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HELLFROST

THE LOST CITY OF PARAXUS





THE LOST CITY OF PARAXUS

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THE LOST CITY OF PARAXUS



● INTRODUCTION ●

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

For higher Rank parties, the GM need simply increase the number of opponents accordingly. For this adventure we advise you add two ice goblin warriors *or* one goblin wolf rider and wolf *or* one of the most common Extras in the encounter to each encounter in the surface part of Paraxus for each Rank the party is above Seasoned. For instance, in the Royal Palace there are a number of stone golems. A Veteran party would face one additional golem, while a Legendary group would encounter three more. If the party is particularly strong (if they possess several permanent relics, for example), you can change one Extra in each encounter to a Wild Card to represent a champion or superior individual.

If no Extras are present, such as in the catacomb library, the GM may elect to increase the Toughness of a Wild Card, either by increasing its Vigor die or Size, as he feels is appropriate.

The party should be somewhere in or close to Helligioland when the adventure begins. Nothing except a longer journey prevents them from starting anywhere in Rassilon, though. Whether the party begins in an inn, someone's house, a temple, or on the open road depends on the party's starting location. The paladin of Hoenir who wishes to hire them manages to locate them wherever they are—an advantage of worshipping the god of knowledge.

As always, the GM should pay attention to the season, the temperature, and the characters' winter clothing. See the *Savage Worlds* rulebook for the effects of cold weather and the *Hellfrost Players' Guide* for how it works in this setting.

Allies: The characters' NPC patron, Emeric ap-Thosa, should be written out onto an Ally Sheet and left for the players to control in combat. He has several useful talents vital to the mission, such as *speaking language*. In the event the players decide to use him as sword fodder, the GM should point this out. In any event, the GM can assume control of Emeric at any stage to ensure he does the wisest thing. Note that Emeric counts as a hero for the purposes of entries which indicate monsters equaling "X per hero."

Generic Treasure: For ease, assume each goblin warrior and wolf rider is carrying 1d4 gs in assorted coins and easily sellable goods. Ogres carry 1d6 gs worth of loot. The goblin shaman possesses 1d10 x 10 gs worth of jewelry on his person. This treasure is in addition to their standard gear. No other monsters carry any mundane treasure. Magical treasure is detailed in the appropriate encounter sections.

● PLAYERS' INTRODUCTION ●

A slim man in gray robes wearing a holy symbol around his neck approaches the party. A Common Knowledge roll reveals the symbol is that of Hoenir, god of knowledge. A raise indicates he is a paladin, a Seeker of Knowledge.

"Good morning," the man says, raising a hand in welcome. "I am Emeric ap-Thosa, a Seeker of Knowledge. I have need of assistance with a quest I am undertaking, and word reaches me that you may be suitable companions."

He continues if the characters seem keen to know more. Otherwise, he apologizes for wasting their time and heads on his way in search of other helpers. Characters who ask how Emeric came to find them receive a wry smile and a glance skyward.

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"Long before the Blizzard War, before the rise of the Anari and the foundation of the Convocation, the lands north of Hellfrost Keep belonged to the Heligi culture. We don't know much about their culture, save they were ruled by sorcerer-kings and wielded magic beyond anything we can imagine today. That the Heligi Empire fell to ruin is fact, but the reasons why remain a mystery."

"Heligioland is dotted with ancient ruins, though few have been directly attributed to the Heligi. However, my studies lead me to believe that one known ruin is actually the ancient city of Paraxus, the Heligi's center of learning. Paraxus now lies in the Barony of Cul, in the Boarback Hills, close to Temujin Marsh."

"Treasure hunters and the Reliquary have long picked over the site, but my order recently discovered manuscripts which indicate the citizens managed to store certain treasures away in secret vaults before the city of Paraxus fell. As far as we can deduce, no one has yet found these vaults, and thus the treasure must be intact."

"I must stress that I am not talking about gold and gems, though such baubles may be present. No, I am speaking of knowledge, books and scrolls concerning ancient matters. We seek one specific volume above all, a supposed grand index of every tome the Heligi ever penned. With this in our possession, we will be able to seek out and recover other lost books of lore and wisdom."

"I am authorized to offer you 200 gold scields apiece. Payment upon successful delivery of the tome to the temple of Hoenir in Nara. Anything we discover, other than books and scrolls, is yours to keep, subject to the temple of Hoenir having first refusal to buy the treasure."

"I have arranged for basic provisions and gear, as well as three pack mules. All you need bring is your steel and your wits."

If the heroes accept his offer of employment, Emeric hands each character a tiny gem.

"These are alchemical devices," he says. "In the event anything happens to me during the quest, swallow one and you will be able to understand any language for a short while. If they are not used and I survive, I would ask that they be returned. They belong to my temple."

Emeric's supplies comprise two sets of climbing gear, four coils of hemp rope (each 10 yards long), 20 pounds of firewood, two flint and steel, a lantern, 10 pints of oil, two picks, two shovels, two four-person

tents, and enough rations to last the party four weeks. Anything else the party thinks may be useful must be purchased with their own coin. Emeric's three mules are unnamed—Emeric isn't sentimental by nature and sees the mules as tools. Each alchemical gem contains *Speak Language*. It dissolves in the gut over the spell's hour-long duration.

Any hero making an appropriate Knowledge (Area) roll, such as the Low Winterlands (–2 penalty), Heligioland (–1), of Cul (+4), knows the Boarback Hills are the Baron of Cul's private game reserve. Any trespassers caught in the region carrying missile weapons are mutilated as common criminals. Emeric dismisses any worries with a cheery smile and, *"Well, I don't intend on getting caught."*

Emeric has pieced together a fragmentary map of the city of old, though it is incomplete. Five areas have been highlighted as potential sites of interest. The scholar is the first to admit that it is unlikely any of these areas still stand or remain easily recognizable. If the evidence from other Heligi settlements carries over to all their towns and cities, the city is likely to be little more than a pile of indistinguishable rubble. However, perseverance and hard work should see the party through.

M Emeric ap-Thosa: See page 15.

M Mules (3): See page 18.

THE JOURNEY TO PARAXUS

The GM may skip straight to the main action or insert encounters of his own design. One encounter is presented below. It introduces the heroes to a little of the ruthlessness which pervades parts of Rassilon, and presents them with a moral dilemma—to let justice take its course or to interfere because their laws are different.

Parties who begin some distance from Paraxus may even be sidetracked into other adventures before reaching their destination. Thus, the GM can run the introductory scene, run a completely different adventure, and then return to this tale if he so wishes. Note that any encounters are part of the adventure. Glory awards should not be awarded separately.

THE LOCAL LAW

While making their way through the Boarback Hills, the characters hear a loud voice begging for mercy. Read the following text if they investigate.

Atop a low hill devoid of vegetation are two groups of armed men. One group stands around a small figure buddled on the ground. The figure is on his knees with his hands folded together as if pleading for mercy. The others, including what appears to be an officer, stand further back. Judging by his skin, the officer is a frostborn. His men appear to be a mixture of Anari and Saxa stock.

Some groups may wish to wade into combat without

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bothering to find out what is transpiring. You can skip straight to the action if that happens. If the party calls out, the officer addresses them. Emeric is against any interference, urging the characters to let the laws of others run their course.

"This wretch," the officer snarls, gesturing to the cowering figure with his sword, "is a poacher. The laws of our land are widely-known to all, especially its citizenry. As decreed by our lord, the man is to lose two fingers to prevent further breach of the law. Be on your way now, travelers, lest you wish to suffer Baron Frostreaver's justice for interfering in the due process of our law."

There is no indication the poacher is armed. Mentioning this to the officer causes his anger to rise.

"He dropped that a mile back before trying to flee the righteous justice of Baron Frostreaver. This is your final warning. Leave now or you will be dealt the full penalty for obstructing law keepers in their work—death!"

The officer cannot be persuaded to let the wretch go unless subjected to *puppet*. Intimidation causes him to take a step back from the heroes, but he also orders his men to attack. Should the characters otherwise watch and wait to see what unfolds, the right hand of the poacher is uncurled by one of the soldiers and the index and middle fingers extended. A second soldier then draws a knife and quickly severs the fingers, a task he has obviously performed more than once. The soldiers then turn to depart, leaving the poacher crying and bleeding profusely.

Terrain: The battlefield is the flattened top of a large hill. No special terrain is present.

Monsters: The armed men are soldiers of Cul, mean souls no better than overgrown bullies. Their captive, a man by the name of Beortric, is a starving villager. He plays no part in the battle, refusing all pleas to assist the characters, but instead cowers on the ground. He has Parry 4 and Toughness 5.

When the characters approach, half the soldiers are surrounding the captive. The nearest is 12" from the adventurers. The officer and remaining soldiers are 6" further away (regardless of which direction the characters enter the scene).

📍 **Officer of Cul (1):** See page 18. The officer is a frostborn.

📍 **Soldier of Cul (4 + 1 per hero):** See page 18.

Tactics: The officer casts *armor* on his person during the first round of combat. Once his spell is active, he casts *smite* on his weapon. He then engages in melee as quickly as possible. His men quickly enter melee, using Gang Up tactics against obvious spellcasters and those in the heaviest armor. Emeric will not join the fight physically unless one character falls Incapacitated. Instead, he stays back and casts *confusion* to aid the heroes.

Continuation: Whether the soldiers are defeated or leave of their own accord after dispensing justice, the poacher (assuming the characters haven't slain him) remains on the hill. His wounds are serious, but not life threatening. A Healing roll (+1) quickly staunches the bleeding and he mumbles his thanks to the characters. If questioned about events, he replies as follows.

"I'm no poacher, my lords, honest I'm not. I was out gathering firewood when the soldiers spotted me. I ran for my life, for justice in these parts is harsh and swift, and lack of evidence is not seen as lack of guilt. I haven't eaten for two days and lacked the energy to run fast enough. That's when you arrived, good sirs."

Beortric lives in a small, ramshackle village several miles from the hill. He gratefully accepts any gifts of money or food from the party. Once the characters have finished with him, he departs, nursing his injured hand. Emeric is against accompanying him home as it takes the party out of their way.

RUINS OF PARAXUS

Although far from the center of the former Heligi homeland, Paraxus was once an important city. It served as both a center of learning for scholars, priests, and mages and as a retreat for those tired of the endless politics of the royal court. Amid the stone houses of the workers and scribes stood finely-sculpted marble edifices, temples, schools, and repositories of knowledge. Statues of the gods and kings lined the streets, a constant reminder that all mortals answered to two powers; one temporal and one divine.

Although it covered a square mile and housed a population numbering almost a thousand, the city lacked many of the industries required to make it self sufficient. What few industries it claimed were focused on the needs of the scholars. Thus, while there were parchment and vellum workshops, inkmakers, and metalworkers capable of making jewelry and ornate book clasps, there were no foundries or smithies. Even common crafters like potters were in short supply. Paraxus imported virtually everything it required to exist, the city being funded by educational fees and donations from wealthy patrons.

The inner city, once protected by a stout wall, was the home of the rich and learned, while the citizens huddled together in the undefended suburbs. When a great and unknown army swept down from the north, Paraxus' small garrison was ill-equipped to withstand the assault. Even the presence of many mages and priests could do nothing to stem the tide, and with the army ravaging the entire Heligi domain, no city could spare troops to aid in Paraxus' defense.

Seeking neither treasure nor captives, the invaders laid waste the city in a short-lived reign of destruction

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and terror. Thousands of innocents were butchered mercilessly, their bodies left among the ruined buildings which once formed their proud city. Of the great treasures the city once housed, the great majority were destroyed, for no one save the warriors or the icy army left Paraxus alive. Treasure hunters scavenged the ruins over the intervening centuries, finding the occasional relic or stash of coins. These days, as far as anyone is concerned, Paraxus is simply another ruin, a reminder of the ancient times.

A band of ice goblins (led by a lone shaman) are currently rummaging through the surface ruins. They aren't after anything in particular, and their appearance is incidental to the characters' quest.

COMMON FEATURES

Unless otherwise indicated in the text below, all doors are wooden and unlocked. A locked door can be picked with Lockpicking or battered down (Toughness 8). Doors sealed by a horizontal bar have Toughness 10 and cannot be picked—they must be forced open with brute strength.

The corridors in the catacombs are 12' high, while the ceilings of the rooms are 18' high. Outside, weather conditions are clear enough during the day not to impair visibility. At night, the lighting is Dark (–2) due to a bright moon and clear sky. No indoor area is lit unless the text says otherwise.

Areas containing furnishings or obstacles that fill all or part of a square, and which reasonably allow movement through, over, under, or past, are considered difficult ground. For instance, a table filling a square is difficult ground as a hero can leap over it or duck underneath. However, a column filling an entire square allows no movement through it and blocks line of sight.

THE CITY RUINS

Not much remains of Paraxus above ground. A few buildings still stand, but none could be called intact. Much of the surface is a morass of rubble, toppled columns, and shattered stone. Some areas show evidence of having been cleared over centuries. Robbers, the Reliquary, and the curious have all played their part in the partial excavations.

