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# HELLFROST

## THE FEY TOWER & THE DEADLY GLADE







# THE FEY TOWER & THE DEADLY GLADE

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# THE FEY TOWER



This adventure is designed for a group of four Seasoned characters, but can be run with more advanced parties.

Most encounters are based on a number of antagonists per hero, and thus automatically allow for increased party size. Scaling for higher Ranks is easily handled. For parties with more experience points, add two additional Extras to a detailed encounter for each Rank (or whole 20 XPs above 80). For instance, if a party of four Legendary characters faces one kreana warrior per hero, the heroes encounter a total of 10 warriors (four because of the party size and another six because the party is a Rank higher than the scenario minimum).

The temperature plays little part in this adventure, but the GM should keep an eye on the characters' winter protection as required. See the *Savage Worlds* rulebook for the effects of cold weather and the *Hellfrost Player's Guide* for information about how the rules work in this setting.

## PLOT OVERVIEW

For the past five months the inhabitants of the coastal village of Gairloch have been plagued by giant crabs. These ravenous crustaceans raid to the land and steal cattle, sheep, and the occasional passing human. The crabs have driven most of the fish away and the villagers now barely catch enough to survive. They have come to terms with their "curse," but still try to seek the help of those that travel through the region.

The crabs are being driven ashore by a group of mermaids who live in the area. This particular species of giant crab normally resides far from shore, where they hunt on the seafloor, but something has caused them to move nearer inland—into the area inhabited by the mermaids. The mermaids, fearing for their own safety, herded the crabs ashore, and the villagers inherited the problem of how to rid themselves of the voracious crabs.

The trouble that caused all this in the first place is a band of kreana, unruly water dwellers who live in deep,

dark waters. They recently discovered a submerged tower, built by humans long ago, in the crabs' traditional feeding grounds. Seeking to investigate the tower's mysteries more thoroughly, they began ousting the crabs from their hunting grounds.

## ENTER THE HEROES

This adventure should be set along the coast of the Narrows or Inner Sea, both areas where the kreana dwell. The village of Gairloch can be placed in Angmark, Chalcis, or in either the Magocratic realms of the Principality of Darovia or Dukedom of Haldir.

The party's reasons for being in the region should be sculpted to fit the GM's campaign. Perhaps the last adventure finished nearby and the heroes are simply making their way to the nearest settlement. To tie in with the adventure's beginning, the local noble may have sent messengers to deliver a small gift to an old man who has reached a milestone birthday. The GM may seed an earlier adventure with news of disappearances around Gairloch.

## ● WELCOMING HOSTS ●

The characters are following a coastal path. Night is beginning to fall when the party spies a collection of houses further along the beach. On approaching, they spy a small fishing village with a few outlying farms. Small fishing boats have been pulled up onto the beach, their nets laid out beside them. Even from here, the smell of fish is apparent. Sounds of singing and laughter can be heard coming from one of the largest buildings, which is situated near the high tide line. No one can be seen moving within the settlement.

If the party enters the great hall, they see scores of men, women, and children sitting on log benches around a central hearth, which is blazing ferociously. Everyone seems to be enjoying themselves.



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The party is quickly spotted. Three men approach them and ask their business in Gairloch. Any request for hospitality is met with a wide smile. One of the men, Aimon ap-Milon, the local headman, nods towards an elderly man seated near the hearth.

*"That's Old Gar," he smiles. "The gods have been kind, for he has just reached his 70th year. Come, take a seat and warm yourselves; I'll get you some stew. Gar!" he shouts. "More guests come to wish you well!" Gar forms a toothless, senile grin and raises a tankard to you.*

Like many rural settlements, Gairloch sees few strangers, and even fewer heroes. Eager to hear new stories, the locals are extremely friendly, plying the group with food (fish stew and bread) and alcohol. Paranoid characters may suspect the villagers are being too kind, for they are certainly laying on excessive hospitality. The villagers do have an ulterior motive—to befriend the adventurers so they will help drive away the crabs without asking for too much payment.

Around midnight the citizens begin to drift back to their homes. Befitting their status as honored guests, the characters are offered sleeping benches in the great hall. Several partygoers (worse the wear for drink) are already curled up by the fire, snoring loudly.

## RUDE AWAKENING

A few hours after the party heads to bed, they are awoken by a loud scream from somewhere outside. The cry is cut short, and silence again fills the night.

The characters must act quickly if they wish to discover what is happening. It is very unlikely the heroes are sleeping in their armor (an uncomfortable experience at best). Set up the map as indicated and deal action cards. On the first round, the characters are still half-asleep and count as being Shaken. There are no torches in the great hall—they have all burned out—but a hero can grab a still burning brand from the fire as an action. It also takes an action to open the doors.

**Terrain:** The night sky is cloudy. Lighting is Dark (−2). Visibility is limited to 10”.

The first 1” of water is shallow enough not to impede movement. At a distance of 2–4”, the water becomes difficult ground. At 5–8” all movement is halved and the characters cannot run. Beyond this, the heroes must swim. The crab does not suffer these penalties. Once the crab moves more than 4” into the surf it gains Medium Cover (−2). After 8”, it cannot be attacked unless the characters dive underwater.

**Monster:** A giant crab has wandered into the village in search of food. Failing to find any fish, it was about to head back into the water when a woman, under the effects of too much wine, went out for a breath of fresh air. The crab snatched her up in its claws and is rapidly scuttling toward the surf. The woman is unconscious,

but bleeding heavily. The Innocent Bystander rules apply, possibly giving the characters pause to withhold missile fire.

Villagers awoken by the scream remain in their homes—they can guess the reason for the scream and have no wish to become a giant crab's next meal.

📍 **Giant Crab (1):** See page 10.

**Tactics:** The crab seeks only to escape with its meal. If the heroes use ranged weapons only, the crab ignores their presence and rushes toward the surf. Should a character engage the crab in melee, the beast attacks with its free claw, but continues to keep moving, Withdrawing from Combat if necessary.

Trying to rescue the woman requires a hero to be adjacent to the crab. He must make a grapple against the crab's Parry as normal—the crab waves the claw around to prevent anyone snatching its meal. With success, the hero must make a Strength roll opposed to the crab's Strength to pull the woman free.

Due to her grievous wounds, the woman dies at the start of the 4th round unless her injuries are stabilized with a Healing roll or *healing* spell.

**Continuation:** If the heroes fail to spot the crab before it vanishes underwater, the only clues to what occurred are a blood trail and a series of strange prints in the soft sand. Clerics of Neorthe and characters who have encountered giant crabs before, recognize the tracks automatically. Otherwise, the heroes are unable to identify the prints.

The woman is not the only casualty of the crab attack. Old Gar, half-senile and looking forward to meeting his ancestors, decided to take a midnight stroll, knowing full well he might end up as a crab's meal. His disappearance will not be detected until morning. If the adventurers suggest forming a search party, the villagers tell them not to bother, saying only that, *"they've got him as well."*

Aimon invites the characters to his home and tells them of the recent attacks.

*"It began a few months ago now," he says grimly. "At first they stayed in the water. We knew something was wrong because the catches grew less and less. We prayed to Neorthe, but he sent no salvation. Then they started to come ashore, probably because they'd eaten a lot of the fish. They'll eat anything—fish, dogs, people. But maybe Neorthe has finally answered our prayers. I mean, it can't be coincidence you're here now, can it? We don't have much money to offer such noble heroes as yourselves, but you'll have our gratitude and a safe haven if you ever need it."*

Should any hero go down onto the beach and search for clues, they find a fresh human leg washed up on shore. It shows signs of being ripped from the torso and of having being chewed slightly. Careful examination and a successful Common Knowledge roll reveals it came from a person of advanced age.



## SECOND ASSAULT

Around noon the next day, the village again reverberates to another scream. On investigating, the characters see a group of women rushing up from the surf. Close behind them are a number of giant crabs!

**Terrain:** The first 1" of water is shallow enough not to impede movement. At a distance of 2–4", the water becomes difficult ground. At 5–8" all movement is halved and the characters cannot run. Beyond this, the heroes must swim. The crab does not suffer these penalties. The fishing boats impede movement, but they can be used for Cover, and provide +3 Armor.

**Monsters:** With the fish stocks diminished and the occasional snatched human barely a day's food for a single crab, the beasts have grown ravenous. Unable to return to their old hunting grounds, the crabs have no option but to attack the village in search of sustenance.

The women were repairing nets near the surf when the crabs emerged. They seek only to flee the scene. The other inhabitants flee to their homes, leaving the characters to deal with the situation.

Ⓜ **Giant Crabs (1 per hero):** See page 10.

Ⓜ **Innocent Villagers (2 per hero):** See page 10.

**Tactics:** The crabs initially rush toward the women. Only once a crab has been attacked, whether injured or not, does it switch its attention to the characters. The crabs are not interested in a prolonged raid, and lack the brains to coordinate such an assault. Instead, each tries to grapple with the nearest prey. If successful, they begin retreating toward the surf. Victims dragged more than 4" from the shore are submerged. Each round, they must make a Vigor roll or suffer a level of Fatigue as if from drowning.

**Continuation:** Investigating a giant crab reveals strange marks cut deep into its shell. A successful Knowledge (Arcana) roll or a Knowledge (Fey) roll at –2 reveals them to be closely related to faerie marks. These particular ones appear to be runes of banishing. A character making a Knowledge (Folklore) roll at –2 recalls a story about havmandr inhabiting the Narrows. Clerics of Neorthe and mariners have a +2 bonus to this roll. If the heroes fail to recognize the signs or know the legend, then a local fish wife passes on the information.

## CONTACTING THE FEY

Once the party learns of the fey's involvement, they may try to contact them. Should they not, the crabs make further attacks as above each day—the crabs exist in great numbers, and chances are the characters will be dead long before they butcher their way through the aquatic menace. Eventually, the villagers will demand the characters make contact with the fey.

There are three main ways the characters may contact the fey, who are actually havmandr. Characters making a successful Knowledge (Fey) roll know the inscribed stone method—the other methods should be fairly easy to work out, given knowledge of suitable spells. The GM

will have to play it by ear if the party decides to use other methods.

**Direct Meeting:** Havmandr respond favorably to those who enter their watery realm and converse with them in their natural environment. Of course, this requires suitable *environmental protection* spells.

Aimon arranges for a fisherman to either lend the heroes his boat or row them out into deeper water if the characters do not have Boating. On diving into the water, the explorers are quickly met by a lone and inquisitive havmandr. Roll on the Reaction Table. Add +2 if a cleric of Neorthe identifies himself, +2 if a hero speaks to her in Fey (the preferred language of havmandr), and +1 if an adventurer is a lay worshipper of Neorthe.

On a roll of Neutral or better, the havmandr listens to the party's request. She promises she will inform her superiors at once of their desire to meet. She instructs the party to wait near the surf at Gairloch after sunset.

A Friendly roll causes her to approach the party. She offers them urchins and starfish from a seaweed bag carried over her back. Refusal to partake of the simple meal does not cause offense.

**Friendly Beast:** Havmandr speak the common language of sea creatures. A *beast friend* spell capable of charming a fish could be used to request a meeting.

Since the spell allows only one-way communication, the havmandr must reply using other methods. Six hours after the spell is invoked, a large piece of driftwood washes up on Gairloch beach. Written in the local language are the words, "*The surf at Gairloch come dark of tonight.*"

**Inscribed Stone:** Havmandr can be contacted by scratching a message on a stone and throwing it in deep water. Traditionally, silver coins engraved with Neorthe's name should accompany the inscribed stone as an offering to the god of water. While Fey is the preferred language, havmandr generally speak the languages of neighboring air breathers, on whom they often spy.

As above, the fey send a piece of inscribed driftwood. Tied to the wood by lengths of seaweed cord are four silver scields, each crudely etched with the holy symbol of Thunor. A Knowledge (Fey) roll reveals the havmandr are honoring Thunor, in whose domain the characters dwell.

## TALKING WITH THE MERMAIDS

An hour after sunset, loud splashing is heard in the water. Peering out into the dark surf, the characters catch sight of three havmandr bobbing on the surface. The havmandr draw to within 10 yards of the shore, but come no closer. Two of the havmandr are male and armed with coral spears. Between them is an elderly female. On no account will the havmandr leave the safety of the surf. Any attacks or threats cause them to dive into the water.

*"Greetings, air breathers, and peace in the name of Neorthe. I am Yselda, an elder of my people. Whom do I address and why have you summoned us?"*



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Once introductions are complete and the giant crab problem explained, the characters can question Yselda. Likely questions and the mermaid's answers are given below.

