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PAUL "WIGGY" WADE-WILLIAMS

HELLEROST

RASSILON EXPANSION

II



HELLFROST



HELLFROST RASSILON EXPANSION II

BY PAUL “WIGGY” WADE-WILLIAMS & SNOWY

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DEDICATION: TO MAGGIE, MY WIFE, WHO HAS SEEN HELLFROST GROW FROM A
TWINKLE IN MY EYE TO A FULLY FLESHED WORLD; TO SNOWY FOR HIS MANY IDEAS;
AND TO YOU, THE FANS—MY THANKS TO ALL OF YOU



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CONTENTS



PLAYER'S SECTION	3	The Convocation of	
New Hindrances.....	3	Elementalists	34
New Edges.....	3	The Deathdealers	37
New Gear & Herbal		The Dragon Guard	39
Remedies.....	10	The Gray Legion.....	41
New Arcane Backgrounds	11	Hearth Knights	43
New Spells.....	12	Hrosmark Huscarl.....	47
SETTING RULES	13	Huscarls of Hammerhand	49
Ancestry	13	The Iron Guild	51
Environmental Notes	15	Knights Hfran	55
Exploration: The Sea.....	15	Lorekeepers	59
Exploration: Underground	17	The Order of Jotundauðr.....	61
New Relic Type	19	Reliquary	63
Sports	20	Roadwardens.....	66
Resource Miracles	21	Sisterhood of Mercy	68
ORGANIZATIONS	29	The Thirteen Warriors.....	70
The Arcane Hand	29	Watchers of the Black Gate	72
Bludgeoners.....	31	Wood Wardens	75
		BESTIARY	77



PLAYER'S SECTION



This section is intended solely for players. It details new Hindrances, Edges (especially Professional Edges), gear, arcane backgrounds, and spells. These rules are official expansions to the *Hellfrost* setting and, as such, may be referred to in other official products. Some of this material first appeared in products only available in electronic format. They are included in print for the first time, thus affirming their status as core expansions.

NEW HINDRANCES

DISOWNED (MINOR)

The hero has been disowned by his family. He is not outcast from his homeland (that is covered by the Outlaw Hindrance), but he can expect no support or welcome from his immediate or extended family. The character might be a frostborn born to non-frostborn parents, born out of wedlock or through adultery, unwilling to toe the family line or follow the family trade, outspoken of his family's views, in love with a person from a rival family, a member of a faith disliked by the family, and so on.

Characters with this Hindrance cannot inherit any title from their family. If you are using the Resource Management rules, the hero cannot call upon his kin, nor can he take the Weak Family Hindrance or Large Family or Powerful Family Edges.

LEYSINGI (MINOR)

You are a thrall who has been given his freedom, though you and your family are still dependant on your former lord for several more generations. The laws of the Marklands forbid you from instigating legal action against your former master. Should you win a court case of any sort, your former lord is entitled to 50% of your compensation.

Characters with this Hindrance may not take the Noble or Rich Edges.

NEW EDGES

The following Edges are open to members of all races unless otherwise stated. Several Edges make reference to Professional Edges found in the *Hellfrost Players' Guide* or *Hellfrost Rassilon Expansion*. These tomes are indicated as ^{HFG} and ^{HRE} alongside the name of the relevant Edge.

BACKGROUND EDGES

GRAVETOUCH

Requirements: Novice, Spirit d8+, Vigor d6+

The hero has survived a deadly assault by an undead. In doing so, he has gained limited resistance to necromantic powers. After character generation, the hero must survive being Incapacitated by an undead attack using necromantic spells or supernatural special abilities before he can take this Edge.

The hero has +2 to resist spells with a necromantic trapping, or special abilities of undead creatures that require a die roll to resist. This stacks with Arcane Resistance. It provides no bonus against natural weapons (such as claws) or forged weapons wielded by undead (even magical ones).

MERMAN BLOOD

Requirements: Novice

Several heroes of old were attributed merman blood, a trait the character seems to have inherited. The character's swimming Pace is equal to his Swimming die. In addition, he gains +2 to Swimming rolls.



COMBAT EDGES

ARMOR PIERCING SHOT

Requirements: Seasoned, Agility d8+, Shooting d8+, hearth or taiga elf

The character knows special techniques for drawing a bow. When the hero uses a bow or longbow the arrow has AP 2 (in addition to any AP the weapon has).

CHARGE

Requirements: Seasoned, Vigor d8+, Fighting d8+

The character knows how to deliver a well-aimed blow at the end of a charge.

If the hero performs a run action and ends his movement for the round adjacent to an opponent, he may make a single Fighting roll as a free action (no multi-action penalty). This cannot be combined with Frenzy or Sweep.

FAST MOUNT

Requirements: Novice, Agility d8+, Riding d6+

Mounting or dismounting a horse counts as an action. An adventurer with this Edge can mount and dismount as a free action, but may only perform one of each maneuver per round. Thus, the character could mount and dismount in one round, but he couldn't mount, dismount, and remount in the same round.

FIGHTING WITHDRAWAL

Requirements: Veteran, Agility d8+, Fighting d8+

The hero can defend himself even while running away. The character may run while using the Defend maneuver and move up to his Pace when using Full Defense.

LURKER

Requirements: Novice, Agility d8+, Stealth d6+

The character is adept at using any available cover and concealment to bolster his defenses.

When the hero uses the Full Defense maneuver, he may use his Stealth die in place of his Fighting die to calculate his Parry.

MOUNTED COMBATANT

Requirements: Novice, Riding d8+

The character has a knack for getting the best out of his mount.

The hero gains the benefits of the Ace Edge, but only with regard to Riding rolls and Soaking for his mount.

Furthermore, he may make a Riding roll as an action to spur his mount to greater speeds. With success, the mount gains +2 Pace for this round. A failure causes the mount to gain no increase to its Pace and it suffers a level of Fatigue due to the exertion.

PATHFINDER

Requirements: Seasoned, Agility d6+, Smarts d6+, Notice d6+, Survival d6+

The hero is trained to blaze trails for others to follow. Allies who follow the hero's exact route treat each inch of difficult ground as 1.5" instead of 2" as normal. The hero does not gain any benefit from this Edge, beyond being able to clear a path for his comrades.

QUICK REACTIONS

Requirements: Seasoned, Agility or Smarts d6+

Whether he is always on edge, possessed of lightning reflexes or keen senses, or a survivor of too many ambushes, the adventurer knows how to react when battle begins unexpectedly.

If the character fails his Notice roll and is Surprised, he is dealt an action card as normal. However, he may only take free actions, including moving up to his Pace, and use "reflexive" Edges like First Strike during the first round of combat.

RUNNING THROW

Requirements: Seasoned, Agility d6+, Strength d8+, Throwing d8+

The hero knows how to use his momentum to boost the range of thrown weapons.

If the character moves at least half his Pace immediately before making a Throwing roll he increases the Range of his thrown weapon by 2/4/8. No other actions may be performed between moving and throwing, and the two maneuvers must be taken in the same round.

STEAL AWAY

Requirements: Seasoned, Agility d8+, Stealth d6+

The hero uses distraction and cover to slip away from his foes.

The character may make a single Stealth roll as a free action to avoid attack when Withdrawing from Close Combat. He suffers a -1 penalty for each adjacent foe. Failure means foes may attack as normal as the adventurer withdraws.

LEADERSHIP EDGES

DROP!

Requirements: Seasoned, Notice d6+, Command

Once per round when a ranged weapon targets an ally within the hero's command radius, the character may order him to drop to the ground. This allows the intended target to fall prone out of turn, even if he has acted already, gaining the benefits of Medium Cover.

FORCED MARCH

Requirements: Seasoned, Agility d6+, Vigor d6+, Command

Speed matters in battle, and the character knows how to keep his allies as a cohesive fighting force when advancing.

When the adventurer runs, all allies within his command radius acting on his action card may use his Running die result.

HELP ME!

Requirements: Seasoned, Command

Once per round when a foe moves adjacent to the hero, the threatened character may call for help. One ally within the character's command radius who has not yet acted this turn may try to interrupt as if he were on Hold. With success, the ally must attack the opponent who triggered this Edge.

TAKE AIM

Requirements: Veteran, Spirit d8+, Command

A good commander knows when to give the order to fire. By delaying the order to fire for a second, you give your troops extra time to steady their aim. Those in the command radius add +1 to their Shooting or Throwing damage rolls. If combined with Coordinated Firepower, the hero inflicts 1d6+1 damage per raise.

POWER EDGES

DELAY SPELL

Requirements: Veteran, Arcane Background (any), arcane skill d8+, Knowledge (Arcana) d8+

You know how to hold the magic in a cast spell back for a few short moments.

After successfully casting a spell you may choose to have its effect activate 1 to 6 rounds later. The delay must be chosen once the spell is cast and it cannot be changed. You may cancel the spell before this time as a free action. The spell goes off on the round you designate on your action card, before you take any other actions. Any modifiers to the casting roll must be determined when the arcane skill roll is made as normal, as must the determination of the intended recipient or target. If something changes to make the delayed spell impossible to take effect, such as a target moving out of range or dying, it automatically fails.

Dispel and *negate arcana* both work as normal against a spell being delayed. A delayed spell counts as being Maintained until it activates, even if the spell cannot normally be Maintained (such as *blast*).

POTENT MAGIC

Requirements: Veteran, Arcane Background (any), arcane skill d8+, Knowledge (Arcana) d8+

You have learned how to weave your spells in such complex patterns that they are more resistant to attempts to cancel or negate them.

Opponents receive one less point of bonuses from Arcane Resistance when targeted by your spells. Attempts to dispel your magic, including rolls made by Maerathril items or the *negate arcana* spell, suffer a -2 penalty. This stacks with the modifier for trying to *dispel* powers from a different type (i.e., magic vs. miracles).

REFLECT SPELL

Requirements: Seasoned, Spirit d8+, Arcane Background (any), arcane skill d8+, Knowledge (Arcana) d8+, *dispel* power

Magic and miracles have been practised for millennia, yet there remain many mysteries and secrets only a handful have mastered. One such secret is the ability to reflect spells at their caster.

If the character successfully uses *dispel* against a spell in the process of being cast and scores a raise, he may reflect the spell back at its caster instead of negating it.

HELLFROST: RASSILON EXPANSION II

A success simply *dispels* the incoming power as normal. This Edge has no effect on spells already in effect.

The reflecting character makes an arcane skill roll as a free action. This is permitted even if he does not know the spell or if it is not on his spell list. Any optional modifiers taken by the original caster apply to the roll. Furthermore, the arcane skill roll can never exceed that of the original caster—it can't become more powerful on its return flight. Thus, if the original spell was not a raise, then the reflected spell cannot be a raise, either. The roll can be lower, though, indicating not all of the magic was successfully reflected.

Failure means the spell deviates if possible. Otherwise, the reflection is off course and the spell has no effect. This use of the arcane skill never leads to backlash—it is used solely to determine the accuracy in reflecting a spell already cast.

The original caster must always be the target of the reflected spell. For spells using a circular burst template, the original caster must be at its center. For Cone Templates, the cone begins 1" in front of the original caster facing away from the character who reflected the spell.

This Edge is not compatible with *negate arcana*, or relics that contain *dispel*.

RIGHTEOUS MIRACLES

Requirements: Seasoned, Arcane Background (Miracles: the Norns or Sigel), Faith d8, Watcher of the Black Gate ^{HRE}

Your spells are more potent against demons. Creatures with the Demon special ability take +2 damage when hit by your damage-causing miracles and have -2 to Trait rolls when resisting your opposed powers..

PROFESSIONAL EDGES

Unlike most Professional Edges, many of those presented below have a Rank requirement above Novice. These are available only to members of specific organizations, and represent increased abilities learned through on the job training and practical experience. As per normal, Edges marked "*" grant a Connections Edge to the organization and the Orders Hindrance for free.

Note: Some of the new Edges provide bonuses only against specific foes or in specific circumstances. While characters can take them in a typical open campaign, they are primarily intended for characters in a more focused campaign. Examples of the latter include games where certain foes will be commonplace (e.g., demons, undead), the characters rarely leave a defined geographic region (e.g., Scayle, Midmark), or all the heroes are members of the same organization (e.g., the Iron Guild, the Reliquary).

BASTION OF STRENGTH

Requirements: Heroic, Spirit d10+, Censure Demons, Watcher of the Black Gate ^{HRE}

Your comrades are able to draw on your spiritual and physical strength when facing demons.

Allies adjacent to you benefit from your Watcher of the Black Gate and Censure Demons Edges. They may also use your Spirit die to resist Intimidation and Fear effects (magical or natural) generated by creatures with the Demon special ability.

BODYGUARD

Requirements: Heroic, Agility d8+, Shieldwall, Notice d8+

The hero has learned how to intercept blows meant for others. At the start of his turn the character may nominate one adjacent ally. So long as the ally remains adjacent, he uses the hero's Parry in place of his own. This benefit is immediately lost if the parrying character is rendered incapable of parrying a blow.

Bodyguard and Shieldwall cannot be used on the same ally. However, the hero may use this Edge to aid one adjacent ally and Shieldwall to defend another ally simultaneously.

BROTHERS-IN-ARMS

Requirements: Wild Card, Seasoned, Fighting d8+, Iron Guild Mercenary ^{HPG}

For some Guildsmen, just knowing their comrades are close by steels them, making them better able to withstand wounds that might otherwise have put them out of action. Subtract 1 point of damage from every attack that hits a character for each other Iron Guildsman within 6", to a maximum of -4.

CENSURE DEMONS

Requirements: Veteran, Strength d6+, Vigor d8+, Watcher of the Black Gate ^{HRE}

Your order knows many secret charms and wards for aiding in the fight against demons, though few ever master them. You gain the benefits of both the Champion and Holy Warrior Edges, but only with regard creatures with the Demon special ability. The latter Edge uses Spirit in place of Faith.

DEATHDEALER*

Requirements: Novice, Gravetouched, Fighting d6+, must have Scaetha as patron deity

The character is a member of the famed Deathdealer mercenary company, a unit that has served Scaetha's cult for 180 years.

When a Deathdealer slays an undead in melee combat, he may immediately make a single Fighting attack against another adjacent undead as a free action. This Edge can be used only once per round, no matter how many undead the hero kills. In addition, the hero can learn Favored Foe (Undead) at Novice Rank and Necromantic Severing at Seasoned.

DOOMSMAN

Requirements: Novice, Smarts d8+, Knowledge (Law) d8+, may only be a doomsman in one's own community, cannot have the Noble Edge

Doomsmen are the equivalent to lawyers, jury and judges rolled into one. They serve their community at the Moot, the regional court. They must swear a sacred oath to Hothar to be honest in matters of law.

Doomsmen are well known, and receive +2 Charisma in their community (GM's call on how far reaching this is). They also receive +2 to Knowledge (Law) and +2 to Smarts rolls when relating evidence they have heard in the past. Rules covering Justice are detailed in *Hellfrost Rassilon Expansion*.

DOUBLE THE LOAD

Requirements: Seasoned, Bludgeoner

This Edge allows a bludgeoner to launch two stones from his sling at once, firing both at the same target at a -2 modifier to the slinger's Throwing die. The target must be within Short range. If the attack is successful, both stones hit, causing normal damage.

Double the Load does not work with other ranged weapons—only with slings.

IMPROVED DOUBLE THE LOAD

Requirements: Heroic, Double the Load

The bludgeoner may attack as above, but ignores the -2 penalty.

DRAGON GUARD*

Requirements: Novice, Spirit d8+, Fighting d8+

Scayle's Dragon Guard are professional warriors, but ones also skilled at slaying marsh dragons and marsh orms. They gain the benefits of the Arcane Resistance, Favored Foe (Dragons) and Giant Killer Edges, but only with regard to marsh dragons and marsh orms.

VETERAN DRAGON GUARD

Requirements: Veteran, Dragon Guard

You have survived several encounters against marsh dragons and orms, and have emerged better able to survive their fearsome attacks.

You gain the benefits of the Champion Edge, but only against marsh dragons and marsh orms. Agility rolls to avoid the breath weapons of these fiends do not suffer the -2 penalty. You are +2 to Vigor rolls to resist the paralysis effect of a marsh dragon's bite and claws.

GRAY LEGIONARY*

Requirements: Novice, Spirit d8+, Fighting d8+, Shooting or Throwing d6+, cannot have any family or responsibilities outside the Legion

This Edge originally appeared in the Hellfrost Player's Guide. It has been altered slightly and replaces the previous version.

The Gray Legion mercenary company is the last refuge for those who have nothing to look forward to but death. Although not suicidal, they happily lay down their lives for a noble cause, knowing their deaths will make a difference.

Gray Legionaries do not fear death and are immune to Intimidation and Fear.

The hero may have Connections, but only to represent contacts. He may never join another organization. Likewise, he may not be beholden to anyone or have responsibility for the welfare of others. This means he cannot accept a noble title if it forces him to maintain a village, for instance. Likewise, the only Orders Hindrance he may take is the one he gains for this Edge. Similarly, he may not take Beast Master, Common Bond, Followers, or Sidekick, as these simulate close ties to others.

An ex-Legionary is usually someone who has found a new reason to live. That reason brings with it many strengths, but it also makes one afraid to die, for that means leaving behind your newfound loved one. As a result, any character who quits the Legion loses the benefit of this Edge.

HELLFROST HARDENED

Requirements: Veteran, Hearth Knight

Frequent exposure to the frigid powers of Hellfrost beasts protects the knight against harmful effects.

He acts as if he had 2 points of Armor when hit by damage-causing powers or monstrous abilities that have a cold, coldfire, or ice trapping, and adds +2 to his Trait rolls when resisting opposed arcane powers or making a Trait roll to resist a monstrous ability with these trappings.

Example: *The hero would not gain any Armor benefit against an ice mummy's Slam attack as that is a normal physical blow, but he would have +2 to his Vigor roll to resist its Icy Touch ability.*

HELLFROST HARDY

Requirements: Heroic, Hellfrost Hardened, Vigor d10+

Prolonged exposure has given the Hearth Knight even more protection. If the hero is currently Shaken from an effect with a cold, coldfire, or ice trapping, further Shaken results from similar sources do not stack to cause a wound.

Example: *A hero is Shaken by a coldfire bolt. While still Shaken, a Hellfrost dragon breathes on him for a similar result. The second Shaken is ignored. Before he can recover, he is stabbed by a spear and Shaken yet again. He now suffers a wound as normal, since the spear is a mundane weapon. Had the order of Shaken results been spear, bolt, and breath, the coldfire bolt result would have caused a wound as normal, since the hero is not currently Shaken by an icy trapping. The dragon's breath Shaken result would still be ignored.*

HELLFROST: RASSILON EXPANSION II

HORSE LORD

Requirements: Veteran, Hrosmark Huscarl

You have become a master of horses. You roll a d8 Wild Die with Riding. Your mount may use your Parry score and your Spirit and Smarts dice for resisting Fear, Tests of Will, Smarts Tricks, and arcane powers when you are riding it.

HROSMARK HUSCARL *

Requirements: Novice, Saxa native of eastern Hrosmark, Agility d8+, Fighting d8+, Shooting d8+, Riding d6+

The Saxa of Hrosmark are the best cavalry on the continent. Many were literally born in the saddle. The character gains Steady Hands and uses his Fighting instead of the lowest of Fighting and Riding when mounted. Additionally, he may use the Aim maneuver while riding.

MASTER BLUDGEONER

Requirements: Veteran, Bludgeoner

The character is a master of the sling. His sling inflicts Str+d8 damage at Short range and Str+d6 damage at Medium range.

MASTER MARINER

Requirements: Veteran, Smarts d8+, Boating d8+, Knowledge (The Seas) d8+

Years at sea have taught the sailor a few tricks. He gains the benefits of the Ace Edge, but only with regard to Boating. In addition, any ship he captains has +1 Top Speed thanks to the character's knowledge of the tide and winds, and how to get the best from oarsmen.

NOT JUST A SLING

Requirements: Seasoned, Bludgeoner

In the hands of a Bludgeoner, a sling is more than a strap of leather for launching small stones. The bludgeoner knows how to use his sling to deflect and entangle enemy weapons and bind limbs.

The hero is never treated as an Unarmed Defender so long as he is able to wield his sling. In addition, he gains +2 to Disarm and Grapple rolls by ensnaring weapons and limbs with his sling.

PROTECT THE CARGO

Requirements: Veteran, Iron Guild Mercenary ^{HPG}

The character takes his vow to protect cargoes with his life more seriously than other Guildsmen. When adjacent to any vehicle, beast of burden (including porters), or cargo, in a caravan he has been paid to protect, the Guildsman has +1 to Fighting rolls and +1 to Toughness.

RELIQUARY (ARCANOLOGIST) *

Requirements: Novice, Smarts d8+, Investigation d6+, Knowledge (Arcana) d8+

The requirements for this Edge have been updated. The rest of the Edge is unaltered.

SEA LEGS

Requirements: Novice, Agility d8+

The mariner knows how a ship rolls, allowing him to not only retain his balance but also use the movement to his advantage in combat.

The character has the benefits of the Steady Hands Edge and +1 Parry (if unencumbered), but only while aboard a ship or boat.

SHARE SPELL

Requirements: Veteran, Arcane Hand, Knowledge Arcana d8+

The character knows a rare and secret technique allowing him to benefit from a selection of his master's spells.

If the Hand is adjacent to a mage he has declared his charge when the sorcerer is casting any of the spells



CULTURAL ARMS & ARMOR

While characters can usually purchase any equipment they can afford, subject to availability, general cultural biases exist. The equipment listed below is that commonly used by soldiers, clerics, and private citizens. Nobles, paladins, and military commanders may be armed and armored with better equipment, as might elite or specialist military units of the realm.

GMs might wish to use these guidelines to restrict starting characters' starting gear or available gear in realms dominated (51%+ of the population) by one race. If the GM rules other equipment is available, he might wish to double the price to account for a lack of craftsmen with the appropriate knowledge and/or the cost of importing unusual weapons from other lands.

ANARI

Armor: chain (all), leather shirt; **Helmets:** all; **Shields:** medium (infantry), large (cavalry); **Barding:** horse leather
Axes: battle, hand; **Blades:** dagger, long sword, short sword; **Hammers & Maces:** mace, warhammer; **Polearms:** halberd, lance, pike, short spear
Ranged Weapons: bow, crossbow

ENGROS

Armor: chain shirt, leather shirt; **Helmets:** chain coif, pot helm; **Shields:** small; **Barding:** horse leather.
Axes: hand; **Blades:** dagger, short sword; **Hammers & Maces:** mace; **Polearms:** short spear.
Ranged Weapons: bow, sling, throwing knife.

ELVES

Armor: chain shirt, leather (all); chain coif, pot helm; **Shields:** small and medium; **Barding:** —.
Axes: —; **Blades:** dagger, long sword, short sword; **Hammers & Maces:** —; **Polearms:** long spear, short spear.
Ranged Weapons: bow, longbow.

FINNAR

Armor: hide, leather (all); **Helmets:** —; **Shields:** small and medium; **Barding:** —.
Axes: axe; **Blades:** dagger, short sword; **Hammers & Maces:** —; **Polearms:** long spear, short spear; **Primitive Weapons:** antler staff, toothpick.
Ranged Weapons: bow, short spear.

FROSTBORN

These guidelines apply solely to the Barony of Cul. In other lands, frostborn adopt local equipment.

Armor: chain shirt, leather (all); **Helmets:** chain coif, pot helm; **Shields:** small and medium; **Barding:** —.
Axes: axe, battle axe; **Blades:** dagger, long sword, short sword; **Hammers & Maces:** mace; **Polearms:** long spear, short spear.
Ranged Weapons: bow, sling.

FROST DWARVES

Armor: chain (all), plate corselet; **Helmets:** all; **Shields:** all; **Barding:** —.
Axes: all; **Blades:** dagger, short sword; **Hammers & Maces:** mace, warhammer; **Polearms:** short spear.
Ranged Weapons: crossbow, short spear, throwing axe.

SAXA

Armor: chain hauberk, chain shirt, leather shirt; **Helmets:** all; **Shields:** medium; **Barding:** war dog (all).
Axes: all; **Blades:** dagger, long sword, short sword; **Hammers & Maces:** mace; **Polearms:** long spear, short spear.
Ranged Weapons: bow, short spear, throwing axe.

TUOMI

Armor: chain shirt, hide, leather (all); **Helmets:** pot helm; **Shields:** small and medium; **Barding:** horse (leather).
Axes: all; **Blades:** dagger, great sword, long sword, short sword; **Hammers & Maces:** —; **Polearms:** long spear, short spear.
Ranged Weapons: bow, sling, short spear.

listed below, the Hand benefits as if the spell had been cast on him as well: *arcane resistance*, *armor*, *boost trait* (no *lower*), *deflection*, *environmental protection*, *quickness*, *smite*, *speed*, *weapon immunity*. The spell casts as one casting for the purposes of Maintenance.

The effect automatically ceases affecting the Hand if he ceases being adjacent to his charge at any point during

the round. Moving away and then returning to being adjacent to the mage does not cause the effect to start affecting the Hand again—it must be cast again, either on the mage while the Hand is adjacent or separately on the Hand.

Declaring a new charge and establishing the bond between mage and protector requires an hour long ritual. The Edge has no effect with regard miracles.

HELLFROST: RASSILON EXPANSION II

SISTER SUPERIOR

Requirements: Seasoned, Sister of Mercy

A character with this Edge can get wounded allies up and fighting again in seconds.

If the healer can get to a wounded Extra by the end of the round in which he was wounded, she can make an immediate Healing roll at -2. If the roll is successful, the patient is Shaken instead of wounded.

SPEED RIDER

Requirements: Seasoned, Hrosmark Huscarl

You know how to get the best out of your mount, spurring it on to greater speed in combat and nursing it carefully over extended distances, allowing it to travel further than normal in the same time.

Your mount has +2 Pace for calculating overland travel speeds.

As an action, you may spur your mount into an exhausting charge. The mount rolls two running dice this round and adds the results together, but it suffers a level of Fatigue. Recovery requires an hour of complete rest.

NEW GEAR & HERBAL REMEDIES

Air Bladder: An airtight sack crafted from leather or an animal's bladder, inflated as needed by blowing into it. Inflating an air bladder takes one minute. An inflated air bladder grants +2 to Swimming rolls to remain afloat.

Cost: 10 gs; *Weight:* 2 lb; *Availability:* T.

Blessed Instrument: Many deities accept music in their worship. Tiw and Ullr favor drums, Thunor enjoys horns, the Unknowable One accepts most instruments, and so on. By playing a blessed instrument for an hour without pause, the cleric gains a +1 bonus to his next Faith roll, so long as it is made within 10 minutes of the music ending. This isn't much use for adventurers in combat, but it can be handy when time is not an issue.

Cost: 200 gs; *Weight:* 3 pounds; *Availability:* S.

Chalk: A lump of chalk, handy for marking walls to record one's passage. Good for hundreds of uses.

Cost: 1 gs; *Weight:* 0.5 lb; *Availability:* T.

Iron Spike: A 9" long iron spike with a flat end for ease of hammering.

Cost: 5 ss; *Weight:* 0.5 lbs; *Availability:* T.

Hollow Reed: A slender straw. Allows a hero to breathe while submerged, with only the straw protruding from the water.

Cost: 1 ss; *Weight:* n/a; *Availability:* V.

Lard: Rendered animal fat, provides +1 to Vigor rolls to resist cold, but only for 2 hours. It is as effective as whale blubber for helping squeeze through narrow gaps.

Cost: 1 gs; *Weight:* 1 lb; *Availability:* V.

Lavvu: Regular tents, as listed in the *Hellfrost Player's Guide*, are triangular structures and ill-suited for housing a hearth. Heroes looking to spend time in the frozen wastes should invest in a lavvu. Lavvus come in different sizes. Unlike regular tents, they provide a +3 Vigor bonus to resist the effects of cold.

Availability: V (High Winterlands), T (Low Winterlands), S (Hearthlands).

Item	Cost	Weight	Notes
Lavvu I	300	25	Sleeps 3, 10' dia.
Lavvu II	500	35	Sleeps 4, 12' dia.
Lavvu III	800	50	Sleeps 8, 15' dia.
Lavvu IV	2,000	80	Sleeps 14, 20' dia.

ICE FORTIFICATIONS

Although stone fortifications exist in the Hellfrost, they are scarce and often badly in need of repair. Most races and cultures prefer to construct fortifications from blocks of ice. Ice fortifications come in the standard fortification designs with changes as noted below.

Ice Blocks: Reduce the Armor of all fortifications except hill forts by half (round down). Regular ice, while tough, is not as hard as stone. Ice block fortifications take no damage from cold, coldfire, or ice attacks, but suffer double damage from heat and fire attacks.

Supplies: Food is usually scarce in realms where ice fortifications are used. Typically the supplies rating is half that for fortifications (round down).

Cost: Costs for ice fortifications is 25% lower than stone versions, assuming ice is readily available.

SHIP MODIFICATION

Dragon Scales: Since coldfire acts like regular fire, wooden ships cannot sail over or through it without combusting. To combat this, some creatures coat the hulls of their vessels in Hellfrost dragon scales. This renders the hull immune to coldfire, as well as cold, and ice attacks. However, it is more susceptible to heat and fire attacks, taking +4 damage. Dragon scales cost 3,000 gs per base Toughness point (ignoring Armor) of the vessel and have an availability of Special.

HERBAL REMEDIES

Insect Repellent (+1): Insect repellent is balm rubbed into exposed skin. Insects, whether swarms or giant insects, must first make a Spirit roll as a free action if they wish to attack anyone wearing a dose. The roll must be made before each attack. A single dose rubbed into the skin lasts for eight hours.

War Paint (+1): As well as using woad and henna for tattoos, Tuomi warriors regularly paint their faces in elaborate designs when going to war. A dose of war paint lasts for four hours (half that in heavy rain) and grants +1 to Intimidation rolls.

NEW ARCANES BACKGROUNDS

Two new Arcane Backgrounds are presented below. The first represents an archaic, diminishing form of worship now restricted to a few Finnar tribes in the High Winterlands. While it can be taken by player characters, its inherent drawbacks make it unsuitable for most combats. The second is now believed extinct, but it is possible a hero might uncover clues to rekindle its practice.

FINNAR WIND PRIEST

Requirements: Must be a Finnar

Arcane Skill: Faith (Spirit)

Starting Powers: 2 plus *elemental manipulation (air)*

Spell List: *Aim, aura, banish (air-based elementals or spirits only), barrier, becalm, blast, bolt, burst, deflection, elemental form (air only), entangle, fly, fog cloud, hamper movement, knockdown, leaping, prolonged blast, sluggish reflexes, speed, sphere of might, storm, stun, telekinesis, voice on the wind, whirlwind, zephyr.*

Finnar wind priests understand how to harness the power of the winds. They do not call upon spirits or elementals, but rather bind the heavenly winds of Father Air, perhaps a forerunner to Thunor or an air deity now forgotten by the other races, in knotted rope or cord. The magical energy is kept locked into the knots until they are untied and the appropriate chant uttered.

Although they share many similarities to the air elementalists, the Convocation has never accepted wind priest as mages, and the modern cult of Thunor dislikes their practice of trapping the winds, feeling it is an affront to their god. Wind priests are an ancient and dying breed. Elementalism and worship of Thunor as done by the other races, both of which are easier to wield and have greater potential, are slowly becoming the norm for Finnar who wish to learn mastery of the air. Wind priests have no paladin faction associated with the faith.

Making Knots: Creating a knot in which is bound magical energy is not a simple process. The knots are very complex and must be formed perfectly for the magic to take. It is this limitation which makes the art a minor one and a dying one. The maximum number of knots a wind priest can tie in a week is equal to his Faith die. This assumes the cleric can spare an average of four hours a day. A starting wind priest begins with a number of knots equal to his Faith die plus his Vigor die.

Casting: Wind priests carry on them many lengths of knotted cords. By untying these in specific ways,

they release the magical energy stored in them. It takes one action to untie a knot, and one knot is required for each Rank of spell. As always, an action cannot be repeated in the same round.

The cleric gains +1 to his Faith roll for each additional knot he unties above the minimum required. The maximum number of extra knots that may be untied to boost a spell in this manner is limited by the cleric's Faith skill die. A d4 allows one additional knot, a d6 two extra knots, and so on. Beyond d12, the mage adds one knot per +1 to his attribute. So at d12+2, the cleric can untie an extra seven knots.

The final knot is untied as part of the arcane skill roll and is not a separate action. For instance, a Novice spell can be cast as a single action. With a Seasoned spell, the cleric must untie two knots. Hence, his Faith roll is made on the second round after he begins casting.

A wind priest can stop untying knots at any point before his spell is cast. Expended knots are wasted and the spell fails to materialize. This applies even if the priest is untying additional knots. Disruption can occur from the moment the hero unties the first knot. If disrupted, the mage must begin from scratch with new knots.

All wind priest spells require the caster to be able to untie knots.

Trappings: All spells must have an air trapping.

Backlash: Wind priests suffer Backlash as other priests, but have no sins to avoid.

GLAMOUR

Requirements: Novice, Elf

Arcane Skill: Glamour (Smarts)

Starting Powers: 3

Powers: *Beast friend, bless/panic, charismatic aura, confusion, deflection, elemental manipulation, fear, invisibility, nightmare, obscure, puppet, shape change, speak language, stun, voice on the wind*

Glamour, also known as fey magic, is the art of illusion, shape shifting, and trickery. They reach into the minds of others and pull forth their fears and aspirations, turning them into momentary shades capable of inspiring or terrifying.

Myths tell how a great hero stole glamour magic from the fey lords long ago. It is an interesting and oft-times amusing fable, but those who know the fey know their magic is far beyond mortal comprehension. Still, the art is strongly tied to the fey world.

Casting: A glamour mage need only think his spells into existence. When within a fey realm, the mage has +1 to Glamour rolls.

Trappings: Glamour utilizes illusions, not physical forces. Trappings provide no game benefits.

SOLAR MAGIC

Arcane Skill: Solar Magic (Smarts)

HELLFROST: RASSILON EXPANSION II

Starting Powers: 1 plus *light*

Powers: *Altered senses, aura, banish, barrier, blast, bless/panic, bolt, burst, charismatic aura, deflection, detect/conceal, elemental manipulation (fire only), dispel, energy immunity (cold, darkness, fire, heat, ice, light only), farsight, fly, glyph, heat mask, prolonged blast, quickness, sphere of might, smite, speed, stun, and weaken undead.*

Solar magic, the only magical art practiced by the Selari culture, died out during the Blizzard War. However, by studying the ruins of the Shattered Moor, a hero might (with the GM's approval) be able to learn the art. The Selari were sun-worshippers, placing faith in Sigel above all other gods. Even their mages were tied to this belief.

Casting: Solar magic draws its energy from the sun's magical threads. When the sun is obscured or out of the sky, the magic becomes harder to use. Penalties for poor lighting apply to the arcane skill roll. Solar mages were able to cast magic indoors or underground through sympathetic resonance. That is, a torch or lantern sheds light, and thus has sympathetic ties to the sun, enabling a solar mage to empower spells.

Trappings: Where applicable, all spells involve both fire and light trappings simultaneously. As always, common sense should apply. A *bless* spell might cause the target to radiate light, but it won't set fire to him. Spells actively utilizing the fire trapping are affected by the Hellfrost effect.

Backlash: Practitioners are subject to Siphoning.

NEW SPELLS

HAMPER MOVEMENT

Rank: Seasoned

Range: Smarts

Duration: Maintained

Trappings: Entangling plants, deep mud, buffeting winds, ice, grasping skeletal limbs, rip tide.

Hamper movement creates an area equal in size to a Medium Burst Template. All movement through the template is treated as difficult ground. With a -2 penalty on the arcane skill roll, the template can be increased to a Large Burst Template. For a similar penalty, the area can be made especially difficult, preventing all creatures from running within the template. With a -4 penalty, both modifiers can be implemented simultaneously.

Add to Magic Lists: Druidism, Elementalism (Air, Earth, and Water), and Hrimwisardry.

Add to Deity Lists: Eostre, Ertha, Freo, Hela, Nørthe, Thrym, Thunor, and The Unknowable One.

SUMMON SPIRIT

Rank: Veteran

Range: Smarts

Duration: Special

Trappings: Prayers, sacrifices, burning herbs.

Spirits, such as those found in the *Hellfrost Bestiary*, are either free-willed entities drawn to the mortal realm by their own curiosity and base desires, or servants of the gods. They can remain in the mortal realm indefinitely. By comparison, those summoned by this spell must possess a victim within five rounds or be automatically banished.

The entity's Spirit die is one die type lower than the summoner's Faith die (so a cleric with Faith d10 summons spirits with Spirit d8). A spirit called using this spell which leaves its host, voluntarily or forced, is instantly returned to its native realm. Certain deities grant the ability to summon spirits, but only a select few.

Add to Deity Lists: Dargar (Anger, Fear, Pain), Eira (Healing), Hela (Fear), Niht (Fear), Scaetha (Courage, Grief), Thunor (Anger), Tiw (Courage), the Unknowable One (any), Vali (Grief, Jealousy, Sickness), Var (Jealousy).



SETTING RULES



This chapter explores the characters' ancestry, provides rules for using collective faith, details new adventuring environments, adds a new type of minor relic, gives rules for two popular sports, and introduces the powerful resource miracles.

ANCESTRY

While none of the civilized races practice true ancestor worship, the deeds of one's forefathers are extremely important to those alive in Rassilon today. The deeds of one's ancestors reflect on their descendants, for good or for ill, and regardless of how many generations have passed. Many Saxa and frost dwarves, especially nobles, warriors, and heroes, introduce themselves by recounting their ancestral line, punctuated with short summaries of their major deeds.

These rules allow a player character to quickly create notable ancestors and a family lineage. Not only does this add depth to the character's backstory, but he may begin play with modified Glory (for good or bad). This process is completely optional. No character has to go through it, and players are free to make up their character's ancestry as they see fit. However, the latter option does not earn the character any Glory.

Once a character has decided to use this system, he cannot halt until the process is created. Be warned: not every ancestor will be a hero or warrior—most ancestors were notable for very little, and some were black-hearted villains.

NUMBER OF ANCESTORS

The number of ancestors a family can recount depends on its social status. Nobles, for instance, have their lineage recorded by skalds, whereas peasants must rely on word of mouth and vague memories. Characters with the Noble Edge have 2d4 recorded ancestors. If they have the Old

Family Edge as well, they receive one extra ancestor. All other characters have just 1d4+1 ancestors of any interest (or at least who can be remembered clearly). If there are sibling characters, their ancestral line will be identical. Only one set of dice are rolled, and one set of cards drawn.

Each ancestor must be named. Only their first name need be recalled, as to add in surnames typically repeats information unnecessarily (this is especially true among the Anari and Saxa). Modern sensibilities aside, *Hellfrost* is strongly male oriented, at least in terms of non-player characters. Thus, only male names are generally recorded, though there is no prohibition against a player having one or two notable female ancestors.

NOTABLE DEEDS

Each ancestor performed one or more deeds. Regardless of the number of deeds an ancestor performed, he is notable for just one. Not all of his acts were necessarily great, but families cling to whatever forebears they have.

The player draws one card for each of his ancestors, starting with his father and working down the family line until he reaches the last ancestor. Check the value of the card against the table below and record any Glory modifier. The entries are deliberately left vague, thus allowing the player opportunity to fill in the blanks as he wishes. The GM has final approval on whether the deed fits the category.

NOTABLE DEEDS TABLE

Card	Event (Example Deed)	Glory
Deuce	Despicable deed (slew a nobleman, forsook a holy oath, worshipped Hela)	-10
3	Major bad deed (cowardice, god cursed, led an army to defeat, convicted criminal)	-5

HELLFROST: RASSILON EXPANSION II

4	Minor bad deed (incompetent, accused of a serious crime, lost land or money)	-1
5-10	Very minor deed (aided a nobleman on a raid, served as a cleric or huscarl)	+0
Jack	Minor deed (slew a vicious wild beast, founded a temple, fought in a notable battle)	+1
Queen	Moderate deed (slew orcs or an ogre, founded a new settlement)	+2
King	Major deed (slew a troll, rescued a noble in battle, fought in a major battle)	+4
Ace	Great deed (slew a giant or vampire, found a relic, led an army to victory)	+7
Joker	Legendary deed (slew a dragon or liche, saved a king)	+10

RECORD ANCESTRAL LINE

Finally, the player records his ancestral line in descending order. Each ancestral step must begin, “son of <name>, who...” Naturally, daughters use “daughter of” as appropriate. The notable deed should then be summarized in around ten words or less—the aim is to provide listeners with a brief overview of the speaker’s family, not bore him to death with endless details.

Even the most minor deed should be recorded as if it were an important event. Adding in other names related to the deed is perfectly acceptable. For instance, recording “...*who helped a noble on a raid*” is a poor description. Replace that with “...*who raided with Jarl Togsvig*” and you’ve already added much more flavor. You’ve also suggested, but not specifically stated, that your ancestor played an important role (even if he didn’t).

Note that it is extremely bad manners to speak of one’s own deeds when recounting an ancestral line. The deeds of the character should be recorded by his children, not him personally.

EXAMPLE ANCESTRY CREATION

Maggie is playing Beornwynn, a Vestmark Saxa riddera. She rolls 2d4 to determine the number of ancestors her family can recall and scores a six. Her card draw, in order, is a Joker, a Jack, two tens, an eight, and a deuce.

As we can see, her first ancestor, her father, is the most notable member of her family. First she picks a name—Cynewig. Next she needs a legendary deed. Having access to the *Hellfrost Gazetteer*, she elects to have her most famous ancestor take part in a renowned battle. In Vestmark, the most notable battle in living memory was the Battle of Torn Ground, which marked the start of the orc invasion. Unfortunately, that battle also means her father met an untimely end at the hands of an orc horde, there being no survivors. Given the event took place exactly 20 years ago, her character must be at least

20 years old in order to use the event. Her father, she says, was the king’s banner bearer at the Battle of Torn Ground, in which an entire Saxa army was annihilated.

Her next ancestor, her grandfather, Aethelhelm, performed a minor deed. She keeps the orc theme going by deciding he decapitated a notable orc chieftain a generation earlier. This act earned him the minor noble title the family carries to this day.

Unfortunately, things then go downhill, with three of remaining ancestors being mediocre. It seems her family’s star is rising rather than fading—Beornwynn has a lot to live up to! She names her next three ancestors Edburgh, Thunraed, and Leofgar.

Edburgh, she decides, achieved nothing beyond living a good and virtuous life. Thunraed was a priest of Thunor his entire life, a worthy vocation but of little importance in the grand scheme of things. Leofgar she lists as serving a king. What she doesn’t recount is that his duty was to serve the king’s mead. Still, there is no falsehood in her statement—she has simply chosen to list the basic fact that he did serve a king.

Lastly there is Wulfhelm, the black sheep of the family. His deeds earned him great notoriety in life, and still tarnish the family name. Maggie decides he was a huscarl who murdered his lord. After Wulfhelm, the family line descends into mythology and hearsay.

Looking back up her ancestral line, she invents a little more flavor. After Wulfhelm’s vile act, the family fell from grace, with her ancestor’s family being enslaved as punishment. While Leofgar did serve the king, he did so as a thrall. However, his loyalty eventually earned his family their freedom, though it took two generations to fully recover its former status.

Looking at the table, we see that only Cynewig and Aethelhelm earn her any positive Glory, while Wulfhelm costs her Glory. She starts with +1 (10+1-10) Glory, hardly an excessive amount, but she is a little closer to achieving her first Glory reward than she was before she began the process, and she at least has some idea from whom she descends.

Finally, she writes up her ancestral lineage: “*I am Riddera Beornwynn, daughter of Cynewig, who carried the king’s banner at the Battle of Torn Ground; son of Aethelhelm, who cut the head off OGREK the Vile; son of Edburgh, who honored his ancestors; son of Thunraed, who served Thunor to his last breath; son of Leofgar, who served King Eorwald; son of Wulfhelm, whose hands were stained with the blood of Thegn Sigeric.*”

LIES HAUNT YOU

Truth has a nasty way of bubbling to the surface. Any character who blatantly lies about his ancestry or leaves out an ancestor suffers a -2 Glory penalty for dishonoring his ancestors and insulting whoever is listening to his lineage being recounted. This isn’t a one-time penalty—it is applied every time the lineage is falsely retold.

Leaving out certain facts is acceptable practice, so

long as the deed can still be seen as the truth. In the example below, Leofgar was a thrall serving boy for most of his life and ranked very lowly on the social ladder. However, his descendants are quite within their rights to only mention that he served a king, as this is a truthful statement by itself. Were they to say he was a mighty warrior in the king's service they would be guilty of blatantly lying. Wulfhelm, a reviled ancestor, cannot be left out of the list simply because he was a bad egg without dishonoring the entire line. However, so long as it is known his deed was a disgraceful one, the details can be left vague.

● COLLECTIVE FAITH ●

This rule allows characters to aid clerics of the same faith in invoking miracles.

In order to assist, the helper must be on Hold and within 5" of the cleric. When the cleric casts his miracle, the assistant must come off Hold and begin praying with him. Each assistant then makes a Faith or Spirit roll (their choice) as an action, aiding the caster through the Cooperative Roll rules. Multi-action penalties apply as normal.

Characters with the exact same patron deity as the cleric suffer no penalty. If the casting cleric worships a major deity and the helper an affiliated minor one, or vice versa, there is a -2 penalty—both share a common greater deity, but they do not know the full range of prayers associated with the other's faith. If the helper is a cleric of an affiliated minor deity, that penalty is waived if the spell being cast appears on both deities' lists. This includes matching trappings and any specific restrictions.

Followers of minor gods can never help clerics of a different minor god, even if they share the same affiliated greater deity.

Example: *A non-cleric character with Bolverk as his patron can help a cleric of Bolverk with no penalty, since they share the exact same faith. He can also assist a cleric of Eostre Animalmother or Ullr, deities to whom Bolverk is affiliated, though with a -2 penalty.*

Another helper is a cleric of Bolverk. He wants to lend spiritual support to a cleric of Eostre Animalmother. The helper ignores the -2 penalty if the caster is invoking beast friend to affect cattle, barrier, entangle, farsight, or summon beast, again, to affect cattle only, since those spells are common to both faiths. No other spells of Bolverk match those of Eostre.

Neither could aid a priest of the minor goddess Epona, despite both Bolverk and Epona sharing an affiliation with Eostre Animalmother.

● ENVIRONMENTAL NOTES ●

The biting cold of winter on a calm day at ground level is bad enough, but for heroes who must venture

into the mountains or brave fierce winds, conditions are far worse.

ELEVATION

The higher you climb, the colder it gets. As a very rough rule of thumb, the temperature drops from the seasonal ambient by 3 degrees Fahrenheit or 2 degrees Centigrade for 1,000 feet (300 meters) above sea level. To keep things simple, assume that for every 6,000 feet (2,000 meters) the temperature drops to the next lowest category. Thus, a Hearthlands' summer at sea level feels as cold as spring/fall at 6,000 feet, like winter at 12,000 feet, as a Low Winterlands winter at 18,000 feet, and so on.

The highest mountains in the Sigel Peaks rise three miles (just shy of 16,000 feet) above sea level. Since the realm uses the High Winterlands temperatures, this means the higher elevations are as cold as the Hellfrost core in winter, and colder still once the sun sets. Even in summer, it is always as cold as the outer Hellfrost.

WIND CHILL

Wind reduces the air temperature. The colder the ambient temperature, the greater effect wind chill has. To keep things simple, when the wind exceeds 20 mph in temperatures equal to or below 32° F (0° C), the temperature is lowered one category. Wind chill has only a minimal effect in warmer temperatures and should be ignored.

EXPANDED VIGOR MODIFIERS

Although the Hellfrost core at night is listed as the lowest temperature category, the Vigor modifier assumes ground level and a gentle wind. Factoring in altitude and wind chill means even harsher conditions exist. For each temperature category below this level, the Vigor modifier penalty increases by a further -1.

For example, standing atop an 18,000 feet high mountain in a strong wind while within the Hellfrost core at night gives a total Vigor modifier of -11 (-7 for the core temperature, -3 for altitude, and -1 for wind chill). A hardy frost dwarf wearing furs and winter clothing, and smothered in whale blubber, still endures a punishing -5 final modifier, forcing a Vigor roll every 15 minutes.

● EXPLORATION: THE SEA ●

GMs looking to include nautical adventures in their campaign should read up on the rules for Watercraft and the rules for Contact and Close Quarters under Capital Ships in *Savage Worlds*. The following additional rules can also be implemented.

KNOWLEDGE (THE SEAS)

This variant of the Knowledge (Area) skill covers an understanding of currents and winds, fixed hazards such

HELLFROST: RASSILON EXPANSION II

as submerged rocks or monsters' lairs, legends concerning the sea, and coastal communities and customs. As with any Knowledge (Area) skill, the wider the area covered, the more penalties are incurred when trying to use the skill to know specific details.

NAVIGATION

The seas around Rassilon are treacherous expanses. Wise crews keep close to the coast, except when a storm rages, when deep water is safer territory.

For each day of travel the captain must make a Boating roll. Add +2 if the ship is hugging the coast. Since all navigation requires using the sun and stars, modifiers for poor lighting also apply. The crew may make Group Cooperative Boating rolls to aid the captain.

With success, the vessel moves as expected (see below). A raise increases the ship's average speed by an additional 0.5 knots thanks to good currents and wise use of wind and oars. Failure means the ship moves only half the distance—the captain may have misjudged the wind or currents, steered the ship the wrong way, before discovering his mistake or driven the crew too hard and caused them to require extensive rest breaks.

SHIP DAILY MOVEMENT RATES

A ship must often use both wind and oars during the course of a day. The average speed of typical ships in nautical miles per hour (knots) is given below. This figure should be used to calculate overseas travel times. It takes into account things such as variable wind strengths

and direction, rest breaks for oarsmen, and favorable and adverse currents.

If you've created your own ships, or an Edge or spell modifies a vessel's speed, use the calculation below to work out the new average rate of hourly travel. Over short distances in known waters, the speed is double that listed as the crew can be pushed harder and the weather is more predictable.

$\text{Knots} = (\text{half rowed Top Speed} + \text{half sail Top Speed}) \text{ divided by two. Retain all fractions.}$

For example, a busse has Top Speeds of 5 and 8. Taking half each value we end up with 6.5, which equates to 3.25 nautical miles per hour.

Vessel	Knots	Vessel	Knots
Busse	3.25	Drakkar	5.5
Galley	2.75	Knarr	2.5
River barge	1	Rowboat	1
Skeid	5.5	Smabyrding	2.75
Snekke	4.5		

UNDERWATER COMBAT

BREATHING

Unless the heroes intend to spend just a few minutes underwater, any aquatic expedition is going to require *environmental protection* spells or alchemical devices. Thanks to this handy spell, pressure, temperature drop, and holding your breath can be ignored (should the spell expire the hero is probably doomed, anyway).

Characters under the effects of the spell move at their full Pace and can run—the Swimming skill is not required. However, there are a few minor changes to keep in mind.

COMBAT

Ranged weapons or spells which launch a physical missile have their Range halved. Land-based characters exploring an aquatic realm without the use of *environmental protection* are -2 to all physical Trait rolls and rolls which require concentration.

LIGHTING

Lighting conditions drop one level (to a maximum of Pitch Darkness for each 100 feet of depth below the surface if the water is clear and every 50 feet if murky. *Light* spells are the only reliable form of illumination. In murky water, the spell illuminates only a Medium Burst Template.

SPELL TRAPPINGS

Acid, coldfire, fire, and heat spells do not function as effectively. Reduce damage dice by one die type (so 2d6 becomes 2d4,



for example) and burst templates by one step. A Small Burst Template affects a single 1" square.

Electrical and sound trappings increase the damage die one step (so 2d10 becomes 2d12, for example). Templates also increase one size, to a maximum of Large. *Bolt* spells using these trappings affect a Small Burst Template underwater, making them area-effect spells. Touching an electrical *barrier* requires a Vigor roll at -2 to avoid being knocked back.

Ice trappings do not make an area slippery. Instead, they freeze an area of water into a solid sphere (Toughness 10). These remain *in situ* for 3 rounds before melting or floating away.

EXPLORATION: UNDERGROUND

Exploring Ertha's Realm, the natural caverns and tunnels of the world, properly requires some new setting rules. These are intended to help simulate the dangerous conditions involved in exploring the unknown regions and add a new dimension to game play without stifling an adventure with complex rules.

All of the rules in this section are completely optional, included for GMs who want added detail. While using just the core rules provides for an adequate adventure, it also reduces subterranean exploration to the same level as a standard "dungeon crawl," robbing the players and their characters of the opportunity to fully explore the realm and overcome the varied dangers it presents.

LIGHT & SOUND

Aside from some areas lit by phosphorescent molds and fungi, or by the flickering light of molten lava or coldfire lava, once one descends beyond the cave mouth or sinkhole entrance Ertha's Realm is a domain of total darkness. Thus, explorers must bring their own light sources with them.

Although many mages and clerics shun the *light* spell as a waste of time, beneath the earth it is one of the most useful spells—it weighs nothing (unlike oil and lanterns), and functions equally well underwater. If the party spellcaster doesn't know the power, the heroes should invest in plenty of alchemical devices.

DARKNESS

Once the lights go out, there is absolutely no visual point of reference to help with navigation. Heroes can become turned around without realizing it. Unless a hero can touch a wall to guide him, all movement is in a random direction, determined by rolling a d8. Roll once for each movement action, not for each square. If someone calls out, the character can make a Notice roll at -2 to head in the general direction of the caller.

Heroes in complete darkness wishing to move faster than half their Pace cannot feel ahead to see what lies in front of them. While this might occasionally lead to a bump or bruise, it may also lead one to plummet into a deep hole. If a hero wishes to navigate carefully, in areas of difficult ground, he must move at half his Pace.

Any hero moving faster than half his Pace must make an Agility roll. A -2 penalty applies if the terrain is difficult ground and a -4 penalty occurs if he runs. These modifiers stack. Failure causes the hero to stumble, fall, or slam into an obstacle or wall. Typically this leaves him Shaken, though in areas of very rough ground, or if the hero slides down a slope, he may suffer Bumps and Bruises instead.

DETECTING LIGHT

While light is necessary for subterranean exploration, it also reveals an explorer's presence to the denizens of the underworld. A light source can be detected at a distance equal to 20 times its illumination radius if the surrounding darkness is pitch black. A torch, which has a 4" radius, can be seen 80" (160 yards) away, for instance. In Dark conditions, reduce this to 10 times the radius, and in Dim lighting down to 5 times the radius. This assumes a relatively straight line between light and viewer. Twisting corridors and obstacles, such as stalagmites, reduce these distances.

NOISE

Ertha's Realm can be a domain of total, oppressive silence or a cacophony, depending on the nature of the cave. Modifiers to Notice rolls based on the ambient noise are detailed below.

Mod	Ambient Noise
+2	Cave is utterly silent (i.e. no water)
+0	Few drips or small moving water
-2	Many drips of water or fast flowing water
-4	Waterfall or rapids

MOVEMENT, GENERAL

"Dungeons" typically have paved, or at least level, floors. Flat surfaces are extremely rare in the Underearth and more often than not one is climbing rather than actually walking. Combined with narrow fissures, the inability to see far ahead, dead ends, labyrinthine tunnels, tight squeezes, sumps, climbs, and crossings, adventurers are lucky to move more than one-half mile per hour in most caves. In many instances, a movement rate of just a few hundred yards per hour is more realistic.

Many combat encounters should feature large areas of difficult ground (such as rubble or water), as well as obstacles such as boulders and stalagmites that break up the map, provide cover, and block line of sight.

DIFFICULT GROUND

Below are some examples of difficult ground heroes may encounter underground.

HELLFROST: RASSILON EXPANSION II

Slick Floor: Water, mud, mold, fungus, or small loose stones may cause the floor to be slick. Any hero who runs and rolls a 1 on his running die slips and falls prone at the start of his run.

Steep Slopes: Steep slopes are typically between 30 and 45 degrees. The slope is difficult ground. Anyone running downhill *must* make an Agility roll at the end of their movement. With failure, they move an additional 1d2" after their intended movement. On a roll of 1, regardless of Wild Die, they slip and fall prone after the additional movement. Steeper slopes must be climbed.

Water: Knee deep water is difficult ground. Waist deep water is difficult ground and prevents running by any hero. Chest to neck deep water can be waded through at just 2" per round. Deeper water requires a hero to swim.

SUMPS

The Underearth is not a fun place for those suffering hydrophobia or who cannot swim, for water is a common though not altogether ubiquitous feature. A sump is a passage flooded as high as the roof. The only safe way through a sump is to swim (though brave spellcasters can try to *teleport* into the unknown).

Swimming rolls are only required if the water is fast flowing. However, with no chance to surface for air, Swimming Pace (half Swimming die, rounded up) is far more important. The lead hero, the trailblazer diving into the unknown, is taking a huge risk every time he enters a sump, for he has absolutely no idea when it might end and thus when his lungs may next savor fresh air. Remember, given time to fill his lungs, a hero can hold his breath for a number of rounds equal to 2 plus half their Vigor die.

ROPE USE

One of the most important pieces of equipment a spelunker needs is rope, lots of rope. (Climbing gear is also important.)

Knots: Tying a basic knot requires two hands and takes an action. Untying a knot requires only one hand but takes a complete round, during which the hero may only take free actions. It can be achieved quicker, but this requires an Agility roll. Failure means the action is wasted and the knot remains tied. Average quality rope has Toughness 4 should the hero decide to cut the rope.

Abseiling: Also known as rappelling, abseiling is a means of descending a sheer surface by using a fixed rope. The hero abseiling winds the rope around his body and uses friction to control his descent. Without safety harnesses, abseiling is a risky venture.

Abseiling requires a Climbing roll at +2. Penalties may apply for strong winds, but the surface being descended has little effect. Success means the hero safely descends a number of game inches equal to his Strength die. Failure means the hero failed to move for some reason, but he does not fall. A critical failure means the spelunker has lost his grip and fallen.

Grappling Hooks: Throwing a grappling hook requires a Throwing roll and has a Range of 3/6/12. If the thrower spends an entire round swinging the hook first, taking no other actions except free ones, he increases the range brackets by half his Strength die.

Walls or ledges with scant handholds give a -1 or -2 penalty, depending on the scarcity. If the roll fails because of the modifier, the grappling hook bites, but it is not completely secure, though tugging on it does not reveal any problem. For this reason, the application of modifiers should be kept secret from the players. Each time a character using the attached rope rolls a 1 on his Climbing roll, regardless of Wild Die, the GM should roll a d6. On a roll of 1 the hook comes loose, causing the hero to fall unless he makes a Climbing roll at -2. Modifiers for scarce handholds and wet surfaces apply normally.

Belaying: Heroes can reduce the distance a roped climber falls by using belays. The first climber, who must have a rope tied around him, moves ahead. When he reaches a set distance (say 10"), he hammers home a spike and knots the rope to it. Should he fall, he falls only the length of the rope to the last belay. He suffers half damage from the fall due to the sudden stop.

The GM should roll a d10 for the belay. On a roll of 1 it fails, and the hero falls further until the next belay takes up the strain. Repeat until either the climber hits the ground or a belay holds.

Rather than using a spike, a character behind the climber can act as a belay by bracing himself to take the weight should his comrade fall. If the hero ahead of him falls, he must make a Strength roll to take up the strain or fall as well.

Rope Bridges: Crossing a rope bridge counts as difficult ground.

TEMPERATURE

Air: While the air temperature underground does fluctuate, and actually increases as one descends deeper, most of Ertha's Realm the heroes are likely to explore remains around 40-50° F (4-10° C) regardless of season, making it equivalent to a chilly Hearthland spring. Adventurers thus require no special cold weather clothing.

Water: Many rivers, streams, pools, and lakes exist below the ground. Never warmed by Sigel's Hearth, they are bitterly cold. The rules for immersion apply to all underworld water sources.

