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HELLFROST

THE SIEGE OF WATCHGAP FORT

©  SAGA OF THE FROST GIANTS - PART 2 



THE SIEGE OF WATCHGAP FORT

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SIEGE OF WATCHGAP FORT



INTRODUCTION

This adventure is designed for a group of four characters with between 20 and 25 XPs, but can be run with more advanced parties. Most encounters are based on a number of antagonists per hero, and thus automatically allow for increased party size. Where a scene uses a Wild Card villain, add one additional villain for every two Wild Card player characters above four.

As written, the main antagonists are goblins, wolves, and ogres. Add on additional Extra of each type in an encounter for each Rank the party is above Seasoned. For instance, a Heroic party facing an encounter listed as six goblin warriors, two goblin riders and two wolves would face one extra of each monster.

If you're running this adventure after the release of the *Hellfrost Bestiary*, you can make the challenges tougher. For Veteran and Heroic parties, swap these to orcs, dire wolves, and cliff giants respectively, and lower the number of foes per hero by one (to a minimum of one). For instance, if the text says the heroes face three goblins per hero and a goblin shaman, a Veteran or Heroic party would face two orcs per hero and an orc priest. With Legendary groups, exchange the monsters without lowering their number.

The temperature is less important in this adventure than some others in the *Hellfrost* line. The GM should still keep an eye on temperature and the characters' winter protection, as they may find themselves pulling a long guard shift at night. See the *Savage Worlds* rulebook for the effects of cold weather and the *Hellfrost Players' Guide* for how the rules work in this setting.

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

Allies: The heroes will not be fighting alone. Standing beside them at various times is a Wild Card dwarven noble, his bodyguards, and a number of Hearth Knights. The GM should write up Ally Sheets for these before play

begins. Each scene lists the number and type of allies aiding the characters during the scene. Each Wild Card NPC counts as a hero for the purposes of encounters which state "X foes per hero." Those NPCs not being controlled by the players during a particular scene are busy elsewhere.

Dead Heroes: If a character dies, his player does not get to roll up a new one unless he plays a Hearth Knight (in which case he is one of the fort's defenders) or a frost dwarf warrior (in which instance he works for Hauld Austri).

Otherwise, he must take a Shield Knight and promote him to Wild Card status. The Hearth Knight gains no advancements, just three bennies, wound levels, and a Wild Die. At the end of the *adventure*, the player makes a new character. (If he wants to continue playing the Hearth Knight he must recreate him from scratch as a player character.) The player carries over any Experience Points his temporary hero earned, but does not earn any Glory. Experience Points reward the player for participating—the Glory system rewards his character for doing brave deeds. Since his new character wasn't at the fort, he doesn't reap the Glory benefits.

Should every player character die in the same combat scene, the adventure is over—see **Aftermath** (page 18) for details.

IMPORTANT GM NOTES

This adventure details a small, three-day siege. Rather than using the Mass Battle rules, the conflict is played out on the tabletop over a number of scenes. Each scene effectively relates to one Mass Battle combat round. As such, the characters will be involved in near-continuous, bloody combat. Heroes who have invested in Leadership Edges will have a real chance to shine.

Despite being primarily a combat adventure there is room for roleplaying. In this case, it is interaction between party members and their allies. Groups who intersperse roleplaying into the action will enjoy the ad-

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venture more than those who think of it as just a tactical wargame.

The action focuses squarely on the heroes' endeavors, in much the way the *The Lord of the Rings* movies focused on the principal characters. Sometimes the party will be aided by Extras and sometimes they won't. NPCs not involved in the action "on camera" aren't sitting around idly—they are fighting their own battles.

The adventure is bloody, brutal, and unrelenting. Careful use of spells, good tactics, such as using available Cover, the Defend maneuver, and arranging allies to make use of Gang Up bonuses, and a healthy dose of respect for the enemy should see the heroes through with few casualties. The GM should mention this to the players once the siege begins. The heroes are not totally without assistance—healers work in the fort and herbal remedies are handed out. Still, these are finite resources—heroes who continually pick up multiple wounds are likely to carry at least some of them across multiple scenes.

All this said, an adventure such as this can never be balanced for every party. A group of warriors and spellcasters with offensive spells, especially area effect ones, will undoubtedly cope much easier than a band of thieves and minstrels with little useful combat magic. As such, the individual GM must adjust enemy numbers up or down as required to make the adventure fun and dangerous, but avoiding a complete massacre. Victory should be hard earned, but it shouldn't be impossible.

Scenes: The adventure is broken down into two basic types of scene—combat and healing. Combat scenes are detailed in the main body of the adventure and should be played in order. Healing scenes occur at the end of each battle sequence and are handled through the sidebar on page 9.

Should a character wish to avoid a combat scene for any reason (being badly wounded is the most likely), the player still gets to control his share of the Extras, thus ensuring he is not left out of the game. If no Extras are present, the GM can assign him a number of enemy troops to control. Such heroes are taking prudent and sensible steps, but their actions should result in a reduced Glory award—you don't earn Glory for sitting around while your comrades fight.

GM Omnipotence: As GM, you will be privy to any plans the party concocts, such as hiding troops in buildings or keeping troops in reserve in the second compound ready to spring out at a moment's notice. The goblins do not know these plans. You should always remember to play fair—the adventure is hard enough without the heroes' best laid plans being ruined by metagaming from the GM.

Bennies: Because the adventure lasts a number of days and is combat intensive, the heroes should each receive one benny at the start of each new day, regardless of how many sessions the adventure lasts. As always, the GM should reward good roleplaying with bennies.

Hauld Austri: The adventure is written with Hauld Austri having seven huscarls at his disposal. If you've run *Wrath of the Goblins*, the number of huscarls should be

HEARTH KNIGHT FORT OCCUPANTS

When at full strength, a Hearth Knight fort contains 100 Hearth Knights, 19 support staff, and one Sister of Mercy. The Knights are broken down into their respective orders, ranks, and responsibilities as shown below.

Sword Commander (1): Fort's commanding officer

Sword Captain (1): Second in command

Sword Knight (3): Watch commanders

Shield Commander (3): Watch commander's aides

Shield Captain (4): Squadron leaders (each commands 22 men)

Shield Sergeant (8): Patrol leaders (each commands 8 men)

Shield Knights (80): Common soldier

Watchgap Fort is not currently at full operational capacity. Early raids against known goblin and orc nests, as well as routine patrols, have diminished the number of Knights. At present, the Sword Captain is the highest ranking officer. Also present are one Sword Knight, one Shield Commander, two Shield Captains, four Shield Sergeants, and 40 Shield Knights—a total of 49 Knights.

adjusted to match those who survived—Austri has not received reinforcements.

INTRODUCTION

The adventure can be run as a continuation of *Wrath of the Goblins* or as a standalone adventure. Introductory notes are presented for each eventuality.

OPTIONAL BEGINNING: WRONG PLACE, WRONG TIME

If the party has not completed *Wrath of the Goblins* the GM needs to have a reason for them to be in the fort. The heroes might have been adventuring nearby and have called in to avoid bad weather (or even see old friends), they might be delivering much-needed supplies from Hellfrost Keep, or a large number of goblins may have forced them to seek sanctuary. If there is a Hearth Knight in the party, he may have been ordered to deliver a message before continuing his other duties (i.e. adventuring).

If you can't think of a good reason, place the burden of responsibility in the players' hands. Ask them to come up with a reason why their characters are in a small fort on the western edge of Helgioland.

Beren greets the characters at the gate and offers them food in the kitchen. A runner then turns up and

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calls the Knight Sergeant away. He has a worried look on his face.

The characters encounter Austri and his huscarls, but the dwarves ignore them. Until a hero has killed three goblins in a single combat scene the dwarves treat the characters as *persona non grata*. Adventurers who prove their skill in battle quickly find the dwarves are friendly, seeing in the heroes fellow warriors. Boasts of battle prowess mean nothing to them—any man can talk of killing. Austri is currently in the region trying to drum up support for an attack against Karad Marn, his orc-occupied home far to the north.

Pick up the story at **To Arms!** (page 6).

THE ADVENTURE CONTINUES

Use this opening scene if the characters have just completed *Wrath of the Goblins*. The introduction assumes the characters have agreed to escort the Saxa settlers to Watchgap Fort.

Late snow flurries have dogged your trip to Watchgap Fort, but thankfully the temperature has not posed any significant problems. At last the tall, stone tower becomes visible against the cold, grey sky, though it is still some miles away. Fluttering from the tower is a long white, blue, and black banner, the banner of the Hearth Knights.

With sanctuary now in sight your vigor is renewed. The miles quickly pass. As you draw close, two mounted Hearth Knights gallop from the fort toward your party.

The Knights, Shield Sergeant Beren and Shield Knight Guillaume, rein in their horses a dozen yards from the party. Beren hails the heroes and asks them their business. Assuming the party tells him of the attack on the steeds and their raid on the fort, Beren pulls a signal horn from his belt and gives three short blasts. Within minutes, a large force of Knights arrives.

"You," Sir Beren says, indicating the party, "come ahead with me. My commander will want to hear your story. You others," he says to the Saxa you have been protecting, "will be escorted into the fort at your own pace. There you will be given warm beds and hot food. You are free to stay until we can arrange escort to Hellfrost Keep." With that, he gestures for you to follow him back to the fort.

During the short walk Beren speaks again to the heroes.

"The Norns have been cruel," he says humorlessly. "Half our number is either out on patrol or engaged in an offensive to the east. We don't have enough men to escort those people anywhere right now. If what you say is true, the roads won't be

safe until our strength is at full and we can drive the goblins back to their holes."

As you draw near to the fort the gates open. Crossing a short wooden causeway, you enter the lower compound. Several thatched buildings stand inside. Further ahead rises the tall, conical mound. A wooden staircase climbs the steep sides to a second palisade fence. Beyond this rises the stone tower."

TELLING THE STORY

Once inside the fort, Sir Beren dismounts. A junior Knight, barely old enough to grow a beard, leads the mount away. Beren indicates toward the tower and begins walking at a brisk pace. If asked, he tells the heroes what each building's function is.