Q: Why are you sending giant crabs to trouble Gairloch?

A: *"We are not the source of your problem. A thousand tides ago we noticed the crabs were leaving their normal hunting grounds in the deep waters where the tides start, and were beginning to move into our domain. Food is scarce enough for us and we could not cope with the crabs and their voracious appetites. In a bid to rid ourselves of them we drove them further towards the earth land. We did not know that they would become a danger to your waterless lives."*

Q: What caused the crab's migration?

A: *"We share the waters with the kreana, a vile race who worship a shark god. They are behind the migration."*

Q: Why are the kreana moving the crabs?

A: *"Far out to sea, in an area forbidden to us, stands a tower of stone, wrought by the hands of a powerful and cruel fey lord. It appeared in the waters many generations ago. We consider it an accursed place. The kreana wish to explore the tower and mine its secrets for use in their war against all air breathers, but it lay within the crab's hunting grounds. With the crab's now moved on, they are free to do as they wish."*

Q: Why don't you fight the kreana?

A: *"They are mighty warriors, skilled at the hunt, we are not. What is to be gained from senseless death?"*

Yselda will answer other questions, but the GM must determine her answers. She knows little of events outside of her domain and certainly knows nothing of life on land. On no accounts will she reveal where the havmandr live. Once the party has finished quizzing the havmand, Yselda speaks to them.

*"A quandary has arisen, air breathers. If you do nothing, it is likely the kreana will eventually retreat from the tower, allowing the crabs to return. Your village will be safe again, but the kreana may gain new weapons to use against your kind. If you wish to prevent this, you must journey into our world and face the kreana, a task I would not wish on any enemies."*

Should the characters agree to investigate and not have access to suitable *environmental protection* spells, Yselda bids one, and only one, of the heroes to approach her. She hands over a seaweed box, proclaiming the characters will need the contents if they are to survive. She cautions the adventurers to use the contents wisely, for their powers are finite. Inside are enough alchemical *environmental protection* spells for two per hero. They take the form of large shells with a seaweed band attached. They are designed to be worn over the nose and mouth.

Regardless of whether the heroes need her assistance

or not, she then provides directions to the area of sea directly above the submerged tower.

Once Aimon learns of the party's quest, he provides them with a large, sailed, fishing boat and a full crew. He calculates it will take three days to reach the spot the havmand indicated, assuming the weather remains good. Provisions and basic supplies, such as coils of rope and flasks of oil, are quickly gathered.

## A STRANGE RACE

Two days out from Gairloch, the watchman spots several small objects heading directly toward the ship at great speed. The heroes are quickly informed. A few moments later, the objects come into clear view, and a strange sight they are. Three faeries of glowing countenance each ride in large shells pulled along by sea horses riding the surface of the water. Unless attacked, the fey slow their chariots, pull alongside, and hail the heroes in Fey. They switch to Anari if no one seems to understand them.

*"Hail, strangers," one shouts. "I am Lord Waverider of the Seelie Court. I offer a challenge to you, if you be creatures of spirit and courage. Would you care to participate in a race across the ocean's surface?"*

Lord Waverider offers his own chariot to any hero who wishes to participate, for he will be the judge and therefore not be participating. The rules are simple enough—one mile out and one mile back. The sea horses know when to turn.

Have each member make a Knowledge (Fey) or Knowledge (Folklore) roll. With success, the hero recalls stories of such races, and how those who win are never seen again, taken by the faeries to serve them as charioteers. Lord Waverider scoffs at this if queried. If he wins, he asks only that the characters sail away from this area. Should one win, he promises riches, not kidnapping.

Up to two heroes may accept the challenge, and they will be racing against the remaining fey. Participating characters need to make Riding rolls, though there is a -2 penalty due to their lack of knowledge concerning how to steer the shell chariots and control the seahorses. The fey all have Riding d10.

For a simple solution, make just one die roll for each contestant. Whoever rolls the highest wins the race. In the event of a tie, roll again, with the high roller taking victory by a nose. An extended version can be run using the Chase rules. Lay out 10 markers to represent the course. Each marker equates to around 150 yards.

If the fey win, they demand the characters leave at best speed. Should they renege, the fey curse them—the next time the characters set sail, their ship *will* be attacked. A victorious hero is rewarded with 2,000 gs worth of alchemical devices of the GM's choice. These should be spells available to a cleric of Neorthe or a water elemental. All spells have a water trapping, where appropriate.



# HELLFROST ADVENTURE #17

## THE RIGHT SPOT

On the morning of the third day, the fishermen report they are as close to the tower as they can be sure. The bottom of the tower lies 100 yards (50") down, a few minutes swimming, or sinking, when one has *environmental protection* to help one. To ensure a swift descent, the fishermen hand each character a heavy stone.

## THE TOWER

Once on the seafloor, the characters spy their objective—a tall, slim tower standing upright atop a submerged mound. Where there should be a door, however, there is only a shimmering, silvery barrier. The tower lacks windows—only by passing through the strange portal can they enter.

Many centuries ago, before the Demongate Wars, the tower stood on the shores of the Mistlands. Its master, Vassmilus, an arkhwisard favoring the element of water, feared for his safety during the Wars, and sought a pact with a powerful fey lord with whom he had had prior dealings. Vassmilus, keen to depart as quickly as possible, asked for the fey to relocate his tower to an island in return for his service at some future date. A loosely worded pact is a plaything for the fey, and the noble took delight in warping Vassmilus' wishes.

The fey invoked potent magic and transported the tower to an island deep beneath the sea. Unfortunately for Vassmilus, he neglected to include himself in the teleportation. The luckless arkhwisard was left stranded in the Mistlands. The fey offered him a simple choice, perform his service now or try to outrun the slithering, crawling army of demons. Reluctantly, Vassmilus swore servitude, something he continues to carry out to this day.

When the fey moved the tower, the water rushed through, soaking everything. The noble quickly rectified the matter, and then undertook some major refurbishment. Instead of existing in the real world, the interior was transported into a pocket within the fey realm and expanded in size. The tower the heroes see is actually a hollow shell. "Inside" are chambers far larger than the outside dimensions would allow. Furthermore, there are no stairs. While many chambers are filled with air, some are completely full of water. While the characters' *environmental protection* spells are in place this is disorienting and distracting, but not deadly.

The fey noble lived in the tower for several centuries, before growing bored. Lacking interest in the mage's material goods, he left the tower with its contents intact. However, despite his departure he still considers the tower and its contents to be his property.

## INTERNAL FEATURES

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

**Ceilings:** Unless noted to the contrary, ceilings are 12 feet (2") high.

**Doors:** There are no normal doors inside the tower. Instead, each door was replaced by a shimmering wall of water, held in place by fey magic. These portals are a form of *teleport*, connected to each other via the elemental realm of water. When the fey noble was in the tower, he merely thought about his destination and upon passing through any portal would appear there. When he departed, the doors locked, allowing passage only to their last destination.

Nothing can be seen through the doors, which ripple like water. Touching one feels wet, yet nothing ever becomes damp. Moving through a door brings on a sudden sensation of drowning. The character must make a Guts roll each time or suffer the effects of Fear. Once a hero succeeds, he can overcome his instincts. Those suffering Fear have the penalty removed only when they succeed in a Guts roll after using a portal.

Each portal has two alphanumeric ratings, one written inside the room and one outside. When a character leaves a room by a door, he enters the next chamber by the door indicated on the outside of the door he left through. For example, a character exits the Entrance Hall through door 1A. He arrives in the Militia Barracks by door 3A. Should he turn straight around and walk out through door 3A, he does not return to his previous location—he actually travels to the Laboratory, entering via door 6A. Only by passing through every door will the party be able to explore the entire tower.

Should the party spilt up, the GM needs to keep a careful eye on their location—getting back together will not be an easy task!

Areas 2, 4, and 5 are symmetrical chambers—which ever door one enters through, the room looks identical. As such, the GM should not describe these chambers in terms of compass points—the characters lack this luxury. Unless they rearrange the room or mark objects to distinguish one side of the room from another, they simply have no way of knowing exactly which door they have walked through. To help the GM add to the confusion, it is suggested he draw these rooms out in advance of play and place them down in a random way each time they are entered. The GM should ensure he knows which doors are which, of course!

**Floors:** Unless otherwise stated, all floors are flagstone.

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

Stools and chairs are Toughness 6 (Blunt, Cutting) and tables are Toughness 12 (Blunt, Cutting) for the purposes of breaking.

**Lighting:** Unless otherwise stated, all rooms are unlit and thus lighting conditions are Pitch Dark (–4). The heroes will need to provide their own illumination if they wish to see.



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**Temperature:** The temperature inside the tower is a constant 50° F (10° C).

## THE KREANA

A short while before the characters arrive, several bands of kreana, led by a priest, entered the tower, searching for relics to use against the air breathers they despise. Each time the characters enter a room, draw a card from the action deck. If the card is a Jack through Ace, the heroes encounter some kreana. Check the card value against the table below.

A black suit means the kreana are already in the room and must make Notice rolls to avoid Surprise. A red suit means the kreana enter a few moments after the adventurers. In this case, the party must roll to avoid being Surprised.

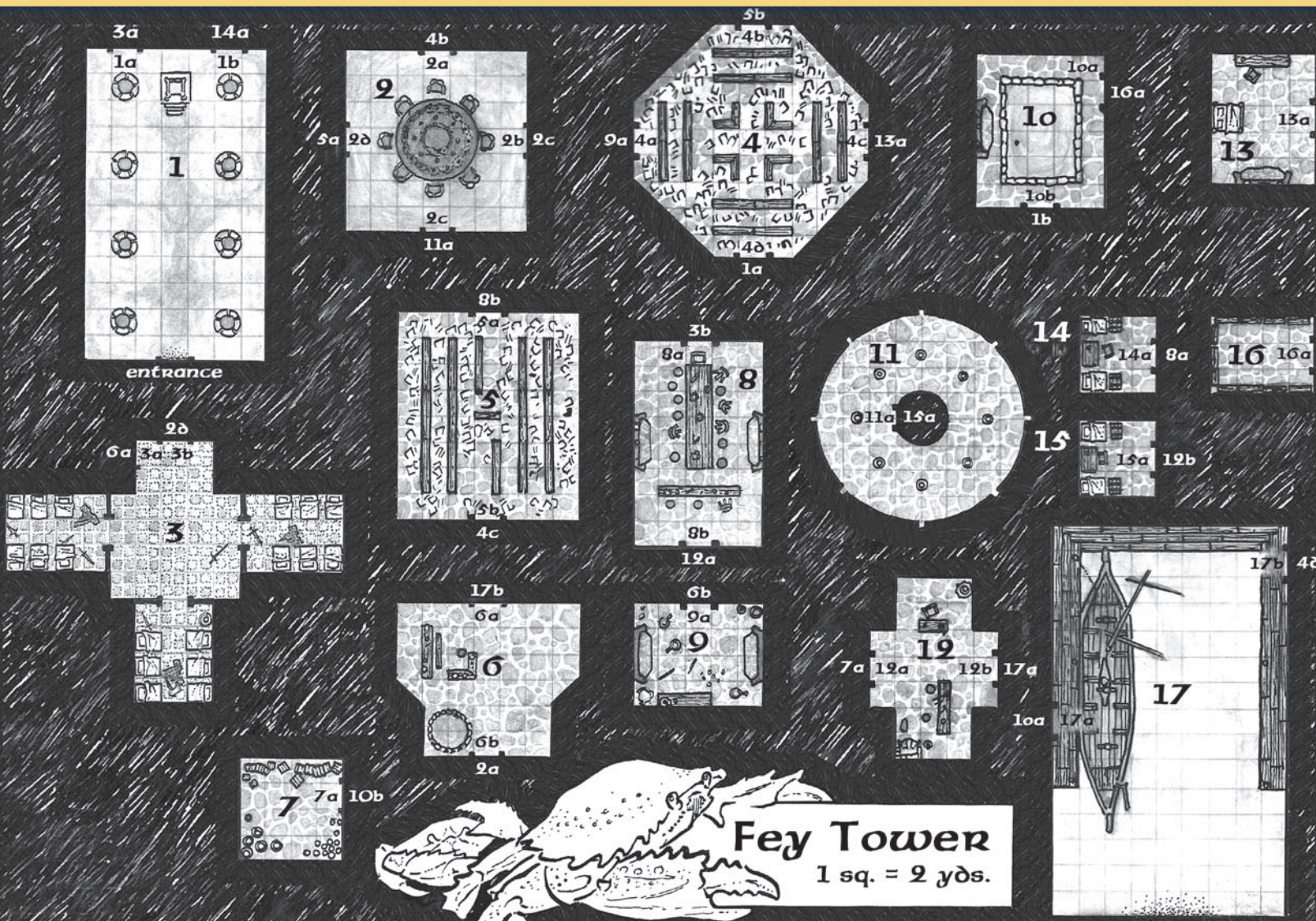
Card	Kreana Patrol
Jack	One warrior per 2 heroes
Queen	One warrior per hero
King	One priest, plus one warrior per 2 heroes
Ace	One priest, plus one warrior per hero

Ridding the tower of kreana requires the characters to slay three priests or 20 warriors, whichever comes first. The kreana are mystified by the strange layout of the tower. Currently they are more interested in mapping it than looting. Hence, the contents described in the room are exactly as described, no matter how long it takes the heroes to reach that chamber.