TIGHT SQUEEZES

Not every location the heroes explore has neatly worked passageways a uniform two yards wide. Within the unlit bowels of the subterranean world there are passageways too narrow or low (or both) to allow unhindered passage. For convenience, such places are simply called "squeezes." A squeeze represents any difficult area, whether that is a single choke point just a few feet deep or a long, winding tunnel.

MOVEMENT

All squeezes have a rating. This may be negative or positive. The lower the number, the tighter or more awkward the squeeze. In general, positive numbers are used only when an adventure features creatures larger than typical humans. Squeeze ratings are not directly comparable to Size—they are merely an indication of difficulty. Thus, even an adult human may try to wiggle through a squeeze with a -4 rating.

If the squeeze rating is greater than or equal to the character's Size, he can maneuver with no problem. If the squeeze has a rating lower than the hero's Size the character must make an Agility roll as a free action each round he wishes to move through the passageway. This is modified as shown below. For these purposes, a typical human adult is Size +0. Sand goblins and characters with the Small Hindrance rate as Size -1. Obese heroes and adventurers who opted for the Brawny Edge with a muscular build are considered Size +1.

If the squeeze rating is five points or more lower than a creature's Size, that creature cannot maneuver through the squeeze without special circumstances. For instance, a giant snake (Size +4) could not move through a -2 squeeze by these rules. However, even a giant snake is quite thin. As a rule of thumb, treat such creatures as being four Sizes lower for these purposes.

Within a squeeze, only heroes completely unaffected by the terrain may move through an allied character's space. Even then, occupied squares count as difficult ground. However, two characters cannot share the same space at the end of movement.

Mod Reason

- X Difference between squeeze rating and Size*
- X Encumbrance penalty
- +1 Greasing with pot of oil or whale blubber
- +2 Acrobat Edge
- +2 Disciple of Geb-Agni Edge
- +2 Full round action**

* A Size +1 hero maneuvering through a -3 squeeze suffers a -4 penalty, for instance.

** The hero takes no actions other than trying to move through the squeeze.

RESULTS

Critical Failure: The hero is stuck fast. On subsequent rounds, he must make an Agility roll modified as above as an action. Success means the character is free but does not move this round. On a raise, he also moves 1". One hero directly behind or in front of the stuck character may assist with a Cooperative roll using Strength to push or pull his comrade free. In addition, a stuck hero who tries to escape his predicament who rolls a 1 on his Agility die, regardless of Wild Die, suffers a level of Fatigue from Bumps and Bruises.

Failure: Hero is temporarily stuck and cannot not move this round.

Success: The hero moves up to half his Pace this round but cannot run.

Raise: The hero can move his full Pace but can't run.

Example: *Sven the Portly (Size +1) is exploring a cave system when the tunnel suddenly narrows for a few feet. The squeeze is rated at -1. Sven must make an Agility roll with a base penalty of -2, the difference between his Size and the rating. The explorer is travelling light (no Encumbrance penalty). Being prepared, he liberally daubs himself with oil (+1). Since he is in no rush, he takes a full round action to fit his corpulent form through the squeeze (+2). Sven's final modifier is +1. He rolls a success and moves up to half his Pace. If the squeeze had been rated at -4 or lower, Sven could not maneuver through it because the difference would be 5 steps.*

COMBAT

Fighting in a tight squeeze is not easy. Cramped conditions limit a hero's ability to swing a weapon, dodge or parry blows, and wield a shield effectively. Compare the squeeze rating to the hero's Size as shown below.

Squeeze vs. Size	Shield	Attack/Parry*
1 point lower	Small/Medium	-1
2 points lower	Small	-2
3 points lower	None	-4
4 points lower	None	None**

* Parry cannot drop below 2. Spellcasting that requires gestures or movement is similarly affected.

** No attacks may be made by the hero. Parry is treated as being 2, regardless of its normal value.

Example: *Sven is halfway down the tunnel when he is attacked by a giant rat. Being Size -1, the rat is unhindered by the narrow passage. The difference between the squeeze rating (-1) and Sven's Size (+1) is two. Sven can only use a small shield, his Parry is lowered by two, and any attacks he makes are made at -2. The rat, which would not normally be a serious threat, has now become much more deadly.*

NEW RELIC TYPE

The citizens of Rassilon recognize 24 precious gemstones (and many dozen semi-precious ones). Each has long been associated with one of the major deities. Clerics often work these stones, or chips of them, into their holy symbols, while citizens wear them in jewelry as acts of faith, good luck charms, and because they look pretty.

Certain stones, usually those of exquisite quality and exceptional workmanship, are natural relics. These are known as enchanted gemstones, and follow all the normal rules for relics. Although the power of enchanted gemstones is trivial compared to other permanent magic items, the Reliquary hunts and collects them with the same fervor as it does enchanted swords and rings.

An enchanted gemstone contains a single benny. Once per session, anyone attuned to and currently holding the

HELLFROST: RASSILON EXPANSION II

ENCHANTED GEMSTONE TABLE

Stone	Color	Associated Deity	Benny Allows Reroll of
Alestone*	Purple to lavender	Vali	Vigor rolls to resist poison, disease, drunkenness, and addiction (such as the Major Habit Hindrance) Beaststone
Bloodstone	Dark green with red	Eira	Lilac-red Eostre Riding rolls
Calmstone	Vibrant red	Hothar	Healing rolls
Earthstone	Brown or gold	Ertha	Opposed rolls to resist Tests of Will
Fatestone	Bright red	The Norns	Benny can be used to make or reroll Soak rolls
Hearthstone	Pale orange	Kenaz	Any Trait
Heartstone	Deep blue with gold	Hela	Vigor rolls to resist cold weather
Huntstone	Green	Ullr	Spirit rolls to resist Fear
Icestone	Pale blue to glacial blue		Tracking rolls
Luckstone	Green	Nauthiz	Thrym Vigor rolls to resist hot weather
Mindstone	Mottled pink to red	Hoenir	Gambling and Lockpicking rolls
Mockstone	Pink	Unknowable One	Common Knowledge or Knowledge rolls
Moonstone	Milky-white	Maera	Taunt rolls
Nihtstone	Black, opaque	Niht	Opposed rolls to resist arcane powers
Ragestone	Black, flecked with red	Dargar	Stealth rolls
Seastone	Light blue-green	Neorthe	Intimidation rolls
Shieldstone	Crimson to pale rose	Scaetha	Boating and Swimming rolls
Sightstone	Murky green	Rigr	Spirit rolls
Speechstone	White or colorless	Var	Notice rolls
Sunstone	Deep gold	Sigel	Streetwise rolls
Walkstone	Apple green	Freo	Any Trait rolls to resist a spell cast by, or special ability of, a supernaturally evil creature
Warstone	Turquoise	Tiw	Running die** or movement-based Agility rolls in chases
Windstone	Blue	Thunor	Knowledge (Battle) and damage rolls**
			Any Trait roll to resist or escape grapples, <i>entangle</i> spells, and such like

* Also known as *healthstone*, *poxstone*, and *sickstone*.

** Normal bennies cannot be used for this purpose.

stone can use the benny. This requires no conscious act or thought by the user—it is a player choice, just like spending a normal benny.

However, the benny is not a generic one usable on any Trait roll or for Soaking; rather, the benny has a finite use depending on the type of gemstone. Most can only be used to reroll a very specific Trait, though a few provide other benefits. In essence, they allow a free second attempt at one specific task. For instance, an enchanted bloodstone can be used to reroll a Healing roll, but it cannot be used to Soak damage, or to reroll another Trait die.

Because their use is limited to once per session and the bonus never affects attack rolls, enchanted gemstones make ideal rewards. Not all enchanted gemstones are equal in power, though—a windstone has less potential for regular use than an earthstone or hearthstone. Icestones, practically useless as relics in the present age, were popular in the southern Hearthlands before the Blizzard War, and remain highly sought after by merchants from the desert realm of Al-Shirkuh.

Non-magical gemstones can also be worked into other relics to give them more flavor. For instance, a magic sword might have a warstone pommel, a cloak that boosts Stealth a nihtstone clasp, and a wand of fiery death a hearthstone tip.

SPORTS

Although the winters are growing longer and many evils lurk at the edge of civilization, the citizens of Rassilon have not forgotten how to have a good time. As well as feasts and festivals, civilized folk regularly engage in sporting contests. Archery and javelin contests keep militia in practice, while skiing is a standard means of transportation once the snow falls. Two of the more popular pastimes are detailed below.

GLÍMA WRESTLING

More commonly known as Saxa wrestling, glíma involves throwing your opponent through technique rather than brute force. It is handled like regular combat, except only the Grapple special maneuver may be used—no punching, kicking, biting, head butting, elbowing, or similar is allowed.

Wrestlers may not inflict damage on each other. Instead, after grappling, the attacker may try to throw his opponent on subsequent rounds.

The attacker makes an Agility roll (remember, technique

is being judged, not strength) opposed by his victim's Agility or Strength (defender's choice). If the attacker scores a success and beats his victim's roll, then the defender is thrown, earning the attacker one point. A raise is worth two points, and the opponent must make a Vigor roll to avoid a level of Fatigue from Bumps and Bruises. The first to reach three points wins the bout.

KNATTLEIKR

Saxa for "ball game," knattleikr is a popular yet dangerous sport, more akin to warfare than a way to pass a few hours with friends. While most competitors end up with bruises, death is not uncommon. Knattleikr, as the name suggests, is played using a ball. The aim is to strike the ball with a bat, though hands may also be used. Body contact is permitted, as is intimidation and taunting.

Played by two teams over a long-period, it is a very popular spectator sport, and an excellent way of staying fit during the long winter months. Most Saxa villages have teams, which compete against each other at great markets, important religious occasions, and at regional moots. Many bloody feuds have started over the result of a game of knattleikr, but just as many have been settled this way.

Knattleikr uses the Mass Battle rules, although with some changes.

- Both sides have equal tokens. These are used to represent the score, not the players. The team which loses all their tokens loses the match. In the event both teams lose all their tokens in the same round, the match is a draw.
- There are no Battle Modifiers except for tokens—teams which are losing tend to be dispirited, while their rivals are better motivated.
- Team captains (which replace commanders) may use Knowledge (Battle) or Smarts for their Battle rolls.
- Both teams may attempt to earn crowd support. This involves rousing speeches and proud boasts. The team captain on each side may make a Persuasion roll before the match begins. Teammates may use the Cooperative rules to assist. If a team has home field advantage, the home captain has +2 to his roll. Each success and raise earns their side a benny. Any player on that team may use these bennies during the match.
- In place of the usual Characters in Mass Battle rolls, a hero may use Agility, Strength, Fighting, Intimidation, Taunt, and Throwing. The results are unchanged—as mentioned above, death can, and does, occur. All forms of magic are prohibited—it isn't sporting.
- Unlike other sports, knattleikr allows for healing (magical and mundane) during play. Anyone wishing such aid incurs a penalty and must sit out for one complete battle round. The loss of a key player, as heroes are by their Wild Card nature, gives the opposing side a +1 bonus per Wild Card sitting out during the Battle Roll phase. If the hero receiving treatment happens to be the team leader, he must appoint another player to be captain for the round.
- There is no Morale phase.
- While a typical game of knattleikr lasts an entire day, actual tournaments are held on major festive occasions.

These often last for over a week, and sometimes stretch toward two weeks. Some events are elimination contests, while others are played in league fashion. Regardless, a team which wins a match automatically gains one team benny for its next match due to crowd support. In a round robin contest, the losing team gains one less benny, to a minimum of zero, in its next match.

RESOURCE MIRACLES

Clerics are well-known for invoking miracles, channeling the power of the gods into the mortal realm. For the most part, these are short-lived effects and of little consequence in the grand scheme of things. While a *bolt* may strike down a king, he is but one man. But there are more powerful miracles known to clerics, miracles whose workings can affect entire communities for as long as a year. These are known as resource miracles (and sometimes as community miracles).

INTRODUCING RESOURCE MIRACLES

Although adventuring clerics may occasionally see some minor benefits from invoking resource miracles, they are intended for use with the Resource Management rules (found in the *Hellfrost Rassilon Expansion*). Under the existing rules for resource management shrines and temples provide an automatic bonus. Resource miracles also grant bonuses. It is thus left to the individual GM to decide how resource miracles work alongside the existing rules. Two options are given below. Note that in both instances, the rules for constructing and demolishing temples or shrines still apply as normal. Glory and Loyalty modifiers related to the construction of certain holy sites (such as those of Dargar or Hela) also apply as normal.

No Religious Site Bonus: With this option, shrines and temples provide no fixed bonuses, nor do they allow the chance to offset disasters. Instead, the only way to gain bonuses through religious structures is by way of these rules. This places a greater emphasis on the role of the local high priest and his relationship with the Resource's inhabitants, workers, or customers, rather than on an inanimate building. This is the default setting rule for all official *Hellfrost* products, and the way resource miracles work in other settings.

Addition to Religious Sites: The second option is to allow resource miracles effects to stack with the automatic bonuses granted by shrines and temples. This makes them much more powerful, since together a religious building and resource miracle can provide a sizeable bonus to the Annual Income roll (among other effects).

LEARNING A RESOURCE MIRACLE

Resource miracles are learned like any other miracle. Clerics solely of a minor god may never learn a resource miracle, even if their cult permits temples and shrines—

HIRING CLERICS

Even if a Resource has a temple (or shrine, where applicable), there is no guarantee the resident clerics know a resource miracle. Even if they do know one, the Resource owner might require a different miracle to be cast in a particular year. In return for a suitable donation, a cleric can be hired.

Since the cleric must travel and resource miracles come with inherent risks, clerics charge a flat 100 gs per Faith die. Each +1 over a d12 costs an additional 100 gold sciels. Rates are doubled if the cleric is a Wild Card or has the Master (Faith) Edge. If he meets both requirements, costs are trebled.

Some resource miracles require the cleric to be present throughout the year in order to channel energy into specific effects. Hired clerics charge one quarter of their hiring fee for each calendar month or part thereof they must remain in the Resource.

these deities lack the authority and power to affect the mortal realm in such grand ways.

CASTING RESOURCE MIRACLES

Resource miracles are powerful. In order for a beneficial miracle to work, it must be invoked at a shrine or temple of the deity whose aid is being sought, and in the community the miracle is to affect.

Harmful miracles must be cast within sight of the target Resource's boundary, and the caster must belong to a Resource that boasts a shrine or temple of the god whose magic he seeks. For most evil NPC clerics, their Resource will typically be a temple to their fell deity, rather than a rival village seeking to benefit from the dark miracle.

In neither case need the caster be the resident high priest (defined as the accepted leader of the local religious community, irrespective of personal power or experience). However, it is impossible to cast a resource miracle without the backing of the inhabitants or the support of one's temple—no cleric can hope to channel and control so much divine power alone. Invoking a destructive resource miracle against a Resource is usually the prelude to a feud, if not all-out war.

COST

Resource miracles require exact, copious, and expensive sacrifices, not to mention taking peasants from their duties for a day or more, and thus come with a financial cost. The cost of a resource miracle is 250 gold sciels per point of Population. Hence, a typical Resource with Population 2 imposes a one-off cost of 500 gold sciels for each resource miracle invoked. This breaks down to 2.5 gold sciels per inhabitant. Since the miracle benefits the entire community, the cost comes from the populace in the form of taxes and tithes. Naturally, this takes mon-

ey from the Resource owner's coffers. In game terms, the cost must be paid from the Resource owner's treasury.

CASTING ROLL

Resource miracles are not quick to cast. They require an entire day (8 hours) of uninterrupted prayers. In order to invoke a resource miracle, the cleric makes a Faith roll as normal. However, the roll suffers modifiers based on a number of events or conditions. These modifiers are detailed below. Maintenance penalties apply as normal, as do modifiers for wounds, Fatigue, and so on.

Mod Event

Loyalty

+X Cooperative Loyalty roll

Ritual Date

+0 High holy day

-1 Holy day

-2 Day not associated with deity

Season

+X Varies (see miracle description)

Other

-1 Cast through a shrine

-2 Per attempt after the first in the same year

Loyalty: Unlike normal miracles, resource miracles are community ceremonies rather than solo acts of faith, often involving a large percentage of the native population, not to mention friendly neighbors. Population size is not as important as devotion to the deity. The locals, whether inhabitants or customers, show their support for the priest through a Cooperative Loyalty roll.

Other: Shrines attract fewer worshippers and are poorer focuses of spiritual energy than temples. The modifier is not applied if the deity in question only permits shrines (such as Freo).

While a community can only ever benefit from one resource miracle per deity per year (see below), failed miracles may be reattempted. An entire month must pass before the new casting may begin (which also requires more money to be spent). Because of the huge spiritual and emotional drain on the populace, repeated attempts are more likely to fail.

Ritual Dates: Resource miracles work best when cast on a day important to the deity. A full calendar of all the holy and high holy days is presented in the *Hellfrost Calendar* supplement. Bonuses for specific high holy days may also be found in a miracle's description.

Season: Miracles designed to provide a benefit over an entire year are (for the most part) more likely to produce results if cast at the start of the year rather than at the end, when the miracle has less time to induce any noticeable effect. Specific modifiers are listed in the individual miracle description.

MAINTENANCE AND CASTING LIMITS

Resource miracles are spiritually draining, not just on the caster, but on the community as a whole. Unlike regular miracles, the Maintenance for a resource miracle

is paid for by the continuing faith and support of the populace. Common citizens have neither the willpower nor faith to concentrate on more than one miracle from any god at any given time, and no individual can hope to harness the tremendous power. Even if a miracle has a relatively short duration, the spiritual focus leaves the inhabitants drained.

Because of this, no Resource can benefit from more than one resource miracle from any given deity per year, regardless of who casts it. For example, once a cleric of Tiw has cast a resource miracle, no other Tiw resource miracle will function for the rest of the calendar year.

Furthermore, an individual cleric may have no more than one resource miracle in effect at any one time. Although he is not personally counted as Maintaining the miracle, he too must devote a certain amount of spiritual energy to it.

BACKLASH

Being denied the benefits of a resource miracle is a huge drain on and dent to the cleric's faith, not to mention his status among the Resource's inhabitants. Failure causes the cleric to drop one die in Faith for the remainder of the current month and the entirety of the next month. A modified casting roll of 1 or lower causes a two dice drop. If Faith drops below a d4 the cleric is temporarily stripped of his ability to work miracles. He is not a sinner, and thus cannot atone for his lack of faith.

In addition, while within the Resource he suffers a -1 Charisma penalty (-2 on a roll of 1 or lower) until he regains his Faith.

DISPELLING

A conventional *dispel* spell lacks the power to affect a resource miracle. However, a cleric may call upon the population to help defeat a baleful resource miracle. This is not a unique resource miracle, and thus does not count toward the one resource miracle per deity per year limit. Neither does it require the cleric to know *dispel*.

Assuming the Resource has a shrine or temple dedicated to an appropriate deity (see the Resource Management rules in *Hellfrost Rassilon Expansion*), a player character cleric of the deity may make a Faith roll at -4. He adds +2 if the Resource has a temple. A shrine confers no bonus, but it allows the roll to be made. The citizens lend their support by making a Cooperative Loyalty roll. No other resource miracle modifiers apply. Only one roll per baleful resource miracle may be attempted.

Success cancels a successful hostile miracle or reduces the effects of a raise down to a success. A raise completely cancels the hostile resource miracle. Failure has no effect beyond invoking resource miracle backlash.

The same rule can be used to combat Disaster Events, replacing the normal rule, in which the resident cleric plays no part. With success, the problem becomes minor. With a raise, the disaster is averted and has no effect on the Resource. On a failure, the disaster is major.

The rules above should only be used with regard to player character clerics—NPC clerics and attempts to dispel resource miracles should be handled as per the Resource Management rules.

MIRACLES

The known resource miracles are detailed below. GMs may wish to create new resource miracles for their campaign. These may be commonly known to the relevant clergy, and thus automatically considered part of the god's miracle list, or ancient enchantments learned only after an arduous quest.

Deity: The deities who grant a specific resource miracle. Note that some resource miracles may be learned by clerics of more than one deity. No matter their effect, resource miracles never grant the caster or Resource owner Glory. The term Resource owner denotes whoever is responsible for the day-to-day running of the Resource, be that the actual owner or his appointed seneschal.

Duration: Miracles with a Duration of "end of year" last until midnight on the last night of the current calendar year. In game terms, they last until the Income Roll is made. If there is an "or until used," then the miracle lasts until the end of the year or until its effects are used, whichever comes first.

A month refers to a period of 32 days from the date of casting rather than a specific calendar month.

Range: Unless otherwise stated, all resource miracles function only within the area of the Resource in which they were cast. For instance, *healing aura* grants a bonus to natural Healing rolls. So long as the characters remain in the Resource, be that a single building, within a village boundary, or within the confines of a military camp, they benefit. Should they go adventuring, they gain no benefit from the miracle. These miracles are not a way for adventurers to gain added benefits—they serve a community.

In some instances the GM must arbitrate where a Resource begins and ends. For instance, a mercantile Resource logically has a central office and warehouse, but it might also cover the business' wagons and ships.

ARMY OF THE DAMNED

Rank: Veteran

Deity: Hela

Duration: Twelve months (see below)

Special Modifiers: +1 bonus if cast on Dark Rising Night

Special: The undead are not confined to the Resource in which the miracle was cast, though they must be in the Resource at the time of casting.

This dread miracle imbues corpses with necromantic energy. Success raises 100 skeletons or zombies (pick one type). On a raise, the cleric may call forth 200 skeletons or zombies, or 100 of each (his choice). Skeletons may be traded for skeleton warriors. Each skeleton warrior is treated as being equal to two normal skeletons.

The power required to animate so many undead at

HELLFROST: RASSILON EXPANSION II

once is not only taxing, it is quick to fade. At the end of each three months from the casting date, one-quarter of the remaining undead animated by the miracle collapse into inanimate lumps of rotting meat and piles of bone.

BLESS (SPECIFIC)

Rank: Seasoned

Deity: Eira, Eostre, Ertha, Freo, Neorthe, Ullr, Var

Duration: End of year

Special Modifiers: Spring +0, Summer -1, Fall -2, Winter -4

Bless is a generic name for a range of miracles. The names of specific miracles, the deities to which they belong, and their general trappings are given below. Regardless of the miracle's name, success grants a +1 bonus to the Annual Income roll, +2 with a raise.

Bless Citizens: (Eira) Citizens suffer fewer diseases and injuries, grumble less, and work harder or more efficiently, and plants for herbal remedies are more abundant, increasing herbalists' productivity.

Bless Crops: (Eostre Plantmother) Crops, whether cereals, vegetables, fruits, or berries, are more resistant to frost and blight, withstand high winds and heavy rains, produce abundant yields, and are resistant to mold and rats once in the granary.

Bless Earth: (Ertha) Miners strike rich mineral seams, suffer fewer breakages or accidents, and find the minerals easier to excavate.

Bless Livestock: (Eostre Animalmother) Animals produce healthy young, suffer less from disease, can always find adequate supplies of food, shrug off bad weather, and easily become impregnated.

Bless Market: (Var) Traders are attracted to the local market, sales are strong, profits are high, and thieves are quickly caught.

Bless Roads: (Freo) Bandits avoid the local roads, bridges and fords survive floods, and citizens make good time on their journeys around the Resource, all of which help to increase general productivity.

Bless Waters: (Neorthe) Ships manage to find safe harbor even in bad storms, days lost to fog are rare, fish are plentiful, and nets tear less often than normal.

Bless Wildlife: (Ullr) Hunters find plentiful game and expend fewer arrows bringing it down, poachers avoid the Resource, and predators are fewer.

CURSE

Rank: Seasoned

Deity: Ertha, Niht, Thunor, Vali

Duration: End of year

Special Modifiers: Spring +0, Summer -1, Fall -2, Winter -4

Curse is a generic name for a range of miracles. The names of specific miracles, the deities to which they belong, and their general trappings are given below. Regardless of the miracle's name, success grants a -1 penalty to the Annual Income roll, -2 with a raise.

Curse of the Angry Sky: (Thunor) Rains fail to fall, leaving the earth parched, or falls too heavily, leading to floods, or raging winds flatten crops, prevent ships sailing, and generally make travel difficult.

Curse of Buckling Earth: (Ertha) An earthquake strikes the Resource, tumbling walls, collapsing mines, causing avalanches, shattering bridges, and so on. Money is lost not only in income, but by having to perform essential repairs on structures.

Curse of Darkness: (Niht) Niht's hand falls across the land, shrouding it in gloom. Lack of sunlight leads to poor crops and depression, citizens are unable to find solutions to problems, and productivity falls.

Curse of Pestilence: (Vali) This miracle unleashes a pestilence against the Resource. It might take the form of plague, crop blight, or an army of vicious rats.

DEFEND THE REALM

Rank: Seasoned

Deity: Scaetha, Tiw

Duration: 4 months

Special Modifiers: +1 bonus if cast on Battle Dance Day (Tiw) or Standards Day (Tiw); cannot be cast on Dirge Day (Scaetha)

Special: Scaetha's miracle only affects undead.

This miracle hardens the hearts of the common citizens, filling them with the urge to override their natural inclination to run and leave battle to the professionals, and instead defend their homes against intruders.

With success, treat the Population as being one point higher for the purposes of summoning the citizens to war, two points higher with a raise. In addition, the castellan gains +1 to Knowledge (Battle) rolls while defending the Resource, +2 with a raise.

DELAY RUIN

Rank: Novice

Deity: Ertha, Thunor

Duration: End of year

Special Modifiers: Spring +0, Summer -1, Fall -2, Winter -4; Poor Prosperity +0, Impoverished Prosperity -1, Ruined Prosperity -2

Once a Resource falls below Average Prosperity, things begin to fall into a state of gradual disrepair due to lack of use, care, or materials.

A successful casting of this miracle halts the loss of Toughness and Armor to buildings and vehicles. The values remain unchanged at the end of the current year. This miracle does nothing to improve the current state of buildings and vehicles.

DEMAGOGUE

Rank: Seasoned

Deity: Hothar, Vali

Duration: End of year

Special Modifiers: Spring +0, Summer -1, Fall -2, Winter -4

The support of the populace is vital to the successful long-term governing of a Resource. This miracle can increase the loyalty of the citizens, allowing unfavorable taxes and laws to pass without upsetting the population, encourages them to work harder on completing new improvements, and generally back the ruler in his plans. Conversely, malicious gossip can stir up antipathy toward even the most benevolent rulers, turning the people against him, and making his job much harder.

Success increases or decreases (caster's choice) the Loyalty die by one step, two with a raise, to a minimum of d4-2 and a maximum of 12+2.

EYES OF FATE

Rank: Seasoned

Deity: Norns

Duration: Instant

Special: Must be cast on the first day of spring.

The cleric gazes into the future in a bid to determine whether the year will bode ill or well for the Resource.

With a successful casting, the GM must reveal how many Event cards have a face value of seven or lower (guaranteed negative events). The Resource owner may then ask for the *entire* draw of Event cards to be shuffled back into the deck and drawn again. Whatever Event cards are then drawn determine the Resource's fate for the coming year.

FIMBULVINTR

Rank: Veteran

Deity: Thrym

Duration: Until start of the next winter

Special Modifiers: Spring -2, Summer -4, Fall -1, Winter +0; +1 if cast on Fimbulvintr Day

The miracle summons the spirit of Thrym, bringing with it icy winds, hard frosts, and heavy snows. The ground freezes hard, plants and livestock perish, rivers freeze solid, and roads become blocked.

For the duration of the miracle, the temperature in the Resource's geographic area is treated as being one level toward Hellfrost conditions. This in turn affects the Annual Income roll, as well as daily temperatures.

FORESIGHT

Rank: Veteran

Deity: Hoenir, Maera, Norns, Rigr

Duration: Instant

Special: Must be cast on the first day of spring.

Through omens, spies, scouts, historical precedent, threats, and rumors, the cleric learns information about events that will affect the Resource in the coming year.

After Event cards have been drawn for the year, the cleric makes a Faith roll at -2 for each card. With success, the GM must reveal the number of the card. The cleric now knows the specific type of event is coming, but not

ORDER OF MIRACLES

Four resource miracles are directly concerned with Event cards. The order in which these miracles take effect is very important, and is shown below. Miracles are listed from first to last.

* Gambler's Fortune (if applicable from the previous year).

* Eyes of Fate (reveals the number of low Event card values, giving the cleric a chance to draw the entire hand again).

* Foresight (reveals the number and/or suit of event cards).

* Trickster's Hand (adds more Event cards).

when. On a raise, the GM must also reveal the suit, giving the cleric full details of what is occurring and when. Failure means no information about that card is revealed. Failed Faith rolls generate no backlash.

FURY

Rank: Veteran

Deity: Dargar, Eostre, Ertha, Kenaz, Maera, Neorthe, Sigel, Thrym, Thunor, Tiw, Ullr, Vali

Duration: End of year or until used

Divine fury is a generic name for a range of miracles. The names of specific miracles, the deities to which they belong, and their general trappings are given below.

Regardless of its name, this miracle invokes the destructive power of a deity for the purposes of defending the Resource. Unlike other resource miracles, the awesome energy invoked is stored until such time as it is needed, though it is lost if not used by the end of the calendar year in which the miracle was cast.

With success, the Resource gains a token. A raise grants two tokens. Should the Resource suffer a raid, these can be handed in by the caster (who must be present) to invoke the power of the deity.

Spending a token grants a +2 bonus to one Knowledge (Battle) roll. If the Resource has two tokens, it can spend both at the same time for a single +4 bonus. Tokens can only be spent in the Battle roll phase, and must be spent before the Battle roll is made.

Fury of the Arrow: (Ullr) Arrows unerringly find their mark, enemy arrows fly off course, or a hail of celestial arrows descends on the invaders.

Fury of the Beast: (Eostre Animalmother) Summons local fauna to defend the Resource.

Fury of the Berserk: (Dargar) Sends warriors into a temporary frenzy, demoralizes enemies, or blows inflict more grievous injuries.

Fury of the Blizzard: (Thrym) Sends icy rain or freezing wind to distract and confuse the enemy, or summons cold-based elementals.

Fury of the Damned: (Hela) The recently dead rise and attack their former comrades.

HELLFROST: RASSILON EXPANSION II

Fury of the Earth: (Ertha) Causes the ground to open up, swallowing men whole, makes the terrain difficult ground, thwarting enemy movement, or summons earth elementals.

Fury of the Forest: (Eostre Plantmother) Awakens the local flora—animates war trees, grass entangles the enemy, and so on—or summons wood elementals or fey.

Fury of the Hearth: (Kenaz) Sends a rain of fire to scorch flesh, or summons fire elementals.

Fury of the Plaguelord: (Vali) Invaders succumb to illness, or are beset by swarms of rats or flies.

Fury of the Sun: (Sigel) The sun god casts his gaze upon the battlefield, blinding enemies with his radiance or unleashing piercing beams of light.

Fury of the Storm: (Thunor) Manifests as bolts of lightning and howling winds, or summons air elementals.

Fury of the Spear: (Tiw) Allows the fyrd's spears to punch through armor like a hot knife through butter.

Fury of the Water: (Neorthe) Enemy ships flounder in large waves, whales slap or ram the invader's vessels, or summons water elementals.

Fury of the Weave: (Maera) Enemy spellcasters suffer the Siphoning, allied spellcasters work magic more easily, or summons elementals of any form.

GAMBLER'S FORTUNE

Rank: Seasoned

Deity: Nauthiz

Duration: Special

Special Modifiers: +1 bonus if cast on Chance Night; Spring +0, Summer -1, Fall -2, Winter -4

Through this miracle, the community enters a lengthy game of chance with Nauthiz.

This ritual takes effect the year *after* the resource miracle is cast, coming into effect when the GM rolls to determine the number of Event cards for that year. The casting roll is actually made at the start of the year in which the miracle takes effect, not the date of the ritual. Only when the Resource's fortune is known does the cleric suffer any backlash.

However, from the moment the miracle is invoked, the caster must remain in the community until the effect occurs or the miracle is automatically treated as a failure. During this time he is spiritually gambling with Nauthiz. Should he move on, the people cannot hope to beat the sly deity.

With success, the number of Events for the year is reduced by one, two with a raise. A failure causes an extra Event to occur, and a modified Faith roll of 1 or less brings an additional two Events down upon the Resource. The latter effects are in addition to the cleric suffering backlash.

HAND OF FATE

Rank: Seasoned

Deity: Norns

Duration: End of Year

The Norns permit the cleric to rewrite the Resource's

fate. A fair boon it might seem, but the Norns do not show favor, and thus do not show favoritism, and thus do not promise to weave a kinder fate.

Success grants the Resource one token, two on a raise. Tokens gained through this miracle can be spent only by the Resource owner, his castellan, or his seneschal.

Each token may be spent to reroll one Knowledge (Battle) roll made during Events, or one Stewardship roll (such as constructing a new improvement or the Annual Income roll). Unlike regular bennies, a maximum of one token may be spent per roll. In all cases, the second roll must be kept, even if it worse.

Note: If the Resource owner, castellan, or seneschal is thinking of using a benny (assuming he has any) on a die roll, he might as well risk using one of these tokens first. If the second roll comes out worse, he still has the option of using a benny.

HEALING AURA

Rank: Seasoned

Deity: Eira

Duration: End of year

Special Modifiers: +1 bonus if cast on Great Healing Day

Inhabitants of a Resource affected by this miracle heal quicker, allowing them to weather raids better, and avoid time off work through minor ailments.

On a successful casting, all citizens have +1 to natural Healing rolls and Annual Income roll penalties incurred by suffering a raid are reduced by one point, to a minimum of zero. On a raise, natural Healing rolls are made at +2, and penalties for suffering a raid are reduced by two points, again to a minimum of zero.

In order for heroes to benefit from the natural Healing bonus, the characters must spend at least 13 hours a day within the Resource.

LINE OF CREDIT

Rank: Seasoned

Deity: Nauthiz, Var

Duration: Instant

Special Modifiers: +1 bonus if cast on Chance Night (Nauthiz) or Profit Day (Var)

Juggling a Resource's finance is tricky, and there are times when the owner needs a quick cash injection to tide him over. This miracle allows the Resource owner to borrow from future earnings. This miracle generates hard currency through sudden boosts in trade, gifts, tithes, or loans. However, the gods grant nothing for free.

A success allow the Resource owner to borrow up to five times the Resource's average income (2,500 gs per Population point). On a raise, he may borrow up to ten times the average income. Unfortunately, the money must be paid back.

One-fifth of the sum borrowed is automatically subtracted from the Resource treasury or the owner's personal coffers each year after the Annual Income roll

is made until the debt is repaid in full. Nothing can be done to prevent this loss, so there is no chance of stealing the money. If the treasury is empty when the time for the annual repayment is due, the debt is rolled over to next payment *and* the Prosperity rating drops by two points. Meanwhile, if the Resource owner discovers any income during the year, such as on an adventure, the god automatically claims his entire share, up to the value of the current year's repayment.

Much of the loss can be explained away naturally, by poor investments, low tax income, increased expenses, interest on mundane loans, theft or fraud, the rising cost of imported goods or wages, and so on. If necessary, the gods send heralds to take the money, effectively causing it to disappear into thin air.

RECONSECRATE

Rank: Veteran

Deity: Any

Duration: Instant

This miracle allows an existing temple to be reconsecrated to honor a different deity, thus allaying the need to tear down or abandon the existing structure, suffer the god's wrath, and build a replacement.

It requires the verbal support of the Resource owner, the incumbent high priest, and his replacement (who needn't be the one casting the miracle). Verbal support can be achieved through mutual agreement, coercion, bribery, or even magical mind control (such as *puppet*), though the latter three risk offending the god whose temple has just been usurped.

Before the temple can be used for any purpose, the Resource owner must spend 3,000 gs on a new improvement project. This covers refurbishment of the existing temple to suit the needs of the new cult, hiring new clerics to take up residence, securing the support of the new cult, and such like.

Success immediately changes the temple's deity to that of the miracle's caster. Regardless of the deities involved, this miracle may be cast just one per resource per year. *Reconsecrate* has no effect on shrines.

STRENGTHEN/WEAKEN FORTIFICATION

Rank: Seasoned

Deity: Ertha, Rigr, Tiw, Vali (*weaken* only)

Duration: 4 months

Special Modifiers: +1 bonus if cast on Wall Day (Rigr)

This miracle strengthens or weakens the Resource's perimeter fortifications or one specific building, as chosen by the caster.

Strengthen fortification raises towers, thickens walls, creates ditches and banks, adds palisades, and reinforces gates. Conversely, *weaken fortification* causes walls to crumble, shatters gates, fills ditches, and otherwise reduces the effectiveness of existing defenses. In most realms, this miracle is invoked in late spring

HOLIDAYS

The citizens of Rassilon work hard. For most, there are just two guaranteed rest days a month (Raesdaeg and Sangdaeg). However, citizens expect to enjoy a certain number of religious holidays per year. Typically, lay worshippers fully celebrate only festivals held by temples of their faith within their community. In communities without temples, the festival is usually given only a token nod, perhaps with a few extra prayers and a small family feast.

Resource owners who do not honor the high holy days of gods with temples in their Resource suffer a cumulative -1 penalty to the Annual Resource roll for each festival missed during the year.

Additional holidays are at the discretion of the Resource owner. Typical bonus holidays include the owner's birthday or coronation day, and high holy days of gods with shrines. For each additional holiday, civil or religious, the citizens add a cumulative +1 to any Loyalty rolls made during the year (maximum bonus +4).

Unfortunately, these extra holidays cost money, usually through lost productivity, feasts, and donations. Each additional holiday costs the Resource owner 5% of his Resource's base income. For example, a typical Population 2 Resource generates a base 5,000 gs per year. Each extra holiday deducts 250 gs from the Resource treasury.

or early summer, the start of the traditional raiding season.

A successful casting of *strengthen fortification* increases the Siege Bonus of a fortification by +1, +2 with a raise. If the Resource or target structure has no inherent Siege Bonus, then it gains one equivalent to the modifier above. For example, a success on a village with no defenses might surround it with a ditch or thicken the walls of the temple. A raise might add an earth bank and wooden palisade behind the ditch, turn a temple into a small castle, or create a small fort in the center of the Resource.

Weaken fortification lowers the Siege Bonus by -1, -2 with a raise, to a minimum of zero.

In either form, the miracle has no effect on any other aspect of the fortification.

SUMMON THE FYRD

Rank: Seasoned

Deity: Rigr, Tiw

Duration: 4 months

Special Modifiers: +1 bonus if cast on Battle Dance Day (Tiw) or Standards Day (Tiw)

Should the Resource come under assault, all citizens within its boundaries or under its protection hear a sig-

HELLFROST: RASSILON EXPANSION II

nal horn blowing, a warning sent by Rigr or Tiw to call them muster at once.

When summoning the inhabitants to answer a call to arms, the miracle grants a +2 Kinship Modifier, +4 with a raise. This does nothing to increase the efficiency of the fyrd—it merely ensures they arrive in time to lend their arms to the battle.

TRICKSTER'S HAND

Rank: Seasoned

Deity: The Unknowable One

Duration: Instant

Special: If this miracle is going to be cast, it must be done on the first day of spring.

The Unknowable One is a capricious creature, often giving with one hand and taking with the other, but always in an attempt to teach others.

With success, the Resource owner can ask for one to four additional Event cards to be drawn (his choice). For each additional card, the Resource owner gains one benny. These bennies may be given to functionaries, but may only be spent on resource management rolls (such as resource miracle casting, Knowledge (Battle) rolls to thwart a raid, the Annual Income roll, and so on).

VEIL

Rank: Seasoned

Deity: Eostre Plantmother, Ertha, Niht, Thunor

Duration: End of year or until last token is used

Special Modifiers: Spring +0, Summer -1, Fall -2, Winter -4

Veil is a generic name for a range of miracles designed to conceal a Resource from invaders. The names of specific miracles, the deities to which they belong, and their general trappings are given below. Regardless of the miracle's name, its effects are the same.

On a success, the Resource owner can nullify one Raid Event, treating it as no event. A raise allows him to ignore two raids in the same year.

Veil of Earth: (Ertha) Alters the landscape and landmarks to confuse invaders and hide the Resource. Single buildings might have their appearance changed.

Veil of Fog: (Thunor) A wall of fog envelops invaders, causing them to become lost and emerge back outside the Resource.

Veil of Leaves: (Eostre Plantmother) The Resource is hidden inside a natural or illusory forest.

Veil of Shadows: (Niht) A wall of darkness surrounds invaders, causing them to become demoralized and turn back, or their scouts and commanders forget the location of the Resource.

WARD AGAINST UNDEAD

Rank: Veteran

Deity: Scaetha

Duration: End of year or until used

Special Modifiers: +1 if cast on Death Day, +2 if cast on Door Shutting Night

Scaetha, enemy of Hela, blesses the Resource by making it anathema to undead.

For the duration of the miracle, neither *zombie* nor *greater zombie* can be cast inside the Resource's boundary. This effect lasts from the moment the miracle is cast until the effect below is used or the duration expires, whichever comes first.

The cleric can also channel the spiritual energy into a surge, which destroys invading undead. Success on the initial casting roll automatically reduces the size of an invading force by one token, while a raise reduces it by two tokens. This may be done at the end of any Battle Roll phase in a Mass Battle. The cleric must be present to use this effect. Using this ability automatically ends the resource miracle.

WARMTH OF THE HEARTH

Rank: Veteran

Deity: Kenaz

Duration: Start of the next spring

Special Modifiers: Spring +0, Summer -1, Fall -2, Winter -4

No matter where one lives, one is always at the mercy of the climate. This miracle invokes a blessing from Kenaz, raising the temperature above normal for the Resource's geographic location.

With success, the temperature is treated as one geographic region warmer, two with a raise (Hellfrost becomes High Winterlands, High Winterlands becomes Low Winterlands, and so on). It has no effect on the Hearthlands. Neither can it be invoked on a mobile Resource, unless that Resource spends the entire year stationary. This rise in temperature affects the Annual Income roll, as well as daily temperatures.

For instance, it can aid a village, keeping away frosts and so boost productivity, but it cannot make the temperature around a caravan train rise unless the wagons are parked up all year. The GM must arbitrate how remaining stationary might affect a Resource's Annual Income roll.

WEAKEN MAGIC

Rank: Seasoned

Deity: Maera

Duration: End of year

Special Modifiers: None

Maera watches over the Resource, limiting the effectiveness of all magic, harmful or benevolent.

For the duration of the miracle, all residents within the Resource's geographic boundary gain the effects of Arcane Resistance, or Improved Arcane Resistance with a raise. In addition to the usual game mechanics for these Edges, rolls to dispel a hostile resource miracle are made at +2, +4 with a raise.

ORGANIZATIONS



The world of *Hellfrost* is a deep and vibrant setting. Its many religious cults and temporal organizations allow characters to be part of something greater than themselves yet still retain their individuality, offering them a both a purpose beyond just slaying monsters and acquiring treasure, and giving them a network of allies and friends they can call upon in times of need. These are not faceless organizations that exist in name only or as token nods toward roleplaying, but active facets of the world engaged in politics, commerce, research, and war, often at a continent-wide level.

There are thousands of organizations in Rassilon. Most are minor and extremely localized, such as town guards, thieves' guilds, and merchant companies. Others are political, mercantile, or military powers, their influence stretching across the entire continent. It is these latter organizations that are detailed in this supplement.

This chapter is aimed primarily at players. It details every major non-religious organization presented in the *Hellfrost Player's Guide* and the *Hellfrost Rassilon Expansion*, plus several previously mentioned only in passing references in other volumes. Players will find more information about the organizations' history, structure, and ranks, as well as advice on how to play a member of the organization, combat advice, and suggestions on how to spend advancements.

The wealth of new and expanded information will help the GM add depth to the organization when designing encounters and adventures centered on its motives or members, and each organization has a section on how the general populace reacts to members of the organization.

THE ARCANE HAND

Not to be confused with the Reliquary's Guardians of the Arcane, the Arcane Hand are elite bodyguards and trusted servants of the Magocracy, entrusted with the protection of the wizard elite.

HISTORY

Even before the founding of the Magocracy, heahwisards were all too aware of the weakness inherent in their art and the fragility of their mortal shells. Many had mundane bodyguards as a matter of course, though they were part of no special organization. The formation of the Magocracy gave heahwisards temporal power, but it also opened them to a new form of combat—politics. Magical assassination and manipulation became the weapons of choice as the houses jostled for political position.

House Dragomilov holds the strongest claim to the formation of the Hands, though naturally others argue that their forebears were the instigators. Regardless of which house created them, the heahwisards learned quickly, for the Hands first began to appear in 79 IR, just over 30 years after the Magocracy came into being.

Many questioned whether the Hands would truly be of much use against the might of a heahwisard. They quickly changed their minds in 104 IR, when an assassination attempt against Mage-King Castius II, by a disgruntled member of House Horgang was thwarted by an Arcane Hand loyal to House Bremen.

PURPOSE

Heahwisards have many servants, some willing, and others magically controlled, ready to throw themselves in front of an assassin's blade. Until the Siphoning made magic risky, nobles thought nothing of casting *armor* and *deflection* spells each morning.

The sole purpose of the Hand is to protect the heahwisards they protect being targeted by spells. Hands are taught to recognize the most subtle signs of spellcasting, while their instincts are honed to such a degree they can interrupt the process before the offending caster finishes his enchantment. Fearing threats both internal and external, their training extends to knowledge of all forms of arcane and miraculous arts, not just heahwisardry.

HELLFROST: RASSILON EXPANSION II



While their core duty is to protect the persons and holdings of their mage masters, it is not unusual for a Magocratic noble to send members of his trusted bodyguard off on missions far beyond the borders of the Magocracy. Thus, members are not just bodyguards, but messengers, spies, diplomats, and adventurers.

Younger members are often sent outside the Magocracy to practice their craft in actual life-and-death situations, for training can never fully prepare one for the chaos of battle. The nobility adopted this practice so the Hands could learn their craft without endangering any mage nobles. It also allows the Hand to witness other forms of magic first hand.

Many young mages, especially those unlikely to inherit titles any time soon, opt to join their local branch of the Hand, both as a show of loyalty to their kinsfolk and to alleviate boredom. Thus, it is not uncommon for a mage's protector to actually be a heahwisard.

STRUCTURE

The Hand is not a single, unified organization. Every noble house in the Magocracy maintains a body of Arcane Hands. These protectors are loyal only to the nobility of that house. As such, the Connection Edge and Orders Hindrance, which every Hand gains for free, extends only to Hands within the same household.

Each branch of the Hand is a pool from which any heahwisard of that house can draw. Many heahwisards

like to have a Hand on permanent retainer, allowing the two to form a close bond. In some instances this has gone beyond master and servant, the Hand becoming a senior advisor or, more scandalously, a lover. Others may use one only for a short duration.

As with any retainer, payment is up to the individual heahwisard. Some reward their servants with nothing more than room and board, while others lavish gifts on them. When not on active duty, a Hand is entitled to free accommodation and meals at the house's barracks. These are usually in the house's largest settlement.

The Mage-King maintains his own bodyguard drawn from Arcane Hands of his former household. When his tenure ends, they return to their house barracks.

EMBLEM

Although the Arcane Hand is not a unified organization, it has a standard emblem—a sword crossed against a staff, the symbol of a heahwisard's power. Most Hands prefer not to display

the symbol openly, for advertizing your presence to potential enemies is never wise.

PLAYING A HAND

Whether you serve a mage or not, you have specialist training that makes you a danger to enemy spellcasters and a powerful asset to your allies. As a wandering Hand, someone learning his craft, you have the freedom to go where you want. You might act innocuously, no different to any other warrior, but striking with deadly efficiency when called to do so, or you might give enemy spellcasters pause for thought by openly proclaiming your allegiance. Either way, spellcasters who cross your path are likely to regret antagonizing you.

COMBAT ADVICE

Don't be too hasty to act before any enemy spellcasters you have identified. Once you've taken your actions you won't be able to interrupt any sorcerers who act later in the round. Unless you can guarantee to make an attack against a mage, go on Hold and wait to see what he does. Ideally, identify enemy spellcasters quickly, close to whatever range suits your weapons, and put them out of action before they can begin to utilize their magic.

At some point you will face a dilemma—act on your action card and protect an allied mage against an imminent physical threat or go on Hold and wait to see

what the enemy spellcaster lurking further away does later in the round. Sadly, there is no easy answer. The best you can do is base your decision on what you know about your ally. If he has *armor* and/or *deflection* active he might be able to weather a physical assault, but they aren't much use against spells like *stun* or *puppet*.

ADVANCES

Having the ability to interrupt a spellcaster before he finishes casting is all well and good, but it's not much use if he is halfway across the battlefield. Fleet Footed is pretty much a must-have Edge for any Hand. Whether or not you intend to be a melee specialist, investing in Shieldwall will help you protect your mage from physical harm. The Edge only requires you to be adjacent, so you can protect him while on Hold. While the new Share Spell Edge (see page 3) appears a must-have, it only functions while you are adjacent to the caster, and even then he has to be someone you have vowed to protect. Thus, it is better suited for ranged combatants rather than melee specialists.

Once you identify an enemy spellcaster you need to dispatch him quickly. If you favor ranged combat, Marksman and Mighty Shot are the way to go. If you've gone down the melee route, then Frenzy will allow you to deliver two attacks (though the Edge is a calculated risk until you get the Improved version).

NPC REACTIONS

Regardless of what they think of the nobility in secret, public displays of loyalty are commonplace. Within the lands of his house, a Hand can expect at least a Neutral reaction from the common citizens, and more often than not a Friendly one, if only out of fear that offending the Hand will be reported back to his masters. Outside of the house's holdings, a Hand can expect a Neutral reaction for the most part. Heahwisards belonging to the Hand's house are typically Neutral—despite their role as trusted protectors, Hands are still servants. Other heahwisards are Uncooperative. After all, the Hand is there to keep an eye on them and, if necessary, kill them. Only in extreme circumstances will a heahwisard of another house be openly Hostile, for any attack on a servant of a noble is an assault on his house.

In most cases, citizens outside the Magocracy know very little about the organization. Hands can expect a Neutral reaction most times. As with heahwisards of rival houses, clerics and other types of mage are often Uncooperative, seeing the protector as a potential threat.

● BLUDGEONERS ●

Although widely regarded as thieves and vagabonds, engros are also seen as a happy-go-lucky and highly spirited people. They appear to have no worries or cares,

seemingly oblivious to the many terrible dangers lurking in the wilderness through which their brightly colored wagons travel. But the engros know the perils of the wilds all too well, and while they lack any form of standing army they are far from defenseless.

See *Region Guide #40* for more details on the origins of the engro race and how the Bludgeoners serve in the Vale's permanent armies.

The name of the organization is capitalized, while members are referred to using a lower case "b."

HISTORY

The origin of the organization lies far back in time, long before the engros migrated south from their ancestral haunts, which now lie deep in the Hellfrost.

The engros were not always a nomadic people. Before the Blizzard War they lived in villages and towns much as humans do, raising livestock and growing crops in the cool temperate climate of their distant homeland.

Bludgeoners served as law enforcement officials and the militia, operating openly under the auspices of the local mayor. Never greatly interested in war, the race did not develop metal armor, and even metal weapons were a rarity. Instead, they concentrated on long, sturdy sticks (known as "bludgeons") and slings, armaments easily manufactured in bulk and easily replaced if lost or broken.

Although there were occasional raids by orcs, engro communities were largely untroubled, being nestled in remote valleys or hills. Much of the bludgeoners' time was spent protecting the community's livestock from wolves and other marauding beasts, driving off crop-stealing fungals, tracking down lost animals and children, and generally keeping the peace. Fortunately, engros were a law-abiding lot, and the role of the Bludgeoners was rarely taxing or fraught with peril.

During the Great Flight, the survivors of the race moved south in brightly covered wagons carrying what few worldly goods they could salvage. Persecuted wherever they went for their larcenous ways (a view brought about by a lack of understanding of the engro's adopted ways of surviving), the scattered travelers decided not to openly display any military strength, lest they attract yet more unwanted attention from the other races. Better to appear innocent wanderers than a mobile army, they thought, and wisely so.

So it was the Bludgeoners went from being a public police force to a secret band of stalwart defenders. Over time, the sling became their primary weapon, the engro developing and mastering techniques to improve their chances of survival.

STRUCTURE

After five centuries as a nomadic people, the engros are slowly beginning to settle down again. While a handful of engro-only villages exist, these are little more than winter or summer camps where disparate families gather

HELLFROST: RASSILON EXPANSION II

for months on end to trade and seek mutual protection. Most of those choosing to give up their nomadic lifestyle are gathering together in small communities within larger settlements, beginning the long and often painful process of integration with the other civilized races.

SETTLED AREAS

The structure of the Bludgeoners in settled communities varies immensely.

Where the engro are the sole inhabitants, such as in their permanent camps, the Bludgeoners are answerable to whoever is considered the community leader. He or she appoints one member to oversee security. Family ties mean little when the security of the entire population is at stake, and authority goes to the most experienced member, regardless of his familial ties.

Such settlements appear unguarded, for the Bludgeoners do not congregate on approach roads to question visitors or patrol in the same way as militia. Rather, they go about daily tasks as other members of the race, but always on the lookout for trouble. Should trouble arise, bludgeoners quickly reveal their presence by launching volleys of accurately slung stones at the intruders.

While most citizens within an engro community know who the local bludgeoners are, members prefer not to advertise their presence to outsiders, so as to conceal their true strength. They identify each other through a system of secret handshakes, an innocuous gesture of friendship commonplace across the continent.

In shared settlements, bludgeoners might remain a purely community force, hidden from the view of the other races. In some regions, most notably the Vale, they offer their services as part of the settlement's greater military force, accepting the authority of the local ruler, regardless of race, in return for engros being treated as equal members of the community.

NOMADIC LIFESTYLE

Most nomadic families boast at least one bludgeoner. Regardless of age or gender, they are the family's chief protector. When wagons from different families or clans travel together on the open road, the senior noble (usually the eldest if the titles are equal) appoints a temporary commander to oversee the Bludgeoners. The safety of the caravan is now his responsibility.

Should they enter a community containing engro, members are expected to seek out their settled peers and offer their services. Nomadic bludgeoners are not required to enlist if the native engro are part of a formal militia. However, their services may be called upon by the resident bludgeoners' commanding officer.

LIMITS OF AUTHORITY

Among nomadic engro, the only position of leadership is that assigned to the temporary commander. He may

appoint sub-commanders as he wishes, but engro rarely travel in numbers to warrant this. Only the appointed commander and senior noble have the authority to issue orders to a bludgeoner, and even then their authority is limited to those traveling in the caravan—neither can conscript a passing bludgeoner.

However, every bludgeoner swears an oath in the name of the gods and his ancestors to protect his kinsfolk, when called upon to do so, irrespective of their family or clan. Those who fail to fulfill their obligation without good cause are shunned by their kin.

Naturally, where the Bludgeoners are part of a formal command structure they are expected to obey the orders of their commanders, irrespective of their race.

LAW & ORDER

Whether living on the road, in a temporary camp for extended periods, or as a permanent part of a village or town, engros have always preferred to police themselves rather than involving others in their affairs. Bitter experience has taught them that other races take a dim view of engros dragged before the courts, and sentences are usually more severe than those passed on other races. Things are different in the Vale, where the engro have long been considered citizens, but this is the exception to the norm.

In the eyes of local officials the Bludgeoners are seen as a volunteer force, less larcenous-minded individuals who recover "lost" property on behalf of other races, break up fights between drunken members of their race, and protect outsiders from the sticky fingers and smooth words of thieves and con men. They rarely have any authority in the eyes of the local ruler to enforce laws, but so long as they keep their wayward kin out of the courts and don't try to police the general population their vigilante activities are tolerated.

Unlike some other organizations, the Bludgeoners do not police themselves. Any member who commits a crime is handed over to the most senior engro if the matter can be resolved internally, or to the true authority in the land if the crime warrants their involvement.

EMBLEM

When operating as a police force in engro-only communities, members never wear anything that will identify them as Bludgeoners. Slings are easily concealed inside shirts, stones can be placed in a pouch, and carrying a long stick is unlikely to attract much attention.

When they serve their community in an officially recognized role, such as in the Vale, they adopt some form of emblem. Often this is the heraldic symbol of the local lord, but it may be as innocuous and simple as a feather in one's cap or wearing the same colored jerkin.

PLAYING A BLUDGEONER

Some bludgeoners do settle down and become mem-

bers of a militia or standing army, operating openly but just as many wander the open roads, keeping their calling a secret so the other races never learn the true size of your organization. Most settlements housing engros are well protected, and there is little need for one more sling. On the open road is where you are needed most, for here engros are exposed to many dangers.

So long as you answer a cry for help from members of your race, no one much cares what you do with your free time. As a guardian, you're naturally drawn toward helping others, though you're entitled to charge for your services—you have to eat, after all. The only people you can't charge are your fellow engros, but they usually offer rewards, anyway.

While you can expect a friendly welcome among your own people once you identify yourself as a bludgeoner, others are likely to label you as a troublemaker just because you're an engro. Through your courage, tenacity, and skill, you can help educate the ignorant in engro customs, teaching them through example that not all members of your species are born thieves.

COMBAT ADVICE

Your strength lies not on the frontline with the heavily armored warriors and militant clerics, but further back, where your sling can be wielded to best effect. Although best used at Short range, a sling remains a deadly weapon up to its maximum range. Once an enemy enters the range of your sling, you should begin launching stones at him. Even if you don't kill him outright, Shaking him will slow him down.

Since enemy spellcasters and archers can hit your melee-oriented comrades from a distance, these should be your priority targets. By keeping them occupied, you buy your comrades time to close the range or to cast their own spells.

Unless you're wearing decent armor and have a melee weapon, don't be afraid to retreat as your enemies begin to close on you. Although a sling in your hands inflicts higher damage at Short range, that is a mere 5" while you're a Novice, and even at Legendary it extends to only 9". Most enemies can cover 6" without running, and 12" with a lucky running die roll. Regardless of what range you attack at, sooner or later your opponents will get too close for comfort, prompting you to run. Although your Throwing roll will suffer a multi-action penalty, it is always worth taking a shot before turning tail and withdrawing to a safe distance—any chance of securing a hit is better than no chance at all.

Invest in *aim* alchemical devices whenever you get the money. Having a bonus to your main attack rolls should never be ignored. *Armor* and *deflection* are very handy spells, for once you've taken out a few opponents with your trusty sling their comrades are likely to consider you a serious threat.

ADVANCEMENT

Your weapon of choice is the sling. It isn't the most

powerful weapon in the world, but in your hands it becomes much deadlier than normal. When it comes to advances further specialization is recommended, though not at the expense of everything else.

Obvious Edges include those designed for bludgeoners, as well as Marksman. Dead Shot is handy, especially when combined with Level Headed. Being smaller than humans, taking Giant Killer means you can apply the bonus to creatures of Size +2 or larger.

Don't neglect your defensive abilities. As a ranged combatant, you'll quickly become the target of enemy spellcasters and archers. Dodge is key for avoiding missile weapons. Fleet Footed is handy both for maintaining distance from your opponents, especially armored melee types hoping to pound you into the dirt, and for closing the range, where your sling is most effective.

NPC REACTIONS

Among the general engro population, the Bludgeoners are seen as protectors of the race and accorded respect for their willingness to put their lives on the line to safeguard others. Most fellow engros will begin as Friendly, being happy to help the character in some small way. Itinerant bludgeoners will always receive a warm and generous welcome from their nomadic kin in the hope the hero will accept their hospitality (meaning he has to help protect them during his stay).

Even if an encounter lasts only long enough to exchange greetings and news, the character is usually gifted small parcels of food and pouches of sling stones to help him on his journey. Others may offer to mend torn clothing or repair damaged equipment.

Engros who have been cracked over the skull or given a stern rebuke by a bludgeoner for some misdemeanor typically begin as Neutral. Although they nurse bad feelings, these are tempered by the knowledge that bludgeoners are individuals and should be judged by their words and deeds, not those of their comrades.