As a result, it is extremely difficult for the characters to pinpoint Emeric's areas of possible interest and make their way through the choked streets. Much time is spent searching a likely area, only to find, beneath loose stones, evidence of occupation rather than scholarly pursuits. As a result, the characters may search a maximum of two of Emeric's highlighted locations per day. Emeric has numbered likely locations one through four. He has no idea what the buildings may be, for no map of the city had anything more than vague indications of their comparative architectural design.

1) THE ROYAL PALACE

One of the two huge stone doors to this room stands ajar. The other is smashed clean in half along its height, the ruined section lying nearby. Engraved on them are faded and weathered reliefs of sorcerers and warriors, along with ancient magical runes.

Within, the large, columned chamber is a scene of devastation. Towering pillars, as wide as a man is long, lie toppled like children's toys. Dense clumps of rubble clog the floor, a result of collapses in the ceiling and an upper balcony that runs around the room. In the center stand four statues. Each depicts a regal man in long robes, though all are damaged. Beyond these, a grand staircase, the marble steps cracked and pitted, rises to the second floor balcony.

Several skeletons, some obviously human, others likely goblin, lie on the floor, the dust of ages blanketing them.

Heroes who make a successful Knowledge (Arcana) roll identify a number of runes of protection and strengthening carved into the doors. On a raise, the character knows these would have been far more powerful than anything in use in the present.

As a residence of the royal family, the palace in Paraxus was used only rarely. Despite its huge construction cost and opulent interior, it was occupied only when a member of the royal family visited the city. At other times, only the staff lived within the magnificent structure. It dominated the center of Paraxus and towered over the other municipal structures, serving as a constant reminder to the inhabitants of the city that the king was all powerful.

The palace fared badly during the assault on the city, being the target of a focused attack. The majority of the structure was reduced to rubble. Only the grand ballroom survived the devastation, thanks to a number of mages who magically supported the walls and ceiling as the attackers unleashed doom on the other parts.

Centuries have passed and several portions of the ceiling have collapsed, forming large piles of debris. Aside from the ballroom, no other part of the palace is accessible. A Notice roll, made while investigating other potential routes, confirms this.

Terrain: Movement through spaces containing rubble or fallen columns counts as difficult ground. Toppled columns are three feet high and provide Cover (Armor +10). Upright columns are impassable terrain and block line of sight. None of the doors shown (except the main doors) lead anywhere—everything beyond is choked with rubble.

The balcony has a waist-high banister of marble arches along its length. Several sections of the balcony have collapsed onto the main floor. Any character wish-

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ing to move between broken sections must jump or use magic.

Monsters: The statues are actually stone golems, ancient guardians whose programming is as strong today as when they were created. Unfortunately, time has taken its toll on them. Each has sustained some form of structural damage. The golems activate as one when a character moves past the columns nearest the main entrance. If the party has less than four members, then an appropriate number of golems are nonfunctional. For more party members or higher Rank, simply place extra golems near those indicated on the map.

M Stone Golems (1 per hero): See page 17.

Tactics: The golems have limited intellect. Their sole tactic is to enter melee as quickly as possible and use their Double Slam ability on the intruders. Each has enough cunning to use Gang Up whenever possible.

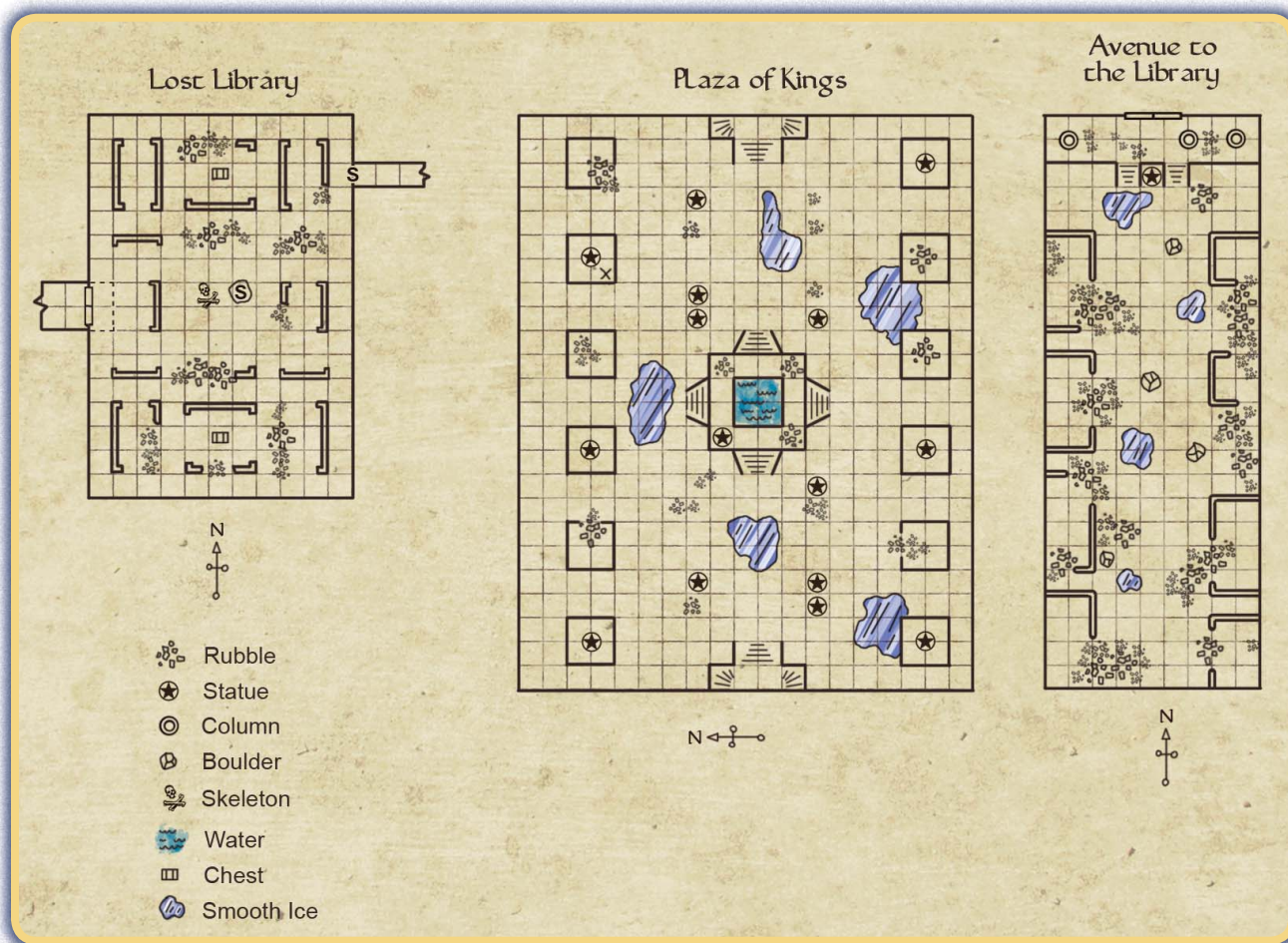
Although the golems can regenerate, they don't understand this game mechanic. As such, they don't automatically place themselves adjacent to any rubble or columns. However, they do understand that walking over rubble slows their progress. As GM you should ensure the golems take the shortest route toward the characters but only cross rubble or toppled columns when doing so would bring them into melee range that round.

2) AVENUE TO THE LIBRARY

Few walls remain standing, a sign of the complete devastation wrought on the ancient city. Crisp snow covers the ruins, perhaps nature's futile attempt to conceal the butchery which must have occurred here. Emeric suddenly stops and points down the street toward a ruined structure that must have once been an imposing edifice. The snow here has been heavily trampled, and recently as well.

Have the characters make a Tracking roll. With success, they can pick out small footprints among the slushy trails. On a raise, they locate tracks belonging to something much larger. Unless the characters have encountered ice goblins and ogres before in a previous adventure, it requires a Knowledge (Monsters) roll to identify the tracks.

Terrain: Although rubble covers much of the street, only where buildings have collapsed does it count as difficult ground. Where the rubble crosses the walls of buildings it represents a breach. Through these the heroes can gain access to the interiors of the structures. No



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building has a roof or any furnishings. The walls stand between three and four feet high. Clambering over them requires 3" of movement.

Several frozen patches are clearly visible to the characters. These count as rough ice. Rough ice is treated as difficult ground for all movement. Anytime a character runs, a 1 on the running die means he has slipped and fallen at the point where his run began. Agility rolls involving other forms of movement (such as avoiding an area-effect attack or a Trick such as running up an ice wall) suffer a -2 penalty. If the Agility roll fails, the character falls and is Shaken. The icy puddles are treated as thin ice for purposes of melting them. Once melted, the areas turn to slush. Movement is no longer impaired.

The squares at the front of the library containing collapsed pillars count as difficult ground.

The doors to the library are no longer present—their existence on the map is simply an aid to the GM regarding their location. Inside is a small, cleared space, the work of numerous scavengers. Everything else is covered under several tons of unstable rubble.

Monsters: A party of ice goblins and their "tame" ogre are scavenging nearby. When the characters reach the halfway point of the avenue (somewhere near the central patch of ice), the ferocious warriors begins emerging from the rubble. Half the goblins appear from inside the library and half at the end of the street the characters entered. The ogre enters play only when a character sets foot on the raised porch to the library. This may occur after all the goblins are slain.

🐉 **Goblin Warriors (2 per hero):** See page 16.

🐉 **Ogre (1):** See page 18.

Tactics: The goblins are wise to the ways of magic and thus try to avoid bunching together, making themselves a juicy target for spellcasters. The warriors from the library run along the street, seeking to engage the characters in melee as quickly as possible, thus preventing missile and offensive spell use. The second band of goblins begins with bows drawn. They pepper the characters while moving forward at their regular Pace. Only when melee is inevitable do they drop their bows (a free action), draw their spears (an action), and attack. They draw and strike in the same round, suffering a multi action penalty.

The ogre, when it finally enters play, attacks the nearest character on the first round. Where possible it uses its Improved Sweep Edge, though it has the sense not to incur free attacks by Withdrawing from Combat to a better position unless its opponents are using Reach weapons and staying out of harm's way.

Treasure: During the fight with the ogre, the statue in front of the library should be smashed. This could incur as a result of a missed attack, the ogre's Improved Sweep, or by a character suffering Knockback (see sidebar) into the statue. As the legs and lower torso (all that remains of the statue) hit the ground, the characters spy a glint of metal beneath.

Circumstances may prevent this from occurring. A search of the library reveals nothing but rubble and ruin. Casting an appropriate *detect* spell outside the library,

KNOCKBACK

These rules are taken from the *Hellfrost Bestiary*.

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

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

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

such as *detect arcana*, *detect traps*, or *detect secret doors*, highlights a small gap beneath the statue.

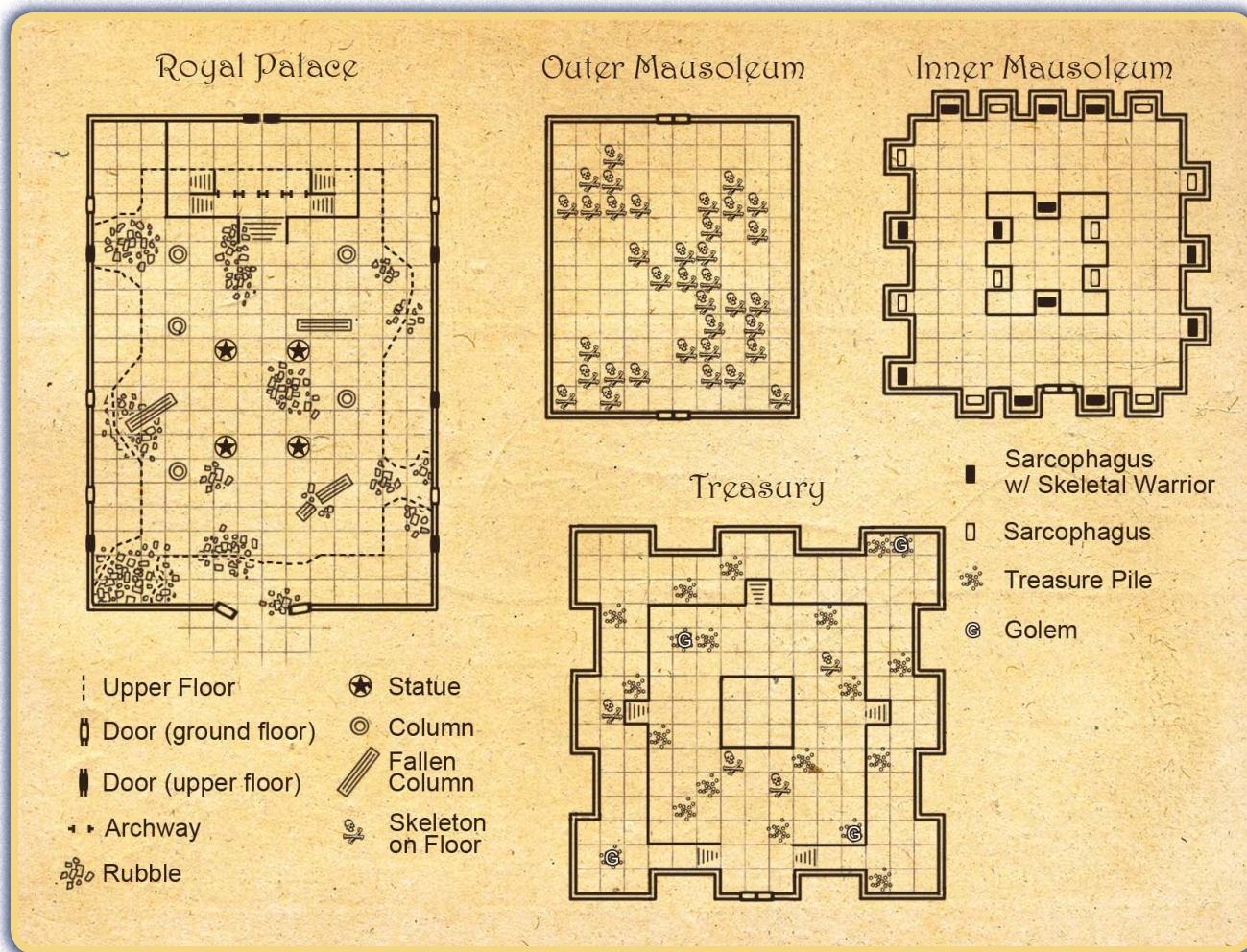
Clearing away the remaining debris, the characters discover a stone trapdoor embossed with Maerathril lettering. Once the fight has ended, Emeric casts *speak language* and studies the trapdoor. He also takes the opportunity to check for traps. Any character who states they are closely watching Emeric can make a Notice roll to realize this. After a few moments, Emeric stands up and speaks to the party.