♣ Kreana Priest: See page 11.

♣ Kreana Warriors: See page 11.

## LOCATIONS WITHIN THE TOWER





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## 1) ENTRANCE HALL

The floor of this high-ceilinged chamber is made from a single piece of coral, worked to a smooth surface. The columns are also made of marble, and seem to grow from the floor into the ceiling. No joins can be seen on any of the columns.

At the far end of the chamber is a raised dais with several steps leading up to it. Upon the dais sits a coral throne bedecked in shells. The throne is in fact a powerful magical artifact of fey design and is discussed in more detail below. It cannot be removed from the tower.

The whole chamber is partially flooded and is three feet deep in water. The water cannot flow out of the portals until they are activated by someone stepping through them. At this point a few inches of water also pour through into the next chamber. The surface of the dais is above the water level.

*Throne of the Inhospitable Host:* The coral throne was literally grown from the chamber floor using powerful magic. The right-hand armrest has six shells. These can be depressed to produce magical effects. Pressing a button invokes spells as detailed below.

All spells are cast with a d12+2 arcane skill. Any variable factors based on a Trait use this value as well. Each spell can be used three times per day. Maintained spells last for one hour. If the person pressing a button does not verbally nominate a target, the spell aims for the nearest person in front of the throne, if applicable.

### Button Spell Effect

- |   |   |
|---|---|
| 1 | Three 2d8 <i>bolts</i> (they take the form of balls of solid water).  |
| 2 | <i>Fatigue</i> (the victim's lungs fill with water).  |
| 3 | <i>Obscure</i> (produces a cloud of ink, like that of a squid, just in front of the throne).  |
| 4 | <i>Entangle</i> (strands of seaweed snake out to grasp the targets).  |
| 5 | <i>Barrier</i> (forms a wall of water stretching across the entire hall, 2" in front of the throne).                                      |
| 6 | Automatically <i>dispels</i> the effects of button 3, 4, or 5. The spell to be cancelled must be spoken aloud as the button is depressed. |

## 2) COUNCIL CHAMBER

The council chamber is dominated by a large, circular table, around which are placed eight comfortable chairs. The chairs and table are badly rotten—reduce their Toughness by 4. Each chair takes the form of a four-tailed dolphin, with its flippers as armrests and its torso and head forming the backrest. The table is intricately carved with images of a sea serpent, stretching around the table to bite its own tail.

The floor is made of coral and is covered with a few feet of water. The water cannot flow out of the portals until they are activated by someone stepping through them. At this point a few inches of water also pour through into the next chamber.

Vassmilus used the chamber as a briefing room for his men-at-arms, and also as a meeting place for visiting guests and sea captains who delivered supplies. The room contains no ornamentation.

## 3) MILITIA BARRACKS

Vassmilus placed a great deal of weight on his personal security, and maintained a force of 18 soldiers. Unlike some other chambers, the floor here is made of plain sandstone.

The barrack chambers still contain some equipment, although time and the deluge has damaged most of it beyond repair. Pieces of armor, weapons, and items of clothing are all to be seen lying around. If the heroes spend 10 minutes searching the whole barracks complex they may find a few silver pieces. Those looking should make a Cooperative Notice roll. The final die value is the number of silver shields located.

## 4) ARCANE LIBRARY

Water damage during the initial flood ruined much of what was once an outstanding library. Although the water is now mainly dried, it once tore through the chamber, damaging the books on the lower stacks beyond repair. The floor is a messy slop of waterlogged papers. The books and scrolls on the upper shelves remain largely intact. All are written in Classical Anari. The Convocation will purchase the tomes of learning at the standard rate if offered them.

For each 30 minutes the characters spend rifling through the shelves, roll a d6 to see what they discover. Each volume can be found only once. A duplicate roll means the search uncovered nothing.

### d6 Result

- |   |  |
|---|--|
| 1 | A tome of learning containing <i>barrier</i> (earth elementalism) and <i>environmental protection</i> (water elementalism). It is partially water-damaged—the Smarts roll to learn the spells is made at -2. |
| 2 | An alchemical scroll holding <i>water walk</i> .   |
| 3 | An alchemical scroll holding <i>light</i> .  |
| 4 | A tome of learning containing <i>energy immunity</i> (water elementalism).   |
| 5 | A tome of learning containing <i>environmental protection</i> (water elementalism).  |
| 6 | An alchemical scroll holding <i>healing</i> cast with a raise.   |

## 5) MUNDANE LIBRARY

Like the arcane library, Vassmilus' mundane collection suffered extensive damage. Many of the books are mundane works covering politics, geography, sailing, shipbuilding, history, and so on. A small few are more valuable.

For each 30 minutes the characters spend rifling through the shelves, roll a d4 to see what they discover. Each volume can be found only once. A duplicate roll



# THE FEY TOWER & THE DEADLY GLADE

means the search uncovered nothing. Each of the special tomes is a tome of lore. As in the arcane library, the tomes are all penned in Classical Anari.

## d4 Result

- 1 *A Bestiary of the Mighty Beasts Inhabiting the Oceans of the World*: This tome grants +2 to Knowledge (Monster) rolls, but only concerning aquatic beasts. It is covered in sharkskin.
- 2 *Collected Tales of the Fisher Folk*: Grants +1 to Knowledge (Folklore), but only concerning legends of the sea.
- 3 *Atlas of the Mistlands*: A rare tome, worth triple its regular price, this volume details the Mistlands before the mists fell. It grants +2 to Knowledge (Area) rolls concerning the Mistlands. A character who spends 2d6 months studying the tome (assuming 4 hours per day), automatically gains Knowledge (Area: The Mistlands) at d4. He cannot then use the book's bonus, however.
- 4 *The Secret Art of Manufacturing Potions*: Grants +1 to Knowledge (Alchemy) rolls, but only to elementalists and only when brewing potions.

## 6) LABORATORY

The deluge washed through the lab, destroying about a fourth of the valuable laboratory equipment. Despite the passage of centuries, it remains slightly damp. Aside from the usual benches, test tubes, retorts and the like used by alchemists, there is also a small pool, for use in testing water magics.

Thanks to its location in the fey realm, the pool is saturated with unusual magical energy—its magic cannot be detected by touch, unlike alchemical devices and relics, but it does register to *detect arcana*.

A water elemental lives in the pool, having taken up residence here when the fey lord moved in. It bursts out if the water is disturbed—check for Surprise.

If the water in the pool is mixed with existing potions, it dramatically increases the potency. Any potion created with a success is now treated as being cast with a raise. A character studying the pool for an hour may make a Knowledge (Arcana) roll to deduce this property. The water can be bottled, but it immediately loses its magical properties once removed from the fey realm. The heroes will discover this limitation only if the Knowledge (Arcana) roll was a raise, or through trial and error.

Although the laboratory is damaged, enough remains to outfit an alchemist's trunk. If such a collection is gathered and used to create potions, the Knowledge (Alchemy) roll is made at +1. Such a trunk could be sold for 500 gs.

Ⓜ **Water Elemental (1)**: See page 10.

## 7) STOREROOM

Crates, barrels, and casks are stacked against the walls. Although the chamber withstood the flood, the contents have spoiled. Anyone eating or drinking any of the contents must make a Vigor roll or suffer a level of

Fatigue for the next 12 hours due to stomach cramps and nausea. The provisions provide no nutritional sustenance.

Lurking amid the crates and barrels is a hydros snake, a former pet of the fey lord. Since the noble departed, it has survived on the few fish which have blundered into the entrance hall and the few rats which survived the deluge. It is now starving. Any character disturbing the crates or barrels causes the snake to strike.

Ⓜ **Hydros Snake (1)**: See page 11.

## 8) DINING HALL

The dining hall has two large fireplaces, and two large oak tables arranged as a head table and a lower table. The deluge caused extreme disruption to this room, and the floor is awash with water to a height of four feet. There is also rusted cutlery, smashed dishes, and animal bones (pork leg bones, chicken carcasses, etc.). There is nothing of interest in the room.

## 9) KITCHEN

The deluge that swamped the dining hall also hit the kitchen, sweeping pots and pans onto the floor. Some tightly sealed jars of spices and herbs have survived untouched, and a cook may be able to make use of them in their own recipes.

## 10) BATHING POOL

Vassmilus was fastidious about personal hygiene. Once located on the high portions of the tower, the bathing pool survived the disaster rather well. A huge fireplace against one wall kept the room warm, but the water was actually heated by a magical pearl (a gift from the fey lord in a previous encounter) which was dropped in the water. The pearl is still in the pool, and the water is still warm.

**Treasure**: Sitting at the bottom of the pool is a magical pearl. The pearl is enchanted so that when dropped into water, it raises the temperature to a pleasing 100° F (37° C). The stone will actually function if dropped into any liquid that is comprised of more than 80% water. Once removed from the water, the magically-warmed liquid cools at a natural rate. The stone itself is never warm to the touch.

## 11) WATCHTOWER

This room was originally situated beneath the tower's spire and was open to the elements, the conical roof being supported on thin stone columns. After the tower was submerged, the fey noble enclosed the chamber with his magic and drained away the water, leaving it an unfurnished, undecorated circular room.

## 12) WORKSHOP

The workshop survived very well. The floor is almost



dry and the place is pretty much as it was when the tower was abandoned by the fey lord. The workshop contains a potter's wheel, a forge, and woodworking benches. A complete set of carpentry and blacksmith tools can be acquired if characters want to gather them.

Projects in progress shortly before Vassmilus was robbed of his tower were all concerned with boat repair—several oars stand in the woodworking area, and a rusting anchor lies near the anvil.

## 13) MASTER BEDCHAMBER

What few belongings stand in Vassmilus' bedchamber are now heavily stained with black mold. A man of simple means, the arkhwisard had only a four-poster bed, a long table, and a few chests for personal storage in his room. His chests were removed and given to him when he entered servitude.

## 14 & 15) GUEST CHAMBERS

These rooms suffered little damage in the deluge. They contain finely carved wooden beds, tables, chests (empty, used by guests), and the like. While Vassmilus disliked entertaining fellow elementalists, he did grant sea captains (who brought him supplies) hospitality.

## 16) ARMORY

Standing in racks against the walls is a variety of melee weapons. All are corroded and rusted after centuries of neglect. If used in combat, a Fighting roll of 1, regardless of the Wild Die, means the weapon has broken beyond repair. If the Wild Die indicates a success, the weapon inflicts damage before breaking.

## 17) BOAT SHED

This large, open chamber is flooded to a depth of six feet. Running around the top edge of the chamber, just above the waterline, is a rotting wooden catwalk. If a hero in combat on the catwalk draws a Club, he must make an Agility roll at -2 (as a free action) or his foot crashes through the wood and gets stuck. Freeing the limb requires an Agility roll as an action. Until it is freed, the character cannot move from that square.

The large doors that once lead to the sea have been replaced by the glimmering *teleport* spells. Like the front door in the tower, these lead out into the ocean, not to another room in the tower. Characters passing through the great doors appear 25" west of the main tower door.

Tied to the jetty is a knarr. Its mast has been snapped in two and the bottom has several large holes in it. Much of the wood has rotted from spending so much time submerged under the water. Anyone who exits the chamber by either smaller door takes two feet of water into the next chamber.

Once the kreana have been killed or driven away, the crabs can return to their natural feeding grounds, relieving pressure on both the havmandr and the villagers. The characters are free to keep whatever they find in the tower, though a cruel GM may have the owner return. Using his fey magic, he locates the heroes (seen as thieves) and sets out to recover his rightful possessions.

When the heroes return to Gairloch, the villagers hold a special beach-side feast consisting mainly of fish and crab, which the havmandr also attend (though they remain in the sea). The grateful havmandr gift the characters with pearl studded crowns made of coral, conch horns, dozens of oysters, and the like. Every hero receives the equivalent of 1,000 gold scields worth of goods, although selling it for that much could be hard given its unusual nature. The cult of Neorthe is the characters' best option.