Those hauled before the courts by the organization, or whose family, friends, or loved ones the Bludgeoners could not protect are usually Unfriendly. They blame the organization for whatever fate befell them, holding a grudge that lasts for years.

In the Vale, where engros are a common sight and permanent members of many communities, the true skill and calling of the Bludgeoners is well known. Most non-engros see the organization as just part of the military, and so are Neutral. Again, personal experiences may raise this to Friendly or lower it to Uncooperative.

Elsewhere, the bludgeoners are little known, and when folk recognize the name it is generally as a form of community police force. Unfortunately, the typical view has bludgeoners as covering up crimes committed by engros rather than truly enforcing the laws. By dint of their race alone, most NPCs are Uncooperative toward them.

THE CONVOCATION OF ELEMENTALISTS

Even though they lack much understanding of the magical arts, most citizens can reel off the various types of wizard found wandering the land. While racial bias exists, few can ignore the fact that one name stands out above all others—the Convocation of Elementalists.

HISTORY

Elementalism is an ancient art. Some suspect it was the first form of magic known by the races of men, for it manipulates the basic building blocks of creation present in all things—the four elements.

One legend claims the four elemental gods—Ertha, Kenaz, Neorthe, and Thunor—each selected one mortal and taught him how to bind the magical thread relating to their element, thus establishing the four branches of elementalism that remain in use to this day. That the gods actually appeared in person is doubtful, for such an act would break the Compact. Skalds and sages agree it is more likely that they worked through dreams.

Before the foundation of the Convocation elementalists were a reclusive lot. Most only ever mastered one element, and those who grasped the fundamentals of others were loathe to share their secrets. Masters took apprentices, forcing them to swear sacred oaths in the name of Maera and Hothar never to reveal their secrets. Practitioners of each element considered theirs the dominant one, looking down on the others as inferior. Such was the animosity that elementalists openly attacked those who disagreed with them and those they saw as potential rivals. As a result, elementalists had a bad name with the masses.

That the Convocation was founded –611 is common knowledge to all elementalists. The accepted day, the first Monandaeg of Werremonan, remains a day of celebration for the order.

The roots of the order, however, lie several decades further back in time. Tired of the infighting, four masters of their element gathered in secret to trade knowledge. Through patience and diligence each slowly acquired the others secret, eventually mastering all four elements. Although the title was not used until much later, they became the first arkhwisards.

When the four openly revealed their abilities they met stiff resistance. Many elementalists considered their mastery of multiple elements as the supreme heresy, for in their hands all elements were equal. But this was the great secret of the art, the wisdom others failed to grasp down the millennia—the elements are indeed separate forces, but each is part of a greater whole.

Many flocked to their banner, keen to expand their understanding of magic. Others pitted themselves against the heretics, putting aside old grudges and rivalries in

the face of a common enemy. The bitter struggle that followed is known in the Convocation as the War of Unity.

In the end, the arkhwisards and their apprentices were victorious. The four great mages approached the defeated faction as one, and spoke to them at length about unity and brotherhood, and common understanding and shared wisdom. Those who still refused to bow before them departed into the wilds of the far north and were never seen again. Those who saw the wisdom in the words pledged allegiance. Thus was born the Convocation of Elementalists.

The four original arkhwisards declared themselves the supreme council. They quickly wrote up a body of laws by which all elementalists loyal to the order were to live their lives. While members would be forced to give up a certain amount of freedom and accept the orders of their superiors, so long as they were not against the interests of the Convocation, in return they could draw upon the resources and camaraderie of the Convocation. No more would elementalists be loners.

Even today, elementalists who will not sign up are largely considered outcasts, unwelcome at any Convocation facility. Noted exceptions exist, though. Neither the frost dwarves nor elves, races whose understanding of elementalism had always taught the four were one, were prepared to accept the authority of mages whose knowledge was like that of children. Unwilling to declare war against these elder races, the Convocation widely choose to alter their laws to exclude the dwarves and elves from compliance.

THE ELEMENTAL ORDERS

The Convocation represents the elements unified as one force; yet, each element form retains a very strong individuality within the organization's ranks. Like the elements they study, members are grouped as belonging to one of four elemental orders.

Every elementalist begins by mastering one element. Regardless of how many he later goes on to master, he is always associated with the first element he learned, known as his prime element.

The Convocation's laws require all members to wear robes matching the color associated with their order. Air mages wear white (or light gray), earth mages brown or green (personal preferences are allowed), water mages blue, and fire mages wear red. As a mage masters more elements he is required to introduce extra colors into his robes. However, the order in which he learned the elements must always be made clear by giving preference to one's prime element, then one's second, third, and fourth. At one stage the rulers tried to impose strict percentages based on mastery levels, but this proved unworkable and was quickly dropped.

This law extends only to dealings with other elementalists, and truly applies only within a Convocation facility. The world harbors many dangers, and advertizing the fact that one is a mage with certain gaps in his knowledge is foolhardy. When traveling, most elemental-

ists don standard traveling clothes, perhaps keeping a handkerchief dyed in the appropriate colors handy for quickly identifying themselves to their peers.

The rise of hrimwisardry in the aftermath of the Blizzard War threw the Convocation into chaos. After five centuries, the chaos has yet to be ordered. A growing number of elementalists now hold that coldfire, a phenomenon previously unknown, is in fact a unique element. Hrimwisards are thus not a new form of mage, but proponents of a previously unknown branch of elementalism.

Many, though, still regard this as heretical thought, for it has long been established that everything is comprised of four elements, not five. Furthermore, hrimwisards have proven incapable of mastering other elements and manipulate magic in an entirely different manner.

TITLES

Members of the Convocation are granted titles based on how many elements they have mastered. This in turn determines their status, and who their superiors and inferiors are. Which elements they have mastered are determined solely by the color of their robes.

When an elementalist masters his first element he is awarded the title of Aprentis (Apprentice). As a fully-fledged member of the Convocation, he is now entitled to leave his master's side and make his own way in the world. When he does, he takes the title Prynciple (Principle), denoting that he is a recognized master of one element. Since player characters will be going adventuring and know only one element, this is the default starting title.

An elementalist who has mastered two elements is called a Magus, and Maegister (Magister) once he has mastered three elements. An elementalist who masters all four elements takes the title Arkhwisard (Archmage).

Ranks grant authority over others, but the matter is complicated by one's elemental orders. Regardless of the title they hold and elements they have mastered, all those who hold the same title are seen as equals. Among his peers, a mage must earn respect through his actions, not demand it because he holds a title.

An elementalist may give orders to a mage of a lower title, but only so long as he has mastered the element. Hence, a Magus who knows fire and water has no authority over a water elementalist. Two notable exceptions to this rule apply.

First, members of the ruling council are senior to everyone else except each other. Second, apprentices are not required to obey any mage other than a member of the Four or their own mentor.

QUALIFICATIONS

Titles denote an elementalist's understanding and mastery over the four elements, but there is more to the Convocation than merely casting spells. Among those who crowd its halls and towers are alchemists, librar-

ians, and arcanologists. Some work on their own pet projects, others serve an arkhwisard in his research into the mysteries of the elements, while most act as teachers, passing on their knowledge to other elementalists, and occasionally non-wizards. These luminaries hold titles known as offices.

Offices grant a mage certain perks and give him the respect of his peers, but mostly they are a way of earning money on the side.

In order to qualify for an office, an elementalist has to meet certain minimum standards. No die roll is recovered, but the character must visit a major center of Convocation—simply acquiring the necessary skill and Edge requirements does not grant automatic entitlement to hold an office. The aspiring elementalist is thoroughly tested, a process taking 2d4 days, before being granted his new office.

While an elementalist may hold only a single title, there is no limit on the number of offices he may hold.

Advocate: *Prerequisites:* Knowledge (Law) d8+.

Despite centuries of cooperation with mundane authorities, the Convocation prefers to look after its own. When an elementalist is put on trial, whether by his peers or temporal authorities, he has the right to be represented by an advocate. Advocate's are not supplied free of charge, though—the accused must still pay for their services.

Arcanologist: *Prerequisites:* Elementalism d10+, Investigation d8+, Knowledge (Arcana) d10+.

Arcanologists study magic, specifically the four elements. Although they can cast spells, their work is largely theoretical. The great debate occupying many is whether or not ice is truly a unique element, and if it is, how does the Convocation open access to the elemental realm.

Herbalist: *Prerequisites:* Hedge Magic, Knowledge (Alchemy) d10+.

The Four has tried to eradicate this office many times, but it has never succeeded. While most elementalists see hedge magic as a natural science, others believe that the study of plants and their properties could be of benefit to the order.

Inquisitor: *Prerequisites:* Investigator, Investigation d10+, Notice d8+, Streetwise d10+, mastery of Eir, *speak language*.

Although members of the Convocation are subject to the laws of the land in which they reside, the order has its own laws, beyond the bounds of nobles and judges. When an elementalist is suspected or accused of a crime against the Convocation, inquisitors are dispatched to determine whether or not the mage must stand trial. Despite their reputation, inquisitors are not judge, jury, or executioner—there are information gatherers.

Librarian: *Prerequisites:* Investigation d10+, 6+ languages or *speak language* spell.

Librarians are experts in research and reference. Skilled in handling fragile manuscripts, they are allowed limitless access to the order's many libraries.

Master Alchemist: *Prerequisites:* Alchemy, Elementalism d10+, Knowledge (Alchemy) d10+.

HELLFROST: RASSILON EXPANSION II

Alchemists are experts in creating alchemical devices. While most are teachers, they are entitled to earn a living manufacturing and selling alchemical devices. Under the Convocation's ancient laws, only an elementalist holding this office may sell devices to non-elementalists, and even then in accordance with strict rules.

THE FOUR

Formally known as the Council of Four of the Convocation of Elementalists, the ruling body is simply known as the Four both inside and outside the organization.

As the name infers, there are four seats, each representing one of the four accepted elements. Council members are always arkhwisards, but may only stand for a vacant seat matching their prime element.

Originally, each member of the Four held his seat for life, appointing his successor as he saw fit. Unfortunately, poor choices and rife nepotism combined with pride, arrogance, and greed led to those lives being cut short by unfortunate "accidents" and open assassination. So bad was the problem that at one stage becoming a member of the Four was seen as a guaranteed death sentence.

In order to stop the ranks of the arkhwisards being thinned by early deaths, changes were implemented. Now, each member is elected by those of his elemental order, whose interests he represents within the Convocation, and serves for four years. So long as he receives the popular vote, there is no limit on the number of terms an arkhwisard may serve.

In order to prevent tied votes, each member of the Four serves as Primus for a single year. In the event of a tie, his vote counts double, thus giving him the casting vote. His position gives him much respect among lesser elementalists, but no added authority or perks.

The current members of the Four are Arkhwisard of Eir, Urit Biscali (male Anari), Arkhwisard of Ertha, Galwinith Treelimb (female hearth elf), Arkhwisard of Fyr, Davina ap-Meredith (female Anari), and Arkhwisard of Waeter, Marmaduke Bentwhistle (male engro).

EXTENT OF AUTHORITY

The Convocation has its headquarters in the Imperial City, where the Four reside, though it maintains a strong presence in Aspiria, among other places. In theory, the authority of the Four is absolute, extending across the entire continent. In practice, the reach of the Four is finite, limited by the range of *voice on the wind* spells and the speed of messengers. Elementalists in distant realms are not averse to considering themselves independent of any central authority. In most instances the Four ignores minor breeches of protocol, but when an elementalist grossly exceeds his authority or endangers the reputation and wellbeing of the Convocation, they are quick to act. Most times a stern rebuke or a visit from an inquisitor is enough to bring the wayward son back in line, but the Four is not above using physical and magical violence to enforce its rule.

HOLDING SESSION

The Four do not sit in permanent session. When all four members are in Imperial City they sit each Monandæg. All meetings begin with each member repeating the Convocation's sacred motto—the four are one—reaffirming their loyalty to the organization and all it stands for. Early proceedings are open to any elementalist, for all save apprentices are entitled to address the council. Tradition dictates that arkhwisards speak first, then magisters, and so on down the chain. Once all business is brought to their attention, the council chamber is cleared so the Four can discuss the issues raised.

LAW & ORDER

Although some critics argue otherwise, the Convocation does not consider itself above any laws. An elementalist who commits a crime against an outsider is answerable to the relevant authorities. The Convocation reserves the right to judge members of the order who commit crimes that harm or hamper only other members of the Convocation. In order to ensure the ends of justice are being served, the local ruler is entitled to have a witness present at any trial.

The organization's laws state that three judges, all of who must hold an equal or higher title than the accused, must try a mage. Furthermore, in order to prevent favoritism, none may have the same prime elemental order as the accused or the main defendant. Advocates may be hired from any elemental order.

Punishments are typically fines or imprisonment for lesser offenses. Imprisoned elementalists are kept bound and gagged. Persistent offenders are expelled from the organization, either for a fixed duration or permanently. During this time the elementalist is denied access to Convocation facilities and will be shunned by his former peers. The Convocation does impose the death penalty, but it requires the approval of the Four.

PLAYING AN ELEMENTALIST

The Convocation has no particular focus beyond the study of magic, the continuing improvement of its members, and ensuring their welfare. Because of this, there is no such thing as a typical elementalist.

While one of your superiors may occasionally call on your services, something membership of the Convocation requires of you, unless you tie yourself to a facility by signing on as a member of staff, something likely only to occur in campaigns centered around a fixed point (such as one city or geographic area), this is only going to occur when you pay a visit to a Convocation center of learning, and that is something that can be easily avoided for long periods. Except when under orders you are free to act as you want, for the Convocation demands nothing of its members as a matter of course. So long as you're not dragging the organization into any scandals, your superiors won't interfere in your activities.

COMBAT ADVICE

While you have just one element mastered your combat options are very limited. While fire offers the best damage-causing offensive capabilities both ranged and for close quarters, especially against many Hellfrost beasts, the penalties incurred by the Hellfrost effect can seriously hamper a mage operating in the Winterlands. Water is often regarded as the weakest combat form since it gives no protective spells for low Rank casters. However, it is the only element that allows *healing*, and the list does include three other useful spells—*bolt*, *entangle*, and *stun*. The last two are very handy for handling multiple foes. Its big weakness is that it grants neither *armor* nor *deflection*.

Later on, as you grow in both versatility and mastery over more elements, the number of spells open to you becomes staggering. Fortunately, those you already know don't need to be learned again—you simply learn a new trapping you can apply. This makes elementalism the most powerful combat art, for when you discover a creature is immune to one element, you can simply switch to another trapping.

A mage's biggest weakness is actually his magic. In the heat and excitement of battle it is easy to get lured into casting spell after spell, and every spell you cast risks the Siphoning.

ADVANCES

Whatever role you intend to fill, both in terms of combat and as a member of society, invest wisely in defensive abilities. Wizards are powerful, and it is a foolish enemy who allows a mage to go unmolested for long. The very act of casting a spell is going to single you out for special treatment. If you're not interested in picking Combat Edges like Block and Dodge, a few defensive spells coupled with Concentration should enable you to avoid damage and maintain your magic after taking a hit.

Mastering a second element opens up an entirely new spell list, but it also incurs a penalty to your spellcasting rolls. There is no way to avoid this penalty for those who wish to expand their spell lore or climb the ranks.

NPC REACTIONS

While the general populace is naturally wary of those who wield magic, they rarely fear or shun them out of hand these days. Unless an individual has a bad reputation, or the local elementalists have been running amok, they begin with a Neutral reaction toward members of the Convocation. Most other wizards are Neutral, seeing the organization as just another group of mages.

Elementalists who have avoided becoming members of the Convocation have little love for those who would seek to impose authority over them. While some are Neutral, barely sparing the mage a second glance, most are Uncooperative. A few, especially those who have suffered persecution, are Hostile.

THE DEATHDEALERS

The cult of Scaetha has waged war against the minions of Hela, goddess of undeath, for over 700 years. Though undead are a bane to all, the cult has few true allies. Its greatest supporters are the gravetouched members of the Deathdealers.

HISTORY

Gravetouched have long been considered cursed, for the touch of death marks a man's soul. Often shunned if not actually outcast, these unfortunates sought refuge and meaning in the ranks of Scaetha's cult, often serving as unofficial soldiers alongside the clerics.

In 319 IR, an army of orcs attacked Chalcis, an event widely reported by skalds. That same year, a force of undead left the Withered Lands, their goal to reach the Draugr Hills in Angmark and cut the Freelands in twain. Six miles from the Angmark border, the undead clashed with an army comprising the cult of Scaetha, their gravetouched allies, and a contingent of huscarls and fyrdmen from the Saxa kingdom.

As night fell, the victorious allies began the long process of healing the injured and burying the dying. Many of the survivors of what later became known as the Battle of Bones were brought back from the edge of death, leaving them gravetouched by their foe's fell abilities.

The leader of the cult's gravetouched allies gathered the survivors to his side and spoke to them at length. They had served the cult well, he said, but their strength was scattered across many temples and forts. A more efficient way to serve the cult, and avenge their gravetouched status, would be to form under one banner, no longer unofficial servants, but a formal mercenary company dedicated to the eradication of undead. The newly formed unit immediately offered its services to the cult, which accepted without hesitation. The Deathdealer name was officially adopted in 326 IR, the original Company of the Damned name being considered a slur on those touched by undeath.

In those early days the company served along the entire border of the Withered Lands, moving to where it was needed. In 378, with the chain of fortifications surrounding the accursed realm finally complete, the Deathdealers withdrew to the castle at Deathwatch, declaring it their base of operations.

ORGANIZATION

The Deathdealers are arranged into three battle companies and a logistics company. Their current strength is 100 heavy cavalry, 100 heavy infantry, 50 archers, and 50 support staff and specialists (a mixture of mages, scouts, skirmishers, huscarls, thieves, and other troops). Added to this strength is the command group, which comprises six persons.

HELLFROST: RASSILON EXPANSION II

While the three battle companies always fight together, specialists are assigned as required. A scout might lead an infantry detachment on one mission, only to serve in the massed ranks of the archers the next.

Deathdealers are permitted to travel, for the undead and insane servants of Hela can be found in any realm. In order to be granted this privilege, a soldier must first serve 12 months at Deathwatch and prove he has the devotion and prowess necessary to continue fulfilling his duty. Even then, a wandering mercenary must directly serve the cult of Scaetha for a minimum of three months a year (for which he is paid), and must return to his company if the undead break out of the Withered Lands in any strength.

RANKS

While some organizations adopt fancy titles, the Deathdealers use standard military ones. The head of the outfit carries the title Marshal of the Deathdealers, though this is usually shortened to just Marshal except on formal occasions.

The cult of Scaetha assigns a cleric to the company both to advise the Marshal and provide spiritual guidance and succor. Although the position is important to both organizations, the cult prefers to assign junior members, ensuring they quickly gain battlefield experience. A cleric typically serves a six-month tour, time enough to learn the ropes of military life and see plenty of combat.

Each of the four companies is commanded by a Captain. These carry the titles Captain of Cavalry, Captain of Infantry, Captain of Archers, and Captain of Logistics. Each is considered of equal rank. They serve not only as battle commanders, but also as the Marshal's advisors.

One in ten of the common soldiers are Sergeants. Again, the title is extended to match their company's function. Promotion is earned through long service and leadership qualities.

The common troops and logistics personnel have no ranks, being addressed only by their occupation.

GODS & MEN

While individual members are free to pray to any deity as the need arises, most take Scaetha as their patron. In order to ensure the company never wavers, or is led astray, from its calling, clerics of other deities are prohibited from joining.

EMBLEM

The company's emblem is a skull emblazoned with Sigel's holy symbol. It adorns their shields, and many members wear brooches of the same design.

On joining, members are given a gold ring marked with the emblem. Engraved inside is a short message asking the finder to take the ring and any accompanying corpse to the nearest cleric of Scaetha. The ring has little intrinsic value (50 gold scields), but it is enough to en-

sure the Deathdealer receives a rudimentary burial and prayers informing Scaetha of his sacrifice. The cult pays 100 gs to anyone returning a Deathdealer ring.

PLAYING A DEATHDEALER

You have felt the cold hand of death and survived. Now you fight alongside others who have weathered the assault of undead. You have served your time at Deathwatch, and now you can take to the roads. Any type of employment will help feed and clothe you, but your first duty is to track down and combat the minions of Hela, be they mortal cultists or undead.

Battling undead is a lonely career, for most citizens are rightfully terrified of them. Those you seek to save from Hela's servants may see you as a cursed or tainted soul, but you do not seek their friendship or approval. Save them from undead, and their hypocrisy will become evident when they congratulate you and call you friend.

COMBAT ADVICE

Deathdealers are most powerful in melee, but only against undead. Close the distance quickly and don't hold back on unleashing your most potent attacks whenever you encounter one of the restless dead. Although you have some protection against them, spellcasters and those with special abilities that work at range or which affect an area are the most dangerous to you and your allies, so target them first. Next are undead with Leadership Edges—kill them, and their minions lose the benefits.

Against lowly minions with poor Fighting, Wild Attacking increases your chances of hitting and inflicting a killing blow—essential for activating your Professional Edge's bonus attack. A large shield offsets the penalty, but even so, the tactic must be used wisely when facing undead with higher Fighting or when your foes receive a Gang-Up bonus against you.

ADVANCES

Take advantage of your Professional Edge and take Favored Foe (Undead) and Necromantic Severing as soon as you meet the requirements. To get the most out of your Professional Edge's free attack boon you should take both Frenzy and Sweep—they won't help when making the free attack, but they'll enable you to take the free strike more often. Undead are pretty mindless on the whole and will keep coming at you. First Strike gives you an additional attack option, and therefore another chance to trigger your free Professional Edge attack.

Undead fall into two main categories—lowly minions you'll encounter in large numbers, and solitary undead blessed with multiple special abilities. Being Shaken by either can be deadly, making Combat Reflexes invaluable. As a melee fighter you'll get a lot of benefit from Block.

If you decide to take Leadership Edges, Fanaticism is important for its benefit of bolstering your men's ability to avoid Fear, a common undead ability. Although your

Spirit die has to start at a decent rating, the Courageous Edge has the added benefit of reducing modifiers on the Fright Table. Only the most horrifying undead stand a chance of giving you a heart attack, and against many common undead you'll have a 10% extra chance of benefiting from an adrenaline surge.

NPC REACTIONS

Those who follow Scaetha are Friendly, increasing to Helpful in times of crisis. Elsewhere, most reactions are initially Uncooperative—that they actively go looking for undead is the sign of a damaged mind, and possibly soul as well. They who require the mercenary's services are usually Neutral, though some are Friendly.

THE DRAGON GUARD

The village of Scayle is oft beset by fell marsh dragons, but it is not without its protectors.

HISTORY

The inhabitants of Scayle have always been seen as rather odd, possibly even insane. That they chose to erect their settlement on the edge of Drake Marsh was considered an act of lunacy, but few believed when they complained that a marsh dragon was harassing them.

Fortunately for the settlers, a passing knight, Sir Aethwald ap-Herrith, slew the beast. As a reward, the villagers granted him the title of baron. The dragon's glittering black-green scales were used to roof the new baronial manor (and led to the renaming of the village), and its skull became his high seat.

At the time Scayle had no standing army, and its militia were ill-trained to handle serious threats. To safeguard Scayle against further attacks, Baron Aethwald created the Dragon Guard, a small band of men and women who would specialize in the slaying of marsh dragons and marsh orms.

ORGANIZATION

Membership in the Dragon Guard is highly sought after, but extremely hard to achieve. The Guard cares nothing for race, culture, nationality, or gender.

Each year, as the sun rises on the ruling baron's birthday, dozens of hopeful applicants descend on the marsh armed with whatever weapons they possess. Some are trained war-

riors, others simple farmhands with aspirations of glory. Those who return before dawn the next day clutching a marsh dragon scale are granted automatic membership in the Dragon Guard. The rules do not require a candidate to actually slay a dragon—all he has to do to qualify is return with a scale. Thus, the test is more one of courage and resourcefulness than battle prowess. Despite the applicants not having to engage a dragon, Drake Marsh is a dangerous place. Each year, a score of applicants fail to return.

Recruits must swear a sacred oath before the assembled villagers and the baron, who dresses in his full warrior regalia for the occasion. They kneel before the baron, laying one hand over their heart and the other on the priceless dragonscale medium shield that forms part of his baronial war gear.

The oath requires them to defend Scayle for the rest of their natural lives (this specific terminology was added after an insane baron paid cultists of Hela to animate the corpses of fallen Guards to bolster their numbers). The oath does not require them to remain in the settlement permanently, though they must return to the community when called upon. Any visiting Dragon Guardsman is given free room and board throughout his stay.

The names of those inducted into the ranks are added to the List of Honor, an acid-resistant stone that stands in the village's main square. The names of Guards who fell in battle against dragons and orms are indicated with the battle rune of Tiw, god of war. Only those expelled from the order have their names chiseled from the list.



HELLFROST: RASSILON EXPANSION II

The Guard, as it is known locally, comprises a single company. Its current strength is 50, though there are half that many Guards not resident in Scayle. Given the creatures they defend Scayle against have breath weapons, members are trained to fight as individuals and in small gangs, not in massed ranks.

Guards are taught to wield long spears, their weapon of choice, but also receive training in battle axes and throwing axes. Many carry large shields for added protection against breath weapons.

RANKS

The baron, currently Lothar “Blackdrake” ap-Nerth, is head of the Dragon Guard both in name and on the battlefield. Adding further to the belief that the inhabitants were madmen, early barons were required to single-handedly slay a marsh dragon before they could claim the title. After running out of eligible heirs and having to found new dynasties, the law was changed so the baron could take soldiers with him. These days, all the baron has to do is ceremoniously plunge a sword into a marsh drake’s fetid corpse. Baron Aethwald not only elected to enter the marsh alone, but also killed an adult marsh dragon in single combat.

Although there are no other actual ranks, those who have survived ten years are awarded the prefix Veteran. While they have no true authority over their fellow Guardsmen, all members being equal under the baron, lesser members look to them for guidance. Veterans also serve the baron as advisors and bodyguards in the same manner as huscarls and knights in other lands.

GODS & MEN

Although Sigmundr, minor god of dragon slaying, covers all dragons, he receives homage from the Dragon Guard. Baron Aethwald is planning on sending emissaries to the sole temple of Sigmundr in the hope of being granted permission to erect a shrine. If he is successful, it will be the first ever shrine to the deity.

The Dragon Guards first duty is to protect Scayle from marauding beasts. As such, Rigr, god of watchmen, is very popular. When they must take battle to dragons and orms in the swamp, Guardsmen offer heartfelt prayers and plentiful sacrifices to Ullr, god of hunting.

EMBLEM

Guardsmen wear a hatchling marsh dragon scale engraved with the rune of Rigr as a brooch. Veterans add the rune of Tiw to denote their status.

PLAYING A DRAGON GUARD

As a wandering Dragon Guard you are free to do what you want. A call to return to Scayle might come one day, but until then you are your own master.

When you hear talk of marsh dragons and orms ter-

rorizing the land you volunteer quickly, for these are the beasts you are trained to defeat. In Scayle your services are given freely, but in the wider world you can make good money as a dragon slayer—farmers would much rather pay you their hard earned cash than watch their crops melt away in a stream of acid.

COMBAT ADVICE

Dragons and orms have a deadly arsenal at their disposal, and you don’t want to be on the receiving end for any longer than is absolutely necessary.

Orms are extremely slow moving. While arrows inflict less damage than most melee weapons, at least until you take some Edges, they are your best option. Stay well away, take the time to aim, and let loose. Since their Size gives you a bonus to hit, you can use that to offset Called Shots to bypass their thick scales.

Against a marsh dragon on the wing, you might be able to fire one or two arrows before it closes the range and unleashes its corrosive stomach contents. Make each shot count. If the beast decides to stay airborne and dissolve you, then all you can do is keep firing back.

Once it lands, you need to close to melee as quickly as possible and beat it to death. The dragon has plenty of weapons it can use against you, but you’ll be able to bring more Combat Edges to bear against it and will likely be inflicting more damage with your melee weapon than with arrows. Make sure you have the best armor you can afford and a large shield.

ADVANCES

Your abilities make you a specialist marsh dragon and orm hunter, but those beasts are extremely rare outside of swamps and marshes. In order to be effective against other creatures, you need to invest in more general Combat Edges. Although it might sound like a waste of two advances, consider taking Favored Foe (Dragons) and Giant Killer so they apply to other creatures.

As already discussed, arrows are a vital part of your arsenal. Marksman and Mighty Shot will greatly improve the chances of bringing down your opponent before it gets close enough to melt your flesh or chomp on your bones. Fleet Footed grants you a much better chance of maintaining a safe distance. While you won’t be able to outrun a flying adult or older dragon for long, every round you can avoid its attacks gives you the chance to fire another arrow.

For melee, invest in defensive Edges first. Take Dodge first—against a dragon on the wing it is the only defensive Edge of use. Since you should have a large shield, Block can wait a while. Combat Reflexes is almost essential—being Shaken while facing a dragon or orm is a death sentence.

Offensively, the best Edges are those which inflict multiple attacks on a single opponent—Frenzy and Two-Fisted. Improved Giant Killer won’t be limited to just your marsh-dwelling foes, but unless you take the Giant

Killer Edge separately it's unavailable to you. Likewise, if you have Giant Killer you can take Steady Feet, though sometimes letting yourself get knocked back can be a way of leaving combat without drawing a Withdrawing from Melee attack (it's a risky way).

With regard skills, all combat skills need high dice. Survival and Tracking are beneficial, but not essential. If you're a spellcaster, make sure you've picked a career that allows you to take *energy immunity (acid)*.

NPC REACTIONS

In Scayle, Dragon Guards are always welcomed with a Helpful reaction (unless they have been expelled from the organization). Elsewhere, reactions tend to be a bemused Neutral. The tiny cult of Sigmundr is Friendly.

THE GRAY LEGION

The Iron Guild may be the largest company, but it is not the most famous. That honor belongs to the Gray Legion. Tales of their campaigns are many, and children of all races play games of Gray Legionaries versus orcs, with the Gray Legion always victorious.

HISTORY

Only two facts are known about the birth of the Gray Legion. First, it was founded around 30 years ago. Second, its founder was an engro who calls herself Daisy.

The exact date of the Legion's founding is open to much debate by outsiders, the stories and claims fuelled by its founder's refusal to discuss the matter with anyone. Outsiders commonly espouse three key events that occurred within two years of each other as the reason for the Legion's origin.

In late 468, the dread liche Angtharinax vanished from the Withered Lands. Less than one year later the Mistlands came into being, devouring the nation formerly known as Silverdale. A mere two years later the Siphoning struck.

These three events have fuelled speculation as to the origins of Daisy. Some claim she was a cleric of Scaetha, goddess of death, who lost her faith after Angtharinax, widely considered the greatest current threat to the Hearthlands, did his disappearing act. Given the Legion's do or die attitude and reputation for fearlessness, this story has many supporters.

The rise of the mists not only swallowed the land, they also engulfed the population. Countless people lost family and friends in Silverdale, and many have never recovered from the loss. Some believe Daisy was an inhabitant of Silverdale, but one of the lucky ones who was either outside the borders or managed to flee in time.

Although young mages have grown up with the Siphoning, older mages still vividly remember the days when there was no limit to their power. Many mages,

especially in the early days, ignored the Siphoning, seeing it as a temporary or localized phenomena. Those who pushed too hard found themselves cruelly robbed of their magic. Thus, it is possible that Daisy was a mage who lost her spellcasting abilities.

In the three decades the Legion has been operating it has developed a reputation second to none, especially for never retreating, no matter the odds. This has led to stories of the Legion being invincible. It is true the Legion has had many victories, but the price paid has been a terrible one. While other companies wisely depart the field of battle once it becomes obvious their cause is lost, the Gray Legion acts otherwise. Once the standard is planted, it never wavers and never retreats. So long as there is one man left standing, the Legion continues to fight. On more than one occasion its ranks have been reduced to just a handful of survivors.

STRUCTURE

Those who think of the Legion as a large army are often disappointed when they learn that, contrary to its name, it is actually a single company just 140 strong.

It can typically field no more than 50 soldiers under its banner at any one time. The Legion cannot be everywhere, there are many good and just causes in need of support, and many members find even the loose camaraderie of the Legion too much to handle. Daisy allows soldiers to travel their own road and make a difference in the world through their own endeavors. The oath a soldier swears when joining the Legion requires him to respond to a call to arms from any fellow Legionary.

The Legion has a number of support personnel, but they are not true members. Some are citizens who feel they must repay the Legion for helping them in the past. Some merely wish to be associated with the name, and others are hired servants.

RANKS

The commander of the Legion is the Gray Captain. Currently that is Daisy, its founder. To her comrades she is affectionately known as the Gray Lady. Serving beneath her is the Gray Bearer, the Legion's standard-bearer and Daisy's second in command.

Beyond that there are no defined ranks—there is no hope of promotion, only a lifetime of service. Those with leadership qualities are expected to use them in battle.

MEMBERSHIP

Unlike a regular mercenary company, the Gray Legion has an air of exclusivity. But that has nothing to do with title, wealth, or battlefield experience.

The company's reputation is such that many apply to join. Few are selected. Those who crave wealth or glory have no place in its ranks, nor do those with family or friends who would mourn their loss should they fall in battle. The Legion only accepts those who have fallen

HELLFROST: RASSILON EXPANSION II

into the pit of despair, people with nowhere else to go and absolutely nothing left to lose beyond their lives.

Outlaws, refugees, disgraced nobles, Siphoned mages, lone survivors of raiders, and sinful clerics cast out from their faith are welcomed as equals. The Legion does not discriminate against race, gender, or religion.

Recruits do not have to speak of their troubled past, nor give a reason why they wish to join. Daisy is an exceptionally shrewd judge of character, and she can piece together fragments of a potential recruit's life story merely by watching his movements and gazing into his eyes. Those who lack the haunted stare of a man who has lost everything are not suitable candidates.

Those few the Legion accepts must take an oath of allegiance. The oath, among other things, prohibits them from forming bonds of friendship outside the Legion. After this, they are given a new identity and protection from the law for any past transgressions should they desire it. For Legionaries, life effectively starts afresh when they join the Gray Legion.

No member is required to remain in the Legion indefinitely. On rare occasions a Legionary falls in love or finds another spark that rekindles the flame of life he once lost. Those who find a second chance at life are required to leave the Legion. They are offered no congratulations, nor will former comrades acknowledge them as friends should they meet again. In the Legion there are no bonds beyond one's serving comrades.

Legionaries have been called many things by many people; suicidal, brave, reckless, and insane being just a few, but none truly sums up their refusal to run from certain death. Whereas other mercenaries fight for money, the Legion fights because its members have nothing else to live for except a good death. This doesn't mean that members are suicidal, however. They have no wish to throw away their lives for a meaningless cause, but if their death makes a difference, even a small one, then they die knowing their sacrifice was not in vain.

GODS & MEN

Gray Legionaries are rarely devout worshippers of any deity except Scaetha, for it is her they look forward to seeing one day. Even then, they worship her purely as goddess of death, caring little for her crusades against the undead. Tiw, of course, receives much praise, but Legionaries do not fight simply for the love of battle.

Many actually blame the gods for their current predicament, perhaps holding Eira responsible because a spouse could not be spared the ravages of illness, or Var because greedy rivals or unscrupulous merchants robbed a legionary's family of its inheritance.

HIRING PROCESS

Like any mercenary outfit the Legion has mouths to feed and a fighting company to maintain. However, gold is never its sole motivation.

Those who wish to hire the Legion as an entity must

approach the Gray Lady and plead their case in person. Daisy will not deal with heralds, emissaries, or other lackeys. The Legion works only for just causes, regardless of one's treasury balance. Its rates are negotiable.

Attempting to mislead the Legion or hire them under a veil of lies is not easy. The organization has a wide-ranging network of contacts and informants. Some are well paid to report or uncover news, while others are former clients whose payment consisted of future favors. If a potential client is discovered to be hiring the Legion under false pretenses, he will be sent packing, regardless of his social status. Arrogant nobles whose requests were refused have tried making threats, but such intimidation falls on deaf ears—the Legion has nothing left to lose, and their lives are already considered forfeit.

Wandering individuals are allowed to take jobs as they see fit and charge whatever price they feel is just. As with the company as a whole, greed is rarely a motive, for Legionaries have nothing to invest in beyond paying for a decent funeral. Most seek only a chance to right a wrong and give others a chance at a good life before dying.

LAW & ORDER

While many Legionaries have a criminal past, Daisy does not condone criminal acts. The Legion is somewhere men can atone for their previous sins, somewhere they can cleanse whatever taint stains their souls before death claims them. The Legion looks badly upon those who spurn this gods-given second chance for salvation.

Wherever the Legion serves, part of its conditions of employment are that it polices its own. Some nobles begrudge this loss of authority, but the Legion has a reputation for punishing members far beyond that of any other court. Laws are rigidly enforced, and even minor transgressions are harshly punished.

Trials are conducted by Daisy and four other Legionaries of her choice. The Legion allows local authorities to send an agent to ensure the trial is unbiased, but he has no rights to interfere in the process unless he deems the court is being unduly lenient or covering up a crime. That has yet to happen.

Those who spurn the second chance the Legion offers them can expect little mercy if found guilty. Trivial offenses are punished by flogging, the number of lashes rising sharply for more severe crimes. When the number of lashes is deemed too high to inflict in one go, the criminal is given chance to heal before the rest of the sentence is carried out. This process may be repeated dozens of times, for the most serious crimes punishable by flogging warrant 500 strokes. The Legion never expels members—those who commit the most serious crimes are executed.

Wandering members are subject to the laws of the lands as with any other citizen. However, if word of any criminal activity reaches Daisy's ears she will hold a second trial once the mercenary returns to the outfit, even if the perpetrator has been duly punished by the local authorities.

EMBLEM

The Legion's banner is a plain, gray cloth, stained in the blood of those who have carried it into battle. It is not honored in any fashion, nor are those who died carrying it martyrs. To the Legion, the banner is nothing more than a piece of cloth.

Individual members sport no emblem beyond a plain gray cloak. Often it is tattered and bloodstained, having been through several battles. After battle, the cloaks of the fallen are collected, ready to be handed out to new recruits.

PLAYING A LEGIONARY

Being a Gray Legionary player character is not an easy option. Although it is a combat intensive role, Legionaries are not your typical party fighter. Indeed, they are rarely even team players in the traditional sense.

All you seek is death, though that death must come with a higher purpose or your entire life has been wasted. Dying without purpose is easily achieved, but that is not what you want. Holding a bridge against orcs to buy refugees time to escape is an honorable and meaningful way to end your life, but simply charging a bunch of orcs because you're spoiling for a fight is not. You must learn when to stand until death and when to withdraw.

The hardest part about playing a Legionary is never being able to form close bonds with your adventuring companions. At best they are people you travel with, but there can be no lasting friendship. Even around others you are alone, your past either too painful or shameful to share, especially with those who still have something to live for. Ironically, these traveling companions can often be the just cause you are looking to aid. They are not humble craftsmen or farmers, but men and women with a greater destiny, possessing gifts that if employed wisely, can make the world a better place for everyone.

Many Legionaries shun friendship because of their past. Forming a close bond can, of course, give one strength in times of crisis, but the pain left by a friend's departure can be unbearable, as the character might well know. Friendships can also sour or lead to disappointment or rivalry. The Anari saying that the deeper the love the more bitter the hatred hangs on many a Legionary's lips. Thus, Legionaries remain aloof and cold to avoid any ties, and in the process protect themselves from future misery.

COMBAT ADVICE

Glory may come to you, but it is not something you seek—the quest for glory is a reason to live, and you have lost even that desire. In combat you should be strong and resolute, ready to lay down your life without hesitation but without being foolhardy and charging into the fray unnecessarily. When you fight, hit hard and often. You may not fear death, but your enemies are likely not

that way inclined. Cut them down without pity or mercy, and make them fear you.

ADVANCES

Not fearing death and actively seeking death are two very different things. Heavy armor, a sturdy shield, and defensive Edges will allow you to aid a just cause without meeting death too early. Often you will find yourself outnumbered, especially when making what may be your heroic last stand. Go for Frenzy and Sweep as soon as possible. Nerves of Steel and Hard to Kill will help offset penalties, the latter improving your odds of keeping the hand of death at bay for another day.

Don't worry too much about social traits like Persuasion or Edges like Charismatic. While you are not prohibited from taking Common Bond, you lack that bond, and should avoid the Edge. The same can be said of Leadership Edges, but these do not always indicate any close ties to those temporarily serving under you. Concentrate on fight, and let others in the party fill in the investigative and social roles.

NPC REACTIONS

The Legion does have a reputation for getting jobs done, but its members are cold and unsociable. That some are former criminals has not escaped public notice. At best, those hiring a Legionary are Neutral. Most citizens will be Uncooperative until the Legionary proves his honesty. Those the Legion has aided may be Friendly, but the friendship is never reciprocated—former clients were people who needed help, nothing more.

Ex-Legionaries, a rare breed, are equally likely to be Uncooperative, rising to Neutral at best. They have found a reason to live, and their time in the Legion is a memory of a painful past, one they would rather forget.

● HEARTH KNIGHTS ●

The winters grow longer and the permanent snow and ice creeps forever close to the Hearthlands, bringing with them all manner of Hellfrost beasts. Standing against the white tide are the Hearth Knights, a knightly order sworn to defend the Hearthlands and take battle to the monstrous denizens that stalk the winter realms.

HISTORY

The initial jubilation that followed the end of the Blizzard War quickly turned to horror as disease, famine, and warfare tore through the land. Clerics, once the lynchpins of society, were powerless in the face of the unfolding catastrophe.

The Hellfrost armies had been defeated and driven back, but they were not rendered helpless. As the snows of the rapidly deepening winters fell, so they crept from



their lairs to avenge their misfortune. But in the first century after the War most nations had crumbled into rival city-states, baronies, and jarldoms. Neighbors turned to each other in search of support against the marauding beasts, but charity had become a thing of the past.

Baron Arthan Gulver's family had risen to prominence in the chaos, having claimed independence from their feudal lord. One stormy night, Gulver had a vivid dream in which he saw two dragons, one gold and one white, fighting. The Hellfrost dragon slew the gold, and the land of Rassilon became covered in ice, its people enslaved by frost giants and orcs.

On awakening, Gulver realized his dream was a dire warning sent by the gods. If the people did not stop their petty feuds, the winter would devour them.

Summoning his 12 most loyal knights, Gulver presented them with a vision of stability, a vision of hope. They would found a new order of knighthood, the Hearth Knights, whose duty it would be to aid any township in peril, protect the southern lands (the most densely populated), and to fight against the Hellfrost hordes.

Although few in number, the knights were more than a match for the bands of thugs and mercenaries troubling the land, and support for them quickly grew. Although they asked for no reward, the order grew rich on donations from grateful citizens and from the treasuries of the goblin and orc nests they cleared.

Gulver was a pragmatist. He knew that no matter how powerful the knighthood became, it did not have the

resources to stop the advance of winter. In his final days, he summoned his inner circle and ordered them to construct a castle across the mouth of Hellfrost Pass. The mountains were a natural barrier to the advancing ice, and the pass was the only route through for the fell denizens of the north lands. Although it took almost a century to construct, Hellfrost Keep was completed to Gulver's design. Gulver's corpse was entombed in the crypt beneath the stout walls.

Ancient records show that Gulver's vision had originally been much grander. Plans had been drawn up for a mighty defensive wall along the coast of Angmark, protection against Hellfrost armies seeking to circumvent the Icebarrier Mountains. These plans came to naught, primarily due to a lack of funds but also due to the limited size of the order.

Since Gulver's death, the permanent snowline has advanced considerably further, bringing with it harsher winters and more dangerous beasts. The creation of the frozen realm of Witchwood in 374 forced the order to expand its presence far to the west. In

492, just seven years ago, a new threat arose overnight on the eastern border of Heligoland, the frostborn-dominated Barony of Cul. Baron Frostweaver has made it clear the Hearth Knights are not welcome in his land. He has yet to reveal himself as an ally of the Hellfrost armies, but few doubt he is a serious threat to the stability of the region.

Stretched to the limit, the Hearth Knights are forced to patrol in force only in Heligoland, all-but abandoning the northern realms to their fate. Lone knights still take battle into the frozen wastes, but the order as a whole is refocusing its attention to ensuring no evil crosses through Hellfrost Pass.

STRUCTURE

The Hearth Knights comprise three distinct orders—the Shield, Sword, and Lance.

The most populous order is that of the Shield Knights. Their duty is to guard Hellfrost Pass and man the order's forts in Heligoland. They have no authority to impose their presence on any settlements, but gladly provide support when invited to do so. Although they perform patrols, they are primarily a static force, waiting for the enemy to make his presence felt before they strike.

The Sword Knights are both wandering knights and static defenders. Many actively travel the frozen realms in search of beasts to slay. These usually operate from the forts rather than Hellfrost Keep, traveling deep into

the wastes for extended periods and returning only to re-supply and make reports. Those who elect to man the forts are senior officers and elite warriors.

Deepdale Fort, which stands in Chalcis, and Velhem Fort in Shattered Moor are manned entirely by Sword Knights. Both serve primarily as a base of operations for knights entering the eastern Winterlands. Deepdale also serves as a watchpost against the inhabitants of Witchwood, while Velhem serves to watch over the Frozen Forest.

In order to become a Sword Knight, a knight must spend six months in the outer Hellfrost and slay a fearsome Hellfrost beast in single combat. In game terms, the creature must have the Immunity (Cold) ability and have a Toughness rating at least 6 higher than the knight's.

The smallest order is the Lance Knights. These hardy souls spend much of their time in the Hellfrost proper, tracking down and eliminating threats to the Hearthlands, mapping the wasteland, and searching for routes through the great Ice Wall that orcs and giants might use to advance on the southern realms.

To qualify as a Lance Knight, a knight must first serve a minimum of a year as a Sword Knight. He must then spend a minimum of six months in the Hellfrost and slay a powerful Hellfrost beast in single combat. In game terms, the beast must have the Immunity (Cold) ability and have a Toughness rating at least 10 higher than the knight's own.

Originally the three orders were created as equals, in status if not in size. The Shield Knights would protect Helgioland, gateway to the Hearthlands, the Sword Knights would watch over the Low Winterlands, and the Lance Knights would patrol the High Winterlands and the outer Hellfrost. Over time, the Lance Knights have come to be seen as superior to the Sword, and the Sword superior to the Shield.

RANKS

Knights within each order are divided by rank. The Shield Knights, whose numbers are greatest, have the most ranks. Shield Knights are the lowest rank, then Shield Sergeant, Shield Captain, and finally Shield Commander. Within the Sword there are only Sword Knights, Sword Captains, and Sword Commanders. Lance Knights don't use any ranks, there being so few of them to make positions of leadership within the order meaningless.

The chain of command is based on order, then rank. A Lance Knight is seen as superior to all those beneath him, a Sword Commander senior to a Sword Captain, a Sword Captain is higher than a Sword Knight, a Sword Knight outranks a Shield Commander, and so on down.

Knights are addressed as Sir or Lady <first name> when not using their rank. Thus, Sword Captain Ivana Targinsdohtor can also be addressed as Lady Ivana.

THE MASTERS

Commanding the Hearth Knights are the Masters. The

head of the entire order is the Lord Marshal, who must be a Lance Knight. Beneath him is the Lord Deputy, his assistant and a Sword Knight, and then the Lord Seneschal, a Shield Knight in charge of finances and logistics.

The current heads of the Hearth Knights are Lord Marshal Jaufre Humbert (male Anari), Lord Deputy Agnes ap-Jurgen (female Anari), and Lord Seneschal Uther Penharksunu (male Saxa).

These titles never change because of the sex of the holder, though the incumbent is known as Lord or Lady when being addressed. For instance, when addressing the Lord Deputy, one could refer to her by her full title or as Lady Agnes without causing offense.

Each Master selects his own successor on taking office, though approval must be sought from one of the other Masters to prevent abuses of power, nepotism, and such like from tainting the order. Nominated successors may be changed at any time, with the permission of the lord's peers.

GODS & MEN

While the order maintains ties to the cult of Sigel, its greatest allies are the clerics of Kenaz, god of fire. Relationships are not always as either side would prefer. The cult can be fanatical in its desire to rid the world of the Hellfrost and its fell denizens, while the Hearth Knights are more intent on providing a sturdy defense.

Claims of cowardice might rile a Shield Knight, for it is the blood of their order that is spilled so the citizens of the Hearthlands can sleep soundly, but Sword and Lance rarely take offense—few clerics of Kenaz, even paladins, have traveled as deep or as long in the wintry wastes as they, or fought as many horrors that lurk in the snow.

Although knights may pray to Tiw before a battle, this is an act of prudence, not true devotion. Tiw's call for battle for battle's sake has no place in the order.

LAW & ORDER

The Hearth Knights are self-imposed protectors of the Hearthlands. They operate in settlements only when invited, and are subject to the law of the land. Since both Helgioland and Shattered Moor are made up of independent settlements, knights are expected to live by a common code of laws.

A knight who commits a crime in a settlement is answerable to the local authorities, having no special immunity from prosecution. The order requires the support of the people to function effectively, and it cannot be seen as setting itself above any laws of men.

Crimes committed outside a controlled region or which have no equivalent in civilian law are handled internally. For minor crime, a tribunal of three knights, all of whom must equal or exceed the accused in rank, is convened at the earliest opportunity. In a fort, this usually comprises the commanding officer, his adjutant, and one of the watch commanders. Typical sentences involve extra duties and/or flogging.

HELLFROST: RASSILON EXPANSION II

Crimes against the order, such as desertion, cowardice, murder of a fellow knight, sedition, and aiding the forces of the Hellfrost, must be judged by a full tribunal. This comprises one knight from each of the orders, all of whom must again equal or exceed the accused in rank. The punishment for such crimes varies from flogging to branding followed by expulsion from the order to death by burning.

Any crime that endangers the entire order is judged by the Masters in a specially convened tribunal. Should a Master be accused of a crime, his peers and a Lance Knight chosen by them form the tribunal.

The order has the right to punish civilians who infringe the law within one of their strongholds, but they have no jurisdiction outside their holdings. They may arrest a suspect on behalf of the local authorities or act as witnesses at a trial, but they cannot determine his guilt.

Those who commit crimes in an order's jurisdiction are judged solely by the fort's commander and two others of his choice. Punishments include fines, flogging, banishment from the fort (the only safe refuge for miles many) and branding (and combinations of the above). The order does not impose the death penalty on non-members except in exceptional circumstances, such as if the accused was found guilty of aiding and abetting forces of the Hellfrost (an act which endangers not only the fort, but the entire region).

FORTS

The order has five small forts. At full strength, the garrison of those in Heligoland—Eastwatch, Icewatch, and Watchgap—comprises one Sword Commander, one Sword Captain, three Sword Knights, three Shield Commanders, four Shield Captains, eight Shield Sergeants, and 80 Shield Knights. Assisting them are 19 support staff (armorers, carpenters, stablehands, and so on) and one Sister of Mercy.

The main body of men is broken down into four squadrons led by a Shield Captain. Each squadron has two Shield Sergeants and 20 Shield Knights. Each day is divided into three periods known as watches. A Sword Knight oversees each watch. Each has a Shield Commander as his adjutant. On a typical day, one squadron mans the fortifications during each watch while the other two rests. The fourth squadron is out on patrol. Patrols can last for weeks, as the knights' territory encompasses not just the stretch of the border the fort guards but also settlements in Heligoland.

Deepdale and Velhem Forts are governed by a Sword Commander. Serving beneath him are five Sword Captains, and 54 Sword Knights, along with 50 civilian workers. Although intended to be part of the order's extended defenses, the forts are primarily a staging post for expeditions into the High Winterlands and the Hellfrost.

Many Lance Knights and wandering Sword Knights consider these as home, for they rarely venture further south. Should these wanderers be recalled, Velhem's

garrison swells by another 190 Sword Knights and 50 Lance Knights, making it the largest garrison outside Hellfrost Keep. The garrison of Deepdale would increase by roughly 100 Sword Knights and 15 Lance Knights.

EMBLEM

The banner of the Hearth Knights is a long flag divided into three colored segments. The largest section, while symbolizes the strength of the Shield Knights, is white. The middle section, which represents the Sword Knights, is blue, and the smallest segment, that of the Lance Knights, is black.

In addition, each order has its own emblem. These are commonly displayed on shields and pennants, but rarely on tabards. Shield Knights sport a stylized sun design, a circle with eight radial triangles protruding from it. The disc is white and the triangles yellow. Sword Knights sport the emblem of a sword with a fiery blade. Lance Knights carry the emblem of a fiery lance piercing a Hellfrost dragon's skull.

PLAYING A HEARTH KNIGHT

There are not many people willing to place their lives on the line for complete strangers against an enemy with superior numbers and abilities. You are one of them.

Your duties may take you deep into the icy wastes, but they may also lead you into the greener realms of the Hearthlands. In these warmer lands you may meet people who have never heard of the Hearth Knights and do not understand the sacrifice they make. Regardless of your rank you are an emissary of the order and are expected to act with decorum and respect, for these are the citizens you actually protect, not those of the Winterlands who choose to live in the gaping maw of the enemy.

The creatures of the Hellfrost are found far and wide, and it is your sworn duty to combat them. Beyond that, the organization places no demands on its members, especially those of higher rank or order, allowing members to adventure as they see fit. When such fiends rear their heads, you are expected to answer the challenge. Enlist the services of your allies whenever possible. Many monsters have treasure hauls, and a fair share may earn their support better than a well-rehearsed speech about protecting the Hearthlands.

You might be the only Hearth Knight in the party, but that doesn't mean you can't mix well. You are a protector of the Hearthlands and, despite your title, not likely to be of noble birth. You are more at home with the common man than the nobility, for you are used to seeking hospitality from strangers.

After spending time in the desolate Hellfrost, some Hearth Knights find it hard to adjust to living a civilized life, especially in large numbers. Constantly being alert for danger tends to fray the nerves, and long months

of loneliness can cause one to lose one's sociable nature. Some go native, adopting the ways of the nomadic Finnar. You do not have to walk this road, of course, and it can be avoided by forming strong friendships among your closest allies.

COMBAT ADVICE

Hellfrost beasts are your sworn enemies. Your organization's Edge gives you a powerful advantage while offering you greater protection. Go for Called Shots as often as possible. With the reduced penalty, even shots to the head have only a moderate penalty, and the damage bonus is equivalent to an automatic wound, assuming you can exceed their toughness.

A very powerful combination to work toward is Favored Foe (giants or dragons) and Giant Killer. Not only will this work with the Hearth Knight Edge to increase your Parry again, but you'll be rolling +1d6 damage automatically because of the creature's size and an extra +1d8 on a raise, albeit against only one type of opponent. Since these creatures only come in Large or Huge varieties, you'll have the added benefit of a bonus to hit, reducing if not actually negating any remaining Called Shot modifiers. Against a typical frost giant you can make a Called Shot to the head with no penalties. If the hit is a raise, that's an additional 1d6+1d8+4 damage!

ADVANCES

At the start of the campaign you will be a Shield Knight, a common member of the Hearth Knights with few responsibilities. As the campaign progresses, there will be opportunities for promotion through the ranks and the orders. Regardless of your status, the citizens of the Winterlands see you as a leader, especially in struggles against Hellfrost beasts. Investing in a few tactical level Leadership Edges will serve you well.

Combat skills and Edges are a must, for your life is one of endless combat. Many of your foes will be much tougher than you, so aim for a good mix of offensive and defensive Edges. Favored Foe with regard a common Hellfrost enemy, such as frost giants, will serve you well in your travels.

As you climb through the orders you will spend more time in the wilds, sometimes operating alone, sometimes in a small group. You already begin with a good Survival skill, but Stealth and Tracking are outdoors skills. If you can meet the requirements, Woodsman is a very useful Edge. While you'll be able to draw skis from the organization's stores, Snow Walker means you needn't be reliant on having to carry extra equipment.

Buy a pygmy mammoth as soon as you can afford one. Not only will it help you get around quicker, but it's also a combatant in its own right. Take Beast Bond as well. The ability to spend bennies on behalf of your mammoth isn't to safeguard a financial investment, it's to help ensure you don't become stranded deep in the Hellfrost without a very useful ally.

NPC REACTIONS

Shield Knights can expect a Friendly reception in Helgioland, their main area of activity. Sword and Lance Knights will usually receive a similar reaction further afield, but only in the Winterlands and among races hostile to the entities of the Hellfrost. Both the cults of Kenaz and Sigel are Friendly, being allies of the knights.

Although many citizens in the northern Hearthlands have heard of the organization, in their eyes it has little daily impact on their lives, for its center of activity is in the Winterlands. Further south, the general population has not even heard of the Hearth Knights. Thus, within the lands the order actually exists to protect the typical reaction is one of neutrality.

The reaction of frost dwarves, taiga elves, and frost-born varies based on their previous dealings with the order. Those who have suffered persecution from over zealous knights are generally Uncooperative, though a few may be Hostile. Most will be Neutral, though, basing further judgment on the individual's behavior.

Among races and cults openly supportive of Thrym, knights can expect nothing short of a Hostile reaction.

● HROSMARK HUSCARL ●

Although the Anari nations regularly make use of cavalry, Saxa warriors of high status typically ride to the battlefield but dismount to fight. In Hrosmark, the eastern portion of Veermark, though, the native Saxa have developed a nomadic culture based around their horse herds. They are wild and unruly, but widely regarded as the best cavalry on the continent.

ORGANIZATION

The horse nomads of Hrosmark have no standing national army. Instead, every clan is required to supply troops when called upon by the Horse-King. Although every male citizen is trained to fight in the saddle from birth and expected to answer such a summons, the clans maintain a small number of huscarls, professional soldiers in the household of their jarl.

Unlike other citizens, huscarls do not have to graft to survive—their lord caters for their daily needs, and is also expected to reward them with a share of any treasures the clan acquires. In return, they are sworn to obey their master's commands and be willing to lay down their lives for the good of the clan.

Unlike in other Saxa realms, the huscarls of Hrosmark must supply their own equipment. The level of equipment available determines whether they are categorized as heavy, medium, or light cavalry.

Heavy cavalymen must wear plate armor (this is not the same as medieval plate) or a chain hauberk, ride a battle trained warhorse, and own a lance, medium shield, and long sword or battle axe. Medium cavalry sport scale

HELLFROST: RASSILON EXPANSION II

armor or chain shirts. They too must have a trained warhorse, a lance, medium shield, and melee weapon. Light cavalry use riding horses and wear leather armor. They are required to own a bow and a melee weapon. There is no distinction between the three types of infantry in terms of status—a huscarl is a huscarl.

Regardless of how many huscarls a clan maintains, they rarely ever fight as a single unit. Instead, each huscarl is expected to command a company of horse nomads of similar type in battle.

A huscarl's first duty is to serve and protect his clan. He escorts the nomads while they move to new grazing grounds and patrols the borders, vigilant against horse raiders, rival clans hoping to graze their herds on the clan's grass, rapacious orcs and beastmen, and ravenous wolves. Huscarls are allowed to travel beyond Hrosmark for extended periods if their jarl grants his permission.

Adventuring huscarls might be sent abroad to escort clan emissaries, hunt down criminals who have offended the jarl, gather intelligence about distant lands, secure treasure for the clan's coffers, find a suitable spouse (thus increasing the clan's gene pool), or simply to gain experience at fighting different creatures. A wandering huscarl might equally be outlawed from his clan (in which case he loses both the Connections Edge and Order Hindrance).

Because the huscarls are entirely clan oriented, the Connections Edge and Orders Hindrance each gains on joining applies only to a huscarl's specific clan.

GODS & MEN

While huscarls are not required to honor many specific deities, most sensibly opt to choose Atriðr, minor god of cavalymen, and to a lesser extent Epona, minor goddess of horses, as patron. Both are aspects of Freo, god of travel, the patron deity of Hrosmark. Other deities who receive frequent praises are Tiw, god of battle, and Rigr, god of watchmen.

LAW & ORDER

Huscarls are soldiers, not policemen. They may arrest criminals caught in the act or hunt down suspected criminals, but they do not patrol the clan's holding on the lookout for crime.

