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HELLFROST

• RASSILON EXPANSION •





HELLFROST RASSILON EXPANSION

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HAS GIVEN THE SETTING TRUE LIFE.



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PLAYER'S SECTION



This section contains new rules for players, including a small number of Hindrances and Edges, hedge magic, and a magical Arcane Background. These rules are core expansions to the *Hellfrost* setting and, as such, may be referred to in other official products. The contents of several free downloads are included in this book, thus reaffirming their status as core expansions and making them available to all fans.

NEW HINDRANCES

BLOOD FEUD (MINOR/MAJOR)

Your family has a feud with another family who lives nearby.

A Minor Blood Feud involves cattle raids and bitter arguments, but has not yet resulted in bloodshed. You receive -2 Charisma when dealing with members of the rival family and should not expect them to obey the laws of hospitality. A Major Blood Feud means the families are at war, and members attack each other on sight—the Charisma penalty increases to -4.

All sibling characters must take this Hindrance. The GM should create details of the other family. Stopping a blood feud requires dedicated effort.

CITY DWELLER (MINOR)

The character was born and raised in a large town or city. He has little understanding of the great outdoors. While in the wilderness or a subterranean environment, the hero has -2 to Common Knowledge involving country life, Stealth, and Survival rolls.

Each time the character gains an Advance, he may make a Smarts roll. With success, he may remove the Common Knowledge, Stealth, or Survival penalty. Once all three penalties are gone, the Hindrance is removed.

OUTLAW (MAJOR)

The hero has been outlawed from his society. He may have committed a serious crime or been the victim of a miscarriage of justice. Outlaws discovered in their former community may legally be killed without their former kin being able to claim weregild.

Cut off from his kin, he cannot use the Kinship & Fealty rules. The hero has -20 Glory. Outlaws may not take any Edges or Hindrances relating to family or social status, including Noble.

SEA FEAR (MINOR/MAJOR)

Rassilon is a large continent, with many areas far from any major bodies of water. For some of those born far inland, the sight of seemingly endless expanses of open water causes intense terror.

When the character comes upon a lake, a river whose opposite bank he cannot see, or the open sea, he must make a Guts roll or suffer the effects of Fear until the character is on dry land *and* the body of water is out of sight. Covering one's eyes does not constitute as being out of sight of the water! If on a long voyage across water, the poor adventurer must make a Guts roll each morning to overcome his fear.

Whether this Hindrance ranks as Minor or Major depends on the nature of the GM's campaign. In a game where water travel will be rare, it is a Minor Hindrance. In games where ship travel is to be frequent it counts as a Major Hindrance.

SHORT-LIVED MAGIC (MINOR/MAJOR)

Whether due to his inability to concentrate or correctly focus magic, a flaw in his training, or an ancient curse, the hero is unable to maintain spells for long periods.

With the Minor version, the character's Maintained spells automatically end after one hour (if not ended sooner by other means). Alchemical devices he creates containing Maintained spells end after 30 minutes.

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WE ARE FAMILY

In most fantasy roleplaying games, the characters operate in a small party of like-minded individuals. That they have families is largely an irrelevant detail and of little use when plundering tombs and slaying beasts. *Hellfrost*, however, has the potential to allow for families to play a role in the characters' lives.

If you are electing to use the Kinship & Fealty rules and introduce the family-oriented Edges and Hindrances from this book, then sibling characters become a distinct possibility. As any siblings are obviously from the same family, certain Edges and Hindrances must apply to them both equally unless adequate reasoning is provided as to why this is not the case. For instance, Dave and Rob decide their characters are brothers. Dave wants to play a Noble. Rob now has three choices—he must take the Noble Edge for his hero, convince Dave to drop the idea, or decide to play an illegitimate sibling who does not benefit from his father's title.

Heroes can also be more distantly related, perhaps playing cousins. In this case, although they belong to the same family, they need not share the same Hindrances and Edges as they are from different branches and possibly live in different geographical areas. Similarly, more distant kin are members of the same clan but not the same family, having a common ancestor several generations back, and thus do not need to take the same Hindrances and Edges.

With some minor tweaks, the new Kinship & Fealty rules can easily be used to represent military or political alliances, support from temples, and support gained via the Connections Edge.

The Major version allows the spellcaster to Maintain his spells for a maximum of one minute (10 combat rounds). His Maintained alchemical devices also last a mere one minute.

WEAK FAMILY (MINOR/MAJOR)

The character's family lacks both military and political resources.

The character receives a -2 penalty to rolls on the Kinship Results Table (see page 21) for the Minor Hindrance and -4 for the Major version. Taking this Hindrance does not prohibit the character from being a Noble. All sibling characters must also take this Hindrance.

NEW EDGES

The following Edges are open to members of all races. Note that the new Background Edges are only useful if

you intend to use the rules on Kinship & Fealty found in the next chapter.

BACKGROUND EDGES

ANCESTRAL GUARDIAN

Requirements: Novice, Spirit d8+, cannot have negative Honor

The hero was visited by the spirit of an important or notable ancestor, who promised to aid him in times of need.

In times of need, the hero can spend a benny to gain a single Novice spell of his choice from *aim*, *armor*, *boost trait* (no *lower*), *deflection*, *environmental protection*, *farsight* or *warrior's gift*. These spells can only be cast on the hero. He activates the spell using Spirit as his arcane skill (even if he has an arcane skill). The hero only has one chance to activate the spell per benny spent. A different spell may be chosen each time a benny is used in this manner. Should the hero's Glory ever drop below zero, he temporarily loses this Edge, his ancestor being shamed by the character's actions.

GIANT BLOOD

Requirements: Novice, Strength d8+, Vigor d6+, must be human

Many legendary heroes are accredited with having giant's blood, though there is no documentary evidence to support such claims. According to your family's traditions, somewhere in your ancestry is giant blood. Given the way this hero has turned out, that may well be true.

The character stands 7'-8' tall in his bare feet and has Size +1. This gives him +1 Toughness. He cannot be Small as well, but he can be Brawny or Obese. Before taking any actions on his turn, the adventurer may spend a benny to invoke his giant ancestry. This adds two steps to his Strength (no limit) for a number of rounds equal to half his Vigor die.

On the downside, the character receives the Mean Hindrance for free.

LARGE FAMILY

Requirements: Novice

The character's family may not be particularly powerful, but there are lots of them.

The character receives a +2 bonus when rolling on the Kinship Results Table (see page 21). Characters with the Weak Family Hindrance may not take this Edge. All sibling characters must take this Edge.

NOBLE

This is an addition to the standard Noble Edge.

In addition to the regular benefits of being a nobleman, the character also gains a bonus to rolls on the Kin-

ship Results Table (see page 21). The bonus varies with the noble's social rank. Note that only the male Anari titles are listed for brevity.

Title	Modifier
Knight	+0
Banneret	+1
Baron	+2
Count	+4
Duke	+6
Prince	+8
King	+10

POWERFUL FAMILY

Requirements: Novice

The character's family, whether large or small, holds great power in the land.

The character receives a +2 bonus when rolling on the Kinship Results Table (see page 21). Characters with the Weak Family Hindrance may not take this Edge. All sibling characters must take this Edge.

WORLD-WISE

Requirements: Novice, Smarts d8+

Whether the hero journeyed extensively with his parents during his youth, listened to traveler's tales at the local tavern, or had a good tutor, he is well-versed in the geography and cultures of Rassilon.

The adventurer has 5 extra skill points. These must be spent on a minimum of three different Knowledge (Area) skills. Remember, your home region is covered by Common Knowledge. Additionally, the hero may make unskilled Knowledge (Area) rolls for areas for which he has no skill.

COMBAT EDGES

FAST AND SILENT

Requirements: Seasoned, Agility d8+, Stealth d8+

The character is both fast and silent on his feet, a deadly combination.

When moving stealthily, the adventurer suffers no penalties to Stealth rolls for running. Outside of combat, each Stealth roll covers moving up to five times the character's Pace plus his full running die.

ONE STEP ONE KILL

Requirements: Veteran, Agility d8+

The hero has learned how to take a lightning quick step to circumvent his opponent's defenses and strike a lethal blow.

If the character moves no further than 1" on his turn, moving adjacent to a foe does not trigger First Strike. In addition, if the hero spends a benny while taking his one step, he gets the Drop on his target this round.

RETRIBUTIVE STRIKE

Requirements: Veteran, Agility d8+, Fighting d8+

The hero is not about to go down without having the final word.

Whenever the character is Incapacitated by a melee attack, he may make a single Fighting roll as a free action against his attacker before succumbing to unconsciousness or death. This is performed after rolling on the Incapacitation table.

Only the foe who made the Incapacitating attack may be targeted and he must be within the hero's weapon's Reach. No Edges or combat maneuvers may be used with this free attack, though if the character is already Berserk or used Wild Attack this round, the relevant modifiers still apply to the retributive strike. Wound penalties apply as normal. Injuries gained from the Incapacitation result as a result of the attack which forced him to roll on the table do not apply.

VENGEFUL STRIKE

Requirements: Heroic, Retributive Strike

As above, except the hero may make a Retributive Strike as a free action each time an adjacent ally is Incapacitated by a foe. The Vengeful Strike must be made against the foe who downed the character's ally.

SALMON LEAP

Requirements: Seasoned, Agility d8+, Strength d8+

The adventurer knows how to leap greater distances horizontally and vertically.

All jumping distances are increased by 1". In combat, the hero can leap high enough to stab down behind his defender's shield. Shields provide one less point of Parry bonus against a hero with this Edge unless they too have the Edge.

SPEAR CATCH

Requirements: Veteran, Agility d8+, Throwing d6+

Snatching a spear from the air is no mean feat, but the hero has mastered the maneuver.

This Edge may be used once per round and off-hand penalties apply as normal. In order for the Edge to work, an opponent must throw a spear at the hero and score a success on his Throwing roll. The character then makes an Agility roll vs. the opponent's Throwing total. With success, the character catches the spear. On a raise, he may throw it back in the same round as a free action. Should the catcher fail to intercept the weapon, it strikes him as normal.

SPEAR TWIST

Requirements: Seasoned, Agility d8+, Throwing d8+

The character knows how to spin a throwing spear in flight, increasing the weapon's killing power.

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When throwing a spear, the hero treats his Strength die as being one die higher for the purposes of damage. This is applied *after* factoring in any Minimum Strength penalties. Attempts to catch the spear are made at -2 and the weapon cannot be returned in the same round, even if the catcher scores a raise.

STEADY FEET

Requirements: Veteran, Agility d8+, Strength d8+, Giant Killer

The character knows how to brace properly when struck by large foes.

The hero treats the size difference on the Knockback Table as one level better (for him). For instance, against an ogre (Size +3), a Size +0 character suffers Knockback as if the ogre were just one or fewer Sizes larger.

LEADERSHIP EDGES

BORN IN BATTLE

Requirements: Seasoned, Smarts d8+, Knowledge (Battle) d8+, Command

A good grasp of terrain and tactics, as well as knowledge of military history and enemy forces, can bring a general victory even when his troops are inferior to his enemy's.

The character gets +2 to Knowledge (Battle) rolls. In addition, he gains a +2 bonus to all Common Knowledge rolls concerning military matters.

POWER EDGES

ENHANCED MAINTENANCE

Requirements: Veteran, Spirit d8+, Vigor d8+, arcane skill d8+

Constant practice allows the hero to Maintain spells even while asleep.

The character can Maintain a single spell while he sleeps. The spell must first be cast using the normal rules and be capable of being Maintained. As the hero falls asleep, he must make a Smarts roll or the spell ends as normal. The character cannot awaken and recast the spell if the Smarts roll fails, but may be roused by others if the spell has visible trappings they can observe. A similar roll must be made if the character is awoken suddenly, rather than waking in his own time.

This Edge provides no benefit if the hero is Incapacitated or rendered unconscious by damage, Fatigue, poison, gas, magic, or other methods—it functions solely for *natural* sleep.

This Edge may be taken more than once. Each additional Edge allows the hero to Maintain one additional spell while asleep, up to the maximum he is allowed to Maintain.

INSTINCTIVE DISPEL

Requirements: Veteran, arcane skill d8+, Knowledge (Arcana) d10+, must know *dispel*

The character has an instinctive knack for dispelling enemy magic.

Once per turn, the hero gets a free use of *dispel* against a single foe who casts a spell, but only if the spell's immediate effect includes the hero. The foe must be within range of the *dispel* power at the time of casting. This affects both directly targeted spells (such as *bolt*) and spells with a Burst Template effect (such as *stun*). Thus, a character could *dispel* a casting of *blast* if he was a target under the template, but he could not attempt to *dispel* a *prolonged blast* spell whose template ended 1" away from him. This automatically interrupts the opponent's action, and does not cost the hero his action if he is on Hold or has not yet acted this round.

SPELL FINESSE

Requirements: Novice, Arcane Background (Any except Rune Magic), arcane skill d8+, Knowledge (Arcana) d8+

The following new enhancement is available.

