

PAUL 'WIGGY' WADE-WILLIAMS

HELLFROST

SHADOW OF DARKNESS

©  SAGA OF THE FROST GIANTS - PART 1 



SHADOW OF DARKNESS

BY PAUL “WIGGY” WADE-WILLIAMS & SNOWY

EDITING & PROOFREADING: RON BLESSING

COVER, GRAPHIC DESIGN & TYPESETTING: ROBIN ELLIOTT

COVER ART: CHRIS KUHLMANN

CARTOGRAPHY: EMPTY ROOM STUDIOS



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SHADOW OF DARKNESS



● INTRODUCTION ●

This particular adventure is designed for a group of four Seasoned characters. No particular race or profession is required, though a healer, magical or mundane, will be useful. A selection of pre-generated Novice characters can be found at our website, www.triplecegames.com.

For higher Rank parties, the GM need simply increase the number of opponents accordingly. For this adventure we advise you add one extra orc warrior *or* two ice goblin warriors *or* one goblin wolf rider and wolf to an encounter for each Rank the party is above Novice. For instance, if a party of four Seasoned adventures encounters goblins numbering one per hero, the characters must fight a total of six goblins—one for each hero, plus an additional two goblins because the party is Seasoned. Alternately, the party may face four goblins and an orc warrior.

As written, the adventure occurs in early spring. Temperatures in the Low Winterlands remain below freezing, and snow lies on the ground. As always, the GM should pay attention to the season, the temperature, and the characters' winter clothing. See the *Savage Worlds* rulebook for the effects of cold weather and the *Hellfrost Players' Guide* for how it works in this setting.

Allies: The characters are destined to fight alongside a number of frost dwarf warriors and their lord, as well as the occupants of a Saxa stead. The GM should fill out Ally Sheets for these characters before starting the adventure. During fights, the GM should let the players control these NPCs. Hand out the Ally Sheets at the appropriate time. Ulfwald, the heroes' patron, and his men remain under GM control due to their limited combat skill (so players can't use them as sword fodder).

Generic Treasure: For ease, assume each goblin warrior and wolf rider is carrying 1d4 gs in assorted coins and easily sellable goods. Orc warriors carry 1d6 gs worth of loot. The goblin shamans possess 1d10 x 10 gs of booty each, primarily in the form of jewelry on their person. This

treasure is in addition to their standard gear. No other monsters carry any mundane treasure. Magical treasure is detailed in the appropriate encounter sections.

Mini-Campaign: This adventure can be played as part of a mini-campaign in which the heroes slowly unravel a frost giant jarl's plans to dominate the Hearthlands. The other adventures in the series are *The Siege of Watchgap Fort* (Seasoned), *The Heart of Winter* (Veteran), and *The Frost Giant's Hold* (Heroic). This adventure and *The Siege* are best played back-to-back, but this is not required to enjoy the mini-campaign.

● THE JOURNEY BEGINS ●

The adventure begins in Keep, a small village on the Hearthlands side of Hellfrost Keep. The characters might be waiting to join a caravan heading north in Helioland, seeking safety in numbers. Alternately, they may have just finished an adventure and are stopping over on the journey back to the relative warmth and civility of the Hearthlands. Once through Hellfrost Keep, the entire adventure takes place in the Low Winterlands.

The first part of this adventure involves an introductory scene and then an overland voyage. The main journey is handled through a short series of preplanned encounters, rather than detailed day-by-day, settlement-by-settlement. There are several steads and small villages along the trade road, but Ulfwald doesn't trouble the inhabitants for lodgings. He replenishes the food stores regularly, though, and acquires new mules within a day if any are slain.

● GUARDS NEEDED ●

While resting up in one of Keep's numerous taverns, a stocky man wrapped in furs approaches the heroes.

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The man bows his head politely. "Word reaches me that you are fighting men. If this is so, I'm looking for guards to help escort a caravan to the steads south of Watchgap Fort. The pay is good, if you've got the stomach for harsh weather and goblin raiders."

If the characters seem willing to hear more, the man introduces himself as Ulfwald Deep-Pockets, a merchant from Nordmark. He orders bowls of stew, a loaf of bread, and pitchers of good quality ale for everyone before continuing.

"There are a number of steads in the foothills of the Icebarrier Mountains," the merchant mumbles through a mouth of bread and stew. "They're farmers and herders trying to eke a living, away from the interference of greedy nobles, but good, honest folk nonetheless."

"The settlers will be low on essential supplies, but since winter has ended, the trade routes are open again. That's where I come in. I have a caravan of four wagons carrying grain and household goods I need guarding. With the thaw coming fast goblins and orcs will be stirring again. They know about the caravans and will undoubtedly plan a raid at some point."

"I've spoken to the Hearth Knights here at the castle, but they've got plans to preempt the goblins and launch early spring raids on known strongholds. Some of my men are handy with a spear, but none are true warriors. And that's where you come in."

"I'll pay each of you 100 gs when we reach our destination. Any of you who are priests of Var or Iron Guild mercenaries get double wages, but I'll need confirmation of your status with the guild house or temple first. Food on the journey is thrown in free, as is use of a tent, if you don't mind sharing. I'm departing at first light on the morrow. If you're not outside the inn, I'll take it you don't want the work."

In addition to the monetary reward, Ulfwald has a number of alchemical *healing* potions equal to twice the party strength and two *healing* potions cast with a raise. These function exactly as per the *healing* spell, and thus must be consumed within the "golden hour." Acceptance of his offer results in him handing these to the heroes when they join the caravan, a sign of Ulfwald's good will. Any not used may be kept afterward.

Ulfwald's proposed route is to follow the western road until Watchgap Fort, then head south to the foothills of the Icebarrier Mountains. The caravan is small and can cover 15-20 miles a day along the road, though it can barely manage half that once the final leg of the journey begins. The merchant estimates the journey should take

25 days each way, though the heroes are free to leave once the steads have been restocked.

Ⓜ **Ulfwald:** See page 20.

Ⓜ **Waggoners (2 per wagon):** See page 20.

Ⓜ **Mules (2 per wagon):** See page 21.

WAGON

Acc/Top Speed: Half animal's Pace/Top Speed is animal's Pace + running die; **Toughness:** 10 (2); **Crew:** 1+10; **Cost:** 100 gs

ENCOUNTERS

Except for the first encounter, which takes place in Keep, the following encounters occur during the journey. They are best used in the order written, as they take place along the route Ulfwald proposes to travel. The "DX" notation indicates the number of days into the journey the encounter occurs. Natural healing is possible during the intervening days.

(DO) ANOTHER WAGON

First light may have come to the rest of the world, but the high walls of the pass leave the village of Keep shrouded in twilight. Stepping outside the inn you discover not four caravans, as Ulfwald said, but five. The last wagon in the line is covered in furs rather than canvas. Dwarven banners hang from the sides. Standing around it are six dwarves, their axes held low but ready for use. Your patron stands a short distance away, seemingly locked in bitter argument with an older dwarf warrior.

Ulfwald and the warrior are speaking Dwarven. Heroes who understand the language learn they are discussing terms for the dwarves joining the caravan. Ulfwald is trying to get the dwarves to act as additional guards, but the warrior is stubbornly refusing, insisting they will only fight to save their master (who is inside the dwarven wagon and thus out of sight). If no one in the party speaks Dwarven, Ulfwald spots the party and informs them of the problem.

The dwarven warrior, Vestri Hammerglow, begins as Uncooperative to the characters, unless the one who speaks to him speaks his language, in which case he is Neutral. Convincing him that having his comrades aid the caravan would be of mutual benefit requires his reaction to be improved to Friendly. A Persuasion roll improves his reaction one level, while a raise improves it by two levels (to a maximum of Friendly). Offering to pay the dwarves gives a -2 penalty—they are noble guards, not sellswords. A frost dwarf who negotiates with him warrants a +2 bonus, as he is more comfortable dealing with his own kind.

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Successfully convincing Vestri results in him disappearing into the back of the dwarf-guarded wagon. He emerges several minutes later and swears the warriors will aid the defense of the caravan as required. Should the party fail to appease him, Vestri says the warriors will help the others if it does not inconvenience the dwarves.

Any attempt to try and peek into the dwarven wagon is met with snarls from the warriors. Failure to step back starts a fight with no warning. After two rounds, a deep voice calls from the wagon (in Dwarven) and orders the dwarves to lower their weapons. Unless the characters push the matter further, the fight is over. A second attempt leads to the dwarf in the caravan, an important nobleman, entering the fray.

Ⓜ **Hauld Austri Giantbane:** See page 20.

Ⓜ **Frost Dwarf Warriors (7):** See page 21.

DURING THE TRIP

Throughout the first day of travel the dwarves are solemn and silent, trudging tirelessly along in their heavy armor without complaint. The warriors' lord, a noble by the name of Austri Giantbane, remains in the wagon except at night and when violence occurs. That night, the dwarves halt the wagon away from the others.

Austri joins them for a meal around their campfire. Any frost dwarf player character is invited to dine with them.

They quiz the hero on his background and his traveling companions. Austri is well versed in his people's culture and history, and knows many dwarven noble families. If the character happens to be of noble birth, Austri recalls a small fact about the hero's family.

Any skalds in the party are invited to recall tales for the lord's pleasure, but only if they recount dwarven tales. This requires a Knowledge (Folklore) roll. There is a +2 bonus for speaking Dwarven. Success results in the nobleman praising the character. On a raise, Austri pulls a gold ring from one of his fingers and gives it to the skald as a gift. The skald gains +1 Glory at the end of the adventure (make a note so you don't forget).

Other heroes who try to join the dwarves are politely asked to leave, for they have not been invited into the noble's presence. Again, the dwarves have no hesitation at taking up arms against persistent interlopers.

The dwarves remain with the caravan until Day 20. At this point the main caravan reaches Watchgap Fort, a Hearth Knight motte-and-bailey fortress situated atop a low hill. Here the dwarves and the caravan part company.

(D9) CARAVAN OF TROUBLES

The characters' journey takes them through a small stretch of southern Drakewood. Ulfwald orders the heroes to be extra vigilant. The dwarven warriors, who are naturally wary of forests due to the excellent opportunity

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they provide ambushers, draw their axes and stick close to their lord's wagon.

Have the party make Notice rolls as two trees suddenly crash to the ground in front of the lead wagon. Those who fail are Surprised. Deal action cards.

The trees crash down across the trail, blocking the caravan's progress. The goblins know the wagons don't carry anything of value. They aren't here to plunder, but to cause terror among the mercantile community and weaken trust in the Hearth Knights. As such, they are aiming to inflict as much damage as possible.

Terrain: The forest counts as difficult ground up to a height of 60 feet. The trees are Toughness 18 (8) and provide Cover. Aerial flyers above the treetops have Heavy Cover (–4), but so do any ground targets. Due to their thickness, the trees provide +8 Armor. The fallen trees are too heavy to move during the combat. Movement through them is treated as difficult terrain. They provide Light Cover (–1, +8 Armor) to a character standing behind the trunk and Medium Cover (–2, +4 Armor) to a hero standing in or behind the branches.

The wagons are low slung. Only a crawling character can pass through spaces they occupy. Spaces containing mules are treated as difficult ground. Each wagon is empty, save for enough rations and supplies to see the citizens to the end of their journey. Standing and fighting from the wagon provides Medium Cover (–2, Armor +3) against adjacent goblins, but only Light Cover (–1, Armor +3) against missiles. Crouching down increases the Cover rating one step.

Monsters: Ranged against the characters is a goblin force of warriors and mounted wolf riders. The wolves act on the goblin riders' action card, whether they have riders or not. Should all the riders be slain, any remaining wolves receive a separate action card.

🐉 **Goblin Warriors (4 per hero):** See page 21.

🐉 **Goblin Riders (2 per hero):** See page 21.

🐉 **Wolves (2 per Goblin Rider):** See page 22.

🐉 **Hauld Austri Giantbane:** See page 20.

🐉 **Frost Dwarf Warriors (7):** See page 21.

🐉 **Ulfwald Deep-Pockets:** See page 20.

🐉 **Waggoners (8):** See page 20.

🐉 **Mules (10):** See page 21.

Tactics: On the first round, the goblin warriors fire their bows at the citizens on the wagons. The wolf riders rush forward and savage the mules. Once the party has revealed its presence, the warriors switch their attention and launch arrows. The goblins use the trees as cover, stepping out, firing, and retreating back into cover. They switch to melee weapons only when the characters close the range to pose a sufficient threat. The wolf riders, meanwhile, turn their attention to the characters. They run as necessary to close to melee range. Once melee ensues, the warriors and wolf riders use Gang Up tactics to bring the characters down.

Ulfwald and his men stay as close to the caravans and mules as possible, trusting in the dwarves and heroes to keep the goblins at bay.

Continuation: Heroes who slay at least three goblins

or wolves earn the dwarves' respect. Hauld Austri orders his wagon to be parked with the others from hereon and invites those characters who proved themselves as warriors to dine with him that night. With heavy heart, Austri answers any questions about his homeland and his reasons for traveling (see page 4). In return, he asks the heroes to tell him of their homes and families.