The gates leading to the tower open before the party reaches them, allowing speedy access to the main fortification. Beren walks straight in and heads up the staircase. He stops on the top floor, bangs twice on a stout wooden door, and enters. He beckons the party to follow.

Seated behind a desk is a gray-haired man, his rugged face broken by an ugly scar running from his right temple down to the corner of his mouth. He glances up as you enter.

"Captain," Beren says, "a party of settlers and their escorts has entered the fort. Goblins have raided the steeds and burned many to the ground. These people claim to have raided a goblin fort." Beren then turns to face you. "This is Sword Captain Beotor (bay-ob-tor), acting commander of the fort. Tell him what you told me."

Beotor listens to the party's story, occasionally taking notes on a scrap of parchment. He only asks questions to prompt the players to recall any facts they may have forgotten—as a veteran warrior he's curious about the goblins' strength, any battle plans the characters may have discovered, whether there was indication the goblins were up to more than just raiding, and such like. He isn't omnipotent, of course, so he won't know about the prisoners or the presence of an orc sub-chieftain, for instance, unless told.

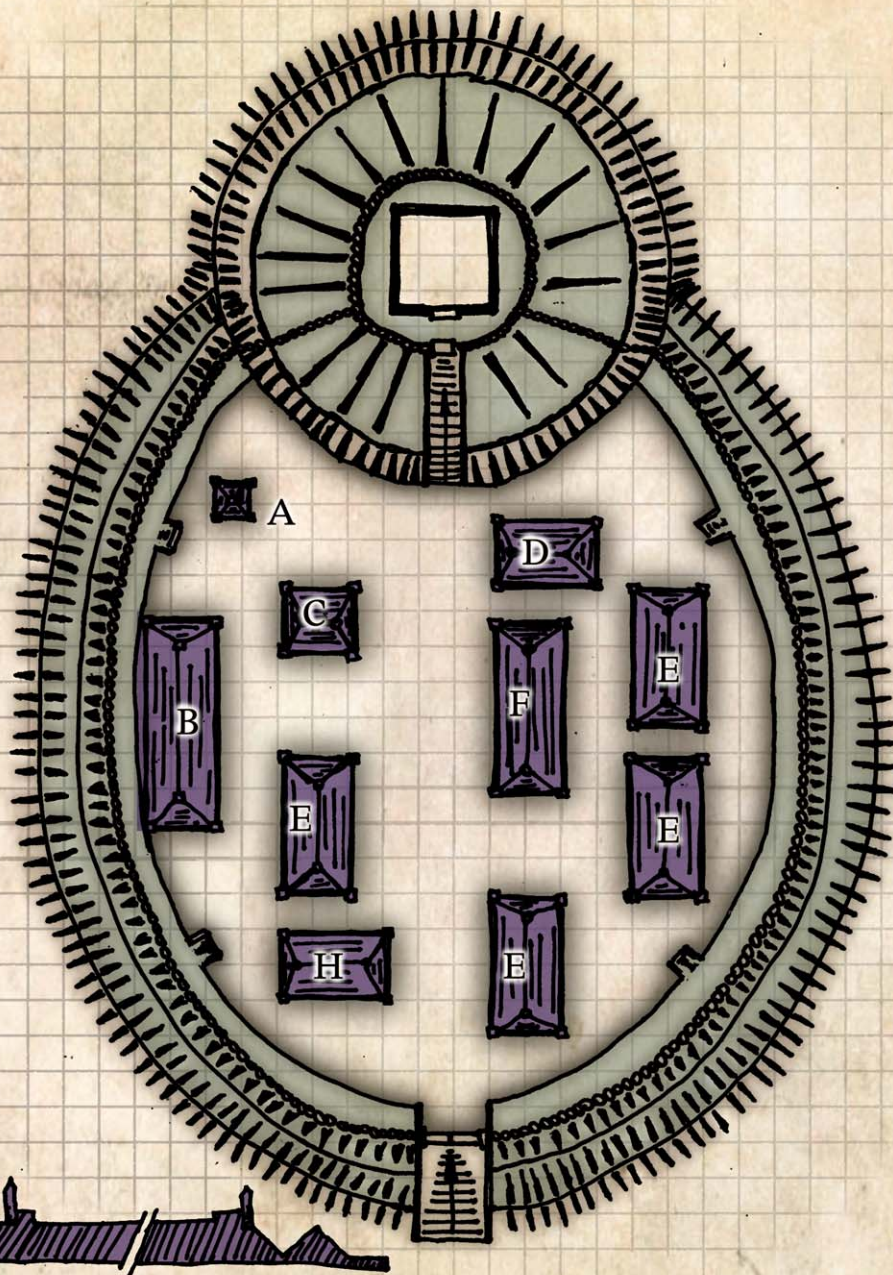
Once the adventurers are finished, Beotor thanks them for the information and dismisses them. He orders Beren to find them lodgings and ensure they have something to eat. As the party leaves the office, Beotor orders his subordinate to assemble the watch commanders and squadron leaders immediately.

The heroes are led back into the main compound and shown into the kitchen. Beren orders them not to leave the kitchen until he returns. He then runs over to the barracks. Should they ask about Beotor's scar, Sir Beren chuckles loudly.

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WATCHGAP FORT

SCALE



PROFILE OF FORTS DEFENCES

A - SMITHY
B - STABLES
C - HAY

D - KITCHEN
E - BARRACKS
F - CIVILIAN QUARTERS

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"Looking for a tale of heroism against overwhelming odds, or maybe an encounter with some dire Hellfrost beast? You won't find it there, lad. That scar wasn't from battle. Sword Captain Beotor's late wife, Tiw bless her bones, was a Hearth Knight as well. That's how they met. She did that to his face, in a fashion. He came home drunk one night too often so she punched him. Beotor went down like a ton of bricks and landed on his axe. Cleaved his skull almost in twain, it did. But she did have a powerful right hook," he laughs, rubbing his jaw.

The party now has two hours to relax, concoct alchemical devices or herbal remedies, or just grab a bowl of stew and catch some sleep.

While they're dining, the kitchen door crashes open and a party of hungry dwarves enters—stomping in are Hauld Austri and his huscarls. Austri explains he was delayed due to a short illness, but plans to leave in the morning. He asks what the characters have been up to since they departed. When they're finished he suddenly lifts his head and sniffs deeply.

"Smells like trouble on the wind," he says gravely. "I have a feeling we will be fighting together again before a day has passed."

TO ARMS!

Two hours after the heroes arrive, a series of horn blasts reverberates through the fort. If curiosity doesn't get the characters to take a look then Beren returns and tells them to get outside—with their armor and armaments. Mustered outside is the current military complement of the fort. Sword Captain Beotor stands before them.

"Hearth Knights," he shouts, "we are about to do battle. Scouts returning from a patrol have reported a large number of goblins approaching the fort. This is not a raiding party, men, but an attack force. We are heavily outnumbered, so we will not be engaging on the open field."

He glances at the sky. "By dusk I want all the civilians moved up to the tower along with our food reserves, bedding, and anything you won't need when the fighting starts, tactical scenarios drawn up by the various unit commanders, and buckets filled with water. Take the horses into the tower. Butcher the rest—we'll need the food."

"Sister Gwyneth," Beotor says, his voice noticeably quieter, "would you and the orderlies please set up an emergency first aid center on the ground floor for the walking wounded. More serious patients should be moved upstairs once they're stabilized."

I want those capable of fighting back on their feet as quickly as possible—we'll all pray for the dead and dying. Commandeer any civilians with even basic healing skills to assist you." Glancing round, you see a red-haired woman in a white woolen dress nod her head.

"Hauld Austri..." Beotor begins. The dwarven nobleman raises a gauntlet-clad hand. "You have no need to ask, Sword Captain," the gruff noble interrupts. "My huscarls and I will fight to the death alongside your warriors." Beotor nods his head. "You have my thanks, sir." The captain then turns to face you.

"As for you lot, you have two choices—you can stand with my men and fight, or you can sit this out in the tower. I cannot and will not force you to take up arms, but you should realize that the goblins will not show mercy because you choose not to fight. If you want a third option, you can make for the open road. I'll wager a 100 gold scields you're dead by morning."

"That's it, men. Your commanders will brief you on your combat station. My Tiw guide our swords!"

The characters are put to work helping remove combustible materials and unnecessary baggage to the tower. Heroes with Leadership Edge or Knowledge (Battle) skill aren't invited to attend the planning. However, Beotor does clap them hard on the back—"Good, good," he grins. "We'll soon find a place for you on the front line."

The goblin army is the vanguard of a frost giant jarl's army. The fort, though small, is manned by experienced warriors, and the jarl knows this. Skirting around the outpost or leaving a small force to besiege it could prove disastrous. Thus, before his main army can march east into Heligioland unopposed, he must destroy Watchgap Fort.

CAN WE BUILD TRAPS?

Enterprising characters may want to rig traps. Beotor forbids any work outside the compound—the goblins will have clear line of sight. He has no objection to the placement of traps inside the walls, so long as all his men are informed of their position and the path to the tower is not blocked in any way.

One obvious manner of creating traps is to use the *glyph* spell. Unfortunately that's a Veteran spell, and thus unlikely to be available to the heroes. Alchemical devices, such as *blast* spells contained in fragile containers that detonate if stepped on, can be made if the hero has the time and resources.

Creating mundane traps takes precious time. By the time the heroes have finished their other duties it is dusk. The next scene begins shortly after dawn. For

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convenience, that's ten hours away. Heroes who intend to stay up all night should be hit with the rules for sleep deprivation. A few sample traps are detailed below. The entry lists the skill required to construct the trap and the effect. All traps cover a 1" square. Each roll takes one hour and requires just a single character. Cooperative rolls may be made to ensure timely construction.

Convincing Beotor to lend men to aid in the task requires a Persuasion roll. With success, the heroes gain one Hearth Knight per party member. A raise allows two Knights per hero.

Shallow Pit: Strength; anyone entering the square must make an Agility roll (–2 if running) or fall prone.

Shallow Spiked Pit: Strength –2; anyone entering the square must make an Agility roll (–2 if running) or be Shaken as the spikes pierce their feet.