"This is what we're seeking. According to the writing, there are vaults beneath this street. The batchway isn't trapped, but it is warded. See those symbols? They represent numbers in the Heligi tongue. In order to gain access without causing a massive magical explosion we need to know the day a certain king died. There's no indication of his name, just that we was a patron of this library, which in turn was dedicated to Hoenir. We need to find a structure relating to the kings of old."

The trapdoor is immune to all forms of damage, mundane or magical. Any mage knows such magic has not been available since long before the Blizzard War ravaged Rassilon. Emeric suggests against trying random combinations, just in case the door is trapped.

Trap: A trap activates when an incorrect four digit

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code is entered. A surge of magical energy inflicts 3d6 damage. The energy travels up any object used to remotely punch the glyphs and also affects the user of a *telekinesis* spell. Unfortunately for the heroes, a touched glyph remains active until a total of four glyphs have been activated. Thus, by touching just one glyph (curious heroes beware!), the heroes must press three more to reset the lock. Although this may be a painful learning process, a single error at least demonstrates the heroes are searching for a four-digit number.

3) TEMPLE OF HOENIR

Through the doorway you see a central avenue leading through an arched wall to a second doorway. The huge stone doors are scoured with deep pockmarks and scratches, but the imagery of the god Hoenir is still evident. Beyond these you can just make out a large chamber.

One of the holiest sites in Paraxus, the temple of Hoenir suffered heavy damage during the attack. Virtually all the outer chambers and rooms were reduced to rubble,

as was the top floor. This actually protected the inner library from collapse, though it did not escape unmarred. The entrance to the inner sanctum has been systematically cleared of debris by generations of scavengers.

The inner library was not the main temple, but it did house the city's most precious volumes. Ringing the sanctum is a walkway, accessed through any of the numerous arches. Scholars would walk here, discussing matters of interest with colleagues. Beyond this lie storage rooms, scriptoria, private reading rooms, and the like.

Terrain: Nonlinear outer walls indicate heavy areas of collapse and are impassable terrain. Areas of rubble are difficult ground. Where rubble crosses a wall, both line of sight and movement are possible between adjoining areas. Movement through spaces containing library stacks or the altar is difficult ground. The altar is cracked in half.

The stacks are made of stone. They are Toughness 10 and grant +4 Armor if used as Cover. A wound reduces a 1" section to rubble (difficult ground). The walls provide +8 Armor when used as Cover. No doors actually exist beyond the main doors to the inner sanctum (Armor +8)—all others are indicators of doorways.

Monsters: A large band of goblin warriors is digging

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through the temple in search of buried treasure. They are spread throughout the entire temple (positions determined by the GM).

📌 **Goblin Warriors (3 per hero):** See page 16.

Tactics: The goblins use missile weapons against distant targets, making use of doorways and cover as appropriate. Their typical plan is to shoot and then move into concealment to prevent enemy archers and spellcasters from targeting them.

4) PLAZA OF KINGS

Below lies a snow-covered, sunken plaza. Cracked and crumbled statues atop large, square plinths depict men in regal poses. Rows of smaller statues line the central walkway. Dominating the center is a huge dais. On top of this stands a lone statue, his former companions have been reduced to piles of stone by war or weather. An icy sheen glimmers in the center of the dais.

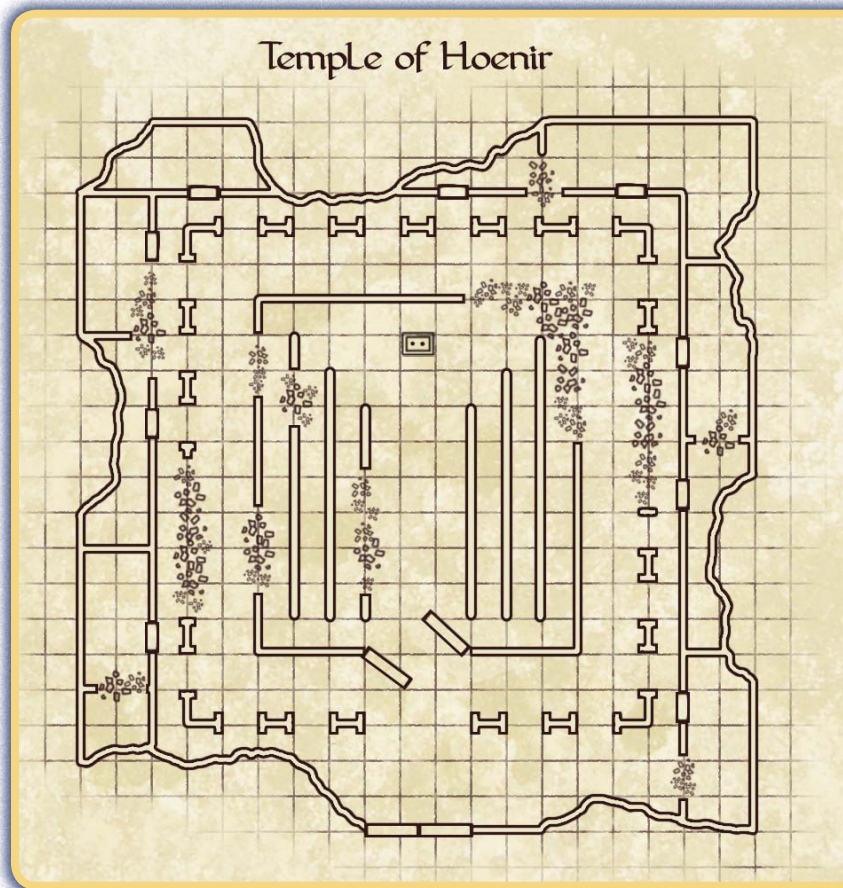
The square once served as a public park, as well as somewhere to venerate the spirits of the Heligian kings. Upon each of the plinths around the perimeter once stood a statue, depicting one of the great kings of the Heligi. Half of these were destroyed in the fall of Paraxus or have collapsed over time into piles of rubble. The others are badly damaged by trial and weathering. Written on the surface of the plinth facing the centre of the plaza is the king's name and his reign dates. The dates are in the ancient (and unknown) Heligi calendar, but the numbers are legible, and thus the correct order of their reigns can be deduced.

The statues along the centre of the plaza represent the various queens. They have no plaques giving their names or reigns. Each intact statue faces toward the center, and has its head bowed. The four statues on the dais represented the Heligi's principal gods; Eira (northeast corner), Hoenir (southeast), Hothar (southwest), and Maera (northwest). Only the statue of Maera still stands, but it is badly defaced. A Knowledge (Arcana or Religion) roll made as an action while adjacent is required to recognize her.

The king the characters seek is located in the northeast corner. His statue holds a book clutched in its right hand. His epitaph reads (after someone uses *Speak Language*) "King Alvoromax, Patron of Hoenir, 1704 East Rising to 1734 Southern Wind."

Terrain: The former ceremonial pool is frozen solid. There is no risk of falling through the ice. It counts as rough ice. Rough ice is treated as difficult ground for all movement. Anytime a character runs, a 1 on the running die means he has slipped and fallen at the point where his run began. Agility rolls involving other forms of movement (such as avoiding an area-effect attack or a Trick such as running up an ice wall) suffer a -2 penalty. If the Agility roll fails, the character falls and is Shaken.

Recent snow has settled on the plaza, concealing



three large areas of smooth ice. Smooth ice counts as difficult terrain, and characters cannot run on it. Agility rolls involving other movement suffer a -4 penalty. If the roll fails, the character falls and is Shaken.

The icy puddles are treated as thin ice for purposes of melting them. Once melted, the areas turn to slush. Movement is no longer impaired. The frozen pool counts as very thick ice solely for melting purposes.

Monsters: As soon as all the heroes are in the plaza, a small force of goblins arrives on the scene, having been alerted by the earlier sounds of combat and their wolves' sense of smell. They emerge at the top of the eastern stairs. Deal each set of goblins their own action card. The wolves act on the goblin riders' action card, whether they have riders or not. Should all the riders be slain, any remaining wolves receive a separate action card.

📌 **Goblin Shaman (1):** See page 16. The shaman carries an icicle, which contains a *summon ice elemental* spell. It is an alchemical device that does not melt in above-freezing temperatures, but can be broken by snapping it in half.

📌 **Goblin Warriors (2 per hero):** See page 16.

📌 **Goblin Riders (1 per hero):** See page 16.

📌 **Wolf (1 per Goblin Rider):** See page 20.

Tactics: The goblin warriors immediately charge the characters, sticking behind statues and other obstructions to cover their advance. Once in melee, they Gang

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Up on a single opponent until he is slain. The riders make use of their greater speed and head for the characters by the shortest route. Should any riders be slain, the wolves continue the assault. The wolves count as combat-trained mounts, and can thus attack on their rider's action card.

The shaman's preferred tactics are as follows. He alters his plans as necessary to allow for the characters' actions. He breaks his magic icicle, his only magic item, when he has taken two wounds or all his goblins are slain, whichever comes first.

Round 1: He runs toward the central raised platform, so as to close the range for spell use. He fires off a single 2d6 damage *bolt* as he runs, incurring a multi action penalty.

Round 2: He casts *obscure* as close to the characters as possible. He intends this to help conceal his minions' approach. He cancels this once the characters have bypassed its effect. Since his warriors have Infravision, he leaves it in place while the goblins attack (note that the wolves are affected by the spell, since they lack Infravision).

Round 3: Assuming the characters are in range, he casts *fear* to affect as many heroes as possible. If necessary, he moves up to his Pace and then casts, so as not to incur a multi action penalty.

Round 4: The shaman supports his troops with his *bolt* spell. If wounded, he casts three 2d6 *bolts*, hoping that one strikes true. Otherwise he sticks to single 2d8 damage castings (–1 to Spellcasting) to lessen the chance of Siphoning.

Treasure: A character investigating the plaque on the statue marked X on the map can make a Notice roll. With success, he discovers the plaque is loose. Removing it (an action) reveals a small space in which is stuffed a rotting leather pouch. Inside the pouch is 50 gs in ancient gold coins and two gems, each worth 30 gs.

Entering the Catacombs: Once the death date of the king is found, Emeric leads the party back to the library. He casts *speaking language* again, and then begins pressing certain symbols. As he touches them, they glow blue-white. After checking the characters are ready, he touches the final symbol. All the symbols begin to glow with a brilliant light until finally they reach a radiance which makes looking at the trapdoor impossible. Suddenly the light vanishes. There is no sign of the trapdoor. Leading down into the darkness is a rusty ladder.

THE CATACOMBS

The catacombs, used to hide the city's salvageable treasures during the assault, were constructed decades earlier as an archive and storage place. Due to political problems, they were never used for their intended purpose, and thus remained available for hurried secretion of the city's valuables.

NAVIGATING THE CATACOMBS

The catacombs are a sprawling maze of corridors and rooms running beneath the city and extending over three layers. Most of the chambers are empty save for a few piles of stone loosened from the ceiling by the passage of time. There are also totally collapsed corridors which once lead to parts of the city's necropolis, partially collapsed corridors the heroes must clear to progress, dead ends where construction was never completed, and myriad empty rooms. As such, there is no overall map for the catacombs. Instead, the exploration is handled through card draws from the action deck.

For each hour of exploration, one member of the party must make a Smarts roll. This can be made as a Cooperative roll. This represents the time spent making crude maps, checking for secret passageways and traps, and marking their progress with arrows or other indicators.

The party may choose to move carefully or speedily. Careful exploration is slower but safer, as it means the party is actively checking for traps and hidden rooms. Rapid exploration gets the party around the catacombs quicker, but with a higher risk of setting off a trap. Hurred exploration adds +2 to the Smarts roll. As a Cooperative roll, only the lead hero gains the modifier.