(D12) HEARTH KNIGHT PATROL

The day is misty, reducing visibility to just a few hundred yards. Ahead you spy a lone rider wrapped in large furs, sat atop an armored horse. He raises his lance, from which hangs a three-colored banner, marked with a stylized sun symbol. You've seen it before on your journey through the Hellfrost Pass—it's the symbol of the Shield Knights, the lowest order of the Hearth Knights. The rider calls out, his voice a faint whisper on the biting wind. "Hail and well met! Stop your travels, for my master will wish to speak with you!"

A few moments later, eight other riders appear through the mist. The patrol's leader, Shield Sergeant Tamerich ap-Rodgar out of Watchgap Fort, cordially asks the party what business takes them so far from the beaten track before spring. While he does so, his men silently take up defensive positions, constantly scanning the horizon for signs of trouble. Sir Tamerich listens intently to any tales of goblin raiders before making comment.

"Aye," the Hearth Knight replies, nodding thoughtfully, "these are troubling times, indeed. Winter is fading fast, yet goblins and orcs are both abroad, and in large numbers. They've become emboldened, striking deeper into the Low Winterlands than normal, even for deep winter. Our patrols are stretched thin as it is. Still," he smiles, "with Sigel's blessing we'll drive them back into their holes for another year once the ground thaws a little."

Sir Tamerich spends several minutes in hushed conversation with Austri. Characters who understand Dwarven overhear their discussing Austri's visit to Watchgap Fort. He is trying to arrange a meeting with the fort's commanding officer. Tamerich apologizes that his current mission won't take him to the fort before the caravan, and thus he can do nothing to secure an audience.

If the party mentions their destination, Sir Tamerich speaks further.

"Be warned, your destination lies far beyond the reach of our current patrols. If you are attacked, there will be no hope of rescue. Still, I shall inform my commanders of your quest and ask that our patrols keep an eye out for your return. You'll find isolated steads along your route. The Saxa settlers are good folk, and will provide hospitality if you

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are honest and open with them. Now we must be away before nightfall. Good luck!"

With that, the Knights mount up and head off into the wintry wasteland. They have no spare provisions or equipment—patrols travel light and fast, and travelers ill-prepared to survive the winter are a valuable drain on scant resources. At best, the Knights pray to Sigel for the characters' souls.

(D17) DEFEND THE STEAD

During the lunch stop, Ulfwald summons the characters to his wagon.

"We're going to be passing close to the southern edge of the Greenpot Hills soon. I've friends a few miles off the trade road, and we'll be stopping with them tonight. I reckon we can afford to lose a day for real food and a warm bed. Since Hauld Austri and his men like you, would you pass the word to them? I can't see it being any of their concern—dwarves understand hospitality as well as any."

Hauld Austri and his warriors are actually relieved to be able to spend a night with a solid roof over their heads, and thank the heroes for the news.

As dusk falls, the caravan approaches a farmstead. A low earth bank topped with a palisade provides protection against any escaping cattle. Smoke

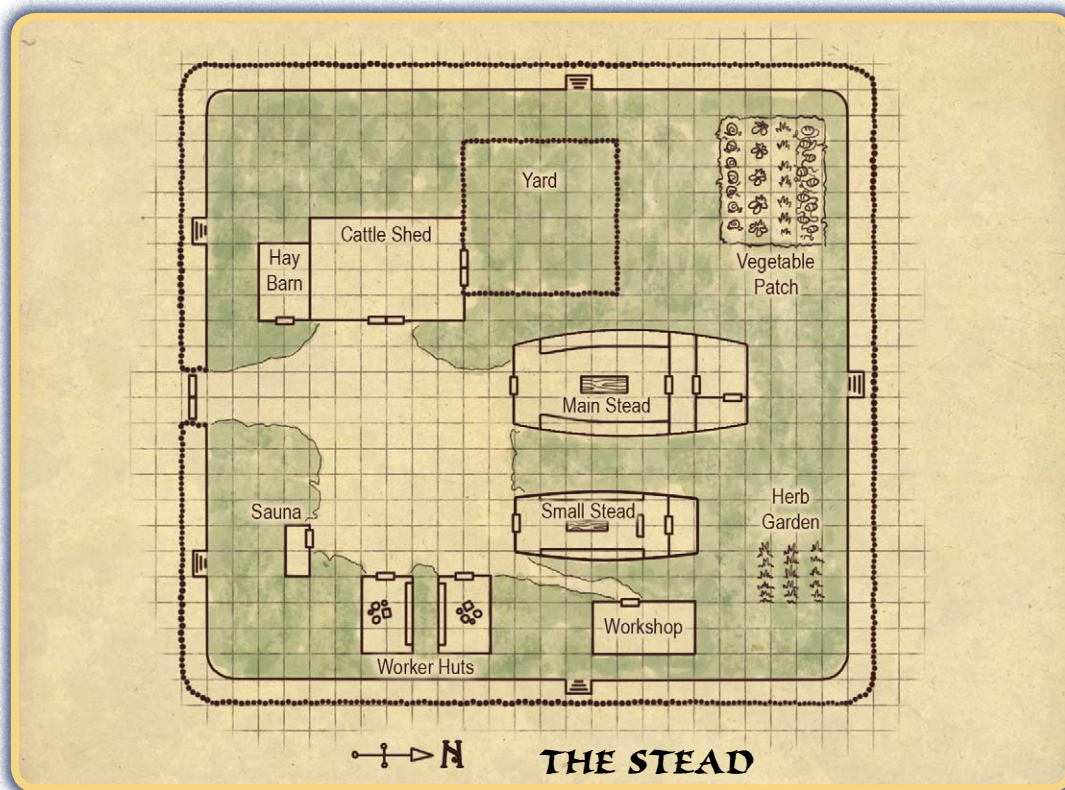
drifts lazily from chimney holes, and the lowing of cows reverberates through the still air. As the wagons pull into the yard in front of the main stead, a middle-aged man, wrapped in furs, steps through the door. He smiles widely and spreads his arms. Ulfwald quickly hurries to him. The two men hug and slap each other on the back. "Let me introduce you to everyone," Ulfwald beams.

Ulfwald introduces Hauld Austri and his men first, then the heroes. His waggoners have stayed here before several times and need no introduction. Ulfwald then introduces Oswine Hamasunu, the stead owner since his father, Hama, retired several years back. Oswine greets everyone warmly, bowing low to any nobles.

"Will you honor us, lord," he says to Austri, "by sitting on the high seat?" Austri nods once, then replies, "Aye, I accept your hospitality and greet you as my host. My warriors and I hereby bind ourselves to you by the ancient laws of hospitality." Vestri then steps forward and presents Oswine with a small chest. "A gift," Austri continues, "for our generous host."

A similar offer is made to any player character nobles. Point the players to the hospitality notes in the *Hellfrost Players' Guide* if they need any help with what they should do. Austri is giving a gift because he is a nobleman with wealth to share, not because he has to.

Oswine then leads his guests inside, where it is con-



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siderably warmer. The farm laborers and waggoners move the wagons and mules into the cattle shed. The cattle are temporarily moved out into the yard. Once the chores are done, Oswine introduces his entire family and those of the farm laborers, who are also invited to the feast. Before the festivities begin, Oswine's youngest sons, Beorn and Coenwine, are sent outside to keep watch, along with the waggoners. It's a thankless task, but a necessary one.

A wild boar, slaughtered only that morning, is spit roasted over the fire, along with a goodly number of chickens. Hot broth and fresh herb bread are served, as is a seemingly endless quantity of wine and ale. Austri, Ulfwald, and any noble heroes are offered mead.

Oswine toasts his guests' health. He then apologizes for not having a skald present to entertain his hosts. Any player character skald can step forward at this point. If none are present, Austri recounts a few dwarven tales (in Saxa) of mighty heroes and fell giants, followed by Ulfwald's comical tale about a pair of stubborn mules. Let the players roleplay their characters' interactions with the NPCs as they wish—don't feel the need to rush this part of the adventure.

Finally the feast draws to a close. The guards come in from the cold and are replaced by four dwarves, Aelflaf (Oswine's eldest son) and Grim the laborer. Austri and any noble characters are offered sleeping berths nearest the hearth. After ensuring their guests are comfortable, Hama, Oswine, and Hygd retire to the rear of the stead for the night.

Stead Facilities: The stead is surrounded by a four-foot-high earth embankment, with a flattened top covered in wooden planks. A pair of double gates is the only point of entry. The outer edge of the bank is protected by a yard-high wall, constructed of wooden posts, their tops cut to sharp points. Standing on the rampart gives Medium Cover (–2) and provides +8 Armor against goblin missile attacks from outside the perimeter. Only the ogre can reach high enough to engage characters on the embankment in melee (the defenders still have Medium Cover). Scaling the palisade from outside requires a Climbing roll.

Wooden steps placed along the inside edge provide access to the fighting platform. Moving onto the platform without using these is treated as difficult ground.

The larger section of Oswine's stead is the communal hall for the owner's family. Fur-covered, wooden sleeping benches line both walls, while a short bench at the far end provides seating for the owner and his wife. Movement through spaces containing these benches is difficult terrain. Dominating the central floor space is the fire pit, which provides heat for cooking and warmth. Moving through spaces containing the pit is treated as difficult ground. It is constantly lit. Any hero stepping into the pit suffers 1d10 damage and has a chance of catching fire. At the rear, behind a wooden door, is the owner's private area. A small shrine near the front door honors Sigel, Kenaz, Tiw, and Eostre.

The smaller stead belongs to Torvald, Oswine's brother. Apart from its reduced size, it has an almost identical

layout to the main hall, lacking only the second bedroom to the rear.

Two families, unrelated to the owner by blood, work on the farm. Their houses are much smaller, having just one room. Sleeping benches are placed only against one wall, and the fire pit is considerably smaller than those in the steads.

The cattle shed houses the stead's cattle during bad weather. It currently contains 20 cows. Attached to one side of this is the hay barn. On the opposite side is yard protected by a low, stone wall. Crossing the wall is difficult ground. The workshop has tools for carpentry, herbalism, and pottery, but no metalworking. Finally there is the sauna. This is not in use when the characters arrive, but only takes an hour to reach temperature. All these buildings have bars on the outside securing the doors.

Finally, there is a vegetable patch and an herb garden. The vegetable patch contains root vegetables and beans. There are herbs enough for four batches each of anti-inflammatory, anti-bacterial, healing (cuts), healing (breakages), numbing, purgative, and stimulant concoctions. These are available for purchase at 5 gs per dose, though heroes wounded in defense of the stead are not charged if herbs are used to help heal them. All are rarity +0. Since they are growing together, a character can pick one batch in 15 minutes.

RAIDERS IN THE NIGHT

Caution: This battle involves a lot of allies and monsters and might take some time to play out. It could also be extremely deadly if the heroes misuse their resources or do not employ sensible tactics.

At three o'clock in the morning, the front door to Oswine's stead crashes open. A blast of frigid air howls through the hall. Aelflaf stands in the doorway and bellows, "*Goblins! Awake! Awake!*" Each character and ally begins Shaken due to having been roused suddenly from their sleep. The rules for donning armor apply. All NPCs not on duty forgo armor (those on duty have their armor on). Weapons are close to hand and can be grabbed as an action.

The characters are honor bound by the laws of hospitality to assist Oswine and his family in fighting off the goblins. Failure to play an active part in the fight ("I was donning my armor!" is not a valid excuse) costs the hero –20 Glory for breaking the laws of hospitality, insulting his host, and acting like a coward.

The four dwarves on duty are divided equally along the east and west ramparts. Grim is outside Jormunrek's house (the one nearest the workshop). Jormunrek is inside his house. Hama and Oswine begin in the rear of Oswine's stead. Botbald, Ealdnoth, Anred, Beorn, Coenwine, Austri, the dwarven warriors not on duty, and the heroes are in the great hall. Aelflaf stands in Oswine's stead's doorway. Torvald is in the rear of his stead, while Cuthred is in its main hall. Oswine also has four Saxa war hounds. These are asleep in the great hall of the main stead.

Two goblins per character are standing 12" from the

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PERSONALITIES

This sidebar lists all 32 occupants, their ages, and relationships to each other. It serves as an example of how a typical small stead is organized.

(N) is the age of the person, (Nm) indicates a male child, (Nf) a female child, and (NW) means the character fights during the battle scene. Indentations are to help identify relationships within the family.

Hama Wodsunu (68W): Eldest member of the stead. Retired.

Oswine Hamasunu (49W): Hama's eldest son. He runs the stead now.

Hygd Heremodsdohr (46): Oswine's wife (Healing d8, Knowledge (Alchemy) d8).

Aelflaf Oswinesunu (27W): Oswine's eldest son.

Edlaed Heahstansdohr (24): Aelflaf's wife (Healing d6).

Oshelm (9m), Beorhtgeat (7m), Answith (3f): Aelflaf and Edlaed's young children.

Botbald Oswinesunu (24W): Oswine's second son.