Stakes: Strength. Success fills a 1" square and a raise two squares. The stakes aren't so much a trap as a means of breaking up a charge. Movement through them is difficult terrain.

SCENE 2: DAWN RAID (DAY 1; 0800)

The heroes are woken shortly after dawn by the blaring of signal horns. The fort is a hive of activity, the few defenders rushing to positions along the perimeter wall. The characters are assigned stations along the west wall. Surrounding the fort at a distance of 200 yards is a ring of goblin warriors. Banners bearing a gauntlet-clad hand clutching a coldfire rune of ice flap in the wind. Behind the goblins lurk a number of brutish ogres. Some of the younger Hearth Knights begin to falter, the color draining from their faces, their hands visibly shaking, silent prayers forming on their lips.

Sword Captain Beotor, clad in his armor and carrying the Hearth Knight's banner in his hand, addresses the defenders.

"Defenders of Watchgap Fort, bear me!" Beotor cries. "If you have not noticed, we are surrounded." A ripple of nervous laughter echoes across the otherwise silent compound.

"We do not know the minds of our foes, but it is likely they seek to drive east into Helgioland. We are all that stands in their way. The enemy cannot leave this fort standing, for they know we would strike at their rear. They cannot leave behind a token force to besiege us, for they know we are superior.

"We are a thorn in their side, and they will try everything in their power to destroy us. Let them. Let them! A rider was dispatched on our fastest steed last night to warn others. For every hour we hold this fort, our comrades and allies to the east gather strength." Beotor slowly circles round, his gaze catching the eyes of each and every one of you.

FORTIFICATIONS

The fort is surrounded by an outer earth bank, a ditch, and then a second bank atop which sits the palisade. Movement up or down the outer defensive bank and ditch, except via the causeway, is treated as difficult ground.

The conical mound rises at an acute angle to a height of 60 feet. Except via the wooden steps, it is impossible to ascend without Climbing rolls. Movement on the steps is difficult ground due to their steep incline.

The main compound walls comprise an earth bank topped with a palisade. A fighting platform runs along the inside. Defenders standing on the platform have Medium Cover (–2, +6 Armor) against attacks made from the opposite side. Each 1" section has Toughness 25 (10) and counts as Heavy Armor. Scaling the bank and palisade requires a Climbing roll. The banks and walls are each 1" high, a total of 12 feet.

Each 1" of the stone tower has Toughness 20 (10) and counts as Heavy Armor.

The two gates are Toughness 20 (6) but are not Heavy Armor.

The watchtower stands 3" above the hilltop. It can be reached only by ladder, which is treated as difficult ground. A hero cannot run up the ladder. The watchtower provides Medium Cover (–2) to those inside and provides +6 Armor. It has Toughness 14 (6).

Each 1" of the buildings has Toughness 12 (4) but is not Heavy Armor.

Only bludgeoning and slashing weapons can be used against the fortifications—you cannot stab a 1" wide hole through a wall or gate.

"Many of us will die before this battle ends, but our deaths will not be in vain. For every life we lose, a hundred, a thousand, citizens will be saved. This is the oath you swore—to protect the Heartlands at the risk of your own lives. The time has come for you to fulfill that oath! We will not, we cannot, lose this fort.

"If your arm falters, pray to Tiw, for he will strengthen it. If your heart quails, pray to Kenaz, for he will fill it with divine fury. If your arrows fall short, pray to Ullr, for he will guide them. You do not stand alone, for we are all brothers-in-arms. And when you face the enemy at close quarters, as will happen, remember this—we are not mercenaries fighting for money, nor are we buscarls fighting to protect a nobleman. We are Hearth Knights!"

A loud roar and the rhythmic clattering of swords on shields sounds through the fort.

Any characters who *immediately* cheer are rewarded

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with a benny—those who delay and follow their comrades' lead do not.

Beotor waits until his men fall silent. "Take your positions, speak your prayers." He glances skyward. "Sigel's Hearth is rising. The first attack will come soon. Be ready."

HERBAL REMEDIES

Aside from herbal brews designed to aid Healing rolls, the apothecary at the fort has ingredients for a small number of other remedies. Sister Gwyneth and the orderlies tour the fort, handing out herbal potions, balms, and ointments. These, combined with similar remedies handed to the fort's other occupants, drain the fort's non-healing ingredients. That is, once these remedies are used up there are no replacements.

Healing (Regenerative): One per hero.

Numbing: Two per hero.

Restorative: Two per hero.

Stimulant I: Two per hero.

Stimulant IV: Three per hero. (See the free download **Hedge Magic** for details.)

Stimulant VI: One per hero. (See the free download **Hedge Magic** for details.)

PROBING ATTACK

Despite possessing numerical superiority, the goblins do not plan to start by launching a mass assault. The goblin commanders have no idea of the defenders' strength and they know Hearth Knights are skilled warriors. Time is on the goblins' side, the defenders aren't going anywhere, and they are in no rush to achieve results. To that end, the goblins begin with a series of probing attacks in a bid to gauge an idea of the enemy's strengths and weaknesses.

Badly outnumbered, the Hearth Knights cannot hope to protect the entire perimeter in strength. Sword Captain Beotor passes orders that the defenders are to remain in position for as long as possible before going to the aid of comrades—any gap in the line would be otherwise open to exploitation.

The characters are assigned a 12" long segment of the west wall to defend. Exactly where they stand is left for them to decide. Unless they lack ranged attacks, it is unlikely the heroes will suffer serious injury during this first assault. The goblins are at a severe disadvantage, what with having to run across open ground, and their archers are operating at extreme range, so they incur large penalties.

GM's should note that both the warriors' initial charge and the missile fire launched by goblin archers is handled abstractly.

Charge: At the blast of a horn the goblin warriors charge forward. The horde acts on a single action card.

Unless the heroes have access to longbows or *blast*, the goblins don't enter range until they are 48" away. Should longer range weapons, such as longbows or the *blast* spell, be available to the defenders, the goblins can be attacked at 96". At either range, the delay gives the characters time to prepare spells and snipe at a few warriors to help reduce the odds a little.

For convenience, we assume the goblins are running at a uniform 8" per round until they get within 24". Once the goblins are within 24", place their figures on the tabletop and calculate ranges using a ruler or tape measure as normal. This allows for the characters to snipe at any target, not just the closest one. Roll a single running die for all the goblins once they are on the tabletop.

The sidebar lists the exact distance the goblin warriors are from the palisade at the start of each round (i.e. before their action) until the goblins get within 24". This allows the heroes to quickly find the range modifiers for their ranged attacks for any given round. For ease we're assuming the heroes always target the closest goblin.

Do not bother making Spirit rolls for Shaken goblins until they are on the tabletop. Use markers of some sort to tally up Shaken results. When you have two, discard the tokens and eliminate one warrior.

Round	48"	96"
1	48	96
2	40	88
3	32	80
4	24	72
5	—	64
6	—	56
7	—	48
8	—	40
9	—	32
10	—	24

Once the goblins hit the bottom of the defenses they begin climbing. Play out the fight using the regular rules.

As noted in the sidebar on page 7, scaling the wall requires a Climbing roll. The goblins can reach the top in a single round. Clambering over the top and dropping down onto the fighting platform from the top of the palisade counts as an action. The goblins typically don't try this on the round they are climbing, but instead carry it over to the next round and suffer the multi-action penalty to their first Fighting roll.

Archers: As the warriors surge forward, a second line steps up behind them and draws bows. They take up position 48" from the palisade at the start of round three (or round nine if the defenders have long-range firepower). They continue firing until the first warriors reach the bottom of the palisade.

Rather than rolling handfuls of dice, the missile fire is handled abstractly. Each round, the archers (collectively) place two Medium Burst Templates over their targets. Roll a Group Shooting roll for each template, applying range and cover modifiers. Until the warriors appear on

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the tabletop (at 24" distance), a missed roll means the arrows fell short, went too high, or slammed into the palisade—they have no effect on the game. However, once the goblins are within 24" you should use the area effect weapon deviation rules. Any character under the template's final resting place suffers 2d6 damage. Shields protect as normal.

For the purposes of returning fire, the goblins are treated as a Wild Card with Toughness 10. Only area-effect weapons can reduce their numbers enough to have any effect on their rate of fire. The archers suffer wounds, but they do not incur wound penalties. Instead, refer to the chart below as they suffer wounds.

Wounds Effect

- 1 The attack for one template no longer uses a Wild Die (i.e. it only rolls its Shooting die).
- 2 The second template loses its Wild Die.
- 3 Only a single Medium Burst Template is fired each round. This uses only the goblins' Shooting die.
- 4 Archers' morale fails and they break. All missile fire against the west wall ceases immediately.

Retreat: The attack lasts ten rounds from the moment the warriors hit the palisade. At the end of the tenth round, the retreat signal is sounded regardless of the warriors' progress. The archers remain firing until the end of round 13, however, so as to cover their comrades' withdrawal. Once the goblins have withdrawn beyond missile range the heroes can seek medical attention.

📍 **Goblin Warriors (4 per hero):** See page 20.

📍 **Shield Knights (1 per hero):** See page 20. Only half of these (rounded down) have bows.

SCENE 3: THE COMPOUND BREECHED (DAY 1; 1300)

Throughout the rest of the morning, the characters are assigned to patrol the walls. Faint sounds of hammering and sawing drift on the wind from the small woodland to the west. Hearth Knights patrolling alongside the heroes mumble about siege ladders and battering rams. Beotor forbids anyone from leaving the fort to investigate—*"We'll know what they're up to soon enough," he frowns. "Get back to your stations and stay alert."*

In the early afternoon the goblins launch another attack, this time in greater strength. Like before, the warriors are supported by archers. The goblin warriors carry one scaling ladder per hero. Each is 3" long and requires four goblins to carry. If a goblin carrying a ladder is slain, one of his comrades immediately takes his position. Should the total number of goblins reduce any ladder to fewer than four bearers, the warriors leave it behind.

Apart from the differences made by the ladders, run this scene exactly as the previous battle.

Three rounds after the first goblins scale the walls, a horn sounds. Sword Captain Beotor can be heard shouting over the din of battle. Proceed to **The Gate** below.