## BESTIARY

### CITIZEN

The citizens of Gairloch are primarily fishermen and their wives, though there are a number of farms inland which are technically part of the same settlement. Gairloch lacks a militia, leaving the citizens exposed to the dangers of the giant crabs.

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

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

**Charisma:** 0; **Pace:** 6; **Parry:** 4/5; **Toughness:** 5

**Edges & Hindrances:** —

**Gear:** Knife or club (Str+d4)

### CRAB, GIANT

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

**Skills:** Fighting d8, Guts d6, Notice d8, Stealth d10, Swimming d8

**Pace:** 8; **Parry:** 6; **Toughness:** 10 (3)

**Special Abilities:**

\* **Armor +3:** Giant crabs have thick shells.

\* **Claws:** Str+d6

\* **Size +1:** These creatures weigh over 400 pounds.

### ELEMENTAL, WATER

Water spirits are frothing, man-shaped creatures of water or sea-foam.

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

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

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

**Special Abilities:**

\* **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.

## AFTERMATH



# THE FEY TOWER & THE DEADLY GLADE

- \* **Invulnerability:** Water elementals are immune to all nonmagical attacks except fire. A torch or lantern causes them 1d6 damage but is instantly put out if it hits.
- \* **Seep:** Water elementals can squeeze through any porous gap as if it were difficult ground.
- \* **Slam:** Str+d6, nonlethal damage.
- \* **Waterspout:** Water spirits can project a torrent of rushing water in the shape of a Cone template. This automatically puts out any normal fires, or 1d6 ship fires. Creatures within the cone must make a Strength roll at -2 or be Shaken.

## HAYMAND (MERMAID)

Mermaids (and men) vary in appearance from beautiful, young women to ugly hags with crooked teeth and seaweed-matted hair. Whatever their appearance, havmandr (hef-mander) are generally friendly to humans, especially those who swim to their underwater homes. Guests who bring them wine, their favorite drink, are especially honored. Havmand have also been known to thank fishermen who offer sacrifices by filling their nets with fish.

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

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

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

**Gear:** Dagger (Str+d4)

**Special Abilities:**

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

## KREANA

Kreana (kree-an-uh) are a breed of "fish men." They are covered in gray or green scales, have tail fins, webbed hands and feet, and mouths filled with three rows of razor sharp teeth. They dwell amid sunken ruins or in sea caves off the coasts of Rassilon, in societies run by their priests. They detest all land dwelling creatures, and sometimes raid coastal settlements for "food."



### PRIEST

Kreana pay homage to Carcharas, the Great Shark. Priests lead kreana society, and are fervent in their hatred of all air-breathers. Their favored spell is *smite*.

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

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

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

**Hindrances:** Bloodthirsty

**Edges:** Arcane Background (Miracles)

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

**Special Abilities:**

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

## WARRIOR

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

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

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

**Hindrances:** Bloodthirsty

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

**Special Abilities:**

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

## SNAKE, HYDROS

The hydros serpent is especially vicious, fearlessly attacking prey many times its size. Covered in green and brown scales, a hydros lurks unseen in undergrowth for anything edible to pass by, whereupon it strikes suddenly. Its poison is rarely instantly fatal, but is normally very deadly.

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

**Skills:** Fighting d8, Notice d10, Stealth d10

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

**Special Abilities:**

- \* **Bite:** Strength.
- \* **Fearless:** Immune to Fear and Intimidation.
- \* **Poison (-1):** The venom of the hydros snake causes its victims' body to rapidly swell. Anyone bitten, even if not Shaken or wounded, must make a Vigor (-1) roll. Failure causes the victim to swell up. His Pace drops by one point and his running die is lowered by a die type. When the running die type reaches zero, the victim can no longer run. This roll must be repeated at the start of each round, with failures further lowering Pace. Once Pace reaches zero, the bloated victim's skin ruptures violently, inflicting 2d10 damage.
- \* **Size -2:** Most venomous snakes are four to six feet in length, but only a few inches thick.
- \* **Small:** Anyone attacking a snake must subtract 2 from his attack rolls.



# THE DEADLY GLADE



This adventure is designed for a group of four Seasoned characters, but can be run with more advanced parties.

Most encounters are based on a number of antagonists per hero, and thus automatically allow for increased party size. Scaling for higher Ranks is easily handled. For parties with more experience points, add one additional Extra to a detailed encounter for each Rank (or whole 20 XPs above 80) the party is above Seasoned. For instance, if a party of four Heroic characters faces one giant bee per hero, the heroes encounter a total of six bees (four because of the party size and another two because the party is a Rank higher than the scenario minimum).

The adventure is set in the Hearthlands and takes place in midsummer, but the GM should still keep an eye on the characters' winter protection. See the *Savage Worlds* rulebook for the effects of cold weather and the *Hellfrost Player's Guide* for information about how the rules work in this setting.

**Allies:** The GM will need to prepare ally sheets for Brude Golden-Lips, a cleric, the village militia, and a regular bee swarm. The text will inform the GM when to hand these to the players.

**Monsters & Allies:** When a foe is listed in the format "X per hero," the word "hero" refers only to Wild Cards, whether player characters or NPCs. It never includes Extras. Round down where necessary.

## PLOT OVERVIEW

Many citizens of Rassilon nod sagely when told the cult of Vali's most insidious schemes are those of slow corruption, for what is more fearful than the slow poisoning of the soul by a hidden foe who dons the garb of friend or mentor? Yet there are a few who meet such comments with shakes of the head. No, they reply, that is not the worst. Worse still than honey-coated lies and hollow promises are the cult's overt schemes, the ones which cause misery and bring despair to hundreds or

thousands of souls simultaneously. Corrupt a man and his family weep; kill a thousand and the gods weep.

One such overt plot is nearing fruition. Hidden away in the dark and leafy boughs of the Stone Forest, lies a hidden glade. Within this glade hangs the sickening stench of decay and pestilence. No brightly colored flowers grow here, as they do elsewhere; only plants of midnight-blue rise from the fertile soil. For a decade, one priest of Vali has toiled in this garden, feeding plants on the decaying corpses of disease victims, letting their pus and tainted, putrefying flesh feed his deadly blooms.

A great and terrible magic has been born within this garden of death, for the scent of these flowers is a lure to innocent bees. The black, sticky nectar, as equally polluted as the sap within the plants thick, fibrous stems, is a toxin to which the bees are irresistibly drawn. The fast-acting poison warps the bees, turning them from relatively docile creatures into voracious hunters, corrupting their stinging venom into a deadly fluid which harbors virulent and fast-acting diseases.

The pollen has a secondary effect, a gift from Vali—it allows the foul cleric to control the bees verbally, as if he had *beast friend* permanently activated.

The plan is as simple as it is bold—to create an army of killer bees which will be unleashed on the unsuspecting citizens of Rassilon. One sting might cause a rapid but painful death, four or five guarantee death. An army of men, no matter how skilled, might well boast it can slay that same number in an hour or two—an army of plague-bearing bees could perform the same task in minutes.

## THE VILLAGE OF MEDETON-ON-STONE

The village of Medeton-on-Stone, usually referred to simply as Medeton, stands on the southern fringes of Spiderfell Wood. Like many Midmark settlements, it was founded after the Blizzard War, when the Anari all but gave up control of Midmark. At first it was a fairly



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traditional agricultural village, growing cereal crops and vegetables, and raising livestock. Small quantities of ale and mead were brewed, enough to sate the locals' thirst, but not enough to export. Medeton would likely have remained yet another Midmark village, were it not for the visit of a merchant with a nose for fine drink.

Upon sampling the mead he immediately placed an order for a dozen casks, promising to return the next year for more. The merchant duly kept his word. Word of the excellent quality began to spread far and wide, reaching even to the noble courts of the central Marklands. Soon great caravans of merchants arrived seeking not just Medeton's mead, but also its ale, for the name of Medeton had become synonymous with quality brewing. Within a generation, half the industry in Medeton involved brewing mead and ale, and the fields of vegetables were replaced by acre after acre of hops, barley, and wheat.

Each year, on the anniversary of that merchant's visit, the village hosts All Drinks Day, a dual celebration to Gullveig (god of brewing and the most worshipped deity in Medeton), and the art of brewing. Brewers from far and wide attend, setting up stalls and supplying free drinks from dawn until dusk. So many brewers in one place attracts rich merchants, who get a chance to taste the latest brews and place bulk orders directly with the manufacturer.

Secret judges are appointed by the village council to mark each beverage and award it points based on several criteria. At noon, the best ales are awarded colored garlands of dried flowers. Competition is fierce, for the awarding of a garland attracts merchants, which leads to increased sales. With so much extra income at stake, many brewers invest sizeable sums in industrial espionage against their rivals. On the surface, they are friendly to each other, but the thin veneer of polite respect hides a seething sea of professional hostility.

Due to the steady drinks trade, Medeton is a wealthy village. Faced with the constant threat of orcs and bandits, the villagers invested in a deep ditch and sturdy stone wall to protect their thriving businesses. A permanent militia of 30 warriors, trained by paladins of Tiw at no small expense, watches over the settlement with steely eyes and grim determination. The wages are better than any neighboring community can offer, and the guards never want for alcohol. As a result, they are fanatically loyal to Medeton.

The village is run by a council of 10 citizens. Of these, eight are elected, their seats put up for reelection every five years. By tradition, five seats are always held by master brewers, two by farmers, and one by a citizen who is neither a brewer nor a farmer (though odds are he is related to one or the other). The remaining two seats are permanent positions, reserved for the resident priests of Gullveig and Var. The chairman is elected by the council members from among their number each time a new council is appointed. The current chair is Ale-Lord Brude Golden-Lips, a priest of Gullveig.

## WELCOME TO MEDETON

*When you arrived in the prosperous village of Medeton-on-Stone you expected to enjoy the alcoholic delights of All Drinks Day, a religious festival to honor Gullveig, the deity of brewing, and an economic opportunity for merchants to sample the various beverages produced by Medeton's master brewers. Such is the festival's renown that folk come from hundreds of miles away just for this one day. From dawn until dusk, every brewer and vintner in the neighborhood is offering free samples, and yet here you are, cooped up in a small room in the temple of Gullveig, awaiting the arrival of the local priest.*

*You're not quite sure how the messenger knew your names, but word travels fast in such lively gatherings. All you were told is the priest, Brude Golden-Lips, wanted to see you on a matter of grave importance.*

*At last the door opens, admitting a finely dressed man of middle years. He wipes his lips on his sleeve, though the tell-tale smear of golden liquid on his beard reveals he has been drinking mead. "My deepest apologies for the delay, my lords," he says warmly. "I was detained on a matter of importance. I am Ale-Lord Brude, priest of this temple and chairman of the town council."*

*Behind him enters a serving girl, clad in a woolen dress of black and yellow stripes. In her hand she holds a large tray, atop which are several mugs. She offers the tray to you. "Local mead," beams the man, "and a fine brew. Please, help yourselves. If you would prefer ale or wine, instead, that can be arranged." Once drinks are sorted the man dismisses the girl.*

*"To business," he sighs. "Each year on All Drinks Day we honor the bees that produce the honey for our mead in a special ritual. The celebrants gather around the hives, sing songs of thanks, shout to drive away evil spirits, and then leave offerings for the bees of honey-dipped bread. It's the most important part of the day's festivities.*

*"Earlier this morning, I went to inspect the hives, for as cleric of Gullveig such is my duties. To my alarm I discovered every hive was empty! This is a terrible omen, my lords, for without honey we can brew no mead, nor cultivate certain of our crops. I tried magic to summon new swarms, but my spells repeatedly failed. I thought all was lost, but then word reached me that a band of heroes had entered our small village.*



*"My lords," he says, leaning closer, "I beseech you to help save the ritual before all is lost. Our fortunes, indeed our very lives, depend on our alcohol trade. I do not ask a lot of you. All you need do is enter Spiderfell Wood and bring back a hive of wild bees. Once they are here, I am sure my magic will do the rest."*

*"In return, I offer you free drinks for your stay, not to exceed one week, and a cask of special beather-scented mead for each of you every year for the rest of your natural lives, to be gifted on this day. What say you?"*

If the party accepts, Gullveig supplies directions to an area he knows bees inhabit. He urges the party to hurry, for the ritual must take place before dusk, and the morning already grows late. Questioned about why he cannot go, Brude explains that there are various rituals he must oversee during the day. These sacred duties prohibit him from undertaking the quest. If asked for advice on how to lure the bees back, Brude shrugs his shoulders and replies, "Steal their nest and the bees will follow. Just be prepared to run quickly!"