Godhild Wiggifsdohr (25): Botbald's wife (Healing d4).

Cynered (6f), Hereburh (4f), Cuthhild (1f): Botbald and Godhild's three young daughters.

Eorgyth Oswinesdohr (21): Oswine's eldest daughter; apparently barren (Knowledge (Alchemy) d6).

Ealdnoth Ealdsunu (22W): Oswine's only son-in-law.

Anred Oswinesunu (19W): Oswine's third son; unmarried but courting a lass from a neighboring stead.

Kata Oswinesdohr (18): Oswine's second daughter: unmarried and not courting (Attractive Edge).

Beorn Oswinesunu (17W): Oswine's fourth son (Ugly Hindrance). A simpleton (Smarts and Spirit d4).

Coenwine Oswinesunu (15W): Oswine's fifth son (Charismatic Edge).

Torvald Hamasunu (44W): Hama's second son; Oswine's brother.

Ealhred Leofwinesunu (32): Torvald's second wife (Healing d6).

Cuthred Torvaldsunu (27W): Torvald's eldest son.

Aelflaed Gripirdohr (26): Cuthred's wife.

Kata (10f): Cuthred and Aelflaed's child.

Odd Torvaldsunu (12): Torvald's second son (by his second wife)

The following families are farm laborers. They have no blood ties to Hama's family.

Jormunrek Ulfunu (23W): Farm laborer.

Ragnhild Yngvisdohr (23): Jormunrek's wife.

Hogni (8m): Jormunrek and Ragnhild's son.

Grim Nerisunu (21W): Farm laborer

Olvor Rodstaffsdohr (18): Grim's wife.

Freydis (2f), Swanhild (1f): Grim and Olvor's children.

west wall, firing arrows at the dwarves, and a similar number are assaulting the east wall. Meanwhile, the ogre, shaman, and remaining warriors are 12" from the main gate.

Terrain: In addition to the terrain notes above, the lighting is Dark (-2). Visibility is limited to 10" unless a character has Low Light Vision or Infravision. Aelflaf and Grim carry lanterns. The goblins suffer half penalties for poor lighting, due to their Infravision, unless attacking a character within a light source template.

Monsters: A goblin shaman and a large band of warriors are assaulting the stead. As with the forest raiders, they want to cause destruction rather than acquire plunder. Accompanying them is a large ogre.

Ⓜ **Goblin Shaman (1):** See page 21.

Ⓜ **Ogre (1):** See page 22. This ogre is a Wild Card.

Ⓜ **Goblin Warriors (8 per hero):** See page 21.

Ⓜ **Hauld Austri Giantbane:** See page 20. (Toughness 7)

Ⓜ **Frost Dwarf Warriors (?):** See page 21. The number of dwarves depends on how many survived the previous battle. (Toughness 6 if not on duty)

Ⓜ **Ulfwald Deep-Pockets:** See page 20.

Ⓜ **Waggoners (?):** See page 20. The number of wag-

goners depends on how many survived the previous battle. (Toughness 5)

Ⓜ **Stead Men (12):** Treat as waggoners (see page 20). Oswine is a Wild Card. (Toughness 5 except for Aelflaf and Grim)

Ⓜ **War Dogs (1 per hero):** See page 22.

Tactics: The archers keep the defenders pinned down and distracted while the third force assaults the gates (Toughness 14 (4)). Unless a hero climbs the southern rampart or hears the ogre smashing at the gate, the characters have no idea the gate is being attacked. The GM should not place the ogre, shaman, and warriors in the detachment on the tabletop until someone actually spots them.

Once the main gates are open, the attackers surge through and disperse so as to avoid being caught by spells. The archers run around to the gate, drawing their melee weapons as they do so. Once inside, the goblins attack the nearest characters. The ogre is cunning enough not to risk using Sweep while there are goblins adjacent.

The shaman's first action after reaching the gates is to cast *smite* on the ogre. He then casts *obscure* on the main gates. This doesn't affect the ogre's ability to smash them,

as they are inanimate and he can feel where they are. It does, however, provide the goblins cover from archers on the ramparts. As soon as the shaman is inside the yard he uses *fear* on the largest group of defenders within range. He then proceeds to fire off single 2d6 damage *bolts* at the nearest defender. Should events turn against him, he uses *obscure* to cover his tracks and flees.

Some heroes may think to release the cows in a stampede. Oswine, should he hear of this, demands the characters leave the cows alone. Cows are expensive (100 gs each) and the stead can ill afford to have any slaughtered needlessly. Even if Oswine doesn't stop them, the heroes should make a Common Knowledge roll to realize the seriousness of their plan. Going ahead anyway costs them -3 Glory for breaking the laws of hospitality.

(D23) OGRE ALLEY

This encounter takes place in the foothills of the Icebarrier Mountains, barely a dozen miles from the caravan's destination. The ground is heavily undulating. Ulfwald has no choice but to follow the bottom of a long, narrow, dry valley, thus saving the mules the arduous task from having to ascend and descend the steep slopes repeatedly. His route also keeps the party out of sight of bandits or goblins.

The valley has narrowed to a mere 20' across. The floor is littered with boulders, possibly the result of landslides down the steep, loosely covered slopes.

Have every party member make a Notice roll to avoid Surprise. With success, the character hears small stones tumbling down the valley walls. Moments later, huge boulders begin crashing and bouncing down the slopes. Characters who avoided Surprise may make an Agility roll to avoid being struck. Those who failed may make the roll, but with a -2 penalty. Dodge does not apply to heroes caught by Surprise. A failed Agility roll results in the character taking 2d8 damage, being knocked back 1", and falling prone.

Terrain: The valley floor is dotted with large boulders. Movement through spaces occupied by a boulder is difficult ground. The valley sides are steep and covered in loose stones and pebbles. Climbing rolls must be made to ascend the slope. Success moves the character 1", while a raise allows 2" of movement. Failure causes the hero to spend the round scrabbling around, trying to find a decent grip. He makes no progress. A critical failure causes the character to slide down 1d3". Movement along the winding path is difficult terrain but requires no Climbing roll.

Coming down, a character can elect to slide down the steep slope on his butt. He moves his regular Pace, cannot run, and must make an Agility roll each round to avoid gaining a level of Fatigue from bumps and bruises. The ogres are hiding behind rocky outcrops, which grant them Medium Cover (-2) when standing.

Monsters: The valley is actually home to an ogre, his

KNOCKBACK

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

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

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

mate, and their children. Typically they dine on deer and rabbits, but today it looks like there is man flesh on the menu

Ⓜ **Ogre (2):** See page 22.

Ⓜ **Young Ogres (1 per 2 heroes):** See page 22.

Ⓜ **Ulfwald Deep-Pockets:** See page 20.

Ⓜ **Waggoners (8):** See page 20.

Ⓜ **Mules (10):** See page 21.

Tactics: The ogres are keen to avoid melee combat until their victims have taken a beating. As such, they remain in their starting positions and pelt the party with rocks. These have range 5/10/20 and inflict Str+d4 damage. The ogres aren't intelligent to human standards, but they are cunning. Their tactic is to throw a rock and then duck down behind cover, thus shielding them from missile fire. This grants them total cover, and requires a character to be on Hold to target one with a ranged weapon or spell.

Only when half the party is dead or unconscious will they descend. Should the adult ogres be killed, the youngsters turn and flee into the wilderness. If the youngsters are slain, the adult ogres fly into a berserk rage. They immediately try to close to melee range. All their blows are Wild Attacks.

Treasure: The ogre male carries only a small amount of treasure (17 gs) on his person. This takes the form of a silver brooch.

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A successful Tracking roll leads the party to the ogres' cave. Stashed in here are a further 100 gs in coins and small, easily tradable goods. In addition, there is an alchemical scroll with *beat mask* (the ogre cannot read, though he knows the scroll is magical), two packets of dried herbs for brewing a purgative herbal brew, an empty jar of purgative herbal brew (the ogres ate this), three doses of dried herbs for stimulant III, and a healer's bag. The freshly gnawed bones of the healer lie nearby, along with a silver symbol (worth 3 gs) which identifies the remains as those of a Sister of Mercy.

(D26) SMOKE ON THE HORIZON

Nearing their destination, the party spies a faint pall of smoke drifting up from the distant hills. A successful Survival roll indicates there's too much smoke for a campfire, and a forest fire is impossible in the current weather conditions. Ulfwald, if necessary, suggests the party go investigate, claiming, "Aye, that's close to where one of the steeds lies."

Standing atop a low hill, a mile or so from the source of the smoke, the characters spy the ruins of a large Saxa stead. The main houses and barns have been torched, leaving only blackened, stone walls. Several of the outbuildings appear intact. A successful Notice roll reveals movement. On a raise, the heroes spy humans moving around the scene.

On approaching the stead, a bear of a man, well over six feet tall and of muscular build, steps forward to confront them. He carries a battle-axe in his left hand. Any character making a Fighting roll can deduce the man is not naturally left-handed. His right arm hangs limply by his side. His attitude begins as Uncooperative. A Persuasion roll (or good roleplaying) increases his attitude to Neutral. A raise makes him Friendly. Offers of food and medical aid each grant the characters a +1 bonus. Offering explanations as to why a heavily armed party is in the wilds is worth a further +1. A further +1 bonus is applied if any character is a serving Hearth Knight.

Once the man is at least Neutral he introduces himself as Bjorn Arnesunu, a retired warrior. Following the rules of hospitality, he asks his guests their names, and then invites them into a shed to share some bread and soup. He then explains how the stead came to be burned.

"They came the night before yesterday, out of the snow. Three other men and I were returning from a hunting trip when we saw fire. By the time we arrived, the stead was already ablaze. Goblins they were, mounted on wolves. I don't know how many there were, but I slew four by my own hand, and twice that many at least fell to others. A wolf ripped my arm good and proper, or I swear by Tiw's axe I'd have cleaved more."

"We lost nine people to their spears and wolves, men, women, and children. That smoke you saw was a funeral pyre. Worse, though, the dogs took captives. Two men, both good workers and my

kinsfolk. We'd heard from our hunters who passed through of other raids, other people taken, but we thought ourselves safe. For the love of the gods, I beseech you to track down the goblins and rescue our kinsfolk. We have little to offer but our thanks and prayers to the gods in your honor."

Refusal to assist the settlers not only ends the adventure, it also incurs a -3 Glory penalty. They intend to leave the region soon for more civilized lands, and will make mention of the uncharitable characters who refused them aid in their most desperate time of need.

Assuming they accept Bjorn's request, Ulfwald then speaks to the party.

"We have come a long way together, but now our paths must diverge. I shall visit the other steeds at best speed and pass word of this attack and then return to Watchgap Fort. The Hearth Knights must be informed of the raids before others suffer a similar fate. Here," he says, "throwing you clinking bags, "you've earned your wages fair and true. I shall make prayers to Var for your safety."

GOBLIN OUTPOST

The goblin outpost lies thirty miles northwest of the stead. Knowing the Hearth Knights cannot patrol this far in large numbers, and safe in the knowledge there are other allied goblin and orc outposts nearby, the raiders made no attempts to conceal their tracks. No Tracking roll is required to follow the trail, despite recent light snow flurries. The tracks eventually end at an old fort, perhaps once part of the Heligi Empire.

The goblins and their orc commander are servants of a frost giant jarl. The giant's initial plans are to rid the borders of settlers and then turn his attention on Heligoland, striking east toward Hellfrost Keep.

Note: Despite being manned predominantly by goblins, the fortress could be a death trap for unwary or incautious parties. Goblins are not the toughest opponents, but weight of numbers can bring the toughest foe to his knees, eventually. There is plenty of opportunity for combat, but parties wishing to minimize injury and spell use, not to mention using up temporary magic items, are best served by employing stealth and engaging in combat only when absolutely necessary.

GM NOTES

COMMON FEATURES

Unless otherwise indicated in the text below, all doors are wooden and unlocked. A locked door can be picked with Lockpicking or battered down (Toughness 8). Doors

SHADOW OF DARKNESS

sealed by a horizontal bar have Toughness 10 and cannot be picked—they must be forced open with brute strength.

The ceilings within the fortress are a uniform 2" high.

All rooms and corridors are unlit unless they contain orcs or the description says otherwise. In these areas hang enough torches to provide good lighting conditions. Assume each room holds one torch per 4" of wall. If between one-third and one-half the total number of torches are extinguished, the lighting in the room drops to Dim (–1). Removing between a half and all but one makes the lighting conditions Dark (–2). Extinguishing all the torches leaves the room Pitch Black (–4).

Areas containing furnishings or obstacles that fill all or part of a square, and which reasonably allow movement through, over, under, or past the obstacle, are considered difficult ground. For instance, a table filling a square is difficult ground, as a hero can leap over it or duck underneath.

The temperature in each room is determined as below. The maximum temperature is equal to the Hearthlands in summer. In order to qualify as having a fire, the fire must be lit.

Room with arrow slits and no fire: 1 level higher than outdoors.

Room with no arrow slits or fire: 2 levels higher than outdoors.