Terrain: When they reach the outer bank, the goblins

BETWEEN SCENES HEALING

There are a limited number of healers in the fort and the characters are not the only ones who will be injured during the siege. Do not bother about tracking injuries for any NPCs. Whether a given Extra is Incapacitated, walking wounded, or dead is irrelevant to the plot—characters receive fixed allies, and that's all that matters.

The available healers are:

Sister Gwyneth (Sister of Mercy): Healing d8+3 (includes Sister of Mercy Edge and use of herbal remedies), healer's bag.

Horvald and Hengist (orderlies): Healing d6+1 (includes use of herbal remedies), healer's bag.

HEALING HERBS

The amount of healing (specific injury) remedies available to the healers is virtually unlimited, as they keep a good stock of herbs in the fort and are continuously brewing while the heroes are fighting. However, a player character medic (anyone with Healing d4+) is given just 10 doses of healing (specific) herbal remedies. The character can decide the type of injury the balms aid as he uses them. Whether he uses them to aid his fellow characters or on rolls to aid Extras is up to him.

RECEIVING AID

Should the characters seek out an NPC healer between fights, they have to join the queue and wait their turn. For ease, and because the fort is small, assume the first Healing roll is made the moment the "golden hour" starts. That's 60 minutes, remember, and each Healing roll takes 10 minutes.

Each healer makes a maximum of three Healing rolls. How these are divided among the characters is up to the party. Horvald and/or Hengist can also assist the Sister of Mercy or each other through the Cooperative Rolls rule, but each assist counts as one of their three Healing rolls. The remainder of their time is spent aiding NPCs.

A hero may try to force an extra Healing roll from one of the healers. This requires an Intimidation roll. Success gives one hero an extra Healing roll from an orderly. On a raise, he forces the service of the Sister of Mercy (unaided) or by both orderlies (as a Cooperative Roll). Only one roll per hero per healing session is allowed.

If the Intimidation roll is a success, the character making the roll loses 2 Glory for his behavior. The GM must also draw a single card from the action deck as well. A black numbered card indicates an Extra died from his wounds because the attention paid to the hero diverted medical attention. A black

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face card indicates two Extras died. These casualties are subtracted from the number of allies the characters receive in all future encounters during the siege.

HELPING THE WOUNDED

In addition to receiving wounds, the characters can also act as medics to aid NPCs. This system is designed to be quick, and covers both multiple rolls on critical patients and tending minor injuries.

Each character with Healing d4 or higher or who knows hedge magic is allowed one roll (his choice as to which skill) during the golden hour. Hedge magic rolls involve making remedies from the fort's stock of dried ingredients, not applying them. For each 10 minutes the character spends doing other activities, such as receiving healing, he suffers a cumulative -1 penalty.

Success aids several Extras back to full health. This has no immediate effect on the battle, but a kindly (but not glorious) deed has been performed. A raise increases the number of Extras the characters receive in future encounters during the siege by one. Cumulative raises stack over multiple healing periods. So the first raise gives them one Extra, the next raise increases this to two Extras, and so on.

Magic is quicker to employ, but there is still the matter of diagnosing injuries, suffering setbacks, and such like. To prevent lots of die rolling, a single arcane skill roll is made. This represents the character's overall successes for the golden hour, not an individual patient. Results are as above.

Tending fellow player character injuries with magic or mundane healing should be rolled in full.

plant the bottom end of their ladder into the ground and tip it onto the top of the palisade. Next round, they can scurry up the ladder. This is treated as difficult ground, but the goblins run. Once at the top, they seek to spread out as quickly as possible to allow their comrades a chance to scale after them.

Pushing a ladder off the wall is not easy—the ladders are not vertical and so more leverage is required. A hero who makes a Strength roll at -2 as an action topples a ladder. He suffers a further -2 penalty if he is adjacent to the ladder but not directly in front of it. Any goblins on the top 1" of the ladder suffer 2d6 damage when it hits the ground. All others on the ladder take just 1d6 damage. It requires two goblins, each taking an action, to pick up a fallen ladder and lean it against the wall.

Tactics: Once the shaman is within 16" of the nearest hero he casts *fear*, aiming the template to catch the largest number of defenders. He cannot see over or through the palisade, so must position the center of the template over the wall. He repeats this until the warriors are close to the palisade, at which point he risks scaring his own

troops. He then walks to within 12" of the nearest hero (player character or NPC) and casts single 2d6 damage *bolt* spells at him until he drops. Because he is actively targeting an individual, rather than an area, he suffers a -2 penalty for the defender having Minimum Cover.

Ⓜ **Goblin Shaman (1):** See page 20.

Ⓜ **Goblin Warriors (6 per hero):** See page 20.

Ⓜ **Shield Knights (1 per hero):** See page 20. Only half of these (rounded down) have bows.

THE GATE

"They've breeched the southeast wall in force!"
Beotor roars. "Protect the gate! Leave your posts and protect the gate or we are all lost!"

Assuming the heroes comply, cut straight to the gate without bothering to calculate how long it takes the characters to get there. Like any good movie the focus is on the important action, not the time spent getting to the action. Moving to the gate in this fashion doesn't count as Withdrawing from Combat.

Here they are joined by Hauld Austri, his huscarls, and two Hearth Knights per hero (in addition to any surviving allies from the initial part of the scene). Remember, Hauld Austri is a Wild Card and so increases the number of Hearth Knights accordingly. Facing them down are six goblin warriors per hero, one ogre, and a shaman. The goblins begin 8" away from the heroes and surround them on three sides. The characters and their allies must begin within 6" of the gates.

If the heroes don't move to reinforce the gate immediately, the goblins slowly begin to overpower the defenders. For each round the characters delay, one huscarl *and* two Hearth Knights are slain. For every two huscarls slain, Austri takes one wound. As above, if the heroes state their intention to move toward the gate at any time, they cross the compound in the blink of an eye, appearing 8" from the nearest goblin at the start of what is effectively the next round of combat—the defenders held their own during the time it took the adventurers to sprint the distance.

When the last Hearth Knight drops, Austri is automatically knocked unconscious. It is now too late for the characters to secure the gates. The goblins open the gates on the next round, allowing reinforcements to surge through.

The number of goblin warriors fighting the characters increases by two per hero. These are joined by one goblin wolf rider and his wolf mount for each hero. These begin inside the compound but no closer than 8" from the nearest hero or ally. The arrival of so many reinforcements is likely to be hard on the heroes. Don't give in to the temptation to provide the party extra help—their inaction has endangered the fort and they are paying the price.

Ⓜ **Ogre (1):** See page 21.

Ⓜ **Goblin Shaman (1):** See page 20.

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- Ⓜ **Goblin Warriors (4 per hero):** See page 20.
- Ⓜ **Goblin Wolf Rider (1 per hero):** See page 21.
- Ⓜ **Wolf (1 per hero):** See page 21.
- Ⓜ **Shield Knights (2 per hero):** See page 20. Only half of these (rounded down) have bows.
- Ⓜ **Hauld Austri:** See page 19.
- Ⓜ **Frost Dwarf Huscarls (7):** See page 19.

SCENE 4: ASSAULT ON THE GATE (DAY 1; 1530)

As the sun begins to sink, a small number of goblin archers let loose a volley of arrows. Have each hero make a Common Knowledge roll. With success, they know the archers are outside the effective range of their bows—the arrows will fall short.

Sure enough, the arrows don't make the fort, landing instead 24" from the palisade. However, as each one lands, a localized snowstorm erupts, blanketing the immediate area. The goblins have a limited number of *obscure* alchemical devices, which they have just launched. Under cover of the spells, the archers rush forward. Once inside the spell's area of effect, they release continuous volleys of arrows tipped with burning icewood. The first the heroes see of this are blue-white flaming streaks arcing out from the snow storms.

The goblins aren't aiming for the fort's occupants. Many of the flaming arrows slam into the mud, extinguishing on impact. A small few find flesh and bone of an unlucky defender. Some find their true target—the wooden walls of the palisade and the thatched roofs of the buildings in the main compound! Within seconds the coldfire arrows ignite the wood and thatch, producing blue flames and thick smoke. Sword Captain Beotor immediately orders all hands to extinguish the flames. Men begin rushing from their posts to combat the fires before they grow out of control.

Have each hero make a Notice roll at -2 (due to the distraction and the smoke). With success, they spy a small group of Hearth Knights suddenly vault over the palisade by the main gate. If the characters don't go to investigate, Shield Sergeant Beren rushes over to them.

"The goblins are attacking the main gate with a battering ram. Everyone else is busy with the fires or defending the palisade. Get over to the main gate now and stop them breaking through!" A small group of Hearth Knights rushes to your side, expecting you to lead them into battle.

Peering over the walls, the characters see a number of goblin warriors surrounding a large, hide-covered frame. The frame is butted against the main gates, which are being subjected to rhythmic thumping by whatever is concealed beneath the hides. Lying about the gate are the bodies of four Hearth Knights, peppered with arrows and sporting vicious slashes and cuts. They are all dead.

The heavy hides are thoroughly soaked with water and cannot be ignited, even by supernatural flame. They

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.

Any 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.

provide full protection (+8 Armor) from attacks made against the top and sides to whatever is concealed within. Only the rear and front are exposed. In order to stand a chance at saving the gate, the heroes are going to have to go over the walls!

If the heroes leap the wall, Hauld Austri and his surviving huscarls join them at the start of round two. Otherwise, he appears as indicated in the text below.

Terrain: The hide covering is 2" wide and 3" long. It is open at both ends. Moving along the hill side except on the path is difficult ground.

Monsters: Initially there are two goblin warriors per hero. These are all within 5" of the hide framework.

Ⓜ **Ogre:** See page 21, but it is a Wild Card.

Ⓜ **Goblin Warriors (2 per hero):** See page 20. The number of warriors is the initial number present. More arrive as the battle progresses (see tactics below). Note that since Austri does not arrive until round two, he does not count toward the initial number of goblins present. His presence increases the strength of the reinforcements.

Ⓜ **Hauld Austri:** See page 19.

Ⓜ **Frost Dwarf Huscarls (7):** See page 19. Reduce the huscarls' number to allow for casualties taken during the previous scene.