- **Altered Range:** Pick one spell with Range Touch and change that spell's Range to Smarts *or* pick one spell with Range Smarts or Spirit and change it to 12/24/48. Unlike other options, you may take this one twice for the same spell, allowing you (eventually) to increase a Touch spell to Range 12/24/48.

PROFESSIONAL EDGES

ARCANE HAND*

Requirements: Novice, Healing d6+, Knowledge (Arcana) d6+, Notice d6+, must be born in the house's lands.

Not to be confused with the Reliquary's Guardians of the Arcane, the Arcane Hand are elite bodyguards and trusted servants of the Magocracy, charged with the protection of the wizard elite. Each household maintains its own detachment of Arcane Hands who hold loyalty only to that house. As such, the Connection Edge and Orders Hindrances extend only to members of the same household, not the Wardens as a whole. The Mage-King maintains his own bodyguards drawn from Arcane Hands of his former household. When his tenure ends, they return to their noble house barracks.

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 and soldiers, but messengers, spies, diplomats, and adventurers.

Many young mages, especially those unlikely to inherit titles any time soon, opt to join their local Hand, both as a show of loyalty and to relieve boredom.

One should not think of the Hand as fanatically loyal

puppets. More than one noble has met his death at their swords when a rival offered them a better deal or after repeatedly mistreating them.

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.

If a Hand is on Hold and wishes to interrupt an enemy spellcaster before he can fire off his spell, his Agility roll is made at +2. If the Hand has not yet acted this turn, he may attempt to interrupt as if he had been on Hold. However, he does not gain the +2 bonus.

In both instances, the Hand's actions after interrupting must focus solely on the attempted destruction or disruption of the spellcaster. He cannot, for instance, interrupt a spellcaster and then use Sweep to attack the caster and his bodyguards, nor can he use this Edge to interrupt a spellcaster engaged in non-spellcasting activities.

Taking Arcane Resistance is not recommended for a Hand, as it makes life difficult for any mage trying to bolster his bodyguards through arcane means.

DUNGEON CRAWLER

Requirements: Novice, Agility d8+, Climbing d6+, Stealth d6+, Survival d6+

The adventurer has spent a great deal of time exploring beneath the earth and has learned many tricks to ensure he comes out alive.

The hero treats his Size as being one step lower with regard to tight squeezes. He also gains +1 to Climbing, Stealth, and Survival rolls when in an underground environment, be it natural caves or an artificial construction.

HUSCARL OF HAMMERHAND*

Requirements: Novice, must be a frost dwarf, Strength d8+, Spirit d6+, Vigor d6+, Fighting d6+, Throwing d8+, Vow (destroy orcs)

The great dwarf fortress-city of Karad Marn, ruled in name by Thegn Rungar Hammerhand, has largely been in orc hands for the past 60 years. The battle to liberate the city has been long and bloody.

Thegn Hammerhand's relentless struggle to free his ancestral home has led to him achieving cult status among many dwarf warriors. One such cult is the Huscarls of Hammerhand, dwarves who have sworn a vow not just to support Thegn Hammerhand but also to destroy orcs wherever they find them, not just in Karad Marn.

Relentless in their pursuit and eradication of orcs, the Huscarls have become specialists in warhammers and thrown weapons, forgoing all other weapons in their pursuit of excellence.

The majority of the warrior brotherhood resides at Karad Marn, fighting daily alongside their dwarven comrades and foreign mercenaries. Others have taken leave to travel the continent in search of orcs, for their menacing presence is wide felt. Should they be called to return

to Karad Marn, the huscarls are sworn to do so, taking the most expedient route and never stopping to engage in other activities along the way.

Huscarls may throw warhammers to Range 2/4/8. Members learn how to launch their thrown weapons in such a way that the weapon flies in an arc, allowing them to strike multiple adjacent targets. This functions as per the Frenzy Edge, except it works at range and only with throwing axes, throwing hammers, and thrown warhammers. Both targets must be within range of the hammer and adjacent to each other.

Huscarls of Hammerhand must take the Favored (orcs) Edge before reaching Veteran or suffer -20 Glory and be banished from the organization for life. A banished Huscarl cannot take the Elite Huscarl of Hammerhand Edge (see below).

ELITE HUSCARL OF HAMMERHAND*

Requirements: Heroic, Huscarl of Hammerhand, Throwing d10+

Elite Huscarls have learned to launch their throwing axes and hammers with deadly force. The weapon flies in a line 1" wide and to a distance equal to its maximum range. The weapons must always be thrown to their full extent.

The dwarf makes a single attack roll against all targets in this line, friend or foe, factoring in range and cover modifiers as required. Foes in between the first and final target provide no cover to their comrades behind them, being knocked aside slightly to allow the weapon a clear flight. Static obstacles provide cover as normal. Roll damage separately for each hit.

Example: *Oin, a Huscarl, tosses a throwing axe at a group of orcs charging toward him. He aims his throw so as to be able to strike four orcs in the hammer's path. His Throwing roll is a 7.*

The first orc is at Short Range and is struck by the hammer. The second and third orcs are at Medium Range, so a -2 penalty is applied to Oin's roll, reducing it to a 5. Both orcs are struck. The final warrior is at Long Range, giving Oin a -4 penalty. This reduces his score to a 3, indicating a miss.

ONE OF THIRTEEN*

Requirements: Novice, Agility d6+, Smarts d6+, Fighting d8+, any two Combat Edges, must be a member of the Thirteen Warriors

The Thirteen Warriors (see *Hellfrost Players Guide*) teach new recruits an almost supernatural knack, allowing them to mimic many fighting styles. Once per round, and when adjacent to an allied character, the hero may use one of his ally's Combat Edges. He must meet all requirements as normal, however, except for Rank. Thus, a character cannot gain Improved Block unless he already has Block (as Block is listed as a requirement for the Improved version).

The Edge is gained at the start of the character's action and lasts until the beginning of his next turn. If the

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hero or ally ever separate, the Edge is immediately lost, though a new one can be gained on the hero's next action. The Edge chosen may be swapped for another on the hero's next action card as a free action.

RANGER

Requirements: Seasoned, Woodsman

The woodsman is now truly at home in the wilderness.

He has learned to move with minimal disturbance to the landscape—foes attempting to track him receive a -2 penalty to Tracking rolls. Extensive training and frequent practice gives the ranger a d8 Wild Die with Tracking, Survival, or Stealth (the latter in the wilderness, as per the Woodsman Edge). The hero picks one skill when he takes this Edge and cannot change it later.

SIEGE ENGINEER

Requirements: Seasoned, Smarts d8+, Knowledge (Siege Artillery) d8+

The hero has studied ballistics and knows how to spot weak points in enemy fortifications.

Siege engineers increases the range of siege weapons they operate by 50%, and add +2 to any AP rating. Only the chief artillerist on a weapon needs the Edge. No increased benefit is gained if multiple artillerists have the Edge.

WATCHER OF THE BLACK GATE*

Requirements: Novice, Spirit d8+, Vigor d6+, Fighting d8+, Guts d8+, can never use a *summon demon* spell

When the Demongate Wars ended, the forces of good tried to destroy the great black key which controlled the portal. Although the key could not be destroyed, clerics and paladins did manage to shatter it into a hundred pieces. The fragments were then scattered throughout the lands, placed beyond the reach of the demon lords. The Demongate was moved to a secret fortress deep inside a mountain, where it would be protected by powerful wards and an order of knights.

An organization of evil cultists known as the Seekers of the Black Key is scouring the world for the fragments. Pitted against them are the Watchers of the Black Gate (sometimes known as Gatekeepers), avowed to protect the Demongate and hunt down demons and Seekers in order to ensure the fiends of the Abyss can never be unleashed en masse.

While the great majority of Gatekeepers remain at the secret fortress, others are sent out into the world to hunt down and destroy demons, Seekers, and those who would traffic with the Abyssal powers. While many Gatekeepers are clerics of the Norns, this is not a strict requirement.

Secrecy is of utmost importance to the organization, for if the location of the Black Gate was ever discovered by the hosts of the Abyss, 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.

A Gatekeeper who betrays the organization, especially in revealing the location of the Black Gate to any outsider, is ruthlessly hunted down, tortured to learn what he revealed, executed, and buried on unhallowed ground. All those found to be privy to the information he imparted meet with the same fate.

All Watchers are expected to combat demons and their mortal servants wherever they lurk. To aid in their quest, members are taught special charms and techniques for countering the insidious powers of demons.

The hero has +2 to resist spells cast by demons (this stacks with Arcane Background) and +2 to resist demons' special abilities requiring an opposed die roll. It provides no bonus against natural weapons (such as claws or teeth) or forged weapons wielded by demons (even magical ones).

SOCIAL EDGES

SANCTUARY

Requirements: Novice

The hero has created or discovered a place of tranquility. The sanctuary must be a small, static area, typically no bigger than a large house. It can indoors or outdoors, as fits the character's nature and archetype. The sanctuary may be a secret or public place, as decided when the Edge is taken. For instance, a druid or cleric of Eostre might take a wooded glade; a warrior might have a trophy room in his stead, where he can gaze on souvenirs and reflect on past deeds, or a shrine to Tiw; while a cleric might have a private space in the local temple where he can meditate.

The hero and any allies he welcomes to the site who spend four days within the sanctuary add +1 to their next natural Healing roll. Furthermore, characters gain +2 to resist Fear and Tests of Will while within the sanctuary. Both modifiers are in addition to any others that may apply. If the sanctuary is defiled (GM's call on what counts as defiling), the hero must spend a minimum of one week rebuilding it. Total destruction may require weeks, months, seasons, or years of work to set things right.

This Edge may be taken more than once. Each time it is picked, the hero gains another sanctuary.

Because the sanctuary is static, this Edge is best suited to a community-centric campaign, where the characters do not travel far from home on a regular basis.

● HEDGE MAGIC ●

This section provides a new herbal remedy to help counter Vali's malicious inflictions.

Antibiotic (0): Antibiotics are used to treat diseases. All diseases allow a Vigor roll, typically once per day or once per week. One dose of antibiotic must be taken every day for the appropriate period for the medicine to

have any effect. Assuming this is done, the victim makes his next Vigor roll to shake off the disease at +2. Multiple doses otherwise have no additional effect.

Example: *Victims of Vali's revenge make a Vigor roll each day at -1. By taking a dose of antibiotics, the roll is made at +1 instead. To gain the benefit for red pox, which allows only a weekly roll, the patient must consume one dose of antibiotics every day for eight days. If he misses so much as a single dose he gains no benefit—he cannot skip one day and take two doses the next to make up the difference.*

Anti-Craving (+1): Habits can be hard to break. A dose of this herb taken once per day negates the cravings of a character with the Major Habit Hindrance. Multiple doses have no effect. Taking a dose each day for two complete weeks allows the character a chance to buy off his Hindrance, as per the rules.

Calming (0): Known to many as “berserk bane,” ingesting this herb produces an intense feeling of calm. Users with the Berserk Edge find they cannot go berserk for the next hour (or sooner if the drug is purged). Unscrupulous characters have been known to slip this into a berserker's food or drink before a fight in order to weaken his combat potential. As a side-effect, the user is easily swayed. He has -2 to resist the effects of *puppet* and *Persuasion* rolls. The penalties do not apply if a suicidal notion is put forward, however—the user is more suggestible, not stupid.

Clear Vision (-1): This herb is always infused with water. Any residue is then drained, to leave just the liquid. When dripped into someone's eye, it removes the Bad Eyes Hindrance for an hour. Multiple doses have no effect.

Courage (0): A courage remedy grants the user +2 to Guts rolls for the next hour. It acts by numbing the parts of the brain that register fear. Multiple doses have no effect.

Face Mask (-2): Many herbalists sell creams and ointments which supposedly clear up the complexion, cleanse clogged pores, and add a natural radiance to the user's visage. Most are just harmless herbs sold to please vanity. However, certain herbs really can do wonders for the skin. The user gains a +1 Charisma bonus for the next hour, so long as the brew is used on their face. Multiple doses have no additional effect.

Focusing (-2): This herbal brew gives mental clarity and aids memory recall. For an hour after taking a dose, the user has +1 to Common Knowledge and Knowledge rolls.

The drug does not provide any benefit if the character is untrained in a Knowledge skill which can only be used trained—it does not grant knowl-

edge, it just helps the character recall what he already knows. Multiple doses have no effect.

Masking (-1): When smeared on exposed skin (normally as a paste), the herb masks body heat. The character does not register to creatures with Infravision, thus causing them to suffer darkness penalties as normal against the user. A single dose covers the hands and face. The arms and legs each require an additional dose, and the torso and back require a further two doses. Characters wearing clothing or armor do not need to apply the herb to covered areas.

The remedy is good for a single hour, but is removed by immersion in liquid or being struck by an area effect spell with a water trapping. Multiple doses have no additional effect.