Their jurisdiction as agents of the jarl extends only as far as the clan's current borders. Even if hounding orcs and beastmen, they are expected to stop at the edge of their lands and ask permission to give chase through the lands of neighboring clans. Given the size of the holdings, neighboring patrols are rarely in the right place at the right time, and thus the law is regularly flouted. Any claims of unlawful incursion are usually settled by a token payment to the aggrieved party.

Huscarls have no special privileges when it comes to the laws of Hrosmark. However, as members of the jarl's house, only he may judge them. Sentences tend to be

harsh, since any crime committed by a huscarl brings the jarl's house into disrepute.

Technically a huscarl is answerable only to his clan lord, though he is expected to obey commands set by the king out of respect for his position, so long as they do not go against the interests of the clan.

PLAYING A HUSCARL

You are a wandering horseman. You might be on a specific mission for your jarl. If you are under orders, then it is your sworn duty to make progress toward completing them. This might lead to friction with your allies, who may see no benefit in helping you. Use whatever you think will appeal to them to secure their help.

The other common reason for travel is to improve your combat abilities, though you might be an outlaw, banned from ever returning home on penalty of death. If you're not on a specific mission, you are free to seek adventure as you desire.

Regardless of why you travel the land, your lord's largesse does not extend beyond his clan holdings, so you will need to take employment to survive. Fortunately, you are a skilled warrior, and those skilled with steel and arrow are never out of work for long.

Unless you are an outlaw, you are still beholden to your clan. You have been granted a special privilege by being allowed to journey outside Hrosmark, so on the rare occasions you are summoned to help your people you are duty-bound to answer quickly, abandoning current adventures and even your allies if they will not come with you.

COMBAT ADVICE

Your horse is your most powerful asset. If you're a melee fighter, then make use of the charge maneuver to slam into your enemies as quickly as possible. Don't waste this targeting weak enemies if there is a more powerful foe in reach—the extra damage you inflict will help defeat its higher Toughness.

A battle trained warhorse is not just a conveyance—it's a mobile weapon, and a powerful one. It gets its own set of actions each round, so don't hold back on letting it kick at your enemies.

If you're a mounted archer, use your mount to keep you at Short range so you don't suffer any range modifiers. Try to split your horse's movement so you can ride into Short range, fire, and then retreat back to Medium range. This will also hamper hostile infantry, since the furthest most will be able to move is 12", and that with a lucky running die roll. Be wary of fast-moving opponents, whose Pace and running die may make moving 12" relatively easy.

Don't get carried away. If you're the only mounted member of the party your enthusiasm may lead to you becoming separated from your allies and surrounded by enemies. Your horse can make its own attacks, but if it goes down you lose your greatest advantage.

ADVANCES

Any Combat Edges are useful to you. Your mount has a better Pace than you, so Two-Fisted is a great choice—you'll be able to strike one target, cross the battlefield, and hit another. Shieldwall may sound a strange choice, but you can use it to help protect your most valuable asset—your horse. First Strike is another way of helping safeguard your mount from pesky infantry, as well as being useful when dismounted.

The Horse Lord and Speed Rider Edges (see sidebar) should be high on your list, since they're specific to mounted combat. Beast Bond allows you to spend benies for your horse, which will help not only in Soaking wounds, but also for its attacks.

If you favor horse archery, Marksman compliments your Professional Edge abilities, letting you hit distant targets with deadly accuracy while thundering across the battlefield. Similarly, Mighty Shot will improve your damage with a bow, assuming you have a higher than average Strength die.

Huscarls are expected to be leaders, but taking Leadership Edges is not a requirement to playing one. This is a matter of personal choice.

NPC REACTIONS

Within the clan's territory a huscarl will be given a Friendly reaction most of the time. If the jarl is especially beloved, the reaction might be Helpful. The reaction of other clans depends on the current relationship between the jarls. Thus, it can range from Hostile to Helpful. The king and his agents rarely show extreme reactions, and thus are Uncooperative to Friendly, depending on whether the jarl is currently in favor or not. In neighboring Veermark, huscarls are usually given a Neutral reaction—they are fellow countrymen of a sort, but their lifestyle is alien to their settled cousins. Beyond Veermark, a huscarl is just another mounted warrior. Neutral reactions will be the norm, though clerics of Freo, fellow cavalymen, and horse traders tend toward Friendly.

HUSCARLS OF HAMMERHAND

For the past 60 years, the dwarf fortress-city of Karad Marn has been in orc hands. Its ruler, Thegn Rungar Hammerhand, has devoted his life and soul to freeing his city. In doing so, he has achieved cult status among the entire dwarven race. One such cult is the Huscarls of Hammerhand.

HISTORY

Thegn Rungar's reputation took a serious knock after the initial invasion. Although the stalwart defenders

managed to retain control of the main entrance complex, Rungar was accused of incompetence and poor leadership. Many agreed that were it not for Karad Zor sending reinforcements, the city would have fallen completely.

Whether he ever learned of his poor reputation is unknown, but Rungar quickly rallied his forces. Like all dwarven leaders he was expected to command from the front, a role he gladly filled. Although it took the dwarves many years to begin fighting back, they eventually pushed out from their smallholding, driving the orcs back through the first halls.

Battles were frequent and brutal, neither side asking for or offering quarter. Despite suffering wounds on more than one occasion, Rungar never left the frontline. Word of his many deeds spread quickly. His reputation began to grow, more so after he undertook the most solemn of dwarven vows, the Ancestor Pledge. Witnessed by clerics of Ertha, the dwarves' chief deity, and Tiw, god of battle, he swore an oath that neither he nor his descendants would rest until Karad Marn was free, and that should he fail his soul was to be cast into the Abyss.

Humans often raise eyebrows when they hear how the thegn killed 20 orcs in a single engagement or how during the battle for the Second Hall he alone emerged unscathed, despite having been in the thickest fighting. But dwarves are not prone to exaggeration, especially in matters of combat, and while his deeds sound incredulous to humans, few dwarves doubt them.

By 461 the thegn's reputation was such that many likened him to the heroes of old, the great chieftains who fought giants and dragons. The thegn neither asked for nor desired cult status, but it was given nonetheless.

The first volunteers, who would form the nucleus of the Huscarls of Hammerhand, swore oaths of allegiance in 462. They renounced their former families and ties, vowing to serve the thegn unto death. Some even declared themselves his kin, thus making themselves part of Rungar's Ancestor Pledge. While no proof exists beyond the tales of skalds, it is claimed that Rungar wept upon hearing these vows. If true, these were not tears of joy at open displays of loyalty, but tears of sadness for those who would die under his command.

Since then the Huscarls have grown in strength, though the constant war they wage keeps their numbers steady. Each new recruit knows that many have stood in the hallowed ranks before him, and that many have died fulfilling their vow. While Rungar is still regarded as a hero, he has prohibited the practice of joining his Ancestor Pledge. Instead, huscarls must swear holy vows to wage ceaseless war against orcs.

STRUCTURE

The huscarls are not trained to fight in massed ranks. The battle for Karad Marn is essentially urban combat in a subterranean environment, and there is little room for deploying organized companies. Instead, they operate in small bands, fighting where they are needed most.

The head of the organization is Thegn Rungar. The

HELLFROST: RASSILON EXPANSION II

huscarls answer solely to him, though in battle they are expected to obey the orders of the local commander with whose forces they serve.

Beneath the thegn are the elite huscarls, his mightiest and most loyal warriors. They have almost unlimited access to their lord, being trusted friends as well as soldiers. The common huscarls are expected to follow their commands as if given by their master.

GODS & DWARVES

While the Huscarls honor all the gods as required, Tiw is considered the organization's patron. Although not a religious brotherhood, huscarls are expected to participate in holy and high holy day ceremonies with the same fervor as clerics of the faith.

EMBLEM

As household troops of Thegn Rungar, the Huscarls of Hammerhand sport their lord's emblem. Originally it depicted an anvil emblazoned with a dwarven earth rune, a sign of the city's great mineral wealth. Since the invasion, Rungar's banner has been a pair of axes, one adorned with the battle rune, the other with the armor rune.

Most huscarls sport this design on their shields, and as cloaks brooches. A few fanatics have had it tattooed onto their faces, the axes rising across their cheeks, the heads crossing on their foreheads. Many have taken to

tattooing the dwarven arrow rune on the backs of their hands in the belief it will guide their aim.

PLAYING A HUSCARL

Your hatred for orcs knows no bounds. When you encounter orcs there can be no parley or mercy.

Although most huscarls fight at Karad Marn, the thegn allows his warriors to journey far and wide in search of orcs, for they too seek reinforcements. No limits are placed on your adventures, so long as you return to Karad Marn with all haste if summoned and remember your sacred vow to fight orcs wherever you find them.

As a frost dwarf you are naturally reticent about entering into the affairs of other races. Friendship does not come easily to you, but once you make bonds they last for life. At first you may be withdrawn from your adventuring companions, but a bond of mutual trust will gradually develop, especially once your allies prove themselves against your hated foe.

COMBAT ADVICE

Despite your proficiency with throwing weapons, you are a frontline fighter. Invest in heavy armor as early as possible in your career and load up with throwing axes. Whether you carry a shield or not is personal preference, and will depend on your choice of Combat Edges.

Your axes have a short range, so don't hang back with the archers and spellcasters. Advance to melee quickly, throwing axes as you go to soften up tough opponents and weed out weaker ones. Orcs should always be your preferred targets. They're tough opponents, but your vow requires you to take battle to them.

ADVANCES

As a huscarl, you are expected to be a specialist with throwing axes and warhammers, foregoing other weapons in your pursuit of excellence. In order to be an efficient melee combatant you need to invest heavily in Combat Edges. Frenzy and Sweep will enable you to deal with multiple foes in melee, while taking Two-Fisted gives you the potential to throw two axes a round. If your enemies are positioned correctly, that means you can potentially hit four a round, even as a Novice. Sunder aids in both melee and ranged combat.

As you advance you can invest in Edges that will boost your throwing ability. Marksman will improve your aim, while Mighty Throw will increase



your throwing weapons' range and allow you to inflict more damage at short range. If you're thinking of being a leader, then Coordinated Firepower and Take Aim (p. 33) play to your strengths.

NPC REACTIONS

The struggle to recapture Karad Marn and the Huscarls' grudge against orcs is well known among the dwarven race. A Friendly reaction usually awaits a huscarl visiting a dwarven hall, though some may question why he is not on the frontline.

In Rimeholm, Karad Marn's nearest neighbor and ally, reactions range from Friendly to Uncooperative, depending on the elf's view of his people being dragged into another race's troubles. Most will be Neutral.

Beyond this small geographic area, very little is known of the Huscarls. Most NPCs will treat the huscarl based on his race, meaning reactions will range from open hostility to guarded neutrality to fascination. Due to their insular nature, though, few frost dwarves mix well with other races, coming across as aloof and mistrusting.

● THE IRON GUILD ●

The roads and byways that link scattered settlements and mighty realms are dangerous places, especially for those who earn a living transporting cargo. Orcs and bandits still roam the lands in large numbers, and unprotected caravans are easy targets. Fortunately, the Iron Guild, a former mercenary company, exists to provide security for merchants, their goods, and their caravans.

HISTORY

In the decades immediately after the Blizzard War the Hearthlands fell into chaos. Legitimate rulers struggled to maintain law and order as famine and plague ravaged a population already broken by a generation of warfare. The perceived weakness of the lords gave rise to countless warlords and petty independent realms. For over a century the southern part of the continent was wracked by constant war as order was slowly restored. Born into this dark and tumultuous time was the mercenary company known as the Iron Hand.

Although they fought for financial reward, the Iron Hand was unlike many other companies, for its members were trained to fight defensively. They offered their services to those who sought protection, not those who wished to crush their enemies. Despite being a defensive force, the Hand was ruthlessly efficient, sending out a clear message that any settlement protected by them was off-limits to would-be conquerors.

In 50 IR, the merchants of Drakeport adopted the scield as their preferred currency. Having survived the Blizzard War and its aftermath relatively unscathed, Drakeport rapidly grew to dominate trade. Like a spider's web,

RUNNING A GUILDHOUSE

Can a player character ever become a Gauntlet-Captain or Gauntlet-General and run a guildhouse? Sure he can! If you have either of the *Hellfrost Rassilon Expansion* or *Resource Management* products, you'll find all the rules you need for this very situation.

REQUIREMENTS

How a player character goes about becoming an officer in the Iron Guild is up to the GM. Some basic advice is given below.

* **Edges:** A character who takes Rich or Filthy Rich may claim a franchise as his source of income. This can be done at character generation if the GM agrees, though we suggest the GM disallows Young characters from doing this.

* **Money Talks:** Any character can buy a lesser franchise for 10,000 gold scields and a greater one for 30,000 gold scields. This equates to two year's standard income from the Rich and Filthy Rich Edges respectively.

* **Promoted from Within:** Instead of charging hard cash, a character with the Iron Guild Mercenary Edge who has reached Veteran Rank, achieved Gauntlet-Sergeant rank, is a current member, and of good standing and reputation can be awarded a lesser guildhouse franchise and take the title Gauntlet-Captain by spending an advancement. This method makes the assumption the character has been wisely investing money over the years.

* **Skill Requirements:** The Guild insists its members have knowledge of the area in which their franchise exists. This enables them to correctly advise merchants on the number and type of Iron-Guildsmen required for a journey, and gives them a good understanding of local dangers. Officers are also expected to be skilled negotiators, understand mercantile practices, and gather reliable and up to date intelligence on local affairs. The GM might insist that, regardless of however else he might earn a franchise, the hero has Knowledge (appropriate area) d8+, Persuasion d8+, and Streetwise d8+. The Iron Guild Mercenary Edge is optional, since officers are not expected to venture into the field.

its commercial strands began to spiral outward, slowly linking nations who had long lost communication with each other.

Although law had been restored in the major settlements, much of the land remained the haunt of orcs and bandits, and trade remained a risky though profitable venture. As many as half of all caravans were lost in those early years, their valuable cargoes plundered. In what would prove to be a stroke of genius, the Hand reinvented itself almost overnight to fill an important niche.

The mercenary company offered its service to the

GAUNTLET-SERGEANTS

The Iron Guild offers promotion opportunities to those who serve loyally.

In order to qualify for promotion, a character must have earned 40 XPs since taking the Iron Guild Mercenary Edge. A player character who took the Edge during character generation (0 XPs), for example, automatically meets this requirement when he reaches Veteran (40 XPs).

He must also have Fighting d10+, the Command Edge, one other Leadership Edge of his choice, and one Combat Edge of his choice.

No advance need be spent to secure promotion once all the requirements are met. A Gauntlet-Sergeant earns more money when working for the Iron Guild and is more likely to be given employment, especially in dangerous areas.

merchants of Drakeport, promising to protect caravans in return for gold. Keen to trade their wares as far as possible, the merchants accepted the offer. Attacks continued, of course, but as the Hand refined its tactics so the number of caravans lost to raiders became fewer and fewer. Drakeport profited, its reputation grew, and the future of the Hand was assured.

The foundation of Bridgewater in 97 IR suddenly transformed the Crystallflow into a true major trade route. With a safe port and warehouse facilities now available at each end of the mighty river, merchants could travel further afield, pushing deeper into the still barbaric northern Hearthlands. Wherever they went, the Iron Hand was there to protect them.

Although orcs and bandits remained a constant problem, the great warbands had been broken and scattered by force of arms, leaving only ragtag companies to trouble the land. An age of relative peace and prosperity was dawning, and few wished to be reminded of the terrible hardships of old. In 103 IR, the Hand officially changed its name to the Iron Guild, casting aside its origins and former purpose forever.

Since then, the Guild has continued to expand its sphere of influence. It now has offices and barracks in most major settlements, and its members protect caravans from the Magocracy to Shattered Moor, and Ostmark to Aspiria.

STRUCTURE

The Guild retains a militaristic command structure, albeit one set around a commercial model.

At the top is the Guildmaster. Despite his title, he has little authority over the day-to-day lives of guild members. He is assisted by four senior guild members, the Treasurer, the Clerk, the Marshal, and the Steward. Collectively they are known as the Iron Gauntlet. Their primary duties are to sell franchises, set hiring fees, and

punish franchise holders who break the Guild's strict laws. Each senior member appoints his own successor on taking office, though he is entitled to change his mind. On his death, his last named successor assumes the role.

The Guild's property comprises offices, barracks, and fortified caravanserais. For convenience, the Guild classifies all these structures as guildhouses. These are graded as greater or lesser, depending on the size of the local population, their position on the trade network, and the wealth of the local commander.

Unlike many other organizations, the Guildmaster does not appoint underlings to run guildhouses. Instead, those who wish to run a guild office must buy a franchise from the guild. Applicants must attend a meeting at the Guild's headquarters in Drakeport, whereupon the Iron Gauntlet quizzes them as to their military experience, trading experience, area knowledge, and commercial savvy. Although the Guild prefers to promote from within, favoring Guildsmen over common mercenaries through reduced franchise rates, more than a few officers are actually former merchants, not fighting men.

Greater guildhouses are governed by a Gauntlet-General, and lesser ones by a Gauntlet-Captain. Collectively they are known as officers. Officers who purchased their franchise directly from the Guild are answerable only to the Iron Gauntlet—being a general gives one no authority over a captain, since both are franchise holders in their own right. However, a Gauntlet-General is entitled to sell sub-franchises and appoint Gauntlet-Captains under his direct oversight, albeit only on receiving written approval from the Iron Gauntlet. He receives 10% of all income earned by his underlings.

The common members of the Guild, those who actually protect the caravans, are known as Iron-Guildsmen. They must swear an oath of allegiance to the Guild each year, promising to uphold its values and reputation, protect caravans even at the cost of their own lives, and never to steal from the Guild or its employers. The Guild's reputation for honesty and integrity is very important to its commanders, and members who break the laws are swiftly and harshly punished.

Guildsmen are issued with a chain shirt, a medium shield, and a long sword from the local armory. There is no regulation restricting a Guildsmen from using other equipment—the Guild issues this standard gear as a means of ensuring its members are equipped to a minimum standard.

These arms and armaments remain the property of the Guild. If the member leaves, he must return them to the nearest guildhouse. Should he lose or break any of his Guild equipment, he must pay for the placement or repairs from his own pocket.

Every Guildsman is also given a brass amulet stamped with the date one year from his last oath of allegiance. Caravan owners routinely ask to see these amulets, both to ensure the guard they are about to hire is authorized to represent the guild and to ensure he is a paid up member in good standing.

After five to ten years' continuous service with a good record, a Guildsman can expect to be promoted to Gauntlet-Sergeant. This entitles him to better wages. It is also seen as a stepping stone to becoming an officer.

LAW & ORDER

Despite operating around a militaristic command model, every member of the Guild is a freelance agent responsible for earning his own living. His superior may help find him work, but they are not his bosses. Gauntlet-Captains and Gauntlet-Generals are, however, given authority over their inferiors in matters of law.

Charges of desertion, theft from the Guild or patron, destruction of a patron's property, cowardice, failure to obey the orders of the patron or his appointed agent that led to the endangerment of the caravan, and such like may be reported to the nearest officer. In the event a franchise holder is accused of a crime, the matter must be reported to the Iron Gauntlet in Drakeport. Given the vast distances that might be involved, the patron usually shows his displeasure by slurring the officer and taking his business elsewhere.

Under Guild law, the local officer is both judge and jury. The Guild maintains good relations with the cult of Hothar, as well as civil lawyers where such exist. Every guild member is entitled to free legal representation, the cost of the lawyer paid for by the member's dues. This applies whether his trial is being held by the Guild or an outside judiciary.

Appeals against punishment meted out by the Guild are possible, but dues do not cover lawyer's expenses in such matters—the accused must fund his own legal representation. While a matter is being appealed, the accused is temporarily suspended from representing the Iron Guild, his allegiance amulet confiscated.

If a Gauntlet-Captain holding a franchise from a Gauntlet-General presides over a case, then any appeal is heard by the Gauntlet-General. Otherwise, the only appeal body is the Iron Gauntlet.

The Iron Gauntlet does not like being bothered with appeals, though. If the accused appeals to them and is still found guilty, any punishments are increased. However, if he is found innocent, then his accuser, whether a fellow guild member or an outsider, is fined as punishment for bringing spurious charges and tarnishing the Guild's reputation.

Punishments typically involve fines and/or suspension from the Guild for a fixed period. A Guildsman who cannot pay his fine is forced to work without pay until his debt is cleared or, if he is likely to desert, handed over to the local authorities and charged with debt. The greatest punishment is permanent expulsion from the Guild, but only the Iron Gauntlet can sanction this. The Guild does not carry out corporal punishment against its own.

The breaking of criminal, civil, and religious laws by a guild member of any rank is always reported to the appropriate government authorities. While the Guild can

enforce its own laws, it has no legal right to interfere in the process of civil, criminal, or religious law.

HIRING PROCESS

The Iron Guild does not appoint guards to caravans, nor does it pay its members any wages. Every member is considered a self-employed agent who must find his own work. What the Guild offers is a central point for finding suitable employment.

Merchants visit the local guildhouse and talk to the franchise holder. He advises the merchants of the number and disposition of Guildsmen they should hire based on the value of their cargo and their route, though the merchant must make the final decision on how many guards to hire.

The commander then posts a notice in the barracks calling for volunteers. Those looking for work report to the merchant directly, who may question them as to their experience and service. Who the merchant hires is his decision, and while the resident officer can offer advice, he cannot force Guildsmen upon a patron. Once a list of names is compiled it is handed to the commander, along with 10% of the total wage bill.

Accepting a commission outside a guildhouse is frowned upon, but it is not against the rules. The Guild prefers all business is conducted under its roof simply because it wants to guarantee dues are paid. In truth, few merchants hire Guildsmen without going through the local commander, since it is relatively easy to forge an identity amulet.

HIRING FEES

The Guild has set minimum rates for its members based on experience and troop type. All Guildsmen are paid directly by their patron. In order to ensure Guild dues (set at 10%) are paid, the hiring merchant actually pays the commander the sum up front. When the guard is paid, he receives 90% of his fee. The 10% is used to keep the Guild offices and barracks stocked, and provides a stipend for the commander.

The Guild requires its members be paid weekly, or on arrival at the final destination if the trip is a short one. The minimum fee is one week, regardless of the duration of the journey. Failure to pay promptly entitles a Guildsman to cancel his contract with the merchant if he so wishes without staining the Guild's reputation.

Guildsmen are responsible for providing their own food while on active service (they are fed basic rations for free while in a Guild barracks awaiting a new job). The Guild buys trail rations in bulk. It sells them to active members about to embark on a job at a mere 3 gs per week's supply.

In game terms, Iron Guildsmen use the stats for mercenaries but with the Iron Guild Mercenary and Connections (Iron Guild) Edges and the Orders Hindrance added. Gauntlet-Sergeants use the mercenary captain stat block. The table below details the weekly cost of hiring

HELLFROST: RASSILON EXPANSION II

an Iron-Guildsmen. A character may have only one basic troop type, but all bonuses apply except when noted.

Fee Guildsman's Status

Basic Troop Type

- 20 Archer
- 30 Infantryman
- 45 Cavalryman with mount

Bonuses

- +2 Per Combat and Leadership Edge
- +10 Mage or cleric
- +15 Veteran mercenary*
- +30 Gauntlet-Sergeant*

** Highest bonus applies*

OTHER INCOME

The Iron Guild is first and foremost a business. Franchise holders are encouraged to provide other services to boost their revenue. After all, 10% of everything an officer earns must be paid to his superiors, so encouraging diverse revenue streams means everyone gets more money.

Guildhouses with fortified compounds charge merchants to park their wagons in a safe environment. Others may run cartwrights, wheelwrights, stables, or chandlers to keep the caravans on the road, or operate taverns to provide comfort and safety for tired travelers. Nothing prevents an officer from purchasing a warehouse and offering long-term storage facilities, but the cult of Var claims a monopoly on this aspect of trade and defends its position as the number one provider vigorously. Since the cult is usually a regular client of the Guild, officers are encouraged to maintain positive relations with the merchant-priests.

EMBLEM

When on official Guild business, members are expected to spot a tabard bearing the organization's emblem, a gauntlet with fingers tightly furled into a fist. Iron-Guildsmen are expected to sport the design on their shields as well, either with a covering or painted onto the wood.

PLAYING AN IRON-GUILDSMEN

While you might be hired to protect a caravan every now and then, sitting around waiting for a job offer isn't much of a life for an adventurer. Although you work for the Iron Guild, you are a freelance employee. So long as you pay your dues when hired to protect a caravan and don't sully the organization's reputation by your words or deeds, the Guild doesn't put any restrictions on private work.

Being a Guildsman is an ideal way to see the world. Those with homes and families might prefer to travel the same route back and forth, constantly moving between a few settlements, but there are caravans crisscrossing the continent. There are Guildsmen in Nordmark who began their careers in the Magocracy, and vice versa.

More importantly, wise adventuring parties don't head off through the wilderness on their own—they join caravans heading in the same direction. That means that while your comrades are enjoying the scenery between adventures, you can be earning a guaranteed income. Sure, you may have to fight occasionally, but anyone joining a caravan is required to lend a hand when things turn ugly, and at least you'll end up the richer man.

COMBAT ADVICE

Although you will be hired to be a caravan guard, your strength lies in offensive teamwork. Whether or not your allies are members of the Guild, you have the training to take advantage of their presence when you're fighting side by side.

Odds are that any raiders attempting to plunder a caravan protected by the Guild outnumber you—either that or they're much tougher than you (or just stupid). While it is tempting to seek out a foe on your own in order to check his progress or earn glory, there is wisdom in continuing to gang up on foes even when you're outnumbered.

First, your organization's Edge only provides a benefit when you're fighting alongside others. If you intend to spend a lot of time fighting solo, you may have chosen the wrong career path. Second, by working with others you are more likely to kill your enemy quicker than fighting alone. This is especially true of tougher foes, like ogres and giants, though the staying power of orcs should never be underestimated.

Fighting alongside allies needn't mean clustering around the same opponent, of course. So long as any ally is adjacent to your enemy, even if he is fighting another foe, you qualify for the Gang Up bonus. A solid wall of wood and steel is an effective tactic both offensively and defensively thanks to the Guild's training.

That said, you need to be careful of tricky foes. While it's tempting to go and join others in the fray, you may find yourself drawn away from the caravan you're supposed to be protecting, leaving it open to a second wave of raiders coming from a different direction. Be mindful of what is going on around you.

ADVANCEMENT

A typical Guildsman is an infantryman whose role is to protect a merchant's assets at the cost of his own life if necessary. As that Guildsman, it is your job to stay alive so you can carry out your mission. Thus, you need to be strong in both offense and defense. This might not make you a mighty warrior, but you'll probably stay alive longer than a glory hound.

One easy solution is get your Fighting die as high as possible as quickly as possible—you'll hit more often and your Parry will increase. Defensively, buying heavy armor and a heavy shield, assuming you can carry them, is the easy way of avoiding damage without using up valuable advances. You're likely to be outnum-

bered by your attackers more often than not, so Block and Improved Block can help cancel Gang-Up bonuses against you. Most ambushes start with a volley of missile fire, so Dodge should not be overlooked. One way to avoid nasty surprises is to be aware of the world around you, so Notice and/or Alertness are beneficial.

Due to typically being outnumbered by your enemies, you need to kill them quickly so they cannot bring their full strength to bear. Frenzy is an obvious choice, and with the improved Gang-Up bonus you enjoy you'll be better able to offset penalties until you can take the Improved version. Sweep is a matter of personal choice. It's not ideal for team players, since you'll often be shoulder-to-shoulder with allies, but for those occasions when you find yourself fighting alone, it's a way to deal with multiple foes quickly and effectively.

When protecting a caravan you'll rarely be without NPC allies, so consider investing in Leadership Edge.

NPC REACTIONS

Most merchants view the Iron Guild as nothing more than hired help. The relationship between patron and actual Guildsmen is nothing more than a short-term business arrangement. As such, most are Neutral toward their temporary employees.

Even Guildsmen who help save a caravan can expect little thanks, for that is the job they are paid well to do. Less affluent merchants, though, are likely to be more grateful, since they can ill afford any losses. Most become Friendly toward the mercenaries as a whole, at least for a short while, and individuals who serve with distinction may find their presence in the guard requested time and time again—and that means earning more money.

Of course, every Guildsman has stories of caravans they could not protect. While merchants don't have many options when it comes to hiring good help, the loss of precious trade goods taints their opinions of the Guildsmen as a whole, making them Uncooperative.

To the average citizen Guildsmen are just mercenaries, albeit ones who help make their lives easier by escorting caravans to market. They may be polite, but they're not going to grant many favors. Unless there are mitigating circumstances, a Neutral reaction is the norm.

● KNIGHTS HRAFN ●

War has always plagued the northern lands. For some it is a way to acquire wealth, exterminate rivals and enemies, or enforce their authority on others. For others it is a necessary evil, to be undertaken only to defend one's homeland. To some it is a job, a means of earning a crust, and to a small few it is a religious calling. But for one order of knights, war is a profitable business.

HISTORY

The origins of the Order of the Knights Hrafn lie not in the times of the Liche-Priest or Blizzard War, dark days when men were in sore need of able and brave commanders to lead their beleaguered armies, but a mere single generation ago.

In 482 IR, three years after the orc conquest of southern Vestmark, Baron Adelmarr of Galmoor, an impoverished nobleman, had the idea of creating an order of knights. Adelmarr was a young man, barely an adult, but one who had experienced the pressures of command by leading a mercenary force on the battlefields of Vestmark.

While others may have dreamt of leading tightly packed formations of heavy cavalry thundering across the field to battle, Adelmarr saw an order of knights dedicated to commanding the armies of kings and princes.

Needing money to realize his dream, Adelmarr auctioned his ancestral lands to the families of the Magocracy. With his new found wealth he promptly began traveling, seeking out men renowned as commanders at both tactical and strategic level, sharing with them his vision.

Within three years he had gathered 30 talented men and women, the core of the order he named the Knights Hrafn. Although the majority of his first followers were human, he attracted a handful of frost dwarves, frostborn, and hearth elves. The order retains an open policy, though it draws the line at accepting members of non-civilized races to avoid offending its major clients.

Some believe the name of the order, which includes the Anari word "knight" and the Saxa for "raven," derives from one of Tiw's sacred animals, while others hint it alludes to the popular battle standard of the Saxa kingdoms. In fact, it refers to ravens simply as carrion birds, for his order's sole aim was to ensure the destruction of armies set against their paymasters.

Despite few kingdoms being at war with anyone, the chance to have their armies led by elite commanders proved an irresistible lure. After proving themselves in short contracts, offers began to flood in, and the coffers quickly swelled.

Adelmarr invested the profits, and his monies from selling his land, into a castle. Known as Castle Hrafn, it was completed just five years ago and serves as the order's headquarters. The fortress stands in Vestmark.

With rulers everywhere seeking expert leadership, the order's ranks grew quickly. Today, its members can be found across the entirety of the Hearthlands, though rarely much further north in any numbers.

CHIVALRY

Many citizens who think of knightly orders dream back to the days of the Anari Empire, when chivalry was popular. But the Knights Hrafn are not a chivalric order; rather, they are an order of unusual mercenaries.

The knights care little for ideals of chivalry or honor,

HELLFROST: RASSILON EXPANSION II

focusing their energy on winning battles with the minimum amount of bloodshed to their forces.

STRUCTURE

The order is divided into two houses. The Lower House is for commanders focusing on small unit tactics, typically skilled at commanding a single company of men. The Upper House is reserved for strategists, skilled at maneuvering entire armies.

Neither House is considered more important or prestigious than the other, and there is no rivalry between them. While a strategic commander may lead an army to victory, it is the tactical commanders who stand alongside and command the troops in the field. Thus, despite using Lower and Upper as titles, both Houses are considered equal parts of the same body.

The Knights Hrafn are ruled over by a council of five knights. This austere body is known as the Hrafn Council. It comprises the Lord Grand Master, Lord Treasurer, Lord Marshal, Lord Provost, and Lord Chamberlain. The current Lord Grand Master is Adelmor of Galmoor, founder of the order.

When a council member chooses to retire or dies in office, elections are held. Any knight who has served for more than 5 years continuous service with an exemplary record and who holds a rank equal to or higher than Knight-Commander or Knight-Captain may put himself forward. The council members then interview the candidate since it is they who have the only votes. The order's laws, however, state that no more than three members of either house may sit on the council, in order to prevent bias toward one part of the business.

As part of the founding charter, Adelmor decreed that every Lord Grand Master must be a knight who represents both titles. That is, he must understand both tactics and strategy. This means the candidate must hold the rank of Knight-Commander Captain at a minimum.

RANKS

Within each house, the knights are accorded ranks based on their expertise. The better commander a knight is, the higher his rank. Not surprisingly, the Knights Hrafn also charge more for his services.

As seen below, the Lower House has six ranks, while the Upper House has only five. This is because it is impossible for a regular starting player character to begin as a member of the Upper House—he simply cannot buy any Edges relating to mass battles, the requirement for membership of the Upper House during character generation. As a result, all characters who take the Knights Hrafn Edge always begin the game as Knight-Squires.

The ranks listed below are from lowest to highest.

Lower House Ranks: Knight-Squire, Knight-Cadet, Knight-Sergeant, Knight-Commander, Knight-Commandant, and Knight-Grand Commander.

Upper House Ranks: Knight-Superior, Knight-Officer, Knight-Captain, Knight-Master, and Knight-Grand Master.

For each additional Leadership Edge appropriate to his house, beyond the two required to be a Knight Hrafn in the first place (Command and either Command Presence or Natural Leader), the knight automatically gains one rank. The Knowledge (Battle) skill has no direct bearing on a knight's rank.

Leadership Edges used to determine ranks in the Lower House are Coordinated Firepower, Command Presence, Fanaticism, Fervor, Forced March (see *Realm Guide #14*), Hold the Line, Inspire, Natural Leader, Tactician, and Take Aim (p. 33). Those of the Upper House are A Few Good Men, Cry Havoc, Death Before Dishonor, Siege Breaker, and Siege Mentality.

For instance, a Knight-Sergeant has the Command Edge plus a total of three others from the Lower House list (one of which is a starting Edge), while a Knight-Superior has Command, one from the Lower House (taken as part of the Knight Hrafn Edge requirements), and one from the Upper House.

Nothing prevents a knight from also being a cleric, a mage, or member of another organization, though the order expects loyalty. Where conflicts of interest occur too often, the knight will be required to make a choice—they or us.

MULTIPLE RANKS

A Knight may, of course, take Edges from both House lists, and thus qualify for two ranks, one related to tactical command and one related to strategic command. The order has allowed for this possibility.

When determining his rank, the knight uses his Lower House title first and then his Upper House title. Note that Knight-Squire is only ever used on its own—once a character gains his first Upper House Edge his old title of Knight-Squire is never used.

For example, a character has Command, Command Presence, Cry Havoc, Hold the Line, and Siege Breaker. He has one additional Lower House Leadership Edge beyond the two he must start with, making him a Knight-Cadet. He also has two Upper House Leadership Edges, granting him the title of Knight-Officer. His actual rank is Knight-Cadet Officer.

To date there have been no knights holding the highest titles in both order. It has been agreed by the Hrafn Council that any knight who reaches that lofty spire would be awarded the title Knight-Supreme Master.

DECORUM

Outside of the Hrafn Council, to whom all knights answer, there is no hierarchy. Ranks denote experience and ability, but they do not give a knight any authority over those of lower rank, regardless of house. Naturally, when knights are operating in the field a military hierarchy must exist—as commander of an army, a knight of the Upper House outranks one of the Lower House, even if his rank equivalent is lower. Thus, a Knight-Commandant may find himself answerable to a Knight-Superior.

In the event two knights of the same house must serve in a chain of command, common sense dictates the one with the higher rank, and thus experience, be given command. When ranks are equal, the one with the higher Knowledge (Battle) skill is deemed the superior.

Despite all this, knights are expected to show courtesy and respect to those of higher rank, if only to acknowledge their greater talents.

GODS & MEN

Despite its military purpose, the order has little time for the cult of Tiw. Clerics seek battle and glory, caring little for allies losses or the nuances of obeying orders. However, the order maintains very close ties with the sub-cult of Boðgaeðir, the battle-enhancer (see *Region Guide #5*).

LAW & ORDER

Being a member of the Knights Hrafn affords one no protection from the law. Those who break criminal, civil, or religious laws are handed over to the authorities for trial. If found guilty, their names are struck from the order's roll for all time—the order may care little for chivalry, but it has a reputation to protect.

Knights who break the terms of a contract with a client, act negligently in carrying out a contract, desert, mutiny, display cowardice while in command of troops, refuse to carry out a legitimate order given by their patron (who almost always retains full control of his army), and so on are reported to the Hrafn Council.

Before summoning the knight back for trial an Adjudicator is dispatched; a non-knight who works for the order in a legal and investigative capacity. The Adjudicator's job is to protect the reputation and integrity of the order as a whole, not its individual members. They are widely regarded as being incorruptible. He investigates the case and decides whether the accused needs to stand trial for his alleged crimes or whether an unscrupulous client is merely trying to terminate the contract without paying penalty fees. In the latter case, the client gets his wish and the contract is cancelled. Future terms will be much harsher should he seek to employ a knight again.

All trials are judged by three of the Hrafn Council, one of who must be the Lord Provost. Like most courts, it relies on witnesses rather than physical and circumstantial evidence. The council has never been known to show favoritism—if clients begin to doubt the order's impartiality toward judging members accused of crimes, they may stop hiring.

Punishments typically involve fines and flogging, the



amounts varying in accordance with the nature of the crime. More serious crimes may be punished with branding and/or expulsion. The order has the death penalty for the most serious crimes—desertion in the face of the enemy and mutiny.

HIRING PROCESS

Anyone wishing to hire a Knight Hrafn must attend Castle Hrafn. Emissaries and heralds are permitted in place of the actual patron, but the order demands face-to-face contact with its employers or their agents.

As already noted, the order exists to make money doing what it does best. It cares nothing for its patron's goals or ambitions, nor does it particularly care for their causes. In theory, anyone with enough money can hire them, even orcs.

While the order could be described as having few morals, its members are flesh and blood, with families and loved ones. While a few rogue knights have used their skills to aid orcs or become tyrant rulers of bandit companies, most are dedicated to preserving the Hearthlands' rightful rulers. Vestmark is the order's biggest patron, for Knights Hrafn command the majority of their companies.

The order offers a service, and in order to ensure it provides the best service possible it requests as much information as possible on the nature of the mission. Of great importance is who the client is planning to war

HELLFROST: RASSILON EXPANSION II

against, if anyone—most knights fulfill their contracts without ever having to bark an order in battle.

While the order has no qualms about its members being on opposite sides of a conflict, even at a tactical level when they may meet face-to-face on the field of battle, it does like to know whom it is fighting so it can provide the best option. So far, few knights have been forced to fight each other. The order's charter demands that in war involving the civilized races, all Knights Hrafn are taken prisoner whenever possible rather than slain, are treated honorably, and are ransomed back to the order in return for payment equal to the fee necessary to hire the knight for three years continual service. Those who deliberately flaunt this unwritten agreement or refuse to ransom back a captured knight may suddenly find their enemies can hire knights at greatly reduced rates, while they cannot employ the order's services at all.

King Nagrat of Orcmark, a barbarous and cruel tyrant, has sent the Hrafn Council the heads of orc commanders who ordered a captured Knight Hrafn slain as way of an apology, along with recompense equal to a year's salary for the deceased.

The order maintains detailed records on all its members. Once they know all the pertinent facts, the Hrafn Council retires to select the best candidates for the job. In some cases the best candidate is unavailable, and so a second is selected. The order has never yet withdrawn a knight from an ongoing contract, for they operate strictly on a first come, first served basis.

The order is not a democracy. A candidate selected for a posting is honor-bound to accept and fulfill it to the very best of his abilities. The only time a candidate may refuse is if he is called upon to lead troops against his homeland.

HIRING FEES

The base cost for a knight of the Lower House is 200 gold scields per month, plus a further 50 gold scields for each rank he has above Knight-Squire. For knights of the Upper House, the charge rises to 500 gold scields per month, plus a further 100 gold scields per rank above Knight-Superior. Half is paid directly to the knight being hired and half to the order's central coffers.

The prices are high, but the patron is guaranteed excellent service. What he is not guaranteed is victory. The battlefield is a chaotic affair—no commander is flawless and no one can totally predict what an enemy will do to secure victory.

EMBLEM

Regardless of their employer, knights always sport the emblem of their house. The emblem of the order as a whole is a raven's head. Members of the Lower House have a single-headed raven, representing their focus on a given objective. Upper House members sport a double-headed bird, indicating that they must be aware of the entire battlefield.

Each knight is expected to wear a tabard adorned in the same manner so he is identifiable by friend and foe (the latter to help ensure he is captured rather than slain outright). Knights of the Lower House have a silver star over the head of the raven for each rank they hold above Knight-Squire. Those of the Upper House have stars placed over both heads.

PLAYING A KNIGHT HRAFN

You are a leader of men. While others may hesitate or ask for advice, you make snap decisions based on experience and training. Things may go wrong, but you always have a contingency up your sleeve.

You must also be adaptable. One contract may see you leading a well-trained company or army of heavy infantry, another a ragtag militia more interested in drinking than fighting. In order to lead effectively, you must understand the strengths and weaknesses of your troops.

When not operating under a contract from the order you are allowed to go adventuring. The order would rather have you using and honing your leadership skills than sitting around the barracks swapping war stories. In an adventuring group, you are naturally inclined to lead, especially in combat situations.

COMBAT ADVICE

This is not an age where generals sit at the rear, issuing orders and watching impassively as they are carried out. Soldiers expect their commanders, even their generals, to be there with them in the thick of the fighting, spurring the men on with well-chosen words.

Exactly where you should be in the fighting is a difficult choice. You are a valuable asset, and that makes you a prime target. Too close to the action, and you may find yourself reduced to a bloody mess. But you cannot be a coward, either. Your Leadership Edges have a finite range, and your men are relying on you to be close enough to command them effectively.

ADVANCEMENT

Knights of the Lower House are frontline commanders, leader and warrior in one. However, your first calling is that of a commander, and in order to command you have to be alive. Knights are prime targets for the enemy, since without your leadership your men may panic and rout. Consider taking defensive Edges like Block and Dodge at the earliest opportunity, even over Leadership Edges. Suffering wounds won't usually affect your command abilities, especially Leadership Edges, but falling unconscious might spell doom. Hard to Kill gives you a better chance of surviving incapacitating blows.

Knights of the Upper House are not just warriors—they must also be politicians and advisors. Persuasion will allow you to advise your clients properly, and Streetwise is a vital skill for surviving the political battlefield that is a noble's court. With these skills at your disposal, Connec-

tions becomes a very useful Edge, perhaps representing former clients and followers, rulers and warriors whose gratitude extends beyond the duration of your contract.

All knights should advance their Knowledge (Battle) skill and Leadership Edges—these are the meat and bones of your profession. More Edges not only give your troops greater abilities, they make you more versatile.

When the opportunity arises, don't neglect Sidekick. Having a cleric of Boðgaeðir, god of battle enhancement, at your side helps boost your leadership abilities, while a cleric of either Kvarsi, goddess of combat medicine, or Kvara, goddess of bodyguards, will help keep you alive.

As a newly knighted member of the order, you will always be a tactical leader. Your ability to rally your men and focus them back on the task at hand is a limited one, but it should not be ignored. As you advance, your increased abilities will allow you to still the fear in men's hearts, allow them to shrug off lesser injuries, drive them into a bloody fervor, unleash a devastating charge, and rally to your standard when all seems lost. Individually, these are powerful tools. Combined, they can make the difference between ignominious defeat and a glorious victory. More importantly, they may be the difference between life and death.

NPC REACTIONS

Most people will be initially Neutral to a Knight Hrafn—he is just another warrior to them, unproven despite his organization's fame. Even if he has led men to victory, few common citizens will ever automatically rush to his assistance—farmers and traders have little love of war. Those a character served well or men he led to glorious victory might be Cooperative, remembering his deeds. Those he served poorly or who suffered defeat under his guidance could well be Uncooperative. More extreme initial reactions are possible, though the circumstances would have to be equally extreme. Normally, such reactions are one level toward Neutral if it was a fellow knight rather than the specific hero involved.

Not everyone sees the Knights Hrafn as a welcome presence. Courtiers and native commanders may see a knight as a threat to their status or an interfering outsider. Few would dare act openly, for knights, especially those of the Upper House, are usually trusted advisors of their patron. Knights may become the target of political machinations designed to weaken their position.

LOREKEEPERS

Over the course of four centuries the ravages of the Liche-Priest and the Blizzard War destroyed much knowledge. Libraries and archives were gutted first by undead, then Hellfrost beasts, and finally by those who survived these horrors. Knowledge of events and cultures that existed were either lost completely or passed into the murky realm of folklore and legend.

HISTORY

As far as most humans are concerned, history began the day the Blizzard War ended. In many instances their knowledge of time goes back only to the rebirth of the realm in which they live. Most folk lack any understanding of times before the terrible war, and the great majority look to the future, to the next harvest and to the one beyond, not into matters of old that have no relevance to their daily lives. Even the engro recall only songs from these days, and they are rarely sung today, for they invoke painful memories of all that the race has lost.

The records of the elves and dwarves stretch back into more ancient times, but they do not share their knowledge with lesser races, or even between each other. What historical records they possess tend to be highly focused on their own cultures, for neither race cared much for other races, making their archives of little interest to anyone except scholars.

As societies struggled to rebuild, a small band of men and women gathered in secret. Some were scholars and skalds, traditional guardians of lore. Others were the last speakers of languages on the verge of extinction, or knew many legends in danger of being forgotten.

These early Lorekeepers, a name they gave themselves, were not concerned in learning to increase their own wisdom or power. Nor were they interested in becoming teachers, for the cult of Hoenir, god of knowledge, had long served in that role. Their sole purpose would be the preservation and storage of knowledge for future generations.

The organization has remained small but focused, not wavering from its original goal over five centuries. Its archives are few, for much of what it has salvaged and recorded is given to fellow members to carry with them. Unlike most citizens, the Lorekeepers have learned from the mistakes of the past, and they do not put all of their scrolls in one basket.

One of the organization's long-term goals is to piece together a detailed and accurate history of the continent from its earliest ages to the present date. Even after five centuries there are vast gaps in the records.

STRUCTURE

The Lorekeepers are an informal society of historians, sages, scribes, archivists, skalds, and treasure hunters. Lorekeepers are bound together by a common purpose rather than laws and chains of command.

Many members act as scholars and scribes, devoting their time to deciphering, translating, and copying ancient texts, either from records brought to the Lorekeepers' centers of learning or from the scant libraries to which they can gain access. Multiple copies are always made of any document, allowing the information to be disseminated among fellow members, thus reducing the chances of the knowledge being destroyed, lost, or forgotten. Additional copies are given to the cult of Hoenir for safekeeping.

HELLFROST: RASSILON EXPANSION II

Parchment and ink is not cheap, and the organization gets through a lot of candles. Lorekeepers receive no remuneration from the organization. Where they have a building at their disposal, members frequently take it upon themselves to act as teachers. Some pass on the lore they have learned, trusting in oral preservation of ancient wisdom to weather any disaster. Others focus purely on teaching basic literacy so citizens can discover knowledge for themselves. While they teach modern languages, they instruct others in archaic tongues, keeping them alive for future generations. The money is pooled into a communal fund from which individuals may draw according to their needs.

Other Lorekeepers are treasure seekers and tomb robbers. While the order prefers to ask for permission to copy texts, many temples and private libraries are off-limit to outsiders, forcing them to employ extralegal methods. Others concentrate on scouring old ruins in the hope of uncovering lost lore.

RANKS

There are no formal ranks within the Lorekeepers. Those who work at a single locale are given titles reflecting their role in the organization, such as scribe or translator, but they carry no authority. Some of these individuals hold honorific titles as well, such as master scribe or chief archivist. These are awarded to denote experience, or more rarely a special focus or occupation. Younger Lorekeepers treat the titleholders with great respect and usually obey their requests, despite their “superior” having no true authority over them.

The organization is held together by mutual respect and a common goal. Members may call upon the services of their peers as they see fit, but are honor bound to respond in kind.

EMBLEM

Lorekeepers rarely advertize their presence. Some consider them nothing more than tomb robbers or book thieves. The cult of Niht, mistress of secrets, sees them as fair targets in their war to exterminate knowledge and plunge the world into ignorance. Bandits believe they are easy prey, and while one cannot eat a scroll there are organizations that will buy knowledge without asking questions (including the Lorekeepers!).

PLAYING A LOREKEEPER

With the Lorekeepers placing no restrictions on you, you're free to travel anywhere your feet take you. While material wealth is essential to basic survival, your true calling is to unearth forgotten knowledge and record it (or at least give it to a scribe to copy), especially lore pre-dating the Blizzard War.

Old ruins, especially those in the lands of the extinct Heligi, Selari, and Vindari cultures, can be veritable treasure troves of forgotten lore. While your allies might

baulk at the thought of digging up musty scrolls or accurately copying ancient engravings, a quick reminder that these same ruins probably contain gold and silver as well should secure their support for your next quest.

Your comrades might confuse you with a cleric of Hoenir, since both organizations are concerned with knowledge. While your organization does include scholars, its first purpose is to recover knowledge, not spread it. That means getting your hands dirty.

Ask questions wherever you go. Many ruins do not appear on maps, but if there's one nearby the locals might have heard of it, even if they have never visited it in person. Most of these places will come with dire warnings of curses and terrible monsters. Likely they are exaggerated, but you should be prepared for any eventuality—most of these stories contain a kernel of truth.

COMBAT ADVICE

Lorekeepers come in two main types—bookish scholars, and those who can look after themselves.

If you fall into the former category, combat is likely a bewildering and dangerous place for you. But what you might lack in brawn and martial prowess you make up for in brains. Smarts Tricks work at any range, and a well-placed Taunt can throw an opponent off guard, allowing one of your allies to deliver the killing blow. Your enemies won't go easy on you because you're a scholar, though, so make sure you've got some sort of protection. Leadership Edges are not just for warriors, and they don't necessarily indicate actual command experience—they can be justified as intelligent insight and forward planning, plus a little book smarts.

Chances are you fall into the latter category. You might be a heavily armed warrior, in which case you need Combat Edges, but more likely you're a nimble thief type, better suited to exploring old temples and castles than slogging it out with orcs. Even if you lack decent combat skills, you probably still have good Agility, in which case Agility Tricks are an option for distracting enemies.

Regardless of whether you favor stealth or brains, ranged weapons enable you to fully participate in combat without placing yourself in direct danger.

ADVANCES

Although you don't have to play a scholarly type to be a Lorekeeper, Knowledge (Folklore) and Knowledge (History) are handy skills for uncovering the sites of lost ruins. If you do chose to invest in these skills, then Scholar is a worthy addition. Streetwise can serve a similar role, but many ruins will be completely unknown. If you opt for Streetwise, consider taking Investigator for the extra bonuses. While it may seem wasteful in terms of using advances, archaic languages are not to be scoffed at. Not only will they help you discern lore from dross, but you'll be able to read warnings left to deter thieves.

As a field man, Climbing, Lockpicking, Notice, and Stealth are essential skills once you start rummaging

through crumbling remains. Despite its name, the Thief Edge isn't just for thieves—its bonuses apply to those important skills mentioned above (and will help if you ever have to steal into a library to “borrow” a book of lost lore so it can be copied).

NPC REACTIONS

Knowledge is rarely important to the average citizen, regardless of his race. A Neutral reaction faces most Lorekeepers. The children of nobles and the well-to-do educated by Lorekeepers may appreciate the knowledge they imparted, in which case they tend toward Friendly. The cult of Hoenir is Friendly toward Lorekeepers as a whole but individuals who have strong links to the cult might receive a Helpful reaction.

THE ORDER OF JOTUNDAUÐR

Across from the Battlelands lies Hrimthyr Isle, a haunt of frost giants and their orc armies. Rallied against them are the belligerent Tuomi tribes and a loose band of warriors dedicated to slaying frost giants.

HISTORY

The Battlelands take their name from the Blizzard War. Despite being outnumbered and outclassed, the Tuomi natives and Anari settlers gave as good as they got. Although their actions have received little credit, their refusal to yield to the invaders forced the Hellfrost army to divert forces from its attack on Aspiria, and in the overall scheme weakened the assault on the Hearthlands.

Out of this time arose the Order of Jotundauðr (Giant Slayers). It was founded by the cult of Goðjaðarr, the minor god of frost giant slaying, to reward those who fought against the marauding frost giants. It was one of the first multi-cultural organizations in the Battlelands, accepting Tuomi and Anari as absolute equals. Its formation went some way to mending centuries of antagonism caused by repeated Anari attempts to conquer the realm.

Its members have taken part in fending off every frost giant raid, though their greatest hour came in 381 IR, when the giants attempted a major invasion. At the Battle of the Giants' Grave they, along with a ragtag army of farmers and herders, smashed an army of 3,000 orcs and 100 frost giants. Today, members work alongside the cults of Goðjaðarr and Kenaz to ensure frost giants do not menace the civilized realms.

ORGANIZATION

Anyone who has slain a frost giant (deemed to be the person who has delivered a death blow) is automatically entitled to membership. All the claimant need do is de-

NO PROFESSIONAL EDGE

Unlike most other organizations, there is no unique Professional Edge for being a member of the Order of Jotundauðr.

Any character who meets the membership requirements may apply for a position. Once granted, he gets the Connection (Order of Jotundauðr) Edge and Orders Hindrance for free. The former extends to the cult of Goðjaðarr, as well as the cult of Kenaz. The Connections Edge can be applied to the Hearth Knights, but with a -2 penalty.

Promotion is based on experience. Those with the Giant Killer Edge are called Lord Knights. Those with the Improved Giant Killer Edge are titled Lord Giant Slayer.

liver the giant's corpse to the sole temple of Goðjaðarr, which stands in the Battlelands and take a holy oath to continue fighting frost giants.

Organization is very loose. While the order has its headquarters in the temple of Goðjaðarr and often works alongside the clerics, its members are not part of a formal company and rarely fight together. Instead, each member lives among his tribe or village, acting as their resident frost giant slayer. Others are wanderers, combing the Winterlands for frost giants, returning to the Battlelands only once a year.

The slaying of giants is not just a token calling. Each year on Burning Giant Day (the night after the first snowfall of the year), all knights of the order must present a frost giant skull to the temple of Goðjaðarr or lose their membership for the next year. For those too far away, this loss of membership actually means very little. Most make amends in a year or two, returning from their extended trip with a suitable trophy.

RANKS

Although the organization is only loosely bound, it has a rank structure. The head of the order is always the high priest of Goðjaðar. While his role is mainly symbolic, he has the authority to summon members to aid in the defense of the Battlelands when the need arises.

Elite members of the order are granted the title Lord Giant Slayer. This honor is awarded only by the high priest, and is achieved only after many years of loyal service. Next are the Lord Knights, experienced slayers but yet to achieve the recognition of their superiors. Active members are titled Knight of the Order of Jotundauðr.

These titles are used only for members permanently resident in the Battlelands. Those who choose to venture further afield are known as Lord Errant Giant Slayer, Lord Knight Errant, and Knight Errant respectively.

Members who failed to complete the last annual frost giant hunt add the prefix Lapsed to denote their current status. There is no shame in this, especially if the knight

HELLFROST: RASSILON EXPANSION II

is an errant—frost giants are hard to find at the best of times. Their peers see it as a temporary setback rather than a sign on unworthiness.

Members are sworn to protect any settlement beset by frost giants, regardless of personal circumstances or reward offered. The order rarely issues direct orders, though if the threat is serious enough it will summon all available members. Members are expected to obey the orders of their superiors in all matters concerning battling frost giants; not because there is a strict chain of command, but because their superiors have extensive experience and prowess in such matters.

GODS & MEN

Although the knights are technically a temporal organization, they are closely bound to Goðjaðarr. Most knights are lay members of the cult, though when it comes to choosing a patron Kenaz, god of fire, is more popular (simply because he is a greater god), followed by Tiw, god of war. Goðjaðarr is an aspect of both deities.

EMBLEM

The emblem of the order is a severed frost giant's head. In order to differentiate it from the cult of Goðjaðarr, which has the same symbol, the head is seated upon hot coals, the holy symbol of Kenaz. This is carried as a shield motif, worn as brooches, and woven into penants. Lord Knights add a stylized flame, another symbol closely associated with Kenaz, while Lord Giant Slayers are permitted to add a weapon of their choice.

Each member also sports a ring carved from the skull of the last giant they slew. The inside is carved with the year the ring was issued. Since being a lapsed member is not shameful, few knights are inclined to forge the ring.

PLAYING A GIANT SLAYER

As a Knight Errant dedicated to hunting down frost giants, the wintry wastes of northern Rassilon are your natural home. When you hear talk of a frost giant in the area you can't ignore it. Convince your allies to help you, for no matter how powerful a warrior you are, a frost giant is a might opponent. Fortunately, giants have treasure, and most allies will work for gold and silver.

Although exploring the Hearthlands means little hope of fighting a frost giant, your abilities aren't just limited to frost giants, and any giant presents a chance for you to earn glory.

Whether you return to the Battlelands each year to present your trophies is up to you. There is no shame in being a lapsed member of the order, and your path will take you there again at some point.

As well as being a giant slayer, you can serve the order as a spy or scout. The inhabitants of the Battlelands are especially desperate for information on what the denizens of the deathly cold Hrimthyr Isle are planning.

COMBAT ADVICE

Being a giant slayer doesn't mean you're insane. The old adage about letting sleeping giants lie may not apply to you, but you should pick your fights carefully and with an eye to beginning any encounter with the advantage—you may be a knight, but you have no vows of chivalry forcing you to fight honorably.

Frost giants hit hard and have a damaging aura that's always active. The easiest way to avoid being hit is to avoid standing too close. Halberds, pikes, and spears allow you to attack in melee from a position of relative safety. Missile weapons don't deal as much damage, but they have the benefits of letting you attack from range and usually against a lower target number.

If you have to enter melee, get the job done as quickly as possible to avoid that cold aura and devastating axe. Called Shot are very handy, especially since giants grant you a bonus to attack them due to their Size. Gang-up as much as possible for those added bonuses.

ADVANCES

Whether or not you are seeking promotion, Giant Killer and Improved Giant Killer cannot be ignored. The same applies to Favored Foe (Giants). Combined, these will allow you to inflict truly devastating damage on creatures with a very high Toughness.

Giants pack a hefty punch so invest in Steady Legs to help reduce the impact of knockback. Having a high Parry is going to mean you're knocked back quite regularly, but at least you won't be crushed to death. A large shield coupled with Block is essential against such powerful enemies. Dodge is handy for avoiding boulders as you close to melee. Acrobat might look attractive because of the Parry bonus, but against a frost giant you want the heaviest armor, shield, and weapons you can carry. If you're armed with a reach weapon, then First Strike lets you attack an advancing giant while still 1" away.

At higher ranks, consider both Retributive Strike and Vengeful Strike. If you are taken out of the fight you might take one of your enemies with you. The latter is especially helpful when you have Extras on your side while fighting giants, since they are less resilient.

You don't have to wade into melee to be a giant slayer, so if ranged weapons are your thing go for Marksman and Mighty Shot. The added bonus of the former coupled with a giant's size should secure a raise on the attack, and the latter will allow you to inflict even more damage with a bow.

Even you won't be expected to take on multiple frost giants single-handed. Once they know what you are, most militia and watch will throw their support behind you, trusting in your abilities to help win the day. Consider taking some tactical level Leadership Edges.

You'll probably be spending time in the Winterlands, so take some dice in Survival. Stealth should not be ignored, either.

NPC REACTIONS

Treated as heroes in the Battlelands, knights are always received with a Friendly welcome, even among tribes currently hostile to their own. If frost giants are known to be abroad, this increases to Helpful.