## STEALING NESTS

The journey to the wild bee nests takes an hour at a casual walk. Sure enough, exactly where Brude said they would be, hang several nests. Strangely, all but one is completely devoid of bees. There are no clues as to the reason behind the bees' disappearance—the nests appear healthy and still contain wild honey.

There are two main methods for acquiring bees open to the party. Ingenious players should not be discouraged from concocting other viable plans. The first requires the use of *beast friend* with a trapping that allows bees. The nest counts as a Small swarm.

The second method is rather than more risky—the characters must steal the nest! How to handle bees is not a topic most folk of Rassilon know well. If the players suggest using smoke to make the bees docile, a Common Knowledge roll at –2 or a Knowledge (Folklore) roll must be made. With success, the characters know of this method. Otherwise, it is not an option open to them.

As soon as the party grabs the nest or employs a spell, successful or not, read or paraphrase the following text.

*The air is abuzz with a loud droning. Swooping down from the clouds are a number of gigantic forms, bees with humanoid torsos! Each winged warrior is equipped with a long spear and glittering, honey-colored shield, and its torso is clad in glistening mail. From the rear of its abdomen hangs a deadly-looking stinger.*

**Terrain:** No map is required for this fight. The GM need only liberally place standing trees along with a few

fallen ones. The bee warriors begin 12" from the heroes at a height of 8".

The trees block line of sight but can be used for Cover. They provide +6 Heavy Armor. Treat movement over fallen trees as difficult ground.

**Monsters:** The bee warriors are servants of the Bee Queen, a powerful fey noble and servant of Eostre who has dominion over Rassilon's bees. The disappearance of the bees has not gone unnoticed in the fey realm. To protect the remaining hives, the Queen has dispatched squads of her loyal guards. Her orders were simple—protect the swarms at any cost. Only a handful of druids, and priests of Gullveig known to the Bee Queen personally, were exempted from retribution.

**☛ Bee Warriors (2 per hero):** See page 20.

**Tactics:** The bee warriors swoop to attack but do not land. Their spears give them a reach advantage, and they intend to use it. Each warrior remains airborne at a height of 1", within reach of their spears but safe from counterattacks by heroes with shorter weapons. If a bee warrior is Shaken, make an Agility roll. With success, it remains airborne. On a failure, it must land, unable to take off until it unShakes.

**Continuation:** Once half the bee warriors or half the party (whichever occurs first) is incapable of fighting by any means, the air is filled with a loud, fervent humming. No bee warrior reinforcements drop from the clouds. Instead, one of the warriors raises his hand and, in buzzing Trader, calls for the violence to stop.

*"Cease hostilities, honey eaters," it drones. "Our great Queen has spoken. You may take the hive and go in peace. The bees within will not trouble you, and will accept Gullveig's offerings in place of your bees."*

Unless the party wants to keep fighting, the bee warriors take to air without further words and depart. The characters can now return to Medeton with the hive.

## BACK IN MEDETON

As the heroes near Medeton, Brude rushes out to greet them. He beams happily and performs a little dance if shown the hive.

*"It occurred to me after you left that the bees might be rather aggressive. I used a ritual to communicate our intent to the Bee Queen, a fey noble who dwells hereabouts. I hope my pleas for clemency reached her in time and that you were not badly stung."*

Brude listens to any tale of gigantic bee men and the sudden withdrawal. He ponders a moment, lost in thought, before continuing.

*"I shall tell you more tonight over dinner. Time is passing now, though, and I must prepare the*



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*hives for the ritual. One nest should be enough to appease Gullveig and the villagers. We'll worry about full repopulation tomorrow."*

With that Gullveig takes the nest and scurries away toward the many hives of Medeton, calling on the heroes to go enjoy the free drinks until the ritual is ready to be carried out. Through magic, his apiarist talents, and a little faith, he manages to persuade the bees to take up their new residences.

The characters have two hours to spare. Medeton is hosting a great market. Equipment of Village and Town Availability can be purchased at prices listed in the *Hellfrost Player's Guide*. Any type of herbal remedy is available. Alchemical devices containing Novice or Seasoned spells can be purchased. All the alcohol the party wants is absolutely free, though filling up your waterskin is considered a breach of the spirit of the event. Such unruly behavior incurs a -2 Glory penalty.

As the sun slips west, loud horns blow. The crowd, drinks in hand, begins to make its way toward the hives. Once there, they form numerous concentric circles around the many hives. A ripple of excitement runs through the crowd, and hushed whispers of "the waggle dance!" can clearly be heard.

A comical but religiously important dance, the waggle dance is performed by followers of Gullveig on holy days. Participants bend their knees, stick their butts out, and walk around the hives, shaking their rears and buzzing loudly. This continues until each participant has walked around a hive three times in a clockwise direction. Any citizen asked will explain this to the heroes ahead of the dance commencing. Those who wish to avoid embarrassment may drop out, at the cost of 1 point of Glory for insulting Gullveig and the residents of Medeton, who have provided them with free drinks.

## KILLER BEES

No sooner has the dance ended and Brude taken his place in the center of the hives to start the next part of the ceremony, when a cry goes up. Everyone begins to look north, toward Spiderfell Forest. Bearing down on the village is a huge black cloud, a cloud that moves against the wind, a cloud that buzzes. Panicked citizens begin to flee in all directions.

**Terrain:** The only terrain features are the 16 bee hives, arranged in four rows of four columns. Each is spaced 2" apart. Treat movement through a square containing a hive as difficult ground. The hives can be used for Cover, and provide +2 Armor. They have Toughness 8. The diseased bees begin 24" from the party.

**Monsters:** Plaguebearer Ansel, while still short of the full army he wants to ensure conquest, needs to test his creations before he advances to the next stage. Knowing that Medeton is not only the nearest settlement to his lair but is also hosting a celebration to Gullveig, to whom bees are sacred, the village makes an ideal, and ironic, target for his first test.

The normal bee swarm only participates if Brude invokes *beast friend* on the hives. It is up to whoever is controlling Brude to realize this tactic, though.

Unfortunately, Brude is about to encounter the downside to his faith. His faith prohibits the harming of bees or allowing bees to be harmed. That the attackers are mutated killer bees is neither here nor there in terms of canonical law. Brude has time to invoke one spell and one spell only before he commits, at minimum, a major sin by allowing the attackers to be harmed. If he has cast *beast friend*, the spell remains Maintained—the bees are informed of the plight by the Bee Queen (such is her power to communicate with bees anywhere in Rassilon), and continue the fight. Otherwise, the swarm remains in hiding.

Ⓜ **Diseased Giant Bees (2 per hero):** See page 19.

Ⓜ **Diseased Bee Swarms (1 per 2 heroes):** See page 19.

Ⓜ **Brude Golden-Lips:** See page 18.

Ⓜ **Village Militia (2 per hero):** See page 18.

Ⓜ **Normal Bee Swarm (1):** See page 19. The swarm will *not* harm the heroes or their allies, even if they are within the template.

**Tactics:** The attackers have no set tactics other than to kill as many people as possible. While the diseased giant bees are the most numerous foes, they are not the most deadly—the swarms move their full Pace each round, and each character they pass over suffers damage. Arranged poorly, the heroes may find themselves quickly overwhelmed by the vile swarms.

**Continuation:** Scores of innocent villagers and guests died in the attack. Their bodies, blackened by the rapid onset of plague (and leaking blood from every orifice) litter the village and are quickly covered. Leaving the militia to restore order and arrange for hasty cremations, Brude leads the characters to the temple of Gullveig for a private meeting.

*"Such mockery, such blasphemy," Brude wails, reaching for the flask ever-present at his side and taking a huge gulp. "I have sinned to save my people. Oh, a black day indeed for Medeton and its residents." He shakes his head several times.*

*"Your services are required again, noble heroes," he says, snapping out of his dark mood. "You must travel into Spiderfell Wood and request audience with the Bee Queen. She alone must know what transpires, what unearthly force has summoned this dark and terrible curse. Beseech her to aid you in the name of Gullveig, for she gave ancient promise long ago she would. Then hunt down the perpetrator and deal unto him whatever form of justice you deem most fitting."*

If the party demands more reward, Brude offers two casks of mead now and two more each year. He tries to avoid paying cash, but can be haggled to supplying the above and a one-time payment of 1,000 gs per hero for



their assistance. Negotiations over, he provides directions to a sacred spot in the wood, where the heroes must perform the waggle dance, moving anticlockwise this time.

Before the party leaves, Brude offers one last piece of advice.

*"Do not let her form deceive you," he cautions. "The Bee Queen possesses more power than you can imagine. Her title is no self-styled flattery, either. She is a noble among her kind, and deserves that respect. Be mindful of your manners, or...well, just be mindful."*

## AUDIENCE WITH THE BEE QUEEN

The journey to the Bee Queen's glade is uneventful. If the party had an easy time in the previous encounter, the GM may wish to have them attacked by a few diseased giant bees—Ansel knows of the Bee Queen and has placed spies around her lair. Once in the glade, all the party needs to do is perform the waggle dance in the right direction and ask for audience.

*A distant buzzing fills the air, drowning out all other sounds. The wind drops suddenly. The buzzing grows louder and louder, rising in pitch until it sets your teeth on edge. Stepping through the trees is a dark-skinned woman clad in a glittering cloak of black and yellow stripes, which shifts of its own accord as she gracefully glides toward you. Could this woman be the Bee Queen?*

*As she steps forward, a vast swarm of bees emerges from nearby boles. The swarm moves unbidden behind her, forming itself into a throne. Without glancing back, the figure sits, her cloak rearranging around her. Only now do you realize her cloak is made not of woven cloth, but of living bees.*

The party may have been expecting some monstrously huge bee, but this seemingly innocent figure is the Bee Queen, a fey noble with powers beyond the ken of any mortal. She has no fear of attack, for with a mere thought she can vanish back to her own realm.

*"Who summons me?" she asks, her soft voice emotionless, her words lacking all accent save for a barely detectable buzz. "Who dares invoke me? Explain yourselves or suffer my wrath, for I do not take trespass lightly, mortals."*

This is the time for the heroes to explain the events that befell Medeton and to ask for assistance. Beseeking aid requires a Persuasion roll. This can be done as

a Cooperative roll. Modifiers apply as below. Unless otherwise stated, these apply only to the lead hero's Persuasion roll.

Mod	Reason
+2	Mentioning the Queen's pact with Gullveig
+2	Showing the Queen a diseased bee
+4	Per cleric of Gullveig present
+2	Per cleric of Eostre Animalmother or lay follower of Gullveig present
+1	Per cleric of Eostre Plantmother or Thunor or lay follower of Eostre Animalmother present
+1 to +4	Good roleplaying*
-1 to -4	Rudeness, discourtesy, arrogance**

\* The more courteous and verbose the roleplaying, the higher the modifier. However, the bonus is applied to the party as a whole, not to each character.

\*\* Any insults or poor manners should be punished with a stiff penalty—the heroes were warned by Brude that they are dealing with an important noble. This penalty is applied per character, even if a hero was being polite. Thus, one rude adventurer will taint his peers.

With any success, the Bee Queen recalls her pact with Gullveig and agrees to honor it. For each success and raise (no limit), the Bee Queen summons one bee warrior per hero to assist them in their quest. On a failure, she honors the pact to the minimum requirement, granting just one bee warrior per two heroes. A critical failure causes great insult—she renounces her pact with Gullveig, vowing bees shall never again produce honey fit for mortal consumption. Rectifying this *faux pas* will require another adventure.

Regardless of the outcome, she directs the party deeper into the forest. Even if direly insulted, she knows the mortals can serve some purpose with their soon-to-be deaths.

*"Deep within this forest is a dark place. My spies cannot penetrate its depths, for those which pass beyond its boundary become lost to me, taken by another. It is within this place your destiny lies."*

## THE DEADLY GLADE

The march to the glade takes the better part of a day. As the party draws near, a foul stench of death and decay assails their noses. There is no doubt that what lies ahead is a dark place.

**Terrain:** The trees block line of sight, but can be used for Cover. They provide +6 Heavy Armor.

The areas of dense ground vegetation are considered difficult ground.