Oxygenating (-2): When chewed, the herb releases oxygen. The user doubles the time he can hold his breath. Forced into the mouth of a character Incapacitated due to asphyxiation, the brew grants a +2 bonus to Healing rolls to resuscitate the victim. Multiple doses have no effect—there is only so much one can stuff into one's mouth.

Sobriety (-1): A dose of brewer's bane instantly removes any effects of alcohol from the user's system, leaving him instantly and painfully sober. The imbibor is Shaken as a result of the sudden sobriety.

Stimulant IV (-1): Swallowing this herb after preparation produces an immediate energy burst and clears the head. Anyone swallowing a dose automatically recovers from being Shaken as if he rolled a success on his Spirit roll. Warriors typically place a dose in their cheeks before



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combat. When they take a stunning blow, they swallow the herb (a free action). Multiple doses have no effect, nor can more than one dose be placed in the mouth at any one time.

Stimulant V (0): A dose of this herb increases the user's Overland Pace by one for 24 hours by giving him extra energy to keep marching at a steady pace. Multiple doses have no additional effect.

Stimulant VI (-4): This powerful stimulant focuses the character's reflexes and mind, granting him the Level Headed Edge for an hour. Characters with the Edge gain the Improved version. Those with Improved Level Headed gain no benefits—their minds are already operating at peak efficiency. Only one dose per day can be taken. Additional doses taken in the same day cause a level of Fatigue per dose. One level of Fatigue is removed with an hour's rest.

REVIVING DRIED HERBS

Dried herbs are a major boon to herbalists, as it allows them to brew concoctions all year round and avoid lengthy expeditions into the wilderness. However, preserved herbs are less potent than fresh herbs and incur an additional -2 penalty. For instance, a regenerative herbal brew normally gives a -4 penalty. Using dried herbs, that penalty increases to -6, making it beyond the skill of most herbalists.

Skilled herbalists can revive dried herbs into a more potent form. In order to revive the dried herbs, the character must follow a lengthy and complex process. This takes an hour and requires a Knowledge (Alchemy) roll at -4. Success allows the hero to ignore the dried herb's -2 penalty.

Revived herbs must be used within 24 hours or they decay past the point of use. Failure means the herbs are not revived, and no further attempts to revive them may be made in the future. They remain usable as dried herbs, however.

MAGICAL ARCANE BACKGROUNDS

A new type of arcane background is detailed below. It is primarily designed for NPCs. As will become evident in the description, the art is not for the faint of heart, and those who wish to gain true power must either be prepared to spend great lengths of time hunting down very specific monstrous foes, or be willing to turn on the civilized races.

SOUL BINDING

Requirements: Novice

Arcane Skill: Soul Binding (Smarts)

Starting Powers: 3

Spell List: *Boost trait* (no lower), *warrior's gift*.

Soul binding is a barbaric form of wizardry, a leftover from a bygone age. More akin to shamanism than conven-

tional sorcery, soul binding allows the practitioner to tap into the former knowledge and abilities of a severed head, in which part of the soul has been trapped. The art has been outlawed across Rassilon, but practitioners can still be found in isolated communities and among worshippers of Dargar and Hela. Soul binders suffer the Siphoning.

Spells: Unlike other forms of magic, the *boost trait* spell only affects skills and must be learned separately for each specific skill. Thus, a starting soul binder mage may know *boost Fighting, Intimidation, and Tracking*, but he cannot boost other skills. Similarly, each time the mage learns *warrior's gift*, he gains knowledge of a single Combat Edge equal to or lower in Rank than his character Rank, chosen when the spell is taken. A starting mage knows three spells and begins with three severed heads.

These spells only ever affect the caster. This replaces the normal Range for the spell. Each severed head may contain only a single spell.

New Power: Soul binder mages do not learn spells through the New Power Edge. If the mage kills a foe with a Called Shot to the head he may attempt to enchant the severed head. This must be done by the end of the next round or the soul cannot be trapped. This requires a Soul Binding roll opposed by the Spirit of the victim as an action. The mage must score a success and beat the victim's roll to enchant the head.

The mage then decides whether he wants *boost trait* or *warrior's gift*. However, the GM determines the specific spell the head contains. For *boost trait*, this matches the victim's highest skill. With *warrior's gift*, the victim must have possessed the Edge in life. For instance, if the mage decapitates an elite orc warrior, his only choices are *boost Intimidation*, the orc's highest skill, or *warrior's gift* (Combat Reflexes), its only Combat Edge.

Slaughtering goblins, orcs, and other such creatures is not going to give the mage a wide variety of spells. If he wants *boost Healing*, for example, he is going to have to hunt down a healer. Sooner or later, a soul binder mage will turn on the civilized races to boost his power.

Casting: In order to work magic, the soul binder mage must carry the severed heads on his person. He needs to be able to speak in order to command the head, but need not make any gestures with his hands.

Limitations: The maximum number of enchanted heads a mage may possess at any time is equal to his arcane skill die. In order to create a new head above this limit, he must destroy one of his existing ones.

Heads: The severed heads are shrunk, magically hardened to Toughness 8 (they can be fitted with helmets for added protection), and weigh five pounds for a typical adult human. For ease, Size -1 heads weigh three pounds and Size -2, half a pound. Similarly, assume each point of Size above Size 0 weighs an additional two pounds. Double the final value for Large creatures, triple it for Huge, and multiply it by four for Gargantuan creatures. Thus, the head of a Size +5 frost giant weighs 30 pounds (15 pounds for Size +5 and doubled because it is Large).

If a head is destroyed, the mage permanently loses access to its spell.

SETTING RULES



This chapter looks at a new rule that allow heroes to earn bonus Glory by boasting of deeds they will perform, burials, earning and calling on favors, forms of justice and their game mechanics, libraries, drawing on family and political ties, and brief guidelines for adventuring in the confined tunnels within the bowels of the earth.

BOASTING

Arrogance and pride are common traits in Rassilon, and neither is regarded as inherently negative so long as the boaster does not fabricate a lie. Indeed, boasting is part of how Glory is earned, for characters who do not speak of their heroic deeds are destined for mediocrity. While most boasting is accomplished after a deed is performed, it is possible (and quite respectable) to boast about deeds you *will* perform in the near future. Players should note that a boast in *Hellfrost* is not idle talk—it is a vow made before the people and the gods.

TYPES OF BOAST

Two types of boasts are known, these being *battle-boasts* and *deed-boasts*.

A battle-boast refers specifically to combat, rather than a particular quest. In general, it relates to the weapons, armor, or shield the boaster will or will not use, as well as the number of foes he will slay. Vowing to slay 10 orcs is a battle-boast, as is swearing to kill a named villain (Wild Card or Extra), not wearing armor while you drive off a marauding bear, or slaying an opponent by decapitating him.

Deed-boasts refer to longer term goals with a finite conclusion. These may be to rescue a prisoner, avenge a death, deliver a message to a distant location, wed a certain damsel, or acquire a rare item.

A character may issue a maximum of one battle-boast and one deed-boast at any given time. It is possible to

combine a battle-boast and a deed-boast. Vowing to track down and slay the man who killed your father is both a deed-boast (the tracking part) and a battle-boast (the slaying part). Although the two are interlinked, this counts as a single deed-boast, for until that is completed there can be no battle-boast.

LEVEL OF BOAST

For game purposes, boasts are graded as minor, moderate, major, and legendary. No definitive list of what constitutes a certain level of boast is provided, as a character's Rank and abilities all affect at what level a boast is rated, as does how he intends to achieve his aim. The more powerful a hero, the more arduous his boasts must be to mean anything.

For instance, in the adventure *The Siege of Watchgap Fort*, a hero might vow to: "slay 20 goblins in hand-to-hand combat before the siege is ended." If he is a Novice hero with Fighting d6, no Combat Edges, and low Glory, his boast is probably a moderate one at worst and more likely a major one. Delivering the death blow to 20 goblins is not going to be easy. By comparison, a Legendary hero with skills in excess of d12, half a dozen or more Combat Edges, and Glory in triple digits, who makes exactly the same claim, is not going to suffer as much hardship, and probably rates as minor, if at all.

Likewise, a mage armed with *blast*, even if his arcane skill is low, who just vows to kill 20 goblins, will not score much above a minor boast, as he can likely slaughter half a dozen or more goblins per casting and he will do so at range. He is taking far less risks by avoiding melee, and that in turn affects his boast level.

Similarly, deed-boasts that involve riding to the next village to deliver a letter or helping to mend a broken cart wheel are not worthy of praise. A hero who swears he will ride halfway across the land to fetch reinforcements before the orcs raid the village is likely making a major boast—he has a long way to travel, the reinforcements may not be available to him, and he has set himself a tight deadline.

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The GM sets the level of a boast, never the player. If the player is not happy with the GM's decision he can modify the boast or simply not make it. To avoid the system being abused, the GM should always err on the side of caution. Glory should be hard to earn if it is to be fully appreciated.

Some example battle-boasts are listed below. These can be made as standalone boasts or combined to create a higher level boast. These combined boasts are called compound boasts. For example, boasting you will slay a named Wild Card adult dragon, who is much tougher than you, in single combat while wearing no armor, using only your bare hands, and shunning all magic, is a compound boast (and an example of a legendary boast by any standards).

- *Slaying a named Extra, named Wild Card of equal ability, named Wild Card of greater ability, or certain number of foes.*

- *Not using magic or being augmented by another's magic.*

- *Fighting foes on equal terms (if they are unarmed, so must you be, or if there is a single foe, you cannot be aided in any manner by others).*

- *Using only a specific weapon (e.g. the long sword you own) or general type of weapon (a long sword), or using only bare hands.*

- *Wearing no armor and/or carrying no shield (and no magical equivalent).*

- *Slaying a foe in a specific manner, such as a Called Shot to the head or vitals or by grappling him (could be viewed as throttling him to death).*

MAKING A BOAST

To make a boast, the hero must state the terms of the boast publicly. A boast made just in front of the fellow party members is not public. Ale houses, inns, markets, religious ceremonies, and other populated places or large gatherings are the preferred venue for boasting.

A boast always begins with the hero stating his name—the audience likely has no idea who “I” is. If you are using the Kinship & Fealty rules, he should recite his lineage. The hero then states what deed he will accomplish and, if appropriate, how it will be done. Flowery expressions can be added as required. For instance, a hero might start his boast, “Let it be known on this feast day of Scaetha that I, Coenwulf Ragnarsunu will...”

A boast may not contain any get-out clauses. If a hero swears to kill 10 orcs using only a long sword, then that's the end of the matter. Should he be forced to wield a different weapon for any reason before fulfilling his vow then he can kill 100 orcs, but he has still failed to complete the boast. Ideally, boasts should be short and to the point. Boasts need not include a finite deadline. If a hero simply boasts he will slay 10 orcs, then his boast remains in effect until he does as vowed or he reneges on it (or dies, and fails by default).

The character must then make a Spirit roll, modified as below. With success, the boast is praised as worthy

by the listeners. Completing it will earn the character a fixed Glory award. A failure means no one takes the claim seriously, or the character is viewed as bragging. Even if he completes the deeds, he will garner no additional reward. However, because he likely earns regular Glory for completing the adventure, folk might take him more seriously next time. A critical failure or modified result of less than 1 leads to the hero being mocked for boasting above his station. He immediately suffers a Glory penalty as if he failed to complete the boast (see below).

Mod	Reason
-1	Minor boast
-2	Moderate boast
-4	Major boast
-6	Legendary boast
+1	Per whole 40 Glory

BENEFITS OF BOASTING

While completing a boast earns Glory (see below), there are benefits during game play. If a hero with an active boast spends a benny to reroll a Trait roll he made or to Soak a wound, he gains a +2 bonus to the roll, but only if the hero is carrying out his boast, the roll directly affects his boast in some manner, and the boast has a finite duration that could be affected.

The modifier is an inspiration bonus, brought about by the hero's intense desire to complete the boast—heroes with a long duration before the boast expires, lack the motivation.

Example: A hero boasted he would slay 20 goblins before a siege was over. If he spends a benny to reroll an attack roll or damage roll (if he has the No Mercy Edge) against a goblin, or to Soak a wound that would otherwise prevent him from completing his boast (like becoming Incapacitated), he gains a +2 bonus. He would not gain the bonus for rerolling Healing on an injured friend, though, as that has nothing to do with his boast.

Example: A second hero is riding halfway across the country to fetch help for a beleaguered village. On the way, he is attacked by bandits. Although fighting them is not part of his stated quest, the bandits could prevent him from completing his boast. Hence, he would gain the bonus for trying kill or drive away the bandits, or Soaking any injuries that would hamper his progress. Similarly, if he was going to see the king and he failed a Persuasion roll to be allowed audience, a reroll would earn the +2 bonus.

Example: The above hero is on his way back when he hears of a nearby ruin supposedly containing an ancient treasure. The hero elects to investigate. Although he is still working on a deadline, the hero's actions in the ruin have absolutely nothing to do with his boast and he will not benefit from the bonuses.

Example: A third hero vowed to kill 10 orcs, but set no time limit. While he benefits from the bonus when fighting orcs, he will never benefit in other encounters,

even if they prevent him fighting orcs. After all, the hero has as much time in the world as he wants, so a delay now is not going to affect his boast.