The cult of Kenaz is Friendly, the knights and clerics sharing similar goals. If the knight is actively questing after frost giants, this automatically rises to Helpful. Hearth Knights see the Order of Jotundauðr as distant kin, though the giant slayers have little concern with safeguarding the Hearthlands (where their order is virtually unknown). Most reactions are politely Neutral, though Hearth Knights automatically become Friendly if assistance is sought to overcome a frost giant.

Among other peoples and faiths, knights can expect a Neutral reaction. Even in the Winterlands, few citizens know the order exists.

● RELIQUARY ●

The Reliquary exists to locate, study, and protect permanent magic items, more popularly known as relics.

HISTORY

Relics have long been an enigma. No one doubts they exist, and yet no mage or cleric has ever been able to create one. The best they have managed is alchemical devices, one-shot potions and scrolls.

The question of where relics come from has sorely vexed sages and mages down the ages. Research undertaken before the Reliquary was formed traced even trivial relics back through time to the limit of written records and oral tradition, yet no origin was ever found. Some sages claim they are gifts from the gods, though most doubt this, for if the gods created relics in the distant past why do they not do so today. Who or what created them shall likely remain a mystery, for there is no evidence that a relic has been created since the dawn of history.

Whatever their origin, the rarity of relics coupled with the fact that no aptitude for magic is required to wield them has always made them highly desirable. In olden times, countries waged wars over magical swords and rings, for with one at their disposal a ruler might vastly increase his power.

The Reliquary's origins begin in the ranks of the Convocation of Elementalists. In the early years after the Blizzard War the once mighty Anari Empire which held much of the land in its steely grasp, collapsed, plunging the land into anarchy. Warlords armed with relics led armies against their former neighbors, plundering and murdering with impunity.

A small group of elementalists had initially begun meeting during this chaotic time to discuss research into relic creation. The art had long been considered impos-

sible, but oft times such thinking is a challenge to wise men. Their goals were noble, for they sought ways to alleviate suffering and misery, and restore order. As the chaos spread and the deprivation worsened, their views quickly became more radicalized. They began to see relics not as potential saviors, but as dangerous tools. At first they held that those who did fully understand their power and the responsibility that came with ownership were unfit to wield them. They quickly shifted their views further, declaring that no one save them was fit to possess a relic.

Knowing that if they approached the Four (p. 36) with their plan they might well make the matter worse by arming power hungry mages, they forsook the Convocation and departed into the ravaged world.

At first they were wanderers, a handful of mages protected by hired mercenaries and aided by thieves running from the law. Ironically, they were often forced to sell relics in order to fund their fledgling organization, but they never forgot to whom they sold magic items, and quickly ensured they returned to their hands. Using what records they could find, they searched the many ruins created in the War, acquiring only scant relics, but much mundane treasure.

In 17 IR, they moved into the Citadel, an abandoned fortress that had stood on the southern slopes of the Ice-barrier Mountains since before the Anari conquered the Hearthlands. Situated in the approximate center of the continent, it made an ideal base from which to continue their work. With no central authority remaining in what were once Anari-held lands, there was no one capable of stopping them.

The name Reliquary was coined in 21 IR, the year the order formalized its structure, purpose, and methodologies. Since then little has changed within its ranks, though the catacombs of the Citadel have been greatly enlarged and the upper structure rebuilt. Since the Citadel was claimed, no outsiders have been permitted to visit its vaults or archives, a rule that is very unlikely to change any time soon.

The Reliquary still considers itself as the guardian of relics, the only people altruistic enough not to misuse their awesome power. Arrogant though this claim might be, the organization has access to many relics, but it has never sought to use them against others.

STRUCTURE

The Reliquary has never accepted volunteers. It firmly believes that knowledge is power, and that those who seek it rarely deserve it. Instead, it selects potential recruits, monitoring their activities for weeks or months while others delve into the individual's background. Those the organization selects must possess a desire to study the mysteries of magic while simultaneously disdaining those who would use relics to further their own temporal aims. Only when the Reliquary is satisfied is the potential recruit openly approached and offered membership.

HELLFROST: RASSILON EXPANSION II

The Reliquary consists of three separate branches, jokingly known as the Finders, Keepers, and Seekers.

Finders, more correctly known as Reliquae (singular Reliquis) are the organization's field agents. Following advice from the Seekers or information they glean themselves, they retrieve magical artifacts for return to the Citadel, the organization's impressive headquarters.

Accomplished tomb raiders and thieves, they recover artifacts from ruins and their current owners. Where possible, they first offer the owner a substantial sum of money—raiding tombs brings rewards other than magic items. Those who refuse will wake one day to find their best security has been defeated and the relic missing.

While they may kill in self-defense while carrying out a mission, they are not assassins, and murder of someone who refuses to part with a relic is never sanctioned (despite growing rumors to the contrary).

The Reliquae have no interest in acquiring alchemical devices, which they label "finite items," nor in the staves of heahwisards, which they view as an extension of the mage rather than true magic items, and thus useless in the hands of others. It is widely rumored the vaults of the Citadel hold at least one of the missing Staves of the Mage-Princes, something they publicly deny.

Once a relic is returned to the Citadel it is placed in the vault. Despite a plethora of mundane traps and magical *glyphs*, the organization employs a force known as the Keepers. More correctly they are the Guardians of the Arcane. They serve as internal security for the entire

Citadel, there to ensure that what enters the Citadel does not leave, and are rarely found outside its walls.

The Seekers, known internally as Arcanologists, are the organization's brains. They are scholars, sages, and archivists. Many are also mages, though this is not a requirement for membership. The Reliquary accepts proponents of all the magical arts, believing that none is superior to any other and that any of them might hold the secret to unlocking the creation of relics.

Despite the name, they rarely leave the Citadel. Instead, they seek wisdom in the Reliquary's impressive archive, searching for the resting places of relics, and studying the powers and history of objects returned by their brethren. Such work means long weeks, even years, of painstaking research with no guarantee of success.

Others devote their time to experimentation, seeking a way to unlock the mysteries of creating relics. So far every experiment has been an unmitigated failure.

When a Seeker must travel to another center of learning, or consult with a mage or cleric, one or more Guardians of the Arcane always accompany him. (Their role is primarily to protect the Seeker, but if his capture seems likely they have standing orders to kill him to stop the information he knows about the contents of the vault falling into the wrong hands).

RANKS

One man, elected for life by his body of advisors, governs the organization. The current ruler is the self-titled His Arcane Sereneness Yaval Spellslinger.

A council comprising three members of each branch aids him. This body is known as the Shadow Council, for while the supreme ruler's identity is known to all, the identities of his councilors are never revealed outside the Council, even to other members of their organization. Thus, one must always be careful of what one says, for the seemingly dull scribe next to you in the archives may be a senior member of the Reliquary. When non-members attend the council, the councilors don voluminous black robes.

Shadow Council members are unelected. When an incumbent dies, chooses to step down, or is ousted (the latter requires a unanimous vote and the approval of the head of the organization), the remaining members of his faction on the Shadow Council appoint a successor of their choice. The ruler has no power of veto over this decision.

All Finders are considered of equal rank, regardless of experience or ability. Their numbers are few, and they



rarely work in groups larger than two for more than a single mission. Even then, the relic must be well guarded or of exceptional power to warrant two Reliquae being sent to retrieve it.

Heading the day-to-day running of the Keepers and security within the Citadel are six captains, two for each 8-hour portion of the day. Three of these hold the title Guardian-Captain of the Vault and three Guardian-Captain of the Citadel. Those in charge of security in the vault are considered superior in rank, but the rank is not a permanent one. Every four months, security arrangements in the vault are changed and the captains rotated. Thus, the outgoing captains never know the new security arrangement. Each captain commands six Guardian-Sergeants. They in turn lead a squad of 10 Guardians, the rank-and-file of the faction.

The main workhorses of the Seekers are divided into archivists, historians, and analysts. Each relic is considered a unique project, and a team is assigned to investigate its origin and properties as required. Each project has a single team leader who carries the title Overseer. He answers solely to the Shadow Council. In order to help share the workload he appoints a supervisor to oversee the three branches of research. These underlings use the prefix "Senior" in front of their occupation.

These titles are handed out on a project-by-project basis—a Seeker may serve as an Overseer on one project, only to be moved onto another project when his work is completed where he might be a simple archivist. Generally, though, once one has been appointed as an Overseer the lowest rank one can expect to hold is Senior whatever. Those who find themselves working at a lower grade have usually offended someone with political clout.

Those who study the creation of relics are known as arcanists. In overall charge of magical research is the Lord Arcanist. Beyond that there are no ranks—arcanists typically work alone and have a free hand in how they conduct their research and experimentation.

LAW & ORDER

Members of the Reliquary operating outside the Citadel are subject to the law of the land. The organization is not above moving heaven and earth to secure the release of a valuable operative. It prefers to use legal means, but is not beyond breaking the law when the authorities refuse to play nicely.

The Reliquary has a plethora of laws that are rigidly enforced by the Guardians. Security is paramount to the organization, and that extends both inside and outside the Citadel. Their zealotry to safeguard their secrets and relics borders on paranoia. For instance, members are forbidden from discussing their projects with each other, though arcanists may consult their peers to seek advice or verify a result. Entrance to certain areas requires written authorization from one's superiors.

The only body able to judge crimes is the Shadow Council, though they have no powers to pass sentence—

that power lies with the Reliquary's ruler alone. All the council can do is determine guilt and recommend a sentence. The ruler has the power to overthrow the verdict, but it is one rarely wielded.

Minor punishments involve confinement in the dungeons and demotion. More serious crimes may involve lengthy stays in prison, branding, and physical mutilation. The order never expels members. Those found guilty of the most serious crimes are executed. Often a relic is used to deal death, simply so the arcanists can see it working in a live experiment.

LEAVING

Membership in the Reliquary is for life—literally. Those unable to perform their duties due to physical impairment are found less demanding work, such as teaching new recruits or project management. Once old age leaves them unable to work at all, they are allowed to retire to a secluded section of the Citadel to live out their remaining years.

Such is the Reliquary's paranoia that its dead are cremated and the remains interred in catacombs deep beneath the Citadel. This helps ensure outsiders cannot glean their secrets through *gravespeak* spells, and allows the organization's spellcasters to contact their spirit if necessary. The remains of members who die outside the Citadel are retrieved as quickly as possible.

Deserters are hunted down with extreme prejudice. The Reliquary spares no expense in bringing their life to an end. Anyone they are found to have made contact with may also be subjected to a termination order, just in case the deserter passed on any secrets.

GODS & MEN

The cult of Maera, goddess of magic, might seem like an ideal partner for the Reliquary, but the two organizations detest each other to the point that violence between them is common. The cult holds that relics are gifts from the goddess and should be used and studied, albeit by them. The Reliquary, of course, believes that only they have the moral strength to prevent relics being misused. Ironically, many members of the Reliquary take Maera as their patron deity.

The Reliquary's closest religious ally is Hoenir, god of knowledge, though the two factions are sometimes at odds. Although the Reliquary has a vast archive, it is always on the look out for more knowledge, something the cult wants to freely give away. The Reliquary doesn't want lore regarding relics becoming public knowledge.

The Lorekeepers are not averse to giving the Reliquary recovered lore regarding relics. They wish only to preserve knowledge, not share it, and what better place to store texts than in the most securely guarded fortress on the continent. Unfortunately, the Lorekeepers do insist on passing texts between each other for added safety. But such copies are usually few and far between, and easily stolen.

HELLFROST: RASSILON EXPANSION II

EMBLEM

There is little point in being a member of a secret society, albeit one whose existence is known, if one broadcasts one's allegiance. Members can identify each other through any of several dozen code-phrases.

PLAYING A MEMBER

Regardless of your branch, secrecy is an important part of your job. You might well be adventuring with others, perhaps even people who you consider close and trusted friends, but avoid revealing where your loyalties lie. The Reliquary believes that no one is fit to wield a relic, including you and your adventuring companions.

Once your party finds a relic, you need to get it away from them as quickly as possible. While they might sell a trivial artifact to you (the Reliquary prefers bribery, and has great wealth at its disposal), its unlikely they'll part with a magic sword or suit of armor. That's when you need to get sneaky. Stealing it is always an option, but that may lead to bad feelings. A better way is to contact your masters (*voice on the wind* devices are useful for this) and arrange for one of your peers to commit the theft. More dramatically, you can arrange for the entire group to be ambushed and the relic taken by force.

As a Seeker, you have the skills necessary to learn the location of lost relics. As a Finder, it is your duty to follow up on information supplied to you. How you get your allies to accompany you is your choice, but telling them you're after a relic isn't the best option. Once you find the relic, you need to stop them touching it, otherwise they'll deduce its nature and you'll have to go to the trouble of relieving them of their new found toy.

COMBAT ADVICE

If you're a Seeker you're either going to be a scholar or a mage (or more rarely a cleric). What you're unlikely to be is much of a warrior. Stay at the back of the party and use ranged weapons or Smarts Tricks to keep the enemy occupied while your allies get up close and personal. Finders are usually stealthy types, favoring sneak attacks, ranged weapons, and Agility Tricks over brute force, though nothing prohibits you from being a hard-hitting thug. On the off chance you're a Guardian, then melee combat is where you shine.

Combat is when most relics in enemy hands are going to be used. Be alert for signs of strange magic and be prepared to rush in and grab a relic from a lifeless hand.

ADVANCES

As a Keeper all you need to do your job are Combat Edges. Since your job is to protect Finders and Seekers, Shieldwall should be considered a must-have Edge.

Information is the chief tool of the Seekers. Knowledge skills, specifically Arcana, Folklore, and History, Investigation, and Streetwise are top of the list, followed

closely by languages. The Investigator and Scholar Edges are extremely useful in your line of work. If you're a mage as well, then the best option is a song mage. Focus on spells useful to your role as an information gatherer.

Finders need to be able to survive in ruins (usually brimming with traps) and steal. Skills like Climbing, Lockpicking, Notice, and Stealth should be your core focus. For Edges, aim for Thief as quickly as possible, since it aids many of your core skills. A little knowledge never hurts, especially if the party lacks a scholar.

NPC REACTIONS

The Reliquary is widely known, but its members operate in secret outside the Citadel, adopting a cover story that suits their talents. Thus, there is no set reaction to a member of the organization while he remains in disguise. Even if he were to reveal his identity, most citizens have nothing to fear from the organization, and are Neutral. Those who own relics are automatically Uncooperative to the Reliquary, and many tend toward open Hostility—the only thing the Reliquary ever wants from them is their most prized possession. Expect a Hostile reaction from the Cult of Maera if they learn your identity.

ROADWARDENS

The rulers of the Hearthlands focus their attention on protecting the settlements and strategic crossings, leaving much of the land unpatrolled. But the roads are not completely unguarded. As well as the Iron Guild (which charges for its services, see p. 51), there is an informal organization known as the Roadwardens.

HISTORY

In 437, Sir Magnar Cornelius, scion of a powerful family in Spyre, was returning from a business trip in Cogelund when he came across the burnt remains of a small wagon. Amid the wreckage was one survivor, close to death, but able to tell how his wagon was attacked by bandits, his family slain. Magnar asked why he did not hire guards, since the road was a notorious haunt for brigands. With his dying breath he muttered that he could not afford their price.

For the next two years Sir Magnar spent money hiring investigators to record the prevalence of bandit attacks along the trade roads. What he learned shocked him. While merchants could afford the service of mercenaries like the Iron Guild, wandering families and small caravans could not. This left them easy targets.

The nobleman liquidated his sizeable assets, purchased arms and armor, and became a lone knight of the road, offering protection for free. News of his activity spread like wildfire along the trade roads, and soon he had attracted several followers; like-minded souls seeking higher purpose, outlaws seeking a means of repen-

tance, and survivors of caravans attacked by bandits who sought a means of protecting others from a similar fate. Within five years Sir Magnar had 50 followers.

While a small company was certainly a benefit in thwarting bandit raids, Sir Magnar knew that his men could not be everywhere. In 449, the noble gathered his followers and laid out a new plan. They would form a new organization, the Roadwardens. Instead of working together, they would scatter along the trade roads. They would offer their services free of charge to lone travelers and small groups, leaving the protection of rich trade caravans to the Iron Guild. The organization has continued to expand, but the trade roads stretch for many hundreds of miles, and the roadwardens cannot be everywhere. Travel still remains fraught with many perils but, wherever they are found, the Roadwardens make the journey a little more pleasant.

STRUCTURE

Sir Magnus founded the organization without any structure or rank system. Each roadwarden is his own master, answerable only to his calling and conscience, though still bound by the laws of the lands in which he operates. Although they usually operate alone, the code of the Roadwardens requires them to provide assistance to each other when called upon. A newly recruited roadwarden is expected to liaise with his peers about which territory he will protect. For some, joining the roadwardens is a means of escaping a previous life; they find territory in foreign lands, where their faces are unknown and their past lives can be forgotten. Others prefer to operate closer to family and friends.

Roadwardens live lonely, impoverished lives. For most, home is one of the travel towers that line the trade roads. Lack of numbers means they are constantly on the road between several towers. Others are more errant, wandering the trade roads as roving troubleshooters and befriending those who walk the same path.

They are expected to offer travelers protection and friendship without asking for reward, though they are allowed to accept donations. Any treasure taken from orcs or bandits is theirs to keep—there is no central treasury, and most rulers don't bother to tax roadwardens. Combined, this is still barely enough to keep the towers stocked and the roadwarden fed and clothed.

TRAVEL TOWERS

Soon after founding the Roadwardens, Sir Magnar invested a fortune in the construction of a series of towers along the major roads of the Hearthlands. Additional funds were raised from local rulers who saw the benefit of providing safe refuges for travelers.

On the most important trade roads there is a trade tower every 10 hours march (roughly 30 miles) from the closest settlement. Along lesser roads the gap is 20 miles. These towers do not extend into the Magocracy, where the nobility are duty bound to protect travelers,

nor do they pass beyond the Thunor Range or Dragon-spine Mountains (the organization ran out of funds).

The towers are a basic, uniform design. Each of the two floors has a single room, unfurnished save for a fireplace. Roadwardens keep the towers stocked with basic provisions and firewood, partly for their own use, and partly for the use of travelers seeking shelter.

There is no charge to use the facilities or the provisions, though visitors nearly always leave a donation buried nearby. This is regularly collected by the local roadwarden, who uses it to keep himself fed, and to restock the tower. Anyone robbing a travel tower can expect to find an angry roadwarden on his or her trail.

Sir Magnus' plan was to have one roadwarden for each tower, but that has never been achieved across the whole continent. Even on the most traveled roads, the ratio is commonly one roadwarden for every three towers, and on minor roads it drops as low as one in six.

On average, a roadwarden visits his tower every few days to collect donations, check supply levels, and drive out any creatures that have taken up residence in his absence. Visitors are frequent and unwelcome residents on the major roads. On less traveled trade roads, anyone seeking to use a trade tower is advised to approach with caution.

LAW & ORDER

The Roadwardens are not above the law, and as an organization they have no particular rights to enforce the laws of the land. Since they save the local ruler from having to pay troops to patrol the roads, they are granted a lot of leeway when it comes to keeping the roads free of bandits and other undesirables.

Roadwardens rarely face prosecution for killing bandits or relieving them of their treasure, but they are expected to remember that they are not the highest authority in the land.

GODS & MEN

Not surprisingly, the organization is on very good terms with the cult of Freo, the god of travelers. Many roadwardens may walk the same ground over and over, but theirs is still a life of constant travel. Clerics are usually willing to aid the roadwardens in any way they can, sensing in them a kindred spirit, but one bound to a small region by a different calling.

EMBLEM

Roadwardens sport a badge in the shape of a round tower behind a shield. Of course, wearing such a badge is not a guaranteed sign one is a true roadwarden and not a bandit in disguise, but these are the perils of travel, especially along lesser roads. Similar problems of identifying legitimate members plague many organizations.

HELLFROST: RASSILON EXPANSION II

PLAYING A ROADWARDEN

You are an itinerant warrior whose calling is to help others without thought of reward. This doesn't mean you can't take charity or rob those you kill, or partake in adventures that lead to financial gain—you have to eat, and you may have a horse to feed.

You are courteous to travelers, freely offering friendship, if only for a short while. But never let your guard down. What appears to be a small caravan of innocent travelers might well be a bandit gang in disguise.

When you discover bandits, human or otherwise, you are expected to deal with them swiftly and without mercy. Some may be starving refugees taking desperate means to feed their families, but most are cold-blooded killers who deserve no pity and no second chance.

COMBAT ADVICE

It is fair to say there is no such thing as a typical roadwarden, especially when it comes to combat. You are trained to fight as an infantryman and a cavalryman. Pick which style you need to adopt based on individual circumstances. Citizens may see you as a knight errant, but you are not bound to a code of honor. Victory is all that matters, and fighting dirty is just another means of living for another day.

ADVANCES

As a roadwarden you are both a warrior and a scout. Combat Edges are a must, since few bandits are open to polite discussion. As an itinerant, you may find yourself fighting alone against a bandit gang. Edges like Frenzy and Sweep help even the odds, more so once you take the Improved versions. Although you mainly travel the roads, often you will be called upon to track foes across open country. Your basic skills mean you are well on the path to taking Woodsman. Given the distances you must travel, buy a warhorse (or better yet, a pygmy mammoth). Make sure your Fighting and Riding are kept in parity to avoid using a low die for combat when mounted. Steady Hands is essential for offsetting Unstable Platform penalties.

NPC REACTIONS

Initial reactions to someone identifying themselves as a roadwarden are almost always Neutral—there are many dangers on the roads, and bandits are sneaky. While the organization is known in Heligioland, its members have no remit to operate there, nor any authority to dispense justice. Most reactions will be Neutral. Some may see you as a vigilante, in which case they will be Uncooperative. Others might view you as a savior and be Friendly.

Roadwardens known to a traveler usually receive a Friendly reaction. Local patrols might be Uncooperative if they feel the roadwarden is giving them a bad name or exceeding his authority. Rulers normally welcome itiner-

ant roadwardens with a Neutral reaction, simply because they dislike having armed men in their lands. If the ruler has urgent need of the roadwarden's services, he may be Friendly, offering support in return for a small favor.

SISTERHOOD OF MERCY

Until recently, the cult of Eira, goddess of healing, held a monopoly on tending the sick and injured. But their hegemony is slowly being eroded by the Sisterhood of Mercy, a temporal organization dedicated to providing healing for all.

HISTORY

Mother Felise founded the Sisterhood in 440 IR. This strange woman is apparently blessed by the gods, for despite not being a cleric of Eira she is nonetheless capable of performing healing miracles far in excess of the curative magic known to a few other cults and orders of magic.

According to Felise, her gift manifested in her late teens. She spent several years curing the sick in her village, asking nothing in return, though humbly accepting donations. Devoted to alleviating suffering, and sensing much pain in the world, she eventually left home on a mission of mercy. During five years of wandering she accrued a following of healers who shared her goal of delivering medicine to all, regardless of their wealth.

In 445 IR, the fledgling order took up residence in what many believed was a fortified manor house. It was, in fact, a former temple to Eira, abandoned during the Blizzard War. The manor was ideally placed, lying on the great trade road that links the Magocracy to the Winterlands. By asking patients to perform favors in lieu of payment, the healers were able to slowly rebuild the crumbling manor and transform it into a hospital. Known simply as the Healing House, it remains the Sisterhood's headquarters to this day.

As the healers' reputation spread, so they attracted more members. The population of the Healing House grew, and settlers moved into the surrounding area. Thus was born the town of Sanctuary, where all are welcome.

In 473, Felise officially named the organization the Sisterhood of Mercy. A year later, she decreed that the Sisters were to go into the world as mendicants, alleviating suffering wherever they found it. Sanctuary would always be their spiritual home, for the Healing House would remain in operation. In order to protect the Sisters from harm, she created the Swords of Necessity in 475 IR.

Today, the Sisterhood has members spread the length and breadth of the continent, albeit thinly. It has a small aid station in Aslov's Tent Town and in Hellfrost Keep, and plans are being drawn up to establish regional Healing Houses in Drakeport, Halfway, and Ravensburg in the near future.

STRUCTURE

The Sisterhood comprises two separate branches. At the core are the Sisters of Mercy. All Sisters must be female and take vows not to inflict harm on others. They are master healers, learned in the ways of herbalism, bone setting, midwifery, dentistry, and so forth.

Although most of their cures are mundane herbal remedies, the Sisters do have access to some healing magic. Many of the Sisters are water elementals, though they hold no loyalty to the Convocation, being instead devoted to the Sisterhood. There are no clerics in the Sisterhood—a woman cannot serve two masters to her full competency.

The Sisters are forbidden from charging for their services. Instead, patients are asked to perform a favor at some later date. Favors are always within the patient's ability to "pay." A farmer may be asked to donate a small portion of his crops to the Sisters or help in erecting a new building, for instance, whereas a noble may be asked to help fund a new building by providing materials or a workforce. Other favors include providing shelter for the order's healers, loaning one the use of a horse or mule, and donating small sums of money to allow the sisters to buy rare herbs or new equipment.

The second faction is the Swords of Necessity. These are warriors who have sworn loyalty to Mother Felise as payment for the Sisterhood saving their lives. Their sacred task is to protect the Sisters on their travels. Unfortunately, their numbers are too few to safeguard every healer in the organization, and only the most talented healers are assigned a bodyguard. While the healers are devout pacifists, the Swords have no such beliefs. They are fervent in carrying out their duty.

RANKS

Mother Felise, indomitable in flesh and spirit despite being aged over 90, remains head of the organization. Although she accepts counsel, she is an autocrat.

Mother Felise's second-in-command holds the title Matron Superior. She is in charge of the daily running of the Healing House, as well as the recruitment and training regime of new healers.

Serving beneath her are Ward Matrons. These experienced healers govern one wing of the Healing House, as well as the smaller facilities at Aslov and Hellfrost Keep. They oversee all medical, bureaucratic, and logistical tasks in their ward. Matrons never serve as itinerant



healers, though most have earned their position through long years on the open road.

Regardless of whether they serve at a facility or as mendicants, the great majority of the healers have the title Sister. Those who serve the order well over the course of many years are promoted to Sister Superior.

Although very much a civilian organization, the Sisterhood runs like a well-oiled military machine. Orders flow down from the top, and subordinates are expected to carry them out without question. This is especially true when it comes to treating the sick, where any delay can make the difference between life and death.

The only rank within the Swords of Necessity is that of captain, and there is only ever one captain. The incumbent, Coelwulf Hengistsunu, oversees security at the Healing House. While Swords may offer advice to the sisters, they cannot issue them orders. However, any Sister, no matter her title, may issue commands to a Sword and expect them to be carried out.

GODS & MEN

The Sisterhood and the cult of Eira do not see eye-to-eye. The clerics believe they have a monopoly on healing the poor, but their numbers are stretched, and the Sisters have begun to fill the gaps. The cult also charges hard currency for its services, something the Sisterhood believes is a travesty.

HELLFROST: RASSILON EXPANSION II

EMBLEM

Like clerics of Eira, Sisters wear white robes to denote their status as healers and pacifists. Their robes are adorned with a red cross over the heart. It symbolizes the four elements that make up all living creatures. Keeping these in balance is essential to maintaining a healthy body, mind, and soul.

PLAYING A SISTER

You are a mendicant, sent out into the world to provide healing services to the needy and suffering. You may not demand monetary payment for your services. Instead, you must ask for a future favor (see the *Rassilon Expansion* supplement, or the free download from our website). What you ask for when you call in your favor is up to you, but the help must always be appropriate to the assistance you provided. You can ask what you want, but the GM has the final call on what is given.

To begin with you will have no Sword of Necessity at your side to protect you. Your talents, while probably not magical, make you a great asset to adventuring parties. In return for your allies protecting you, you should waive the need for favors. If you are assigned a Sword later on, you can begin charging your allies favors.

COMBAT ADVICE

Although you may fight in self-defense and against undeniably evil creatures, you are not a combatant. While physical combat is anathema to you, nothing prevents you from performing Tricks or Tests of Wills. These may not benefit you directly, but they can throw a foe off-guard at a crucial time, creating openings for your allies.

Have a good stock of herbal remedies and *healing* potions to hand. When your allies get into trouble, you need to be ready to rush in and either apply emergency healing or drag them to safety.

ADVANCES

Common sense dictates that you raise your Healing skill as high as possible at the first opportunity. Hedge Magic will keep your bag stacked with herbal remedies. As a non-combatant, any Edge that offers you protection is beneficial. Remember, even as a pacifist there are times when you are allowed to fight, so raising Fighting is not as strange as it first might seem.

Any delay in delivering aid on the battlefield can spell disaster. You can't heal your allies if you can't reach them, so invest in Fleet Footed.

Tricks and Tests of Will are meaningful ways for you to participate in combat scenes. As well as raising the appropriate traits, consider taking Acrobat and Strong-Willed.

NPC REACTIONS

The Sisterhood's reputation is well known, and most

families have some sort of niggling ailment they need curing, especially since it is free. Many citizens will begin as Friendly. However, no healer is flawless, and sometimes people die. Those who have lost a loved one may blame the organization, making them Uncooperative or, more rarely, Hostile. Sisters should expect an Uncooperative reaction from any cleric of Eira.

THE THIRTEEN WARRIORS

The tales of skalds are full of great champions and warrior brotherhoods. Many of these have long since been passed into myth, but one band of warriors continues to generate new stories even today.

HISTORY

The origin of the Thirteen Warriors exists only as a story handed down from member to member in an unbroken line and in the tale of *Bjornwulf*, an epic poem whose origin supposedly relates to this time.

The year was -19. Rumors from the distant north told of a relentless army of evil sweeping south, but the lands of what is now the Low Winterlands still enjoyed warm summers and cool winters, and none paid heed to such tales. Despite the presence of the Anari in Trond, Heldalund's Saxa nobles had retained their independence.

In that year, a messenger arrived from the northern land of Shattered Moor, a distant outpost of the Saxa. He spoke in a quaking voice of barbaric men who lived as bears and of insane berserkers who fell on the land like a plague, killing without thought for plunder or glory.

He called on the Saxa nobility of Heldalund to assist his master, for many of them shared a common ancestor. Thus they were kin, no matter how distant, and bound by ties of blood. Thirteen nobles answered the summons.

Their journey was long, their quest arduous, for their foes knew no fear and seemed without number. The tale of *Bjornwulf* recounts a similar quest. In the end, so the poem goes, the hero Bjornwulf, leader of the thirteen warriors, slew the chieftain of the barbarians, breaking their resistance and sending the survivors howling into the northern wastes. Bjornwulf, so the story continues, later died after slaying a colossal Hellfrost dragon. In the northern lands, he is considered a mighty hero and widely regarded as having been a follower of Sigmundr, minor god of dragon slayers.

It was two years before the survivors returned home, and in that time the hand of fate had swept cruelly across Heldalund. An advance force of the Hellfrost army had swept south along the coast, unleashing its might against the populated realms of Heldalund and Trond in advance of the main assault. The battle-weary nobles returned home not to warm steads and welcoming kinsmen, but to devastation and death.

Having lost everything but their swords, the eight survivors, for five had fallen in the completion of their quest, swore an oath of everlasting brotherhood and vengeance. Dragons may have burnt their homes, but it was the barbarian tribes, the Vendahl and the frostreavers, who had caused them to leave their homes so long ago. In honor of their fallen comrades, who fate had decreed would be spared the pain of seeing those they held most dear slaughtered like cattle, they vowed that their ranks would never exceed 13 members.

Their activities during the Blizzard War and the chaos that followed are lost to time. Indeed, it would be nearly two centuries before the name of the Thirteen Warriors was mentioned again. Although the original members were long dead, others had taken their place, their hearts filled with the same fire.

STRUCTURE

Despite its name, the organization is rarely at full strength, typically numbering less than ten. Even when they recruit new members, there are never more than thirteen at any one time.

Much of the warriors' time is spent in and around Shattered Moor, where the Vendahl are found in large numbers, and in the High Winterlands, home to countless frostreaver tribes. Though bound by oaths of mutual support, each warrior is his own master, holding no authority over his peers. Most travel alone, but sometimes two or three meet by chance or fate (or more rarely by mutual agreement) and adventure together for a short while before again going their separate ways.

Only every five years do the brothers gather as a whole. Traditionally this has always been at Occitan, the nearest thing Shattered Moor has to a capital, for this, they believe, is where the original members resided. They tell each other of their exploits, mourn fallen comrades, and agree on who will seek replacements before departing into the wilds once more.

Because of the inherent dangers involved in their work, each warrior is allowed to train an apprentice if he so desires. On the warrior's death, the apprentice is automatically elevated to full status. Orphans and those who have lost everything to the vile barbarians of the north are favored over those who seek treasure and glory. Should the organization find itself short of members at its full gathering, then apprentices may be promoted to full membership. This is not guaranteed, though—candidates who are not deemed ready are passed over.

LAW & ORDER

The Thirteen Warriors care little for temporal authority, though they are not brigands or murderers. Their work takes them into barbarian lands, where the rule of men is enforced by steel and blood, not codices of law. Rough and ready they may be, but they are not by nature lawbreakers. They kill without mercy, but their foes are creatures with no rights in civilized laws.

GODS & MEN

The Warriors are pragmatists, seeking the aid of whatever gods will help them in their current situation rather than placing their complete faith in one deity (though, conflicts of interest aside, nothing prevents one being a cleric). Clerics of Freo and Kenaz are often found in the Winterlands, and a wise Warrior seeks to form friendships with them. The temples of Eira are frequent ports of call, for healing devices and herbal balms are invaluable to those who walk along in the wastes.

EMBLEM

In memory of the original thirteen and their quest, the warriors wear a badge on their left shoulder—a circle of 13 stars surrounding a severed bear's head. The circular pattern of stars is also displayed on their shields, though the bear's head is left out.

PLAYING A WARRIOR

Some join the Warriors because they have lost loved ones to barbarians, others do so because they want to protect their family and friends by striking the first blow against the enemies of civilization. Regardless of why you joined the brotherhood, you are now a wanderer, sworn to track down and slaughter the enemies of civilization wherever they lurk.

The comforts and niceties of civilization hold little draw for you, for your true home is the barbarian-inhabited wilderness. Here you work tirelessly to drive back the forces of evil, a lone beacon of light in the darkness, rough around the edges, possibly unsociable, but still a champion of civilization.

While you are sworn to defend others, you often work alone or in a small group. Your allies may have no strong desire to face down bloodthirsty, berserk barbarians just because they are a threat, but such tribes hoard treasure. Offer as much as necessary to secure their help, for while you are a powerful warrior, no man survives long alone.

COMBAT ADVICE

As a Warrior, your greatest strength is being able to copy the fighting styles of others, albeit only while you are adjacent to them. Do not let this become a crutch, for there will be times when you will stand alone—your own abilities should be sufficient to handle your foes.

While you must be as ruthless as your enemies, be cautious before combat begins. Charging into the lair of your enemies before knowing their full strength is foolhardy. Often, just removing their leader will be enough to break their spirit, or at least throw them into confusion. Stealth is as important to your survival as brute force, as is knowing when to fight and when to run.

HELLFROST: RASSILON EXPANSION II

ADVANCES

Your first calling is combat. Specialization can make you a powerful foe, but it can also limit your options. You must be adaptable enough to cope with a variety of combat situations, both melee and ranged. However, you'll often be outnumbered, so consider taking First Strike, Frenzy, and Sweep as early as possible. For similar reasons, do not focus purely on offensive options.

Your duties will often take you deep into the wilderness, far from the safety of civilization. Here, Stealth, Survival, and Tracking are far more important than social skills like Persuasion and Streetwise, as is the Woodsman Edge.

There may be times when you must rally settlers against the privations of the Vendahl and frostreavers. These are tough opponents, especially for village militia and farmers, but a few Leadership Edges will help even the odds.

NPC REACTIONS

Reactions to the Thirteen Warriors are mixed. In Shattered Moor, a Friendly reaction is not uncommon, especially in settlements the Warriors have helped. Some, though, see the presence of a warrior as a danger, for their enemies may come seeking vengeance. Thus, Uncooperative reactions are not unheard of. Similar reactions may be found among the local Finnar tribes.

Elsewhere, the Warriors' exploits are known only in poems, and recent endeavors take time to circulate. In the Hearthlands, which has never suffered Vendahl and frostreaver attack, many believe the organization died out long ago. Claims to be a member of the group is typically met with raised eyebrows and a Neutral reaction.

WATCHERS OF THE BLACK GATE

While nations quibble over fading resources and rally against orcs and giants, there is a secret war being fought the length and breadth of the land. Hidden from the gaze of civilization, a secret order of men and women fight an endless struggle against the true forces of darkness.

HISTORY

Four hundred years before the start of the Blizzard War, the Demongate War sundered the great northern continent. Through an artifact known as the Black Key, insane cultists of the fell demon princes succeeded in breaching the warding that shielded creation from the forces of the Abyss. The first portal manifested on the mortal realm as a colossal gate.

One gate would be bad enough, but the Demongate, as it became widely known (it is also known as the

Black Gate), was merely the focal point for a network of smaller portals, which opened up randomly across the land.

For nigh on three decades armies of demons rampaged across the land, bringing destruction and corruption to every corner of the continent. At last the forces of light won, destroying the last of the lesser arcane portals, capturing the Black Key, and sealing the Demongate.

The Key proved impervious to any mundane and magical attempts to destroy it, though it was eventually shattered in one hundred pieces by the combined faith of many priests and paladins. But the demons' had the final victory of the conflict, for the surge of abyssal energy that spewed forth from the shattering artifact tore the souls of its would-be destroyers from their mortal shells, dragging them screaming into the Abyss, where even their gods could not reach them. The Key's fragments were scattered across the land, hidden away in temples, concealed in mountains, and dropped into deep lakes.

The Demongate proved impossible to break; the midnight-black metal of which it was formed was forged in the Abyss in an age before even the gods were born. It was decided the artifact would be forever sealed away in the heart of a mountain, protected by a mighty fortress and an order of knights—the Watchers of the Black Gate (sometimes known as Gatekeepers).

Many knights would remain in the fortress as guardians against attempts to reactivate the hellish portal. Others would wander the land, seeking out the last remaining demons—for their numbers were legion and many had the sense to conceal their presence as the war turned against them—and deliver death to those who trafficked with the forces of damnation.

For 900 years the organization has maintained its vigil and continued its hunt. They have many enemies, but none as deadly as the Seekers of the Black Key. This vile cult seeks to locate the fragments of the shattered artifact and reopen the Demongate. Since the Blizzard War, when many of the secret hiding places were destroyed or overrun, the Seekers have recovered all but a handful of the pieces. Should they succeed, the weakened nations will be unable to withstand a second demonic incursion. All that stands between total annihilation and salvation are the relentless Watchers.

STRUCTURE

The organization comprises two distinct branches—the Bailiffs (an archaic Anari word for a custodian) and the Justiciars (from the Classical Anari for a judge). Both factions are equally important and of equal standing, though their roles differ greatly.

The Bailiffs are responsible for guarding the Demongate. Once inducted, their lives are spent performing that sole duty. While they may form friendships and even romances with their peers, they will never again walk among others, for their lot is to live and die secluded

away in the secret mountain fortress. Many Bailiffs are actually born in the fortress to Watcher parents and know nothing of the outside world.

The Justiciars never visit the fortress. Indeed, most have no idea where it is located. Instead, they devote their lives to hunting down the order's enemies and delivering the only justice they know—death. Justiciars are allowed to train their own apprentices.

RANKS

The head of the entire organization is the Bailiff-General. While he very rarely issues orders to Justiciars regarding their daily duties, he has full authority over them. Usually he interferes only when a member of the organization turns traitor or becomes a liability by exceeding their authority to kill, issuing commands to cease all current activities and hunt down the blackguard at any cost. By tradition, the Bailiff-General is always a priest of the Norns.

The captains of the organization (see below) are responsible for electing a new general on the incumbent leaving office. Election requires a 51% share of the vote and may involve several rounds, with low scoring candidates eliminated from the proceedings. Bailiff-Generals are elected only once, serving until they die, retire, or are forced out. Removing an incumbent general from office requires a unanimous vote from the captains and a very good reason.

A council of advisors, made up predominantly of clerics and mages, serves the general. The Bailiff-General alone appoints councilors. While greatly respected, councilors have no direct authority over any member of the order. If a councilor holds a title within the order, he must give it up on taking up the new position.

Next in rank are the Bailiff-Captains, senior knights and clerics in charge of other members of the order. Each commands a company of Bailiffs. Both the Bailiff-General and the Bailiff-Captains may appoint new captains to fill voids, but the latter must take the matter to vote and may be vetoed by their commander.

Bailiff-Sergeants serve the captains. Any captain may award the rank, but he may only promote those he directly commands. A typical company has only two or three sergeants, one of whom is the captain's second-in-command. Although there is no official title to denote their elevated position, many are referred to as Bailiff-Master Sergeant.

While due respect is given to experienced members, there are no of-

ficial ranks among the Justiciars. Those who are servants of the gods add their clerical type before their Justiciar title to denote their enhanced abilities, but it grants no specific authority. Justiciars are expected to aid each other when called upon, though not at the expense of an on-going investigation unless a suspect or demon is in danger of fleeing the order's justice.

Justiciars and Bailiffs have an uneasy relationship. The former are used to operating independently, while the latter follow a chain of command. Justiciars are expected to obey Bailiff-Captains (and always the Bailiff-General) out of respect for their position.

GODS & MEN

The organization is strongly linked to the cult of the Norns, for they loathe all creatures whose destinies they do not control, none more so than the demons, ancient beings whose origin predates the gods by fathomless amounts of time. Clerics of the Norns make up a large number of the Watchers, though devotion to the faith is not a requirement.

The Watchers also have good relations with the cult of Sigel, champion of light and sworn enemy of darkness. They are opposed to any cult that allows the summoning of demons, even those of the benevolent gods. Hoenir's cult must be tolerated, for the order sometimes makes use of the cult of Hoenir's libraries, though clerics who



HELLFROST: RASSILON EXPANSION II

abuse their ability to summon demons of knowledge are subjected to the Watchers' full wrath. The cult of the Unknowable One, the great trickster, is generally despised, for it occasionally summons changeling demons for purely capricious reasons.

LAW & ORDER

While Watchers are law-abiding in general, those they seek may be well placed in society or have powerful friends, allowing them to circumvent mortal justice. The Watchers have no qualms about breaking the laws of men when they must, but the organization looks very poorly on those who flout the laws of the land for petty reason or self gain. However, the order expects its members to dispense justice based on evidence, not supposition or hearsay. The brutal murder of a nobleman proven to honor the demon princes is acceptable, but killing one rumored to be a cultist is not.

Those caught committing crimes in the course of their duties rarely dally in jail long, for the Watchers are quick to liberate them so they can continue their work. Those caught for a crime unrelated to the order's goals are left to face justice. A Watcher who betrays the organization, especially one who reveals the location of the Black Gate to an outsider, is ruthlessly hunted down, tortured to learn what he revealed, executed, and buried in unhallowed ground. All those found to be privy to the information he imparted meet with the same fate.

EMBLEM

The Watchers are very much a secret society. As such, they sport no emblem. Instead, members identify themselves to each other and trusted supporters through coded phrases disguised as blessings from the Norns and Sigel. Those who carry star metal weapons inscribe runes on the blade that appear innocuous enough to outsiders but have hidden meaning to fellow Watchers.

PLAYING A WATCHER

Although you may choose to walk a solitary path, you are just as likely to team up with others. Your true calling must be kept a closely guarded secret, even from your most trusted comrades. Were your enemies to discover your identity they may seek to use your friends to get to you, corrupt them, or kill them outright. In order to operate with others you must create a false cover, though you may reveal your true name.

Unless your allies follow your chosen path, they may become suspicious if you keep leading them to encounters with demons. In order to protect yourself from scrutiny you may be required to lie to your friends.

Instead of telling them a ruin is inhabited by a demon that must be slain, suggest a foe that appeals to their particular hates, or just suggest there may be treasure for the taking. Any encounter with a demon may then appear an unfortunate coincidence, rather than foreknown. If a

nobleman is accused of being a demon-worshipper, he may have committed mundane crimes (though ones no less vile). Start any investigation based on these likely crimes, letting your comrades suggest this true calling as facts are unearthed.

You are a killer, but not of innocents. You are entitled to kill those who honor demons, but you may never do so without gathering evidence. You must be prepared to investigate your targets and prove their guilt before carrying out sentence. Reveal your presence too quickly, and your enemies may flee or move against you. Every second an ally of the demon lords lives is an affront to the gods, but you must be patient.

Sometimes your investigations will uncover a creature referred to as a demon by those who know of its existence but that proves to be something else entirely, such as a murderous Unseelie fey or a grotesque undead. Even if you have doubts about the veracity of demon sightings you must follow up every lead. You cannot afford to second-guess what the ghastly description a peasant gives might truly represent, for demons take many forms and not all the Abyss' inhabitants are documented.

Your mortal enemies may try to convince you of their innocence perhaps telling you they were tricked, blackmailed, or otherwise forced into worshipping a demon prince. No excuse warrants the honoring of demons.

COMBAT ADVICE

Your greatest enemies, demons, are terrible creatures possessed of wide-ranging powers. When you face one, you must deal with it quickly lest it calls upon these abilities. Be bold and resolute, for your example will give strength to others with fainter hearts.

ADVANCES

As a Justiciar you are expected to battle demons and kill their mortal servants. Before you execute the latter you must acquire definitive proof. Low ranking cultists might be intimidated or tricked into revealing their allegiance, but the truly dangerous ones will not succumb to such base tactics so easily. That means conducting a possibly lengthy and in-depth investigation before unsheathing your sword. Investigation, Notice, and Streetwise are invaluable in collecting evidence, as is the Investigator Edge. Many of your foes will be spellcasters. While your Professional Edge provides some protection against demons, it provides no benefit against their mortal followers. If you haven't taken Arcane Resistance in character generation, then take it with early advancements—your constant exposure to the fell enchantments of your enemies, coupled with knowing ancient signs of protection handed down by your order, is excuse enough to allow you to pick it up after play begins. Ideally you should get the Improved as well.

Combat Edges are essential, but not at the expense of the abilities discussed above. Pick your Edges wisely, selecting both offensive and defensive abilities. It is very

unlikely that you will ever lead an army against demons, for most citizens will flee at their name, so Leadership Edges should be a low priority.

NPC REACTIONS

Secrecy is of utmost importance to the organization, for if the hosts of the Abyss ever discovered the location of the Black Gate, they would undoubtedly try everything in their power to gain possession. It is a very rare Gatekeeper who ever reveals his calling to those he does not trust with his life. As a result, a Watcher should travel under an assumed guise. Initial reactions will depend on the nature of his alternate identity.

Among the cults of the Norns and Sigel, trusted allies of the Watchers' quest, the character may identify himself openly. Unless there are unusual circumstances he can expect a Friendly reaction, rising to Helpful if he seeks aid against demons and their mortal servants.

WOOD WARDENS

Wise folk avoid the dark forests of the Hearthlands, for many terrible creatures lurk beneath their heavy foliage. Even parts of forests home to hearth elves are dangerous. Yet travelers have some hope, for within these leafy realms patrol the Wood Wardens.

HISTORY

In the year 188 IR, the newly arrived Saxa settlers in Angmark sought to exploit the natural bounty of Angarion, the vast forest considered the spiritual home to all hearth elves, for herein dwelled their ruler, the Shining King. The humans and elves engaged in several short but bloody conflicts before the humans gave up and returned to their homes.

Although the elves were victorious, they were forced to pull troops from several other areas, leading to a short-lived orc incursion. Realizing his forces were stretched too thin to watch over the entire forest, the Shining King founded the Wood Wardens. In 193 IR, he appointed their first general, granting him full authority to act as he thought necessary in the protection of the forests of the Hearthlands. Within a human generation branches of the organization began appearing as far afield as Ostmark, Midmark, and the elven realm of Auldwood, which lies in the Magocracy.

The initial organization was restricted solely to hearth elves. After much debate, the first engro druid was admitted into the ranks in 283 IR. Humans took a while longer to convince the elves, finally gaining permission to join only in 422 IR.

The Wardens have fought in every major battle that endangered a Hearthland forest, and countless skirmishes against orcs, forest dragons, and rogue forest giants. But

despite their many victories they are a defensive force, always ready to employ deadly force when called upon to act, but never initiating aggression against creatures dwelling outside the forest they watch over.

STRUCTURE

The Wood Wardens are a multi-racial organization with branches stretching across the Hearthlands. Every forest, even those not inhabited by hearth elves, has its own company of Wardens, though their strength ranges from a handful in the smallest woods to many dozens in the greater forests.

The great majority are hearth elves, though taiga elves, engros, and even humans can be found in their ranks. Even though membership is open to all civilized races, frost dwarves are not keen on the Hearthlands' warm summers (by their standards), and most frostborn prefer the colder climes further north. Both races have minimal representation within the organization.

Although founded by the Shining King, he does not direct their activities. Nor are the Wardens beholden to any elf nobleman. They are an independent fighting force concerned not with the defense of individual realms and settlements, but with the protection of the forests as a whole. When a forest is threatened they may cooperate with the local elves, but they never place their forces under anyone's authority beyond their local commander.

RANKS

Heading up the organization is the Warden-General. The current head is Perthelo Boughrunner, a hearth elf druid and nobleman. He resides in Angarion, the largest hearth elf domain, home to the Shining King, and spiritual home of every hearth elf. The Shining King's sole role with the Wardens is to appoint a new Warden-General when the time arises.

Serving beneath the Warden-General are the Warden-Captains, each of whom commands either a single forest or part of a larger woodland. While being a druid is not a strict requirement for attaining the rank, very few are not druids. Most are also hearth elves, though again this is not a prerequisite for promotion—elves are simply more common. The common members of the organization are simply known as Wood Wardens.

LAW & ORDER

Although an autonomous organization, the Wood Wardens are bound by the laws of the local elf nobility. Those accused of crimes have no special immunity from prosecution, though what constitutes a crime in an elf realm may differ greatly from that of other lands. For instance, few nobles would prosecute a Warden who killed an intruder if the victim had failed to heed warnings to turn back. Crimes not covered by local laws, such as dereliction of duty and disobeying orders, are judged by

HELLFROST: RASSILON EXPANSION II

the local Warden-Captain, even if the accused is a visiting warden.

GODS & MEN

The Wardens are usually on very good terms with temples of Ertha, goddess of nature, and Ullr, god of hunting and archery within their forests. Often, this friendship stretches to temples in close proximity to the woodland. They share mutual respect with the cult of Sigel, for he is the patron of the great realm of Angarion and closely associated with the Shining King.

EMBLEM

The basic badge of the Wood Warden is a cluster of oak leaves growing from a stylized sun disc. Each company adds a unique element to their badge, such as a leaf of a tree common to their forest, a sword or arrow, or an elvish rune. Wood Wardens operate from a position of stealth. They are able to communicate through mimicking birdsong, but can also talk to mundane beasts. When strangers approach, these are used to alert any fellow Wardens to their presence. If one replies, the resident Wardens may make their presence known more openly.

PLAYING A WARDEN

For many, the forests are dark and mysterious places, full of danger and unseen foes. For you the forests are home, dangerous yes, but not unwelcoming. Here you are never alone, for the animals answer your calls and provide you with valuable information.

While your adventures might take you far beyond the forests, never forget that you are first and foremost a protector of the woods, including the animals and plants. Your allies might question why they should take on an adventure involving protecting the forest. Remind them that it never hurts to have allies among the elves and creatures of the forest, especially the mischievous fey. Words of friendly deeds quickly spread to other leafy realms on the wings of birds.

Respect the forests and their inhabitants. Hunt and gather only what you need to survive, burn dead wood for warmth and light, and avoid hacking through undergrowth. Encourage your comrades to do the same, for in a forest something is always observing you.

COMBAT ADVICE

Wood Wardens favor attacks from ambush and prefer missile weapons over melee combat. If you can, stay hidden during the early stages so you can get the Drop on your enemies. Target those who are the greatest threat to your allies first—leaders and spellcasters. Hiding in bushes and up trees will not only conceal you, making it hard for enemies to detect you, but will grant Cover as well. Your *beast friend* power allows you to recruit local

wildlife to your cause, but do not abuse this gift. Wood Wardens have no qualms about using animals in battle, but they are respectful of their right to live, and never employ them as suicide troops.

ADVANCES

Being a forest guardian, the Woodsman Edge is an essential one to take if you don't have it already. The Ranger Edge (see *Hellfrost Rassilon Expansion*) will benefit you further. Increase your outdoors skills, especially Stealth, Survival, and Tracking. Beast Bond is an excellent way of avoiding being attacked by mundane animals, as well as giving you an animal companion.

While you should take a variety of Combat Edges, ensure you have those related to ranged combat at the earliest opportunity—Marksman, Mighty Shot, and, if you're an elf, Double Shot. If you're considering a Favored Foe, then orcs are the prime choice, for they lurk in many places. Leadership Edges can be useful, since there may be times when you have more allies at your disposal, even if you're not in actual command. Coordinated Firepower and Take Aim (p. 5) are ideal, since they naturally play to your preferred combat style.

If you haven't taken the Arboreal and Fey languages during character generation, invest an advancement in each. Many of your natural allies will speak these tongues, and are more likely to respond favorably if you can converse with them in their own language.

NPC REACTIONS

Even non-elf Wardens can expect to receive a Friendly reaction from hearth elves and druids. The reaction of woodland Seelie fey, such as leshiji, skogsras, and wood wights, varies between Neutral and Friendly, for the ways of the fey are strange and their moods change like the wind. Unseelie Fey are usually Uncooperative, for they are capricious and spiteful at the best of times, but may be swayed to lend support.

The reaction of those who make a living from the forests—loggers, hunters, and trappers—is variable. Those who treat the forest and its inhabitants with respect and only take what they need are usually left alone and are thus Neutral or Friendly, though some act as informants and are Friendly or Helpful. Any who have been threatened for their rapacious acts tend to be Uncooperative, changing to Hostile if they have been fired at or actually injured by Wardens in the past.

Outside the forests, reactions vary depending on racial prejudice. Ignorant peasants weaned on stories of the mysterious elves who haunt the woods may be curiously Neutral, worriedly Uncooperative, or fearfully Hostile once they learn the Warden works for the elves.

Clerics of Eostre and Ullr are usually Friendly, and those frequently visited may be Helpful. Temples of Sigel range from warmly Neutral to Friendly.

BESTIARY



ARCANOPHAGE

In days of yore wizards had to contend with mischievous spell thieves trying to steal their magic. In modern times they must be wary of the Siphoning-enhancing mage banes and gray riders. But none of these creatures, fell as they are, are as feared or despised as arcanophages. That these malicious creatures have been around for many centuries is evident by their name, which is Classical Anari. It translates as “eater of magic.”

Arcanophages exist as a vaguely humanoid nothingness, a void in creation. The closest approximation their form can be described as is a tangible, three-dimensional shadow. Most wizards agree these abominations are the spawn of Null, the goddess of entropy, whose sole preoccupation is the end of creation. Although rare, all mages are warned about the danger arcanophages present during their apprenticeship. The cult of Maera spares little expense in tracking down and eliminating arcanophages, for they are anathema to the goddess of magic.

Despite their fearsome ability to drain mages of their spells and magical knowledge (they have no effect against clerics), arcanophages are cowards. They are physically weak and have no natural weaponry, and thus are no match for a wizard’s mundane bodyguards. Instead, they use stealth, stalking their prey for days or weeks, patiently waiting until they catch the mage alone and vulnerable.

Gray riders have a nasty habit of turning up within hours of an arcanophage attack. They question witnesses in their rasping, sibilant voices, before riding off. It has long been suspected the two entities are natural enemies, though the reason for their animosity is unknown.

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

Skills: Fighting d6, Notice d8, Stealth d10

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

Treasure: None

Special Abilities:

* **Arcane Senses:** Uses *detect arcana* as if it were part

of its normal vision.

- * **Eat Magic:** An arcanophage can make a Touch Attack (+2) against a mage. With success, the victim must make a Knowledge (Arcana) roll opposed by the creature’s Spirit or *permanently* lose a die in his arcane skill. Once the arcane skill die drops below a d4, the arcanophage’s attack has no further effect.
- * **Eat Spell:** A wizard who targets an arcanophage with magic must make a Knowledge (Arcana) roll opposed by the creature’s Spirit. If the arcanophage wins, it *permanently* devours the knowledge of that spell from the caster’s mind. The spell can be relearned with the New Power Edge. Any added benefits, such as from Spell Finesse, must be taken again from scratch.
- * **Immunity (Magic):** Immune to all spells cast by characters with Arcane Background (Magic).
- * **Relic Drain:** Arcanophages can also devour the magic contained in relics. This occurs automatically whenever a spell is targeted at an arcanophage from a relic, a relic strikes (deal with the attack first, then this ability if the creature is still alive), or it touches a relic. Relics have no ability to resist this insidious effect. Relics with a non-Faith arcane skill die automatically lose one die. Those with fixed modifiers (such as a +1 sword) automatically lose one point of bonuses. Relics containing only Edges lose one at random. For mixed devices touched by or which touch the creature, modifiers are lost before Edges, which are lost before arcane skill dice. Alchemical devices are destroyed by a single touch.
- * **Weakness (Magic):** If an arcanophage is thrown a magical relic or alchemical device, it must make a Spirit roll or be unable to resist grabbing the relic and draining it of its power, ignoring any mages present. It continues doing so until the item is totally drained.

ARCHETYPES

Archetypes are sample occupations. Some are combative and will be encountered most often as antago-

HELLFROST: RASSILON EXPANSION II

nists. Others are designed as allies or NPCs the heroes can interact with. They are designed around humans, but can be quickly altered to fit other civilized races simply by applying the appropriate racial Edges and Hindrances.

All archetypes have typical Edges and Hindrances the character needs to fulfill his role in life. To create unique individuals, just add or remove Edges and Hindrances to tweak the archetype into the character you envisage, or promote them to Wild Card status.

Two of the new Professional Edges can be applied to existing archetypes to create a member of a specific organization.

Deathdealers: As any mercenary archetype, but add Gravetouched and Orders Hindrances and Deathdealer (p. 6) and Connections (Deathdealers) Edges.

Hrosmark Huscarls: As mercenary cavalry, but add the Orders Hindrance, and Connections (Veermark clan) and Hrosmark Huscarl (p. 8) Edges.

ARCANE HAND

Not to be confused with the Reliquary's Guardians of the Arcane, the Arcane Hand are elite bodyguards and trusted servants of the Magocracy's arcane nobility, charged with the protection of the wizard elite. Hands, ever watchful for any signs of clandestine spellcasting, are taught to recognize and understand the casting processes for all types of mages and clerics and to react quickly to the threat.

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

Skills: Fighting d8, Healing d6, Intimidation d8, Knowledge (Arcana) d6, Notice d8

Charisma: 0; **Pace:** 8; **Parry:** 9; **Toughness:** 8 (2)

Hindrances: Loyal

Edges: Arcane Hand, Block, Fleet Footed, First Strike, Shieldwall

Gear: Chain hauberk (+2), large shield (+2 Parry), long sword or battle axe (Str+d8)

Treasure: Worthwhile

ARCANE HAND, VETERAN

A veteran Arcane Hand hangs back, protecting his charge like a living wall of steel and benefitting from his master's defensive spells. When the moment is right, he rushes forward, quickly cutting down enemy spellcasters before retreating to his master's side.

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

Skills: Fighting d10, Healing d8, Intimidation d8, Knowledge (Arcana) d8, Notice d8

Charisma: 0; **Pace:** 8; **Parry:** 11; **Toughness:** 10 (3)

Hindrances: Loyal

Edges: Arcane Hand, Bodyguard, Fleet Footed, Frenzy, Improved Block, Improved First Strike, Level Headed, Share Spell, Shieldwall

Gear: Plate armor (+3), large shield (+2 Parry), long

sword or battle axe (Str+d8)

Treasure: Worthwhile

GENERAL

A quick system for designing enemy general and battlefield commanders was presented in the *Hellfrost Rassilon Expansion*. An updated version of the abilities table including Leadership Edges from this supplement is presented in the sidebar.