Concealed on the map are a number of hives (marked "H" on the map). Place one for each player character—ignore the other marked positions. A character moving within 3" of a hive may make a Notice roll as a free action to detect the hive. Once a hive has been spotted, place a token on the map to represent it. Each hive houses



# THE FEY TOWER & THE DEADLY GLADE

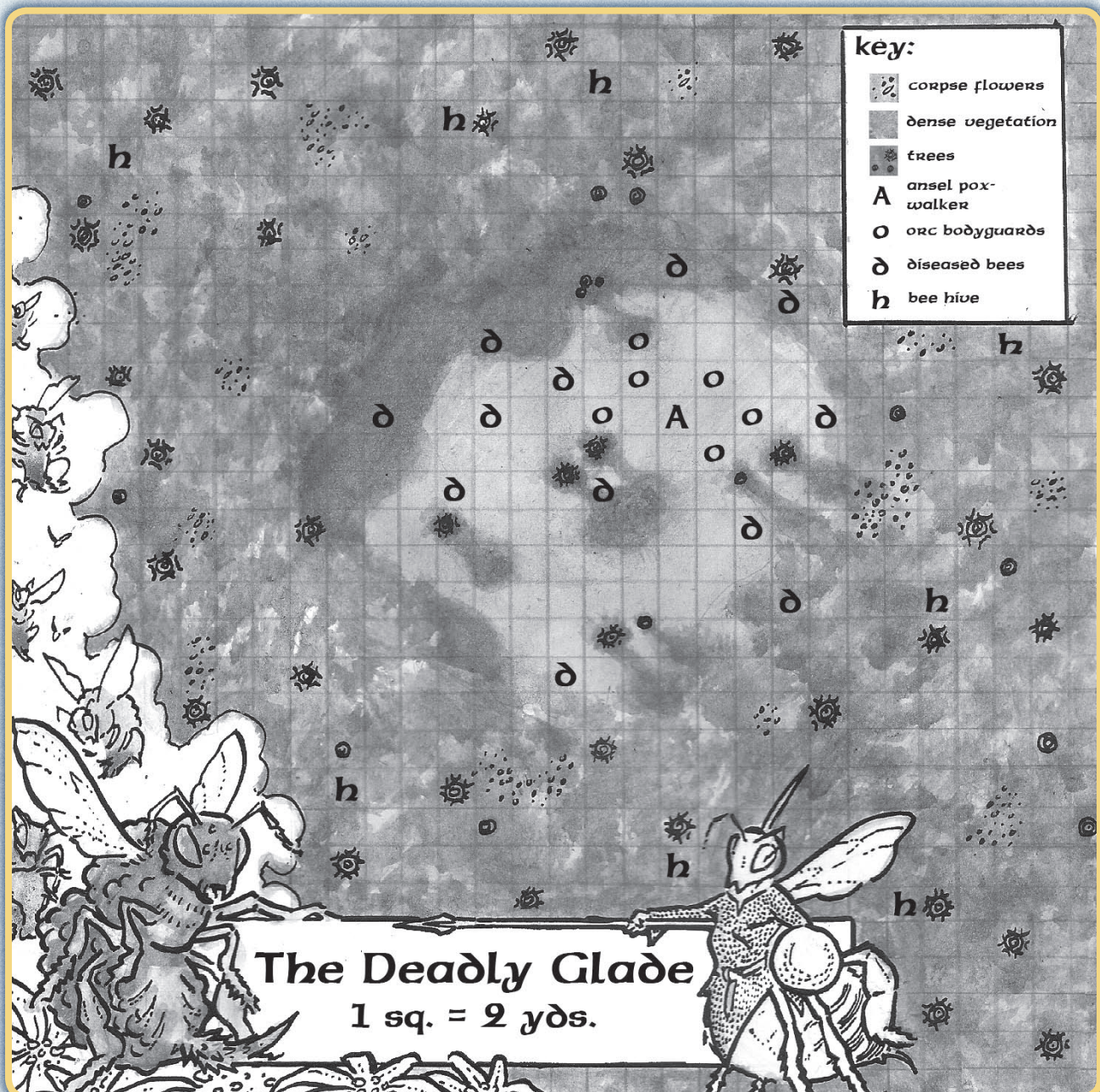
a swarm of diseased bees. The bees begin on Hold. A swarm emerges only when a non-giant bee or swarm moves adjacent to their hive.

Stepping in a patch of corpse flowers releases a puff of pollen. The character must make an immediate Vigor roll or be Shaken (from a non-physical source). Any bee warriors on or adjacent to the pollen must make a Spirit roll. On a failure, they begin transforming into corrupted versions. They are treated as being Shaken for 1d6 rounds, during which time their Parry is reduced to 2, and may only try to unShake after the duration ends. When they finally unShake, they are diseased variants. They retain their normal stats, but their venom is transformed to that

of other diseased bees. Furthermore, they switch sides, becoming allies of Ansel Pox-Weaver.

**Monsters:** Within the glade are Ansel Pox-Weaver, his orc bodyguards, and a number of diseased giant bees. Alerted to the heroes' presence by his spies (lone bees), Ansel is not taken by surprise. Unfortunately, his agents reported back only moments before the characters make their appearance—hence he has no spells prepared.

Brude Golden-Lips only joins the encounter if the party has failed to secure much support from the Bee Queen or is suffering badly. He should turn up at a dramatically appropriate moment. He has no spells at his disposal, having committed a major sin (and quite pos-





sibly a mortal sin). After much soul-searching during the adventurers' absence, he overcame his innate cowardice and struck out to join them, hoping to save his soul and redeem his status by partaking in the quest, which he sees as a religious crusade. Brude's arrival does not warrant the appearance of additional diseased giant bees.

Ⓜ **Ansel Pox-Weaver:** See page 19.

Ⓜ **Orc Bodyguards (1 per hero):** See page 19.

Ⓜ **Diseased Giant Bees (2 per hero):** See page 19.

Ⓜ **Diseased Bee Swarms (varies):** See page 19.

Ⓜ **Brude Golden-Lips:** See page 18.

Ⓜ **Bee Warriors:** See page 20. The number of warriors is determined by the audience with the Bee Queen.

**Tactics:** Ansel immediately orders his diseased giant bees to attack the intruders, while ordering his orcs to prepare their blanket-smothered hives. The orcs close the distance and unleash their hives on the second round, assuming a hero is within range.

Ansel's preferred tactics are listed below. Because it is impossible to foresee the heroes' tactics, this will be subject to change as required. For instance, if a hero manages to maneuver himself against a tree, he might use his *barrier* wand to hem the hero in. A spellcaster might be targeted by *obscure* to prevent him firing spells at the cleric.

Whenever the heroes are in melee range of Ansel, or look to be closing soon, he breaks off from the tactics below and invokes *aura*, adding a swarm of biting flies to his *armor*. Do not forget to include penalties for Maintained spells.

**1st Round:** Casts *armor*, coating himself in a swathe of bloated, blood-filled flies.

**2nd Round:** He moves within range and fires off *fear* at the toughest-looking hero. As always, appearances can be deceiving—a poor combatant in plate armor still looks like a mighty warrior. Spellcasters who have revealed themselves are also targets.

**3rd Round Onward:** Casts *stun*, using the above criteria. Should he fail, he uses his alchemical *stun* pebble on round 4.

Should he suffer two wounds, Ansel retreats. He tries to cast *sanctuary*. If the GM wants to bring Ansel back as a recurring villain, he first drops all his Maintained spells, thus lessening the penalties and giving himself a better chance of survival. If the GM does not care about Ansel's future, he keeps any Maintained spells in place to afford protection should his attempt fail.

## ● BESTIARY ●



### ALF-LORD BRUDE GOLDEN-LIPS

Born and raised in Medeton, Brude is the resident priest of Gullveig, chairman of the council, and a master brewer in his own right. Overall Brude has a good physique, though his stomach has begun to expand as middle age creeps closer. His brown hair

and beard are flecked with gray, and more often than not, his beard is sticky with dribbled mead (his nickname stems from this frequent occurrence). While everyone in Medeton knows Brude is a coward, none know he is an alcoholic. Brude is not yet at the stage where he has to get drunk every day, but he does tend to overindulge.

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

**Skills:** Faith d8, Fighting d6, Guts d4, Knowledge (Alchemy) d8, Knowledge (Arcana) d6, Knowledge (Craft: Brewing) d10, Notice d8, Persuasion d6, Streetwise d6, Throwing d4

**Charisma:** +2; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

**Hindrances:** Habit (Major: alcohol), Pacifist (Minor), Yellow

**Edges:** Arcane Background (Miracles), Charismatic, Hedge Magic, Nerves of Steel

**Languages:** Anari, Saxa, Trader

**Powers:** *Beast friend* (bees only), *boost/lower trait* (Smarts, Vigor, Guts, Knowledge (Craft: Brewing) only), *feast* (alcohol only), *speak language*

**Gear:** Reinforced brewer's apron (+1), short sword (Str+d6), flask of mead, 4 x herbal healing remedies (bee stings)

## VILLAGE MILITIA

Medeton's many breweries are a prime target for raiders and rivals alike. To safeguard the villager's main source of income, it maintains a permanent militia of well-trained warriors, paid for out of the trading profits.

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

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

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

**Hindrances:** Loyal

**Edges:** Combat Reflexes

**Languages:** Anari, Saxa, Trader

**Gear:** Chain hauberk (+2), medium shield (+1 Parry), short spear (Str+d6, Reach 1), axe (Str+d6). One-fourth carry a single throwing axe (Range: 3/6/12, Damage: Str+d6) and one-fourth use bows (Range: 12/24/48, Damage: 2d6).

## VILLAGER

Medeton's inhabitants are mainly farmers, though there are a small number of crafters and tradesmen. Unless a citizen has a unique stat block, use this one. Individuals the GM wishes to expand into more fleshed-out characters can have higher Traits or a few Edges and Hindrances. Do not forget to roll on the Ally Personalities table, as well.

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

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



# THE FEY TOWER & THE DEADLY GLADE

**Charisma:** 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5/6 (1)

**Hindrances:** —

**Edges:** —

**Languages:** Anari, Saxa, Trader

**Gear:** Farming implement (Str+d4 if one-handed or Str+d6 if two-handed). Militia duty: leather (+1), medium shield (+1 Parry), short spear (Str+d6, Reach 1), dagger (Str+d4)



## PLAGUEBEARER ANSEL POX-WEAVER

Plaguebearer Ansel Pox-Weaver seeks nothing less than to spread disease, misery, chaos, and death, a noble ambition for one of Vali's foul clerics. Where others of his ilk are quick to rush into things (only to see their plans fail abysmally), Ansel is far more cautious and conspires for the long-term. 10 years of his life have been devoted to breeding plague flowers, and his plans are close to fruition. Soon his winged army will take to the skies, and shortly after, the citizens of Rassilon will fall to the ground... Never to rise again.

Ansel is a tall man with brown hair and a beard. Although a servant of Vali's disease aspect, his body has never been ravaged by pox. Thus, Ansel can walk where others of his kind dare not (for fear of being shunned or, worse, recognized as servants of Vali).

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

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

**Charisma:** -2; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (1)

**Hindrances:** Cautious, Mean

**Edges:** Arcane Background (Miracles), Command, Devotee of Vali, Level Headed

**Languages:** Anari, Hearth Elven, Orc, Trader

**Powers:** *Armor* (bloated flies), *aura* (biting flies), *disease*, *fatigue*, *fear*, *obscure* (bloated flies), *sanctuary*, *stun* (coughing fit)

**Alchemical Devices:** pebble of *stun* (must be thrown, produces choking vapors), *barrier* wand (produces a three-segment *barrier* within 8" made up of tangled vines)

**Gear:** Blessed robes (+1), mace (Str+d6), potion bottle labeled "healing" but containing black lung infected liquid - anyone drinking it must make a Vigor roll to avoid contracting the deadly disease

**Special Abilities:**

- \* **Plague Carrier:** Ansel is infected with red pox, though he exhibits no symptoms. Anyone who inflicts a wound on him in melee must make an Agility roll or be splashed with infected blood. Any hero so splashed must make a Vigor roll at -2 or contract red pox. See the *Hellfrost Bestiary* for details.

## ORC BODYGUARD

Plaguebearer Ansel has enlisted the aid of a handful

of orcs from the Thousand Sting tribe. Should his plan prove successful, Ansel intends to equip the tribe with his new weapon. Orcs are not particularly intelligent, and Ansel has persuaded them that the bees will not attack orcs.

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

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

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

**Gear:** Leather armor (+1), medium shield (+1 Parry), short sword, axe, or mace (Str+d6), diseased bee's nest

**Special Abilities:**

- \* **Nest:** These orcs each carry a diseased bee's nest wrapped in heavy blankets. With a Throwing roll, the orc can unfurl the nest to Range 2/4/8. This deviates as an area effect attack. The round *after* the nest lands, a swarm of angry bees enters play
- \* **Size +1:** Orcs are slightly larger than humans.