Raise: Gives one card draw from the action deck but also indicates a valuable clue has been uncovered. Present the party with a token of some sort. When the heroes have accumulated 10 tokens, they automatically locate the lost library—the focus of their search—if the next Smarts roll is a success.

Success: The GM draws one card from the action deck.

Failure: The heroes wander around without discovering anything of interest.

Critical Failure: The party is lost. They do not draw a card. In addition, they lose a token. This can go negative, representing the party going in completely the wrong direction.

The cards represent the major finds uncovered by the characters. Do not shuffle the deck between draws—this occurs during combat encounters naturally. Each card from Ten through Ace can be encountered only once. Subsequent draws indicate empty chambers. The imprint (see page 11) may be encountered several times, as indicated in the encounter description.

DEUCE: TRAPS

The Heligi placed a number of magical traps in the catacombs to help protect their treasures. The card's suit determines the type of trap (see below).

All the traps are revealed by *detect arcana* (which reveals they are magical but not traps) or *detect traps* (which reveals they are traps but not magical). Detecting the glyph by mundane means requires an unmodified Notice roll from each character if they are proceeding carefully, or a Notice roll at –4 from the lead character

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only if they are performing a reckless search during the hour. Success alerts the hero to the glyph's presence. A failure means the hero activates the trap.

The traps can be *dispelled* or *negated*. The traps cannot be disabled by mundane means. Each can be avoided by not entering the square containing them. Unlike modern *glyph* spells, each trap has unlimited activations.

A hero wishing to study the glyphs must make a Knowledge (Arcana) roll. A -2 penalty applies because the glyphs were created by arcane means unknown to modern spellcasters. One roll per character per glyph is allowed. With success, the character learns the basic nature of the trap's magical elements, as detailed in individual trap listings.

Where an arcane skill is required, such as for *dispel* attempts or to activate certain spells, the trap has d10 skill and a Wild Die.

Club) Glyph of Pain: The glyph summons forth a number of pain spirits, which manifest in the trapped squares and any adjacent ones.

Successful study: summoning and pain.

M Pain Spirit 1 per 2 heroes): See page 19.

Diamond) Energy Web: When activated, *entangle* is cast on the trapped square. Victims are caught in a web of crackling magical energy. Each round the character remains trapped he suffers 2d8 magical damage. Characters assisting the trapped hero suffer 2d6 damage. This can be avoided by using *telekinesis* to help free the victim. If the spell fails to entrap a victim or he breaks free, the *entangle* ends.

Successful study: binding and death.

Heart) Blast: This spell activates a *blast* spell in a Medium Burst Template centered on the trapped square. Victims take 3d6 damage. No arcane skill roll is required.

Successful study: death and vicinity.

Spade) Fear: A *fear* spell activates on the trapped square, inducing horrific visions of torture in the minds of those in the template. Roll the trap's arcane skill die when it is triggered.

Successful study: fear.

THREE OR FOUR: COLLAPSED CEILING

The corridor is blocked by a wall of rubble, the result of an ancient cave-in.

The destruction wrought upon the city and the relentless passage of time resulted in several cave-ins. Many weeks of excavation would be required to clear the debris. Beyond lies only crushed corpses and broken relics of the city's necropolis.

FIVE: CISTERN

The catacombs contain large cisterns fed by underground springs and hidden aqueducts. Water still flows

through the aqueducts, which were not damaged during the assault. As such, the water is potable.

SIX TO NINE: EMPTY CHAMBERS

All of these chambers are empty. The swiftness of the attack left the city's population unable to salvage more than a tiny amount of Paraxus' treasures.

TEN: GHOSTLY GUARDIAN

A ghostly figure suddenly emerges from the wall ahead of you. It points a finger toward you and speaks.

Unless a hero casts *speak language* or has one still active, Emeric invokes the spell and translates the figure's words. Read or paraphrase the following information, depending on who invokes the spell. In the event no one is available to cast, the characters can never understand the shade.

"It thinks we're Heligi," Emeric whispers. "It's cursing us for our hideous crimes and vows we will pay the ultimate price for our treachery."

Have each character make a Guts roll. Failure gives the character a -1 penalty on all Trait rolls until this encounter ends.

Any character making a Knowledge (Monster) roll realizes the figure isn't a shade or ghost, though he has no idea exactly what it is. A Knowledge (Arcana) roll at -2 reveals the entity is an imprint. Created using now forgotten magic, an imprint is an illusory representation of a person, complete with memories and personality. Scant references in texts the character has read indicate the creation of an imprint required the death of the person being imprinted, and thus the process was usually performed on those already near death. With a raise, the hero also knows imprints were supposedly used as teaching aids, as they allowed the wisdom of great sages and thinkers to be retained after their death.

Terrain: The encounter occurs in a corridor measuring 2" and many yards long.

Monster: The imprint, once a powerful mage, is quite insane and desires only revenge. Any attempts to correct the mistaken identity are fruitless.

M Imprint (1): See page 17.

Tactics: The imprint's insanity causes it to cast its few remaining spells randomly at the nearest target. Roll a d4. On a result of 1 it casts a single 2d8 damage *bolt*; a 2 is *knockdown*, 3 *obscure*, and 4 *stun*.

On suffering a single wound the imprint sinks into the floor (it can pass through solid objects) and does not return unless this encounter card is drawn again. After taking three wounds, the imprint does not return and this card draw indicates an empty chamber. Instead, it makes its way to its soul jar (see page 17), troubling

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the characters no more until they enter the Chamber of Souls.

JACK: OUTER MAUSOLEUM

Dozens of desiccated corpses clad in rotting rags lie on the floor of the chamber. A few shows signs of having been laid carefully, but many appear to have been hurriedly thrown here. Glints of gold, silver, and platinum indicate they were wealthy in life.

The rich and powerful citizens of Paraxus who died in the attack were hastily dragged into the catacombs, so as to prevent their corpses from being despoiled. The plan was to retrieve the bodies for proper burial after the attackers were driven back, but no one survived to accomplish this deed. The Heligi religion required all souls to be blessed before they could move to the afterlife. Current religious beliefs are that blessing the corpse helps in the final judgment, but it isn't required to send them to Scaetha's Hall.

Without appropriate last rites, the spirits of the dead became trapped in the makeshift mausoleum. Perversely, it was this which prevented the skeletons from rising as undead during Hela's madness—the skeletons were not soulless corpses.

Terrain: Movement through a space containing a skeleton is difficult ground.

Monsters: Once the chamber is entered by a living creature a mournful wailing begins to emanate from the corpses. Spirits of the dead begin to rise as ghostly forms. They do not attack physically. Instead they continually wail and moan, pleading for their corpses to be given death rites so they can rest in peace at last. The spirits are not interested in idle chatter and are only concerned with being sent to the afterlife. They don't care which deity's clerics perform the ritual.

Each round spent in the chamber, the characters must make a Spirit roll to resist the pleas of the dead. Failure results in the hero being compelled to take one set of bones with him and find a cleric to give the burial rites. Cumulative failures result in the hero desiring to carry extra skeletons. Each set of bones weighs 20 pounds. Any cleric who fails is compelled to give the spirit last rites.

Banishing the spirits is the only other way to get rid of them—they are immune to all other forms of attack. This requires overcoming each one's Spirit d8. With no god beseeched to claim them, the souls are dispatched to the Hall of Echoing Screams.

Characters who were compelled to act but who fail to meet their obligations within a month are haunted. The GM receives a special token each session for every spirit a particular hero failed to send on its way. Each can be used to force that player only to reroll a Trait roll, as if the haunted character had spent a benny. However, the victim keeps the *lowest* roll.

Example: *Thunval the Berserk is haunted by a single spirit, so the GM gains one token. He can only use this against Thunval's character. Thunval takes two wounds from an attack and decides to Soak. He rolls a 9, and Soaks both wounds. However, the GM spends his token and forces a reroll. Unfortunately, Thunval scores a lousy three this time, and so Soaks neither of the wounds. The GM describes how the ghost materialized and blocked the hero's view of his attacker, thus preventing Thunval from avoiding the hefty strike. Thunval is free to spend another benny as normal to make a reroll.*

Treasure: There is jewelry totaling 2d4 x 100 gs divided among the corpses.

QUEEN: NECROPOLIS

The bas-relief on the stone doors is the first sign of decoration you have seen since you entered the catacombs. Rows of warriors are shown marching toward the center of the doors.

Large alcoves line the walls, each containing a stone sarcophagus. Flaking paint indicates they were once lavishly decorated. The chamber is not an open space. Rather, it has been carved to form a hollow square. The central area also contains alcoves and sarcophagi.

During the excavation of the catacombs the miners broke through into part of the city's necropolis. Rather than reseal the breach, they simply made it part of the new catacombs and carried on with their work. This particular chamber holds the bodies of Paraxus' military leaders, many of whom studied tactics and strategy at the city's War College.

Roughly half the coffins hold only dust and a few bones. These belong to the oldest interments, whose bodies had decayed before the rise of the undead.

Heligi tombs were designed to magically open when entered by the living, so the deceased could be viewed and honored. The round after the characters enter the room, every sarcophagus creaks open, releasing its undead occupants (and any trapped characters). Check for Surprise.

Terrain: Movement through a space containing a sarcophagus is difficult ground.

Monsters: The corpses in the sarcophagi were devoid of souls when the Hela unleashed the spirit host. A dozen found their way into the corpses and gave them unlife. Here they have remained, patiently waiting for someone to release them from their stone tombs.

☞ **Skeletal Warrior (3 per hero):** See page 18.

Tactics: The skeletons retain enough intelligence to avoid bunching up (except when Ganging Up), thus making themselves a less attractive target to spellcasters. Their cunning allows them to use the wisest approach route to their foes. Typically this involves using the

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central block as cover for as long as possible while they move into position.

Treasure: Jewelry from the various skeletons amounts to 1d4 x 100 gs in total. Four of the skeletons are carrying alchemical devices, which they are too dumb to use.

The first is a stone hammer of Tiw. When broken, it activates *boost Knowledge (Battle)* with a raise. The second is a miniature sword worn on an amulet. Thrust into the ground, it activates *sanctuary*, transporting the character to the nearest temple of Tiw. The third is a charm in the shape of Eira's holy symbol. Holding it to a wound activates *healing* cast with a raise. Finally, there is an axe-head pendant. When rubbed, it releases *weapon immunity (battle axe)* cast with a standard success.

KING: TREASURY

This irregularly shaped room is on two levels. Stone steps provide access to the higher level. In the center of the room is a colossal square pillar, measuring almost 20 feet across. Four skeletons in rusted armor lie on the floor. Each has a long sword rammed through its ribcage. By the position of their hands, the warriors committed suicide. Glittering piles of coins and jewelry have been formed into piles seemingly at random locations.

The city's treasury was originally stored in the vaults of the city's ruling council. During the attack, a hurried attempt was made to steal away as much of the contents as possible. Unfortunately, only a small portion was moved to safety before the main treasury was captured. Excavations over the centuries have removed most of what remained after the battle. Hence, the subterranean treasury contains only a relatively small hoard.

The skeletal warriors rise to attack the round after the heroes enter the room. They draw their swords from their ribcages as a free action. The coin golems form into whirlwinds at the start of the second round of combat. The skeletons share a single action card. All coin golems of the same template size share an action card.

Terrain: The upper platform is six feet above the main floor. Moving onto the upper area without using the stairs counts as an action and requires 4" of movement. Jumping off the raised area is treated as moving over difficult ground. The piles of treasure, which were scattered by the guards to prevent intruders heading for a single pile, are difficult ground.

Heroes who realize the golems are growing in size because of the treasure may decide to scatter it around. In order to do this they must end their movement on a treasure pile and spend an action kicking the coins around. The area no longer boosts a golem's Size when it passes over.

Monsters: Four skeletons lie on the floor. These were mortal guardians who elected to guard the treasure in the event the catacombs were breached. Rather than

fight in life, they choose to commit suicide, but not before taking part in a ritual which bound their spirits to their corpses. Over the centuries their flesh has decayed leaving only bones. A further ward was placed on the chamber. A number of the piles of gold are actually coin golems.

Ⓜ **Coin Golems (1 per hero):** See page 16.

Ⓜ **Skeletal Warriors (1 per hero):** See page 18, but with Smarts d6 and Spirit d8.

Tactics: The skeletal warriors retain their tactical knowledge they had in life. They know spellcasters are the most serious threat and maneuver to attack them once identified. They are savvy enough to use Gang Up tactics in order to take down their enemies quicker. The skeletal warriors are not immune to the coin golems' attack. Whenever possible, the skeletons withdraw from melee using the Defend maneuver to avoid being smashed to pieces by the golems.

The coin golems move to attack the nearest intruder, but do so by passing over as many piles of treasure as possible so as to boost their Size. If an opponent is within range of their Pace, the golem must end their movement so the foe is within their template. That is, they cannot run around the treasury sucking up coins just to boost their Size before making an attack.

Treasure: Each pile of treasure equates to 400 gs worth of silver and gold coins and jewelry.

ACE: CHAMBER OF SOULS

Piled atop wooden tables are scores of crystal spheres, each about the size of a clenched fist. Within each globe swirls a pale white mist.