Ⓜ **Shield Knight (1 per hero):** See page 20. These enter the scene only if the gates are smashed (see below).

Tactics: Should the heroes attack from behind the safety of the palisade, the goblins retreat inside the

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ogre's protective covering. As soon as the characters appear outside the compound, the goblins rush them. Their role is to protect the ogre (the same applies to any reinforcements). The goblins move to Gang Up on enemies fighting the ogre, even if this means they must Withdraw from Combat.

The ogre only switches to attacking the characters if one of them enters his protective siege tower or uses a ranged attack against him. Until then, he keeps battering away at the gate. His immediate tactics is then to use Improved Sweep, regardless of whether or not he strikes any goblins.

At the start of round two, the round Austri and the huscarls appear, another two goblin warriors per hero arrive. These have diverted from other attacks along the east wall. They begin 8" from the nearest hero or dwarf. Similar reinforcements arrive at the start of every third round thereafter (round five, eight, and so on) until the ogre is dead. There are effectively an unlimited number of goblins—only by dispatching the ogre can the character stem the tide of goblins.

Once the ogre is slain, the remaining goblins must make a Group Spirit roll. They have +2 if they outnumber the heroes and -2 if they don't. With success, they fight to the death. On a failure, they immediately turn and flee at their fastest Pace.

Gate Broken: The ogre needs to inflict 20 damage to smash the gates. He rolls d12+d8+3 (plus Wild Die). Once he achieves this, the gates are broken open and the goblins can surge through.

Should the gate be smashed, the goblins along the entire eastern wall immediately charge toward the opening. If the party remained inside, they are suddenly faced with the ogre and the goblins entering the compound. Two goblins per hero then arrive at the start of *every* round thereafter for the next five rounds. They begin 8" from the gate.

Austri and his huscarls, if not already present, arrive the round after the gate was smashed. They begin 8" away from the nearest enemy. Whether the heroes are inside or outside the compound, one Hearth Knight per hero arrives at the start of each round starting the second round after the gates were sundered. They also enter the fray 8" from any foe.

At the start of the 8th round after the gates were smashed enough Hearth Knights arrive to scare off the remaining goblins. They turn and flee as fast as their legs will carry them. Should the ogre still be alive, he fights to the bitter end, being too dumb to retreat.

FIRE DAMAGE

While the heroes were busy protecting the gate the coldfires swept through the buildings and incinerated part of the outer palisade. Remove the main barracks, the kitchen, and the stables. All that remains are short, blackened timbers. These don't impede movement.

Several sections of the palisade have burnt down. Hearth Knights are already beginning to repair the dam-

age, watched over by comrades with bows. By dusk the damage is largely repaired. It isn't as sturdy as the original defenses and is a definite weak point, but it is the best the exhausted men can do.

DESTROYING THE BRIDGE

Once the fires are dampened, Beotor orders the outer causeway destroyed. Volleys of arrows are launched at the goblins to keep them at bay while axes are employed to cut the causeway's supports. Within the hour the defenders are isolated, trapped inside Watchgap Fort.

SCENE 5: UNUSUAL RAIN (DAY 1; 1700)

Late that afternoon the heroes are back on watch duty. Have them each make a Notice roll. There is a -2 penalty due to the low sun in the west. Those who succeed spot a volley of rocks flying through the air from the direction of the woods!

The goblins, with the aid of orc siege engineers and ogres, have constructed a pair of catapults. Even with the orcs' skill at operating artillery, the catapults are firing at the extremes of long range. Place two Medium Burst Templates 8" due west of the fort and roll for deviation as normal. Any hero who saw the incoming rocks may make an Agility roll at -2 to leap out of harm's way if the template ends over his position. Those who failed get no such opportunity.

Repeat the process four more times. All the heroes see the subsequent rocks flying through the air, and so can take evasive action. The orcs then realize they have constructed the catapults too far from the fort to be truly effective. It takes an hour to move them, by which time the sun is close to setting.

After the short bombardment, Sword Captain Beotor approaches the heroes.

"Those damn goblins have erected at least two catapults in the woods about 500 yards due west of here. Their early volleys were out of range, but you can bet your last arrow they'll move them closer during the night, ready to hit us hard in the morning. We need a small force of volunteers," he says, looking directly into your eyes, "to sneak out and destroy them before they bring the palisade down. We also need whoever is operating them killed—they obviously have some degree of skill. Kill them and the goblins might not be able to construct any more."

Assuming the characters agree to act as a strike team, Beotor continues:

"The goblins have excellent night vision. I've managed to rustle up a handful of heat mask salves from the stores. They'll only give you an hour's grace, but it's the best we can do. I suggest you

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head out half an hour before dawn, locate the catapults, and sit tight. Once the sun is up the goblins lose their advantage. If you time your attack right, the sun will rise directly into their eyes. It might give you the edge you need.

"Hauld Austri has volunteered his buscarls. We can't afford to send too many men in case the goblins launch a surprise attack. They're unlikely to try anything serious before dawn, though—they might be able to register beat, but they're blind at spotting traps in the dark. Get some sleep, now. You'll need the rest."

The Sword Captain lurches forward suddenly, but catches himself before he falls. He removes his band from his hip—it is stained with fresh blood.

Beotor is bleeding heavily from an arrow wound in his side. He refused medical attention in favor of his men, believing his wound was not serious. It's too late for healing except *greater healing*, the golden hour having passed. Two Hearth Knights rush to his side and carry him to the tower to rest.

HEADS' UP

As dusk falls (Dim lighting, -1), goblins archers rush to within 24" and begin launching volleys of arrows with large, bulbous heads. Many of these unwieldy missiles fall short, but several land in the compound. With horror, the defenders gaze upon the severed heads of humans, male and female; no doubt settlers whose steeds were ravaged by the advancing horde. Fear begins to grow in the defenders' hearts. Unless the characters act quickly, the Hearth Knights and frost dwarves suffer demoralization.

What the men need right now is a rousing speech. With Beotor in the tower, this duty falls to the party. This requires an Intimidation or Persuasion roll (player's choice) at -4. Only one hero may make the roll, though others can add suitable encouragement through Cooperative Rolls. Any Cooperative rolls must use the same skill as the lead character. Bonuses should be applied if a player actually roleplays an inspiring speech—the better his roleplaying, the higher the bonus. The lead hero also gains +1 for each Leadership Edge he possesses—even if the player isn't a leader of men, his character might be.

Success fills the hearts of the men with righteous fury, countering their dread. A failure leaves the men dejected and frightened. During the next day, all the heroes' allies suffer a -1 penalty to Trait rolls.

SCENE 6: SILENCE THE CATAPULTS (DAY 2; 0700)

Escaping from the fort and entering the woods requires no die rolls if the heroes have used the *beat mask* salves. Otherwise, they must make Stealth rolls opposed

by a Group Notice roll from the goblins. The goblins don't attack if they spot the characters. Instead, they deduce the party's likely destination. Increase the number of goblins at the artillery position from three per hero to five per hero (they were warned).

As the characters get close to the artillery, they hear horns blaring from the direction of the fort and raucous shouts. Have each hero make a Common Knowledge roll. Those who succeed realize the Hearth Knights are trying to distract the goblins and provide some noise to cover the heroes' approach.

The heroes can get to within 6 yards (12") of the front of the earth mound without the need for Stealth rolls so long as they state they are being quiet, don't talk above a whisper in character, *and* have used the *beat mask* devices. Otherwise, getting this close requires a Stealth roll opposed by the sentries' Group Notice roll. Any goblins who hear a noise immediately raise the alarm, which rouses the tents' occupants—they are ready for battle at the start of the second round.

Once the heroes are in place, give them as much time as required to formulate a plan. They should not feel pressured into making a frontal assault—in this scene they have the advantage of being able to plan, not just react.

Whether the characters wait for dawn and conduct a raid or attempt to sneak into the camp while their *beat mask* salves are still active is up to them. Use the regular Stealth rules for sneaking up on sentries. The catapults are in a clearing—the 12" the characters are in front of the camp is the edge of the tree line.

Lighting: The lighting is poor (-2) when the heroes reach the artillery site. For the next half an hour the sky gradually lightens (-1). If the characters wait until the sun breaks the horizon, Sigel favors the heroes. The sun's brilliant light washes over the artillery position. The characters have two rounds of Surprise as the enemy squints into the blinding sun.

Terrain: By the time the characters reach the catapults they have been moved into new firing positions. A low earth wall has been erected by the ogres around the front and sides of the catapults. A small cluster of tents serves as the goblins' temporary home. Two huge piles of boulders and chunks of tree trunks sit near the catapults—ammunition for tomorrow's salvoes.

The earth bank isn't particularly high, though it does provide Medium Cover (-2) to crouching characters. Using the mound as cover grants +6 Armor. Crossing it is treated as difficult ground. The tents are flimsy (Toughness 5, Armor +1) but are tall enough to block line of sight. The ammunition piles are difficult ground. They are also unstable—for each inch of movement when crossing one, the character must roll his Agility. On a failure, he slips and falls prone.

Monsters: The two catapult crews each comprise one orc siege engineer, one ogre (the loader), and four goblins who operate the crank mechanism. These are awake but in their tents and thus not visible when the characters reach the launch site. They count as inactive

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sentries. Other goblin warriors are stationed around the perimeter as guards (and as reserve crew in case an ogre gets cranky and kills one of the artillery goblins). They are active sentries.

Ⓜ **Goblin Warriors (8 + 2 per hero):** See page 20.

Ⓜ **Ogres (2):** See page 21.

Ⓜ **Orc Siege Engineers (2):** See page 21.

Ⓜ **Catapults (2):** Range: 75/150/300*, Damage: 3d10, Crew: 6, AP 12*, 4 actions to reload, Medium Burst Template; Heavy Weapon, Toughness 16 (4)

Ⓜ **Frost Dwarf Huscarls (7):** See page 19. Reduce the huscarls' number to allow for casualties taken during the previous scenes.

* Includes Siege Expert modifier.

Tactics: The goblins, depending on their location, favor either ranged fire or swarm tactics. The latter involves positioning themselves to make use of Gang-Up bonuses. The two ogres are eager for battle and immediately wade into the fray. They don't particularly care about their goblin allies—if an ogre is adjacent to a hero, he *will* use Improved Sweep.