Room with arrow slits and fire: 3 level higher than outdoors.

Room with no arrow slits and with fire: 4 levels higher than outdoors.

For example, if the average temperature during the adventure at night is –15° F, or the same level as the High Winterlands winter temperature, then the kitchen (page 13), which has no arrow slits but does have a lit fire, has a temperature in the 53° to 69° range, making it exceptionally warm. By comparison, the goblin barracks in the lower fort (page 12) would be only one level higher, since there are arrow slits through which heat can escape and no fire.

So long as the goblins remain indoors in any room during the night, they never need to make Vigor rolls for the cold. Unless a character runs around without a cloak and shirt, the raid is likely to be over long before Vigor rolls are called for.

NOISE TRAVELS

In general, sounds of combat carry through only to adjacent rooms. Screams, shouts, explosions, and such like carry further. In general, any such noises generated outside the keep can be heard by all rooms adjoining the courtyard. Within the keep, these noises are confined to the floor on which they were made. Of course, if doors are open, the sound will logically travel further. The GM should determine who has a chance of hearing any disturbance based on the exact events during play.

ALARM!

The goblins, being far from civilized lands, are lax, but

not stupid. If intruders are detected, an alarm is raised. Alarms are raised verbally (in Orcish). All orcs hearing the hue and cry head toward the sound of the alarm at a run, drawing weapons as they do so. During a fight in the courtyard, alerted goblins on the keep's upper floor rush to Area 18, from where they fire down onto the attackers.

The goblins know the layout of the fort well, though they have not detected any of the secret doors. If intruders cannot be found (such as if they have killed any opponents and fled), the goblins begin a systematic search of the fort, starting with the nearest rooms.

THE GOBLIN FORT

APPROACH

Ahead lies a stone structure, perhaps once a temple or fortress. Two stone towers flank the main gates, while further back you spy the outline of a tall keep. Whoever built the structure, obviously never intended it as a totally defensive structure, for it sits in a low gully, rather than atop one of the nearby hills.

Nighttime conditions for launching a raid appear near perfect, with heavy clouds blanketing the sky. Unfortunately, the goblins have Infravision, which negates any advantage the heroes might think they possess.

Approaching the outer gates directly requires a Stealth roll from the characters. A failure makes the sentries active, and leaves the heroes 12" from the gate, sheltering behind a rocky outcropping. The goblins remain alert for ten minutes, and then go back to being inactive. If the characters approach from the rear they can reach the wall without need for a Stealth roll—no sentries overlook the rear of the keep. So long as they keep to the walls and remain silent, they can reach the corner near either tower, without need for a Stealth roll. Edging around the tower to the gates requires a Stealth roll. This is made at +2 if the characters are cautious and quiet (so only a critical failure makes the sentries in the watchtowers active).

Searching the outer wall in the region of the stables (page 15) allows a Notice roll at –2. With success, the characters discern the faint outline of a door in the wall. Pressing on it causes it to swing open into the stables. Unfortunately, the stables are occupied!

1) WATCHTOWERS

The two towers stand 18' high (3"). Inside, there is an arrow slit facing away from the gates on the bottom floor. The first level is a small landing, with arrow slits facing toward the outer gates and the approach to the fort. The top is flat and protected by battlements. A narrow corridor links the two towers. Arrow slits allow fire on enemies approaching the fortress. In the floor are two small, wooden hatches, which conceal murder holes.

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Attackers trying to attack through the arrow slots have -6 to attack rolls, including spells. Guards on top of the tower have Medium Cover while standing. The walls are +10 Heavy Armor, preventing most weapons from piercing them.

The outer gates are Toughness 10 (Toughness 12 if barred). Unless an alarm is raised, the gates are closed but not locked. This applies even at night—the orc commander arrogantly believes the fort is safe from attackers out here in the wilderness.

Monsters: Two goblins are stationed in each tower. One stands on the landing, scanning the approach road. The second orc is atop the tower. He divides his time scanning forward and to the side opposite the gates. All sentries are inactive when the characters arrive, regardless of the time of day.

❶ **Ice Goblins (4):** See page 21.

Tactics: If alerted to the heroes' presence, the goblins in the western tower shout down to the barracks below to raise the alarm. The sentries remain in place so long as attackers are outside the fort, using their bows to harry them. Once the inner gates are breached, they rush down the steps into the courtyard to join the fray.

2) KILLING ZONE

The area between the two sets of gates is a killing

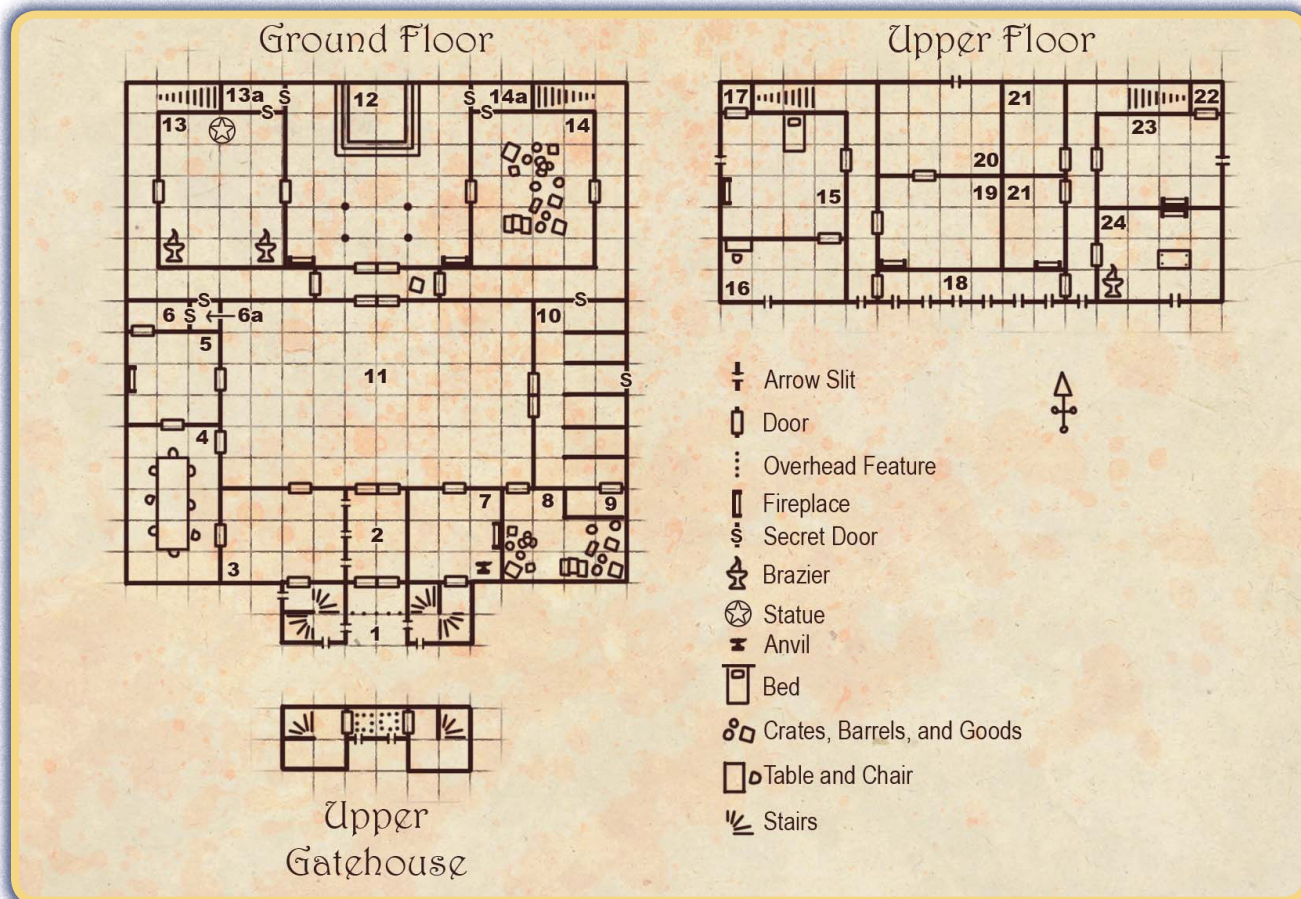
zone, designed to stop intruders in their tracks. Guards in the barracks are able to launch missiles through the arrow slits in their quarters, while the inner gates have small hatches which can only be opened from the inside for the same purpose.

If the alarm has been raised by the orcs in the towers, the inner doors are closed and barred (Toughness 12). Three goblins from the barracks fire arrows through the slits, while the rest pick at the heroes through the slits in the gates. A stealthier approach allows the characters to peek in through the arrow slits and see the guards in the barracks. Their voices can be clearly heard, though the topics are typical goblin fare (complaints about the food and their orc overlord).

3) GOBLIN BARRACKS

This description assumes the heroes' first view of the barracks is through the arrow slits. Adjust the description of the doors as necessary if they actually enter the room.

Filthy furs, gnawed bones, and other detritus litter the floor of this chamber. A number of small, blue-skinned creatures sit around, talking quietly. Others are asleep amid the filth, snoring quietly. Three wooden doors, one in the south wall, another in the north, and one to the west, are visible.



SHADOW OF DARKNESS

The barracks are home to a large number of goblins. Two shifts operate, one during the day and one at night. Hence, the barracks are always occupied. If the characters loot the goblins' weapons, they find one short spear and bow more than there are goblins present.

Monsters: Of the goblins present, half are awake and active, though not expecting trouble unless an alarm is raised. The remainder is resting or asleep. They require one complete round to awaken. On the second round, they suffer a -1 penalty to all Trait rolls. After this, they are wide awake and unimpaired.

🐉 **Goblin Warriors (1 per hero):** See page 21.

🐉 **Goblin Riders (1 per hero):** See page 21.

Tactics: During a general alarm in which the attackers have not breached the outer defenses, two of the warriors grab their bows and man the arrow slits. The other warriors take up their missile weapons, rush into the courtyard, and attack through the arrow slits in the inner gates. The wolf riders make for the stables (Area 10) and ready their mounts. They don't bother saddling the wolves and so suffer a -1 penalty to all Riding rolls. The penalty also applies to attack rolls when mounted.

If the gates have been breached, or if attackers enter the barracks, the warriors rush to block the door. Ignoring their wolves, the riders take up arms and head out into the courtyard or dining hall (whichever the attackers didn't use), so as to catch the intruders from behind. The guards from the sentry tower abutting the barracks rush to help as well.

4) DINING HALL

A large wooden table formed of planks of wood atop wide logs sits in the center of the room. Surrounding it are small, wooden stools. Remains of meals litter the table and the floor. The stench of stale food and spilled ale clearly indicates the diners are not fussy eaters.

The bones on the table are from small animals. A Common Knowledge or Survival roll (heroes' choice) identifies them as belonging to rats, rabbits, and small birds. There are no bowls, plates, or cutlery present—goblins don't tend to bother with the niceties of dining.

If the characters have not yet entered the kitchen, they can smell something cooking from the north door. Similarly, sounds of snoring and quiet conversation are heard from the lower door in the east wall, if the barracks have not been cleared of goblins.

Terrain: The spaces occupied by the table count as difficult ground. Any hero passing through these spaces must declare if he is going under or over the table. The stools present no hindrance to movement unless they are piled into a single square. Fighting across the tables requires a Reach weapon, and gives the defender Medium Cover (-2). Fighting from under table provides Medium Cover (-2) to the defender, whose legs are visible, and also to the attacker, who must be crouched or prone.

The tables have Armor +6 for purposes of ramming a weapon down through them.

5) KITCHEN

A wall of heat washes over you as the door opens. Against the west wall is a roaring fire. A small cauldron, blackened from frequent use, hangs over the fire. A lone goblin, clad in a leather apron is vigorously stirring the stew with a huge wooden ladle. Smears of discarded animal skin and feathers line the floor.

The stew is perfectly edible, though overcooked. A sip of the stock allows the character to make a Common Knowledge or Survival roll to identify the ingredients—rabbit, rat, and small birds, with a hint of grit and dirt. The skins and feathers are from the cook's butchery of the game. Unlike humans, goblins eat the intestine of every animal they catch.

Terrain: The space containing the fireplace counts as difficult ground. Any creature actually stepping into the flames takes 2d6 damage and has a chance of catching fire.

Tipping over the cauldron on the fire requires a Strength roll as an action. With success the contents spill in a direction chosen by the character. The liquid fills an area 1" wide and 2" long. Treat squares covered by the stew as difficult ground.

Monsters: A lone goblin wearing a sturdy leather apron and carrying a large ladle is present when the characters enter.

🐉 **Goblin Warrior (1):** See page 21. The goblin's apron provides +1 Armor (Toughness 5(1)), but only covers his torso. The ladle inflicts Str+d4 damage. He has no other weapons available.

Tactics: The goblin's first tactic is to spill the contents of the cauldron onto the floor (see above) in the direction of the characters. He spends only a single action attempting this, and then bolts for whichever door the heroes didn't enter by, screaming out as he does. Being alone and poorly armed, he fights only if he has no choice.