The Heligi were specialists in spirit magic. Many of their magical creations were both wondrous and beneficial, but one in particular, the imprint, was a foul blasphemy to the gods. Imprints were heralded as the ultimate learning tool, the captured memories and personality of an individual, kept alive, so to speak, so future generations could learn from the imprint's knowledge. Most Heligi citizens believed imprints were entirely magical, an illusory shadow, but the truth was far more disturbing. Through fell study, the mages had discovered a way of trapping souls within magical containers. Through dark magic, they compelled the soul to serve the living eternally, never allowing them to ascend into the afterlife.

During the sack of Paraxus, as many imprints as could be saved were stored here. Countless centuries have ticked by and the imprints have devolved into madness.

Any character who studies the smoky orbs may make a Knowledge (Arcana) or Knowledge (Religion) roll. With success, he realizes the imprint is not a true magical creation. Rather, it is an imprisoned soul! Such knowledge requires a Guts roll to avoid the effects of Fear. The penalty remains until all the spheres are destroyed or the hero leaves the vaults.

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Terrain: Movement through spaces occupied by tables is difficult ground.

Monsters: The imprint (see page 17) is lurking inside one of the orbs. It summons its comrades to attack the heroes. They manifest as a maelstrom soul.

Ⓜ **Imprint (1):** See page 17. The imprint retains its wounds from any previous encounter with the characters.

Ⓜ **Maelstrom Soul (1):** See page 17.

Tactics: The imprint remains in its soul orb during the initial stages of the fight, allowing the maelstrom soul to wreak havoc on the intruders. The maelstrom soul has no tactics beyond trying to absorb souls. Like the imprint, it believes the characters are Heligi, and thus must be punished for their crimes. The imprint follows the same basic tactics as its previous encounter.

Terrain: There is no light in this chamber. The soul orbs are inanimate objects. Individually they are Toughness 4, but have +4 Armor against offensive magic, such as *blast*. An attack against individual orbs does nothing to the swarm. However, a hero can sweep through all the orbs in a 1" square with a standard Fighting roll. For each 4" section of orbs destroyed, the maelstrom soul takes a single wound. This cannot be Soaked. The imprint's orb is in the position labeled X on the map. It is indiscernible from the others. When smashed, the imprint is instantly and irrevocably destroyed.

Treasure: The soul orbs are valuable items, but so long as any remain intact, the maelstrom soul manifests.

JOKER

On a Joker, the GM draws two cards for the hour. Unless the characters opt to rest after a combat encounter, they have both encounters during the same hour. It is thus possible they must endure two fights within a single hour.

THE LOST LIBRARY

The passage the heroes are in ends in a set of double doors. These are not locked or trapped. Read the text below once the heroes enter the library.

Tall stacks crammed with tomes and scrolls indicate you have found the secret library! Collapsed stacks and scattered pages indicate the neglect of centuries. The air smells faintly of mold and rotting wood.

Surrounded and unable to escape during the final assault on the ancient city, the priests and scholars moved what volumes they could salvage to the secret vaults beneath the city, creating a makeshift library. Their hope was that they would survive the onslaught and be able to rebuild their home, but fate, and the unrelenting fury of the icy attackers, determined otherwise. For nearly five centuries the books have lain here, forgotten and decaying.

Lying in the center of the room is a skeleton. The library was sealed only shortly before the attack began. All but one of the priests responsible for setting up the library fled via the secret tunnel. During the assault, the secret tunnel collapsed, imprisoning the remaining priest. He suffered an agonizing death from thirst a few days later.

Terrain: There is no light in the library.

While much of the floor is coated in rotting pages and scrolls, it is easy to walk over. However, where the stacks have collapsed through rot and decay the wood and paper has formed a heap. Treat passing through these areas as difficult ground.

The stacks are 4 yards (2") high and are not secured to the floor. Moving through a square containing part of an upright stack is treated as difficult ground. Each 1" section of stack is treated as a separate object for the purposes of attacking it or shoving it over. Each 1" wide section has Toughness 6. If destroyed, that section collapses in the square it occupies, leaving behind a pile of debris. This is now treated as difficult ground.

Pushing over an upright section of stack requires a Strength roll at -2 as an action. With success, the stack falls in a direction chosen by the character. Each fallen stack covers an area 1" wide and 2" long. Those beneath must make an Agility roll to leap clear as a free action or suffer 2d6 damage. The area covered by the fallen stack is treated as difficult terrain.

After centuries of neglect the stacks are rotting away. All are missing panels or have large holes eaten through them by woodworm. As such, they provide only Heavy Cover (-4). Upright stacks provide +2 Armor.

Monsters: A *spellemental*, a unique creature, rises from a pile of books and loose pages (marked S on the map) one round after any living creature touches the squares immediately inside the doors (indicated on the map by a dotted line). It materializes near-silently—only a faint rustle of pages indicates its presence. Check for Surprise as normal. Danger Sense may be rolled as soon as the warded squares are touched. It does not reveal the source of the danger, only that something is wrong inside the library.

Ⓜ **Spellemental:** See page 19.

Ⓜ **Swarm of Books:** See page 19. This creature is not present when the party enters the library, but may be summoned by the *spellemental*.

Tactics: The *spellemental* has one aim—to destroy intruders. On the first round it tries to summon a swarm of books to molest its foes. After this, its tactics depend on the location of the enemy. For instance, foes packed closely together are targeted by *entangle*, whereas if they are distant and disparate it fires off *bolts*. Should they be in melee range, it casts *smite* and then engages in close quarter combat. *Boost trait* is typically used to increase its Vigor first, then Spellcasting, and finally Fighting.

Treasure: The great majority of tomes are written in Heligi, the language of the long-dead Heligi people who once inhabited this land. A few are penned in Black Tongue, Classical Anari, Selari, and Vindari. None of these

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tomes are of much interest, being primarily concerned with history and politics. Assume each tome weighs 1 pound and is worth 20 gs (base price) to a cleric of Hoenir or a Lorekeeper. Due to the need for *speaking language* to decipher them and their contents having no relation to current events, they are of little value to other collectors.

There are two chests in the library. Both are trapped.

Northern Chest: The chest is trapped. Inside the lid is an alchemical *blast* potion. When the lid is raised, the vial drops, exploding on impact for 2d6 damage in a Medium Burst Template. Detecting the trap requires a Notice roll at -1. Disarming the trap requires a Lockpicking roll. The trap activates when the lid is opened or if the Lockpicking roll is a critical failure.

Successfully disabling the trap allows the alchemical device to be removed and used later. Because of its nature, the usual range increments do not apply when activating the device. Instead, it must be thrown (Range: 3/6/12). Clever players may find other methods of activating it (such as using it in a makeshift trap and placing it behind a door so it explodes when the door opens onto it). The GM should reward any creative uses as he sees fit.

Inside is the tome the characters seek, a gold-encrusted volume of beaten silver pages. There are six tomes of learning in the chest. Unfortunately, the magical methodologies they describe are incoherent nonsense to modern mages. The Reliquary will pay 250 gs per book to keep them out of others' hands. Each tome weighs 2 pounds. All are written in Heligi.

Southern Chest: The southern chest contains a poison gas trap. Detecting the trap requires a Notice roll. Disarming it requires a Lockpicking roll. The trap activates when the lid is opened or if the Lockpicking roll is a critical failure. Everyone in a Medium Burst Template centered on the chest must make a Vigor roll or suffer an automatic wound.

Inside are several alchemical devices; the few which were not used or destroyed in the battle. The devices contain the following spells: *arcane resistance* (a copper ring), *detect arcana* (a crystal sphere full of strange gas), *dispel* (a wand; arcane skill d12+2, d10 Wild Die), and *refuge* (a model house; creates a stone hut). Where applicable, all have been created with a raise. Nestled among these is a relic, the former royal standard which once flew over the city.

It has been carefully folded into a triangle. Unfolding it reveals it is heavily bloodstained and burned. Holding the standard aloft (requires the use of one hand) grants the wielder the Command Edge. When it was obvious the city was doomed, the standard, which had been carried into battle by the city's marshal-at-arms, was hurriedly removed and hidden away.

AFTERMATH

Once the tome is located, Emeric declares his work done and begins planning the return journey. While he

readily admits there may be other areas of the catacombs worth exploring, his orders are to locate, retrieve, and deliver the index back to Nara. If the party wants to stay in the city and explore further, Emeric hurriedly scribbles them a promissory note for the amount they are owed before making his way out of the city and south beyond the Icebarrier Mountains. The promissory note can be redeemed only in Nara.

BESTIARY

EMERIC AP-THOSA, SEEKER OF HOENIR

Emeric is a reformed thief who suddenly found religion six years ago while attempting to steal a sacred text from the great temple of Hoenir in Nara. He never speaks about his sudden conversion to anyone except his high priest. These days, Emeric uses his thievish talents to aid his god, by searching out and recovering ancient knowledge before it is lost or destroyed.

A quiet and thoughtful man, Emeric rarely acts without a plan, a holdover from his days as a thief. He's happy to talk scholarly matters with enlightened individuals, but rarely engages in small talk or becomes sidetracked into trivial conversation. Emeric isn't rabidly devout, but he insists on obeying his faith's rules, and will celebrate his god's holy days by giving the heroes a history lesson each morning.

Non-conditional bonuses from the Scholar and Thief Edges are included in Emeric's skill list for GM convenience.

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

Skills: Climbing d8+2, Faith d8, Fighting d6, Guts d8, Knowledge (Folklore) d6, Knowledge (History) d8+2, Knowledge (Religion) d8+2, Lockpicking d8+2, Notice d8, Stealth d8, Survival d6

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

Hindrances: Cautious, Curious, Loyal, Orders (Clergy of Hoenir)

Edges: Arcane Background (Miracles), Connections (Clergy of Hoenir), Scholar (History & Religion), Thief

Powers: *arcane resistance, confusion, detect/conceal, farsight, light, speaking language*

Languages: Anari, Classical Anari, Trader, Vindari

Gear: Leather suit (+1), small shield (+1 Parry), short sword (Str+d6), furs, winter clothing, lockpicks, 10 sheets of parchment, writing equipment

GOBLIN, ICE

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

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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:

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

WOLF RIDER

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

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

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

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

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

Special Abilities:

- * **Improved Snow Walker:** Treat ice and snow as normal terrain.

- * **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).
- * **Size -1:** Goblins stand 3–4' tall.
- * **Warm Blooded:** +2 to Vigor rolls to resist the effect of cold.

Golems

Heligi sorcerers created golems by forcing souls stripped of their personality into an artificial body. Thus punishment was reserved for prisoners convicted of capital crimes. In the eyes of the Heligi, they would serve an eternal punishment as slaves to the living. None joined the Golem Uprising, perhaps due to their fell construction.

GOLEM, COIN

Coin golems take the form of a whirlwind of spinning coins. A pair of burning silver eyes peers through the whirling chaos of treasure. They fill a Small Burst Template and act as a swarm.

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

Skills: Notice d6

Pace: 8; **Parry:** 4; **Toughness:** 7

Special Abilities:

- * **Collapse:** A slain coin golem collapses into a pile of coins. A coin golem which moves over the space in which another was slain gains half the deceased golem's Size, rounded down (half the coins are too scattered to have any effect). For instance, if a Size +3 golem is slain, the first coin golem to pass over its former space gains +1 Size.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Golems are immune to Fear and Intimidation.
- * **Growth:** When the center of a coin golem moves over a space containing coins it increases its Size by +1. Each increase in Size increase its Toughness by one point and its Strength by one die type (after a d12 it gains a single point—d12+1, d12+2, and so on) as it draws the coins into its body. The space occupied by the coins is now clear ground. A golem which grows to Size +4 gains the Large monstrous ability and fills a Medium Burst Template. One reaching Size +8 or higher is Huge and fills a Large Burst Template.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on trait rolls to resist opposed powers.
- * **Pummel:** Coin golems inflict dozens of hundreds of tiny pummeling attacks every round to their victims, hitting automatically and causing Str+d4 damage to everyone in the template. Damage is applied to the least armored location.
- * **Swarm:** Parry +2. Because the swarm is composed of scores, hundreds, or thousands of coins, cutting and piercing weapons do no real damage. Area-effect

THE LOST CITY OF PARAXUS

weapons work normally, and a character can swipe his hand through the coins to inflict his damage in Strength each round.

GOLEM, STONE

Stone golems are the traditional animated statue. As with most golems, they serve as guardians. Due to the effects of time and the ruin heaped upon Paraxus, each of these golems has a single physical flaw. The golems attack by spreading their arms wide with hands extended and slapping them together with tremendous force.

- * The first is missing its lower right leg and is **Lame** (Pace 3, run die d4).
- * The second has **One Arm** (its left one). It cannot use the **Double Slam** ability, although it keeps trying.
- * The third has lost a goodly portion of its mass and has **Toughness 8 (1)** and is **Size +0**.
- * The fourth golem is badly damaged. It has **Pace 4**, **Strength d8**, and **Vigor d8 (Toughness 9 (2))**.

