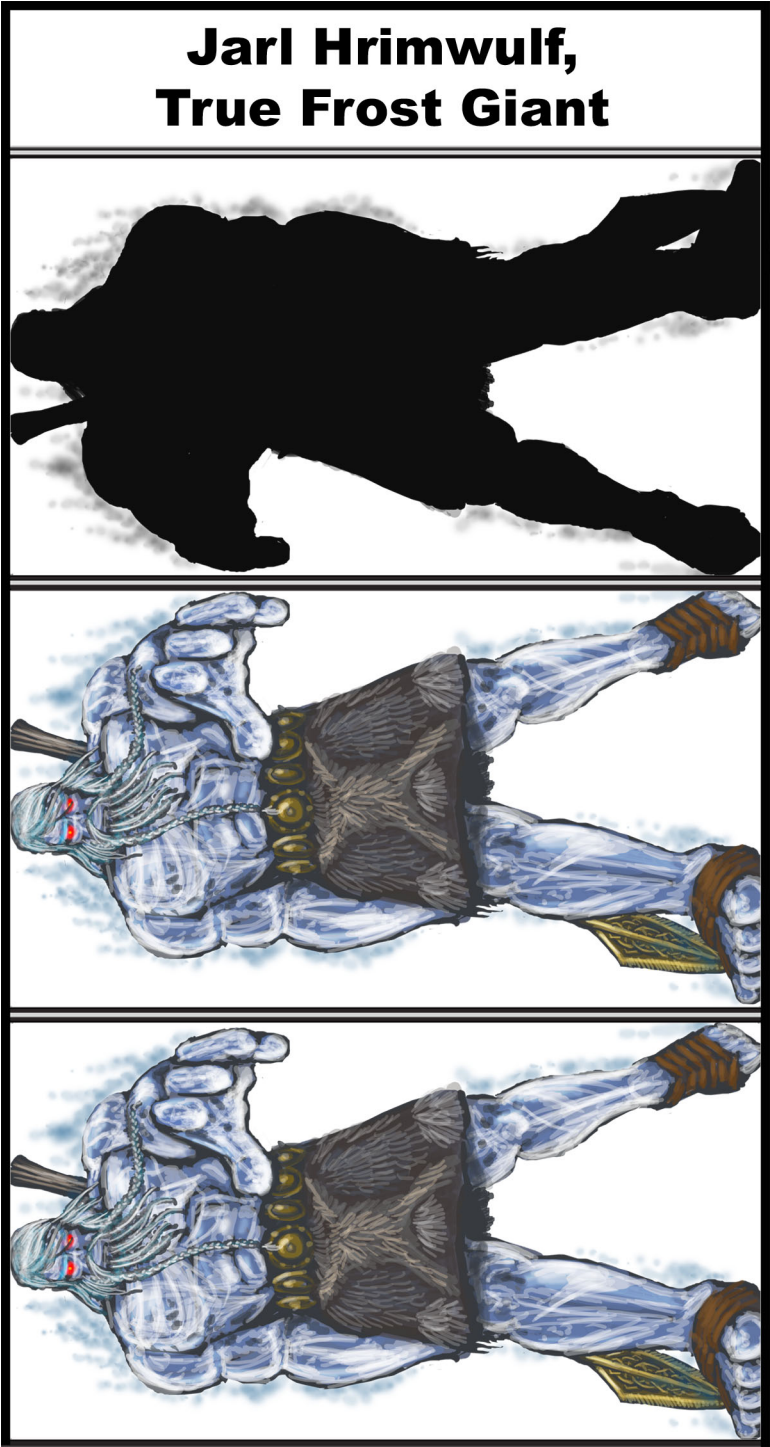
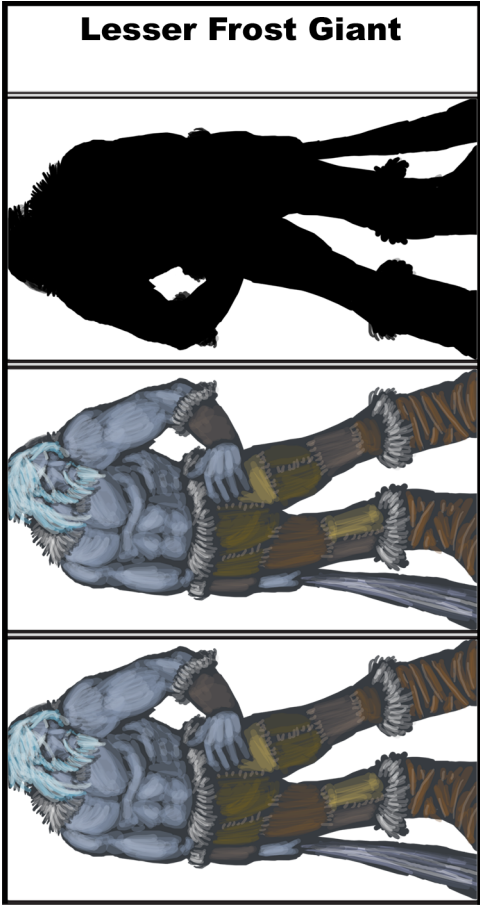
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			<div>Young Ogre Warrior</div>



			<div>Gontran ap-Padern, Retired Heath Knight</div>
			<div>Padraig the Squire</div>
			<div>Village Militia Spearman</div>
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			<div>Human Villager</div>
			<div>Human Villager</div>
			<div>Orc War Drummer</div>
			<div>Orc Veteran Warrior Swordsman</div>

			<div>Coldfire Elemental</div>
			<div>Coldfire Elemental</div>
			<div>Black Ice Elemental</div>
			<div>Black Ice Elemental</div>
			<div>Ice Shell Elemental</div>
			<div>Ice Shell Elemental</div>
			<div>Ice Goblin Shaman</div>
			<div>Ice Goblin Shaman</div>

Greater Frost Giant	Greater Frost Giant Priest of Thrym
	
	
	

		
		
		
		
Fenris Wolf	Fenris Wolf	Fenris Wolf



			Ogre Warrior
			Ogre Warrior
			Ogre Jailor

THE END IS NIGH!

Three times the heroes have interfered in the plans of Jarl Hrimwulf the Grim, and three times the heroes have vanquished the jarl's minions. But now the Norns have decreed the final act must be played out between the mighty frost giant and the mortal adventures.

At stake is nothing less that the fate of the Hearthlands. After facing death on the shores of White Lake battle must be taken to *The Frost Giant's Hold*!

The Frost Giant's Hold is the last installment of a four-part series, but can be played as a standalone adventure.

This adventure contains Figure Flats for all the monsters and NPCs, as well as detailed maps.

The Frost Giant's Hold is part four of the *Saga of the Frost Giants* for the epic fantasy world of Hellfrost for the award-winning Savage Worlds™ RPG.



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