SUCCESS AND FAILURE

Completing a minor boast is worth +1 Glory. A moderate boast earns +3 Glory, a major boast +7 Glory, and a legendary boast +10 Glory. These are additions to the regular Glory earned during the completion of the boast.

It is important to note that boasts are subject to the letter *and* spirit of the wording if they are to be counted as completed. The GM is quite within his rights to lower the level of the completed deed if he suspects an attempt to cheat the spirit of the rule is taking place. This prevents the party cooking up a “get famous quick” scheme whereby they alternate having one hero make a major or legendary boast to slay a powerful creature, and then avoid the fight while his comrades whittle down the foe before leaping in at the last minute to claim the Glory with the killing blow.

There is a downside to boasting—if a character fails to complete the boast or decides to renounce his boast (either because it is too hard or he wants to make a new one), he loses Glory instead. There is absolutely no excuse for failing a boast that will offset this penalty. Heroes who talk big but fail to deliver are not viewed favorably.

BURIALS

Rich or poor, virtuous or wicked, renowned or infamous, the icy hand of death touches all men eventually. Some will perish in battle, fighting fearsome monsters or aiding those helpless to defend themselves. Others will meet an untimely death from poison, a knife in the back, or an unfortunate accident. Famine and cold will claim countless souls. A small few will take their own lives, despite knowing they will likely be found wanting in the afterlife. For most citizens of Rassilon, their fate is to suffer the withering effects of old age or disease.

The deeds a character performed in life affect his Glory, which in turn affects how many Experience Points the player’s next character begins with. Even after death, however, the deceased can earn one final amount of Glory to help boost this title. As discussed in the *Hellfrost Players’ Guide*, every culture has its specific funerary rites. The extravagance of a funeral is the last method of earning Glory, though the character who just passed away has little say in how his friends and family bury him.

Typically, a funeral’s expense is met by the family. In game terms, the amount of money they have to spend is equal to the gold shields possessed by the character at the time of his death, augmented by his annual income if he is Rich or Very Rich.

The cost of a funeral is detailed below, along with the Glory the deceased earns posthumously.

A HARSHER WORLD

With no Power Points, magical healing in *Hellfrost* is more effective than in regular *Savage Worlds*. If you want to make healing harder (and thus life more dangerous for your heroes), here are two simple options:

- 1) Only Eira’s clergy have access to the *healing* spell. They are the only ones with *greater healing* anyway, so that power is not affected.
- 2) Remove **all** *healing* and *greater healing* spells from the game. *Regeneration* remains unaffected. Eira’s signature spell now becomes *boost/lower trait*, retaining the limitation of affecting Vigor, Healing, and Persuasion only. The Healing skill is now the only way of treating injuries, and Hedge Magic increases in importance. The *healing* spell’s secondary ability of treating disease and poisons if used within 10 minutes of infection should be transferred to the *succor* power. Swap all *healing* potions in published adventures for other potions. The latter option does not preclude the GM from creating relics containing *healing*. Indeed, these now become far more powerful and valuable than before—people really would kill to possess such an item.

Funeral	Cost (gs)	Glory
Rudimentary	10	–5
Simple	100	+0
Generous	1,000	+5
Rich	10,000	+10
Extravagant	50,000	+20

DEDICATION

The denizens acknowledge 24 major deities, and accept that a near unlimited number of aspects (minor deities) also exist. In general, worshippers fall into three categories. Most worshippers are laity, followers who have chosen the deity as their patron but have taken no special vows. Next are the clergy, priests and paladins who live their lives according to the duties and restrictions imposed on them by their chosen deity. Finally, there are the devotees, those few clerics who have chosen to carry their faithfulness to a higher level.

There is actually fourth class of worshipper, one as rare as devotees—the dedicatee. The dedicatee is not a cleric. He has not taken holy vows, nor does he have the right to speak on behalf of his god. Rather, he is a member of the laity who has opted to take his faith to a new, some might say fanatical, level.

There is no rite or ceremony one must follow to become a dedicatee, though the hero must have Spirit d8+, his chosen god must be his patron deity, he cannot

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be a priest or paladin, and he may not be a dedicatee of another god.

An applicant need merely swear a sacred oath that he is dedicating his life to a single god. No witnesses are required, for the deity's servants will hear the applicant and note his dedication. The applicant then gains the benefit from the Dedication Table for his chosen deity. Clerics may never become dedicatees—they show their unswerving loyalty through the Devotee Edge, which grants more potent benefits.

Some dedicatees spend their entire lives within their god's temple, serving the priests as they command or living a life of quiet contemplation. Others take to the road, spreading the faith through word and deed. A small few gather together into separate religious communities. These may be centers of learning or healing open to all, but they can also be dangerous locales. Many rumors exist of berserkers dedicated to Dargar or Tiw, who have formed warrior brotherhoods in the remote places of the world. Such places are not for the faint of heart, for dedicatee berserkers are notoriously violent and unruly.

Players will quickly note the benefits are for the most part quite minor and restrictive. This is deliberate—the character has not used an advancement to gain the bonus and is thus virtually getting something for nothing.

RESTRICTIONS

Dedication requires a character to obey the god's tenets to the letter and the spirit. It is not an undertaking most citizens take likely, no matter their occupation. In game terms, the character is subject to the sin list of his god, as if he were a cleric.

One further minor sin is applied to those listed—the character may never pray to another deity. Clerics don't have this restriction listed because it is very unlikely would ever would think of such an act. Were one to do so, it would at minimum be a moderate sin.

Because non-clerics don't have Faith, the penalties for committing sins are slightly different to those who have taken holy vows.

Minor: The hero loses the bonus gifted by his deity for four days (half a week).

Major: Robs the character of the benefits of his bonus for two weeks.

Mortal: A mortal sin not only strips the deity's bonus until suitable penance is made, but the hero cannot benefit (directly or indirectly) from the deity's spells until he seeks absolution. He still suffers any negative or harmful effects, though. For instance, a hero who offends Tiw would suffer the effects of a *bolt* spell cast at him by a priest of Tiw, but could not benefit from *armor* cast by a cleric of the faith. Similarly, if the sinner were being attacked by a foe and a paladin of Tiw cast *bladebreaker* on the foe's weapon, the spell would automatically fail, as its success would benefit the sinner before anyone else.

These may seem like extreme punishments, but one must remember that in the world of Hellfrost the charac-

ter hasn't chosen to gain some cool ability in return for token lip service to a make believe entity—he has chosen to dedicate his entire life to a single god (albeit without taking holy vows).

Being dedicated to a deity is a lifetime's commitment. Characters who change patron deity or wish to give up their dedicated status immediately and irrevocably lose the bonus granted by their deity. In addition, no deity will ever accept them as a dedicated worshipper. If the hero has a Connection Edge with regard the deity's priests, it is lost as well.

So why become a dedicated worshipper? Well, the game mechanics do give you a bonus without requiring an advancement slot. Unlike a cleric, however, the hero is not part of the faith's chain of command. He can be asked to perform favors, but he cannot be ordered. Clerics typically spend advances on gaining more spells and increasing their Faith, as well as having access to other Edges related to casting miracles. A dedicatee does not have this restriction, and so can focus on strengthening his core abilities, which will be augmented slightly by his dedication bonus.

Player should further think carefully before leaping into any vow of dedication. The Norns benefit, for example, is quite powerful, as it allows the dedicated hero an extra chance to Soak or reroll a Trait roll each session. However, the restriction on not allowing an unborn creature to exist is quite serious. When you have three wounds and an elemental or undead appears, running away is no longer the prudent option—it is a major sin.

DEDICATION TABLE

These bonuses stack with similar modifiers from other sources, including Professional Edges.

Deity	Bonus
Minor deity	None
Dargar	+1 to Intimidation rolls
Eira	+1 to Healing rolls
Eostre	+1 to Riding rolls (Animalmother) or learns to speak Arboreal (Plantmother)
Ertha	+1 Armor, but skin hardens & gives –1 Pace
Freo	+1 Pace
Hela	Mindless undead will not attack the hero unless ordered to do so by a Wild Card undead or cleric of Hela
Hoenir	+1 to Common Knowledge rolls
Hothar	+1 to resist Tests of Will, confusion, and puppet
Kenaz	+1 to resist the effects of cold
Maera	As Arcane Resistance, except the modifiers are +1
Nauthiz	+1 to Gambling rolls
Neorthe	+1 to Boating rolls
Niht	+1 to Stealth rolls
The Norns	+1 benny per session
Rigr	+1 to Notice rolls

Scaetha	+1 to damage rolls against undead
Sigel	Halve all darkness penalties against heat-producing targets (excludes golems, undead, and many elementals)
Thrym	+1 to resist the effects of cold
Thunor	Suffers half falling damage
Tiw	+1 to Knowledge (Battle) rolls
Ullr	+1 to Shooting rolls with a bow or long bow
Unknowable One	+1 to perform Tricks
Vali	+1 to Vigor rolls to resist disease and poisons
Var	+1 to Streetwise rolls

DIVINATION

While the clerics of the Norns are the undisputed masters of divinations and prophecies, all clerics have the ability to divine omens. While the tossing of rune stones or sticks, small, flat pieces of stone, bone, or wood each engraved with a single rune, is the most common form, divinations can take many different forms based on the gods' aspects.

None of the divination styles have any specific game effects—they are intended to add flavor to the game. Clerics are never tied to a constant style. They are free to alter their divination style as desired, to suit what is available at the time.

QUESTIONS

Once per session, any cleric may attempt to make a divination. To do this, the cleric must first ask a question to which there is only a yes or no answer—divinations do not go into elaborate details or contain clauses in their answers. Heroes who want a more expansive answer should consult a disciple of the Norns and wager a benny on the outcome. Furthermore, divinations are never perfect, for the Norns jealously guard what may come to pass even from the other gods. Nor can divinations ever reveal facts beyond the GM's control.

For instance, asking, "Will we encounter frost giants today?" is perfectly valid, as the GM can always add a frost giant encounter to his adventure. However, questions such as, "Will I live through the fight with the frost giant jarl?" are impossible for the GM to answer without predetermining the results of every combat the hero may face that session. Similarly, enquiring as to whether the frost giant jarl the heroes are to face has a relic in his treasury is a fair question, but asking what type of relic is beyond divination.

Some questions, such as "Will we find treasure?" are difficult for the GM to answer yes or no. After all, even if the GM has placed a vast horde of coins in the adventure there is no guarantee the players will find it. This is easily remedied—even with a yes or no answer question, the

GM should always avoid giving a flat yes or no answer. Instead, use terms like, "The signs are bad" or "The gods seem to be smiling on you." Vague answers are perfectly acceptable—the gods have not given the hero any information when he performs a divination; he has merely interpreted natural signs.

ANSWERS

Performing a divination requires a Faith roll at –2 and 30 minutes of time. Success does not determine whether the omen is good or bad—it merely means the cleric has spotted a prophetic sign and correctly interpreted it.

Since destiny is beyond mortal manipulation, the GM may either determine the answer himself (based on his knowledge of the adventure) or, if he is willing to let fate decide, draw a card from the action deck without showing the heroes. A red card indicates an affirmative answer, while a black card is negative. Redraw Jokers.

Thus, if the GM knows there is going to be an encounter with frost giants, the answers to "Will we meet frost giants today?" shouldn't be drawn randomly—it's preordained fate. However, if the GM wasn't planning on having any frost giants take part, he can either make a conscious decision to add some (perhaps the heroes spot them at distance and can avoid them), let the cards decide or, if he doesn't want giant involved, say the divination reveals no giants will be met.

Failure has no specific effect—the seer has merely failed to detect anything of particular relevance. Critical failures are a special case. If the player is making his Faith roll and sees snake-eyes come up, he's going to be expecting a false answer through a misinterpretation of the omen. To that end, the GM can either roll both dice in secret, roll either the Faith die or Wild Die in secret (this is probably the best option, as the heroes will never really be sure as to whether the outcome is true or false), or treat a critical failure as a regular failure.

As a final note, divination exists in the game primarily for flavor. If the party begins abusing the spirit of the rule, such as two clerics performing divinations to correlate results, the GM is always free to disallow the second roll or make it identical to the first, thus wasting the cleric's use for the session and reaffirming what the Norns have in store. Similarly, if the group relies on divination as a crutch rather than a handy tool, the GM should tweak the results to make it less useful.

SAMPLE DIVINATION METHODS

Any minor deity: Minor deities are always aspects of major gods, and thus use the appropriate entry below

Dargar: Examining battle wounds on a corpse, the screams of a torture victim, howling of wolves, patterns made by dripping blood.

Eira: Fresh scar patterns, how a wound is healing, throwing an unraveled bandage in the air, the presence of doves or vicious beasts.

Eostre: Patterns on trees, crop growth based on time

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of year, animal movements or noises, types of animal present, animal entrails (must have died naturally).