IRON GUILD OFFICER

Gauntlet-Captains and Gauntlet-Generals, collectively known as officers, run guildhouses. While many are former Guildsmen, having spent years protecting caravans before buying their way into a bureaucratic and advisory post, others are former merchants. Officers do not accompany caravans—they make their living by taking a 10% cut of the wages of Guildsmen contracted through their guildhouse.

Former Guildsmen have the Iron Guild Mercenary Edge, Fighting d8, and Parry 6.

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

Skills: Fighting d6, Intimidation d6, Knowledge (Local area) d8, Persuasion d8, Notice d6, Streetwise d8

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

Hindrances: Orders, various others

Edges: Charismatic, Connections (Iron Guild), Connections (Merchants)

Gear: Chain hauberk (+2), long sword (Str+d8), dagger (Str+d4)

Treasure: Worthwhile

SLAYER, DRAGON

Dragon slaying can be a glorious and profitable occupation, but it is not for the faint-hearted. Neither is it well suited for those of reckless temperament, for dragons are fearsome foes with many abilities. A wise slayer, one who intends to live long enough to enjoy his wealth and fame, sizes up his foe and calculates a plan of attack before throwing himself into the fray.

The stats below represent a novice slayer, one capable of holding his own against younger dragons but not yet ready to face a full grown adult. Members of Scayle's elite Dragon Guard have the Dragon Guard (p. 39) and Connections (Dragon Guard) Edges, and the Orders Hindrance.

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

Skills: Fighting d8, Healing d6, Notice d8, Shooting d8, Stealth d8, Survival d8, Tracking d8

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

Hindrances: Cautious

Edges: Combat Reflexes, Dodge, Favored Foe (Dragons), Frenzy

Gear: Chain hauberk (+2), large shield (+2 Parry),

UPDATED GENERAL GENERATION TABLE

Card	Personality	Spirit	Battle	Edges
Deuce	Inexperienced	d6	d4	Command, Help Me!
Three	Political Appointee	d6	d6	Command, Death Before Dishonor, Help Me!
Four	No Retreat!	d10	d8	Command, Death Before Dishonor, Fanaticism, Hold the Line
Five	Defensive	d10	d6	Command, Siege Mentality
Six	Siege Expert	d8	d8	Command, Siege Breaker, Siege Mentality
Seven	Disciplined	d8	d8	A Few Good Men, Command, Fanaticism, Tactician, Take Aim
Eight	Tactician	d8	d8	A Few Good Men, Command, Cry Havoc, Forced March, Tactician
Nine	Aggressive	d6	d10	Command, Cry Havoc, Fervor, Forced March
Ten	Cautious	d6	d8	Command, Drop, Hold the Line
Jack	Natural Leader	d8	d6	Born in Battle, Command, Command Presence, Natural Leader
Queen	Seasoned	d10	d10	Born in Battle, Command, Cry Havoc, Tactician
King	Experienced	d10	d12	A Few Good Men, Born in Battle, Command, Cry Havoc, Fervor, Tactician, Take Aim
Ace	All-Round Veteran	d12	d12	A Few Good Men, Born in Battle, Command, Command Presence, Cry Havoc, Death Before Dishonor, Fervor, Hold the Line, Tactician, Take Aim, Siege Breaker, Siege Specialist
Joker	General or commander is a Wild Card. Draw a second card to determine his abilities. If this is a Joker, he has a d10 Wild Die for Knowledge (Battle) and you must draw a third card for his abilities.			

short spear (Str+d6, Reach 1), battle axe (Str+d8), bow (Range: 12/24/48, Damage: 2d6)

Treasure: Worthwhile

Experienced: Block, Giant Killer, Improved Frenzy, Parry 9

Veteran: as above, plus Fighting d10, Improved Dodge, Improved Giant Killer, Parry 10

SLAYER, GIANT

Most giant slayers begin their careers fighting ogres. These stats are for a moderately experienced warrior who has progressed to the next level. He is capable of tackling a formorian or lesser frost giant single-handedly, but not yet ready to progress to greater frost giants.

Knights of the Order of Jotundauðr have the Connections (Order of Jotundauðr) Edge, and the Orders Hindrance.

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

Skills: Fighting d8, Healing d6, Notice d8, Shooting d8, Stealth d8, Survival d8, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 8 (2)

Hindrances: Cautious

Edges: Block, Combat Reflexes, Favored Foe (Giants), Frenzy, Steady Feet

Gear: Chain hauberk (+2), large shield (+2 Parry), short spear (Str+d6, Reach 1), battle axe (Str+d8), bow (Range: 12/24/48, Damage: 2d6)

Treasure: Worthwhile

Experienced/Lord Knight: Command, Giant Killer, Improved Frenzy

Veteran/Lord Giant Slayer: as above, plus Fighting d10, Hold the Line, Improved Block, Improved Giant Killer, Parry 11

UNDERGROUND EXPLORER

Exploring Ertha's Realm presents entirely different challenges to exploring ruins, even subterranean dungeons. Those who intend to venture into the dark depths of the Underearth are advised to take a guide, someone skilled at surviving in the lightless realm.

Some underground explorers were lured into the profession out of natural curiosity. Others seek to make a fortune by finding a rich vein of precious ore, a forgotten relic, or the remnants of a lost civilization. A few work for the cult of Hoenir, expanding the clergy's knowledge of the natural world, or are clerics of Foldardröttann, minor goddess of underground exploration.

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

Skills: Climbing d6, Fighting d6, Notice d6, Stealth d6, Survival d6, Swimming d6, Throwing d6

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

Hindrances: Various

Edges: Dungeon Crawler

Gear: Leather armor (+1), small shield (+1 Parry), short sword (Str+d6), dagger (Str+d4), various exploration gear, 1d4 jars of whale blubber

Treasure: Meager

Cleric of Foldardröttann: Faith d8, Spells: *Boost/lower trait* (Agility, Strength, Vigor, Climbing, Survival, and Swimming only), *feast* (basic fare only), *growth/sbrink*, *light*

HELLFROST: RASSILON EXPANSION II

WHALER

Coastal communities rely heavily on the seas for much of their food. No prize is more valued than a whale, a creature hunted for its meat, blubber, and bone. Professional whalers are a hardy breed, accustomed to heavy seas and life aboard ship.

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

Skills: Boating d6, Fighting d6, Notice d6, Survival d6, Swimming d6, Throwing d8

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

Hindrances: Various

Edges: Giant Killer, Sea Legs

Gear: Harpoon (Range: 2/4/8, Damage: Str+d8, Reach 1)

Treasure: Meager

BETRAYER

The cult of Niht does not tolerate betrayal. The lucky ones who reveal the cult's secrets are subjected to the Night of Long Screams. Less fortunate worshippers undergo a darker ritual, which transforms them into creatures known as betrayers. The victim's tongue is pulled out at the root and a leather patch crudely sewn over his mouth, hot irons are rammed into his eye sockets and ears, and his hands are hacked off at the wrists. The victim is then killed, the murder concealed with an arcane charm that prevents Scaetha learning of the death. Instead of going to Scaetha's Hall, the soul remains bound to the corpse. The incantation also strips everything the victim knew from its memory, preventing it from further transgressions, yet leaves tantalizing fragments intact. Such creatures are invariably insane by the time the ritual is completed. Lastly, the betrayer's existence is tied to the cleric performing the long and elaborate ritual.

Betrayers are found only as guardians in Niht's unlit temples. Sword blades, axe heads, and mace heads are attached to their wrists, allowing them to fight in clumsy fashion despite having no hands. While the betrayer can see and hear nothing, and thus learn nothing, it possesses unearthly senses capable of penetrating even invisibility spells. Although it gains no benefit from these senses, the cleric who created it does—he becomes aware of any intruders the betrayer senses. All he receives is a mental alarm. In order to discern any features, he must wait until the betrayer moves adjacent to the creature.

Unfortunately, the link only works one way, so the cleric cannot command his minion to investigate further. Still, forewarned is forearmed, and many an adventurer has found a cleric of Niht waiting for him with his defensive spells already in place.

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

Skills: Fighting d6, Intimidation d6, Notice d12, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Short sword, axe, or mace (Str+d6)

Treasure: None

Special Abilities:

- * **Flashback:** If a betrayer draws a deuce as an action card, it experiences a brief flashback of its former memories. This sensory overload causes the creature to be Shaken. If multiple betrayers are sharing the same card, one decided at random suffers flashbacks.
- * **Immunity:** No mundane or magical coercion (including *gravespeak* and *puppet*) can force or persuade a betrayer to reveal any information.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to poison and disease.
- * **Unnatural Senses:** Betrayers ignore all penalties for poor lighting, including *obscure*, or detecting invisible creatures. They roll a d6 Wild Die with Notice rolls.

BUFOM

FANATIC

Fanatics are filled with a righteous devotion to their leaders. When a shaman or slime lord is injured, the fanatics enter a state of frenzy, striking out at nearby foes to avenge the insult to their master.

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

Skills: Climbing d6, Fighting d6, Intimidation d6, Notice d6, Stealth d8, Swimming d8

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

Gear: Crude long spear (Str+d6, +1 Parry, Reach 1, 2 hands, see below)

Treasure: Meager

Special Abilities:

- * **Bound:** A bufom can leap 1d6+2" in a straight line to attack with +2 to its Fighting roll and +2 to damage.
- * **Croak:** If a bufom takes no other actions in a round, including moving, it can emit a deafening croak. Place the thin end of a Cone Template in front of the bufom. All creatures within the Template must make a Spirit roll or be Shaken.
- * **Crude Spear:** If a bufom rolls a 1 on his Fighting die, regardless of Wild Die (for Wild Cards), he has damaged his spear. The spear's damage die is reduced one step. Below a d4, the spear has shattered, leaving the bufom holding a few bits of stick.
- * **Fanatic:** If a bufom shaman or slime lord within 5" of a fanatic is Shaken or wounded, the fanatic may make a single Fighting roll against one opponent within Reach as a free action. It may do this even if it has acted in the round.
- * **Rotating Eyes:** The eyes of a bufom sit on top of their head, and can swivel to see behind them. They reduce Gang-Up bonuses against them by one.
- * **Semi-Aquatic:** Bufomi can hold their breath for 5 minutes.
- * **Size -1:** Bufomi stand 4' tall.

VARIANT BUFOMI

Champions and slime lords are the most common variant bufomi, but the race also produces other mutations. Depending on the GM's needs, these may be rare individuals or common traits possessed by an entire tribe. Simply pick one or more of the new Special Abilities described below and apply them to any of the existing bufomi archetypes.

Special Abilities:

- * **Armor +1:** Thick, warty skin.
- * **Chameleon:** The bufom's skin undergoes slight changes in color to help it blend into its environment. When in marshland, the bufom has +4 to Stealth rolls if immobile and +2 if moving.
- * **Larger than Average:** A warrior or shaman stands five and a half feet tall. It has Size +0 (Toughness 5).
- * **Marsh Born:** Wide feet allow the bufom to move through shallow water and mud without impairment. Mud, slime, and water (all no more than waist deep) do not count as difficult ground for this variant.
- * **Stench:** The bufom releases a pungent secretion the first time it is Shaken, wounded, subjected to Fear, or Intimidated during an encounter. Any non-bufomi adjacent to the bufom at the end of its turn must make a Vigor roll or be Shaken. The mucus remains in effect for the remainder of the encounter.
- * **Twitchy:** The bufom's body is constantly twitching and jerking. Ranged attacks targeted at the bufom suffer a -1 penalty.
- * **Wide-Mouthed:** This variant appears normal until it opens its gaping maw. Although the bufom cannot swallow large prey whole, it can swallow entire limbs of creatures of Size +0 or Size -1. Instead of using its spear, the wide-mouthed bufom can make a Called Shot Touch Attack using its mouth (+0 modifier) to latch onto a foe's arm or leg. With success, the limb is engulfed and immobile. This attack causes no damage (no teeth). Freeing the limb requires an opposed Strength roll as an action or the death of the bufom.

DEILDEGAST

Boundary markers have been used to mark divisions of fields, pastures, holdings, and nations for countless generations. Such markers, because of their association with a god, have long been sacrosanct—to move one without the blessing of a cleric of Farmaguth, minor deity of boundaries, is to invite a curse onto one's household. Deildegast translates from Auld Saxa as "border-stone ghost."

Deildegasts are spirits bound into marker stones. One belief is that they are divine servants of Farmaguth. Some sages insist they are the souls of Farmaguth's clerics, and that protecting a boundary stone is their task in the Afterlife. Another story claims they are the spirits of mortals who surreptitiously moved a boundary stone to increase the size of their land. On being judged by Scaetha they

were doomed to spend eternity protecting the stone from others who would try the same dastardly trick.

These spirits have little direct interest in the mortal world, unleashing their powers only when the stone they inhabit is threatened or someone tries to move it. While they are not much for small talk, they are aware of everything that happens within range of their senses of hearing, sight, and smell (assume the same range as an average human). Offered suitable supplication, such as clearing away lichen from their stone or recarving faded runes so they are legible again the spirit may open dialogue. All deildegasts know Trader and up to three other tongues used in the lands they border.

Many of the stones they inhabit are etched with the god's symbol, a crude rectangle signifying a menhir, and act as shrines. Destroying one is very likely to anger the deity, his small cult, whoever owns the land the marker delineates, and possibly the cults of Eostre, Ertha, and Hothar, who oversee the positioning and maintenance of many boundary stones.

Small boundary stones (1' high) have Toughness 12, medium ones (3-4' high) have Toughness 18, and large monoliths (8-10' high) have Toughness 24.

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

Skills: Faith d10, Notice d8

Pace: —; **Parry:** 2; **Toughness:** 12/18/24

Treasure: None

Special Abilities:

- * **Inanimate Object:** The deildegast is treated as an inanimate object. Damage rolls do not count bonuses from raises on the attack rolls, nor Aces (even on Strength rolls in melee).
- * **Immunity:** Immune to physical effects such as Agility Tricks and knockback.
- * **Powers:** Deildegasts know the following miracles: *barrier* (wall of stone), *entangle* (stone hands grip the target), *bamper movement* (legs encased in stone), *knockdown* (rolling boulder), *warding* (circle of pebbles).

DEMON

The denizens of the Abyss are legion. Fortunately, they are also extremely difficult to summon. Many of the demons presented below are extremely powerful entities, but fortunately for mortals they are rare, for the spells necessary to call them forth are known only to those who traffic with the demon princes.

The demons below have a new entry: CM. This is the casting modifier used with *summon demon*.

FEAR

Fear demons have no set form. Distant observers see only an indistinct, shadowy form. Once within 12 yards, observers see their worst nightmare given material form. Multiple viewers will see different visions, for it is their fear that gives the demon its physical appearance. Sum-

HELLFROST: RASSILON EXPANSION II

moning these entities is extremely dangerous, for their powers affect the summoner as equally as his foes.

Characters with uncorrected Bad Eyes are affected by the demon's Demoralizing Gaze and Fear abilities only when within 5". Blind characters are immune to these powers, as they rely entirely on sight.

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

Skills: Fighting d6, Intimidation d12

Pace: 6; **Parry:** 5; **Toughness:** 6/8; **CM:** -2

Treasure: None

Special Abilities:

- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Demoralizing Gaze:** As an action, a fear demon can stare into the eyes of one foe within 12" and line of sight. The demon makes an Intimidation roll opposed by the target's Spirit. With success, the victim is Shaken. On a raise, the victim is paralyzed with fear and forfeits his next turn. Parry is reduced to 2 while immobile.
- * **Fear (-2):** Anyone who moves within 6" of a fear demon must make a Spirit roll to avoid Fear. The roll is made once per encounter.
- * **Fear Drinker:** Fear demons thrive on fear. They gain +1 on attack rolls and have +1 Toughness against those suffering Fear or who are current victims of their demoralizing gaze.

- * **Fearful Blow:** If a fear demon scores a raise on a Fighting roll, the victim must make a Spirit roll at -2 or be paralyzed with fear for 2d6 rounds.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Melee Attack:** Depending on their form, fear demons may possess claws, teeth, pincers, or weapons. Regardless of their appearance, these always inflict Str+d6 damage.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

FETTER HOUND

Worshippers of Freo who end up in the Abyss for their sins are sometimes transformed into fether hounds. As large as dire wolves and wrapped in long, rattling chains that they animate through force of will, fether hounds are kept as pets by powerful demons.

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

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

Pace: 10; **Parry:** 6; **Toughness:** 6/8; **CM:** -1

Treasure: None

Special Abilities

- * **Bite:** Str+d6.
- * **Chain Flurry:** At the end of a fether hound's movement it may make a free Fighting roll as per the Sweep Edge.

* **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against nonmagical attacks, except for star metal.

* **Fetter:** Within 3" of a fether hound each 1" costs an extra 1". For difficult ground this means each 1" of movement counts as 3".

* **Fleet-Footed:** Fether hounds roll a d10 instead of a d6 when running.

* **Unfettered:** Ignores all penalties for difficult ground. Fether hounds cannot be grappled, *entangled*, or otherwise bound or hampered. They are not subject to knockback or other effects which force movement.

* **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

MADNESS

Madness demons, sometimes known as despair demons and gibbering fiends, are the remains of those who succumbed to madness in life or took their own lives. They appear in tattered black cloaks with bone white hands and faces. Their eyes are pits of madness and their



lipless mouths continually move as they spout streams of sorrow, berating those who face them as fateless fools of no worth and utter failures unworthy of continued life.

Characters with the minor Hard of Hearing Hindrance have +2 to resist the Madness special abilities. Those with the major version are immune. Characters who cover or block their ears temporarily gain the Hard of Hearing Hindrance.

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

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 5/7; **CM:** -1

Treasure: None

Special Abilities:

- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Insane:** Immune to Fear, Intimidation, Smarts Tricks, mind control spells like *puppet*, *confusion*, and similar effects.
- * **Madness:** These insane demons' only attack is their constant, maddening whispering. Each round, the demon makes a Spirit roll opposed by the Spirit of all within 12". With a success, victims are affected as if subjected to a *confusion* spell. On a raise, the victim becomes suicidal instead. Each round he is affected, the victim automatically inflicts damage on himself using his current melee weapon. Suicides are damned by the gods. Victims may make a Spirit roll at the start of each of their turns to shrug off the effects of the madness.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

NAGAL

Nagal demons take their name from the Auld Saxa word for fingernails. Competing stories tell that fingernail cuttings and the nails of the dead are taken by demons, which use them to create these horrors. For this reason, Saxa cut their nails regularly and throw the clippings into the nearest fire.

Nagal demons appear superficially similar to skeletons, albeit ones with a slightly yellow tone. Only on close inspection does the true nature of the "bony" frame become apparent. Their eyes are dull balls of yellowed fingernails in which glows a pale balefire.

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

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

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)/10 (2); **CM:** -1

Treasure: None

Special Abilities:

- * **Armor +2:** Tough finger nails.
- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.

- * **Explosive End:** When a nagal demon's physical form is destroyed it explodes in a shower of razor sharp nail clippings. This fills a Medium Burst Template and inflicts 2d6 damage.
- * **Sharp Nails:** Str+d4.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.



RAGE

Remorseless and pitiless, rage demons exist only to kill, wading through ranks of foes, oblivious to their injuries. Filled with unending fury, these hulking monstrosities are the elite warriors of the demonic armies.

Their barrel-chested torsos, bulging arms, powerful hooved legs, and small, tusked, leonine heads are covered in skin of burnished bronze scales. Two huge horns jut forward from their tiny heads. When a demon succumbs to its rage, the scales glow a deep red, like burning coals.

Followers of Dargar can summon these fiends.

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

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

Pace: 6; **Parry:** 4; **Toughness:** 10 (2)/12 (2); **CM:** -4

Edges: Improved Frenzy, Improved Sweep

Gear: Serrated great sword (Str+d10+2, -1 Parry, 2 hands)

Treasure: None

Special Abilities:

- * **Armor +2:** Bronze scales.
- * **Berserk:** When a rage demon is Shaken by a physical attack, a Smarts Trick, or a Test of Will, it automatically goes berserk. It gains +2 to all Fighting, damage, and Strength rolls and its Toughness, but Parry is reduced by 2.
- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Furious Fighter:** Rage demons know Improved Frenzy and Improved Sweep. They always use the latter if two or more foes are within striking range, regardless of the presence of allies.
- * **Impervious to Pain:** Rage demons suffer no wound penalties.
- * **Size +2:** Rage demons average 8 feet tall and weigh over 500 pounds.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.
- * **Wild Abandon:** Rage demons only ever use Wild Attacks. Modifiers are already factored into the stat block.



RUNE-CARVED

The skin of these towering fell beasts is deathly white and hangs in flaccid loops. Their bald heads are broken only by thin, lipless mouths and two eyes, all sewn

HELLFROST: RASSILON EXPANSION II

shut with barbed wire. These creatures walk on clawed feet like those of a bird of prey, while their arms end in strong, gnarled fingers. Rune demons carry spiked maces crackling with unholy energy.

Deep runes of vile green hues are carved, burnt, or etched into every inch of their corpulent flesh. Most are blasphemous names and fell curses, but four are imbued with dark power. These four runes are a demon's only weak spots.

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

Skills: Fighting d8 Intimidation d10, Notice d8

Pace: 5; **Parry:** 6; **Toughness:** 15 (2)/17 (2); **CM:** -6

Gear: Unholy spiked mace (Str+d6+2; see below)

Treasure: None

Special Abilities:

- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Invulnerability:** The creature only suffers wounds from attacks made against its rune weakness. Other attacks can cause it to only be Shaken.
- * **Large:** Attackers add +2 to attack rolls due to the creature's size. This bonus does not apply when targeting its rune weakness.
- * **Runes:** Four of the runes are innately magical. Each grants the beast a specific power. Benefits are included in the stats where applicable. The runes cannot be *dispelled* or *negated*. When the rune is destroyed (by inflicting a wound on it), the power is lost. Adjust its stats as necessary.
 - * **Left Arm:** Rune of Strength. Grants +2 dice Strength.
 - * **Right Arm:** Rune of Frenzy. The demon has the Improved Frenzy Edge.
 - * **Torso:** Rune of Armor. Grants +2 armor.
 - * **Head:** Rune of Arcane Resistance. The demon has the Improved Arcane Resistance Edge.
- * **Size +6:** Rune demons stand over 25' tall.
- * **Unholy Mace:** Wounds caused by the mace can only be cured by natural Healing.
- * **Weakness (Runes):** The creature's only weak spots are its four magical runes. Detecting them requires a Notice roll as an action. One rune is detected with success, two with a raise. Roll a d4 to determine which runes have been spotted. Reroll duplicates or runes already destroyed. Only characters who have made a successful Notice roll or who employ area effect attacks may target a rune. Direct attacks against the runes are made at -2 due to their size. Striking a rune grants no other bonuses (i.e. attacking the rune on its head is not the same as making a Called Shot to the head). Once a wound is inflicted by attacking a specific a rune, the glyph fades and is no longer a weak spot.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

SCREAMING

The black-green skin of a screaming demon is wrinkled, as if it has been submersed in warm water for too long. Its bulbous head sits atop a long, slender neck. Three large mouths, each filled with flat, gnashing teeth circle its toad-like visage. Short, thick arms end in pincers, while its feet are suckered, producing a slop plop whenever it walks.

Screaming demons are poor combatants, though they should not be underestimated. Each maw can produce a different high-pitched wail. Victims may be confused, driven insane, or sent fleeing for their lives on hearing the unearthly noise.

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

Skills: Fighting d6, Intimidation d10, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 6/8; **CM:** -2

Treasure: None

Special Abilities:

- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Pincers:** Str+d6.
- * **Scream:** As an action a screaming demon can emit a loud scream from one of its mouths filling a Cone Template. Pick one of the following options each time it screams. Characters with Hard of Hearing Minor add +2 to rolls to resist these effects. Deaf characters are completely immune.
 - * **Confusion:** Creatures under the template who fail a Smarts roll suffer -1 to all Trait rolls for the next hour. Effects are cumulative. One point of penalties is negated for each hour of rest.
 - * **Maddening:** All creatures in the template who fail a Spirit roll suffer a one die reduction in Smarts and Smarts-linked skills. Effects are cumulative. One die is recovered for each hour of rest. Victims reduced below a d4 Smarts become gibbering wrecks, fall prone, and may take no actions. Parry is reduced to 2.
 - * **Terrifying:** All creatures in the template must make a Spirit roll or suffer Terror.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

ELEMENTAL

AIR ELEMENTALS, VARIANT

In addition to standard air elementals, it is possible to call forth elementals of the cold north wind and hot south wind. These function as normal air elementals except for the Wind Blast power, which is detailed below. Summoning a south wind elemental is subject to the Hellfrost effect. There also exist ghost air elementals, elementals with the power to turn invisible.

Can be summoned by: air elementalists, heahwisards, himwisards (north wind only), rune mages, clerics of

Maera, clerics of Thrym (north wind only), and clerics of Thunor (ghost and south wind only).

- * **Ghost Air Elemental:** If a ghost air elemental begins its turn without a foe adjacent to it or caught in its Whirlwind, it automatically turns *invisible* (-4). This condition lasts until the end of the current round or it uses Push, Wind Blast, or Whirlwind, whichever occurs first.
- * **North Wind Blast:** Damage 2d6 (cold trapping).
- * **South Wind Blast:** Damage 2d6 (heat trapping).

EARTH ELEMENTAL AVALANCHE

Avalanches are similar to regular earth elementals, except their body is comprised of small pebbles and gravel. When they move, the air is rent with the sounds of crunching, sliding gravel.

Can be summoned by: earth elementalists, heah-wisards, rune mages, clerics of Ertha and Maera.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d8, Notice d4, Shooting d8

Pace: 4; **Parry:** 6; **Toughness:** 11 (4)

Treasure: None

Special Abilities:

- * **Armor +4:** Rocky hide.
- * **Bash:** Str+d6.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Pebble Dash:** As an action an earth elemental avalanche can release a spray of pebbles and gravel in a Cone Template. Every target within this cone may make an Agility roll against the creature's Shooting roll to avoid the attack. Those who fail suffer 2d8 damage.
- * **Scree:** All squares adjacent to an earth elemental avalanche are filled with loose, shifting stones. These count as difficult ground.

EARTH ELEMENTAL QUAKER

Earth elemental quakers are, aside from their vastly oversized fists, identical to regular earth elementals.

Can be summoned by: earth elementalists, heah-wisards, rune mages, clerics of Ertha and Maera.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8, Notice d4

Pace: 4; **Parry:** 6; **Toughness:** 11 (4)

Treasure: None

Special Abilities:

- * **Armor +4:** Rocky hide.
- * **Bash:** Str+d8. Quakers treat their Size as +4 for the purposes of generating knockback.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Earth Shock:** As an action, an earth elemental quaker can thump the ground and make a Strength roll. This produces an earth tremor that works as the *knock-*

TOUGHER ELEMENTALS

- * Wild Card elementals, such as ice shell elementals, can be summoned using the summon elemental spell only if the caster knows the specific ritual, is Heroic Rank, and takes a -4 penalty to his arcane skill roll. Since villains have no Ranks, they may summon them at the GM's discretion. At the GM's option, any other type of elemental can be summoned as a Wild Card variant if the caster meets the above requirements.
- * Large elementals can also be summoned. For each -1 penalty the caster takes to his summoning roll, the elemental has +1 Size above its normal Size. The Large and Huge special abilities are gained at Size +4 and Size +8 respectively. No summoner has yet been able to call forth a Gargantuan elemental, though it is very likely such specimens exist.

down spell, using the elemental's Strength in place of an arcane skill. As this is not an actual spell, it cannot be *dispelled* or *negated*.

- * **Quake:** An earth elemental quaker that takes no other actions in a round, including movement, can generate a *quake*, as per the spell. As this is not an actual spell, it cannot be *dispelled* or *negated*.

EARTH ELEMENTAL WALL

Earth elemental walls resemble a living section of stone wall. Ponderous in their movements and clumsy with their fists, they are summoned most often to provide mobile cover.

Can be summoned by: earth elementalists, heah-wisards, rune mages, clerics of Ertha and Maera.

Attributes: Agility d4, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d6, Notice d4

Pace: 4; **Parry:** 5; **Toughness:** 14 (4)

Treasure: None

Special Abilities:

- * **Armor +4:** Rocky hide.
- * **Bash:** Str+d6.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Immunity:** Earth elemental walls are immune to knockback and are +4 to resist attempts to knock them over (such as *knockdown* spells).
- * **Size +3:** Walls are 3" wide, 2" high, and 1" deep.

GLACIER ELEMENTAL

Glacier elementals are towering, hulking anthropomorphic slabs of living ice in which are embedded small stones and other debris.

HELLFROST: RASSILON EXPANSION II

Can be summoned by: hrimwisards, rune mages, clerics of Maera and Thrym.

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

Skills: Fighting d8, Notice d6

Pace: 4; **Parry:** 6; **Toughness:** 13 (3)

Treasure: None

Special Abilities:

- * **Armor +3:** Comprised of packed ice.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Immovable:** Immune to any form of knockback or effect which causes them to fall over.
- * **Size +3:** Glacier elementals stand around 8' tall but weigh hundreds of pounds.
- * **Slam:** Str+d8.
- * **Unstoppable Run:** Glacier elementals roll a d4 running die. When they run, any creature in their path must make an opposed Strength roll, both sides adding their Size, or be knocked prone and crushed for d12+6 damage. Characters of Size equal to or lower than the elemental who succeeded are pushed along with the creature. Creatures of larger Size than the elemental's movement who resist halt the elemental's movement.

HAILSTORM ELEMENTAL

Hailstorm elementals are a mix of air and ice elementals. They appear as an twisting, swirling morass of ice particles.

Can be summoned by: hrimwisards, rune mages, clerics of Maera and Thrym.

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

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

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

Treasure: None

Special Abilities:

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Flight:** Hailstorm elementals fly at a rate of 6". They may never "run."
- * **Hailstorm:** Hailstorm elementals can send directed blasts of hail at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast or suffer 2d6 damage with an ice trapping.
- * **Semi-Invulnerability:** Take half damage from all nonmagical attacks.
- * **Whirlwind:** As long as the elemental does not move that turn it may attempt to pick up an adjacent foe. Make an opposed Strength check and if the elemental wins, then its foe is pulled into the swirling maelstrom of its icy body. While trapped, the target is at -2 on all rolls, including damage, and suffers 2d6 damage. The elemental cannot move in any direction as long as it wants to keep foes trapped inside its swirling form.

THUNDER ELEMENTAL

Thunder elementals take the guise of small, broiling, nebulous thunderclouds. Stealth is impossible for these elementals, for they are accompanied by peals of thunder and deep rumbling.

Can be summoned by: air elementalists, heahwisards, rune mages, clerics of Maera and Thunor.

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

Skills: Notice d8, Shooting d8

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

Treasure: None

Special Abilities:

- * **Boom:** A thunder elemental which does not move may generate a powerful shock wave as an action. All creatures within 6" must make a Strength roll (Size acts as a modifier) opposed by the elemental's Strength or be knocked back as if struck by a Size +4 creature.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Flight:** Pace 12.
- * **Immunity:** Thunder elementals are immune to all air and sound effects, including magic.
- * **Thunderclap:** Thunder elementals can send directed blasts of sound at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast or suffer 2d6 damage with a sound trapping.



THUNDERSTORM ELEMENTAL

Thunderstorm elementals are humanoid figures composed of dense, dark, boiling clouds with electric-blue lightning flashes for eyes. A miniature thunderstorm, in which stinging hail, swirling wind, booming thunder, and crackling lightning form and dissipate, swirls around them like a vast cloak.

Can be summoned by: air elementalists, heahwisards, rune mages, clerics of Maera and Thunor.

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

Skills: Notice d8

Pace: 8; **Parry:** 2; **Toughness:** 7

Treasure: None

Special Abilities:

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Flight:** Pace 12.
- * **Immunity:** Thunderstorm elementals are immune to all air and electricity effects, including magic.
- * **Storm Cloak:** Thunderstorm elementals are shrouded in a miniature thunderstorm filling a Large Burst Template. Lighting conditions in the cloud are Dark (-2) during the day and Pitch Darkness (-4) at night.
- * **Thunderstorm:** Each round, conditions in the Storm Cloak are determined by the elemental's action card. All creatures except the elemental that enter or begin

their turn in the template, voluntarily or otherwise, are affected equally.

Club: Hail. Creatures in the template automatically suffer 2d4 damage. Damage is applied to the least armored location.

Diamond: Wind. All attacks in to, out of, or through the cloud suffer a -2 penalty due to buffeting winds. Movement rates inside the cloud are halved.

Heart: Thunderclap. All creatures must make a Vigor roll or be Shaken and partially deafened (as per the minor Hard of Hearing Hindrance). Hearing loss heals when the victim recovers from being Shaken.

Spade: Lightning. Creatures in the template automatically suffer 2d6 damage with an electricity trapping.

Joker: As previous round, except the effects are enhanced. Hail inflicts 2d6 damage; winds cause a -4 penalty to attack rolls and prohibit running; thunderclap gives a -2 penalty to Vigor roll; and lightning inflicts 2d8 damage.

EMBRACER

Native to the Hellfrost but sometimes found stalking the Winterlands, embracers are malevolent creatures whose touch is deadly. Embracers appear as wind-desiccated corpses completely entombed within a one yard thick sheath of blue-white ice.

Sages and Hearth Knights continue to debate the origins of these malevolent creatures. Some claim they are victims of the Hellfrost, their corpses ensnared in ice through some hellish blizzard, their souls trapped and driven insane by their imprisonment. Others suggest their existence might be down to some other creature as yet undiscovered, or perhaps a powerful spell. Some point to an unholy union between Hela and Thrym, the sheath of ice protecting the undead from the fury of Scaetha's followers. A growing number among the Convocation's fire elementalists and cult of Kenaz believe they are fell attempts by hrimwisards to create ice golems.

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

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 12 (3)

Treasure: Meager (trapped in ice)

Special Abilities:

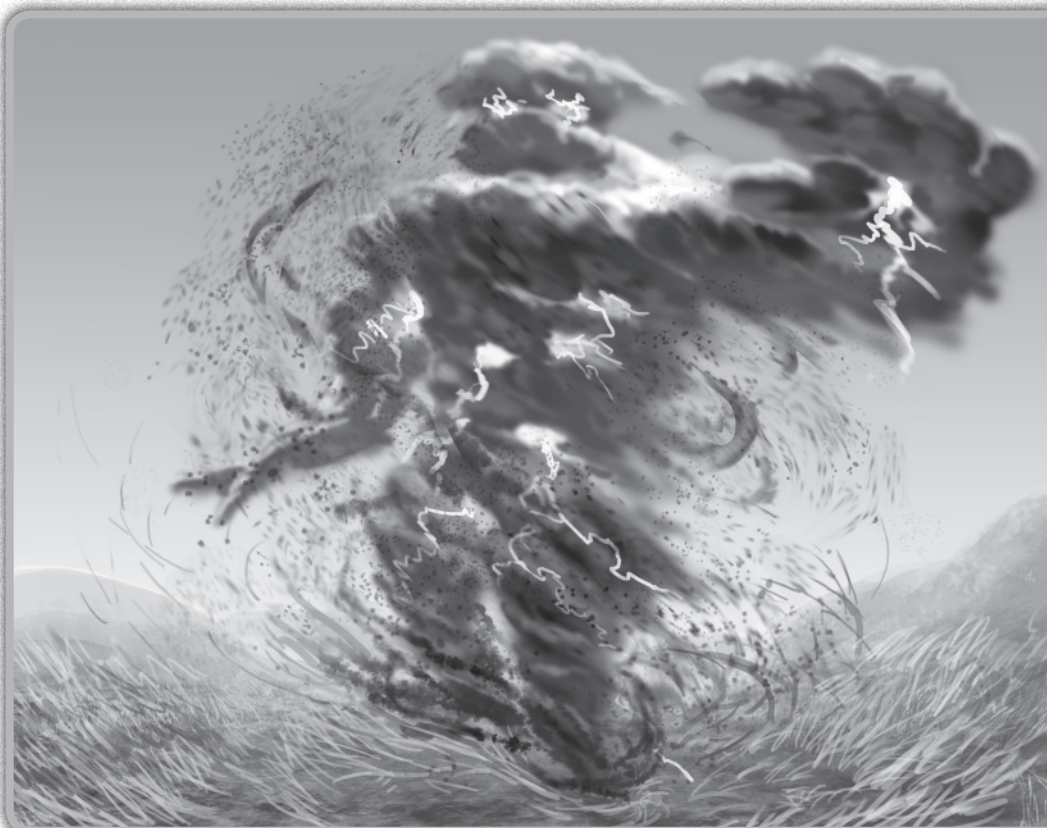
- * **Armor +3:** Thick ice.
- * **Glide:** When moving across ice, count each inch as 0.5" inch for purposes of movement.
- * **Icy Embrace:** These creatures attack only by grappling their opponents. Each round the grapple is maintained, including the first, the

victim suffers 2d6 cold damage as ice begins to form over his body. This damage ignores all armor except the *armor* spell.

- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold, coldfire, or ice attacks.
- * **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- * **Sire:** Those killed by the creature's Icy Embrace reanimate as embracers in 1d4 rounds.
- * **Size +3:** Although the corpse at the center of the embracer is human-size, the sheath of ice makes the creature much larger.
- * **Thicken Ice:** Thin ice in the space occupied by an embracer is treated as being one level thicker. It returns to its normal thickness once the creature moves on.
- * **Weakness (Fire):** Takes double damage from heat or fire attacks.

EXCREMENTAL

Excrementals (also known as dung elementals) are vaguely anthropomorphic piles of slimy fecal matter rising from a pool of liquid dung that flows with the creature as it moves. They are grouped among the quasi-elementals, such as coldfire, magic, and wood elementals. Many ancient texts list them with earth elementals, though excrementals do not hail from any of the elemental realms. There are two types of excremental.



HELLFROST: RASSILON EXPANSION II

The most common variant originates in Svartmýrr (“Black Marsh”), the fetid bog in which Vali makes his home. These stinking creatures are not actually inhabitants of the swamp, for excrementals exist only in the mortal realm. The miracle summons a disease spirit from Vali’s hall, which takes up residence in the filth, imbuing it with both form and intelligence.

Summon elemental (excrementals only) is now added to Vali’s spell list.

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

Skills: Fighting d8, Notice d8, Stealth d6

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

Treasure: None

Special Abilities:

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Immunity:** The semisolid body of an excremental gives it limited resistance to attacks. Against nonmagical attacks of any sort they have +2 Toughness.
- * **Pool of Filth:** The upper body of an excremental rises from the center of a pool of rancid filth that fills a Medium Burst Template. The area covered by the filth counts as difficult ground. Any character who runs in the template and rolls a 1 on his running die slips and falls prone.
- * **Slam:** Str+d6. A success on the Fighting die, regardless of damage inflicted, means the victim is covered in filth. It loses one point of Charisma until it bathes.
- * **Smother:** If an excremental elemental scores a raise on a grapple attack it has enveloped its target. The victim suffers a Fatigue level from suffocation each round he remains smothered. Anyone smothered has his Charisma drop to –6 until he thoroughly bathes.

DEMONIC EXCREMENTAL

The second variant is a demonic creature spawned from a realm in the Abyss formed from the urine and excrement released by the living at the point of death. Regardless of their origin, excrementals must be summoned near a pile of fresh manure, a cesspit, or similar source of dung.

They have the same stat block but lose the elemental ability and add those listed below. They have Toughness 6/8/10. The first number is used against magical attacks, the second for star metal weapons, and the last for mundane weapons.

- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against nonmagical attacks, except for star metal.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

FEY

As well as possessing major powers, many fey have a plethora of minor abilities at their disposal. These effects often have little relevance to adventures, but they are im-

portant and frustrating (depending on the nature of the enchantment) to those subjected to them. In essence, any minor act of fortune or misfortune is often attributed to fey influence. A sample of typical powers is given below, though few fey possess more than a handful.

Seelie: Bless crops, churn milk to butter, milk cows or goats, weave, dye wool, spin yarn and wool, mend shoes, scare rodents away, convince hens to lay, preserve food, perform minor repairs to the house, peaceful sleep, sharpen knives and tools.

Unseelie: Causing cows to stop producing milk, wither plants, scare away animals being hunted, make people sneeze, cough, itch, belch, or fart, blow out candles and lanterns, breaking tools, create distracting noises like creaking floorboards and scurrying sounds, cause horses to throw shoes, cause dogs to bark for no reason, spoil food, night sweats.

ALP-LUACHRA

Found in both courts, alp-luachras are gluttonous by nature. They make their homes with mortals, whose food they steal to try and sate their endless appetites. Seelie varieties enjoy tormenting unrighteous souls, while their Unseelie cousins plague righteous mortals.

Certain alp-luachras can transfer their essence into a mortal victim. This requires a Touch Attack and an opposed Spirit roll. With success, the fey merges with its victim. Until it is expelled, any quantities of food or drink the victim consumes are halved, requiring him to eat twice as much as normal to survive. Ridding oneself of the fey’s essence requires a *banish* spell. This sends its spirit back to the fey realm.

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

Skills: Fighting d4, Notice d8, Stealth d12

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

Treasure: None

Special Abilities:

- * **Invisible:** These fey are permanently invisible. This functions as per the *invisibility* spell cast with a raise. The effect cannot be *negated* or *dispelled*.
- * **Size –1:** Alp-luachras are 3’ tall.

BOGGART

Boggarts are the Unseelie version of brownies. They haunt houses, delighting in bringing misfortune to their hosts. They steal small objects, cause milk to sour, scare cats and dogs (and sometimes their owners), break tools, inflict nightmares, and such like. Should the boggart ever be given a name, its pranks escalate from mischievous to destructive, and sometimes even deadly. Moving home is no defense against a boggart, for the creature has an unerring knack of following.

The items a boggart steals range from cutlery to sewing needles to coins. While it jealously protects them, it has little actual use for them. When a boggart moves home, it often leaves its cache behind. This explains why

deserted houses have things hidden under floorboards, behind furniture, and so on.

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

Skills: Notice d10, Spellcasting d8, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 3

Treasure: Worthwhile (hidden)

Special Abilities:

- * **Avoid Blows:** Boggarts have Improved Block and Improved Dodge.
- * **Powers:** Boggarts know the following spells: *beast friend* (usually used on vermin), *bladebreaker* (usually used on tools), *elemental manipulation*, *fatigue*, *fear*, *jinx* (no *luck*), *lower trait* (no *boost*), *nightmare*.
- * **Size -2:** Boggarts stand only a few inches tall.
- * **Small:** Attackers are -2 on attack rolls against boggarts due to their size.

CÙ SIDHE

The name cù sidhe (coo shee) translates from Tuomi as “fairy dog.” These fey hounds, which are the size of large calves, are easily recognized by their white fur and red ears. Fey nobles and knights sometimes keep them as pets, but they are primarily used as hunting dogs due to their innate ability to track quarry across any terrain and over any distance, no matter how cold the trail.

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

Skills: Fighting d8, Intimidation d6, Notice d10, Stealth d8, Tracking d12+2

Pace: 8; **Parry:** 6; **Toughness:** 5

Treasure: None

Special Abilities:

- * **Bite:** Str+d4.
- * **Fleet-Footed:** Rolls a d10 running die instead of a d6.
- * **Master Tracker:** A cù sidhe rolls a d10 Wild Die with Tracking.

DULLAHAN

Before the fall, these Unseelie fey served Hela in her role as guardian of the Abyss and collector of mortal souls; tasks now performed by Scaetha’s minions. They continue to carry out their old duties, though souls they collect are transported to the fey realm, not Scaetha’s Hall. Such a punishment is especially cruel, for Scaetha’s heralds have no power in the fey lands, and thus the soul is cut off from the Afterlife.

Fortunately, they have an innate fear of gold. Those who fear for a loved one’s soul place gold shields over the corpses eyes until funeral rites have been performed and the soul collected by Scaetha’s servants.

Dullahans carry their head tucked under one arm. The head is a grisly sight, with massive eyes that continually flicker in search of victims, a mouth that nigh splits the skull in twain, and pallor like moldy cheese. In

their spare hand they sport a whip made from a mortal’s spinal column. They ride black fey horses.

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

Skills: Fighting d8, Intimidation d10, Notice d8, Riding d10

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

Gear: Whip (Str+d4, Reach 1)

Treasure: None

Special Abilities:

- * **Blinding Lash:** On a raise on a Fighting roll with its whip, the dullahan has struck its victim’s head. Damage is rolled as normal, not as for a Called Shot. If a wound is inflicted, the victim immediately goes blind. This functions as the Blind Hindrance, but is lifted when the wound is healed.
- * **Blood Mark:** Dullahans dislike mortals spying on their activities. By making a successful whip Touch Attack, a dullahan can blood mark any mortal. This attack causes no damage. Until the mark is removed (GM’s call, but a *dispel* opposed by a d10 should be the minimum), the dullahan gains +1 to all Fighting rolls against the victim.
- * **Death Sense:** Dullahans instinctively know the physical wellbeing of any mortal within 24”. This sense works through solid barriers.
- * **Open Locks:** When within 5” of a locked portal, the lock automatically opens or the locking bar lifts of its own accord. It locks shut again after the fey passes. This applies even to *lock* sealed portals.
- * **Soul Thief:** A dullahan within 3” of a mortal who has died in the previous or current round can use an action to steal its soul, sending it to the fey realm, where it functions as a ghost. Such souls can be rescued ready for collection by Scaetha’s minions, but it requires a major quest into the fey realm.
- * **Weakness (Gold):** Dullahans are terrified of gold. If any gold is visible to the fey, it must make a Spirit roll at -2 or be unable to approach closer than 3”. Throwing gold shields at a dullahan causes no additional damage, but it is a way of driving the creature back.

GANDHARVAS

Also known as “fey skalds,” gandharvasar (plural form) are skilled musicians and proponents of song magic. Although they have the height and build of human children, their faces are wrinkled and weathered like old men. Long, tapered ears poke sideways through their thick, brown hair.

Some serve the fey nobles, entertaining their court with songs and poems unknown to mortals, while others are itinerants. On quiet nights, their haunting melodies drift across the land on the wind. As well as being superb musicians and poets, they are masters of satire and ridicule. Rarely, one deigns to instruct a mortal in the art of song magic.

Seelie gandharvasar favor songs that alleviate fatigue,

HELLFROST: RASSILON EXPANSION II

speed up healing, boost morale, and increase general feelings of wellbeing. Their Unseelie kin use their magic to lower morale, induce nightmares, quail men's hearts, and cause feelings of misery and hopelessness.

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

Skills: Fighting d4, Intimidation d8, Knowledge (Folklore) d8, Song Magic d10, Taunt d12

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

Treasure: None

Special Abilities:

- * **Powers, Seelie:** Seelie gandharvasar know the following spells: *boost trait* (no lower), *dispel*, *healing*, *puppet*, *slumber*, *succor*.
- * **Powers, Unseelie:** Unseelie gandharvasar know the following spells: *dispel*, *fatigue*, *fear*, *lower trait* (no boost), *nightmare*, *puppet*, *slumber*.
- * **Size -1:** Gandharvasar are the same size as human children.

KELPIE

The name kelpie literally means "water horse." These Unseelie fey live at the bottom of bodies of rivers, lakes, and even the sea. They appear as extremely fine riding horses, or more rarely as mules, their true nature only being discernible through *detect arcana*. Kelpies happily allow people to mount them. Once mounted, they act as normal horses, at least until they spy a body of water.

Without warning the creature's skin becomes extremely sticky and it bolts for the water. Unless the rider can pull himself free, his fate is to be dragged underwater and drowned. Kelpies devour their victims except for the liver, which they cannot stomach.

Kelpie is the Tuomi name for these creatures. Among the Saxa they are called nykur (not to be confused with nykr), while to the Anari they are nix.

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

Skills: Fighting d4, Notice d8, Stealth d6

Pace: 10; **Parry:** 4; **Toughness:** 8

Treasure: Worthwhile (in lair)

Special Abilities:

- * **Aquatic:** Pace 6.
- * **Bite:** Str+d6.
- * **Fleet Footed:** Kelpies roll a d10 when running instead of a d6.
- * **Kick:** Str.
- * **Size +2:** Kelpies weigh between 800 and 1000 pounds.
- * **Sticky Skin:** When a kelpie spies a deep river, lake, or the sea its skin becomes extremely sticky. This counts as an automatic grapple. Victims may only use their Strength to escape its hold. This is opposed by the kelpie's Strength. It has a d6 Wild Die for this purpose only.

LIKHO

This Unseelie fey has the form of a skinny, one-eyed

crone. Her good eye is bloodshot and ringed with black lines. Before the God War they served the Norns, but refused to partake in the titanic conflict and so were cursed to join the fey. To ensure they could not use their knowledge of the Norns' loom, the goddesses plucked out one of their eyes.

It is widely known that likhoi (plural form) love to gamble with mortals, having deluded themselves into believing they still have foresight enough to predict the outcome of games. Such is their confidence in their abilities they always wager high stakes, and not just coin—skalds sing of heroes of old who won secret information and, more rarely, relics on games of chance, though they played for equally high stakes. As a result, they are notoriously bad losers, accusing those who "rob them" of manipulating fate, and afflicting them with misery and misfortune.

If a likho wins a gambling game, it instantly vanishes into the fey realm, taking its winnings with it. Woe befalls those who wager their soul or servitude against a likho!

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

Skills: Gambling d10, Notice d8, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Eye

Treasure: Worthwhile (hidden nearby)

Special Abilities:

- * **Astute Gambler:** A likho rolls a d6 Wild Die with Gambling.
- * **Bad Loser:** A likho who loses at gambling curses the winner. The victim must make a Spirit roll at -2 or suffer the effects of *jinx* for the next 24 hours. Use the creature's Spirit die as its arcane skill for *dispel* purposes. If a participant is caught cheating, the curse is resisted at -4 and the effect lasts for an entire week. Only one curse can be attempted per opponent per game.

NULES-MURT

Nules-murts are Unseelie woodland fey. They are human in appearance, save they have only a single eye in the center of their forehead. Like spriggans, they are capable of altering their size to truly gigantic proportions. Followers of Bolverk before the God War, nules-murts steal cattle from nearby farms, hiding them in glades deep within their forest homes. Wise farmers pay a tribute of gold and silver to keep the local nules-murt from raiding their herds, all adding to the fey's tremendous wealth.

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

Skills: Fighting d6, Notice d8, Spellcasting d8, Stealth d6, Survival d8

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Treasure: Two Treasure Troves in lair

Special Abilities:

- * **Forest Born:** Nules-murts suffer no penalties for difficult ground in forests.

- * **Growth:** Each round, a nules-murt can grow +1 Size, gaining +1 Toughness and one die in Strength (or +1 point over d12) as a free action. When it reaches Size +4, it is Large. At Size +8 (it's maximum Size), it is Huge. Attackers gain +2 to attack rolls against the fey when it is Large and +4 when it is Huge. A nules-murt may voluntarily shrink one Size point per round, losing its Toughness and Strength benefits as applicable.
- * **One Eye:** -2 to any Trait rolls that require depth perception, such as Shooting or Throwing.
- * **Powers:** Nules-murts know the following spells: *beast friend* (cattle only), *barrier*, *entangle*, *farsight*, *invisibility*, *speed*, *summon beast* (cattle only).

POLEVIK

Poleviks are short, ugly, well-muscled fey. Their eyes are different colors, they have grass instead of hair, and they dress in either entirely white or totally black clothes, depending on which court they serve. Those who dress in white (Seelie) are active only in daylight, crawling from their burrows at dawn, while their black-clad Unseelie kin awaken at dusk.

They haunt cultivated lands, living in deep, dark burrows at the edge of fields. Formerly servants of Eostre Plantmother, they punish lazy or drunken farmhands. Unseelie poleviks strangle their chosen foe, while Seelie versions merely crush the life from them by breaking their ribs. If appeased with offerings of eggs on a regular basis, they may help gather the harvest.

Female poleviks are known as poludnitsas. They delight in causing children to become lost in grain fields. If the child has damaged a crop field, the poludnitsas may strangle the child as a warning to others.

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

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

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Treasure: Meager

Special Abilities:

- * **Grapple:** Poleviks have +2 to make grapple rolls. Once a grapple is made, they always inflict damage on subsequent rounds.
- * **Size -1:** Poleviks are 4' tall.

VODNIK

Vodnici (vodnik is the singular) are another species of aquatic fey, though they live only in fresh water. They appear much like men, though they have gills, webbed-hands, and green skin and hair. Their attire matches the local culture, though their footwear is always soaking wet. Vodnici are capable of surviving out of water for several hours. Usually they do not venture far from the bank, where they sit and smoke their long pipes.

Although members of the Seelie court, vodnici are easily angered by those who interrupt their smoking, pollute the water, or interfere with it in some way (such

as erecting a dam). They vent their frustration and anger by destroying dams, wrecking mills, flooding fields, and drowning people and animals. Fortunately, they can be placated with generous gifts of strong alcohol and pouches of pipeleaf.

Those who make a living from the water leave offerings on the banks, hoping the local vodnici will be too busy drinking and smoking to bother them. On rare occasions, a vodnik might use its magic to help a fisherman or passing barge captain. Clerics of Neorthe are usually on good terms with the local vodnici.

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

Skills: Boating d8, Fighting d6, Notice d8, Spellcasting d10, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: Pipe, waterproof pouch of pipeleaf

Treasure: Worthwhile

Special Abilities:

- * **Aquatic:** Pace 6.
- * **Dehydration:** Vodnici must immerse themselves in fresh water at least one hour out of every four. Those who do not are automatically Fatigued until they are Incapacitated. On the next failed roll, they perish.
- * **Immunity:** Immune to spells with a water trapping.
- * **Powers:** Vodnici knows the following powers: *beast friend* (fish), *blast* (deluge of water), *bolt* (jets of water), *bridge* (only works on water—solidifies the surface), *elemental manipulation* (water only), *hamper movement* (localized flood), *knockdown* (mini-tsunami), *mend*, *storm* (heavy rain), *summon elemental* (water only).



FEY NOBLE

LOUHI, THE WITCH OF THE WIND

Louhi rules the vast arm of the Great Forest that lies to the east and south of the Shadowvale. She appears as a crone of indeterminate, but obviously advanced, years. Her hair and clothes are constantly blown by a wind that surrounds her, and wind continually blows through the wide gap in her front teeth. A member of the Unseelie court, she is a malevolent creature. She can switch between air and electricity trappings at will for her spells.

She lives in a three-sided mill (the Sampo) that can produce grain, salt, honey, and even coins, depending on Louhi's wishes. According to many legends, Louhi stole the mill from Thunor. A devious creature, she placed her new prize in the mortal realm rather than the fey realm. Desiring his fabulous magical mill returned but unable to enter the mortal world by the Compact, Thunor gave the task to one of his mortal servants, Väinämöinen, the great Finnar ancestor hero. Alas, Väinämöinen became distracted by Louhi's beautiful daughter, and forgot his quest. Untold millennia have passed, but Thunor still seeks the return of his mill.

Attributes: Agility d10, Smarts d12, Spirit d10, Strength

HELLFROST: RASSILON EXPANSION II

d6, Vigor d10

Skills: Fighting d6, Intimidation d12, Notice d10, Persuasion d8, Spellcasting d12+1, Streetwise d8, Taunt d8
Charisma: +2; **Pace:** 8; **Parry:** 5; **Toughness:** 7

Hindrances: God Cursed (Thunor), Greedy (Major), Vengeful (Major)

Edges: Command, Fleet Footed, Harder to Kill, Improved Level Headed, Noble, Strong Willed

Treasure: Treasure Trove on person (jewelry), three Treasure Troves in lair

Special Abilities:

- * **All Knowing:** Within her forest domain, the Witch of the Wind sees and hears all that occurs.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Forest Born:** Suffers no penalties for difficult ground in forests.
- * **Immunity (Air & Electricity):** Immune to spells with an air or electricity trapping, except those cast by clerics of Thunor.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on trait rolls to resist opposed powers. Spells she casts on herself are unaffected.
- * **Permanent Powers:** The following powers are innate and permanently active—*deflection* (cast with a raise) and *speak language*. These do not count as Maintained spells.
- * **Powers:** *Aura, barrier, beast friend* (birds only), *bolt, fly, hamper movement, knockdown, speed, storm* (rain or blizzard), *summon beast* (birds only), *summon elemental* (air related only), *voice on the wind, whirlwind*. Louhi can cast one spell per round as a free action, rolls a d10 Wild Die with Spellcasting, and can Maintain a number of spells equal to her Smarts die.

FIRBOLG

According to one myth, firbolgs were the original inhabitants of the fey realm, but were ousted in a violent coup when the fey were banished from the heavens. They fled to the world of mortals, seeking refuge in the dark forests. But the Norns had decreed they should not rest there either, for they were forced to abandon their homes yet again when the elves were exiled from the fey lands for the sin of being enamored of the mortal world.

Firbolgs have the general appearance of Saxa, but are much taller. Reclusive, they dwell in steads located in forests where the elves never settled or have been cleared out and in remote mountains. They form only small communities, the population rarely going above a dozen individuals. Typically these represent two or three families. Masters of metalworking, they craft fine armor and weapons, though they do not trade except in rare circumstances.

A declining race, they prefer to avoid contact with the outside world. They remain well-mannered and honorable, though, offering hospitality to all civilized races save the elves, for whom their hatred still runs deep.

Much of their time is spent quietly farming, herding, and warring against the local fey, who they revile as much as they do the elves.

Druidism is their preferred form of magic, though a few are skilled earth elementalists. Favored deities are Eostre (both aspects), Kenaz, and Ullr.

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

Skills: Fighting d8, Intimidation d6, Knowledge (Fey) d6, Notice d6, Stealth d6, Survival d8, Throwing d8

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

Gear: Chain hauberk (+2), medium shield (+1 Parry), battle axe or long sword (Str+d8), throwing axes (Range: 3/6/12, Damage: Str+d6)

Treasure: Worthwhile

Special Abilities

- * **Size +2:** Firbolg average around 8' tall.

FOE HOUND

Foe hound is not the name of a breed of dog, but a generic term applied to large war dogs trained to hunt and fight specific creatures. Regardless of its actual breed, a foe hound is referred to by the name of the creatures it hunts. Thus, there are orc hounds, troll hounds, corpse hounds (hunt undead), and even dragon hounds and giant hounds. Most are equivalent to a great dane in size and a pit bull in temperament.

Foe hounds cost 500 gs and have an Availability of Special. (The chain barding included in the stat block costs extra—foe hounds are an expensive investment, so those owned by NPCs are usually well armored.) They are found for sale mainly in areas plagued by the creatures they are trained to hunt, and are most often sold by temples, though private trainers are not unknown. For instance, the cult of Scaetha trains corpse hounds at its temples circling the Withered Lands and in Seithrby, in the Battlelands giant hounds are commonplace in the temple of Goðjaðarr, Hearth Knights train goblin hounds and orc hounds at Hellfrost Keep, and the animal trainers of war-torn Vestmark specialize in orc hounds.

A character can have a regular war dog trained to be a foe hound. It retains the standard war dog stats but adds the Favored Foe ability below. Training costs 250 gs and takes 1d4+1 months.

GMs may wish to limit foe hounds to very specific creatures rather than a blanket category. For instance, frost giants rather than all giants. They may also allow for more unusual quarry, such as engros or mages. It is also possible certain orc tribes may have trained wolves, and perhaps even dire wolves, to have a similar hunting prowess.

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

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

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

Gear: Chain barding (+2)

Treasure: None

Special Abilities:

- * **Bite:** Str+d4.
- * **Favored Foe:** Pick one type of creature, such as orcs, giants, golems, undead, or demons. The hound has +1 Parry and rolls a d6 Wild Die when using Spirit or Tracking against its favored foe. A foe hound can only ever have one favored foe.
- * **Fleet Footed:** Foe hounds roll a d10 when running instead of a d6.
- * **Go for the Throat:** Foe hounds are trained to go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.