6) STORES

Skinny rabbits and plucked birds are crudely nailed to the wooden beams of this small room. A haunch of beef, several loaves of bread, and a leather bag sit atop a small cask and a larger barrel.

The goblins aren't picky eaters. Anything they can catch goes into the pot, though their typical fare is small animals and birds. In addition to the hanging meat, there are six loaves of moldy, unleavened bread, a large haunch of salted beef (with slices missing), a bag of salt, a small keg of Anari brandy (two measures left), and a barrel of weak ale (24 pints equivalent). These goods are loot

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from plundered caravans. Much of this is destined for the orc chieftain's table, though the cook is not beyond stealing to feed his belly.

The secret door, as yet undiscovered by the goblins, is activated by pressing a loose stone near the floor. Detecting the hidden portal requires a character to make a Notice roll at -2 during a deliberate search of the wall.

6A) SECRET ROOM

This small room beyond once served the fort's owners as a "priest hole." It also doubled as a way of secretly moving troops around the complex during an attack. The other secret door in the alcove is obvious from the inside, as it has a handle. It leads into the western corridor inside the keep.

From inside the corridor, whose walls are covered in black mold, the door is nearly invisible. It requires a deliberate search and a Notice roll at -4 to detect. This penalty drops to -2 and allows a Notice roll by any passing creature if the door is opened, as a faint outline becomes visible in the mold.

7) SMITHY

Day and night, distinctive sounds of hammering can be heard from this chamber by anyone in areas 2, 9, and 11, as well as the eastern watchtower.

A blazing fireplace dominates the eastern wall of this room. A human clad only in long trousers is pumping a set of bellows, while beside him another prisoner pounds a lump of molten metal with a hammer. A lone orc leans against the west wall, snarling threats and insults. In the south wall is a wooden door.

Formerly a barracks, the orc sub-chief in charge of the fort has decided to make use of the fireplace and turn the room into a makeshift smithy. With no ready access to good metal, the sub-chief has ordered his captives to mix any metals together and work them into spear tips and arrow heads, to keep the goblins supplied. He has no concerns that the workmanship is poor—keeping his minions armed is his first priority.

Terrain: The space containing the fireplace counts as difficult ground. Any creature actually stepping into the flames takes 2d6 damage and has a chance of catching fire. The space containing the anvil is difficult ground. Flicking hot coals at the orc is a possible Agility Trick.

Monsters: Two human slaves work here, one pumping the bellows and one hammering spearheads on a large anvil. An orc overseer leans against the western wall. His weapon is drawn, and is being used to emphasize threats about what will happen to the humans if they don't meet their quota.

Ⓜ **Orc Warrior (1):** See page 22.

Ⓜ **Captives (2):** As waggoner (see page 20). Both are unarmed.

Tactics: The captives are not trained fighters and are

unarmed. During any fight, they try to avoid becoming collateral damage.

Treasure: A stack of spear points lies in a small wooden box in the northwest corner. They are inferior quality items. Attached to a shaft, they give a -1 penalty to Fighting and damage rolls. Stacked near the fireplace are lumps of metal and broken weapons. They have little resale value (20 gs) and collectively weigh 10 pounds.

Aftermath: The humans, if alive when the battle ends, are grateful to the characters. Both are farmers, kidnapped from the stead the heroes visited earlier. They have no wish to fight, but happily provide information about the interior of the keep.

They have visited the great hall (area 12), know the route of the eastern corridor in the lower keep (but not details of the council chamber in area 14), and can describe the eastern corridor on the upper floor. They know the prisoners are kept in adjoining rooms (area 21), that there is a torture chamber in area 24 (though they have never been inside), and that a goblin occupies area 23 (they believe he is a military commander). They further reveal there are ten other prisoners locked upstairs, all from different steads.

Their shift is not due to end for several hours. Knowing they have no chance of escape, and that few goblins ever visit the smithy, they are prepared to remain here and continue making hammering sounds to fool any passersby. They urge the characters not to forget them during their escape.

8) STOREROOM

Crates, barrels, animal carcasses, and an assortment of miscellaneous goods have been piled up against the walls.

After a raid on a caravan or settlement, the goblins return any booty to the fort. The orc sub-chief sends the majority of useful goods back to his chieftain, but is allowed to retain items for his troops to use. Typically these are low value objects or goods ill-fitted for large hands.

Terrain: The door is kept locked. Only the sub-chief has a key. Movement through spaces containing stored goods is treated as difficult ground.

Treasure: The following items are stored here: 10 sets of normal clothing, two sets of furs, two backpacks, one bedroll, four blankets, three dozen candles, one game set (fox and hounds, three pieces missing), a healer's bag, nine flasks of oil, two pouches of pipeleaf, 30 yards of hemp rope in a single spliced coil, a bar of soap, and three waterskins (empty; the orcs drank the contents). The orc sub-chief allows his troops to use what they need, subject to his approval.

There are also 35 sacks of grain, three barrels of good, red wine, a cask of strong, grain alcohol, a cask of mead, two barrels of smoked fish, and three complete wild boar carcasses. These were all recently plundered. A caravan is due in a week to take the goods to the orcs' main lair.

SHADOW OF DARKNESS

9) TACK ROOM

Five small saddles have been unceremoniously dumped on the floor of this small room.

The tack room is used to store the wolves' saddles. While too cramped to allow sleeping, the room can accommodate the party sitting, providing them with a temporary resting area for healing and such like.

Treasure: Five crude saddles and harnesses are piled in a corner. They weigh 8 pounds each and fetch a measly 5 gp apiece.

10) WOLF STABLES

The doors to the stables are barred from the outside. Hence, it is easy for the characters to enter from the courtyard, but difficult to escape from here if they entered via the secret door. Smashing down the door allows the goblins on the lower level a Notice roll (roll per room, not for each goblin) to detect the ruckus. Removing the bar will attract the attention of a goblin after 1d6 minutes. He raises the alarm if he spies dead or missing wolves.

This long chamber smells of wet fur. Wooden stalls, the material near collapse with age and full of worm eaten gaps, separate the room into six compartments. Five wolves, saliva dripping from their mouths, leap into view!

The wolves howl and growl loudly during a fight. However, unless the heroes make any unusual noises (such as shouting or detonating explosive spells), the only response from outside is a lone, goblin rider, banging on the door a few moments later and calling for the wolves to shut up.

Terrain: The stalls are constructed from rotting wooden planks and stand four feet high. They provide only Light Cover (-1) against adjacent attackers, and have Armor +1. They are Toughness 5, and each successful attack to smash them affects a 1" length. There is too little debris to form difficult ground.

The secret doors are cunningly worked. Detecting them requires a Notice roll and a deliberate search. Both were installed as emergency exists long ago. The goblins do not know of their existence.

Monsters: Five wolves are housed in this chamber. Ferocious and ill-tempered, they attack anyone but one of the goblin riders.

🐾 **Wolves (5):** See page 22.

Tactics: The wolves act as a pack, using Gang Up tactics to bring down the most heavily armored foes first. This goes against normal wolf tactics, which is to cull the weak, and is a result of their upbringing and training.

11) COURTYARD

The inner courtyard is exposed to the elements. A frozen morass of dirty snow lies across the ground. Numerous trails of trampled snow crisscross the yard, indicating the fort is most definitely occupied.

The frozen trails predominantly go from the barracks (area 30) to the stables (area 10) and keep. A thinner trail crosses from the smithy (area 7) to the keep. A successful Tracking roll made while investigating the courtyards reveals wolf prints outside the stable doors. The footprints from the smithy are larger than those of the goblins, but the tracks are too blurred to reveal the source. A raise reveals there are around half a dozen distinct sets of wolf prints.

Terrain: Constant movement through the courtyard by the fort's occupants has resulted in slushy snow. This has frozen to form a vast area of rough ice. This 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 ice on the walls is treated as thin ice for purposes of melting it. Once melted, the flagstones beneath are revealed. Movement is no longer impaired.

12) GREAT HALL

This room is only occupied during the day. At night, the chief is in his quarters (area 15), and his bodyguards are on duty outside his chamber door. Alter the description as necessary.

A large throne, carved from a block of ice, sits on a raised dais at the far end of this chamber. Slumped in the throne is a burly orc, a large battleaxe resting on his knees. Hanging on the far wall are two large banners. Each displays the same symbol—a gauntlet-clad hand, clutching a coldfire rune of ice.

Flickering, orange light emanates from a pair of fires in the southern corners. Four slender pillars of cracked and chipped stone stand in the center of the room. Either side of the main entrance is two orc warriors.

Despite two roaring fires, the temperature in here is only two levels higher than outdoors. This is due to the presence of the icewood braziers in the adjoining room.

Terrain: The space containing the fireplace counts as difficult ground. Any creature actually stepping into the flames takes 2d6 damage and has a chance of catching fire. Moving onto the dais is treated as difficult ground, as is moving through a square adjacent to a pillar.

The pillars are Toughness 14 (6) and have Heavy Armor. Should they collapse, they fill all four squares surrounding them with rubble and inflict 2d6 damage on any creature in those areas. This is difficult ground.

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Detecting either secret door requires a Notice roll and a deliberate search.

Monsters: The fort's ruler, an orc chieftain, lounges in the throne. Never knowing when he will be called upon to undertake a mission, his weapon rests across his lap. His two bodyguards stand on either side of the main doors, weapons drawn and ready for use.

📍 **Orc Sub-Chief (1):** See page 22. The sub-chief has several alchemical devices on his person (see below). He carries keys for the council chamber (area 14), the stores (area 8), his quarters (area 15), and his office (area 16).

📍 **Orc Warriors (2):** See page 22.

Tactics: The sub-chief's first action during any attack is to down his *invisibility* potion. While many orcs might consider this cowardly, he sees it as a prudent move. Since he must shout orders for his Command Edge to work, attackers are allowed a Notice roll at -4 to detect his presence on any round he uses this ability. Normally Command applies every round, but the chief doesn't want to give away his position if possible. Each "use" of Command lasts until the sub-chief's next action card.

The GM must determine at the start of each round whether he is using Command or not. Generally this is determined by the action cards and the state of his bodyguards. If they are Shaken *and* he acts before them and didn't use Command last round, he barks orders to them. Once the sub-chief realizes the characters know where he is, he uses Command every round, since not doing so gives him no benefit.

He then rushes to join his guards, who immediately engage intruders, using his Sweep Edge to target as many foes as possible. He swigs his *healing* potions as required, but cannot attack while doing so. If reduced to three wounds, or if Incapacitated and still capable of action, he stamps on his *sanctuary* talisman.

Treasure: The sub-chief carries several alchemical devices. He has two potions of *healing*, made from goblin blood. Each heals one wound taken in the last hour, upon being imbibed. The other is an *invisibility* potion. His final item is a small, glass talisman, carved in the shape of a Hellfrost dragon's head, imbued with the *sanctuary* spell. When crushed, it immediately teleports the user (and only the user) to the fortress of the orc's master, a hulking chieftain, more ogre than orc. Any character who uses the device during the adventure *will* be caught and killed before his comrades can find him. This device is worth double its usual resale value to the Hearth Knights.

13) SHRINE

A blast of frigid air sucks the breath from your lungs. Blue-white light glitters off frozen walls and flooring from twin braziers, illuminating a towering, crudely shaped ice statue of a hulking goblin. Before the statue, dressed in dark blue robes, stands a lone goblin, his arms held aloft in

praise. Two other goblins wielding spears stand at attention between the braziers.

The two braziers each contain a pound of burning icewood. As a result, the temperature in this chamber is equal to that in the open air. The statue represents Thrym, though a Knowledge (Religion) roll is required to deduce this. His typical form is that of a Hellfrost dragon, but the shaman is trying to bolster his status by having had the statue carved to look like a goblin.

Terrain: The floor, walls, and ceiling are covered in a layer of smooth ice. This 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 -4 penalty. If the Agility roll fails, the character falls and is Shaken. The ice on the walls is treated as thin ice for purposes of melting it. Once melted, the flagstones beneath are revealed. Movement is no longer impaired.

The braziers can be tipped over with a Strength roll (as an action) in a direction of the character's choice. The contents spill out to fill an area 1" wide and 2" long. Any character standing in the path must make an Agility roll at -2 or suffer 2d6 damage and have a chance of catching fire. The damage is coldfire based.

Due to the ice coating the walls, the secret door is extremely hard to detect. It requires a deliberate search of the area and a Notice roll at -4. Chipping away or melting the ice reduces the penalty to -2, but still requires an active investigation.

The statue is carved from a solid block of ice. It stands eight feet tall and weighs several hundred pounds. It has Toughness 14 (2). Pushing it over requires a Strength roll at -2 as an action. It falls into an adjacent square of the character's choice, inflicting 2d6+2 damage on anyone unfortunate enough to be standing there at the time.

Monsters: A goblin shaman and his two bodyguards are present. The shaman stands before the statue, offering praise to his deity. The guards stand at attention between the two braziers.

📍 **Goblin Shaman (1):** See page 21. The shaman has a number of alchemical devices, as detailed below.