Ertha: Rock formations, bubbles in molten metal, crushing a gem or glass object and studying the fragments, hammering an anvil or striking metal and studying the rings, sparks caused by flint and steel.

Freo: Spinning around until dizzy and seeing which way you fall, marks on the bottom of shoes, the wind, movement of animals or vehicles, stars visible in the night sky.

Hela: Decomposition of a corpse, patterns formed by cracking bones, giving a mindless undead an incomprehensible order and seeing how it behaves, also shares some darkness styles with Niht.

Hoenir: Throwing a quill into the air and watching its motion, opening a book and picking words at random (many clerics actually disapprove of divinations, for despite spreading knowledge they know they are open to misinterpretation, which could count as twisting knowledge).

Hothar: Placing two objects at random on a set of scales and watching the balance, spinning a sword and seeing how it falls.

Kenaz: Flames in a hearth (or a candle flame), smoke, placing a fragile or flammable object in a hearth and watching how it breaks or burns, patterns left in ashes, the hiss of animal fat or water hitting hot coals, hammering hot metal and watching the sparks

Maera: Any (Maera is the second most powerful with regard omens and divinations).

Nauthiz: Flipping one or more coins, drawing cards, the contents of a pouch recently lifted off its owner, rolling dice, studying the movements of a stealthy creature (such as a cat).

Neorthe: Ripples in water, the sound caused by rushing or dripping water, winds (at sea only), wave formations, spilling water into a receptacle, fish entrails.

Niht: The flight or screeching of bats, the length and shape of shadows, smoke produced by a burning book or scroll. Note that revealing the outcome of a divination to others is a minor sin.

The Norns: Any.

Rigr: Any (clerics are especially open to warnings and signs), though favored ones are the sound made by a snoring person or movement during sleep.

Scaetha: Decomposition of a corpse, death screams of a foe, wounds on a corpse, smoke from a cremation, sound of weapons clashing.

Sigel: The colors of the sky at sunrise or sunset, the way sunlight pierces clouds, the color of clouds when lit by the sun (as opposed to their shape).

Thrym: Patterns in broken ice, presence of ice-related animals, size and shape of icicles, strength of the north wind, hail and snow fall.

Thunor: Bird flight, crows pecking at a sky burial, cloud formations, the direction and strength of the wind, flags fluttering in the wind.

Tiw: Sound of clashing weapons, death screams of foes, firing an arrow at a shield (or foe) and judging the

penetration, spinning a shield or weapon and seeing which way it falls, number of casualties on a battlefield

Ullr: Wild animal spoor, injuries to a dead wild animal, entrails from a wild animal killed in a hunt, firing arrows and watching their flight, firing an arrow at a solid target so the shaft snaps and studying the break, wild animal sounds.

Unknowable One: Any (the god never ties his worshippers down).

Vali: Movement or noises of vermin, popping pustules, counting fleas or ticks on someone, pattern of oozing sores, mold patterns.

Var: Tossing multiple coins into the air and seeing how many land heads and tails.

FAVORS

A favor is earned when a person or organization owes you something in return for a deed you have undertaken for their benefit. In the world of Rassilon, favors come in two types—*blood debts* and *honor debts*.

A blood debt is gained when someone's life is saved. Naturally, the person must actually require saving. A player character cannot charge in, slay the last goblin harassing an otherwise uninjured NPC, and then claim he owes a blood debt to the hero because he saved his life. Blood debts are earned only when the NPC is in serious danger of death without the intervention of the player characters. It is common for the rescued individual to state that he owes the characters a blood debt.

Customarily, an individual can grant a blood debt only for himself. If the individual is important enough, say a high priest or Lance Knight, he can swear that his organization owes the character a favor. Similarly, a noble may promise that "my household and subjects owe you a great deal." In this instance, the favor is good anywhere in the noble's lands, but only with regard to people whom he personally lords over. A temple on his lands will not accept that they have a debt, for instance, but the local healer would.

Honor debts are earned when the favor does not involve saving someone's life, but does warrant a reward. For instance, locating a noble's long-lost ancestral sword or supplying information about orc movements in the Icebarrier Mountains to the Hearth Knights are deeds worthy of an honor debt. Again, the aided party should clearly state their intention to grant the heroes a favor. The GM must always ensure the organization or individual aided truly required the characters help before the debt is granted.

Favors should be used to reward characters who role-play well and do the "right thing at the right time." They should not be demanded by the players as a reward for every action, nor should GMs allow the spirit of the favor system to be manipulated. Sometimes a simple "thank you" or a sack of coins will be the characters' only recom-

pense for their deeds. Examples of admitting you owe a debt include, but are not limited to:

"We are in your debt."

"You saved my life. I shall not forget you."

"Were it not for you I would be dead. I am your servant."

"We owe you a debt of gratitude."

"If you need anything, I am at your disposal."

Not all are quite what they literally seem. "I am your servant" does not indenture the NPC to the heroes; it simply means he owes them a favor. Similarly, "I am at your disposal" does not mean the character will drop everything he is doing to repay the debt. In both instances they are flowery wording, not a true statement of exacting intent.

REPAYING FAVORS

Repaying favors is handled through an existing game mechanic—the Connections Edge.

In return for whatever service the characters have performed, the organization grants the party, not each individual member, a favor. Since the Connections Edge can cover a wide variety of assistance, it makes a great temporary benefit and serves as the basis for the entire favor system.

In theory there is no end to the number of favors the party can accrue, but each is a one-shot reward. Once the Edge is successfully used, the slate is wiped clean for that particular debt. It does not matter how trivial the heroes' request is, using the Connections Edge repays the favor. GMs who feel the characters' deed deserves extra rewards should grant them multiple uses of the Edge (see below).

While individuals can often provide less assistance than an organization, their use should not be underestimated. The cult of Eira, for instance, may grant *greater healing* as a way of clearing its debt to the characters, but being able to call upon a noble and his wealth, reputation, and social position is not to be sniffed at.

One important thing to consider is the location of the connection. A noble from Aslov can only be called upon if the party is present in the city or sends word to him—they will not be able to call into any settlement and invoke his favor. Similarly, information travels very slowly, especially in winter. While the entire church of Ertha may owe the characters a favor, it takes time for this news to reach distant shrines and temples.

A failed Streetwise roll in trying to reach the contact does not expend the favor. Rather, it simply means the contact is not available at that time. The party thus retains the favor for future use. Similarly, a failed Persuasion roll could mean the contact cannot fulfill the favor due to a lack of supplies, or perhaps because he does not know the information they seek. Again, the favor is not expended.

Since each Connection Edge relates to a specific organization or person, the reward should be clearly noted along with the number of uses remaining. Permanent

uses, gained through taking the Edge during character generation or through advancements, do not have a value recorded.

For instance, Connections (Hearth Knights) 1 means the party has a single favor with the Hearth Knight organization, while Connections (Clergy of Eira) is a standard Connections Edge. Typically, the character with the best social skills should record this, as it is likely he who will be calling in the favor.

ABUSING FAVORS

Claiming someone owes you a debt when it is not true earns the guilty party a hefty -10 Glory penalty. It may also result in a Charisma penalty when dealing with the individual or organization you have falsely claimed owes you a favor. Debts and oaths are important parts of Rassilon's social system, and those who abuse them are heavily shunned.

IT WORKS BOTH WAYS

The vast majority of the civilized races always grant a debt when it is truly due, even if they dislike the characters for some reason. In Rassilon, honor overrides personal feelings. The characters are, of course, expected to do the same.

For instance, if the GM uses a patrol of Hearth Knights to pull the characters' fat from the fire, they are expected to honor the Knights with a blood debt. At some point in the future, the Knights will come calling and the characters will be expected to assist them. Refusing to honor a debt for no good reason other than not wishing to, incurs a -5 Glory penalty each time the request is turned down.

Thus, the favor system is also a GM tool for getting characters into adventures he has designed—"Exactly why are we entering the haunted Cairn Lands?" / "Because Baron Terdig has called in the favor you owe him for rescuing you from that swollen river."

TRADING FAVORS

While an NPC may grant the heroes a favor, the debt can be traded with another individual or organization. Consider this hypothetical example:

The characters owe the Hearth Knights a favor for aiding them. During an adventure, the heroes are badly mauled and seek assistance at the local temple of Eira. Sadly, they are too poor to make a donation. The characters trade their favor owed the Hearth Knights for healing. Now the Hearth Knights owe a debt to the priestesses of Eira instead of the heroes.

Whenever a debt is being traded, the GM has the final word on whether it is a valid swap. A blacksmith may readily accept a traded favor from the Hearth Knights in return for making the hero a mail shirt. The Knights are likely to consider this a fair trade, as the smith is probably going to demand less than the heroes. However, the

HOW MANY WITNESSES?

So how many witnesses should each side have? Well, that is going to depend on many different factors, such as whether the crime was committed in front of witnesses, the social status of the parties involved, whether the trial is being held away from one party's powerbase (where their major supports are), the popularity of both parties, any friends or allies the heroes can contact for support, any enemies who might want to interfere by supplying witnesses against one party, the expediency of the trial, and so on.

The individual GM must weigh up every factor involved and then make a decision based on specific campaign events. With some minor tweaks, the Kinship & Fealty rules can be used for this purpose.

Hearth Knights will not necessarily grant the heroes a favor in return if the characters owe the smith a blood debt and want to trade. Having the entire organization at the party's disposal because they aided one commoner is not in their best interests.

For the sake of bookkeeping, the GM should assume that suitably traded favors are accepted immediately. Unless he wants to have the heroes wait several weeks while letters confirming the trade are passed back and forth, it simply allows the game to keep running smoothly. Again, abuse of this system should be swiftly and harshly punished with a -10 Glory penalty.

● JUSTICE ●

This section takes a look at justice. The first part covers the actual legal case. The second part details alternate forms of justice a defendant may undertake in an effort to prove his innocence.

COURT CASES

The "barbarian tribes" (an Anari term for the Saxa, Finnar, and Tuomi) are, as a people, great believers in justice and honor. Minor civil disputes (the moot has no power to oversee criminal cases) between commoners, such as issues over land boundaries, grazing rights, or slander can be settled at the local moot, an annual gathering of the adults of the region. Most jarldoms or equivalent has its own moot. The engro have adopted the idea as well, since it allows them to impose laws without the need for outsiders.

Each year, 10 men (or women) are elected by their peers as doomsmen ("judgment men"). These men are both judge and jury, listening to cases before passing judgment according to the ancient laws.

Nobles are not permitted to be doomsmen or interfere with the moot, nor may they take cases before it. If

they have an issue with a commoner or another noble, they must take the matter to their feudal superior or a temple of Hothar.

Citizens are not bound by law to ask the moot to settle cases—they can demand their local nobleman or cleric of Hothar hear their case. Although the moot has no power to overturn a cleric of Hothar or noble's judgment, few clerics and nobles will interfere in a decision made by the moot. Thus, citizens must pick justice by the moot, cleric of Hothar, or noble court.

The Anari, dwarves, and elves have no moot equivalent. Court cases may be heard by nobles or an independent legal court, which is usually run by the temple of Hothar.

Those who break religious law are always judged by the appropriate temple—the legal system has no power to try citizens for crimes which are neither civil nor criminal breaches of the law.

HANDLING THE CASE

The defendant, accuser, and witnesses are all required to swear holy oaths in Hothar's name that their statements shall be truthful. Once this is done, the accuser (or his representative) states the nature of the accusation. The defendant (or his representative) is then permitted to reply (usually with a rejection of the charges).

Evidence is then presented. Evidence is only considered important if it is physical evidence, such as a dagger belonging to the accused found in a murder victim's back. Circumstantial evidence and hearsay is instantly dismissed as irrelevant. More important is evidence in the form of witness statements and character references. The more numerous and higher status the witnesses that can be called, the more likely the outcome is to lean in that person's favor. It is not exactly a fair system by modern standards, but it has served the races well for countless generations. Witnesses need not attend in person if they are nobility. Such individuals may send heralds or written evidence in their stead. Forging such evidence is a very serious offense in its own right.

By ancient law, females may not act as witnesses unless they are warriors in sworn service to a temple of a benevolent god, respected organization (any of those player characters can take as a Professional Edge) or noble household, clerics of a benevolent god, or rule as nobles in their own right (i.e. they wield the power).

The accuser and defendant (or their appointed representatives) each make a Persuasion roll. Both the Charisma of the accuser/defendant *and* any representative must be factored into the roll. Other modifiers are shown on the table below. These relate solely to the accused or accuser, not their chosen representative. Where two modifiers are listed, the first refers to a Minor Hindrance and the second the Major version.

Each witness for the prosecution and defense also has a point value, as shown on the Witness Value Table below. This represents their social standing, authority, honor, etc. Add up the values for each side. Every 10 whole points grants +1 to the respective Persuasion roll.

Whoever rolls highest wins the case. In the event of a tie, whoever has the single highest ranked witness wins (so a king will always outweigh everyone below him socially). Should that still result in a tie, the case is dismissed, the prosecution having failed to satisfactorily prove their case. There is no appeal system—once justice is served, the outcome is final.