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

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 5; **Parry:** 6; **Toughness:** 10 (2)

Special Abilities:

- * **Armor +2:** Weathered stone body.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Double Slam:** Stone golems have the **Two-Fisted Edge**, but are not **Ambidextrous**. They always make two attacks against a single target. If both stone fists score a hit in the same round, the victim is stunned, regardless of whether he suffers any damage from the attacks. He is **Shaken** for 1d4 rounds. This is not cumulative with **Shaken** results caused by the initial attacks—it merely extends a **Shaken** result's duration or makes an **unShaken** target **Shaken**. The victim cannot attempt to **unShake** during this time. Suffering a hit while already **Shaken** causes a wound as normal *and* extends the **Shaken** duration by an additional 1d4 rounds.
- * **Fearless:** Golems are immune to **Fear** and **Intimidation**.
- * **Improved Arcane Resistance:** +4 **Armor** against damage-causing arcane powers and +4 on trait rolls to resist opposed powers.
- * **Regeneration (Fast):** The stone golems make a **Vigor** roll to heal wounds each round after being **Incapacitated** *only* if adjacent to rubble or a column. When they regenerate, stone and gravel is drawn toward them to patch up injuries. Moving the fallen golem away from a source of material before its **Vigor** roll prevents regeneration. However, they are of considerable weight.
- * **Size +1:** Stone golems stand over 8' high and weigh 4,000 pounds.
- * **Stone Fists:** Str+d4.

ICE ELEMENTAL

Ice elementals are humanoid-shaped lumps of ice, but have cold-blue eyes, a mouth that when opened looks like the centre of an active ice volcano, and cracked, icy skin of the deepest blue.

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

Skills: Fighting d8, Notice d8, Shooting d8

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

Special Abilities:

- * **Armor +3:** Icy hide.
- * **Bash:** Str+d6.
- * **Burrowing (6"):** Ice elementals can meld into and out of the ground so long as it is snow or ice.
- * **Elemental:** No additional damage from **Called Shots**; **Fearless**; immune to disease and poison.
- * **Ice Strike:** Ice elementals can spit a freezing blast of ice using the **Cone Template**. Characters within the **Cone** must beat the spirit's **Shooting** roll with **Agility** or suffer 2d10 damage.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Weakness (Fire):** Takes +4 damage from heat or fire.



IMPRINT

Imprints are a magical creation. They retain the physical form, memories, and personality they had in life, but they are ethereal shades. This particular imprint was a powerful mage in life, and thus retains its magical powers in death. It suffers from the **Siphoning** as much as any living caster.

Attributes: Agility d4, Smarts d10, Spirit d10, Strength d4, Vigor d8

Skills: Notice d8, Spellcasting d10, Stealth d10

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

Treasure: None

Special Abilities:

- * **Arcane Resistance:** +2 **Armor** against damage-causing powers and +2 on trait rolls to resist opposed powers.
- * **Ethereal:** Imprints are immaterial and can only be harmed by magical attacks.
- * **Powers:** The imprint was an archmage in life, and thus suffers no penalties for being out of balance with the elements. It remembers only the following spells: *bolt* (fire dart), *knockdown* (rush of air), *obscure* (dense fog), *stun* (blast of water).
- * **Regeneration:** Each time the imprint successfully resists a spell or Soaks all damage from an offensive spell, it automatically recovers one wound.
- * **Weakness (Soul Jar):** Damage to the imprint's soul jar cannot be soaked, nor does it cause regeneration.



MAELSTROM SOUL

HELLFROST ADVENTURE: #06

Maelstrom souls are formed when a group of sentient beings die together in some awful way. In this instance, the imprisonment of so many souls over dozens of centuries has created the entity. Driven by anger and despair, the souls of these unfortunates do not journey heavenward, but instead remain locked in the mortal realm, bonded together into a maelstrom soul.

A maelstrom soul resembles a swirling cloud of mist, in which can be seen screaming spectral faces and withered clutching hands. Their only emotions are dark—pain, anger, hatred, revenge. Their only desire is to consume other souls, thus stoking the fires of hatred with new victims.

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

Skills: Intimidation d10, Notice d8, Stealth d10

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

Special Abilities:

- * **Ethereal:** Maelstrom souls are immaterial.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Flight:** Pace 12.
- * **Immunity:** This particular maelstrom soul takes no damage from any attacks against the swarm. Only damage to the soul jars can harm the entity.
- * **Soul Absorption:** The soul of any sentient creature sucked out by the maelstrom soul is absorbed into its mass. The maelstrom soul heals one wound for each soul absorbed.
- * **Soul Drain:** After the creature has finished moving, any living being with a soul (not demons, constructs, fey, elementals, and the like) within the template must make a Spirit roll opposed by the maelstrom's Spirit. With failure, the victim loses one die from Spirit. Victims whose Spirit is reduced below a d4 have their soul sucked from them (see Soul Absorption). Lost dice recover at the rate of one die per week.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.
- * **Wail of the Damned:** As an action, the maelstrom can generate a fearful wail with an Intimidation roll. With success, victims must make a Guts roll, -2 with a raise. This affects all targets within 12" who can hear the wail.

MULE

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

Skills: Guts d6, Notice d4

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

Special Abilities:

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

OGRE

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.

SKELETAL WARRIOR

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

Skills: Fighting d8, Intimidation d8, Notice d4, Shooting d6

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

Gear: Corroded bronze breastplate (+2), bronze short sword (Str+d6), medium shield (+1 Parry).

Special Abilities:

- * **Bony Claws:** Str+d4.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.

SOLDIERS OF CUL



OFFICER

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

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

Charisma: -4; **Pace:** 6; **Parry:** 9; **Toughness:** 9 (3)

Hindrances: Heat Lethargy, Loyal, Mean, Outsider

Edges: Block, Combat Reflexes, Command, Frenzy, Frigid Form, Winter Soul

Gear: Corselet (+3), plate arms and legs (+3), open helm (+3), medium shield (+1 Parry), long sword (Str+d8), dagger (Str+d4).

SOLDIER

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

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

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

Hindrances: Loyal, Mean

Edges: Combat Reflexes, Frenzy

Gear: Chain shirt (+2), open helm (+3), medium shield

THE LOST CITY OF PARAXUS

(+1 Parry), long sword (Str+d8), dagger (Str+d4). Some are equipped with crossbows (Range: 15/30/60, Damage 2d6, AP 2).



SPELLEMENTAL

The spell elemental is a unique entity. It was created over several years as pages of ruined spell books bound themselves together through a bizarre arcane happenstance. The creature resembles a humanoid made up of the pages and covers of spellbooks, and is surrounded by a swirling mass of parchment. The spell elemental has no specific Arcane Background, but is subject to the Siphoning.

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

Skills: Fighting d8, Notice d6, Spellcasting d10

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

Special Abilities:

- * **Armor +4:** The spell elemental is covered in hard book covers.
- * **Construct:** +2 to recover from being Shaken; No additional damage from Called Shots; Immune to poison and disease.
- * **Deflection:** The spell elemental is constantly surrounded by a cloud of swirling paper. All attackers suffer a -2 penalty to attack rolls. This cannot be *dispelled* or *negated*.
- * **Fearless:** Immune to Fear (with the exception of coldfire and fire) and Intimidation.
- * **Fist:** Str+d4.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing powers and +4 on trait rolls to resist opposed powers.
- * **Regeneration:** The spell elemental makes a Vigor roll each round as a free action. On a success, it heals a wound as it absorbs nearby books. On a raise, it heals two wounds. This continues even after “death.” The fiend cannot heal damage caused by fire or coldfire. Scattering its pages or burying them has no effect—the magical energy forms a new spell elemental from other tomes in the library and rises from its original position.
- * **Spells:** The spell elemental knows the following spells; *bolt* (heavy books), *boost trait* (no *lower*; absorbs knowledge from books), *dispel*, *entangle* (foes are smothered in paper), *smite* (heavy books form a huge clublike fist), and *speed*.
- * **Swarm:** As an action, the spell elemental can animate the books and scrolls in the library into a semi-intelligent swarm. Summoning the swarm requires a Spellcasting roll, with a -1 penalty per 1” the spell elemental is from the nearest stack (the piles of debris do not act as a summonable source). This counts as a spell for the purposes of Siphoning, but cannot be *dispelled* or *negated*. A maximum of one swarm can be summoned per Rank of the party (so one at Novice, two if they are Seasoned, and so on).
- * **Weakness (Coldfire/Fire):** The spell elemental is

afraid of fire. It subtracts 2 from Fighting rolls against a person carrying a burning torch or similar object (lanterns do not affect it). It takes +4 damage from coldfire and fire.

SPIRIT, PAIN

Heligi sorcerers were specialists in spirit magic, able to summon and bind not only elementals, but also an array of non-corporeal entities. One such entity is a pain spirit. These nasty spirits appear as a shadowy humanoid, its limbs and face contorted by intense pain. Possessed victims are subject to constant, dull pain. During times of stress, such as combat, the spirit delights in wracking their bodies with sudden feelings of agony, thus leaving their host near-paralyzed.

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

Skills: Fighting d8, Notice d8

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

Special Abilities:

- * **Ethereal:** Immune to nonmagical attacks. Can pass through solid objects.
- * **Pain:** Possessed victims immediately suffer a -1 penalty to all Trait rolls. When the victim draws a deuce as his first action card in a round the spirit causes intense pain. The victim is automatically Shaken as if from a physical source. This occurs on the victim’s actual action card. So a hero with Level Headed who draws a deuce first and then a Jack is Shaken on the latter. He may try to unShake as normal.
- * **Possession:** Spirits attack by making a Touch Attack (+2 to Fighting). With success, the victim must make a Spirit roll opposed to that of the entity, -2 if the pain spirit’s attack is a raise. A failure means the victim is possessed and suffers the penalties for the Pain special ability. Removing the spirit requires a *banish* spell to send it back to its own realm. Using *dispel* allows the pain spirit to roll its Spirit die to oppose the power. A successful casting forces the spirit from its host, but leaves it free to possess another victim.

SWARM OF BOOKS

Created by the spell elemental, the swarm comprises dozens of heavy tomes. They move by flapping their covers like wings, and attack by launching themselves at victims. The swarm fills a Medium Burst Template.

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

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

Special Abilities:

- * **Flight:** Pace 10.
- * **Pummel:** The books pummel and smash their foes each round, hitting automatically, and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location.
- * **Mindless:** Unaffected by Tests of Will, Tricks, or ar-

HELLFROST ADVENTURE: #06

cane powers like *puppet*.

- * **Swarm:** Parry +2. Because the swarm is composed of dozens of books, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can inflict his damage in Strength each round by ripping apart books.

WOLF





























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


























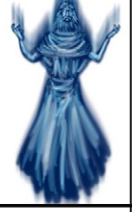




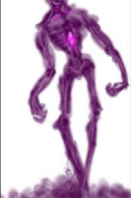





Skills: Fighting d6, Guts d6, Intimidation d6, Notice d10, Tracking d6

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

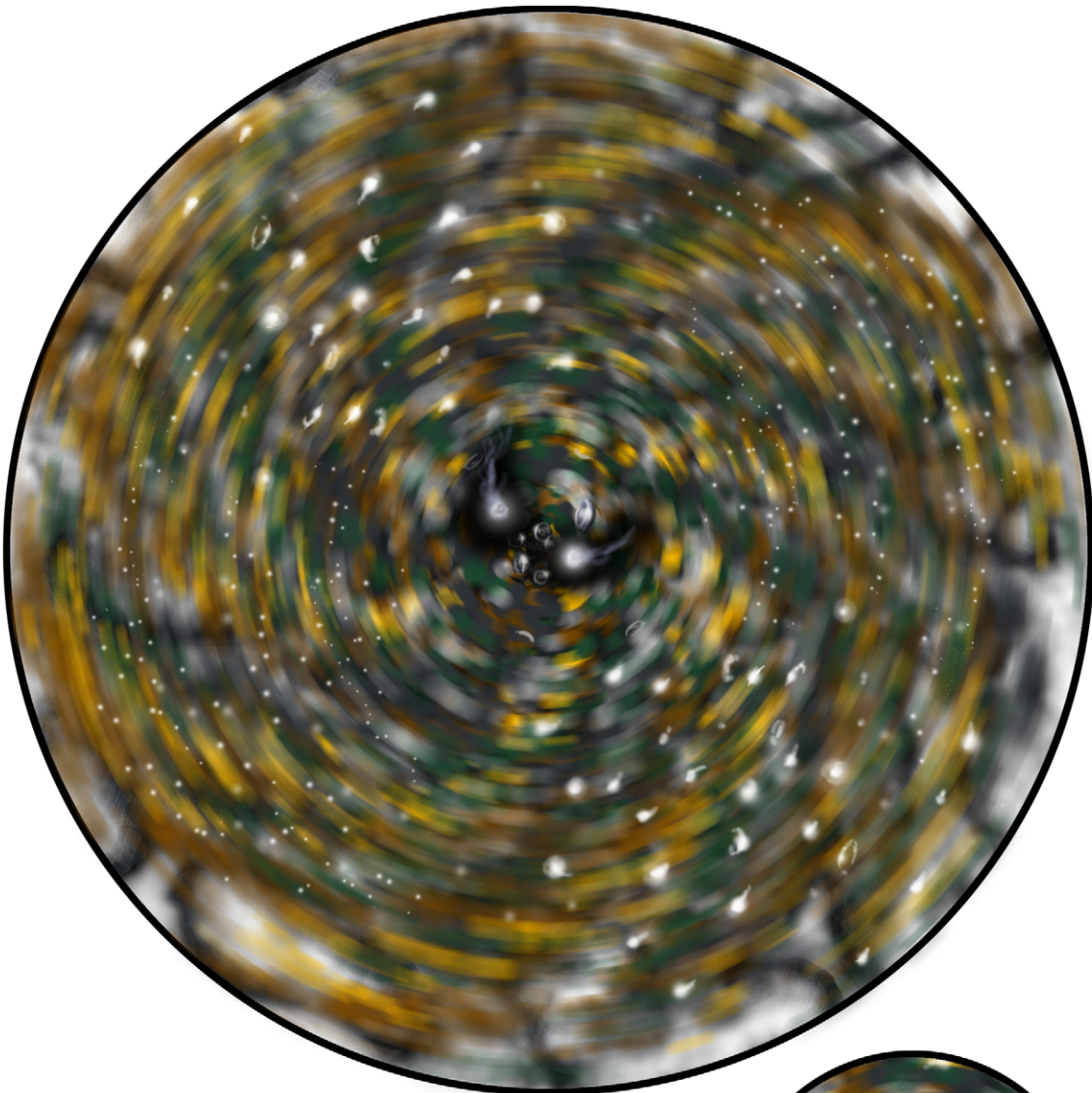
Special Abilities:

- * **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.