FROST DWARF

HUSCARL OF HAMMERHAND

Loyal to Thegn Rungar Hammerhand of Karan Marn and avowed to slay orcs wherever they find them, the Huscarls are elite warriors with a fearsome reputation. They have become specialists in warhammers and thrown weapons, forgoing all other weapons in their pursuit of excellence.

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

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

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

Hindrances: Favored Foe (Orcs), Insular, Loyal, Orders, Slow, Vow (Minor: Destroy orcs)

Edges: Combat Reflexes, Frenzy, Huscarl of Hammerhand, Tough

Gear: Chain mail (+2), pot helm (+3), warhammer (Range: 2/4/8, Damage: Str+d6), medium shield (+1 Parry), four throwing axes (Range: 3/6/12, Damage: Str+d6)

Treasure: Meager

Special Abilities:

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

RUNE MAGES, ALTERNATE

Although rune mages are lower than clerics on the social ladder, dwarves honor few deities on a regular basis. While other races prefer clerics to perform certain duties, among frost dwarves many of these posts are held by specialist rune mages. Use the base stat block below, and add in modifiers depending on the rune mage's specialty.

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

Skills: Climbing d6, Fighting d6, Knowledge (Arcana) d8, Notice d6

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

Hindrances: Insular, Loyal, Slow

Edges: Arcane Background (Rune Magic), Concentration, Focus, Tough

Gear: Chain shirt (+2), pot helm (+3), medium shield (+1 Parry), axe (Str+d6).

Treasure: Meager.

Special Abilities:

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



HELLFROST: RASSILON EXPANSION II

Advisor/Investigator/Merchant: Charm-Runes d8, Investigation d8, Persuasion d6, Secret-Runes d6, Streetwise d6, Tongue-Runes d8; Runes: *charm-rune*, *secret-rune*, *tongue-rune*.

Defender: Armor-Runes d8, Shield-Runes d10; Runes: *armor-rune*, *shield-rune*; large shield (+2 Parry), Parry 7.

Healer: Healing d8, Healing-Runes d8; Runes: *healing-rune*.

Scout: Glow-Runes d8, Survival d6, Tracking d6, Travel-Runes d8; Runes: *glow-rune*, *travel-rune*.

Sniper: Arrow-Runes d8, Secret-Runes d6, Shooting d8, Stealth d8; Runes: *arrow-rune*, *secret-rune*; crossbow (Range: 15/30/60, Damage: 2d6, AP 2).

Spell-Blocker: Blessing-Runes d6, Dispel-Runes d10, Knowledge (Religion) d6; Runes: *blessing-rune*, *dispel-rune*.

FROSTREAYER



PRIEST

Frostreaver war bands worship both Dargar and Thrym in equal regard. Most have a cleric of each deity. Unlike in many other cultures, clerics are not leaders; they are merely gifted individuals. The base stats remain the same for either variant, with only the spells varying. Frostreaver clerics favor combat, and thus are typically paladins.

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

Skills: Boating d6, Faith d8, Fighting d8, Intimidation d10, Notice d4, Riding d6, Survival d8

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (1)

Hindrances: Bloodthirsty

Edges: Combat Reflexes, Frenzy, Snow Walker, Strong Willed

Gear: Leather armor and furs (+1), medium shield (+1 Parry), battle axe (Str+d8)

Treasure: Worthwhile

Special Abilities:

- * **Berserk:** Frostreavers can force themselves to go berserk with a successful Spirit roll as an action. Otherwise this acts as the Berserk Edge.
- * **Powers (Dargar):** *Armor*, *battle song*, *champion of the faith*, *gift of battle*, *smite*, *warrior's gift*.
- * **Power (Thrym):** *Aura*, *champion of the faith*, *deflection*, *entangle*, *obscure*, *sphere of might*, *storm*.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold, coldfire, or ice attacks.

STORMCALLER

Frostreaver stormcallers possess the ability to control the savage arctic winds. They are not clerics, nor is their magic akin to any known art. Rather, they seem to have an innate ability to tap into the raw essence of the Hellfrost. These spells are subject to the Siphoning and must be Maintained as normal.

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

Skills: Fighting d8, Intimidation d10, Notice d4, Spellcasting d8, Survival d8

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (1)

Hindrances: Bloodthirsty

Edges: Combat Reflexes, Frenzy, Snow Walker, Strong Willed

Gear: Leather armor and furs (+1), medium shield (+1 Parry), battle axe (Str+d8)

Treasure: Worthwhile

Special Abilities:

- * **Berserk:** Frostreavers can force themselves to go berserk with a successful Spirit roll as an action. Otherwise this acts as the Berserk Edge.
- * **Hellfrost Essence:** If a stormcaller scores a raise while casting *knockdown*, *miniature blizzard*, *storm*, or *whirlwind*, the frostreaver has drawn the Hellfrost wind into his magic. All those in or who enter the spells area of effect are subjected to the Hellfrost wind based on the current region. If a character leaves the spell's area of effect and reenters later, he must make another Spirit roll.
- * **Powers:** Stormcallers know the following powers, all with a cold trapping: *deflection* (blizzard), *knockdown* (gale force wind), *miniature blizzard**, *storm* (blizzard), *whirlwind*.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold, coldfire, or ice attacks.
- * *Combines the effects of hamper movement and obscure in a single spell. The size of the template is always based on the hamper movement spell.*

FUNGAL

WARDEN

Wardens are the guardians of the great fungus-growing caverns the race calls home, the nearest thing fungals have to soldiers. They are aggressive defenders, and are thus produced only in communities subjected to frequent attack. Not every fungal colony has wardens, and they are never found above ground except in the most desperate circumstances.

Wardens appear similar to regular fungals, except for their caps, which are always a shade of red, nature's warning sign, and instantly recognizable as such even to non-sentient creatures. They produce nothing, and so rank below workers.

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

Skills: Fighting d8, Notice d8, Stealth d8

Pace: 5; **Parry:** 6; **Toughness:** 9 (3)

Gear: Fibrous corselet (+3), sickle-staff (Str+d4, Reach 1, 2-hands).

Special Abilities:

- * **Plant:** +2 to recover from Shaken. No effect from Called Shots. Immune to piercing attacks.

- * **Spores:** Twice a day, a warden can release a cloud of spores in a Medium Burst Template centered on the fungal. The template remains in place until the fungal's next action. Any creature in or who enters the template must make a Vigor roll at -2 or be affected. (A victim caught in multiple clouds must roll for each one separately.) Each template contains only one type of spore. GMs can either pick an entry from the table below or roll a d4. All fungals are immune to these spores.
- * **Sweep:** Makes a single Fighting roll at -2 against all adjacent creatures.

WARDEN SPORES

- | | |
|----|---|
| d4 | Spore |
| 1 | Paralysis: The victim is paralyzed for 2d6 rounds, during which time he can take no actions. |
| 2 | Choking: Victims are Shaken for 1d6 rounds. This does not count as a physical attack. |
| 3 | Blinding: The victim is blinded. He has -6 to all Trait rolls involving sight, and his Parry drops to 2. He may make an Agility roll each round with no penalty to rub the spores free of his eyes. This counts as an action. With success, the spores are removed but it consumes the entire round. With a raise, the hero regains his sight and may act as normal. |
| 4 | Pacifism: The victim cannot make any attacks for the next 1d6 rounds. He can defend himself normally, however. |

FUNGAL HULK

Fungal hulks are tall, anthropomorphic creatures made of fungus. Their origins are mysterious. Some sages claim they are bizarre golems created either by mad wizards in ages past or some unknown subterranean race (the moðsognar are ideal candidates). Others say they are a natural race, distant cousins of fungals, while a small minority holds they are a variant species of fungal.

Whatever their origins, fungal hulks have been seen serving fungal colonies. They fill a role similar to that of wardens. Some have been encountered far from any colonies, something rarely encountered in true fungals.

A fungal hulk's left arm ends not in a hand, but in a 3-foot wide circular mushroom cap. Several inches thick and as hard as wood, the hulk uses it to parry blows in the same way other races use a shield. Its right arm ends in a bulbous lump of rock-hard fungus.

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

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 9

Special Abilities:

- * **Left Hand:** Acts as a medium shield (+1 Parry).
- * **Plant:** +2 to recover from Shaken. No effect from

OTHER FUNGAL SPORES

The spores listed in the fungal entries are the most common, but not the only ones. GMs may replace existing spores with any of the following.

- * **Bowel Loosening:** Victims are Shaken for 1d6 rounds as their digestive tract empties. This does not count as a physical attack. Victims suffer a -2 Charisma penalty until they clean up the mess.
- * **Disease:** The fungus begins to grow beneath the victim's skin. Each week after exposure, the victim must make a Vigor roll at -2 or gain a level of Fatigue. This can lead to Death. A successful roll halts the infection. Antibiotics can be used to treat the infection. Fatigue levels recover at the rate of one per day after the infection ends.
- * **Hallucinogenic:** Victims suffer vivid and horrific hallucinations. Those caught in the template must roll Spirit rather than Vigor. On a failure, they must roll on the Fear Table. A critical failure means the Fear Table roll is made at +2.
- * **Inebriation:** Victims become intoxicated for one hour. Agility, Smarts, and all related skill rolls suffer a -1 penalty, but Toughness increases by 1. Additional failures increase the duration, but not the modifiers. A dose of sobriety herbal brew (see Hellfrost Expansion) negates the spores' effect.
- * **Mildly Irritating:** Different varieties may produce itching, sneezing, watery eyes, chronic flatulence, or other similar effects. Victims are Shaken. This does not count as a physical attack.
- * **Nauseating:** Victims are Fatigued for the next hour. Cumulative exposures increase the duration by one hour, but do not increase the Fatigue level.
- * **Sticky:** These spores quickly harden. Characters must make Agility rather than Vigor rolls. On a failure, the victim has a -2 penalty to Strength and Agility rolls, as well as skills linked to them. Pace is halved. On a critical failure, the penalty increases to -4 and Pace is reduced to 1. The effects of the spores last for one minute (10 rounds). Dowsing the victim in a gallon of wine or vinegar weakens the bond, freeing the victim.
- * **Stinking:** Victims are -1 to all Trait rolls due to the overpowering stench for the next hour. Dowsing the victim in a gallon of water removes the odor.
- * **Toxic:** Victims suffer an automatic wound.

HELLFROST: RASSILON EXPANSION II

Called Shots. Immune to piercing attacks.

- * **Size +2:** A fungal hulk is 10' tall.
- * **Slam:** Str+d6.

GIANT, CLIFF



CLERIC OF BALOR

Balor is a monstrous, one-eyed god. He was outcast from the heavens for daring to create life without the blessing of his peers. His children are reflections of his cruel nature and lack of artistic vision. His symbol is a red circle or disc, representing his one bulbous eye. He hates the other races, something he has instilled into his fell brood.

Clerics of Balor are rare among cliff giants (most are found among formorians). Where they exist they are usually part of a tribe adopted by orcs. Through intimidation and judicious use of miracles they bully the orcs into serving Balor, fuelling their hatred of other races by promising them plentiful man-flesh. As an act of devotion, and because cliff giants are notoriously stupid, clerics gouge out one of their eyes.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d10

Skills: Climbing d10, Faith d6, Fighting d8, Notice d6, Swimming d8, Throwing d6, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 10

Hindrances: One Eye

Edges: Command

Gear: Club (Str+d6), thrown boulder (Range: 5/10/20; Damage: Str+d10).

Treasure: Meager, in lair.

Special Abilities:

- * **Berserk:** As well as going berserk when Shaken or wounded, cliff giants go berserk if they are victims of a successful Smarts Trick.
- * **Clueless:** -2 to Common Knowledge rolls.
- * **Fearless:** Cliff giants are too stupid to be Intimidated or subjected to Fear.
- * **Improved Sweep:** Cliff giants can attack all adjacent foes at no penalty.
- * **Powers:** *Bolt* (heat ray), *confusion*, *farsight*, *fear*, *panic* (no *bless*).
- * **Size +3:** Cliff giants average 12' in height.



EARTH ELEMENTALIST

Cliff giants have little aptitude for magic, but once every few generations a specimen is born with just enough intelligence to master rudimentary earth elementalism. These rare individuals are usually found leading a tribe, not because they are smarter than the average cliff giant, but because the others are in awe of their powers.

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

Skills: Elementalism d6, Fighting d8, Intimidation d8,

Notice d6, Stealth d6, Tracking d6

Charisma: -2; **Pace:** 8; **Parry:** 5; **Toughness:** 11 (1)

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

Treasure: Meager.

Special Abilities:

- * **Clueless:** -2 to Common Knowledge rolls.
- * **Fearless:** Cliff giants are too stupid to be Intimidated or subjected to Fear.
- * **Improved Sweep:** Cliff giants can attack all adjacent foes at no penalty.
- * **Powers:** *Armor* (stony skin), *bolt* (small boulders), *knockdown* (hail of stone)
- * **Size +3:** Cliff giants average 12' in height.

GIANT, KALEVANPOEG

Found only in the remotest parts of the Winterlands, kalevanpojat (plural form) are the rarest of the giants. The name is of Finnar origin and translates as "sons of Kaleva," a reference to the supposed first giant to walk the earth as told in Finnar myths.

According to skalds, Kaleva lived peacefully for many centuries, quietly going about his business without harming a soul. Eostre Plantmother, meanwhile, had taken a shine to the new creatures known as humans. Until this point in history they were hunters and gatherers, but Eostre taught them the secret of agriculture. Kaleva's lands were especially good for crops. Seeking to plant their crops in the fertile soil, the humans attacked the giant and his family, driving them into the wilderness.

According to one ancient poem, those human farmers who drove Kaleva away were the Finnar's distant ancestors. The giant, so the tale continues, returned and cursed them, eradicating all knowledge of farming from their minds. Without agriculture to support a growing society, the farmers were forced to become nomadic herders.

A little known poem tells a different story. It claims that Kaleva helped the first humans, pulling their plows and seeding the fields. But he was corrupted by Vali and began laying waste to the farmland. His banishment to the wastes was not an act of aggression, but legal outlawing for his crimes.

Kalevanpojat are largely peaceful creatures. They live in crude wooden houses and survive by hunting and gathering. They have never forgotten how they were treated in the past, though, and retain an intense hatred toward farmers and the cult of Eostre Plantmother.

Whenever a giant sets up a new home, the first thing it does is curse the land. Anyone save a fellow kalevanpoeg who attempts to farm the land finds the ground becomes boggy or is littered with stones. No matter how fast the stones are cleared, more are found the next morning. Generally, the area of this effect extends 10-20 miles in diameter around the giant's stead.

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

d12+1, Vigor d10

Skills: Fighting d8, Notice d6, Survival d8, Throwing d8

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

Gear: Large battle axe (Str+d10)

Special Abilities:

- * **Improved Sweep:** Kalevanpoeg can attack all adjacent foes at no penalty.
- * **Large:** Attackers are +2 to attack rolls due to the creature's size.
- * **Size +4:** A kalevanpoeg stands 15' tall.

GIANT, FROST

Frost giants are fanatical followers of Thrym. While most priests honor the Father of Winter directly, a small percentage favor associated minor gods. To create a cleric of Thrym's celestial allies use the stat block for a Hrimwisard as the baseline. Swap Hrimwisardry d10 for Faith d8, add Knowledge (Religion) d6, drop the Hrimwisardry special ability, and add any changes indicated below.

LANGBARÐR

Clerics of the god of glaciers are most often employed as bodyguards to important priests and frost giants, shielding their charge from harm without regard for their own safety.

Pace: 8; **Parry:** 7; **Toughness:** 13 (2)

Gear: Chain shirt (+2), large shield (+2 Parry), great axe (Str+d10, -1 Parry, AP 1, carried in one hand)

Special Abilities:

- * **Shieldwall:** One frost giant adjacent to the cleric gains the benefits of the cleric's large shield (+2 Parry).
- * **Spells:** *Armor* (sheathe of ice), *barrier* (wall of ice), *boost/lower trait* (Spirit, Strength, and Vigor only), *knockdown* (glacier), *summon elemental* (glacier only), *weapon immunity*.
- * **Take the Hit:** Once per round, the cleric may intercept a blow intended for his master. This is declared after the attack is rolled but before damage. Damage from the blow is inflicted on the cleric instead.
- * **Vengeful:** If a frost giant jarl, hrimwisard, or cleric of Thrym within 5" of him is Shaken or wounded, the cleric of Langbarðr may make a single Fighting roll against one opponent within Reach as a free action. It may do this even if it has acted in the round.

NORDRI

Clerics of the god of the north wind are charged with bringing about the Fimbulvint by summoning blizzards and icy winds.

- * **Spells:** *Deflection* (blizzard), *fear* (Hellfrost wind), *knockdown* (gust of wind), *storm* (blizzard only), *summon elemental* (blizzard only), *voice on the wind*, *zephyr* (icy wind).

TOADS AND FROGS

One aspect of bufomi culture little witnessed by observers is their use of small amphibians. Warriors have been found to be carrying species of toad and frog in small sacks. These are usually dismissed as either pets (a foreign notion to bufomi) or snacks. In fact, bufomi lick or ingest these creatures to induce certain physical and mental states. In all the examples below, licking a toad takes one action and an individual toad may be licked only once per day.

Great Warty Toad: A large, brown, warty specimen, found mainly in the Great Swamp, the warty toad's secretions produce feeling of euphoria. Humans involved in the narcotics trade pay good money for live specimens. Licking a warty toad acts as a courage healing brew (see *Rassilon Expansion*).

Red-spotted Toad: Common to Gnatmarsh, the red-spotted toad (also known as blood toads or Dargar's toads) is known to be toxic. Its secretions produce a raging fever if they enter the body. Bufomi, however, react very differently. By licking a red-spotted toad, bufomi suffer a temporary madness akin to berserker frenzy. Bufomi licking this specimen suffer the effects of a berserk herbal brew. Other races must make a Vigor roll (-2) or suffer a level of Fatigue for 24 hours.

Rigr's Toad: So named because they are active at night (and thus never appear to sleep) and because of their useful secretion. Licking one provides the benefits of a stimulant I brew.

Wretch Toad: Bright green with yellow spots, the secretions of this amphibian are a defense mechanism against predators. When ingested, the mucus acts as a purgative herbal brew.

GIANT ANIMAL

DRAGON TOAD

Giant dragon toads are named for their fearless, aggressive nature. Opportunist hunters, they will attack prey much larger than themselves. Unlike other giant toads, they have powerful jaws and sharp teeth.

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

Skills: Fighting d8, Notice d6, Stealth d6

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

Treasure: None

Special Abilities:

- * **Bite:** Str+d8.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Frenzy:** A giant dragon toad may make two Fighting attacks each round, both with a -2 penalty.
- * **Semi-Aquatic:** Giant toads can hold their breath for 10 minutes.

HELLFROST: RASSILON EXPANSION II

* **Size +2:** Giant dragon toads weigh 500 pounds.

SPIT TOAD

Giant spit toads are considerably smaller than normal giant toads. They lack the vast jaws and long tongue of regular giant toads. They hunt by spitting toxic sticky saliva at prey. The saliva hardens quickly, trapping the unfortunate victim. Unless they free themselves quickly, spat on prey rapidly succumb to the paralyzing venom.

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

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

Pace: 6; **Parry:** 5; **Toughness:** 7

Treasure: None

Special Abilities:

* **Bite:** Str+d6.

* **Poison (+0):** The spit toad's saliva contains a neurotoxin that slowly paralyzes its prey. At the start of his turn, before he takes any action, a victim coated in saliva must make a Vigor roll or suffer a level of Fatigue. This can lead to Death. One level of Fatigue is recovered every 10 minutes once free of the spit.

* **Semi-Aquatic:** Giant toads can hold their breath for 10 minutes.

* **Size +1:** Giant spit toads weigh 300 pounds.

* **Spit:** Spit toads launch balls of sticky saliva. This requires a Shooting roll and has Range 3/6/12. With success, targets of Size +1 or smaller are coated in the slime, which hardens rapidly. Targets suffer a -2 pen-

alty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength. Each following round, the target may make a Strength or Agility roll at -2 to break free. Other characters may also attempt to free the saliva-coated person by making a Strength roll at -2.

GOBLIN, ICE

RIPPER

Not even ice goblins, denizens of the frozen realms, are immune to the Hellfrost wind. Those who succumb to the madness become rippers, frenzied warriors armed with thick leather gloves from which sprout long claws of razor sharp bone.

Caring nothing for their own safety, these fanatics hurl themselves at foes, slashing wildly and without pity. Hearth Knights report these dangerous slashing machines worship a god known as Hrami, an aspect of Dargar whose name translates as "Flesh Ripper." The other races know Hrami as Hildolfr, god of berserkers (see *Region Guide #7*).

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

Skills: Climbing d8, Fighting d6, Notice d6

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

Gear: Bone claws (Str+d6).

Treasure: None

Special Abilities:

* **Fearless:** Immune to fear and Intimidation.

* **Frenzied Warrior:** Rippers have the Ambidextrous, Improved Frenzy, and Two Fisted Edges.

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

* **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).

* **Size -1:** Goblins stand 3-4' tall.

* **Warm Blooded:** +2 to Vigor rolls to resist the effect of cold.

GOLEM

Until the destructive Golem War ravaged the continent, golems were used across lands once held by the Anari as near-mindless slaves, automations programmed to follow orders without question. Today, golems are virtually unknown, bogeymen used to scare children and adults alike. This section lists many golems that either existed in few numbers or were mere rumors.



Note that any golem can be a Wild Card. Due to the huge expense and complexity involved in their creation, not to mention most being destroyed in the Uprising, they are extremely rare (and powerful) creatures.

ARTILLERY, BALLISTA

Artillery golems are shaped like siege engines, typically either ballistas or trebuchets. Rather than moving on legs, they trundle around on four sturdy wheels. Early models required separate loaders, their advantage over regular artillery being mobility and the ability to select their own targets, make adjustments for wind, and so on. Later, improvements in golem lore allowed the constructs to reload themselves. However, external loaders are still required when the golems have exhausted their ammunition supply.

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

Skills: Notice d6, Shooting d8

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

Treasure: None

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage causing arcane powers and +2 on Trait rolls to resist opposed powers.
- * **Armor +2:** Made from hardwood.
- * **Artillery Piece:** Range: 25/50/100, Damage: 3d6, AP 3; 1 action to reload. Carries ten reloads.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Size +1:** Artillery golems are similar in size to regular ballistas, but include a sturdy frame.

ARTILLERY, TREBUCHET

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

Skills: Notice d6, Shooting d8

Pace: 4; **Parry:** 2; **Toughness:** 15 (4)

Treasure: None

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage causing arcane powers and +2 on Trait rolls to resist opposed powers.
- * **Armor +4:** Made from reinforced hardwood.
- * **Artillery Piece:** Range: 24/48/96 (minimum range 12"), Damage: 3d6, AP 4, Heavy Weapon, fills a Small Burst Template; 2 actions to reload. Carries five reloads. Cannot fire during any round it moves.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Large:** Attackers are +2 to attack rolls due to the golem's size.
- * **Size +4:** These artillery golems are similar in size to

small mammoths.

- * **Very Slow:** Trebuchet golems cannot run.

CHALK

Constructed of chalk paste and dust around a humanoid wire frame, chalk golems were time-consuming to create. They were primarily used in a defensive roll, their ability to shed their upper layer into a dense cloud of chalk dust providing cover for escaping mages. More rarely, they served to cover the advance of other troops.

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

Skills: Fighting d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 8

Treasure: None

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage causing arcane powers and +2 on Trait rolls to resist opposed powers, except those with a water trapping.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Death Cloud:** When a chalk golem is slain, it explodes in a choking cloud equivalent to a Medium Burst Template. All air-breathing creatures within the template must make a Vigor roll or be Shaken.
- * **Dust Cloud:** A chalk golem can generate a dense cloud of chalk dust as an action. The cloud fills a Medium Burst Template placed touching the golem. Except for chalk golems, all Notice rolls and attacks made into, out of, or through the cloud suffer a -4 penalty. The cloud lasts for 3 rounds, after which time it is absorbed back into the golem. A chalk golem may only have one cloud in play at any time.
- * **Easy to Track:** Characters receive +2 to Tracking rolls when tracking a chalk golem.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Size +1:** Chalk golems are 10' tall but weigh only 200 pounds.
- * **Slam:** Str+d4.
- * **Susceptibility (Water):** Chalk golems suffer +4 damage from spells with a water trapping. A chalk golem forced into water deeper than 1 foot begins to dissolve, suffering 2d6 damage per round.

DEFENDER

Constructed to serve as bodyguards, defender golems were invaluable protectors for those with long lists of enemies. During the Golem Uprising, they proved dauntless opponents, able to swat away attacks and seek cover from missiles behind their huge shields.

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

Skills: Fighting d8, Intimidation d10, Notice d6

Pace: 6; **Parry:** 9 **Toughness:** 12 (3)

Edges: Block, Shieldwall

Treasure: None

HELLFROST: RASSILON EXPANSION II

Gear: Large Shield (+2 Parry)

Special Abilities:

- * **Armor +3:** Metal body.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on Trait rolls to resist opposed powers.
- * **Size +1:** Stands over 8' high and weigh 300 pounds.
- * **Slam:** Str+d4.
- * **Take the Hit:** A defender golem may nominate one other creature as its charge. So long as the golem is adjacent to his charge, any melee attacks made against the charge are made against the golem's Parry.

FUNGUS

Fungus golems resemble bloated humanoids with sickly white flesh and tiny black eyes. They have been encountered underground and, just once, accompanying fungals on their crop raids. It is unlikely the fungals created them, for they have displayed little understanding of complex magic. No records make mention of surface dwellers ever constructing them.

Why they never entered the Golem Uprising is another mystery. Some sages have speculated that their existence was unknown to whomever or whatever triggered the war. Others worry that their makers were simply more powerful than the other civilized races.

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

Skills: Fighting d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 9 (2)

Treasure: None

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage causing arcane powers and +2 on Trait rolls to resist opposed powers.
- * **Armor +2:** Thick, fibrous fungus.
- * **Camouflage:** Fungus golems have +4 to Stealth rolls in areas of giant mushrooms or sizeable fungus growths.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Slam:** Str+d4.
- * **Spores:** When a fungus golem is Shaken or wounded it releases a cloud of spores. All adjacent air breathing creatures must make a Vigor roll or be Shaken. This is a non-physical attack.

GLASS

The process of creating these unusual golems required sticking thousands of glass shards together to form a humanoid shape. Because of this complexity, and the cost

of glass, glass golems were always created as man-sized or slightly smaller. Their arms end in stumps onto which long slivers of razor sharp glass are glued.

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

Skills: Fighting d8, Notice d6, Stealth d8

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

Treasure: None

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage causing arcane powers and +2 on Trait rolls to resist opposed powers, except those with a sound trapping.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Death Shatter:** A slain glass golem shatters into myriad razor sharp shards filling a Medium Burst Template. All creatures in the template suffer 2d6 damage. This is an area effect attack.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Slash:** Str+d8.
- * **Susceptibility (Blunt):** Glass golems suffer +4 damage from blunt weapons, such as clubs, hammers, and maces, as well as spells with blunt trappings.
- * **Susceptibility (Sound):** Glass golems suffer +4 damage from spells with a sound trapping.

ROPE/TWINE

A rope or twine golem has a humanoid wicker core. Coils of thin rope or thick twine are then interwoven through and around the frame over and over, building up the creature's size and mass. In days of old, the nobles of the Magocracy employed rope golems to catch criminals without spilling blood.

A variant of this construct is the chain golem. It has Armor +3 (iron chains) and Size +3, giving it Toughness 13 (3). Its Strength is increased to d10, and its lash attack causes Str+d8 damage.

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

Skills: Climbing d8, Fighting d8, Notice d8, Stealth d8

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

Treasure: None

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on Trait rolls to resist opposed powers.
- * **Armor +2:** Thickly coiled rope or twine.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Entangle:** A rope golem can unwind its coils in a Cone Template. This requires a Strength roll as an action. It otherwise acts like the *entangle* spell.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Immunity (Blunt):** Rope golems take no damage from blunt weapons, such as clubs, hammers, and maces, as well as spells with blunt trappings.

- * **Lash:** Str+d4, Reach 2. If it uses a strand to grapple, it gains a +2 bonus. If a rope golem does not move, it can attack (or grapple) all adjacent creatures simultaneously. Make a single Fighting roll and compare it to the Parry of all adjacent enemies. Roll damage separately.
- * **Size +1:** Rope golems stand 7' tall but weigh over 300 pounds.

SCROLL

Scroll golems are mentioned in several archaic texts, but whether any were actually created is open to debate. Some claim they were the fanciful imaginings of deranged mages, while others claim they were used to provide mages with yet more power. By casting a spell himself and ordering his golem to do the same, a wizard could effectively double his magical firepower.

At their core is a humanoid form. Most were made of wicker, but wood and metal may have also occasionally been employed. The inner layers of a scroll golem comprised long strips of parchment, wetted and glued around the frame like bandages. On the topmost layer were inscribed potent spells. Unlike regular scrolls, these ones required the user to have a basic understanding of magic in order to draw out the magical power. Scroll golems activate the magic simply by speaking the ancient words of power on a scroll, using Spellcasting as their arcane skill.

Mundane versions of this construction are called parchment golems.

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

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

Pace: 6; **Parry:** 5; **Toughness:** 7

Treasure: None

Special Abilities:

- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing powers and +4 on Trait rolls to resist opposed powers, except those with a fire or water trapping.
- * **Scrolls:** A typical scroll golem has 1d6+1 spells left on its wrappings, each containing a spell chosen by the GM. Each spell is one-use, but they may carry duplicates. Each time a scroll golem is Shaken, one of its remaining spells, chosen at random, is destroyed. They suffer no penalties for Maintaining multiple spells.
- * **Susceptibility (Fire and Water):** Scroll golems suffer +4 damage from spells with fire or water trappings.

SOAP

Many once joked that soap golems were created by

BROKEN GOLEMS

While there are still intact golems in Rassilon, there are just as many that have suffered damage, either by the passage of time or the weapons of foes. Presented below are a number of ways in which golems can be tweaked to suit weaker or smaller parties.

- * **Cracked and Weathered:** A general deterioration that leaves the golem slower and weaker than when it was in its prime. It suffers -1 Pace, and -1 Strength and Vigor die types.
- * **Damaged Legs:** The golem might be missing an entire limb or have suffered partial loss. Both the *Lame* and *One Leg Hindrances* can be applied to simulate this loss of mobility.
- * **Missing Arm:** As above, except one of the golem's arms is affected. Give the golem the *One Arm Hindrance*.
- * **Reduced Size:** Although the golem stands just as tall as when it was built, it is missing chunks of its body, reducing its total mass. GMs can lower the golem's Vigor and/or Size, both of which lower its Toughness.

wizards with an obsession for cleanliness. A crudely carved humanoid form made of layered soap (created from lye and ash), soap golems slide rapidly on their slippery feet. In battle, they can spray a thin layer of slippery suds, hampering the movement of those moving across the suds and causing the unwary to slip.

The mud golem is a variant of this construct. It is formed of a baked clay core onto which soft, slippery mud is molded and magically held in place.

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

Skills: Fighting d6, Notice d6, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 7

Treasure: None

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on Trait rolls to resist opposed powers except for water trapping spells.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Fleet-Footed:** Soap golems roll a d10 when running.
- * **Slam:** Str+d4. If the attack roll is a raise, the golem does not inflict additional damage. Instead, the target is covered in soap. Until he spends an action scraping it off, all physical trait and skill rolls suffer a -2 penalty.
- * **Slippery:** Grapple rolls against a soap golem suffer a -2 penalty.
- * **Soap Spray:** A soap golem can spray slippery soap in a Cone Template as an action. The template remains

HELLFROST: RASSILON EXPANSION II

in play for 3 rounds. Movement through the template counts as difficult ground. Any character who runs and rolls a 1 automatically slips and falls prone in the first square of his movement under the template.

- * **Susceptibility (Water):** Soap golems suffer +4 damage from spells with a water trapping.

STEELWOOD

While many of the Anari's grand plans for steelwood bark never came to fruition, one of the emperors did manage to secretly construct a small army of wood golems shaped like Anari shock infantry and coated in a veneer of steelwood. The army was never activated, and thus played no part in the Golem Uprising. After the devastation wrought on Imperial City by the Blizzard War, the location of the army was lost.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Swimming d6

Pace: 6; **Parry:** 7; **Toughness:** 11 (4)

Gear: Long sword (Str+d8), steelwood medium shield (+1 Parry; +3 Armor vs. ranged attacks)

Treasure: None

Special Abilities:

- * **Armor +4:** Solid wood coated in steelwood.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on Trait rolls to resist opposed powers.
- * **Slam:** Str+d4.

STRAW

Straw golems were originally created as animated scarecrows, not only watching over fields but also actively chasing away birds. In some lands they were used as sentries, covertly spying on intruders while remaining absolutely stationary. Those still remaining are often home to a Small Burst Template (Toughness 5) swarm of vermin, such as mice or rats, living in their straw bodies.

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

Skills: Fighting d6, Notice d10, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 7

Gear: Scythe (Str+d8, -1 Parry, 2-hands)

Treasure: None

Special Abilities:

- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Susceptibility (Air):** Straw golems suffer +4 damage from spells with an air trapping.

- * **Swarm:** A straw golem can release its swarm as a free action. The swarm fights alongside its host and will not attack it, even if it enters the swarm's template. If the golem is slain before the swarm is released, it scatters on the host's demise.

- * **Weakness (Fire):** Straw golems suffer double damage from fire and heat spells.

WALL

Created by the Anari for use in warfare, the wall golems resembles a 3 yard wide, 4 feet high, 1 foot thick section of stone wall. It lumbers forward on four thick legs, squatting down once it reaches its destination. Its primary use was as a mobile shield for archers. A secondary function was the use of multiple wall golems to construct a redoubt, though there is no evidence such a tactic was ever used in battle. Few of these bizarre constructs remain. When they are employed, they provide a formidable barrier to attackers.

A cheaper version, the wood wall golem, was little more than several layers of planks. It has Armor +3, Toughness 10 (3). A more expensive version was given arms. It has Fighting d8, Parry 6, inflicts Str+d4 damage, and has the First Strike Edge.

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12+2, Vigor d10

Skills: Notice d6

Pace: 4; **Parry:** 2; **Toughness:** 12 (5)

Treasure: None

Special Abilities:

- * **Armor +5:** Solid stone.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Cover:** The wall golem can be used for Cover. It grants its Armor rating protection.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on Trait rolls to resist opposed powers.
- * **Shove:** Any creature caught in the golem's path must make an opposed Strength roll. With success, the progress of the wall is stopped. Otherwise, the victim is moved backward.

WEB

Much like the rope golem, the web golem has a wicker frame at its core. Miles of sticky spider web is then woven through and over its body to create the humanoid form. Many mages suspect that *beast friend* spells were used to force spiders into spinning the webs, for to weave the threads by hand would be a daunting task.

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

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

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

Treasure: None

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage-causing arcane powers and +2 on Trait rolls to resist opposed powers.
- * **Armor +2:** Dense webs.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Size +1:** Web golems stand 9' tall but weigh only 300 pounds.
- * **Slam:** Str+d4.
- * **Sticky:** If an attacker scores a natural 1 on his Fighting die, regardless of Wild Die, his weapon becomes stuck to the golem. A success on the Wild Die means it becomes stuck after inflicting damage. Freeing the weapon requires a Strength roll as an action.
- * **Susceptibility (Fire):** Takes +4 damage from fire, but not from heat.
- * **Wall Walker:** A web golem can move along any vertical or inverted surface. It moves its full Pace and can run. It need only make a Climbing roll in the most adverse circumstances
- * **Web:** The golem can spray a sticky mass of webs in a Cone Template. This requires a Spirit roll as an action. It otherwise acts like the *entangle* spell.

HAZARDS**BIND SNOW**

Fields of bind snow resemble mundane snow; their true nature becomes apparent only when one tries to traverse them. Although normal snow sticks in clumps to legs and feet, bind snow does so in greater quantities, seemingly drawn toward anything disturbing it. Perversely, the faster one moves, the stronger the attraction.

Bind snow counts as difficult terrain. For each round a character ends within bind snow, he make an Agility roll with a penalty equal to the total number of inches he moved that round (maximum penalty -6). This applies to any form of movement through or on the snow, including skiing. Heroes with Snow Walker have a +2 bonus, and those with Improved Snow Walker or who are subjected to *wilderness step* have a +4 bonus.

Failure means the character has his Pace reduced by one (minimum zero) and his running die lowered one step. A running die dropping below a d4 prevents the victim from running. When Pace reaches zero, the

character's legs are bound solid up to his waist, preventing any further movement.

The next round, creatures of Size 0 or lower have their arms pinned to their bodies as the snow climbs ever higher. For tall creatures, each point of Size above zero delays this for one round. Once a creature's arms are pinned, his head is engulfed at the end of the following round, whereupon he begins suffocating.

A character with at least one free arm can make a Strength roll as an action to brush the snow off his legs. Success removes one point of Pace penalty, two with a raise. A critical failure attracts more snow, increasing the penalty by one point.

BITING INSECTS

During the brief summer months, the larvae of tiny biting insects such as gnats and midges hatch and take to the air in great clouds. They are found near any body of non-salty water. Unlike a regular swarm, the bite of these insects is irritating and painful, but not deadly.

The GM should deal every character a card at the start of each day spent adventuring in a swarm's natural habit. A numbered Spade indicates biting gnats and midges plague him. He must make a Vigor roll or suffer a level of Fatigue from itchy bites. On a Spade face card, his Vigor roll is made at -2. Fatigue from the bites is removed after 24 hours or with the application of a single dose of antihistamine rubbed into the skin.



HELLFROST: RASSILON EXPANSION II

Because these swarms are hazards rather than monsters, use of insect repellant (p. 10) works slightly differently. A character using repellant suffers an attack only if the card value is 2–4 or an Ace of the Spade suit. Otherwise, the insects are just a buzzing annoyance.

DEAD WATER

Mariners speak with fear of dead water, areas of ocean where the wind drops to nothing and currents cease to flow. Ships are forced to make oar, crawling through the doldrums in the hope of striking wind before they die of thirst or exhaustion. A ship's daily rate in dead water is equal to one quarter its Top Speed under oars.

EARTHQUAKE

Commonly known as "Ertha's tremors," earthquakes are uncommon except in the Sunken Realm. An earthquake has nothing to do with seismic forces or tectonic activity—it is an indication Ertha, goddess of the earth, is restless, moving around her subterranean home, or excavating new chambers in her realm.

Outside and away from any objects that might collapse, the characters need only make an Agility roll to remain standing. A critical failure causes a level of Fatigue from Bumps and Bruises.

Underground, indoors, or in other areas where falling rubble is a possibility, characters must make an Agility roll or suffer 2d6 damage, 3d6 on a critical failure.

Characters who suffer a wound are buried in rubble. A single wound indicates partial burial (such as the hero's legs being pinned by stones). The character may extricate himself with a Strength roll at –2. Each attempt takes 2d10+10 minutes of work. Multiple wounds mean the character is buried deep beneath debris and cannot dig himself out. Freeing the entombed character requires a Strength roll at –4. Each attempt requires 1d3 hours of careful digging and lifting.

The excavators can reduce the time to a single hour per roll, but such frenzied activity comes with inherent risks. If the modified Strength roll is 1 or less, the rubble collapses further, inflicting 2d6 damage on the trapped character. A critical failure indicates a major collapse and causes 4d6 damage.

GEYSER

A geyser is a vent that throws out a jet of water heated by subterranean lava flows and magma chambers. Most geysers go off only sporadically. Those detailed here are intended for use in combat situations, acting as a battlefield hazard, and are thus more frequent.

A typical geyser measures 1" (2 yards) across and counts as difficult ground. Each round the heroes are in the vicinity of a geyser the draw should deal the vents an action card, keeping it secret from the players so the characters don't automatically avoid the geyser after being forewarned it is going to erupt.

The frequency a geyser erupts depends on how interesting the GM wants the experience to be. They might go off on any card (making them especially deadly), any red card, any red Jack through Ace, a deuce, and so on. Once the frequency is decided, it remains constant for the remainder of the encounter.

Geysers give a slight warning before erupting, allowing heroes on or adjacent to them an Agility roll at –2 roll to avoid the eruption. Anyone actually on the vent who fails the roll suffers 2d8 damage and is knocked prone in an adjacent square (roll a d8 to determine this). Characters adjacent to the eruption take 2d4 damage.

Eruptions remain in effect until the end of the current round. The square containing the vent is impassable during this time due to the force of the eruption. Anyone who ends their movement adjacent to an active coldfire or slushrock geyser automatically takes 2d6 damage but has no chance of catching fire. Characters adjacent to a freezing water geyser must make an Agility roll to avoid becoming encased in ice.

Coldfire or Slushrock: These geysers spew out a jet of burning coldfire or molten slushrock. Anyone caught in the blast suffers 2d10 damage and has a chance of catching fire.

Freezing: In the High Winterlands and Hellfrost, the spray from a typical geyser freezes solid within seconds. Characters who fail their Agility roll are partially frozen. They suffer a –2 penalty to all Strength and Agility rolls, Skills linked to those attributes, and Pace. A roll of 1 on the Agility die and a failed Wild Die causes a –4 penalty. A critical failure leads to total immobilization—no actions are possible.

Removing the penalty requires the character to defrost for an hour in temperatures above freezing. A more extreme method is to target the character with damage-causing heat or fire magic—a single spell is enough to melt the ice, but it may burn the victim. Until the character warms up, his cold weather resistance is treated as being three levels lower (to a minimum of zero). This penalty applies even to Edges or racial abilities.

GLASS SNOW

Most snow makes a crunching noise when one walks over it, but glass snow produces an extremely loud noise akin to shattering glass. Intelligent characters scatter it on the approaches to their lairs to alert them of uninvited guests. Moving across glass snow without causing the snow to crack requires a Stealth roll at –2 penalty.

Veteran Hellfrost explorers speak of soul snow (also known as spirit snow). It is widely believed some souls who die in the Hellfrost are imprisoned within the terrain, unable to journey onward to the Afterlife.

When disturbed, this snow produces a mournful howl unless a Stealth roll is made. If the modified Stealth roll is 1 or lower, or the character does not bother making a roll, the snow emits a particularly fell noise. All creatures within a Large Burst Template centered on the character who failed the roll must make a Spirit roll or suffer Fear

until out of the soul snow. A critical failure generates Terror.

MAELSTROM

Feared beyond all other nautical hazards, a maelstrom can swallow the largest ship and her crew in minutes. The only way to escape a maelstrom is by using wind and oars, combined with a hefty measure of good luck. Maelstroms are rated as weak, moderate, strong, and irresistible, an indication of both their size and pull.

Draw five vertical squares on a scrap of paper. Label these from top to bottom Safe, -1, -2, -4, Engulfed. These represent the strengthening pull of the maelstrom as a ship is pulled toward its center. A ship begins in the Safe box, on the edge of the maelstrom.

To escape a maelstrom, the captain must make a series of Boating rolls. Crew may assist through Group Cooperative rolls as normal. In a weak maelstrom each roll suffers a -1 penalty. Moderate gives a -2 penalty, strong -4, and irresistible a -6 penalty. These are in addition to any other modifiers.

Failure causes the ship to move one square down the grid, toward Engulfed and suffers 2d6 damage from collisions with debris and tidal forces ripping at its planks. Success moves it one square upward, while a raise moves it two positions. A ship that ends its turn in the Safe box has escaped the maelstrom. If a ship reaches Engulfed, it is sucked into the maelstrom and destroyed, along with its hapless crew.

RED SNOW

Also known as blood snow and death snow, this type of snow is found in the Hellfrost core. Wispy and powdery, moving through it produces fine clouds of particles that quickly coat a traveler. These flakes are harmless except when an explorer is injured, for red snow prevents blood from clotting. In game terms, all rolls on the Incapacitation Table while in red snow suffer a -2 penalty. This is on top of any other modifiers.

SARGASSO

The ship enters an area of water choked with floating seaweed. The captain must make a Boating roll at -2 (the crew provide cooperation as normal) each hour or day, depending on the size of the affected area. Success means the ship moves half its normal speed for that time period. A raise allows the ship to move at full speed. Failure means the ship makes no headway. Repeat the roll each day or hour as necessary.

WEAK GROUND

In some areas the ground beneath a character's feet is not as solid as it seems. The thin surface layer may crack to reveal a shallow hole, in which the character risks a twisted or broken ankle, or send him plummeting into a

deep chasm or cave. Unlike a crevasse, it is impossible to spot weak ground until it is too late.

Use the rules for Thin Ice (see *Hellfrost Player's Guide*) to see if a character falls through weak ground. For shallow holes, failure means the character must make a Vigor roll or suffer a level of Fatigue from Bumps and Bruises. Critical failure causes a wound. Falling through weak ground over a deeper hole means a tragic fall. The depth of the crack is 1d10 x 10". He can climb back out 10" with each successful Climbing roll.

HELHEST

An Auld Anari name meaning "Hela's horse," it stems from the belief that Hela rides a three-legged horse of the same name. According to one myth, Hela's first necromantic feat was reanimating her stallion, which had been slain by Sigel during the battle to seal the gates of the Abyss. The dark magic was successful, but the horse's right foreleg had been severed, leaving it physically impaired.

Helhests on the mortal realm are undead war horses, their mortal lives having ended on the battlefield. Like the steed from which they take their name, they are always lame, irrespective of injuries. They are much prized as mounts by necromancers and black knights. Their creation requires the *greater zombie* power and the carcass used must be animated on the battlefield on which it was slain.

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

Skills: Fighting d8, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 10

Treasure: None.

Special Abilities:

- * **Animate Dead:** Any living creature that dies within 5" of a helhest rises as a zombie 1d4 rounds later.
- * **Kick:** Str+d4.
- * **Lame:** Rolls a d4 running die instead of a d6.
- * **Size +3:** Helhests are the size of warhorses.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.

HIISI

Hiisis are found only on the Bleak Moor (in the Unclaimed Lands). An ugly species, they have lopsided eyes and no eyelids, resulting in a constant stare, warty skin, bulbous noses, and broken teeth. They wear scraps of fur, having no concept of even the most primitive technology. Members of the Unseelie court, they delight in tormenting other races, especially the Finnar who hunt in the surrounding lands.

The origins of the hiisi are open to speculation. Some claim they are the descendants of whatever culture raised the city that sits atop the Bleak Moor. Cursed by Eostre for some communal sin, they devolved into a barbaric state, forgoing their stone houses in favor of

HELLFROST: RASSILON EXPANSION II

crude reed huts, and taking up hunting over agriculture and animal husbandry. At least one story says they are a species of goblin.

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

Skills: Fighting d8, Intimidation d10, Stealth d6, Survival d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Treasure: Meager

Special Abilities:

- * **Claws:** Str+d6.
- * **Giant Form:** As an action, a hiisi can make a Smarts roll to grow to the size of a small giant (12' tall). When in this form it has Strength d12+1, Size +3, Toughness 9. Reverting to its original form is a free action.
- * **God Cursed (Eostre Plantmother):** Any beneficial spells cast upon a hiisi by the god's clerics automatically fail. Harmful spells do an extra +2 damage. Opposed spells cast gain a +2 bonus to affect the creature. Arcane Resistance offers no defense.
- * **Weakness:** A hiisi must make a Spirit roll to enter a cultivated field.

KHAZOK

Khazok (kha-zok) is a dwarven word meaning "rock monster." Khazoks are carnivorous creatures with sharp mandibles and a rocky shell, and are found in mountainous terrain and deep underground. Their favorite tactic

is to curl into a ball, which resembles a small boulder, then spring to attack unwary passersby. Individually they are little threat to a well-armored dwarf; unfortunately for dwarves, khazoks hunt in packs of 1d6+6.

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

Skills: Fighting d6, Notice d6, Stealth d10

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

Treasure: Meager, per 5 khazoks, in lair.

Special Abilities:

- * **Armor +2:** Rocky shell.
- * **Bite:** Str+d6.
- * **Camouflage:** While not moving, khazoks resemble small boulders. Characters actively searching for danger suffer -4 to their Notice rolls. Undetected khazoks strike with surprise, getting the Drop on their unsuspecting foes.

KREANA



PALADIN

Paladins, while clerics, never govern a kreana community. They serve as elite warriors, temple guardians, bodyguards, champions, and military commanders. Their power is considered martial, not political or spiritual.

That said, since paladins often lead raids ordered by the high priest, they literally hold his life in their hands—a deliberately failed mission may spell doom for the priest, not the paladin. To counter this, priests often publicly decree a fitting fate for paladins who fail them—even if the priest is sentenced to die, he will drag the paladin to hell with him.

Regardless of status or position, all paladins are subservient to priests, though it is a brave junior priest who dares enrage a more senior paladin, for Carcharas cares little if his clergy kill each other.

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

Skills: Faith d8, Fighting d10, Intimidation d10, Notice d8, Stealth d8

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

Hindrances: Bloodthirsty

Edges: Arcane Background (Miracles), Command, Fervor, Frenzy

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

Treasure: Worthwhile

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 who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

- * **Powers:** Paladins know the following spells: *armor* (toughened scales), *beast friend* (sharks), *bolt* (shark's teeth), *boost/lower trait* (Fighting, Notice, and Swimming only), *fear*, *sanctuary*, *shape change* (sharks only), *smite* (bite only, increases size of teeth).

LOST SOUL

The terrible decades that marked the downfall of the Liche-Priest were followed soon after by 25 years of brutal war on a scale never seen before or since. After that, famine and plague ravaged the land for nigh on a century as the climate changed literally overnight. The exact death toll is unknown, but best estimates place it in the millions.

Skaldic dirges tell of the lost souls whom the gods overlooked during the devastation and chaos, for the sudden influx of souls was unimaginable. Unclaimed by Scaetha's heralds, these souls were left behind in the mortal realm, doomed to wander until the end of days. Clerics of all faiths refute these stories, claiming the gods, while not omnipotent, are infallible. Whether or not there is any truth to these tales is irrelevant. What is irrefutable is that there are lost souls walking among the living.

Lost souls take the same form they did in life, though their bodies are pale and ephemeral, a shadowy memory of their mortal shell. Each clutches in its hand a lantern that glows with a sickly green light. Though lost souls are immaterial, their lanterns, known as soul lanterns, are very much tangible objects.

These creatures mostly haunt the night, wandering the world in search of the living. Miserable, alone, and often slightly insane at being denied their rightful place in the celestial realm, the forsaken spirits steal souls, trapping them in their lanterns. Sages have attempted to answer the riddle of why they do this without success. Most citizens, pragmatic if not educated, agree that the old saying "misery loves company" rings true in this case. Citizens who know of lost souls are rightly afraid to approach strangers after dark, especially those carrying lanterns.

Lost souls are immortal souls, and are immune to all form of magical and mundane attack. Even *banish* is of no use against them, for the spell sends an entity back to its native realm. For lost souls, unclaimed by the gods, that realm is the mundane world. The only way to slay a lost soul is to destroy its lantern. Smash this, and Scaetha's heralds will come to claim the soul. Unfortunately for the lost soul, their actions since being left behind usually warrant punishment rather than pity.

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

Skills: Fighting d6, Notice d8, Stealth d8

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

Treasure: None

Special Abilities:

- * **Invulnerability:** The ephemeral lost soul is immune to all mundane attacks and magic.
- * **Soul Lantern:** Emits light in a Cone Template. As an action the lost soul places the thin end of the template touching its base at an angle of its choosing. Any creature with a soul caught under the template must make a Vigor roll at -2 or suffer an automatic wound. The souls of those slain in this manner are sucked into the lantern, denying them a place in the Afterlife until the lantern is destroyed.
- * **Spawn:** As an action, a lost soul can release one of its captive souls. It appears as a new lost soul. A typical lost soul has 1d4+1 souls imprisoned. Lost souls it spawns have no captive souls.
- * **Weakness (Soul Lantern):** Damage to the soul lantern affects the creature as if it were flesh and blood. Targeting it requires a Called Shot against a small object (-2).

MERCHANT CARAVAN

Sooner or later, the heroes will encounter a caravan while on their travels. The two parties may simply be on the same road or at the same inn, the characters might be hired as guards, or merely traveling with the caravan for safety in numbers. Presented below is a simple system for generating caravans. GMs should note that this system is not intended to be used by player characters. It is merely a method of adding flavor to encounters involving caravans.

Caravans rarely travel long distances, especially in the Hearthlands. Usually, a merchant simply transports goods from one major settlement to the next one, selling his wares or trading them for local goods, and then heading home with his new cargo. Other merchants then purchase the wares he sold and move them onto the next location along the trade road.

The process continues indefinitely, with trade goods slowly flowing steadily up, down, and across the continent. Thus, a caravan can be carrying almost any goods, having acquired them as the wares filter along the trade roads from their realms of origin to the disparate marketplaces.

1. CARAVAN SIZE

Caravans are ranked as small, medium, or large. This in turn determines the number of cargoes it is transporting, which in turn affects the number of personnel. Roll a d20 and consult the table below.

d20	Size	Cargo Rolls
1-6	Small	1d4 on Table A
7-15	Medium	2+1d4 on Table A
16-20	Large	4+1d4 on Table A & 1d4 on Table B

2. CARGO

For convenience, cargoes are measured in quantities

HELLFROST: RASSILON EXPANSION II

called loads. The term is left deliberately vague as it varies with the nature of the cargo. For example, a load of healing herbs might be a small cask of dried leaves, while a load of ale could fill a dozen or more large barrels. For livestock and horses, each load is a separate animal. Roll on the table below as indicated in the previous section.

TABLE A: COMMON GOODS

d100	Cargo (Loads)
01-04	Ale (2d6)
05-06	Armor (1d4)
07-08	Art, poor quality (1d2)
09	Bone (1d4)
10-15	Cheese (2d4)
16-17	Clay (2d6+1)
18-19	Cloth (2d6)
20-21	Clothing (2d6)
22-24	Fish, preserved (3d4)
25-30	Fruit, fresh or preserved (2d4)
31	Furs (2d6)
32-46	Grain (2d10)
47	Horn (1d2)
48-49	Horses (2d6 beasts)
50-51	Leather goods (1d4+1)
52-58	Livestock (3d6 beasts) (cows, sheep, geese)
59-64	Meat, preserved (2d6)
65	Metal ingots (1d3)
66	Olive oil (1d2)
67-71	Pottery (2d6)
72-73	Salt (1d3)
74-76	Skins (2d4)
77	Stone (1d4)
78-80	Timber (3d6)
81-87	Vegetables (3d4)
88-89	Weapons (1d4)
90	Whale oil (1d2)
91-92	Wine (1d4)
93-99	Wool (2d6)
100	Roll on Table B for this cargo

TABLE B: RARE GOODS

d100	Cargo (Loads)
01-02	Acid (1)
03-05	Alchemical devices (1)
06-09	Art, high quality (1d2)
10	Books (1)
11-15	Eastern spices (1d2) (cloves, ginger)
16-25	Gems (1d2) (diamonds, emeralds, rubies)
26-39	Glass, slabs or glassware (1d4)
40-44	Gold ingots (1)
45-50	Icewood (2d4)
51-55	Ivory, walrus (1)
56-61	Jewelry (1d2)
62-72	Luxury goods (1d4)
73-76	Pipeleaf (1d4)
77-79	Rys (2d4)
80-82	Silk (1d3)

83-94	Silver ingots (1d4)
95-97	Southern spices (1d2) (pepper, saffron)
98-99	Timber sap (1)
100	Slaves (2d6) (usually used as porters)

3. TRANSPORTATION

Cargoes don't transport themselves across the land. Roll once on the appropriate table below if there are any non-animal loads in the caravan. The exact number of animals or vehicles depends on the number of loads and the cargo type. For instance, a pygmy mammoth can haul much more cargo than a horse. In general, though, assume one load per method of transportation.

HEARTHLANDS*

d100	Transportation
01-15	Porters
16-49	Mules
50-69	Horses
70-100	Animal-drawn carts

* Use the *Winterlands* table in winter.

WINTERLANDS

d100	Transportation
01-05	Horse drawn carts with skis
06-20	Porters
21-59	Dog sledges
60-89	Pygmy mammoths
90-100	Pygmy mammoth-drawn carts with skis

4. PERSONNEL

No matter its size, every caravan requires a number of personnel in order to function efficiently.

Master Merchant: In charge of the caravan is the master merchant. He may be the owner of the caravan or a representative of the owner (who may not be present). There is a 20% chance the master merchant is a priest of Var, god of merchants.

Caravan Master: Each caravan has a caravan master. His role is to ensure the caravan progresses smoothly.

Guide: A guide is employed to steer the caravan on its route, which is rarely a paved road. Guides are normally hired locally, since local knowledge of weather patterns, geography, hazards, and dangers is essential. There is a 10% chance the guide or scout is a cleric of Freo or Rigr.

Merchants: For each different type of cargo there is one merchant. There is a 10% chance of each merchant being a priest of Var.

Drivers: Every form of animal transportation requires a different number of drivers. Dog sledges, pygmy mammoths, and any form of cart require one driver or handler per beast or vehicle. Horses need one driver per three beasts, while mules need one driver per four beasts. Each porter carries a single load at most (heavier cargoes may require multiple porters per load). For

caravans transporting livestock or horses, one drover is required for every cargo, irrelevant of the number of animals involved.

Guards: The number of guards equates to one per caravan member above in well-traveled areas when all the cargo is made of common goods. In dangerous areas or when the caravan is transporting rare cargoes, the number of guards is doubled. In dangerous area and carrying rare cargoes, the number of guards present is four times normal.

For example, a caravan comprises a master merchant, a caravan master, a guide, six merchants, and 15 drivers, a total of 24 personnel. Hauling common goods in a safe region, the caravan has 24 guards. Carrying rare cargo in a safe area or common cargo through dangerous areas employs 48 guards, while one transporting rare cargoes in a troubled region has 96 guards.

NECROMENTAL

Although no mortal has ever claimed to have visited the elemental realms, it is widely agreed that elementals are sentient, free-willed denizens of those realms rather than lumps of elements given a semblance of life through magic and miracles. Necromentals, on the other hand, are pseudo-elementals, there being no elemental realm of death.

Necromentals can only be summoned in graveyards, barrows, burial cairns, battlefields, and other places strongly associated with death. They manifest as seemingly normal skeletons. As they move, yellow-white dust falls from their bones. This is no earthly decay, but ground bone that forms Nastrand, the beach of the dead that is Hela's celestial realm. Anathema to all life, it is also capable of animating corpses. Undead created by this means are fuelled by raw necromantic energy rather than playing host to insane spirits.

Only Hela's most damned and fanatical disciples, such as the Liche-Priest and his lieutenants (including the three liches who founded the Withered Lands), were ever granted the knowledge of how to summon these fell creatures into being. Unlike true elementals, necromentals are not subject to spell durations—once created they remain until destroyed.

Necromentals proved extremely effective on the battlefield. Typically, one would advance just behind the undead soldiers, using its bone spray to cut down living adversaries without fear of harming its allies. As the necromental advanced, its victims' lifeless corpses would rise to join the ranks

of the damned. Fortunately, no necromental has been encountered since the fall of the Liche-Priest. The cult of Scaetha suspects the knowledge of their creation was lost with the fall of Hela's champion and his cohorts.

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

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

Pace: 6; **Parry:** 5; **Toughness:** 8

Treasure: None

Special Abilities:

- * **Animate Dead:** Any corpse adjacent to a necromental at any point during its movement automatically rises as a skeleton or zombie, as appropriate, at the start of the next round.
- * **Bone Dust:** Any living creature adjacent to a necromental at the end of its movement automatically takes 2d6 necromantic damage. Only *armor* spells cast by clerics of Scaetha protect against this.
- * **Bone Spray:** As an action, a necromental can project a concentrated spray of powdered Nastrand bone in a Cone Template. Any living creature in the template must make an Agility roll opposed by its Shooting or suffer 2d10 necromantic damage. The necromental cannot use its animate dead, bone dust, or death touch abilities in the same round it uses bone spray.
- * **Death Touch:** A necromental attacks in melee using a Touch Attack (+2). Each raise automatically inflicts one wound to its target.
- * **Elemental:** No additional damage from Called Shots;



HELLFROST: RASSILON EXPANSION II

Fearless; immune to disease and poison.