The two orc engineers consider their skins too important to risk in battle. They remain away from the main

fighting, watching to see who emerges victorious. When it becomes obvious the characters are on the verge of victory, they turn and flee toward the main goblin lines. Conduct attempts to catch them using the Chase rules.

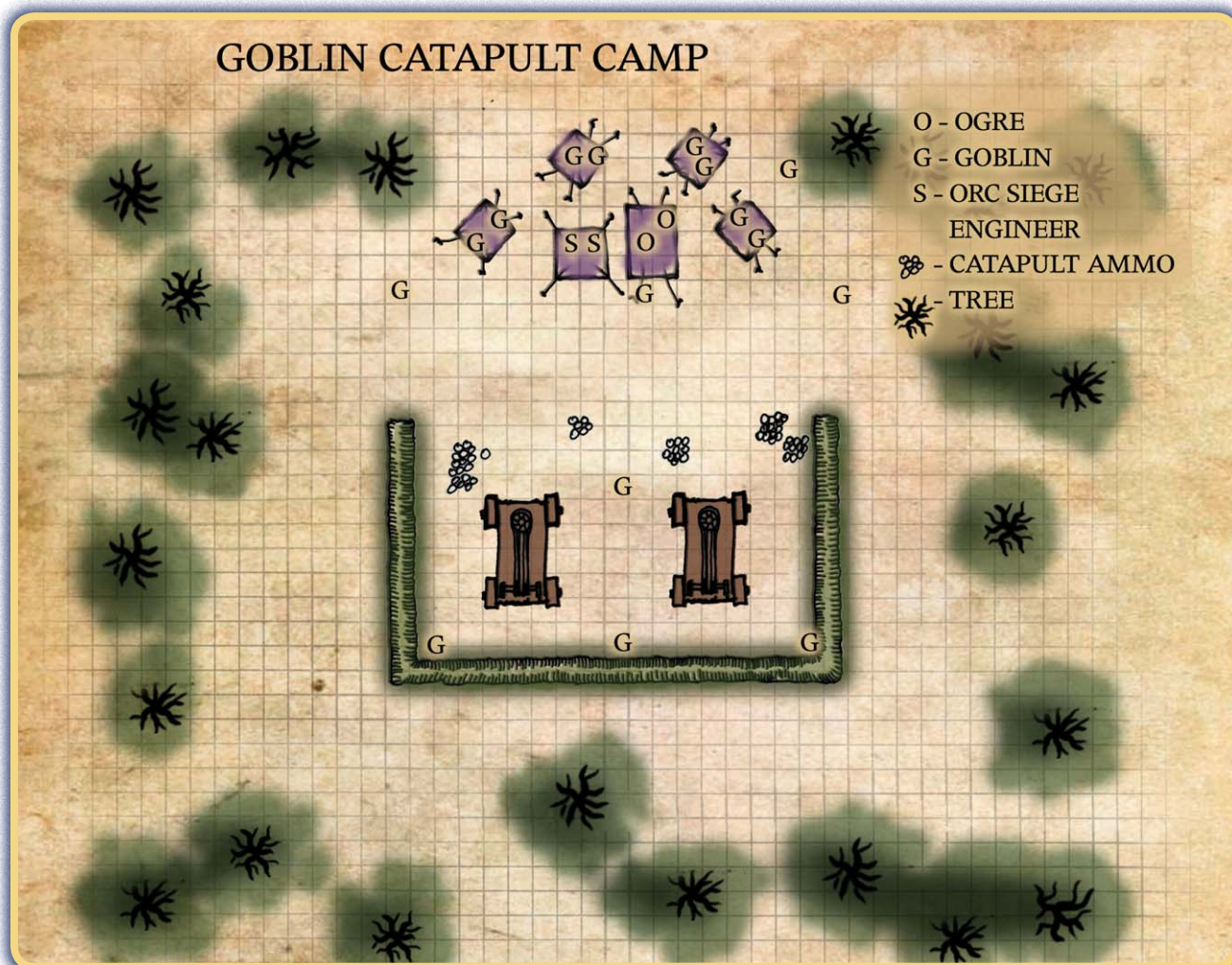
REDUCED HEALING

Because it takes time to avoid patrols drawn to the sound of fighting and return to the fort, the amount of healing available after this scene is reduced. The medics have just two Healing rolls each to share among the heroes. A third roll is permitted through Intimidation.

TACTICS

When the characters' wounds are bandaged, Beotor invites them and Hauld Austri to his office to discuss the situation. The Sword Captain's face is pale and his movements slow as a result of his previous injury. With a grim face, he details the defenders' situation.

"Things look grim," he confesses. "We've taken too many casualties and the men are exhausted. De-



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stroying the catapults has bought us a little time, but the goblins will soon regroup and come again. We don't have enough men to hold the perimeter in strength. I'm taking all the bows from the sentries in the main compound and giving them to the civilians. They'll man the second palisade, keeping out of sight until the goblins approach. That should catch them by surprise."

(He points to the hero who has shown the most leadership initiative so far.) "I'm placing you in charge of calling the archers. When you feel the time is right, signal them to begin firing.

"The main compound is lost, but I won't give it up without a fight. Rather than defending the palisade, we're going to let the goblins enter and then counterattack from hiding. It's a risky strategy, but it's our best hope of weakening them. Hide the men in what buildings are left or have them play dead in the open. We'll garb some civilians in the armor and helms of fallen Knights to make it look like we've fallen back to the second line of defense.

"When the goblins enter the compound, you'll signal the attack. That should catch them by surprise. Fight as long as you can, then withdraw to the upper palisade—we'll keep the gates closed until you approach. Good luck."

SCENE 7: THE OUTER COMPOUND (DAY 2; 1500)

Hauld Austri, his remaining huscarls, and a small group of Hearth Knights take up positions near the main gate. A contingent of Hearth Knights takes the east wall. The characters are assigned the area along the west wall.

The goblins attack as expected, laying down siege ladders to create temporary causeways over the outer ditch. En masse, they begin to pour over the walls. Place the goblins on the tabletop, and then ask the players to place their characters. This way, the heroes have the advantage of being able to see where the goblins are and the GM cannot use information the goblins don't possess. On the first round of combat, the goblins are automatically surprised.

At the start of round three, the goblins' secret weapon leaps over the palisade—orc berserkers! These ferocious warriors charge the nearest character with reckless abandon.

The archers hidden behind the upper palisade fire as a group, not as individuals. They have Shooting d6 and roll a Wild Die. They begin on Hold (Agility d6), but thereafter draw an action card as normal. Each round, the hero nominated by Beotor gets to place a single Medium Burst Template on the battlefield. This doesn't scatter if the attack roll fails—the arrows are assumed too

widely dispersed to have any effect. Any creature under the template suffers 2d6 damage.

The fight continues until all the attackers are slain or the heroes are defeated, whichever comes first. Move immediately to the next scene when the former occurs.

Ⓜ **Orc Berserker (1 per hero):** See page 21.

Ⓜ **Goblin Warriors (4 per hero):** See page 20.

Ⓜ **Goblin Rider (1 per hero):** See page 21.

Ⓜ **Wolf (1 per hero):** See page 21.

Ⓜ **Shield Knights (3 per hero):** See page 20.

SCENE 8: A NOBLE DEATH (DAY 2; 1503)

Assuming the former, the war-weary heroes spy the Hearth Knights protecting the eastern wall break and run for the tower—huge numbers of goblins are beginning to pour over the defenses. Toward the gate, Hauld Austri and his men have been surrounded. Before the characters can act, Austri is struck a mighty blow to the head by a hulking ogre. The dwarf nobleman drops to the ground.

The huscarls (or Hearth Knights) refuse to retreat without their lord's corpse. With no avenue of escape, they prepare to sell their lives deeply. This is the cue for the characters to race to the rescue. If they race to the dwarves' aid, the Hearth Knights who were protecting the eastern wall see them and rally—they form a line protecting the causeway to the tower. A Knight shouts over to the characters—"Rescue the dwarves! We'll hold them here as long as we can!"

The survivors and the fallen Austri are completely surrounded. The ogre stands adjacent to the noble's body. The heroes arrive on the scene 8" from the nearest enemy figure. Run the fight as normal. The huscarls are enraged at their lord's death. Treat them as being under the effects of the Berserk Edge. This does not apply if the huscarls have been replaced by Hearth Knights.

The scene can successfully end one of two ways. First, the attackers can be slaughtered. Although other goblins are rushing into the compound, the characters have enough time to gather up the dwarf and retreat to the tower. The remaining Hearth Knights cover their withdrawal and the archers pepper the goblins with arrows. Second, the characters can pick up Austri during the fight and run. Picking up the corpse is an action. Any hero carrying the body moves at half Pace (if he runs, calculate his full Pace for the round then halve it, rounding down). Whoever holds the body cannot use his hands.

Austri is technically dead. He is allowed a final speech, but this is cinematic license. Healing, magical or mundane, cannot revive the dwarf.

Should the characters elect to leave the dwarves to their fate, they each lose 10 Glory immediately for their ignominious deed. Worse, the Hearth Knights shun them as cowards. No Leadership Edges possessed by any character who avoided the rescue work on the Hearth Knights for the remainder of the adventure.

Ⓜ **Ogre (1):** See page 21.

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Ⓜ **Goblin Warriors (2 per hero):** See page 20.

Ⓜ **Frost Dwarf Huscarls (7):** See page 19. Reduce the huscarls' number to allow for casualties taken during the previous scenes. In the event all have been slain earlier, replace them with one Shield Knight per hero.

Ⓜ **Shield Knights:** See page 20. These are the survivors from the previous scene (if any).

AUSTRI'S LAST BREATH

Once back in the tower it becomes clear Austri's time in the mortal realm is at an end. Before he passes over to the next life, his eyes flutter open.

The nobleman smiles weakly. "Who would have thought the other races could be so brave," he coughs, blood flecking his matted beard. "I thank you for not leaving me to the goblins. Too many of my kin have met their fate, and I would wish it on no being.