MODIFIER TABLE

Character is/has...	Modifiers
Outlaw	−4
A Powerful Family	+4
Wanted*	−2 or −4
A Weak Family	−2 or −4

* *If revealed to the court. If the other party knows this, it will reveal it during the trial.*

WITNESS VALUE TABLE

Witness Status	Value
Commoner	1
Crafter or merchant	2
Warrior	3
Cleric* or mage	5 (doubled for clerics of Hothar)
Knight or baron	10
Count, duke, or prince	20
King	50

* *Of a benevolent god.*

TRIAL BY ORDEAL

When it comes to legal cases, every citizen has the right to demand trial by ordeal rather than be judged in the above manner. Typically this is only done when a person is found guilty of a crime they did not commit and wishes to prove their innocence. Three systems are known, and each is detailed below.

The use of any form of magic is strictly prohibited in these trials. As these are considered sacred rites, any person caught using magic faces being declared an outlaw for gravely insulting the gods. To ensure no magic is used, priests of Hothar use *detect arcana* spells throughout the ordeal to check for the illegal use of magic.

THE BURNING STONE

Stones are dropped into a cauldron of boiling water and left to heat up. A priest of Hothar then fishes the stone out with tongs and places it in the hand of the citizen. The citizen must hold the stone tightly while repeating

a sacred oath. The resulting burn is then bandaged and left covered for four days. If the burn heals in this time, Hothar has judged the person innocent. Otherwise, the person is guilty as charged (and badly burned, as well).

Game Mechanics: This ritual causes an automatic level of Fatigue, which may not be treated with any form of healing (mundane or magical). To do otherwise is cheating, and automatically brands the victim guilty.

The injury is healed as a wound due to the deep burn, not as regular Fatigue. The hero makes a natural Healing roll four days after the ceremony. Truly innocent heroes (GM's call) receive a +2 bonus, while guilty heroes hoping to rely on high Vigor suffer a −2 (or higher) penalty. With success, the burn is healed and the hero is judged innocent. On a failure, the burn remains and the defendant is guilty.

HOLMGANGA

A holmganga (literally “island combat” in Auld Saxa) is a ritualized duel, designed to settle matters of honor and legal cases without resorting to the moot. In older times, duels were fought on a small island. These days, the island has been replaced with a small fighting arena. A square of cloth measuring 6 yards (3”) to a side is laid on flat ground. The four corners are marked with wooden posts, two carved to resemble Hothar and the other two in Tiw's image.

Who exactly fights in a holmganga is subject to a few



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rules. If one party is a recognized warrior and the other not, the weaker party may appoint a champion. This deters warriors accused of a crime by noncombatants automatically electing to undergo holmganga because the odds of victory are heavily stacked in their favor. Similarly, barons (or equivalent noble rank) and above may appoint a champion, so as to prevent injury to the noble.

Such champions may be huscarls or family members, or, as part of a growing trend, a professional duelist whose occupation is to fight duels in return for suitable financial reward.

Duels are fought to first blood only, though that also includes death or loss of limb provided it is the first wounding strike. Any contestant who places a foot outside the white cloth is deemed to have forfeited the duel. Knocking your opponent outside the arena is a valid tactic. Contestants may not wear armor or use shields.

Game Mechanics: Combat works as normal, except for the first round. By law, whoever initiated the holmganga must receive the first blow, although he can parry or dodge.

Deal initiative cards as normal.

If the challenger has a higher card than his opponent on the first round, he must decide whether to go on Hold, so as to be able to strike back later in the round, or use the Defend or Full Defense maneuver. A character who elects to Hold cannot interrupt his foe. Once the first round is over, combat progresses as normal.

First blood requires a wound to be inflicted. For most Extras this could be fatal unless there is a healer on hand. A hero who makes a Called Shot (-2) can draw first blood on a Shaken result, instead. This represents his deliberately nicking his foe without risk of killing him.

SHIELD JUDGMENT

Shield judgment is a variation of the holmganga and is fought in a similar arena. Armed only with one-handed melee weapons and a medium shield (no armor), the combatants try to break each other's shields. A total of three shields must be sundered to claim victory.

The winner is whoever breaks his opponent's shields first. However, older rules may be invoked if both parties agree. In these rare fights, the warriors batter away at each other's shields as above until one party has lost all their shields. The duel then becomes a fight to the death, with one combatant protected by a shield and the other not.

Game Mechanics: The aim of the duel is to break your opponent's three medium shields (Toughness 10). All attacks are deemed to be against the opponent's shield. Because the shield is held and can be angled to deflect blows rather than receive them face on, it does not count as being inanimate. Thus, the Parry number is that of the holder. However, damage rolls do not Ace nor do raises on the attack roll grant additional damage as with general melee combat.

Each time a shield is broken, the contest is stopped so the loser can pick up a new shield. To prevent cheating,

throwing a shield to the floor to prevent a foe striking it counts as if the shield were broken.

KINSHIP & FEALTY

The value of a man is measured as much by his kin as it is by his personal actions. Family members are expected to stick together and support each other, no matter the circumstances. Even distant cousins, who are usually members of the same clan, are expected to answer a summons. Of course, this works both ways, and player characters are obliged to answer requests from family members. Nobles use this system in a slightly different manner.

Noble characters wield temporal power. By the ancient laws, which are similar for all the races, every citizen under their dominion owes the noble fealty. In times of great need, a noble can call upon his personal soldiers, as well as the local militia, hunters, and even the peasant farmers, to fight for him. Together, this force is known as the *fyrð*, an Auld Saxa term. Every nobleman has his own *fyrð*, as do many temples (who can call upon the worshippers).

These rules are written with a certain spirit in mind, and are thus easily open to abuse by players. The GM has the absolute final word on whether a hero's family will even consider aiding his request—if the GM says no, then no die roll can be made to enlist support.

Typically, families will not assist in "dungeon crawls" (though a raid against an orc encampment might serve their interests). Anyway, the presence of so many Extras is likely to lessen any Glory and financial rewards unless the enemy is particularly numerous.

The *fyrð* have not signed up to go adventuring with their lord, either—they are summoned only in times of invasion. With the winters lengthening, it is more important that the *fyrð* remains on the land, plowing, sowing, and harvesting, tending the livestock, working the mines, and so on. Calling the *fyrð* at the wrong time or getting them slaughtered on some fool's errand is a surefire way to shatter the economy of a realm.

A good guideline is that a family only ever assists when the GM plans to use the Mass Battles rules to handle the adventure or when the aim of requesting aid is merely to borrow a ship for a quick trip.

To call upon his kin, a character must approach the head of the family or clan and beseech his aid.

The petitioner must make a Persuasion roll with a -4 penalty. Additional modifiers are shown below. If successful, the character rolls on the Kinship Results Table, adding any applicable modifiers. A raise on the request roll grants a +2 bonus on the Kinship Results Table.

If the request is approved, the leader, not the petitioner, calls for volunteers—no one is forced to go. Nobles must address their people, either directly or indirectly (such as through messengers).

KINSHIP MODIFIERS

Mod	Reason
Petitioner	
+X	Petitioner's Charisma
+1	For each of the petitioner's Leadership Edges
+1	Per petitioner's Rank above Novice*
+1	For each whole 50 Glory of the petitioner
Target	
+2	Acting to safeguard the family's lands**
+2	Acting against family subject to a major blood feud
+1	Acting against family subject to a minor blood feud
-4	Acting against members of one's own clan
-6	Acting against members of one's own family
Season	
-2	Spring or fall
-4	Winter
Distance	
-2	Neighboring realm
-6	Journey into non-neighboring realm
-8	Journey to the Hellfrost
Miscellaneous	
+2	Per additional character from same family in the party
+1	Per additional character from same clan in the party
-2	Per additional request made in the same year
-4	Per additional request made in the same season

* Seasoned gives +1 bonus, Veteran +2, and so on.

** This includes the kingdom in which they live, as well as their immediate homes.

Petitioner: The status of the petitioner has a great impact on whether he can enlist support for his cause. Charismatic individuals are likely popular among their people, and can muster support better than those who are disliked or unruly. A hero with Leadership Edges has proven abilities at commanding men, and is thus more likely to lead them safely home. Rank is a general reflection of overall combat skill, while a glorious hero has performed brave deeds and has a positive reputation.

Target: The nature of the target to be raided has a direct bearing on the character's ability to muster support. Few clans and families have any wish to wage war on their kinfolk, no matter the provocation. However, against rival families or foes who threaten their lands, the men folk are more willing to take up arms.

Season: Spring is the time of sowing and harvest of reaping, and men can ill afford to be away from their farms and homes. In winter, the weather is too cold for volunteers to step forward. Summer is the traditional time for waging war.

Distance: The further afield the army must travel, the more risks and hardships are involved and the longer the men will be away from their homes.

Miscellaneous: Having multiple characters from the same immediate or extended family adds weight to the petitioner's request. Since all the men are volunteers, they are loathe to be away from home too often, and thus frequent requests make it harder to garner support.

KINSHIP RESULTS TABLE

Optional Modifier: A character can plead for support when the need is great, but his family is reluctant to volunteer. For each 5 points of permanent Glory he sacrifices, he gains a +1 bonus. This can be applied after the d20 is rolled.

d20	Men	Ship
0 or less	None	No ship
1-5	1d6 (3)	No ship
6-10	2d6 (7)	No ship
11-14	3d6 (10)	Smabyrding (10 crew)
15-17	3d6 x 2 (20)	Knarr (20 crew)
18-20	3d6 x 5 (50)	Busse (45 crew)
21-22	2d6 x 10 (70)	Drakkar (60 crew)
23-24	2d10 x 10 (110)	Snekke (100 crew)
25+	2d4 x 50 (250)	Skeid (200 crew)

Aid comes in the form of freemen or a ship and crew. Men covers farmers trained in basic combat arts. The GM can either roll the dice, or select the average (which is given in parentheses). Ships are only offered for overseas voyages or where ships are required for a raid, and then only if the family lives on a navigable river or the coast. Rather than using the Men column, a ship comes with a full crew compliment. Family members are treated as town/village militia. If a ship is available, they have Boating d6 as an additional skill.

Only noble families or similar can afford to keep professional soldiers, known as huscarls. A noble character may opt to exchange any or all of the listed freemen for huscarls at the rate of two militiamen for one typical huscarl or four militiamen for one veteran huscarl. At the GM's discretion, four militiamen can be swapped for a typical mage or priest and eight traded for an experienced or Wild Card mage or priest.

In all cases, command of the resources is given to the petitioner, who is responsible for their welfare. Characters may only approach their own family, but the party may pool resources from multiple families, even if they are in the same clan. Note that if the allies are used on the tabletop, actual control for tactical purposes should be divided among the players.

LIBRARIES

Use of the Investigation skill requires access to written material, such as that found in a library—no written material means no Investigation roll is permitted. Unfortunately, libraries, especially good ones, are not common, which limits the use of the skill. Still, Investigation is a far more powerful skill than Streetwise.

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For instance, the odds of learning the name of the specific frost giant commander who led the invasion of Midmark during the Blizzard War by questioning people in taverns are extremely low. A collection of ancient tomes penned at the time, however, may provide the answer, not to mention other pertinent details.

A brief description of all known libraries is presented below. The Admission entry details those who are typically granted free and largely unrestricted access. In all cases, visitors must be of good standing with the owner. Many libraries have areas of special and more detailed interest. Specialties which relate to a place, culture, or organization include history, laws, lands, famous inhabitants or members, politics, and so on.

The final section details the modifiers to Investigation rolls made in the library. Note that some are negative modifiers, representing small libraries. To reiterate, an Investigation roll requires access to a source of written information, and thus while a negative modifier makes the search for information harder, it does at least allow a roll. If an entry does not mention a non-specialist bonus,

then no general library exists and no general Investigation rolls may be attempted.

BARON DRACONOV'S LIBRARY

Baron Draconov's library has been built up over the centuries by the Draconov family. While it focuses mainly on mercantile activities, the wider collection is renowned for covering a large variety of topics.

As noted in the *Hellfrost Gazetteer*, the Draconov family has forgotten it once served as important clerics of Sigel. While the library has an invaluable collection of books and tomes on the faith, no one remembers why they are there.

Location: Drakeport.

Admission: None. Draconov is inclined to allow scholars, clerics, and nobles access to his collection, but only after he has personally vetted them.

Specialties: Al-Shirkuh (the desert realm south of Rassilon), Drakeport, mercantile activities, Sigel.

Investigation Rolls: +1 general, +2 for specialties.

CASTLE HRAFN

Headquarters of the Knights Hrafn, Castle Hrafn is a military outpost first and foremost. Its small library concerns only military matters, though a separate cartographic archive contains maps of Rassilon dating back to the time of the Blizzard War. These maps detail the realms at varying scales, but do not contain floor plans for specific buildings or "dungeons."

Location: Castle Hrafn, Vestmark.