📍 **Elite Goblin Warriors (2):** As page 21 except they wear leather armor (Toughness 5 (1)) and have Fighting d8 (Parry 6). They do not carry bows.

Tactics: The shaman begins by throwing his *stun* alchemical device at the heroes, aiming to shock as many as possible while avoiding his personal guards. Next round, he drops a *fear* spell on the largest group of heroes, again trying to avoid targeting his minions. His tactics from then on are to fire three 2d6 damage *bolts* at any obvious mage or cleric. If none are identified, he aims all three at the least armored intruder in the hope he scores a lucky hit against a spellcaster. If he takes two or more wounds, he uses his *entangle* device and moves toward the door to the great hall. By this stage his guards are likely dead. Even if not, he no longer cares for them,

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and so uses his device at the minimum range to avoid targeting himself. Opening the door requires an action, so he only does this the following round, so as not to incur multi action penalties.

His two guards rush to attack intruders, seeking to put themselves between their master and harm. Rather than attacking individual targets, they Gang Up on the same one.

Treasure: The goblin shaman carries several alchemical devices on his person. He has a small icicle, which when thrown (using Throwing) creates a 2d8 coldfire *bolt*. The spell retains its usual range brackets—the act of throwing it activates the magic. Two small spheres of ice are *stun* bombs. These are also activated using throwing, and have a range of 3/6/12. When they explode, they create a freezing blast of wind. Finally, he carries a frozen spider web. This holds a Medium Burst Template *entangle* spell, must be thrown, and has range brackets of 3/6/12. It coats those within the target area in ice, freezing their joints.

Stacked in the northwest corner is a further six pounds of icewood.

13A) SECRET ROOM

This small room once allowed the fort's ruler to move between the great hall and the neighboring chamber unseen. The current occupants have yet to learn of its existence. From inside, both secret doors are clearly visible. There is also a pair of small stone plugs at the eye level of a typical adult human in each door. Removing these allows someone inside to watch proceedings in the great hall and shrine. If the characters enter this chamber via the great hall without having melted the ice in the shrine, they can see nothing except a foggy white wall.

14) COUNCIL CHAMBER

A large, U-shaped table dominates this undorned room. Piles of papers lie haphazardly on the surface. Torches are hanging in corroded wall sconces, but none are lit.

The orc sub-chief is using this room as his tactical headquarters. From here he plans his attacks on the caravans and settlements in the region.

Terrain: Both doors to this chamber are locked. Only the orc sub-chief (see page 22) has the key. The large, U-shaped table is actually three separate tables—a long table (1" by 3") and two smaller tables. The spaces occupied by the table count as difficult ground. Any hero passing through these spaces must declare if he is going under or over the table. Fighting across the tables requires a Reach weapon, and gives the defender Medium Cover (-2). Fighting from under table provides Medium Cover (-2) to the defender, whose legs are visible, and also to the attacker, who must be crouched or prone. The tables have Armor +6 for purposes of ramming a weapon down through them.

Treasure: Atop the table are numerous papers and maps, written in Giant and Orcish. A cursory glance by someone fluent in the language indicates they are military orders and seem to indicate a major invasion is being planned. Unfortunately, the details are extremely sketchy, giving no indication as to where and when the attack will occur. Mention is made of goblins, orcs, dire wolves, and ogres, though. Other papers show written orders to attack caravans and remote settlements in order to instill fear in the local populace.

14A) SECRET ROOM

This small room once allowed the fort's ruler to move between the great hall and the neighboring chamber unseen. The current occupants have yet to learn of its existence. From inside, both secret doors are clearly visible. There is also a pair of small, stone plugs at the eye level of a typical adult human in each door. Removing these allows someone inside to watch proceedings in the great hall and council chamber.

15) ORC CHIEFTAIN'S CHAMBER

This room is occupied only at night. The sub-chief, ever prepared to receive orders to launch an attack, sleeps in his armor and keeps his weapon to hand. Paranoid that one of his underlings will try to assassinate him, he has learned to sleep very lightly. He counts as an active sentry while dozing. His two bodyguards are on duty outside the chamber. They count as active sentries. Alter the description as necessary.

A small wooden cot, covered in furs, and a fireplace are the only furnishings in what is a large room. The fire is lit, bathing the room in a dull, orange glow.

This is the sub-chief's private quarters, and the door is kept locked, day and night (he has the only key). A typical warrior, he has little interest in showy trappings of status. More prudently, were his superiors ever to discover an opulent lifestyle, he would be removed from service and replaced with someone more focused on the task at hand. His one luxury is a good quality, sleeping fur, though by human standards it is heavily stained and stinks of unwashed orc.

Terrain: The space containing the bed is difficult ground. The space containing the fireplace counts as difficult ground. Any creature actually stepping into the flames takes 2d6 damage and has a chance of catching fire. The fire is kept lit day and night. If the characters aren't using any light sources, the room has Dim Lighting (-1).

Monsters: See page 22 for details of the sub-chief and his bodyguard, as well as their standard tactics. They follow the same tactical procedure if attacked in this room, with one exception—the sub-chief must unlock the door before he can enter the corridor. He always stands be-

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hind the door as it opens, so as not to present an easy target to would-be assassins.

Treasure: If the orc sub-chief is present, his treasure is as per the description for area 12.

16) OFFICE

A single desk is the only furnishing in this narrow room. Several candle stubs are stuck to the desk's cracked surface. A flint and steel rest near the tallest stub.

This room serves as the sub-chief's private office. From here he communicates with his master, receiving orders and passing on progress reports. No other creature, not even his bodyguards, is allowed in this room on penalty of death.

Terrain: The door to this room is locked. Only the orc sub-chief (area 12) has a key. Movement through the space containing the desk is treated as difficult ground.

Treasure: Lying on the table is a small mirror. The surface is not glass, but polished ice. Similarly, the frame is made of deep, blue ice, rather than metal. Engraved in Giant around the edge are the words, "Master, hear my voice." If these words are repeated by the character holding the mirror, the icy surface shimmers briefly and seems to melt away, revealing the clear image of a frost giant jarl! The giant speaks in a gruff voice, demanding to know (in Giant) who the characters are and what they want. Short of smashing the mirror (Toughness 6) there is no way for the characters to end the communication (servants don't hang up on their masters). Placing the mirror in a backpack muffles the sound. The giant eventually ends the call, though not before sending scouts from his mountain lair to investigate the disturbance at the fort. They won't arrive in time to take part in the adventure.

The mirror is a *scrying mirror*, an ancient relic granted the frost giant jarl by Thrym. There are several slave *mirrors* (such as this one), but only one master *mirror*, into which the others link. They allow the frost giant, who holds the master *mirror*, to receive reports from his distant minions and to pass on orders. The Reliquary would be extremely interested in these objects, as would the Hearth Knights (though for different reasons). Either organization pays 2,000 gs for the intact slave *mirror*.

Stashed in a small casket beneath the desk is 2,852 gs, booty captured in the goblins' raids. The casket is not locked.

17) GARDEROBE

This is a toilet. The stone seat has a small hole in the center. Waste material runs to the outside of the wall, where it unceremoniously plummets to the ground below.

18) CORRIDOR

This long corridor links the eastern and western por-

tions of the upper keep. Due to the numerous arrow slits, the temperature in here is the same as outdoors. As such, it is never patrolled unless the fort is under attack. In this instance, the orcs and goblins in the upper keep rush here so as to be able to attack enemies in the courtyard.

19) UPPER ORC BARRACKS

Bundles of furs and blankets are bunched up on the floor to form six distinct sleeping areas. A roaring fire provides both warmth and light. Two hulking orcs are seated on piles of blankets.

The sub-chief's bodyguards occupy this chamber. Two are kept busy at his side, a third oversees the smithy, and one mans the torture chamber. The guards work 16 hours a day in rotating shifts. Unlike the goblins, who are comfortable in the cold, the orcs' preferred temperature range is similar to humans. As such, the fire is kept lit, day and night.

Terrain: The space containing the fireplace counts as difficult ground. Any creature actually stepping into the flames takes 2d6 damage and has a chance of catching fire.

Monsters: The two orcs present are off-duty but are only resting their eyes (their master calls on them at odd times to ensure they are in a constant state of readiness).

Ⓜ **Orc Warriors (2):** See page 22.

Tactics: The orcs immediately close to melee range against intruders, while calling out for the goblins in the adjacent room. Once the goblins arrive, the orcs withdraw using the Defend maneuver and allow the goblins to take up the fight in their place. The orcs then grab their bows (an action) and fire over the heads of the goblins.

20) UPPER GOBLIN BARRACKS

Aside from four goblins asleep on the stone floor, this chamber is bare. A cold wind whistles through the arrow slit, and the temperature is noticeably colder than the previous room.

The upper keep barracks are for the shaman's bodyguards. The shaman considers it an honor his guards are allowed to occupy this room. In truth, their positioning serves the orc sub-chief better. First, he has additional guards nearby in the event of an attack (either by outsiders or his own bodyguards). Second, the position of the room means the guards and shaman are separated, thus lessening the chance of treachery.

Monsters: Four goblins are curled up asleep on the floor. They sleep in their armor and keep their spears by their sides.

Ⓜ **Elite Goblin Warriors (2):** As page 21 except they wear leather armor (Toughness 5 (1)) and have Fighting d8 (Parry 6). They do not carry bows.

Tactics: Typically, the goblins rush to aid the orcs in the adjacent chamber when called for. It takes them one

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round to awaken and another to grab their arms. They enter play at the start of the third round. Should the orcs be killed quickly and silently, the heroes can catch the sleeping goblins by Surprise. Roll for each goblin individually. Those who succeed on their Notice roll act on the same action card.

Regardless of whether they are aiding the orcs or fighting in this room, their tactics are the same—to Gang Up on the nearest foe and stab him to death. They only attack individual foes if circumstances force them.

21) PRISONERS

Huddled in this bare chamber is a small group of humans. All are bedraggled and unwashed. Although wrapped in blankets, they shiver uncontrollably with cold.

During a search of the keep the defenders will only check the doors are locked. If they are, they don't bother investigating inside, believing the prisoners too cowardly and weak to attempt an escape. That intruders might hide among the prisoners does not cross their minds. The southern room is slightly warmer, due to heat from the fire in the great hall, rising up the chimney.

Monsters: Held within each of these identical rooms are five prisoners. All wear only a minimum amount of clothing and none wear shoes. This gives a -2 penalty to Vigor rolls to resist the effects of cold weather. The orcs feed them only starvation rations, most have been tortured, and the blankets barely keep out the cold. As a result, all the prisoners here are Fatigued. Until they are given a hot meal and warm clothes, the prisoners cannot recover this Fatigue.

Two of the prisoners are trained militia (Fighting d6, Parry 5) and will take up arms if asked. However, they are freezing and thus not as effective as when in good health. Unless the characters are planning to make their escape quickly, they volunteer to stay with the other captives and protect them (assuming they are given weapons).

Ⓜ **Captives (10):** As waggoners (see page 20). There are five prisoners in each room (three men, one woman, and a youth). All are unarmed.

Terrain: The fireplace in the southern room is never lit. Movement through its space is difficult ground.

22) GARDEROBE

This is a toilet. The stone seat has a small hole in the centre. Waste material runs to the outside of the wall, where it unceremoniously plummets to the ground below.

Treasure: The shaman has stuffed a leather pouch inside the hole. The pouch contains 25 gs in coin and two gems, worth 30 gs and 100 gs respectively. He confiscated these from his troops during a raid, and has yet to inform the orc sub-chief of their existence. He is careful to remove the pouch before using the facility for its intended purposes.

23) GOBLIN SHAMAN'S CHAMBER

A single sleeping fur lies in the southeast corner of this room. A thin layer of ice coats the floor and walls. Small lumps of ice and snow dot the room, each a crudely formed, humanoid shape. A fireplace stands against the southern wall, but it radiates no heat. Two goblins are advancing toward you, spears raised in preparation to strike.

This room is the private domain of the goblin shaman. Unlike the orc sub-chief, who keeps his quarters locked, the shaman was ordered to keep his door open at all times. After several "forgetful incidents" (in which the shaman was deliberately seeing how far the orc would go), the sub-chief ordered the lock smashed.

The small, ice sculptures are crude representations of the orc sub-chief, the shaman, and Thrym, though it takes a Common Knowledge roll to realize this (and only after the sub-chief and shaman have been encountered). Perhaps as an act of petty rebellion, the shaman's figure is larger than that of the sub-chief.

Terrain: The space containing the fireplace counts as difficult ground. Happy in the cold, the shaman never lights the fire unless he wishes to dispose of something flammable. The ice is too thin to present a hazard to movement.

Monsters: The shaman has a total of eight loyal guards. Of these, two are constantly at his side, four are off duty, and two are stationed here to guard his private chambers.

Ⓜ **Elite Goblin Warriors (2):** As page 21 except they wear leather armor (Toughness 5 (1)) and have Fighting d8 (Parry 6). They do not carry bows.