"From this day forth let it be known that you are Dwarf-friends. Come closer." He whispers to each you a single word in the Dwarven tongue. "Speak this to any dwarf you meet. My people are bound to you by the ancient laws of our kind, and will honor your deeds this day." His shattered body is wracked by sudden violent coughing.

"I hear Tiw and my ancestors calling. It is time to go and take my seat at their table. Farewell, my friends." With that his eyes close, never again to open.

Being declared a Dwarf-friend grants the heroes a +1 bonus to Charisma when dealing with frost dwarves. In addition, if the Dwarven word Austri whispered is spoken aloud, frost dwarves instinctively know the characters are Dwarf-friends. Unless exceptional circumstances apply, the minimum result on the Reaction Table for any frost dwarf will be neutral. Note that this benefit applies to the heroes who took part in the rescue. Replacement characters do not gain this reward, even if they are taught the Dwarven honor-word.

Knowing the fort may fall, any surviving huscarls insist Austri's body be cremated. Should they be dead, one of the Hearth Knights makes the suggestion. Beotor grants them permission to light the signal beacon atop the tower and place Austri's body on the flames. The fire burns brightly throughout the night. The surviving huscarls sing ancient Dwarven dirges, honoring their ancestors and promising vengeance against all foul creatures. Frost dwarf heroes know these old songs—they are invited to join the mourning.

SCENE 9: AN EYE FOR AN EYE (DAY 2; 2300)

While the characters are grabbing a meal of barley porridge, a sentry rushes into the tower. He calls for Beo-

tor, who climbs down from the funeral pyre to see what the commotion is.

"Sire," the Knight pants, "an orc lord has entered the lower compound. By the way the goblins defer to him, he might be one of their generals. I think the end has come, sir! He plans our doom!"

Beotor's eyes light up. "No, this isn't the end, not yet. But I think Tiw has sent us a blessing in disguise. Goblins are notoriously cowardly. They favor strength of numbers and ambushes. If we can kill that chieftain we just might demoralize them enough to force them out of the compound. A single, courageous act now could win us back what we have lost this day."

Few of the Hearth Knights look keen to venture out of the tower. Beotor glances around the room, shaking his head.

"Your comrades lie out there!" he says quietly, gesturing toward the door. "They lie on the field of battle, surrounded by goblins. Right now, those blue-skinned creatures are robbing them of their arms and armor, and preparing their flesh for a feast. Would you want your flesh devoured, your corpse defiled in unspeakable ways?"

"If you will not fight for victory, fight so we may bury our comrades, our friends, with the honor they deserve."

Beotor's plan is as simple as it is audacious. The remaining defenders will rush down the slope into the main compound and immediately divide into three groups. The largest group, led by the heroes, will make for the orc chieftain. The other groups will engage the goblins, sowing confusion into their ranks and preventing them from reaching the warlord.

Knowing any charge would be thwarted before the heroes reached the bottom of the steps, Beotor draws forth a vial of silver liquid.

"This is an alchemical device," he says, shaking the vial. "When smashed, it summons forth a thick mist. It does not cover much of an area, but it should give us a chance to reach the compound. I was saving it for a suitable time. I guess this is the moment the Norns had in mind. If any spellcasters know how to produce a similar effect, let them be known to me now."

The vial contains *obscure*. Beotor's plan is to attach the vial to an arrow and launch it into the compound to conceal the area immediately in front of the bailey's causeway. Beotor encourages any spellcasters who know

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blast, fear, obscure, or stun to use their spells to clear a path at the bottom of the steps.

Once everyone is ready, Beotor orders the civilians to man the palisade and fire flaming arrows into the remaining buildings. Light rain has dampened the thatch, but that suits the plan better—they quickly begin producing thick smoke. Once the buildings are alight, the *obscure* potion is launched, and it detonates close to the causeway. With that, the defenders surge from the tower.

DEATH AND GLORY!

The heroes emerge from the cloud 12" from the orc chieftain and 8" from the nearest goblins. The party and their allies have Surprise on the first round—the goblins don't suspect a suicide charge into the compound, and they're busy fighting fires. Run the fight as normal.

As soon as the orc chieftain is slain, the surviving goblins rout and scamper over the walls. Many are cut down, their corpses hewn by vengeful Hearth Knights and huscarls.

A loud cheer echoes through the night. Beotor quickly brings the men to order. "A brave and noble victory, but we are not safe yet. Half of you to the palisade now! The death of the chieftain and the light from the funeral pyre should keep the goblins at bay, but we must be vigilant. The rest of you, carry your fallen comrades to the tower. Switch positions every hour—none of us will sleep tonight."

❶ **Orc Chieftain:** See page 21.

❷ **Goblin Warriors (3 per hero):** See page 20.

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

❹ **Wolves (1 per hero):** See page 21.

❺ **Hearth Knights (2 per hero):** See page 20.

❻ **Huscarls (7):** See page 19. Reduce the huscarls' number to allow for casualties taken during the previous scenes.

SCENE 10: LAST MAN STANDING (DAY 3; 0700)

Heroes who survived this far have undoubtedly been through hell. Now is their final moment of glory, their final chance to deal death to the enemies of the civilized races. Just before dawn, a shout from a sentry goes out—the entire goblin army has encircled the palisade and is preparing for a final assault.

Sword Captain Beotor quietly gathers the remaining defenders. "We have come a long way together these last few days," he smiles. "Because of what you have suffered, because of the men we have lost, I will not honey coat my words or make the situation sound anything than what it is."

"The goblins have taken the fort once, and they

will soon be back, forcing us once more into the tower. If we don't die of thirst, we'll likely be burned alive or crushed once they construct new catapults. We are doomed, but we need not die like old men."

"The Norns wove the skein of our lives when we were born and, it seems, the fates have decreed we would die together. But not in here, not within these walls. I for one will not die without a sword in my hand."

"When I face Scaetba's judgment, I want to be able to tell her I died fighting, I died serving the peoples of Rassilon, I died fulfilling the oath I took when I became a Hearth Knight. There is no such thing as a good death, but we can at least have honorable and meaningful deaths."

"Who will join me in one last charge, in dispatching more fell goblins before we ourselves make our final journey? Who will take the battle to the enemy?"

Without hesitation the Hearth Knights begin to reply—"Aye!" "I'm with you!" "I shall honor my oath!" Not one refuses, not one refuses the call, despite knowing only certain death awaits. It's up to the characters to decide if they want to go out in a blaze of glory or suffer an ignoble death by being burned alive in the tower in the near future.

Beotor suggests every man make his peace with his patron deity. Once everyone is ready, the captain dons his helmet and draws his sword. He signals a knight to withdraw the bar on the gate. "*Charge!*" he roars, *rushing out in the dim light of the rising sun.*

The goblins and their allies should be placed no closer than 4" to the far end of the main causeway—the remainder are at the outside the fort. The sudden charge of the remaining defenders catches them off guard—they are caught by Surprise on the first round of combat. Run the fight as normal.

At the start of each round after the first, another 2d6 goblin warriors enters the battle (roll each round). They begin 12" from the nearest character on the outside of the fort. The battle rages for exactly ten rounds.

At the start of the 11th round, several deep, booming horns are heard blowing. Startled, the goblins look around to see a host of cavalry thundering across the hills—Hearth Knight reinforcements have arrived, along with a veritable army of conscripted militia. Panicked, the goblins immediately turn and flee, only to be cut down where they stand by the cavalry. The siege of Watchgap Fort is finally over.

❶ **Goblin Shaman (1):** See page 20.

❷ **Goblin Warriors (6 per hero):** See page 20.

❸ **Goblin Rider (2 per hero):** See page 21.

❹ **Wolves (2 per hero):** See page 21.

❺ **Ogre (1 per 2 heroes):** See page 21.

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❶ **Sword Captain Beotor:** As Sword Knight (p. 20) except he is a Wild Card. He has taken two wounds.

❷ **Shield Knights (15):** See page 20.

❸ **Frost Dwarf Huscarls (7):** See page 19. Reduce the huscarls' number to allow for casualties taken during the previous scenes.

❹ **Civilians (30):** See page 20. Every civilian joins the charge. For ease they all use the same stat block.

AFTERMATH

The commander of the reinforcements, a Lance Knight by the name of Ulric Graymane, orders priestesses of Eira accompanying the army to tend to the injured. Assume any wounds taken by the characters in the last scene are healed.

"I am sorry we could not get here sooner," he says, surveying the battlefield. "We learned the goblins were planning a major offensive. We'd already left Hellfrost Keep, gathering spearmen as we rode. We sent riders, but they obviously did not arrive, for your orders were to abandon the fort and join us in preparation for a mass battle. When we saw no sign of you on the road we feared the worst—the smoke on the horizon and stench of death on the wind as we neared seemed to confirm those fears.

"I have no doubt skalds will sing of this battle for generations to come. You can all be rightly proud of your achievements. Rest now; we will gather the dead and give them proper burials. Then we shall rebuild what has been destroyed. You have won a victory, a major victory, but the war never ends."

GLORY

Since the adventure is broken down into full combat scenes, Glory is awarded as for a standard adventure, not a Mass Battle. Note that although no individual scene has the heroes outnumbered ten-to-one, the structure of the adventure in focusing squarely on the heroes' battles still means they were facing those odds overall. Hence, the heroes receive a +4 bonus to their Persuasion roll.

In addition to whatever Glory the heroes earn from their storytelling the survivors receive +2 Glory for taking part in the siege and +1 Glory for winning. Saving Austri (despite his death) earns a further +1 Glory. A character with Leadership Edges will undoubtedly have used them at some point. He earns an extra +1 Glory. Any hero who showed exceptional leadership skills, with or without having any Leadership Edges, should be awarded +1 Glory.

Additionally, the party receives one favor from the

Hearth Knights for every party member who started the battle (see the free download entitled **Favors**, available at www.tripleagegames.com). Round fractions up.

THEY ALL DIED

Should all the characters die in the same combat scene, the GM has two choices. First, he can stop the adventure, let the players build new characters, and then have them turn up in Scene 10 to aid in the liberation of the fort. Run a small combat against some goblin warriors and wolf riders.