## BEE, DISEASED GIANT

Diseased giant bees lack the gold bands of their regular giant cousins. They are universally black, with large, pulsating pustules along their entire length. Their stinger is barbed and exudes continuous drops of dark, foul-smelling fluid. Victims of the bee's venom become infected with a fast-acting disease, which causes the body to erupt in black boils and the internal organs to liquefy.

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

**Skills:** Fighting d6, Guts d6, Notice d8, Stealth d4

**Pace:** 3; **Parry:** 5; **Toughness:** 4

**Special Abilities:**

- \* **Flight:** Pace 8.
- \* **Poison (+0):** Any creature Shaken or wounded by a sting attack must make a Vigor roll or receive an automatic wound. This is a separate injury for the purposes of Soaking.
- \* **Size -1:** Giant bees are 3' long.
- \* **Sting:** Str+d6, AP 1.

## DISEASED BEES, SWARM

As with the giant bees, there are both mundane and diseased varieties. Diseased bee swarms are miniature versions of their giant kin. Unlike regular bee swarms, they are highly aggressive and very deadly. They carry the same venom as giant diseased bees.

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

**Skills:** Notice d6

**Pace:** 10; **Parry:** 4; **Toughness:** 7

**Special Abilities:**

- \* **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- \* **Poison (+0):** Any creature Shaken or wounded by a sting attack must make a Vigor roll or receive an au-



tomatic wound. This is a separate injury for the purposes of Soaking.

- \* **Split:** Bees only normally attack when provoked. This causes them to stay and fight even when a large number of the swarm has been destroyed. When a swarm is wounded, it splits into two smaller swarms. These are Small Burst Templates with a Toughness of 5. Small swarms cannot split.
- \* **Sting:** Swarms inflict hundreds of tiny stings every round to their victims, hitting automatically and causing 2d4 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 creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Bees are foiled by jumping into water.

### BEE WARRIORS

Servants of the Bee Queen (a faerie noble with dominion over all bees in Rassilon), these hardened warriors have the abdomen, legs, and wings of a bee, but a humanoid torso. Their heads, however, are those of bees, not humans.

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

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

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

**Hindrances:** Loyal

**Edges:** Combat Reflexes

**Gear:** Bee carapace chain shirt (+2), small shield of hardened beeswax (+1 Parry), short spear (Str+d6, Reach 1)

**Special Abilities:**

- \* **Flight:** Pace 8.
- \* **Immunity:** Regular bees will never attack bee warriors, even if magically commanded to do so. The diseased bees, however, consider them fair game.
- \* **Poison (+0):** Any creature Shaken or wounded by a sting attack must make a Vigor roll or be paralyzed for 2d6 rounds.
- \* **Sting:** Str+d6, AP 1.



# APPENDIX



## GULLVEIG

**Titles:** Master Brewer, Mead-Thane of the Gods.

**Aspects:** Brewing.

**Affiliations:** Eostre (both aspects), Vali.

**Symbol:** A flagon.

**Priesthood:** Ale-Lords (priests); Mead-Lords (paladins).

**Herald:** None.

**Holy Days:** Clerics celebrate on any major feast day, when starting a new vat of brew, and when a brew is finished.

**Duties:** To brew ale and mead, to ferment wine.

**Sins:** (Minor) selling watered-down alcohol, producing tainted brews, getting drunk; (Major) allowing bees or beehives to be harmed; (Mortal) harming bees or beehives.

**Signature Power:** *Boost/lower trait* (Smarts, Vigor, Guts, Knowledge (Craft: Brewing) only).

**Powers:** *Beast friend* (bees only), *bolt*, *confusion*, *fatigue*, *feast* (alcohol only), *speak language*, *summon beast* (bees only)

**Trappings:** Gullveig's trappings relate to alcohol (*confusion* and *fatigue*) and bees.

Gullveig began as an obscure celestial spirit, a clumsy household servant in Eostre's heavenly hall, brewing ale and wine. While stirring a vat of honey, he accidentally upset a shelf of dried plants (yeast among them) and fruits, tipping the ingredients into the honey. Fearful he had ruined the vat, Gullveig hid, for the honey was destined for Tiw, who despite his fierce nature had a sweet tooth.

Eventually Tiw called for his honey and, upon sampling it, roared for Gullveig to be brought to him. The frightened servant was quickly found and dragged to Tiw's battle hall. Rather than cut Gullveig down on the spot for his mistake, Tiw praised the godling for his marvelous creation and demanded he make more, for this was a brew worthy of warriors. Eostre promoted Gullveig to master brewer, assuring his status as a minor god.

Gullveig's association with Vali is not one of choice. Although it was the Unknowable One who gave mortals the secret of brewing and fermentation, not Gullveig, it

is Vali who encourages them to drink to excess. Alcohol also clouds the mind, making it easy to lead them astray.

Images of Gullveig always depict him holding a flagon. Often his beard is not hair, but a swarm of bees. Shrines stand in temples to Eostre in communities that keep bees, in breweries, vineyards, and in many shops selling alcohol.

Traditionally priests have brewed ale and fermented wine, while paladins have focused on mead. No firm ruling keeps this divide enforced, but tradition is a powerful force. Paladins are also more inclined to travel in search of new recipes and ingredients. Wine is big business in Aspiria, and most other brewers have secret recipes they wish to guard, so paladins of Gullveig are often employed to guard wineries and breweries, and to track down thieves. Skilled clerics can easily find employment as personal brewers to nobles and dignitaries, and the position is an honored one in most courts.

The lengthening winters are having a disastrous effect on honey production. Many clerics are leaving behind their regular duties to quest for a hardier species of bee. Many stories exist about "Hellfrost bees," but none have yet been found. Unless they are successful, within a generation or two, mead may be just a memory.





























































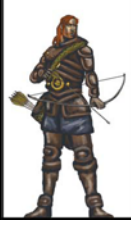
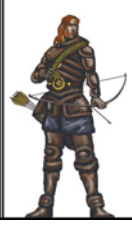

Drink is an important part of every culture. Nobles often hold festivals at which brewers from the local region compete. Prizes are awarded for strongest drink, most flavorful brew, best color, and so on. While these events generally occur during the summer months, when the farmers are not needed in the fields and so can enjoy the festivities, each community has its own set days for hosting festivals. Regardless of the exact day, the local community refers to the festival as Gullveig's Day. Unfortunately, it often descends into drunken revelry, something clerics of the faith do not condone.

**Character Guidelines:** Clerics not only need a good Knowledge (Craft: Brewing) skill to make alcoholic brews, but also a good Vigor to avoid becoming drunk. As clerics regularly use herbs in their brews, many are skilled herbalists, and thus have the Hedge Magic Edge. Alchemy is a useful tool for brewers, as well, though their spells are almost always imbued into alcoholic drinks.







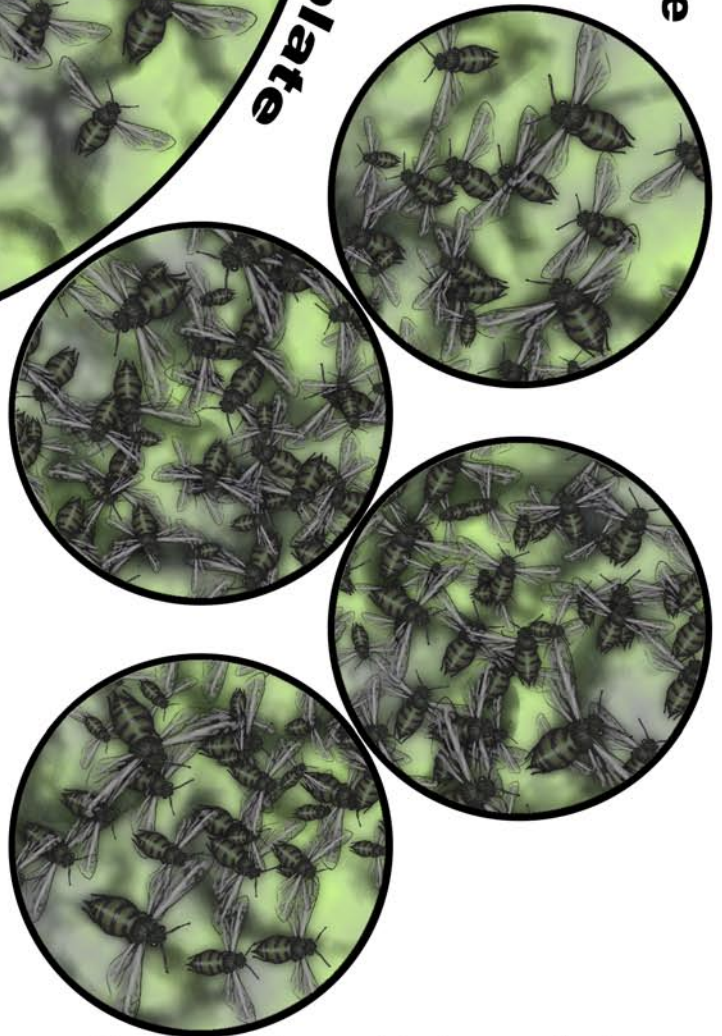
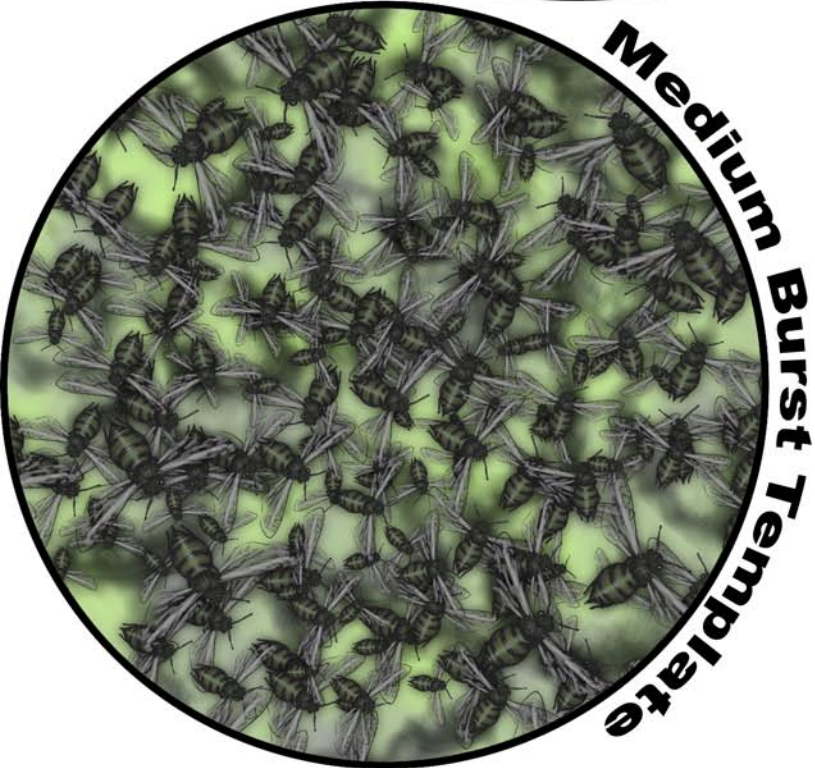
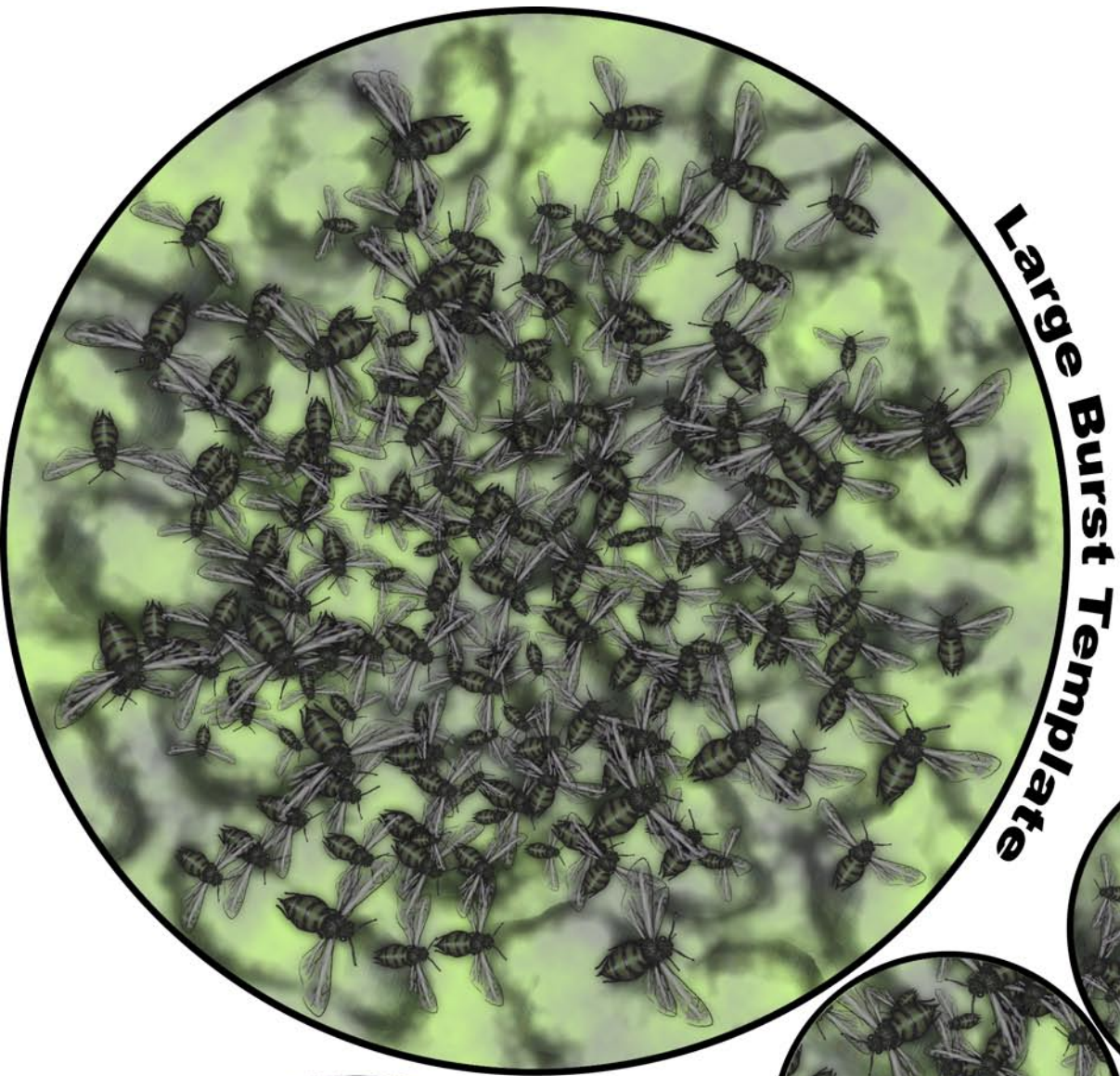
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			Orc Subchief				Giant Bee				Village Miltia (Spearman)
			Orc Warrior				Hydros Water Snake				Village Miltia (Spearman)
			Orc Warrior				Bee Warrior				Village Miltia (Axeman)
			Orc Warrior				Water Elemental				Village Miltia (Axeman)
			Orc Warrior				Yselda, Elder Havmand				Village Miltia (Archer)
			Havmand (Mermaid)				Brude Golden-Lips, Priest of Gullveig				Village Miltia (Archer)