- * **Immunity (Necromancy):** Immune to all spells with a necromantic trapping and harmful special abilities of undead.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from Called Shots; Immune to disease and poison.



NUCKALEVEE

Glanced at a distance, a nuckalevee appears much like a mounted rider, for it has both a horse's head and the torso of a man. But that is where the similarities end. The four legs end in flippers, while the human aspect grows from the center of the beast's back. Apelike arms ending in wicked talons hang down to the ground. Its human head, which is twice as large as normal, is broken by a gaping maw lined with rows of sharp teeth, from which it exudes an unholy reek. In the center of its forehead burns an eye of red flame. Worse still is their lack of skin, for they are a rippling mass of raw flesh through which are streaked thick, pulsating yellow veins carrying black blood around their fell bodies.

Nuckalevees live on remote, rugged coastlines, rarely venturing far inland. They have an intense aversion to fresh water, and are easily thwarted by leaping a brook or stream. Marines pray to Neorthe when sailing close to the shore at night, for what appears to be a burning lantern may be the flaming eye of this fearsome beast.

While nuckalevees are sometimes referred to as being Unseelie fey, sages and skalds argue otherwise. A fragmentary text of uncertain origin dating to before the Blizzard War alludes to a man named Nuckle who, so the story strongly suggests, looked upon horses as other men do women. He made a pact with Vali to allow him to sire offspring with his favorite mares, but the other gods took affront to this blasphemy and cursed Nuckle, transforming him and his unholy brood into an abominable hybrid as punishment. The name, supporters of this myth claim, is a corruption of Nuckle and Vali.

A less graphic version of the creation myth tells of a knight of old who refused to dismount until he met an honest man. Unable to complete his quest, he and his horse eventually merged together. The knight refused to accompany Hela's heralds, she being goddess of death in that age, at the end of his allotted years, claiming that his quest was not complete. The gods agreed he could remain in the mortal realm until his goal was achieved, but it never was. As the centuries passed the knight went insane, his fury at the dishonesty of men warping his body to match his state of mind. Skalds tell this tale as a morality story—be realistic in your ambitions, and accept that you cannot achieve all you want in life.

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

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

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

Treasure: Meager

Special Abilities:

- * **Amphibious:** Pace 10 in water. Can breathe on land or in water.
- * **Bite:** Strength+d8.
- * **Claws:** Strength+d8, Reach 1.
- * **Fear (-2):** Any creature seeing a nuckalevee must make a Spirit roll at -2 or suffer Terror.
- * **Fetid Breath:** A nuckalevee's foul breath fills a Cone Template. Every target within this cone must make a Vigor roll or be Shaken for 1d6 rounds. Victims may only attempt to recover after this time. A nuckalevee may not attack with its bite in the same round it breathes its rank stench.
- * **Fiery Eye Bolt:** Range: 12/24/48, Damage: 2d10 with a fire trapping. This attack uses Shooting.
- * **Size +2:** Nuckalevees are the size of small horses.
- * **Weakness (Fresh Water):** Takes double damage from water spells, so long as the trapping is fresh water. Nuckalevees cannot cross running fresh water. They treat movement through still fresh water as difficult ground.

ORCUL

Orculli are distantly related to ogres. They are voracious, mean-tempered carnivores, though their tastes extend only to their own kind and cattle. Their skin is mottled-blue and covered in oozing sores. Scraps of tattered flesh hang from their jagged teeth, and their crude clothes are stained with dried blood. Despite their size, they are remarkably stealthy creatures. Although not afraid of humans, they prefer to steal cattle rather than fight for them.

Other races consider them followers of Vali in his Vermin Lord guise, for their touch causes disease and they are surrounded by the odor of rancid meat. This belief is further reinforced by their innate fear of cats, the natural enemy of the Vermin Lord.

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

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

Pace: 4; **Parry:** 6; **Toughness:** 9

Gear: Big club (Str+d8)

Treasure: None

Special Abilities:

- * **Disease Touch:** As an action an orcul can make a Touch Attack (+2). With success, victims must make a Vigor roll or contract Vali's Revenge. On a raise, the Vigor roll is made at -2.
- * **Fear of Cats:** An orcul that sees a cat must make a Spirit roll or suffer Terror.
- * **Fell Stench:** The first time a character moves adjacent to an orcul in an encounter he must make a Vigor roll at -2 or be Shaken.
- * **Immunity (Disease):** Orculli are immune to disease.
- * **Size +3:** Orculli stand 10' tall.

PAINBORN

The Abyss is a terrible place, a realm of constant torture and agony for those souls not chosen for greater things. When a tortured soul from Hela's realm is animated into a corpse, the result may be a painborn. Wracked by the endless agonies they suffered, painborn stagger around slowly in constant pain, seeking only to share their torment with the living. Some skalds claim painborn can be created only through clerics of Dargar and Hela cooperating, a thought that terrifies most audiences.

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

Skills: Fighting d6, Notice d6

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

Treasure: None

Special Abilities:

- * **Death Cry:** When a painborn is slain it releases all the torment it has suffered in one prolonged wail. All living creatures within a Large Burst Template centered on the painborn must make a Spirit roll or be Shaken as from a physical effect.
- * **Hardy:** Multiple Shaken results do not cause a wound.
- * **Painful Touch:** Touch Attack (+2 to Fighting). Anyone touched by a painborn must make a Spirit roll or be Shaken as from a physical effect.
- * **Transfer Pain:** Whenever a painborn is Shaken by a physical effect, whether or not the Hardy ability negates the effect, the hero who caused the injury must make a Spirit roll. With failure, he suffers the Shaken condition instead of the painborn.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from Called Shots; Immune to disease and poison.
- * **Wracked with Pain:** Painborn roll a d4 running die, instead of a d6.

PRIESTS & PALADINS

The following clerics are tough opponents, designed to be a challenge for Seasoned or Veteran groups. Weaker versions can be easily created by lowering Faith and reducing the number of spells.

PRIEST OF VALI (CORRUPTOR)

Smooth talking, witty, and sophisticated, Corruptors work subtly through words and promises to lead the innocent onto the black path of depravity and vice.

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

Skills: Faith d10, Fighting d6, Gambling d8, Notice d8, Persuasion d10, Streetwise d8

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

Hindrances: Varies, but typically Greedy

Edges: Arcane Background (Miracles), Charismatic, Disciple of Vali

Powers: *Charismatic aura, puppet, sacrifice, summon*

demon (changeling, imp, and succubus/incubus)

Gear: Blessed robes (+1), short sword (Str+d6)

Treasure: Rich

PRIEST OF VALI (PLAGUEBEARER)

Grotesquely obese and scarred by the ravages of pestilence, Plaguebearers seek to cause misery and suffering through a variety of diseases.

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

Skills: Faith d10, Fighting d6, Intimidation d8, Notice d8

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

Hindrances: Obese, Ugly (disease ravaged)

Edges: Arcane Background (Miracles), Disciple of Vali

Powers: *Armor* (flies), *disease, fatigue* (mild disease), *fear* (victim has hallucinations he suffers plague), *obscure* (cloud of flies), *stun* (explosion of pus), *summon demon* (plague)

Gear: Blessed robes (+1), long spear (Str+d6, +1 Parry, Reach 1, 2-hands)

Treasure: Worthwhile

PALADIN OF VALI (UNSEEN HAND)

Members of the Unseen Hand corrupt victims through physical deeds, such as removing business rivals, acquiring "gifts," and such like. As such, they are a mix of fighters, assassins, and thieves.

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

Skills: Climbing d8, Faith d8, Fighting d10, Lockpicking d8, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 9 (3)

Hindrances: Varies, but typically Greedy

Edges: Arcane Background (Miracles), Charismatic, Disciple of Vali, Frenzy, Improved Nerves of Steel

Powers: *Charismatic aura, puppet, sacrifice, summon demon* (changeling, imp, and succubus/incubus)

Gear: Blessed armor (+3), medium shield (+1 Parry), long sword (Str+d8), bow (Range: 12/24/48, Damage: 2d6)

Treasure: Rich

PALADIN OF VALI (VERMINLORD)

Only a fool underestimates the bloated paladins of the Verminlord faction, for their size belies their skill at arms, and few are without swarms of rat allies.

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

Skills: Faith d8, Fighting d10, Intimidation d8, Notice d8, Stealth d8

Charisma: -2; **Pace:** 5; **Parry:** 9; **Toughness:** 10 (3)

Hindrances: Obese, Ugly (disease ravaged)

Edges: Arcane Background (Miracles), Block, Combat Reflexes, Command, Improved Nerves of Steel, Sweep

HELLFROST: RASSILON EXPANSION II

Powers: *Armor* (rats), *aura* (biting rats), *beast friend* (vermin only), *disease*, *entangle* (swarm of rats), *summon beast* (vermin only)

Gear: Blessed armor (+3), medium shield (+1 Parry), mace (Str+d6)

Treasure: Worthwhile

PROTOMYCOTA

Concealed in every fungal colony is a pulsating mass of fungus known to fungals as the "Root." This is the source of all fungals in the colony. Every year, the fungals gather at the Root and seed it with reproductive spores. The growths these produce merge with the existing mass, but do not automatically produce new fungals.

Without spores and the occasional dead fungal to sustain it, a Root whose colony has been wiped out normally withers away, eventually crumbling to dust. In rare instances, though, the spiritual energy within the Root coalesces into a primitive consciousness. These bulbous monstrosities slither through the Underearth, stripping a cave of any available nutrients before moving on.

Protomycotae are slimy masses of fungus measuring up to 50 feet across. Dominant colors are putrescent shades of yellow, green and brown. Their rudimentary senses cause them to instinctively lash out at any nearby creatures, producing a variable number of thick stalks from the heaving mass. Once a creature is slain, the protomycota crawls over the corpse and begins feeding. An average human can feed a protomycota for many weeks.

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

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 1; **Parry:** 5; **Toughness:** 10

Special Abilities:

- * **Large:** Attackers are +2 to attack rolls due to the creature's size.
- * **Mindless:** Immune to Fear, Smarts Tricks, and Tests of Will.
- * **Plant:** +2 to recover from Shaken. No effect from Called Shots. Immune to piercing attacks. Ignores wound penalties.
- * **Size +4:** A typical specimen measures 20' across.
- * **Slam:** Str+d4, Reach 2. The creature's action card suit determines how many targets it may attack that round. A Club allows it to attack one foe, a Diamond two, a Heart three, and a Spade four opponents. A Joker allows it to attack all creatures within Reach. It suffers no multi action penalty for these attacks.

SCAVENGER

In the last 65 years the scavengers have spread deeper into western and southern Chalcis, ravaging the valuable mines and seriously weakening the country's economy. In recent times two new variants of scavenger have been observed. Whether this marks an evolutionary step or a prelude to greater expansion is as yet unknown.

MAERATHRIL SCAVENGER

Virtually immune to magic and equipped with deadly ranged weapons, the silvery shells of Maerathril scavengers are much feared by mages and clerics alike. With no Maerathril mines in Chalcis, it is suspected these rare creatures were forged deep in the heart of Karad Noshrek. Quite why the scavengers' creator saw fit to work such great quantities of one of the rarest metals in manufacturing a new anti-magic variant is a complete mystery.

While normal scavengers are creatures of instinct, Maerathril scavengers are capable of independent thought and action. Unlike their mundane counterparts, they do not ignore creatures carrying no metal. Instead, they analyze their threat potential, instructing their minions to attack if the Maerathril scavenger considers them a threat.

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

Skills: Climbing d8, Fighting d8, Intimidation d8, Knowledge (Arcana) d8, Shooting d8, Stealth d8, Tracking d6

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

Treasure: None.

Special Abilities:

- * **Commander:** Scavengers within 5" of a Maerathril Scavenger are +1 to Spirit rolls to recover from being Shaken.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Explode:** When a Scavenger is Incapacitated, it explodes, causing 3d6 damage to everything in a Medium Burst Template. The Scavenger's core is fused into a solid ball of molten slag.
- * **Immunity:** Immune to acid and electrical attacks.
- * **Maerathril Armor +3:** Metal shell. Grants +6 to Trait rolls to resist opposed arcane powers and +6 Armor against damage-causing magic.
- * **Multiple Arms:** Maerathril Scavengers have four arms equipped with strange devices. Except where noted, any creature caught in the template must make an Agility roll opposed by the creature's Shooting roll or suffer the listed damage.
 - * **Acid Sprayer:** Cone Template; Damage: 2d8, AP 2 (acid trapping).
 - * **Arc Welder:** Line 1" wide and 12" long; 2d8 damage (electrical trapping).
 - * **Flamethrower:** Cone Template; Damage: 2d8 (fire trapping).
 - * **Magic Nullifier:** Range 8". Acts as *dispel* with a d8 arcane skill. Not subject to the Siphoning.
- * **Sense Metal:** Scavengers can detect metal at a range of 48", regardless of how well it is hidden.



STAR METAL SCAVENGER

Star metal Scavengers are extremely rare—to date, just one has been verifiably identified. Iron-red and equipped

with a deadly array of weapons rather than tools, this seemingly unique variant appears to be a tactical commander. Like the Maerathril Scavenger, it is possessed of independent intelligence.

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

Skills: Climbing d8, Fighting d10, Intimidation d10, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 12 (5)

Treasure: None.

Special Abilities:

- * **Arcane Resistance:** +2 to Trait rolls to resist opposed arcane powers and +2 Armor against damage-causing magic.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Elite Commander:** Scavengers within 5" of a Star Metal Scavenger are +1 to Spirit rolls to recover from being Shaken, +1 Toughness, and +1 to melee damage rolls.
- * **Explode:** When a Star Metal Scavenger is Incapacitated, it explodes, causing 4d8 damage to everything in a Medium Burst Template. The Scavenger's core is fused into a solid ball of molten slag.
- * **Immunity:** Immune to acid and electrical attacks.
- * **Improved Frenzy:** A Scavenger may make two attacks each round with no penalty.
- * **Sense Metal:** Scavengers can detect metal at a range of 48", regardless of how well it is hidden.
- * **Star Metal Armor +5:** Star metal shell.
- * **Star Metal Weapons:** Str+d8, AP 6. Star Metal Scavengers have four arms, fitted with a variety of oversized hammers, maces, and sword blades. These are Heavy Weapons.

SEAREAVER

While pirates are generally renowned for cruelty, many of these tales are exaggerated. When it comes to the Seareavers, however, talk of mindless cruelty and savagery is often all too true.

To create an orc Seareaver, use the basic orc warrior, experienced warrior, priest, or chieftain stats and add in Skills and Edges below that the orc does not normally possess. The great majority of orc priests are followers of Dargar.

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

Skills: Boating d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Swimming d6, Throwing d6

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Bloodthirsty, Greedy (Minor)

Edges: Steady Hands

Gear: Leather armor (+1), pot helm (+3), medium shield (+1 Parry), axe, mace, or short sword (Str+d6), bow (Range: 12/24/48, Damage: 2d6) or throwing spears or axes (Range: 3/6/12, Damage: Str+d6)

Treasure: Worthwhile per two Seareavers

EXPERIENCED SEAREAVER

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

Skills: Boating d8, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Swimming d6, Throwing d8

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Bloodthirsty, Greedy (Minor)

Edges: Berserk, Frenzy, Sea Legs, Steady Hands

Gear: Leather armor (+1), pot helm (+3), medium shield (+1 Parry), axe, mace, or short sword (Str+d6), bow (Range: 12/24/48, Damage: 2d6) or throwing spears or axes (Range: 3/6/12, Damage: Str+d6)

Treasure: Worthwhile

REAVER CLERIC

All Seareaver clerics share a basic common stat block. This is then modified based on the cleric's faith. Senior or important clerics should be Wild Cards and have the appropriate Disciple Edge.

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

Skills: Boating d6, Faith d8, Fighting d6, Intimidation d8, Knowledge (Religion) d6, Notice d6, Swimming d6

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Bloodthirsty, Greedy (Minor)

Edges: Arcane Background (Miracles), Command, Fervor, Level Headed, Sea Legs, Steady Hands

Gear: Leather armor (+1), pot helm (+3), medium shield (+1 Parry), axe, mace, or short sword (Str+d6)

Treasure: Rich

Dargar: Fighting d8 (Parry 7), Intimidation d8, Berserk, Powers: *battle song*, *bolt*, *boost/lower trait* (Strength, Vigor, Fighting, Shooting, and Throwing only), *smite*, *warrior's gift*

Nauthiz: Lockpicking d8, Stealth d8, Powers: *boost/lower trait* (Agility, Climbing, Lockpicking, Notice, and Stealth only), *confusion*, *detect/conceal*, *lock/unlock*, *silence*.

Neorthe: Boating d10, Swimming d10, Powers: *bolt*, *environmental protection* (water only), *fog cloud*, *mend*, *water walk*.

Thunor: Intimidation d8, Powers: *becalm*, *bolt*, *fly*, *storm*, *zephyr*.



REAVER-CAPTAIN

A Reaver-Lieutenant uses the same stat block as a captain, but is an Extra.

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

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

Charisma: -4; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: Bloodthirsty, Greedy (Minor)

Edges: Berserk, Command, Fervor, Frenzy, Level Headed, Master Mariner, Sea Legs, Steady Hands

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



(+1 Parry), battle axe (Str+d8), throwing spears or axes (Range: 3/6/12, Damage: Str+d6)
Treasure: Rich

SPECTRAL WARRIOR

Spectral warriors are hate-filled spirits of fallen soldiers. In order to rise from the grave in this manner they must have been slain in some dishonorable or treacherous manner. Usually this is a massacre or mass execution after the main battle has ended. Often it directly breaks the terms of surrender, though the means of their deaths may have broken the spirit but held to the wording. For example, the soldiers may have been promised their blood would not be spilt if they surrendered. Their captors, keeping to the latter of the word, executed them with heated weapons, cauterizing the wounds.

Filled with a burning lust for revenge, these spirits rest uneasily until circumstances allow for them to return and exact retribution. Although spirits, they are not undead, for Hela played no part in their creation. Similarly, although they are supernatural, whether or not they are evil depends on one's viewpoint. GMs must decide whether or not the Champion and Holy Warrior Edges affect them.

The ghostly soldiers appear much as they did in the moments before their deaths, though with pale, blue-white, semi-translucent bodies. Their "flesh" displays clear evidence of their death wounds, providing a visual

clue to the means of laying them to rest. They are capable of speech, though they have no desire to make idle conversation.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d12+2

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

Hindrances: Loyal, Vengeful (Major)

Edges: Combat Reflexes

Gear: Chain hauberk (+2), pot helm (+3), long spear (Str+d6, Parry +1, Reach 1, 2 hands) or long sword (Str+d8), battle axe (Str+d8) or short spear (Str+d6, Reach 1) and medium shield (+1 Parry).

Special Abilities:

* **Death Mark:** Once per encounter, a spectral warrior can mark one living target by gesturing at the opponent and making an opposed Spirit roll as an action. Failure uses up the spirit's death mark opportunity for the encounter. With success, the ghostly soldier has +1 to Fighting rolls against the victim for the rest of the encounter.

* **Immunity:** Suffer half damage from any source except their Weakness. A wound from a non-Weakness source

does not truly slay the warrior—it simply dispels him until the next sunset.

* **Incorporeal:** Can pass through solid objects; ignores all difficult ground penalties; never leaves tracks. Their weapons ignore all armor except the *armor* spell and negate two points of Cover penalties from intervening obstacles.

* **Infra-vision:** Halves darkness penalties against heat-producing targets.

* **Weakness:** Every group of spectral warriors has a unique weakness related to the manner of their deaths. Only wounds inflicted by this weakness can truly kill them. Some examples are shown below.

* **Arrows:** Applies equally to crossbow bolts and arrows.

* **Beheading:** Only wounds caused by Called Shots to the head can slay these spectral warriors.

* **Bludgeoning:** Only slain by wounds inflicted by blunt weapons, such as clubs, maces, and hammers.

* **Heated Weapons:** Such soldiers were executed without spilling their blood. A weapon heated in red-hot coals for one minute inflicts normal damage for 10 rounds against the specter. After that, it has cooled to a point where it causes the spirit no damage. *Smite* with a fire or heat trapping cast on a weapon inflicts normal damage (including the spell's bonus), as does a disciple of Kenaz's flaming weapon.

* **Impaling:** Although the soldiers were impaled on stakes, they are susceptible to long and short spears.

SPELLTRAPPED SOUL

Their kingdom sundered by a lengthy civil war, the Selari had little chance of withstanding the onslaught of the Hellfrost armies. Of the solar mages who stood shoulder to shoulder with the military, most were hacked down by blades, blasted apart by spells, or engulfed in the coldfire breath of massive Hellfrost dragons. Those who died suffered, but they were the lucky ones.

A small few were swathed in coldfire at the exact instant of unleashing a fiery spell. The opposing elemental forces met each other with equal intensity. Infused with two rival elements fighting for supremacy, the mages became frozen in that instant between life and death, alive yet unable to live, their scorched, blackened flesh constantly burning yet never consumed.

Five centuries have passed since that terrible event, yet the mages, now completely insane, still stalk the Selari lands of old, swathed in coldfire one moment and fire the next as the two elements continue their ancient struggle.

If a spelltrapped soul's action card is red, the element of fire is dominant. A black card indicates coldfire. On a Joker, the previous element remains dominant. In the event a Joker is the first card drawn in an encounter, then the fire element is dominant. The trappings of its aura and spells and the nature of its immunity and weakness vary depending on which element is dominant. For instance, if fire is dominant it has a fiery aura, fire trappings for its spells, Immunity (Fire), and Weakness (Cold).

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

Skills: Fighting d6, Notice d6, Spellcasting d8

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

Special Abilities:

- * **Aura (Coldfire/Fire):** At the end of its movement, all adjacent characters suffer 2d6 damage with the appropriate trapping.
- * **Elemental Release:** When a spelltrapped soul is slain, the elemental energy is released in an explosion. This causes 2d6 coldfire and 2d6 fire damage (roll separately) to everything within a Medium Burst Template centered on the creature.
- * **Immunity (Cold/Fire):** Immune to background cold or heat. Suffers no damage from cold, coldfire, or ice, or fire or heat attacks, depending on the dominant element.
- * **Insane:** Immune to Fear and Intimidation. +2 to Trait rolls to resist mind-controlling spells like *puppet*.
- * **Powers:** *Barrier, blast, bolt, burst, deflection, dispel, light.*
- * **Weakness (Cold/Fire):** Takes double damage from cold, coldfire, or ice, or fire or heat attacks, depending on the dominant element.



SWARM

BRIGHT BUG SWARM

Bright bugs are small beetles with long mandibles.

When they feel threatened they emit a brilliant flash of light that temporarily dazes opponents. A bright bug swarm typically fills a Medium Burst Template.

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

Skills: Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 7

Treasure: None

Special Abilities:

- * **Bite:** Swarms inflict hundreds of bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location.
- * **Flash:** When a bright bug swarm is Shaken it emits a powerful flash of light. All targets within or adjacent to the template must make a Spirit roll (–2 if in the template) or be Shaken.
- * **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- * **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.

WATER LEAPER SWARM

Water leapers are freshwater carnivorous fish. They resemble large toads, save their rear legs are the fins of fish, their forelegs are finlike wings, and their mouths are full of sharp teeth. Although they eat other fish, they savor the flesh of land creatures, particularly cows and sheep. Incapable of movement on land, they must wait until their prey wades into the waters.

Water leapers are pack animals, and have developed rudimentary hunting tactics. One swarm leaps from the water and glides through the air, slamming into the prey and knocking it off its feet. A second swarm then attacks the falling creature, ripping apart its flesh. Water leaper swarms fill a Small Burst Template and are always found in pairs.

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

Skills: Notice d6

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

Treasure: None

Special Abilities:

- * **Aquatic:** Pace 8.
- * **Bite:** Swarms inflict hundreds of bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location.
- * **Leap:** At the start of its turn, a water leaper swarm may leap from the water and glide 6" through the air. This counts as its movement for the round. It must end its movement in water.
- * **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- * **Slam:** Instead of biting, an airborne swarm can slam

HELLFROST: RASSILON EXPANSION II

into its prey. Victims must make a Strength roll or be knocked back 1" and fall prone.

- * **Swarm, Small:** Parry +2, -2 Toughness. Because the swarm is composed of scores of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can use his hands or blunt weapons to swat at the swarm while airborne.

TROLL



LEECH

Leech trolls are related to marsh trolls and share a similar appearance. Instead of raking claws, however, their rubbery arms end in leech-like mouths.

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

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

Pace: 7; **Parry:** 6; **Toughness:** 9 (1)

Treasure: Worthwhile, in lair

Special Abilities:

- * **Armor +1:** Rubbery hide.
- * **Immunity:** Immune to poison and disease.
- * **Infravision:** Trolls halve penalties for bad lighting when attacking living targets (round down).
- * **Leeches:** Str+d4. If it scores a hit with a raise, the leech mouth attaches to its victim's flesh. Each round on the troll's turn, the victim suffers 2d6 damage automatically, ignoring all armor. Removing the leech requires a Strength roll. The troll can detach its hands as a free action but only at the start of its turn (before dealing any damage to an attached foe).
- * **Regeneration (Fast):** Trolls make a natural Healing roll every round, even after death. They cannot heal wounds caused by fire or heat. This includes coldfire. Decapitation (a Finishing Move) also prevents regeneration.
- * **Size +1:** Leech trolls are smaller than regular trolls, being only 7' tall.
- * **Stench:** Any creature moving adjacent to a leech troll must make a Vigor roll or become Shaken with nausea.
- * **Two Fisted:** Leech trolls ignore multi-action penalties for making two melee attacks in the same round.



MARSH TROLL SPAWNER

The reproductive cycle of marsh trolls is poorly understood, and few sages actually have any desire to learn more. What is known is that all marsh trolls are spawned from the flesh of a marsh troll spawner, a hulking creature whose chest and back are covered in milky sacs.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12+2, Vigor d10

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

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

Treasure: Worthwhile, in lair

Special Abilities:

- * **Armor +1:** Rubbery hide.
- * **Claws:** Str+d6.
- * **Immunity:** Immune to poison and disease.
- * **Infravision:** Trolls halve penalties for bad lighting when attacking living targets (round down).
- * **Infection:** The claws of a marsh troll are caked in filth. Any creature Shaken or wounded by a claw must make a Vigor roll. On a failure, the wound becomes infected. Healers suffer a -1 penalty to heal the wounds through any means.
- * **Regeneration (Fast):** Trolls make a natural Healing roll every round, even after death. They cannot heal wounds caused by fire or heat. This includes coldfire. Decapitation (a Finishing Move) also prevents regeneration.
- * **Size +3:** Spawners stand some 10' tall but are rangy.
- * **Spawn:** Whenever less than four baby marsh trolls surround a troll spawner it spawns another one as a free action at the start of its turn. The new spawn is placed adjacent to its parent. It may not act the turn it is spawned, though it can defend itself.
- * **Stench:** Any creature moving adjacent to a marsh troll must make a Vigor roll or become Shaken with nausea.

BABY MARSH TROLL

Known as spawn, these miniature trolls do not begin play with the Infection, Regeneration (Fast), or Stench special abilities. Spawn emerge weak, but undergo dramatic growth spurts when threatened.

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

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

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

Treasure: Worthwhile, in lair

Special Abilities:

- * **Armor +1:** Rubbery hide.
- * **Claws:** Str+d6.
- * **Immunity:** Immune to poison and disease.
- * **Infravision:** Trolls halve penalties for bad lighting when attacking living targets (round down).
- * **Growth:** When a baby marsh troll is dealt a black Jack through Ace it gains +1 Size, to a maximum of Size +1. Each increase in Size adds special abilities as detailed below.
 - * **Size -1:** Gains +1 Strength die, +1 Toughness, and Stench.
 - * **Size 0:** +1 Strength die & +1 Toughness, and Infection.
 - * **Size +1:** +1 Strength die & +1 Toughness. Becomes a Wild Card and gains Regeneration (Fast).
- * **Infection:** The claws of a marsh troll are caked in filth. Any creature Shaken or wounded by a claw must make a Vigor roll. On a failure, the wound becomes infected. Healers suffer a -1 penalty to heal the wounds through any means.
- * **Regeneration (Fast):** Trolls make a natural Healing

roll every round, even after death. They cannot heal wounds caused by fire or heat. This includes coldfire. Decapitation (a Finishing Move) also prevents regeneration.

- * **Size -2:** Baby trolls are the same size as human children, but grow rapidly.
- * **Stench:** Any creature moving adjacent to a marsh troll must make a Vigor roll or become Shaken with nausea.

VALHRAFN

Valhrafn is an Auld Saxa word meaning “raven of the slain.” They are fell creatures, much feared by the Saxa. Unfortunately, telling one from a normal raven, a bird sacred to Thunor, is impossible by sight alone. One legend claims they were ravens that feasted on corpses left to rot on the battlefield. A variant on this says they devoured the flesh of nobles slain in battle. Regardless, the act of consuming human flesh imbues the bird with a malign intelligence, supernatural powers, and the ability to change shape.

RAVEN FORM

In its natural form a valhrafn appears like a typical raven. It is capable of speech, which it uses to lure children to their doom or convince parents to hand over their child into its keeping. A valhrafn can only fly at night.

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

Skills: Fighting d4, Notice d6, Persuasion d8, Streetwise d6

Pace: 1; **Parry:** 4; **Toughness:** 3

Treasure: None.

Special Abilities:

- * **Fly:** Pace 8.
- * **Harmless:** When attacking creatures of Size -1 or greater, damage rolls from these creatures can Shake a foe, but never cause wounds. This includes inflicting successive Shaken results.
- * **Peck:** Str.
- * **Seductive Words:** A valhrafn can cast *puppet* using its Smarts die as its arcane skill.
- * **Size -2:** These creatures are small.
- * **Small:** Attackers are -2 to attack rolls against these creatures because of their size.
- * **Transformation:** By consuming the heart of a child, they are able to transform into a human or a hybrid raven-wolf guise for 24 hours. The form must be chosen during the meal and cannot be changed until another heart is devoured.

HUMAN FORM

In its human guise, a valhrafn appears as a knight or huscarl. It loses its ability to spout seductive words, but gains other abilities. Unlike its raven form, it can move around during the day when adopting this disguise. Its

equipment is always scavenged, often from victims of its murderous nature. This gear does not transform when the knight reverts to raven form—it is discarded whenever the transformation takes place.

A valhrafn is loath to relinquish this form. In order to sate its unholy appetite it must continually travel, for one child going missing in a community is distressing, but two or more quickly stirs the locals into action. Although quite willing to slaughter a child’s parents, it prefers to appeal to the parents’ love for their child. The valhrafn employs a variety of tried and tested cons.

It prefers to visit poor families, doing so in the guise of a philanthropic noble. Sometimes it offers to adopt a child into its household so its parents do not suffer the burden of feeding another mouth. Other times it promises to give the child an education so it can earn a decent living later in life, train it as a squire, or even name it heir to its estates. Cunning and utterly evil, the valhrafn uses whatever lies it thinks will win the parents over.

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

Skills: Fighting d8, Notice d6, Persuasion d8, Riding d6, Streetwise d6

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

Hindrances: Bloodthirsty

Edges: Command, Frenzy, Noble

Gear: Chain hauberk (+2), medium shield (+1 Parry), battle axe or long sword (Str+d8)

Treasure: None.

HYBRID FORM

A valhrafn’s hybrid form is that of a wolf with a raven’s feet, wings, and head. It has no capacity for speech in this guise, but it is capable of flight during the day.

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

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

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

Treasure: None.

Special Abilities:

- * **Fly:** Pace 8.
- * **Peck:** Str+d4.
- * **Fleet Footed:** Raven-wolves roll a d10 when running instead of a d6.
- * **Size -1:** Raven-wolves are relatively small.

VAMPIRE

Vampires are among the most powerful of the undead serving Hela in the mortal realm, but are also bound to hunt at night by their aversion to sunlight, a curse from Sigel.

When vampires are created, a rare process thankfully, it is done through a transfer of necromantic energy from vampire to victim. This link guides a dark spirit from Hela’s hidden realm into the corpse, whereupon it fuses with the remains. Thus, while a vampire may have the physical form of someone a hero knows, it is not his or

HELLFROST: RASSILON EXPANSION II

her spirit inside the corpse. It has none of their memories or knowledge—it is merely a vessel.

Vampires are not a uniform species, and these stats are mere base templates. To determine specific Special Abilities and Weaknesses, see page 119.



ANCIENT VAMPIRE

These stats are for an elder vampire, at least three centuries into unlife.

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

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

Pace: 6; **Parry:** 7; **Toughness:** 10

Treasure: Treasure Trove, in lair

Special Abilities:

- * **Claws:** Str+d4.
- * **Improved Frenzy:** Vampires may make two attacks per round without penalty.
- * **Infravision:** Halves Darkness penalties when attacking heat-producing targets.
- * **Invulnerability:** Vampires can only be harmed by their Weaknesses. They may be Shaken by other attacks, but never wounded.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.
- * **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to direct sunlight. After that they suffer 2d10 damage per round until they are dust. Armor does not protect.

YOUNG VAMPIRE

These stats are for a relatively young vampire, typically 50–100 years old.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

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

Pace: 6; **Parry:** 6; **Toughness:** 9

Treasure: Meager

Special Abilities:

- * **Claws:** Str+d4.
- * **Frenzy:** Vampires can make two attacks per round with a –2 penalty to each attack.
- * **Infravision:** Halves Darkness penalties when attacking heat-producing targets.
- * **Invulnerability:** Vampires can only be harmed by their Weaknesses. They may be Shaken by other attacks, but never wounded.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.
- * **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to direct sunlight. After that they suffer 2d10 damage per round until they are dust. Armor does not protect.

OTHER SPECIAL ABILITIES

Special abilities listed in the templates above are common powers to all vampires. What separates these vile fiends is the wide range of other abilities they display.

To create a vampire, use the templates above as a base. Then draw a number of cards to determine the creature's other special abilities. Draw two for a Wild Card vampire, plus one extra card per average Rank of the party the vampire is opposing. For instance, a Wild Card vampire designed to combat a Veteran party would draw a total of five cards. Unless otherwise stated, redraw duplicate entries. Do not shuffle the deck between draws.

Numbered cards, regardless of suit, grant generic special abilities. Royal cards (Jack through Ace) grant abilities determined by their suit. A Joker means the GM can choose any special ability he desires, assign the vampire an Edge (ignoring *all* requirements), give the fiend a Monstrous Ability from the *Savage Worlds* rules, or create a totally unique power.

NUMBERED

Card	Special Ability
2–4	Faith: The vampire is a cleric of Hela or Thunn (see <i>Region Guide #2</i>). It knows 1d4+1 spells of the GM's choosing, has one Power Edge (includes Disciple of Hela for this purpose) and has a d8 Faith die. If this ability is drawn again, add two spells, one Power Edge, and increase the Faith die one step (max d12+2).
5–7	Combat Edge: The vampire knows one Combat Edge. It ignores all requirements, except when other Edges are required. For instance, a vampire cannot take Improved Sweep unless it already has Sweep.
8–10	Leadership Edge: The vampire knows one Leadership Edge. It ignores all requirements, except when other Edges are required. For instance, a vampire cannot take Fervor unless it already has Command.

CLUB: TRANSFORMATION

Card	Special Ability
Jack	Change Form: As an action, a vampire can change into a wolf or swarm of bats or rats with a Smarts roll at –2. Changing back into humanoid form requires an unmodified Smarts roll.
Queen	Mortal Form: The vampire retains all its Traits, special abilities, and Weaknesses, but has a pulse, its flesh is warm to the touch, and so on. <i>Detect arcana</i> spells do not reveal it as a supernatural creature.
King	Flight: Flying vampires may produce bat-like wings or simply fly without any visible means of propulsion. Flying Pace 10.
Ace	Mist: Greater vampires have the ability to turn into mist. This requires an action and a Smarts

roll at -2. While in this form, the vampire can only be harmed by magic. Changing back into humanoid form requires an unmodified Smarts roll.

DIAMOND: NATURE

Card Special Ability

Jack Wall Walker: The vampire may move along any solid surface at its full Pace. It can also run without penalty, even when hanging upside down.

Queen Glide: The vampire walks a fraction above the surface. It treats all terrain as normal ground. This also allows it to walk on water, Weaknesses permitting. Trackers following the vampire have -2 to Tracking rolls.

King Children of the Night: Some vampires have the ability to summon and control wolves or rats. This requires an action and a Smarts roll at -2. If successful, 1d6 wolves or 1d4 Extra swarms of rats come from the surrounding wilds in 1d6+2 rounds.

Ace Weather Control: Some vampires can control the weather. With a successful Smarts roll, the vampire summons a terrible storm, typified by dark skies and lashing rain. The downpour reduces visibility (treat as Dark for lighting penalties), extinguishes most normal fires within 1d10 rounds, and only volatile materials have a random chance of igniting from fire-based attacks. Storm conditions inflict a -1 penalty to most actions, due to slipping, difficulty hearing, strong winds, and so on. The GM must decide if other actions are affected.

HEART: MENTAL DOMINATION

Card Special Ability

Jack Sire: Anyone slain by a vampire has a 50% chance of rising as a vampire in 1d4 days.

Queen Seduction: Characters of the opposite sex wishing to attack the vampire do so at -2.

King Fear: Anyone seeing the vampire must make a Spirit roll.

Ace Charm: Vampires can use the *puppet* power using their Smarts as their arcane skill. They can cast and Maintain the power indefinitely and without penalties, but may only affect one target at a time.

SPADE: REGENERATIVE

Card Special Ability

Jack Life Drain: The vampire may make a Touch Attack instead of a regular attack. Living victims must make a Vigor roll (perhaps opposed by the vampire's Spirit) or suffer a wound. For each wound inflicted in this manner, the vampire heals one of its own wounds.

Queen Resurrection: A vampire with this power can be brought back from the dead unless its remains are thoroughly destroyed. A pint of blood poured over the remains returns the vampire to life, fully healed in 1d6 rounds.

King Regeneration: Some vampires have the ability to rapidly heal wounds. Most have Slow Regeneration, but a powerful vampire may have Fast Regeneration. If the vampire has a Weakness to a certain substance, such as silver, wounds caused by the substance must heal naturally.

Ace Invulnerability: The vampire is immune to damage except from a single source, such as fire, silver, Maerathril, or wood. They can be Shaken by other attacks, but never suffer a wound. The vampire *automatically* has an appropriate Weakness (Specific Substance). See below for details.

WEAKNESSES

Although certain weakness can be used to destroy a vampire, such as different types of metal, most are little more than hindrances designed to buy the vampire slayer a little time. Most vampires should have two Weaknesses in addition to their problem with sunlight. Shuffle the deck, draw two cards, and check the results below.

Card Weakness

2 Running Water: The vampire cannot cross running water, except by bridges.

3 Herbs: Medicinal herbs repel the vampire. A vampire suffers a -2 penalty to all actions against a character displaying any herbal remedy.

4 Blood: This is not a weakness to blood itself, but a method of stalling a vampire. If a pint of blood is thrown over a vampire (requires a successful Throwing attack), it must make a Spirit roll or be Shaken as it licks up the blood. It may attempt to recover from being Shaken as normal.

5 Holy Symbol: A character with a holy symbol (other than Hela's) may keep a vampire at bay by prominently displaying the symbol. This requires the use of one hand but is a free action. A vampire who wants to attack the victim in melee must beat her in an opposed test of Faith or Spirit (use the highest). A symbol of Scaetha or Sigel grants a +2 bonus to the bearer.

6 Grain, Seeds, or Nets: Certain vampires suffer from an obsessive-compulsive disorder. When they come within 5" of grain or seeds sprinkled on the ground, or a net (laid out or hanging), they must make a Spirit roll or be compelled to count the grain, seeds, or knots in the net. Treat the vampire as being Shaken. It may attempt to recover from being Shaken as normal.

7 Candle: The light from candles is a deterrent to some vampires. A vampire trying to cross into

HELLFROST: RASSILON EXPANSION II

the radius of light shed by a candle must make a Spirit roll at -2 as a free action or be unable to cross that round. It cannot directly affect anyone in the template by any means if the roll is failed (it could cast a *blast* spell centered outside the template, for instance, but it cannot use *bolt*, *puppet*, or any other such spell or special ability against targets protected by the light).

8 **Invitation Only:** Vampires cannot enter a private dwelling without being invited. They may enter public domains as they please.

9 **Specific Substance:** Certain vampires are more susceptible (or only susceptible) to magic, fire, silver, cold iron, Maerathril, wood, or some other specific substance. Weapons made of these substances inflict +4 damage. Against Invulnerable vampires, such substances inflict wounds as normal.

10 **No Reflection:** The vampire has no reflection and casts no shadow. This can be used to detect such a fiend. Also, when faced by a person holding a mirror, the vampire suffers -2 to attacks against that character as it tries to avoid gazing into the mirror.

Jack **Stake Through the Heart:** A vampire hit with a Called Shot to the heart (-4) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust. This supersedes the Undead ability regarding Called Shots. While many vampires are destroyed this way, a few can reform if the stake is ever removed from their dusty remains.

Queen **Immersion:** A vampire totally immersed in running water suffers an automatic wound each round.

King **Salt:** Salt has long been seen as a substance capable of harming evil creatures. A vampire with this weakness must make a Spirit roll to cross a line of salt. A pound of salt thrown over a vampire causes 2d10 damage and the vampire has a chance of catching fire.

Ace **Beheading:** A vampire hit with a Called Shot to the head (-4) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust. This supersedes the Undead ability restriction on Called Shots.

Joker **None:** No specific Weakness.

WALRUS

Hunted for their flesh, blubber, and tusks, walrus haunts the frozen coasts of the High Winterlands in summer, moving deeper on the pack ice as winter bites. Shellfish make up the bulk of their diet, but they have been known to eat seals and seabirds. Their main predators are sea dragons and Hellfrost dragons, but polar bears and orcas eat them as well.

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

Skills: Fighting d6, Notice d6, Swimming d6

Pace: 2; **Parry:** 5; **Toughness:** 10 (1)

Treasure: None

Special Abilities:

- * **Armor +1:** Thick skin and blubber.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold, coldfire, and ice attacks.
- * **Semi-Aquatic:** Pace 6. Walrus can stay submerged for 30 minutes.
- * **Tusks:** Str+d4.
- * **Size +3:** Walrus average around 2,500 pounds.

WHALE, SMALL

Whales are a ready source of meat, fat, oil, and bone. Coastal communities hunt them in the summer, the hunters bravely rowing out to sea in small boats, harpooning their prey, and then towing the carcass back to shore where it is butchered

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d8

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

Pace: —; **Parry:** 4; **Toughness:** 12

Treasure: None.

Special Abilities:

- * **Large:** Attackers add +2 to attack rolls die to their great size.
- * **Semi-Aquatic:** Pace 6. Whales can stay submerged for 10–20 minutes before needing air.
- * **Size +6:** Whales average 25' long.
- * **Tail Slap:** Str+d6.

WINTER HOUND

Winter hounds are large dogs covered in shaggy white fur. Some say they are Thrym's pets, while others insist they were once normal hounds but became imbued with their fell powers after dying of cold. The latter seems unlikely, as the creatures are not undead.

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

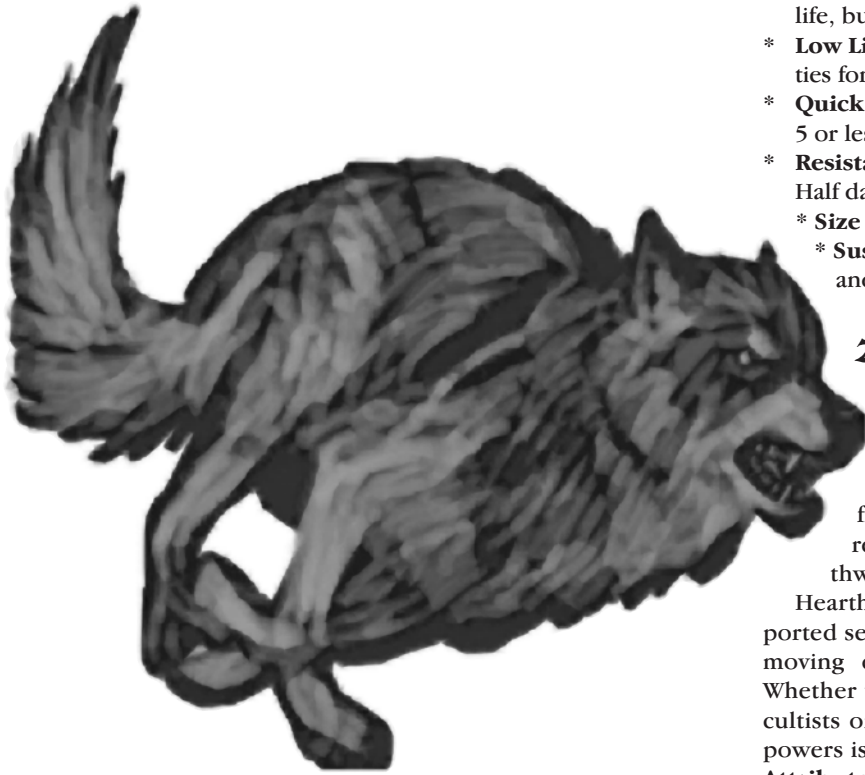
Skills: Fighting d8, Notice d8

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

Treasure: None

Special Abilities:

- * **Armor +1:** Frost-crusted pelt.
- * **Bite:** Str+d6.
- * **Fleet-Footed:** Winter hounds roll a d10 running die.
- * **Go for the Throat:** On a raise the winter hound attacks the targets least armored area.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold, coldfire, or ice attacks.
- * **Size +1:** Winter hounds are as big, but much bulkier than a man.
- * **Winter Aura:** Winter hounds are surrounded by an aura of burning cold. Those adjacent to the hound after it ends its movement take 2d6 cold damage.
- * **Weakness (Fire):** Takes double damage from heat or fire.



WOLF LORD, FROST

Frost wolf lords are larger and stronger than others of their species. They dominate not by dint of their bloodline, but through intimidation and violence. Such is their power that they dominate multiple packs, using the alpha males as lieutenants to keep their extended pack in line.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d10, Notice d10, Stealth d10

Pace: 8; **Parry:** 7; **Toughness:** 10

Edges: Combat Reflexes, Fleet Footed, Improved Frenzy, Improved Snow Walker

Treasure: Rich, in lair

Special Abilities:

- * **Bite:** Str+d8.
- * **Go for the Throat:** If a frost wolf gets a raise on its attack roll, it strikes its opponent's least armored location.
- * **Howl of Death:** A frost wolf lord can use its entire action to howl. When it does so, every enemy able to hear the chilling sound must make a Spirit roll or suffer a heart attack as his blood literally freezes in his veins. He becomes Incapacitated and must make a Vigor roll at -2. If successful, he's Shaken and can't attempt to recover for 1d4 rounds. If he fails, he dies

in 2d6 rounds. A Healing roll at -4 saves the victim's life, but he remains Incapacitated.

- * **Low Light Vision:** Frost wolves ignore lighting penalties for anything less than Pitch Darkness conditions.
- * **Quick:** Frost wolves can redraw any initiative card of 5 or less.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Size +3:** Frost wolf lords stand 8' tall.
- * **Susceptibility (Fire):** Takes +4 damage from fire and heat.

ZOMBIE, CHILL THORN

Long, bone-white in color, and wickedly sharp, chill thorns are the most dangerous of Witchwood's flora. Should they pierce living tissue, they begin to freeze the body from the inside out. Only quick surgery to remove the thorn or an iron constitution can thwart this vile effect.

Hearth Knights stationed in Deepdale Fort have reported seeing frigid corpses bristling with chill thorns moving clumsily through the bitterly cold realm. Whether these are the result of necromancy by Hela's cultists or one of the Ice Queen's many supernatural powers is currently unknown.

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

Skills: Fighting d6, Intimidation d6, Notice d4

Pace: 4; **Parry:** 5; **Toughness:** 9 (2)

Treasure: None.

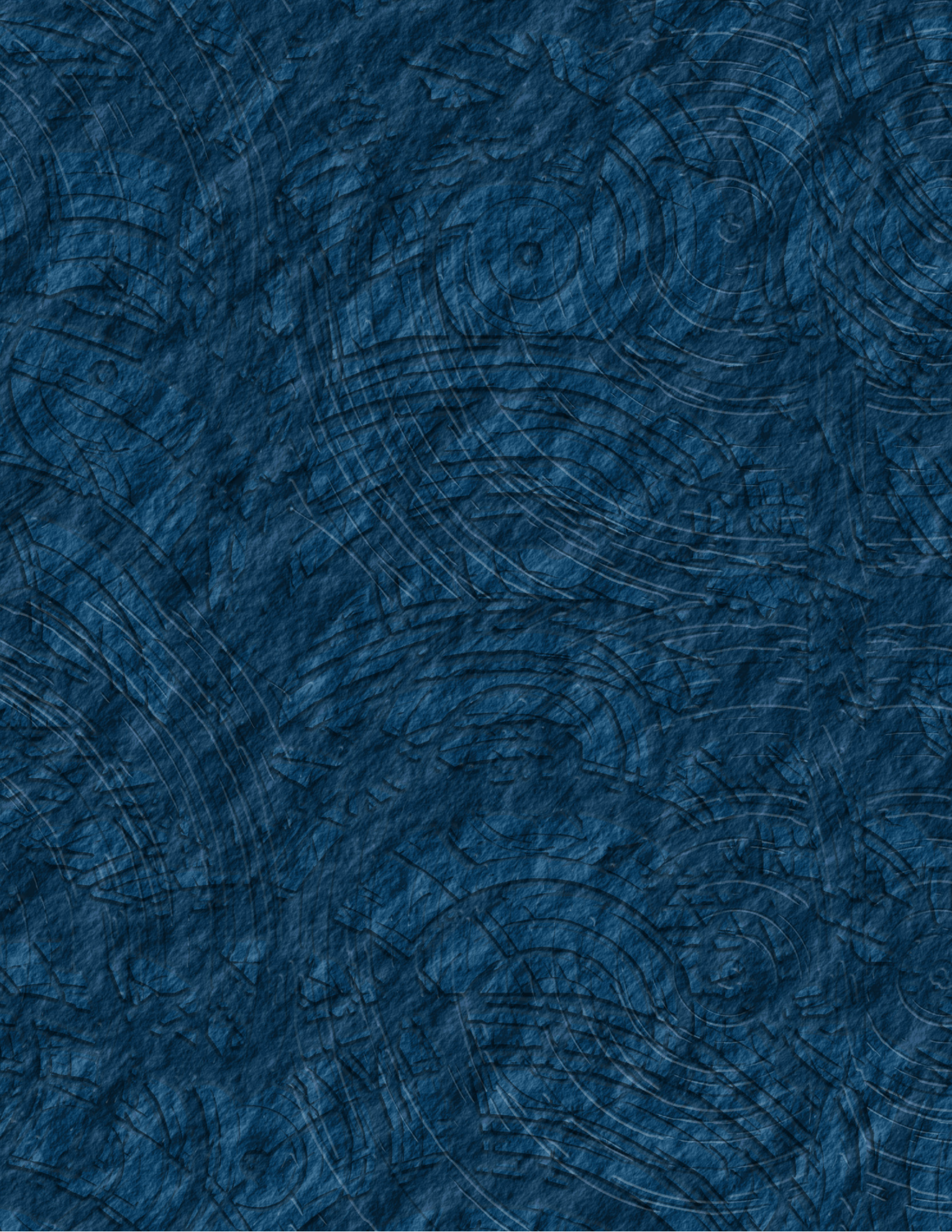
Special Abilities:

- * **Armor +2:** Frozen body.
- * **Chill Thorn:** With a raise on the zombie's Fighting roll, a thorn breaks off and penetrates the victim's flesh. The victim must make a Vigor roll every 10 minutes until the thorn is removed (requires a single Healing roll at -4), he passes three consecutive rolls (at which time the thorn dissolves), or he fails a roll. A warming herbal remedy rubbed over the entry point gives +1 to the Vigor rolls, but provides no other benefit. On a failure, the victim takes 2d6 damage each round for five rounds, ignoring all armor, as his body begins to freeze from the inside. Only a *healing* spell with a fire or heat trapping can cure this damage. Otherwise, natural Healing is required.
- * **Fearless:** Zombies are immune to Fear and Intimidation.
- * **Immunity:** Immune to background cold. Takes half damage from cold, coldfire, or ice attacks.
- * **Slam:** Str.
- * **Slow:** Cannot run.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Weakness (Fire):** Takes double damage from fire and heat attacks.

HELLFROST: RASSILON EXPANSION II

INDEX

Abseiling.....18	Speed Rider.....10	Glass.....100	Painborn.....111
Ancestors.....13	Take Aim.....5	Rope/Twine.....100	Priests & Paladins
Arcane Backgrounds	Veteran Dragon Guard.....7	Scroll.....101	Paladin of Vali.....111
Finnar Wind Priest.....11	Elemental	Soap.....101	Priest of Vali.....111
Glamour.....11	Air Elementals, Variant.....84	Steelwood.....102	Protomycota.....112
Solar Magic.....11	Earth Elemental Avalanche.....85	Straw.....102	Relics.....19, 77
Arcane Hand.....78	Earth Elemental Quaker.....85	Wall.....102	Reliquary 6, 8, 19, 29, 63, 64, 65, 66, 78
Arcane Hand, Veteran.....78	Earth Elemental Wall.....85	Web.....102	Resource Miracles.....21
Arcanophage.....77	Glacier Elemental.....85	Grappling Hooks.....18	River Barge.....16
Archetypes.....77	Hailstorm Elemental.....86	Hazards	Roadwards.....66, 67, 68
Backlash.....23	Thunder Elemental.....86	Bind Snow.....103	Rope Use.....18
Belaying.....18	Thunderstorm Elemental.....86	Biting Insects.....103	Rowboat.....16
Betrayer.....80	Elevation.....15	Dead Water.....104	Scavenger
Bludgeoners.....31, 32, 33	Embracer.....87	Earthquake.....104	Maerathril Scavenger.....112
Broken Golems.....101	Excremental	Geyser.....104	Star Metal Scavenger.....112
Bufom	Demoniac Excremental.....88	Glass Snow.....104	Seareaver.....113
Fanatic.....80	Expanded Vigor.....15	Maelstrom.....105	Experienced Seareaver.....113
Variant Bufomi.....81	Fey	Red Snow.....105	Reaver-Captain.....113
Busse.....16	Alp-Luachra.....88	Sargasso.....105	Reaver Cleric.....113
Darkness.....17	Boggart.....88	Weak Ground.....105	Ship Modification
Deeds.....13	Cù Sidhe.....89	Heahwisards.....29, 31	Dragon Scales.....10
Deildegast.....81	Dullahan.....89	Hearth Knights 43, 44, 45, 46, 47, 61, 63, 87, 92, 98, 121	Sisterhood of Mercy.....68
Demon.....81	Gandharvas.....89	Helhest.....105	Skeld.....16
Fear.....81	Kelpie.....90	Herbal Remedies	Slayer, Dragon.....78
Fetter Hound.....82	Likho.....90	Insect Repellant.....10	Slayer, Giant.....79
Madness.....82	Nules-Murt.....90	War Paint.....10	Smabyrding.....16
Nagal.....83	Polevik.....91	Hiisi.....105	Snekke.....16
Rage.....83	Vodnik.....91	Hindrances	Spectral Warrior.....114
Rune-Carved.....83	Fey Noble	Disowned.....3	Spells
Screaming.....84	Louhi, the Witch of the Wind 91	Leysingi.....3	Hamper Movement.....12
Detecting Light.....17	Firbolg.....92	Hrosmark Huscarl 8, 10, 47, 78	Summon Spirit.....12
Difficult Ground.....17	Foe Hound.....92	Huscarls of Hammerhand 49	Spelltrapped Soul.....115
Dispelling.....23	Frost Dwarf	Ice Fortifications	Sports
Drakkar.....16	Huscarl of Hammerhand 93	Ice Blocks.....10	Glima Wrestling.....20
Edges	Rune Mages, Alternate 93	Supplies.....10	Knattleikr.....21
Armor Piercing Shot.....4	Frostreaver	Iron Guild Officer.....78	Squeezes.....18
Bastion of Strength.....6	Priest.....94	Khazok.....106	Sumps.....18
Bodyguard.....6	Stormcaller.....94	Knarr.....16	Swarm
Brothers-in-Arms.....6	Fungal	Knights Hrafn 55, 56, 57, 58, 59	Bright Bug Swarm.....115
Censure Demons.....6	Warden.....94	Knots.....18	Water Leaper Swarm.....115
Charge.....4	Warden Spores.....95	Kreana	Temperature.....18
Deathdealer.....6	Fungal Hulk.....95	Paladin.....106	The Arcane Hand.....29
Delay Spell.....5	Fungal Spores.....95	Lorekeepers.....59, 60, 61, 65	The Convocation of Elementalists 34
Doomsman.....7	Galley.....16	Lost Soul.....107	The Deathdealers.....37
Double the Load.....7	Gear	Madness.....82	The Dragon Guard.....39
Dragon Guard.....7	Air Bladder.....10	Merchant Caravan.....107	The Gray Legion.....7, 41
Fast Mount.....4	Blessed Instrument.....10	Miracles	The Iron Guild 41, 51, 52, 53, 54
Fighting Withdrawal.....4	Chalk.....10	Army of the Damned.....23	The Order of Jotundauðr.....61
Forced March.....5	Hollow Reed.....10	Bless.....24	The Thirteen Warriors.....70
Gravetouched.....3	Iron Spike.....10	Curse.....24	Troll
Gray Legionary.....7	Lard.....10	Defend the Realm.....24	Baby Marsh Troll.....116
Hellfrost Hardened.....7	Lavvu.....10	Delay Ruin.....24	Leech.....116
Hellfrost Hardy.....7	Gemstones.....20	Demagogue.....24	Marsh Troll Spawner.....116
Help Me.....5	General.....78	Eyes of Fate.....25	Underground Explorer.....79
Horse Lord.....8	Giant, Cliff	Fimbulvintr.....25	Underwater Combat.....16
Hrosmark Huscarl.....8	Cleric of Balor.....96	Foresight.....25	Valhrafn
Improved Double the Load 7	Earth Elementalist.....96	Fury.....25	Human Form.....117
Lurker.....4	Giant, Frost	Gambler's Fortune.....26	Hybrid Form.....117
Master Bludgeoner.....8	Langbarðr.....97	Hand of Fate.....26	Raven Form.....117
Master Mariner.....8	Norðri.....97	Healing Aura.....26	Vampire
Merman Blood.....3	Giant, Kalevanpoeg.....96	Line of Credit.....26	Ancient Vampire.....118
Mounted Combatant.....4	Giant Animal	Reconsecrate.....27	Young Vampire.....118
Not Just A Sling.....8	Dragon Toad.....97	Strengthen/Weaken Fortification 27	Walrus.....120
Pathfinder.....4	Spit Toad.....98	Summon the Fyrd.....27	Watchers of the Black Gate.....72
Potent Magic.....5	Giant Slayer.....62	Trickster's Hand.....28	Whale, Small.....120
Protect the Cargo.....8	Goblin, Ice	Veil.....28	Whaler.....80
Quick Reactions.....4	Ripper.....98	Ward against Undead.....28	Wind Chill.....15
Reflect Spell.....5	Gods.....65	Warmth of the Hearth.....28	Winter Hound.....120
Reliquary (Arcanologist).....8	Golem	Weaken Magic.....28	Wolf Lord, Frost.....121
Righteous Miracles.....6	Artillery, Ballista.....99	Navigation.....16	Wood Wardens.....75, 76
Running Throw.....5	Artillery, Trebuchet.....99	Necromental.....109	Zombie, Chill Thorn.....121
Sea Legs.....8	Chalk.....99	Nuckalevee.....110	
Share Spell.....8	Defender.....99	Orcul.....110	
Sister Superior.....10	Fungus.....100		



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