Second, he can rule the fort falls to the goblins and reinforcements were never on their way. With no Hearth Knight presence behind their lines, the goblins, quickly joined by orcs, ogres, and giants, storm east into Heligioland. Don't think of this as a failure—the heroes' deaths have created the focus for an entire campaign.

OPTIONAL ENDING

As written, the adventure ends once the siege is broken. With Watchgap Fort successfully defended and now reinforced and the element of surprise lost, the frost giant jarl has no choice but to abandon his plans of conquest. However, if the party is largely unscathed and is still eager to bathe in blood, the GM can use this optional ending.

The frost giant jarl has stepped up his invasion plans. Barely a half-day's ride from the fort a great column of goblins, orcs, wolves, dire wolves, ogres, and cliff giants is advancing on Heligioland. Advanced scouts have already alerted the Hearth Knights to the army's presence. The Lance Knight Ulric intends to strike first, before the army can enter Heligioland and split into separate columns. This will be no siege, but a lightning attack designed to shatter the enemy's resolve in one blow.

Conduct the fight using the Mass Battle rules. All the necessary details are given below.

COMMANDERS & TOKENS

Allies: Sir Ulric, a Wild Card, leads the allied army. He has Knowledge (Battle) d10, Spirit d10, and the Cry Havoc Edge. If a player character has better command talents, Sir Ulric is content to let him lead the army—Sir Ulric wants victory, not glory, and if a better commander is available he happily defers authority.

Enemy: The jarl's forces are commanded by a cruel orc chieftain. The chieftain is also a Wild Card. He has Knowledge (Battle) d8, Spirit d10, and the Cry Havoc and Death Before Dishonor Edges.

Tokens: The jarl's army is far superior in terms of number but not in the quality of its troops. Sir Ulric also has the A Few Good Men Edge, which is already factored in. The enemy begins with ten tokens and the Hearth Knight force with just five tokens.

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MODIFIERS

Tokens: Calculate as normal.

Artillery: The orcs and goblins possess siege weapons, but are unable to deploy them before the battle commences. Neither side gains any modifiers.

Terrain: The Hearth Knights know the local landscape well. Sir Ulric places his forces behind a line of low hills. This gives the orc commander a -1 penalty to his Knowledge (Battle) rolls for the first round (see Battle Plan below).

Morale Modifiers: The Hearth Knight army can retreat, but are loathe to do so as this would leave eastern Heligioland open to assault. As such, they receive +1 to Morale rolls. Caught by surprise, the enemy suffers a -1 penalty to its Morale roll on the first round of battle.

Battle Plan: Sir Ulric's plan is to strike hard and fast with his cavalry and then follow up with infantry while the enemy is still in column formation. On the first round, the Hearth Knights gains +2 to their Knowledge (Battle) rolls. This is reduced to +1 on the second round. By the third round, the goblins and orcs have reacted, negating the modifier.

Sir Ulric invites any heroes with Knowledge (Battle) to help formulate the strategy. During the battle, each hero with the skill may make a Cooperative roll during the Battle Roll Phase to assist Sir Ulric (or whoever is appointed commander). The characters may pool their tactics and assist the same roll if they desire, but each character only gets one roll during the entire engagement. This represents their tactical input into the plan being used.

While the Lance Knight understands all the characters fought like heroes during the siege, he is not prepared to risk his meager forces by having inexperienced adventurers provide battle advice. As such, the roll may not be attempted unskilled.

Characters in Mass Battles: During the first round, the enemy column presents a small front and limits how many of their troops can engage. Ignore the difference in tokens on the first round only—the heroes have a +1 bonus to their attack rolls.

REWARDS

Award Glory for the adventure as detailed above for completing the main adventure, and then factor in the Mass Battle Glory for this scene as normal.

With a Hearth Knight victory, the enemy force is broken—the threat to Heligioland is over (for now). An enemy victory leaves Heligioland exposed. It will be many months before a second army can be raised to engage the raiders, during which time they loot and burn their way across the countryside.

A loss shouldn't be seen as a total failure or the end of the GM's campaign. Rather, it gives the GM a source of future adventures based around the invasion. Perhaps the characters are asked to drum up support from the various settlements. Maybe they are employed by the

Hearth Knights to conduct commando raids against enemy commanders or supply trains. In the worst case scenario they might be required to help evacuate settlements in the advancing army's path.

BESTIARY

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 resting up in the fort before 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.

If Austri didn't use his Norn charm in *Wrath of the Goblins* he still carries it. Similarly, if you never played that adventure, then the noble has one charm added to his gear.

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).

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.

WARRIOR

The warriors are Austri's huscarls, his personal bodyguards. Any hero attempting to approach their

HELLFROST ADVENTURE: #05

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 (such may have occurred in *Wrath of the Goblins*). 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.

HEARTH KNIGHTS

SWORD KNIGHT

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

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

Charisma: +1; **Pace:** 6; **Parry:** 10; **Toughness:** 10 (3)

Hindrances: Code of Honor, Heroic, Loyal, Orders

Edges: Block, Combat Reflexes, Command, Connection (Hearth Knights), Fervor, Frenzy, Hearth Knight, Improved Snow Walker, Level Headed, Nerves of Steel, Sweep, Woodsman

Gear: Corselet (+3), chain arms and legs (+2), closed helm (+3), long sword (Str+d8), large shield (+2 Parry), winter clothing and furs.

SHIELD KNIGHT

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

Skills: Fighting d8, Guts d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Riding d8

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Code of Honor, Heroic, Loyal, Orders

Edges: Combat Reflexes, Connection (Hearth Knights),

Hearth Knight, Snow Walker

Gear: Chain vest (+2), closed helm (+3), long sword (Str+d8), medium shield (+1 Parry), winter clothing. 50% have bows (Range: 12/24/48, Damage: 2d6).

CIVILIANS

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

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

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

Hindrances: —

Edges: —

Languages: Anari, Saxa, Trader

Gear: Short spear (Str+d6, Reach 1), dagger (Str+d4).

ICE GOBLINS

Ice goblins, originally hailing from the far north, have grown in strength in the Winterlands as the decades and centuries have ticked by. Although they possess Infravision, ice goblins are not nocturnal by nature.



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, Reach 1).

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:

THE SIEGE OF WATCHGAP FORT

- * **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

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.

OGRE

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

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

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

ORC



CHIEFTAIN

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

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

Skills: Boating d8, Fighting d12, Guts d8, Intimidation d10, Notice d6, Shooting d8, Stealth d6, Throwing d8

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

Edges: Block, Combat Reflexes, Command, Fervor, Hold the Line, Sweep

Gear: Plate corselet (+3), chain arms and legs (+2), pot

helmet (+3), great axe (Str+d10, -1 Parry, 2 hands).

Special Abilities

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

BERSERK

Berserks are in a state of constant frenzy, and are usually kept chained until needed.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10+2, Vigor d10

Skills: Fighting d8+2, Intimidation d10, Notice d6

Pace: 6; **Parry:** 3; **Toughness:** 11 (1)

Edges: Improved Frenzy, Sweep

Gear: Leather armor (+1), great axe (Str+d10+2, AP 1, -1 Parry).

Special Abilities:

- * **Berserk:** These orcs begin any encounter already berserk, as per the Edge. Their stat block reflects these changes. Wild Card berserks ignore wound penalties.
- * **Fearless:** Berserks are immune to Fear and Intimidation.
- * **Hardy:** Multiple Shaken results never cause a wound.
- * **Size +1:** Orcs are slightly larger than humans.

SIEGE ENGINEER

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

Skills: Fighting d6, Guts d8, Intimidation d8, Knowledge (Siege Artillery) d8, Notice d6, Shooting d8

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

Gear: Leather armor (+1), short sword (Str+d6).

Special Abilities:

- * **Siege Expert:** Siege engineers increase the range of siege weapons they operate by 50%, and add +2 to any AP rating.
- * **Size +1:** Orcs are slightly larger than humans.

WOLF





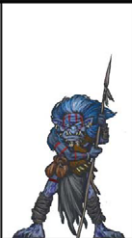






















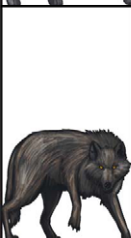











































Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6





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.

			Wolf				Ice Goblin Shaman				Ice Goblin Wolf Rider (Dismounted)
			Wolf				Ice Goblin Warrior				Ice Goblin Wolf Rider
			Wolf				Ice Goblin Warrior				Ice Goblin Wolf Rider
			Wolf				Ice Goblin Warrior				Ice Goblin Wolf Rider
			Dwarf Huscarl				Goblin Warrior				Ice Goblin Wolf Rider
			Dwarf Huscarl				Ice Goblin Wolf Rider (Dismounted)				Citizen
			Hauid Austr Giantbane, Dwarf Noble				Ice Goblin Wolf Rider (Dismounted)				Citizen
			Ice Goblin Shaman				Ice Goblin Wolf Rider (Dismounted)				Citizen

			Citizen				Sir Beren, Shield Sergeant				Sword Knight
			Civilian				Shield Knight				Sword Knight
			Civilian				Shield Knight				Gwyneth, Sister of Mercy
			Civilian				Shield Knight				Orc Berserk
			Shield Knight Archer				Shield Knight				Orc Chieftain
			Shield Knight Archer				Sir Beotor, Sword Captain				Orc Siege Engineer
			Shield Sergeant				Sword Knight				Young Ogre Warrior



Ogre Warrior	Ogre Warrior



WAR HAS COME TO WATCHGAP FORT!

With night falling, the strong walls of Watchgap Fort offer sanctuary, somewhere to sleep in peace and eat a hot meal. Or so you thought, for no sooner have the heroes settled down when an alarm is raised -- a goblin army is besieging Watchgap Fort!

This adventure simulates a mass battle on the tabletop. Spread over several days, each scene is the equivalent of a Mass Battle combat round, giving the heroes first hand of experience of the battlefield.

Victory will be determined not by spoils or bodycounts, but by survival. Those who stand and fight this dark day will have their reputations assured, but should the heroes fall the gateway is open to the rest of Heligioland, and perhaps even the Hearthlands.

Will you answer the call to arms, or will your courage fail you when it is most needed?

This adventure can be played as a continuation of Shadow of Darkness or as a standalone adventure.



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