Admission: Clerics of Tiw, Knights Hrafn, renowned war leaders (Glory 40+ and Knowledge (Battle) d8+).

Specialties: Heraldry, Knights Hrafn, military history, realm maps, tactics and strategy.

Investigation Rolls: +2 for specialties only.

CHALCIS SCRIPTORIUM/HOUSE OF LORE

These two structures are actually storehouses for material waiting to be copied rather than true libraries. The archives are a complete shambles, lacking any organization. Even those who work there find it hard to locate specific works.

Location: Chalcis/Nara (the Freelands).

Admission: Lorekeepers, clerics of Hoenir.

Specialties: None.

Investigation Rolls: -2 general.

THE CITADEL

The mighty Citadel, headquarters of the Reliquary, contains the most detailed collection of written works regarding magic anywhere in Rassilon. Unfortunately, it is accessible only by members of the Reliquary, and even they are carefully watched by the librarians and Guardians of the Arcane.

Location: The Freelands.

Admission: Completely closed to non-Reliquary under all circumstances.

Specialties: Matters arcane (historical and theoretical), the Reliquary

Investigation Rolls: +4 for specialties only.

HELLFROST KEEP

The archives of Hellfrost Keep are built into the fortification's massive walls. They contain not only records of every Knight ever to serve the order, but also diaries of Knights' journeys into the Hellfrost and High Winterlands, and details regarding goblins, orcs, and frost giants found nowhere else.

Location: Helgioland.

Admission: Hearth Knights, clerics of Kenaz and Sigel

Specialties: The Blizzard War, frost giants, goblins and orcs, the Hellfrost, the High Winterlands, Hearth Knights.

Investigation Rolls: +2 for specialties only.

IMPERIAL PALACE

The greatest library in Rassilon resides within the former palace of the Anari emperors. The library is well-organized and the librarians are adept at finding books in record time. Investigation rolls here take only 1d4 hours.

Location: Imperial City, Alantaris Isle.

Admission: Open to all at the rate of 5 gs per hour.

Specialties: The Anari, the Convocation, elementalism

Investigation Rolls: +2 general, +4 for specialties.

THE MAGES' TOWER

The Mages' Tower is primarily concerned with matters of direct use to the Convocation, though it also holds a very small reference library.

Location: Drakeport.

Admission: Elementalists, clerics of Maera

Specialties: Arcane matters, the Convocation, elementalism.

Investigation Rolls: -2 general, +1 for specialties.

PRIVATE COLLECTIONS

A private collection is a catchall term for small libraries owned by private individuals, such as nobles and scholars. These libraries rarely comprise more than a dozen books, and more often than not they focus on a particular subject. Not every noble maintains a library, and placement is at the GM's discretion.

Location: Varies.

Admission: Varies depending on the owner.

Specialties: Private libraries may be generic or solely focused on one topic of interest to the owner. In general, nobles always have at least one tome or scroll relating to

their family history and associated lore. This counts as a specialty.

Investigation Rolls: -4 general, -2 for specialties.

ROYAL LIBRARY

The Royal Library is an impressive collection of books and scrolls dating back to the founding of the Magocracy. It is second only to the fabled library of the Citadel in terms of works on arcane matters. As well as the public library, to which anyone can, in theory, be granted permission, there is a restricted section. Only the Mage-King, Mage-Princes, and guests invited by these individuals may access the hidden lore.

Location: Kingshall, the Magocracy.

Admission: Heahwisards. Others may apply for access in writing. A reply is received within 1d4 months.

Specialties: Arcane matters, Heahwisardry, the Magocracy.

Investigation Rolls: +2 general, +4 for specialties.

TEMPLES (EXCEPT HOENIR)

All temples contain a small library devoted to their respective faith and related matters. The smaller the temple, the less detailed the information held.

Location: Various.

Admission: Access is generally restricted to clerics or followers of the faith. A donation (typically 10 gs) usually grants access.

Specialties: The specific faith and one specialty directly related to the deity. For example, temples to Hothar are focused on the law, those to Tiw on military history, while Eostre's temples might contain treaties on veterinary medicine, nature, or herbalism.

Investigation Rolls: -1 (village), +0 (town), +1 (city) for specialties only.

TEMPLES TO HOENIR

Temples of the god of knowledge are the nearest equivalent to public libraries, though few settlements boast one. The more important the library, the greater and more organized its collection.

Location: Various.

Admission: Open access.

Specialties: Each temple has at least one specialty (in addition to study of the faith) determined by the GM.

Investigation Rolls: +0 general, +1 for one specialty (village); +1 general, +2 for 1d4 specialties (town); +2 general; +4 for 1d4+2 specialties (city).

THREE NOTES ACADEMY

The Academy primarily stores material concerning music and songs, though as a center of skaldic magic it also has a decent collection of riddles and general folklore.

Location: Scathmoor, Crystalflow Confederacy.

HELLFROST: RASSILON EXPANSION

Admission: Skalds.

Specialties: Folklore, history of musical instruments, music, riddles, song magic, songs.

Investigation Rolls: +2 for specialties only.

TOWER OF LIGHT

While material relating to the arcane is restricted to elementalists and clerics of Maera, there is also an extensive geography section open to any visitor. Damasc, a renowned traveler, started the collection, and each incumbent caretaker has added to the material. The collection covers the realms of Rassilon in varying detail.

Location: Far Reach, Shattered Moor.

Admission: Elementalists, clerics of Maera, Lorekeepers, any travelers.

Specialties: Arcane matters, the Convocation, elementalism, geography.

Investigation Rolls: +1 for specialties only.

TOWER OF THE FOUR PATHS

A major center of elemental learning, this library is devoted purely to matters concerning the Convocation and the elements.

Location: High Moor, Chalcis.

Admission: Elementalists.

Specialties: The Convocation, elementalism.

Investigation Rolls: +2 for specialties only.

WHITE PALACE

The library of the White King is almost as fabled as that of the Citadel, for access to its vaults is just as difficult to achieve. Housed within is the largest collection of works dating to before the Blizzard War.

Location: Rimeholm.

Admission: Taiga elves. Access is rarely granted to outsiders and special circumstances must apply.

Specialties: The Blizzard War, druidism, elementalism, events before the Blizzard War, nature, taiga elves.

Investigation Rolls: +0 general; +2 for specialties.

USING A LIBRARY

In order to use a library (after gaining admission), the party must first ask a question to which they desire an answer. Questions should be short and specific and as focused as possible. Asking for a blow-by-blow account of every battle of the Blizzard War would take years to sort and likely produce many conflicting results.

The second step is for the GM to decide whether the library contains the information being sought. Small libraries contain fewer books and thus are less likely to contain obscure information, whereas large archives may contain information dating back hundreds or even thousands of years. The GM should never give away information which will spoil an adventure, but he should not deny information which might be recorded somewhere.

Except in temples of Hoenir and the Imperial Library, knowledge is jealously guarded and limited to select individuals. At the GM's discretion, the use of a library may require a Persuasion roll to gain access. Alternatively, the owner may decide to grant access if the heroes perform a small task first. The latter is ideal for delaying the characters while you formulate the answer to their question.

Once the GM has decided that the information exists, the party must begin trawling the archive. Libraries in Rassilon are not catalogued and indexed, nor are tomes necessarily grouped together by subject. Even when one finds the correct volume, it must be read in its entirety, for there are no tables of contents or indexes, and often information is spread throughout the work or requires several different volumes to be cross-referenced to form an accurate picture. Thus, there are no easy shortcuts and research takes time. The language barrier may also be a problem which must be overcome through magic or by hiring a translator.

Because the number of books on a specific subject is limited even in the biggest libraries and it takes time to gather scattered records, Investigation rolls must be made using the Cooperative Roll rules. Investigation rolls are modified as below. Each roll takes four hours.

Mod Reason

Library

+X See individual library descriptions.

Miscellaneous

+X Librarian assistance. Librarian (see page 28) makes a Cooperative Investigation roll to assist.

+1 Per consecutive four-hour period after the first in the same day (max +4)

Subject

+2 Widely known or available to different sources (e.g., types of giants and their habitats)

+0 General but specific fact (e.g., frost giant special abilities)

-1 Little known fact (e.g., frost giant strongholds outside the major ones)

-2 Obscure or forgotten general fact (e.g., route the frost giant armies took during the Blizzard War)

-4 Obscure or forgotten specific fact (e.g., name of a specific frost giant commander in the Blizzard War)

RESULTS

Critical Failure: The party uncovers a false answer they believe to be true or becomes convinced the library does not hold the information they seek.

Failure: The search proves fruitless, but it may be repeated.

Success: The party learns the answer to their question.

Raise: As success, but the GM should add an additional tidbit of useful information.

BESTIARY



AGLOOLIK

Not every creature associated with the ice is inherently evil, though those of a beneficial nature are a small minority. One such creature is the agloolik, a spirit which aids fishermen and hunters. While some druids and priests of Eostre believe the aglooliks are nature spirits (perhaps distant cousins to fey), the Finnar insist they are the spirits of tribal ancestors.

Finnar, from whose language the name derives, all agree that aglooliks live beneath the ice and, while their presence is felt, they can never be seen. Rather than appearing and pointing to prey, they act in subtle ways, such as causing shadows to appear beneath the ice to attract a fisherman to good fishing grounds, or making a faint noise to alert a hunter to a deer in the woods.

An agloolik typically watches over an area no larger than 10 square miles. Within its domain, it can simultaneously aid an unlimited number of fishermen or hunters. More rarely, an agloolik adopts a family or clan. In such cases the spirit aids only hunters from that clan and travels with them wherever they travel (so long as there is snow and ice).

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

Skills: Survival d12

Pace: —; **Parry:** 2; **Toughness:** 5

Treasure: None

Special Abilities:

* **Aid Hunter:** Whenever a hunter enters an agloolik's territory, roll on the Reaction Table. If Hostile, the spirit makes a Cooperative Survival roll but *subtracts* its bonus from the hunter's roll by leading him on wild goose chases and scaring away animals. If Friendly or Helpful, it adds the bonus as normal. On other results, the spirit ignores the hunter. The hunter may make suitable supplications to appease the spirit and earn its aid (if he knows it exists). This requires a Persuasion roll and takes one day. Druids and clerics of Eostre may use their arcane skill die in-

stead, adding Charisma as if it were a Persuasion roll. Success increases the spirit's reaction one step and a raise two steps. The roll takes one day and costs 100 gs in assorted offerings. Once Friendly or Helpful, the agloolik remains that way toward the hunter unless he abuses his position or offends the spirit in some manner (such as killing prey for sport rather than survival). Should this occur, the agloolik becomes Hostile and can *never* be placated by that hunter.

- * **Burrow (6"):** An agloolik moves through snow and ice and can even run, but never breaks the surface.
- * **Ethereal:** Aglooliks are immaterial and can only be harmed by magical attacks.
- * **Weakness:** Aglooliks cannot travel across terrain devoid of snow or ice, nor can they aid hunters outside frozen regions.

ARCHETYPES

Archetypes are sample occupations. Some are combative and will be encountered most often as antagonists. 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.

BERSERKER

To some, they are elite troops, blessed by Dargar or Tiw with ferocious strength and courage. To others, they are rabid dogs unsuited to living in polite society. No matter how they are viewed, berserkers are fearless combatants with little or no regard for their own safety.

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

HELLFROST: RASSILON EXPANSION

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d4
Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 8
Hindrances: Bloodthirsty, Vengeful (Major)
Edges: Berserk, Brawny, Combat Reflexes, Frenzy, Strong Willed
Gear: Medium shield (+1 Parry), battle axe (Str+d8)
Treasure: Meager
Saxa/Dwarf: Add the War Cry Edge.
Wild Card: Add the Hard to Kill and Nerves of Steel Edges.

BERSERKER, VETERAN

Attributes: Agility d8, Smarts d6, Spirit d12, Strength d12, Vigor d12
Skills: Fighting d10, Guts d12, Intimidation d12, Notice d6
Charisma: -4; **Pace:** 6; **Parry:** 8; **Toughness:** 10
Hindrances: Bloodthirsty, Vengeful (Major)
Edges: Berserk, Brawny, Combat Reflexes, Combat Sense, Improved Frenzy, Strong Willed, Tough as Nails, War Cry
Gear: Round shield (+1 Parry), battle axe (Str+8)
Treasure: Worthwhile
Saxa/Dwarf: Add the War Cry Edge.
Wild Card: Add the Hard to Kill and Improved Nerves of Steel Edges.

BOAR WARRIOR

The favored defensive formation in open warfare is the “shieldwall”, a solid line of shields bristling with spears and axes. To counter this, the *svinfylking* (“boar’s head”) formation was developed. Formed up into a narrow-fronted triangle, the *svinfylking* literally attempts to drive through the shieldwall. Those who lead the *svinfylking* are known as boar warriors and are renowned for their strength.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6
Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)
Hindrances: Cautious, Loyal, Orders
Edges: Block, Frenzy, Sweep
Gear: Chain shirt (+2), pot helm (+3), medium shield (+1 Parry), battle axe (Str+d8)
Treasure: Worthwhile
Special Abilities:

- * **Push:** As an action, a boar warrior can make an opposed Strength roll against one target. Both parties add their Size to the roll. With success, the warrior pushes his opponent back 1” in a direction of his choice. On a raise his opponent also falls prone and is Shaken.