Tactics: The eastern upper keep has no other guards. Hence, the goblins know that in the event of trouble they are unlikely to receive reinforcements. They initially try to prevent intruders from entering by taking up fighting positions in the doorway. Should this fail, they both rush to the garderobe. Once inside, they throw themselves against the door in the futile hope it will keep attackers at bay. The garderobe door has no lock. Forcing the door open requires a Strength roll opposed by the goblin's Cooperative Strength roll. Forced to fight in the crowded space, the creatures suffer a -1 penalty to all physical Trait rolls.

24) TORTURE CHAMBER

A crude table, to which leather straps are attached, sits in the center of the room. Blood stains, both dried and fresh, cover the table surface and the surrounding flagstones. A lone orc squats beside a roaring fire, turning red hot pokers in preparation for their use on weak flesh.

This makeshift torture chamber contains a low table. The orcs have nailed leather straps to the table in order to keep their victims from moving around. The only instruments of torture the orcs have to hand are some rusty

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daggers and a few lengths of metal they heat in the fire. The sub-chief knows the prisoners are peasants and will have no useful information, but he has to allow his warriors some pleasures in life. So long as no one dies, the warriors are free to abuse the prisoners as they see fit.

Terrain: The space containing the fireplace counts as difficult ground. Any creature actually stepping into the flames takes 2d6 damage and has a chance of catching fire. Several pokers protrude from the glowing coals. Grabbing one is an action. These inflict Str+d6 damage and count as a heat attack for the purposes of any special immunity or resistance. Targets struck have a 1-in-6 chance of catching fire, only if they are extremely flammable or are wearing something like a cloak, which might wrap around the molten tip.

Moving over the low table is difficult ground. Unless a character crawls, he is forced to clamber over the surface.

Monsters: The shaman has a total of eight loyal guards. Of these, two are constantly at his side, four are off duty, and two are stationed here to guard his private chambers.

M Orc Warrior (1): As page 22.

Tactics: Unlike the cowardly goblins next door, the orc isn't afraid to tackle a heavily armed party, singlehanded. He snatches up a hot poker and throws himself into battle with aplomb, screaming out battle chants and vile curses.

AFTERMATH

Once the prisoners are freed, the characters can return to the stead and reunite the families. The citizens have nothing of value to offer the characters, but promise to spread the word about their heroic deed. This grants a +1 bonus to the adventurers' Glory roll (which can be made once they reach Watchgap Fort). With their homes burned and goblins and orcs openly prowling the land, the settlers have decided it is time to head back east to more settled lands. They ask the heroes to provide an escort as far as Watchgap Fort.

BESTIARY



ULFWALD DEEP-POCKETS

Ulfwald has been a trader all his life, taking over the family business when his father retired due to ill health. Honest, friendly, and loyal to his friends, Ulfwald's caravan travels the trade road from Nordmark to Helgioland each year in spring and summer, and operates in the Hearthlands in autumn and winter.

Ulfwald may be a Wild Card, but he is not a warrior. He avoids combat except when his wagons are under direct attack.

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

Skills: Fighting d4, Guts d6, Knowledge (Helgioland) d8, Notice d6, Persuasion d10, Riding d6, Streetwise d8
Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Code of Honor (honest merchant), Loyal
Edges: Charismatic, Connections (Merchants)
Languages: Anari, Dwarven, Saxa, Trader
Gear: Dagger (Str+d4), short spear (Str+d6, +1 Parry, 2-hands)

WAGGONER

The waggoners are all Saxa from Nordmark. Though competent with the spear, they are not trained fighters. Whenever the caravan comes under attack, their orders are to stick close to the mules and wagons and defend them.

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

Skills: Fighting d6, Guts d4, Notice d6, Repair d6, Riding d6, Throwing d4

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

Hindrances: Loyal

Edges: —

Languages: Saxa, Trader

Gear: Leather suit (+1), dagger (Str+d4), short spear (Str+d6, +1 Parry, 2-hands)

FROST DWARF



HAULD AUSTRI GIANTBANE

Hauld Austri's kin are nobles of Karad Marn. For the last sixty years, they have dedicated their lives to recapturing their city from the orcs. Austri has, much to his disgust, been sent south with a small detachment of bodyguards to enlist aid in their crusade. So far he has met with little interest. He is currently heading back north, along the trade road that runs alongside Frostwater and White Lake, in a final bid to drum up support.

Dour and taciturn, he has little love for humans and their greedy ways. As with all dwarven nobles, he is a man of action who leads from the front.

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

Skills: Climbing d6, Fighting d10, Guts d10, Knowledge (Battle) d8, Intimidation d10, Notice d8, Stealth d6, Throwing d8

Charisma: +0; **Pace:** 5; **Parry:** 8; **Toughness:** 10 (3)

Hindrances: Arrogant, Insular, Loyal, Slow, Stubborn

Edges: Berserk, Combat Reflexes, Command, Connections (Dwarf nobles), Favored Foe (giants), Improved Frenzy, Improved Sweep, Noble, Tough, Snow Walker

Languages: Dwarven, Giant, Orcish, Trader

Gear: Plate corselet (+3), chain limbs (+2), open helm (+3), battle axe (Str+d8), medium shield (+1 Parry), two throwing axes (Range: 3/6/12, Damage: Str+d6), one Norn charm.

Special Abilities:

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- * **Mountain Born:** Dwarves suffer no penalties for difficult ground in mountains or hills.
- * **Heat Lethargy:** Frost dwarves have -1 to all trait rolls in temperatures over 70 degrees.
- * **Low Light Vision:** Dwarves ignore penalties for Dim and Dark lighting.
- * **Winter Soul:** Frost dwarves have +2 to Vigor saves to resist the effects of cold and +2 Armor to resist ice or cold attacks.

WARRIOR

The warriors are Austri's huscarls, his personal bodyguards. Any hero attempting to approach their lord without permission, quickly finds himself facing a snarling dwarf who cares little about social etiquette or human social ranks. The warriors understand Finnar and Saxa, but speak only Dwarven to the characters until they prove themselves as fellow warriors.

The warriors are named Andvari, Dori, Ginnar, Lit, Nothri, Onar, and Vestri (the eldest).

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

Skills: Climbing d6, Fighting d8, Guts d8, Knowledge (Battle) d6, Intimidation d6, Notice d6, Stealth d6, Throwing d8

Charisma: -2; **Pace:** 5; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Insular, Loyal, Slow

Edges: Combat Reflexes, Frenzy, Sweep, Tough, Snow Walker
Gear: Chain mail (+2), open helm (+3), battle axe (Str+d8), medium shield (+1 Parry), two throwing axes (Range: 3/6/12, Damage: Str+d6).

Special Abilities:

- * **Mountain Born:** Dwarves suffer no penalties for difficult ground in mountains or hills.
- * **Heat Lethargy:** Frost dwarves have -1 to all trait rolls in temperatures over 70 degrees.
- * **Low Light Vision:** Dwarves ignore penalties for Dim and Dark lighting.
- * **Winter Soul:** Frost dwarves have +2 to Vigor saves to resist the effects of cold and +2 Armor to resist ice or cold attacks.

GOBLIN, ICE

Ice goblins have blue skin and hair. Unlike orcs, goblins are well-adapted for living underground. They are not as well organized as orcs and rarely produce leaders of their own species. Tribes are usually ruled by a frost giant or a powerful orc chieftain.



SHAMAN

Goblin shamans serve as advisors to their chieftain. Their arcane talents give them a position of respect within the tribe. It is a rare shaman who does not honor Thrym, god of winter.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, 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+d4).

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).

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.

WOLF RIDER

Goblins ride standard wolves rather than dire wolves, the latter seeing most goblins as little more than a snack.

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

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

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

Gear: Short spear (Str+d6, Reach 1), bow (Range: 12/24/48, Damage 2d6)

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.

MULE

Mules are a cross between a donkey and a horse, and are usually used to haul heavy goods or pull wagons. Although not as fast as horses, they are ideal for carrying loads through hilly terrain.

HELLFROST ADVENTURE: #03

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

Skills: Guts d6, Notice d4

Pace: 6; **Parry:** 2; **Toughness:** 8

Special Abilities:

- * **Fleet-Footed:** When a mule can be convinced to run, it rolls a d8 instead of a d6.
- * **Kick:** Str.
- * **Ornery:** Mules are contrary creatures. Characters must subtract 1 from their Riding rolls when riding them.
- * **Size +2:** Mules are stocky creatures weighing up to 1000 pounds.

OGRE

Ogres are some kin to orcs and lesser giants. They are often taken in by orc clans as champions.

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:** 12 (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 +3:** Most ogres are over 8' tall with potbellies and massive arms and legs.

OGRE, YOUNG

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

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

Pace: 7; **Parry:** 6; **Toughness:** 8 (1)

Gear: Thick hides (+1), club (Str+d6).

Special Abilities:

- * **Infravision:** Ogres halve penalties for bad lighting when attacking living targets.
- * **Improved Sweep:** May attack all adjacent foes.
- * **Size +1:** These ogres stand 6' tall with potbellies and massive arms and legs.

ORCS

The orcs are all members of the Sons of Thrym tribe, a tribe normally found further north.



ORC SUB-CHIEFTAIN

The orc sub-chieftain is overlord of a small, goblin tribe. A cruel and sadistic master, he rules through fear and violence. He dislikes having to watch over the lowly goblins, but at least he gets to reap the benefits of their efforts, without lifting a finger.

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

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

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

Edges: Combat Reflexes, Command, Snow Walker, Sweep

Gear: Chain hauberk (+2), open helmet (+3), battle axe (Str+d8), furs.

Special Abilities:

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

ORC WARRIOR

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

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

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

Hindrances: —

Edges: Snow Walker

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

Treasure: Meager, per 3 warriors.

Special Abilities:

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

WAR DOG

Despite their name, the Saxa also use these large, vicious dogs to track and kill wild boar.

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

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

Pace: 8; **Parry:** 6; **Toughness:** 4

Special Abilities:

- * **Bite:** Str+d4.
- * **Fleet Footed:** War dogs roll a d10 when running instead of a d6.
- * **Go for the Throat:** War dogs are trained to go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- * **Size -1:** War dogs are relatively small.

WOLF






















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
















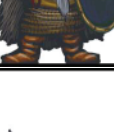


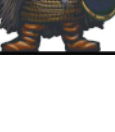


Skills: Fighting d6, Guts d6, Intimidation d6, Notice d10, Tracking d6






















Pace: 8; **Parry:** 5; **Toughness:** 4






















Special Abilities:

- * **Bite:** Str+d4.
- * **Fleet Footed:** Wolves roll a d10 when running instead of a d6.
- * **Go for the Throat:** 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.
- * **Size -1:** Wolves are relatively small.






















			Saxa War Dog
			Saxa War Dog
			Wolf
			Wolf
			Wolf
			Wolf
			Riding Wolf










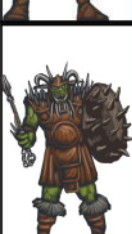
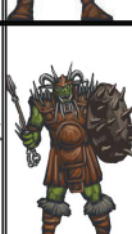

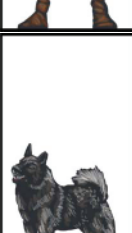








			Riding Wolf
			Riding Wolf
			Riding Wolf
			Dwart Huscarl
			Dwart Huscarl
			Haud Austr Giantbane, Dwarf Noble
			Haud Austr Giantbane, Dwarf Noble


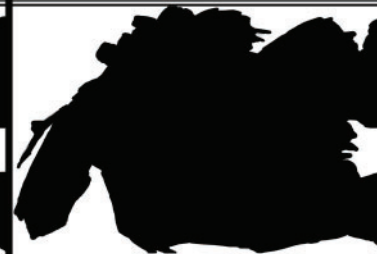




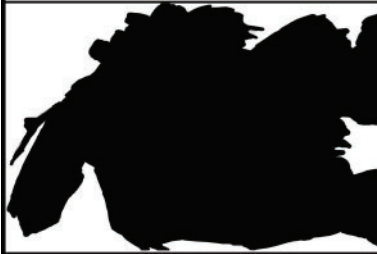
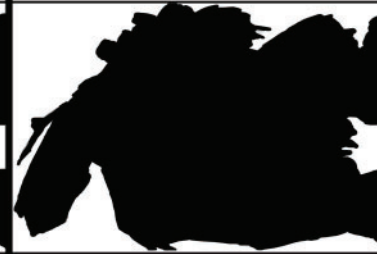




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			Ice Goblin Shaman
			Ice Goblin Shaman
			Ice Goblin Warrior
			Ice Goblin Warrior
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			Ice Goblin Warrior