			Ice Elemental				Goblin Warrior				Ice Goblin Wolf Rider
			Spellements				Elite Ice Goblin Warrior				Ice Goblin Wolf Rider
			Cui Frostborn Officer				Elite Ice Goblin Warrior				Ice Goblin Wolf Rider
			Ice Goblin Shaman				Ice Goblin Wolf Rider (Dismounted)				Stone Golem (One Leg)
			Ice Goblin Shaman				Ice Goblin Wolf Rider (Dismounted)				Stone Golem (One Arm)
			Ice Goblin Warrior				Ice Goblin Wolf Rider (Dismounted)				Stone Golem (Lesser)
			Ice Goblin Warrior				Ice Goblin Wolf Rider (Dismounted)				Stone Golem (Damaged)
			Ice Goblin Warrior				Ice Goblin Wolf Rider				Stone Golem

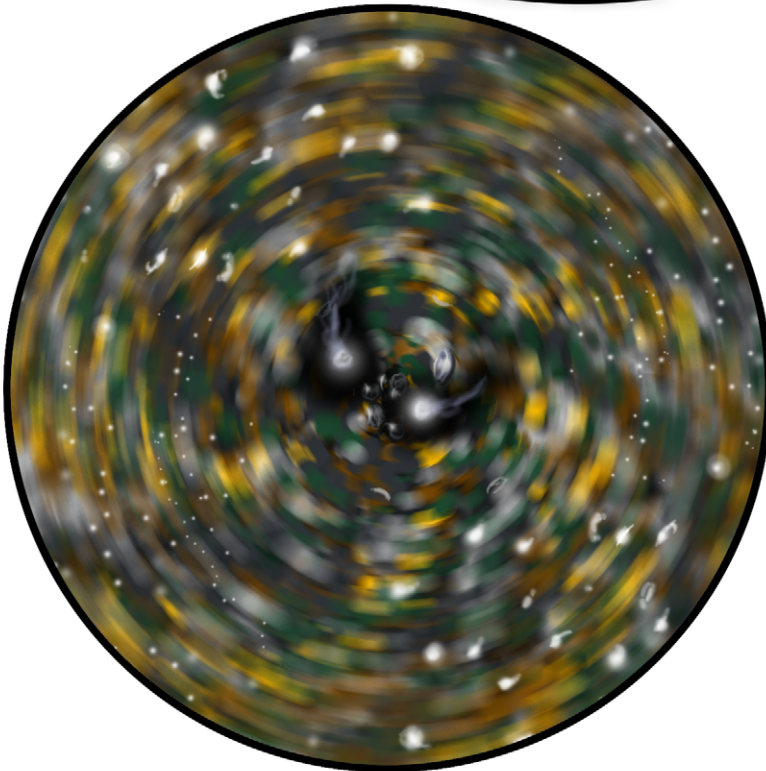
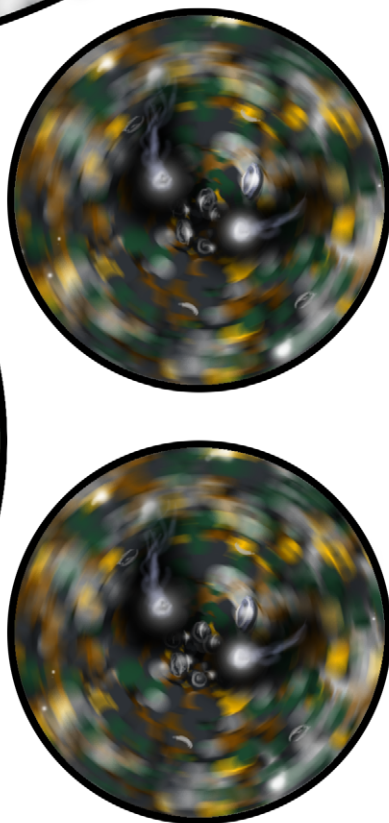
			Cul Soldier - Swordsman				Pain Spirit
			Cul Soldier - Crossbowman				Animated Skeleton
			Emeric ap-Thosa				Animated Skeleton
			Peasant (Poacher)				Skeletal Warrior
			Imprint				Skeletal Warrior
			Pain Spirit				Skeletal Warrior

Coin Golem Template



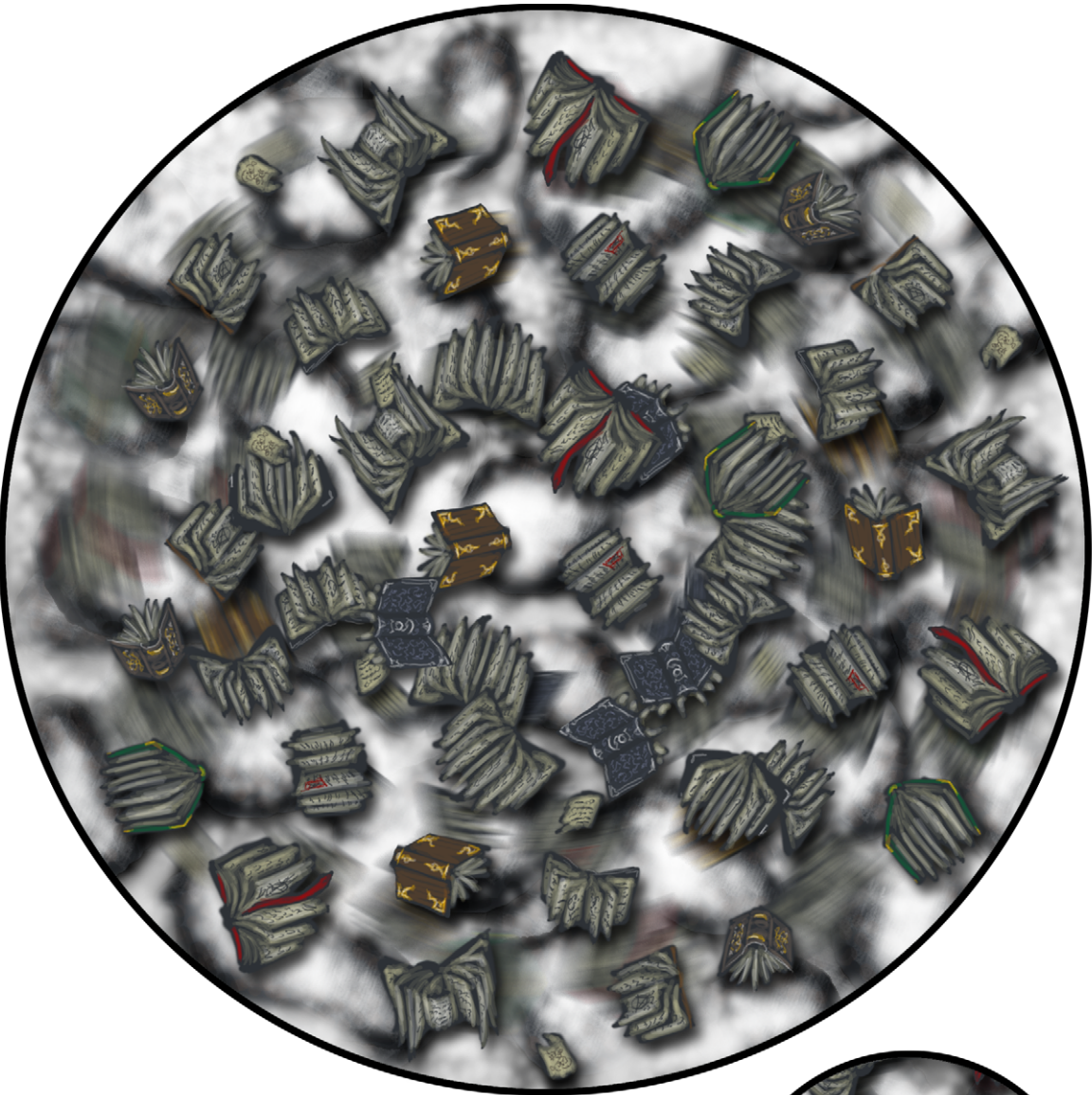
Large Burst Template

Small Burst Templates



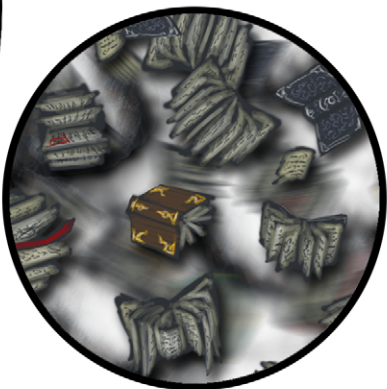
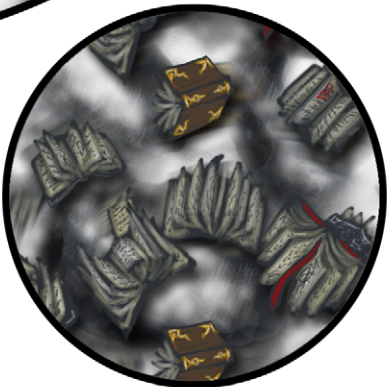
Medium Burst Template