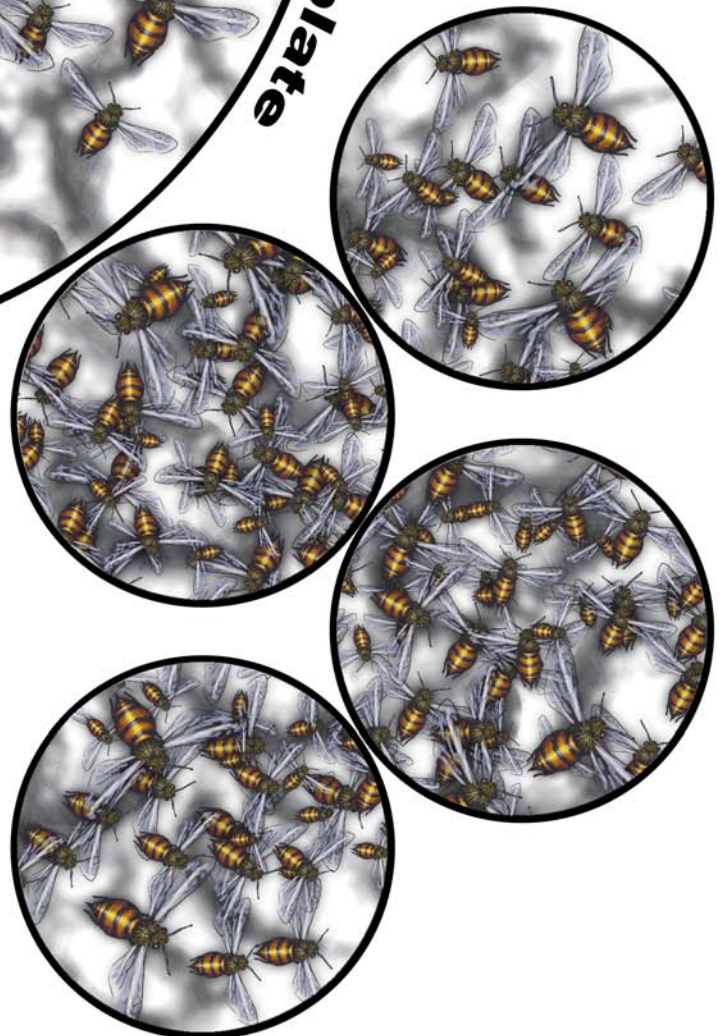
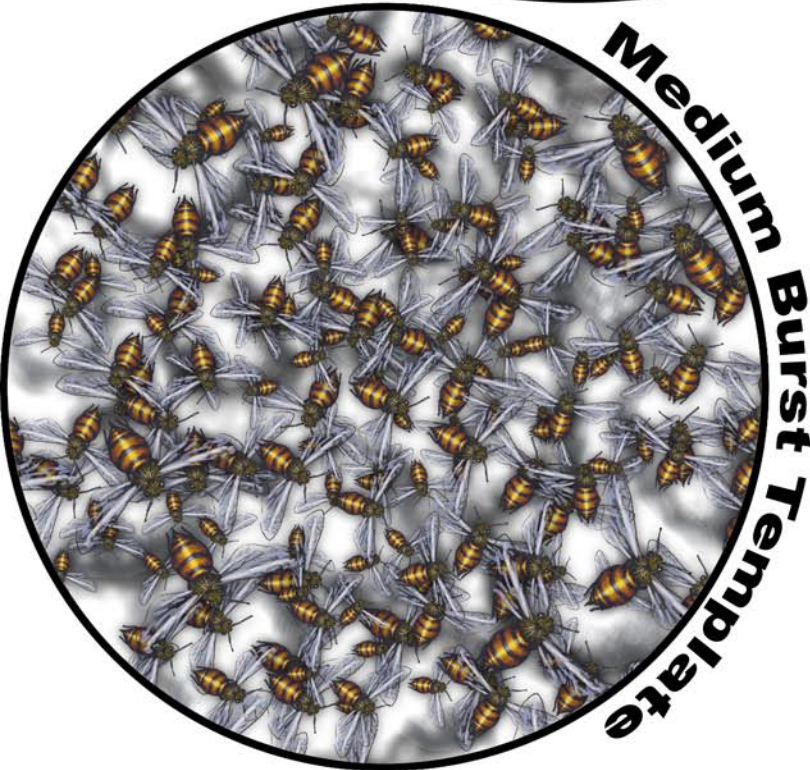
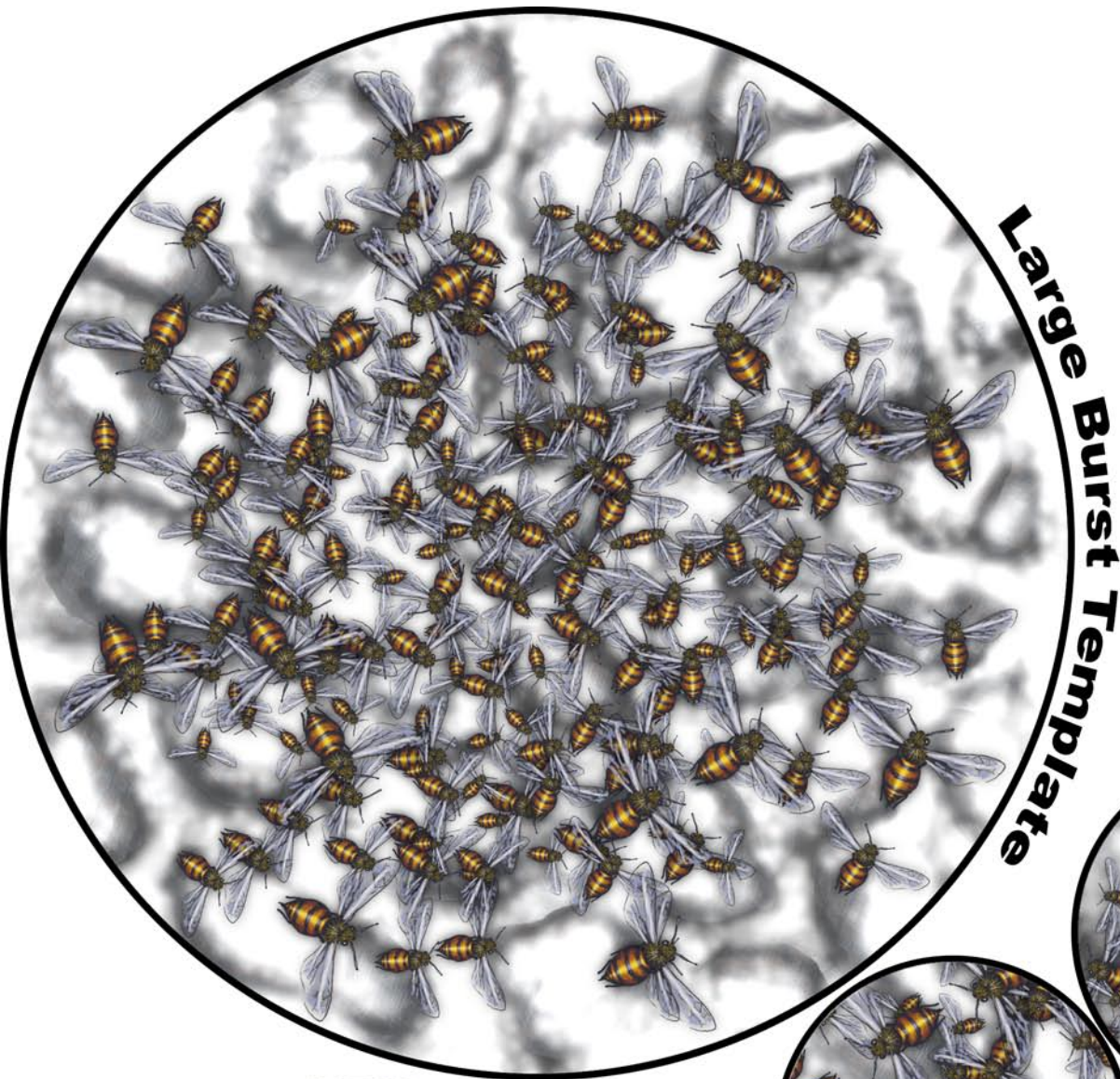
# Diseased Bee Swarm Template



## Small Burst Templates



# Bee Swarm Template



## Small Burst Templates



# TWO TALES OF DEADLY GIANT CREATURES – THIS IS GOING TO STING!

*The Fey Tower* — is an adventure set on the coastline of Rassilon. For the past five months the inhabitants of the coastal village of Gairloch have been plagued by giant crabs. These ravenous crustaceans raid on the land and steal cattle, sheep, and the occasional passing human.

The crabs have driven most of the fish away and the villagers now barely catch enough to survive. They have come to terms with their “curse,” but still try to seek the help of those that travel through the region. Enter the heroes — can they discover the reason for the crabs to venture on land?

*The Deadly Glade* — is hidden away in the dark and leafy boughs of the Stone Forest. No brightly colored flowers grow here, as they do elsewhere; only plants of midnight-blue. For a decade, one priest of Vali has been feeding the plants on the decaying corpses of disease victims, letting their pus and tainted, putrefying flesh feed his deadly blooms. These flowers attract bees which in turn are poisoned by the sticky nectar. The fast-acting poison warps the bees, turning them into voracious hunters. The plan is as simple as it is bold—to create an army of killer bees which will be unleashed on the unsuspecting citizens of Rassilon. Can this hideous plot be thwarted?

Triple Ace Games present *The Fey Tower & The Deadly Glade*. A Hellfrost adventure for the award-winning Savage Worlds RPG.



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