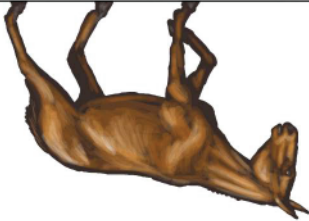


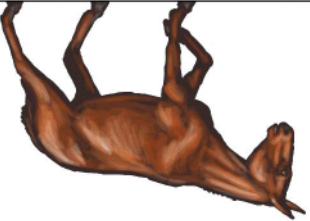
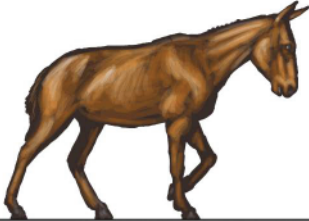
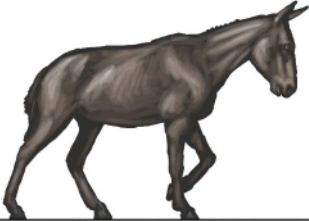
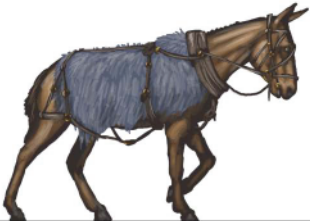
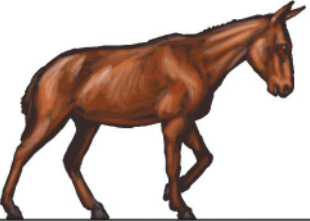


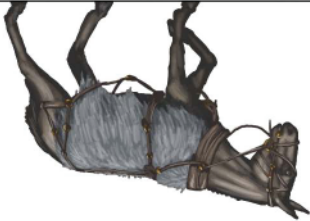

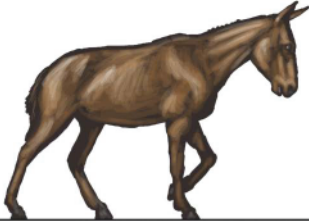


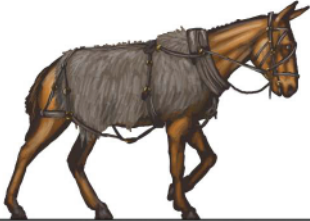
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			Elite Ice Goblin Warrior
			Elite Ice Goblin Warrior
			Ice Goblin Wolf Rider (Dismounted)
			Ice Goblin Wolf Rider (Dismounted)
			Ice Goblin Wolf Rider (Dismounted)
			Ice Goblin Wolf Rider (Dismounted)

			Ice Goblin Wolf Rider (Dismounted)
			Ice Goblin Wolf Rider
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			Ulfwald Deep-Pockets, Human Merchant

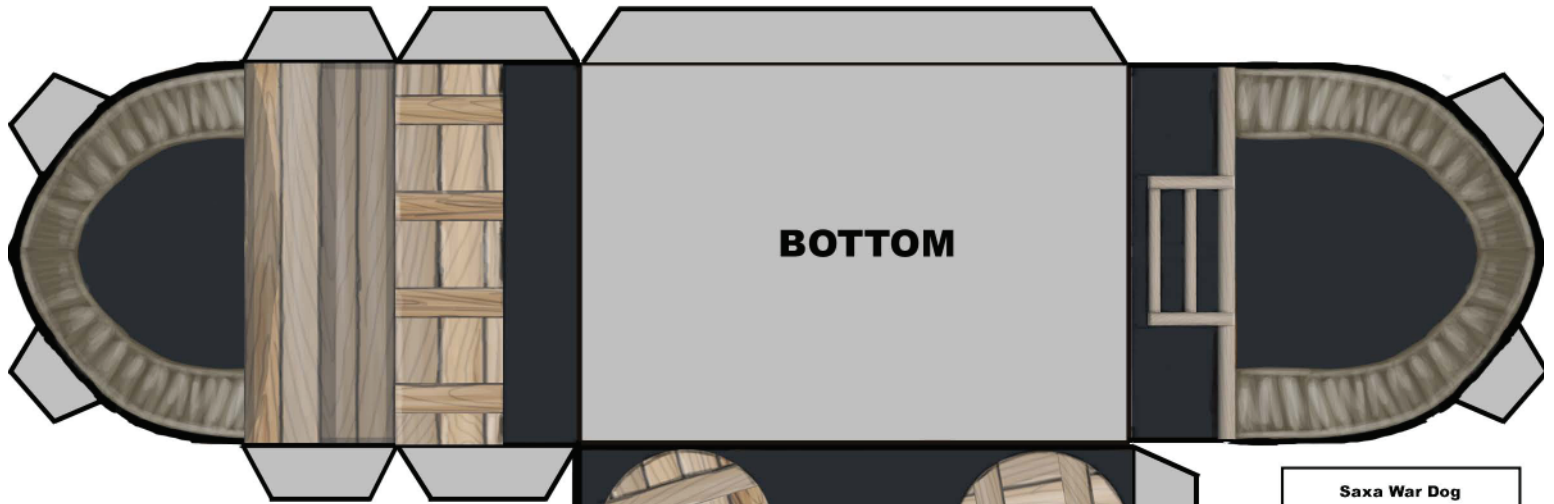
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			Saxa Peasant Stead Man
			Wagoner
			Wagoner
			Wagoner
			Wagoner
			Wagoner

			Orc Archer
			Orc Subchieftain
			Orc Warrior
			Orc Warrior
			Saxa War Dog
			Young Ogre Warrior
			Young Ogre Warrior

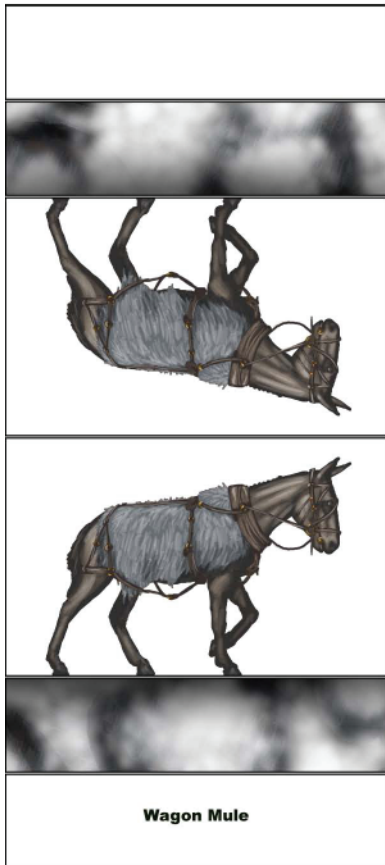
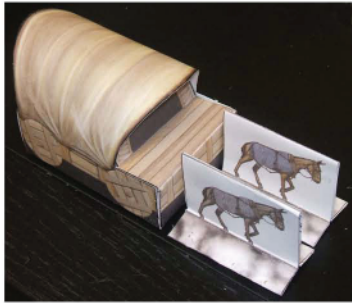
Ogre Warrior	Ogre Warrior
	
	
	
Ogre Warrior	Ogre Warrior
	
	
	

			
			
Mule	Mule	Wagon Mule	Mule
			
			
Mule	Wagon Mule	Wagon Mule	Wagon Mule

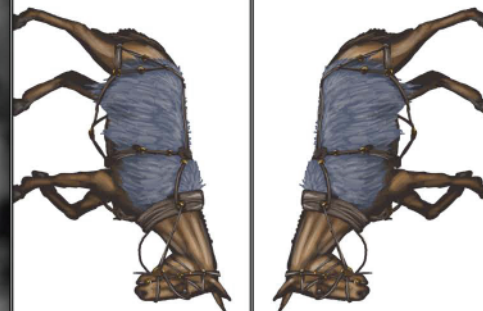
COVERED WAGON (SAXA)



**Assembled Model
(with mules)**



Wagon Mule



Saxa War Dog



Waggoner



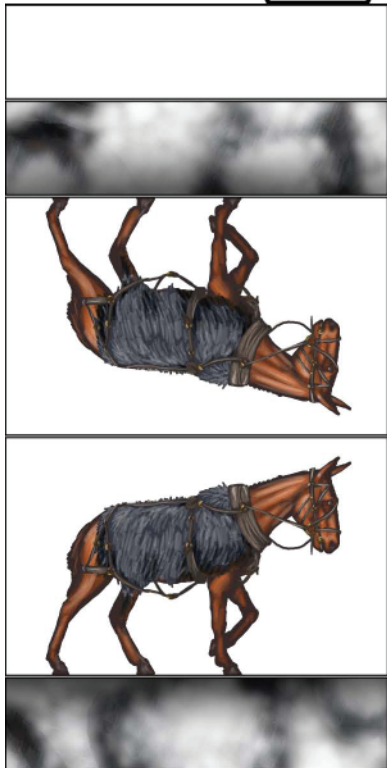
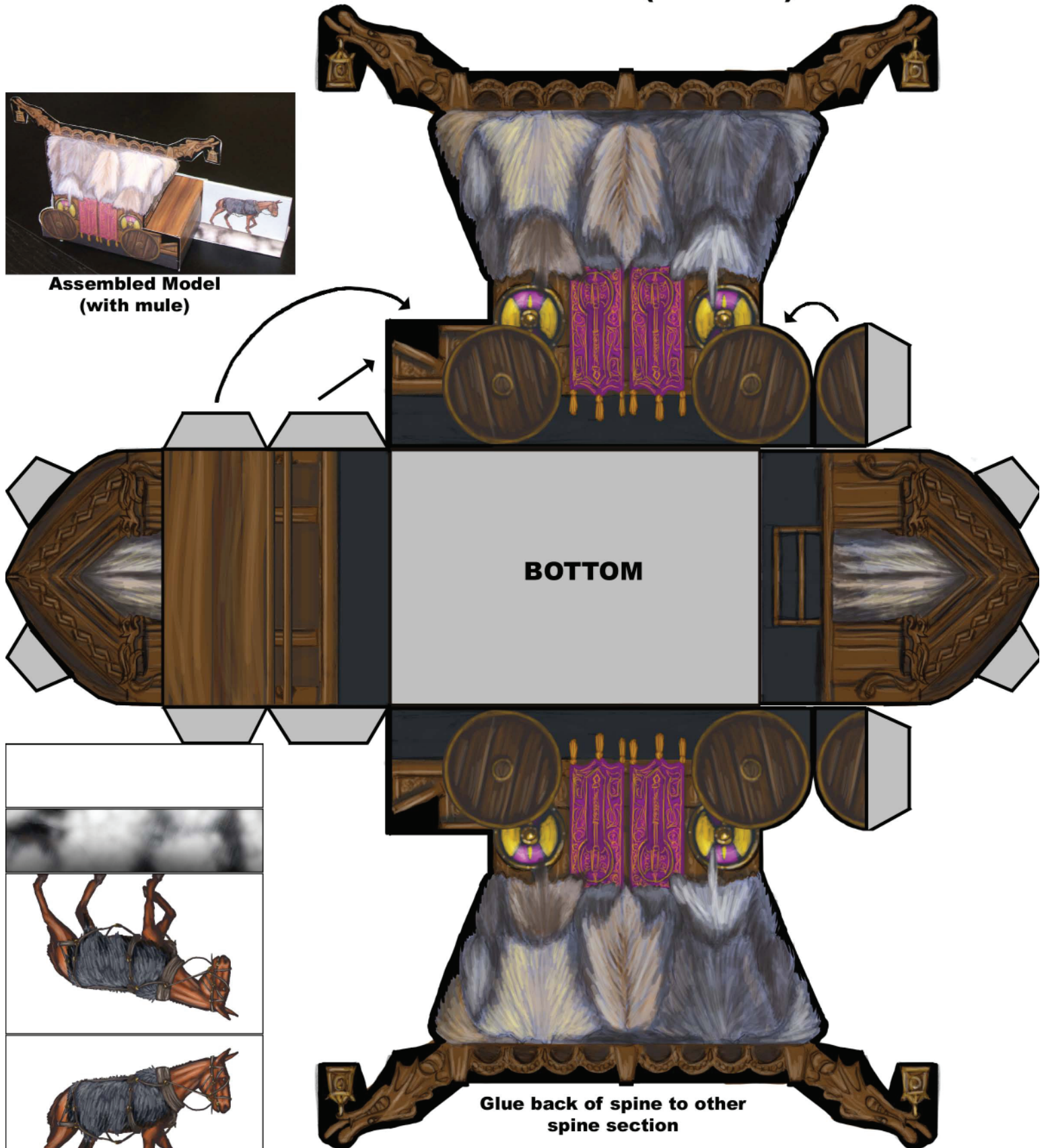
Waggoner



COVERED WAGON (DWARF)



**Assembled Model
(with mule)**



Wagon Mule

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SOMETHING STIRS IN THE ICEBARRIER MOUNTAINS

Joining a caravan as guards is a way to earn good money and see the world, though it is not without its risks. Having signed up as guards, the heroes are about to take part in a journey from the relative safety of the lands around Hellfrost Keep, home of the Hearth Knights, to the distant Saxa steads nestled in the forlorn Icebarrier Mountains.

Together the characters and the small band of heavily-armed frost dwarves travelling with the caravan must weather goblin attacks, for the fell creatures have stirred early this year and seem keen to make their presence felt. It becomes clear the goblins are not acting alone.

Something more powerful is behind their attacks, something with grander plans than a few raids. *Shadow of Darkness* can be played as a standalone adventure or as part one of a four-part mini-campaign arc.



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