Book Swarm Template



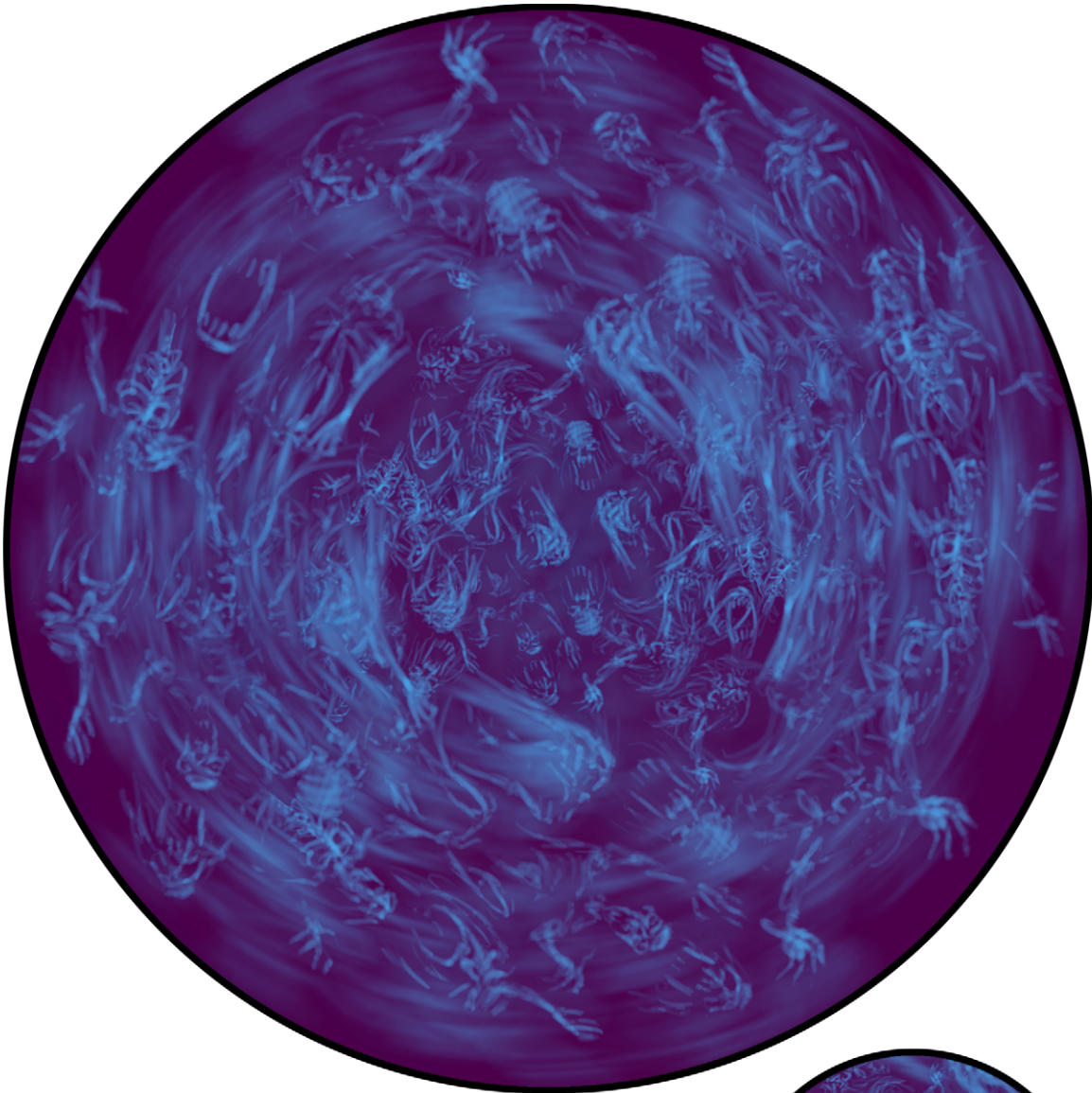
Large Burst Template

Small Burst Templates



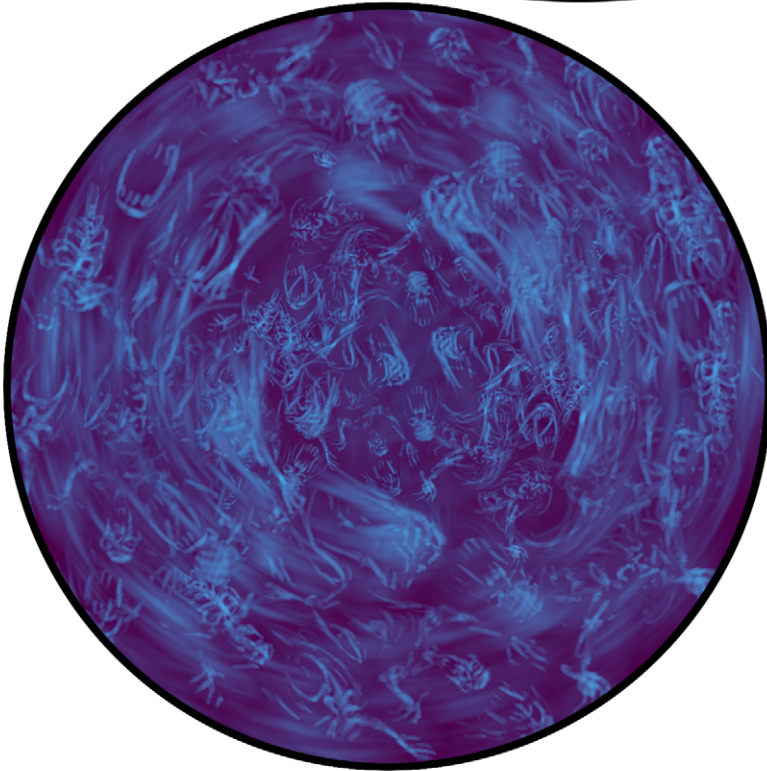
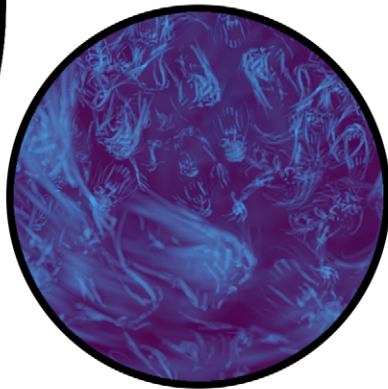
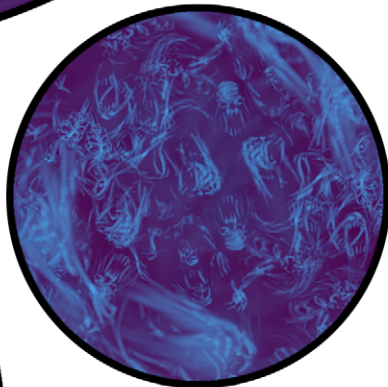
Medium Burst Template

Maelstrom Soul Template



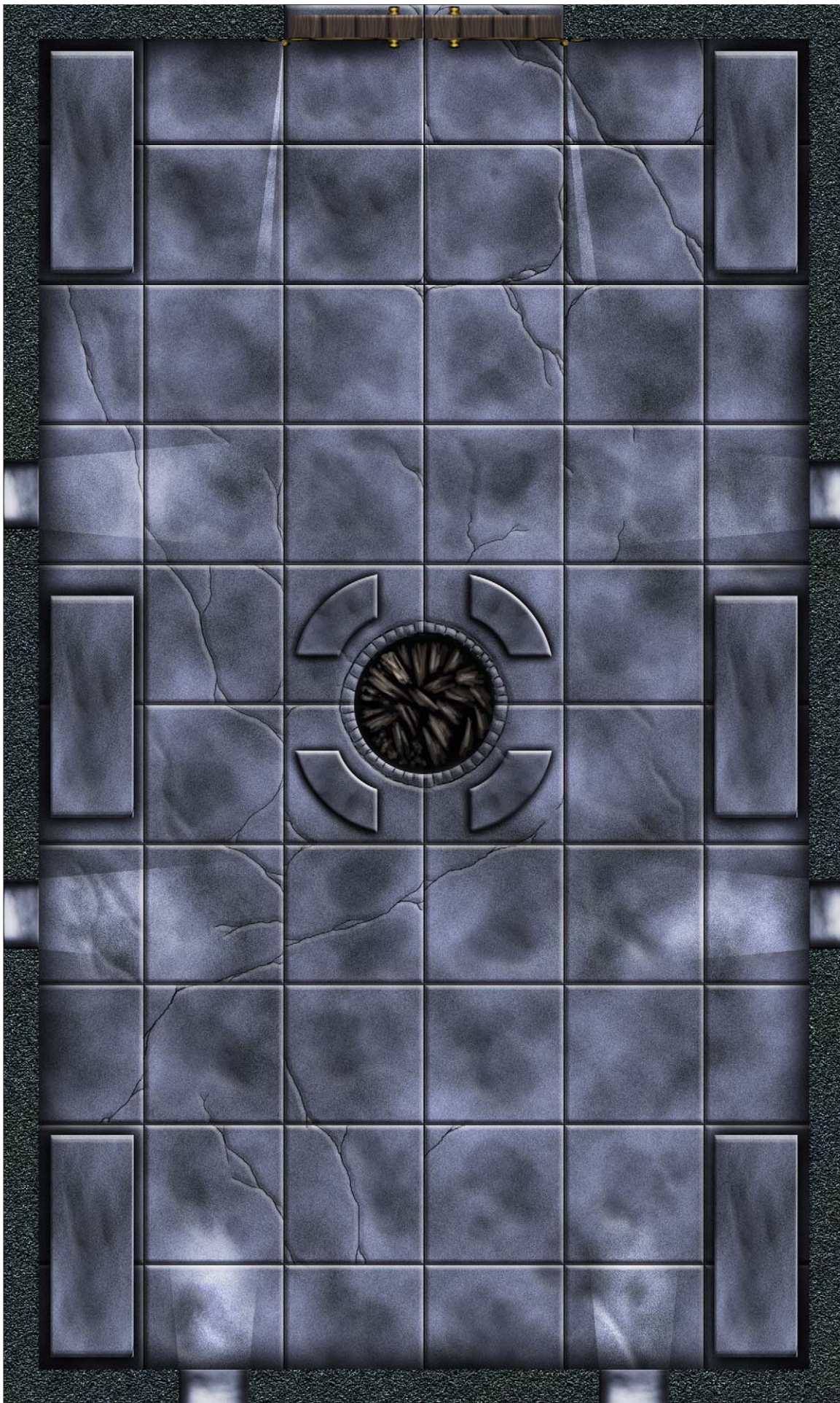
Large Burst Template

Small Burst Templates



Medium Burst Template

Refuge of Paraxus (template for refuge spell)





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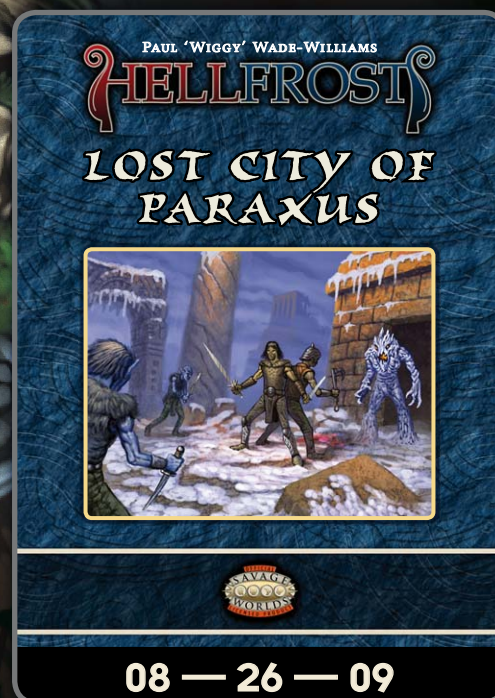
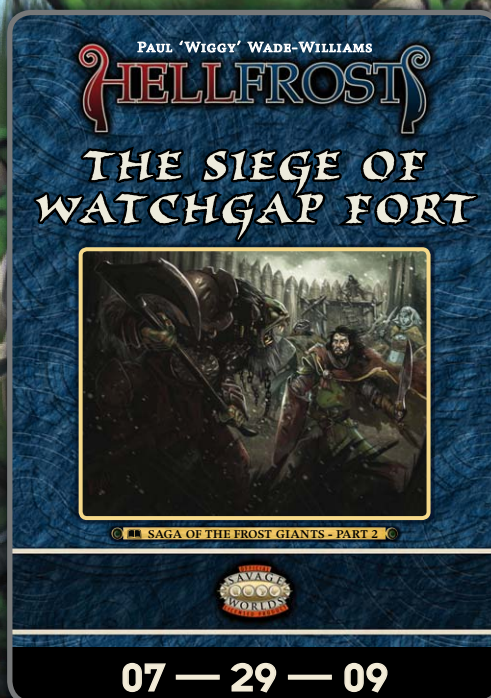
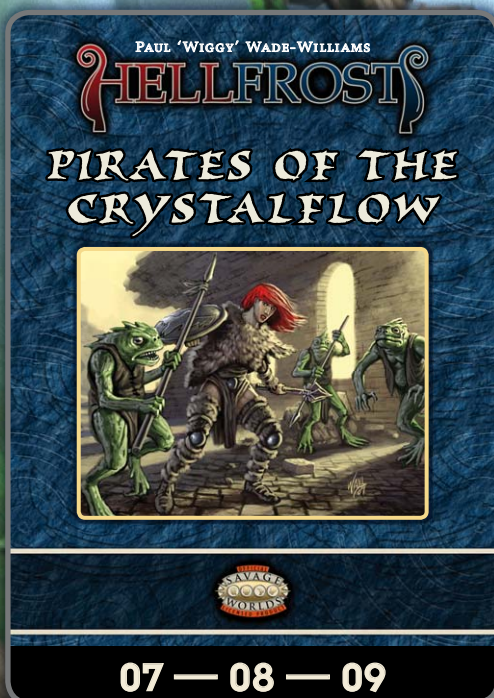
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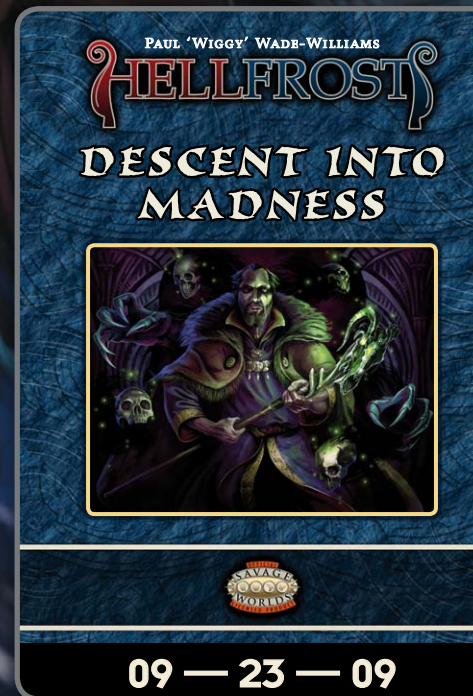
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A NOBLE & DANGEROUS QUEST AWAITS BRAVE OR PERHAPS FOOLISH HEROES...

Lost but not completely forgotten, the City of Paraxus lies in the Barony of Cul and is rumoured to hold the hidden knowledge of the Heligi people, a long extinct people.

This adventure for Hellfrost starts out as a simple contract for the heroes who are hired to join the quest to discover Paraxus. The heroes have to protect Emeric, a religious seeker of knowledge who takes our adventurers on an fascinating quest to find the buried treasures of Paraxus.

Along the way they must fight strange creatures and solve ancient puzzles. Can they find the lost manuscripts and tomes of knowledge as Emeric wants? Or perhaps the heroes will be searching for gold, gems and other items of value in the exploration of the *Lost City of Paraxus*.

The Lost City of Paraxus is a fantasy adventure for the unique Hellfrost setting for the award-winning *Savage Worlds* RPG system.



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