BODYGUARD

Whereas huscarls are warriors, bodyguards, and close companions to nobles, hired bodyguards serve only to defend their paymaster, not fight his battles.

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

Skills: Fighting d8, Guts d8, Healing d6, Intimidation d8, Notice d8
Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)
Hindrances: Cautious, Loyal, Orders
Edges: Shieldwall, Wall of Steel
Gear: Chain shirt (+2), pot helm (+3), large shield (+2 Parry), battle axe (Str+d8), dagger (Str+d4)
Treasure: Worthwhile

ENTERTAINER

Skalds, whether magicians or mundane, are the most popular form of entertainer, but they are not the only variety. Fire breathers, prestidigitators, acrobats, and jugglers are all popular with the masses.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Stealth d6, Throwing d8
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Various
Edges: Acrobat, Quick Draw
Gear: Costume, juggling balls, two throwing knives (Range: 3/6/12; Damage: Str+d4)
Treasure: Meager
Special Abilities:

- * **Fire Breathing:** Can be used as an Agility Trick. Place the Edge of a Small Burst Template touching the entertainer and make a single Agility roll. All those beneath the template are affected and roll individually against the entertainer’s single die roll.

GENERAL

A general is the enemy commander in a Mass Battle. Generals do not require a complete stat block in most cases. To create a random enemy general on the spur of the moment, the GM need simply draw a single card from the action deck and consult the table below. The table lists the general’s personality and/or experience, which should help the GM in describing the ebb and flow of the battle, his Spirit and Knowledge (Battle) dice, and his Leadership Edges.

The same system can be applied to tactical commanders on the tabletop as well. Simply pick a suitable archetype and apply the results as appropriate.

With either option, a Spade suit indicates the officer (if a member of the civilized races) is a Knight Hrafn. His command radius is extended by an additional 1d4” and he gains +1 to Knowledge (Battle) rolls as a result of his Knight Hrafn Edge.

HERBALIST

Herbalists can be found in towns and cities as apothecaries, in villages as midwives and wise women, in the wilds as hermits, and even serving in temples (especially those of Eira and Eostre). Rural and religious herbalists often have Healing d6 in addition to their other skills.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8
Skills: Climbing d8, Fighting d6, Guts d6, Knowledge (Alchemy) d8, Notice d6, Survival d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Various
Edges: Hedge Magic
Gear: Sickle (Str+d4), 2d4 doses of dried herbs, 1d4 herbal remedies
Treasure: Meager

HUNTER/TRAPPER

While many nobles hunt for sport, hunters and trappers kill or capture animals for a living. Rugged and skilled at operating in the harsh wilderness, they are also invaluable members of the local militia. More experienced hunters may have the Marksman Edge, as well as higher skills.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Guts d6, Notice d8, Shooting d6, Stealth d6, Survival d6, Throwing d6, Tracking d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)
Hindrances: Various
Edges: Woodsman
Gear: Leather shirt (+1), axe (Str+d6), long spear (Str+d6, +1 Parry, Reach 1, 2-hands) *or* bow (Range: 12/24/48, Damage: 2d6) *or* throwing spears (Range: 3/6/12, Damage: Str+d6)
Treasure: Meager per two hunters

INQUISITOR

Every faith maintains one or more inquisitors; servants responsible for policing the clergy and rooting out heresy within the religion.

The cult of Hothar maintains the largest contingent of inquisitors, which it makes available to other faiths for a fee. Most other major gods maintain only a handful of inquisitors, and these are stationed in the great towns and cities, rarely bothering to venture into the wilds to police smaller temples. Minor god cults rarely bother with inquisitors, preferring to use those of Hothar as the need arises. Inquisitors need not be clerics. Those with the Arcane Background (Miracles) Edge should have Faith d8 and 1d4+2 spells from their god's spell list.

Inquisitors are not usually warriors, though certain cults, such as Dargar and Tiw, expect all members to be combat proficient. Inquisitors root out heresy through questioning (which might include torture for some cults) and research. Should corruption be discovered, the matter is reported to the relevant authorities to act upon. Depending on the crime, this may be his cult or members of the judiciary. A player character cleric who frequently sins may find himself on the receiving end of a visit by an inquisitor.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Guts d8, Intimidation d8, Investigation d8, Knowledge (Religion) d8, Notice d8, Persuasion d8, Streetwise d8
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Varies
Edges: Investigation, Strong Willed
Gear: As appropriate to faith
Treasure: Worthwhile



JUSTICAR MAGE-SLAYER

While all Justicars are experienced killers, mage-slayers are the elite assassins. Mage-slayers dare to venture where regular Justicars do not, dispatching swift and unforgiving "justice" to those who dabble in magic.

GENERAL'S ABILITIES

Card	Personality	Spirit	Battle	Edges
Deuce	Inexperienced	d6	d4	Command
Three	Political Appointee	d6	d6	Command, Death Before Dishonor
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
Eight	Tactician	d8	d8	A Few Good Men, Command, Cry Havoc, Tactician
Nine	Aggressive	d6	d10	Command, Cry Havoc, Fervor
Ten	Cautious	d6	d8	Command, 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
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, 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.			

HELLFROST: RASSILON EXPANSION

Unlike their boorish counterparts, who are little more than well-trained thugs, mage-slayers are skilled hunters, willing to track their quarry no matter how far he may run. Equipped with Maerathril great swords, they are protected against the evil power of sorcery and capable of smashing apart defensive enchantments.

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

Skills: Fighting d12, Guts d12, Intimidation d10, Knowledge (Arcana) d10, Notice d8, Riding d8, Stealth d10, Streetwise d10, Survival d6, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (2)

Hindrances: Delusional (mages are evil), Orders

Edges: Berserk (only when damaged by arcane powers or magic items), Combat Reflexes, Command, Improved Arcane Resistance, Improved Dodge, Improved Frenzy, Level Headed

Gear: Chain hauberk (+2), Maerathril great sword (Str+d10, -1 Parry, 2-hands)

Treasure: Worthwhile

LIBRARIAN

While librarians tend to honor Hoenir or Hropt (the minor god of libraries), very few outside of the god's temples are actually clerics. Similarly, Lorekeepers tend to be found in libraries as patrons, not as workers. Librarians range in disposition from helpful to surly, the latter variety having a strong dislike for filthy adventurers thumbing through "their" rare books with grubby fingers. Librarians may have a Knowledge skill or two, but it is not required—their task is to look after the books, not read them. The great majority are literate, but in small libraries with few tomes, merely recognizing the cover and knowing the contents are enough to help visitors.

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

Skills: Guts d4, Investigation d6, Notice d6, Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Varies

Edges: Typically none, but a rare one may have Linguist or Scholar

Gear: —

Treasure: Meager

MERCHANT

Whether a sole trader operating a market stall in a bustling city, a peddler on the open road, or the head of a major trading emporium, merchants sell goods others have manufactured. Though not all are excessively greedy, profit is the name of their business. Merchants invariably worship Var. Merchants who operate a ship have Boating d6 as well, though they are rarely sea-captains.

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

Skills: Fighting d4, Guts d4, Notice d6, Persuasion d8, Riding d6, Streetwise d6

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

Hindrances: Greedy (Minor)

Edges: Connections (Merchants)

Gear: Short sword (Str+d6)

Treasure: Varies from Worthwhile to Treasure Trove

MESSENGER

While *voice on the wind* is good for relaying short messages, longer missives must be delivered by hand. Since the speed of delivery is limited to that of the messenger, most messengers are mounted and lightly-armored. Messengers covering short distances may run rather than ride and such individuals often have the Fleet Footed Edge.

Very important communiqués are encoded. Others may be written down or entrusted to the courier's memory. Messengers serving nobility, temples, or important organizations are given a seal or small pennant denoting their patron's identity. An attack against an official messenger is considered an assault on the patron.

Messengers make regular use of herbal remedies. Most carry at least one dose of food substitute, hydrating, restorative, stimulant I, and stimulant V (see pages 8-10) herbal brews.

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

Skills: Fighting d6, Guts d8, Notice d8, Riding d8, Survival d6, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Loyal

Edges: Dodge

Gear: Leather armor (+1), short spear (Str+d6, Reach 1), herbal brews, riding horse and saddle or skis

Treasure: Meager

PIRATE/SEA RAIDER

Before the Anari conquered their lands, the Saxa were great raiders, sailing their longships along coasts and up rivers to plunder neighboring lands. These days the practice has all but died out, though coastal realms such as Angmark and Ostmark maintain a navy. The Anari of Alantaris Isle, though a shadow of their former glory, still maintain a strong navy to protect their island and merchant fleet, and many Tuomi tribes raid the Winterlands using ice-rigger ships. However, pirates from the Isles of the Seareavers are now the most common sea raiders. These stats also serve for marines (soldiers trained to fight on land and at sea) of any race.

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

Skills: Boating d6, Fighting d6, Guts d8, Notice d6, Shooting d6, Swimming d6, Throwing d6

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

Hindrances: Greedy (Minor)

Edges: Steady Hands

Gear: Leather armor (+1), pot helm (+3), medium shield (+1 Parry), axe (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 pirates

SIEGE ENGINEER

Siege engineers are skilled men, highly prized in any army which makes use of siege engines. Most are found in permanent employment within a city or castle, though a few mercenary companies make use of artillery. A rare few can be found among the Seareaver fleets, commanding ship-mounted siege engines.

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

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

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

Hindrances: Varies, but often Overconfident

Edges: Siege Engineer

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

Treasure: Worthwhile

SLAVER

Although once outlawed, slavery is making a comeback. One form of slavery involves a person selling his liberty in return for adequate food and shelter. In this sense, the slave is an indentured servant and retains certain basic rights and liberties. Saxa refer to such persons as indentured thralls. The more vile form of slavery (the willful removal of a person's freedom by force) remains illegal. Slavers can make good money selling strong men to unscrupulous nobles seeking cheap labor, and women to those who cannot secure companionship any other way. The vilest slavers sell their captives to clerics of the dark gods, fully aware of what fate awaits their cargo yet oblivious to their pleas for mercy and freedom. These slavers typically use their whip to grapple a victim, and then quickly close the range and bludgeon him unconscious.

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

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8, Stealth d8, Streetwise d8

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

Hindrances: Greedy (Minor), Mean

Edges: Two Fisted

Gear: Leather armor (+1), whip (see below), club (Str+d4), several pairs of manacles

Treasure: Worthwhile

Special Abilities:

- * **Whip:** Strength damage, Reach 2. Can be used to make Disarm and Grapple attacks up to its Reach.

SOUL BINDER MAGE

Soul binder mages draw upon the souls of the recently decapitated dead, which are trapped in severed heads carried on their person. Soul binding has been outlawed for centuries among the civilized races, yet it continues to

be practiced in secret. This particular soul binder mage represents a follower of Dargar. Of the civilized races, only the Tuomi know this dark, forbidden art. Frostreavers, vendahl, and orcs have also been known to practice soul binding. See page 10 for more details.

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

Skills: Fighting d8, Guts d8, Intimidation d10, Knowledge (Arcana) d8, Notice d8, Stealth d8, Soul Binding d10, Survival d6, Tracking d6

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

Hindrances: Various, but many are Bloodthirsty, Mean, and/or Wanted

Edges: Arcane Background (Magic)

Powers: *Boost Fighting, boost Intimidation, boost Stealth, boost Tracking, warrior's gift (Frenzy), warrior's gift (Improved Sweep)*

Gear: Full helmet (+3), leather shirt (+1), medium shield (+1 Parry), long sword (Str+d8), six severed heads

Treasure: Worthwhile

STANDARD BEARER

Anari, Saxa, and frost dwarf armies march to war under war banners. Each noble house, mercenary company, and clan maintains its own battle standard. These standards are not mere tools of war, but rather are considered sacred objects, stained with the blood of the fallen who fought under the standard's shadow. Standard bearers are chosen for their bravery, experience, ferocity, and loyalty.

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

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d8, Persuasion d6

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (2)

Hindrances: Loyal

Edges: Combat Reflexes, Command Presence, Improved Frenzy, Tough as Nails

Gear: Full helmet (+3), chain hauberk (+2), battle axe (Str+d8), battle standard

Treasure: Worthwhile

Special Abilities:

- * **Protect the Banner:** The standard is the rally point and morale focus for the company. When adjacent to the standard bearer, allies may intercept attacks aimed at the standard bearer. If an ally chooses to do so, any attack which would have hit the standard bearer strikes the ally instead, regardless of his Parry.
- * **Raise the Banner:** Once per combat, the standard bearer can choose one of the following Edges: Command, Fanaticism, Fervor, or Hold the Line. In order to keep the Edge active, the standard bearer must be holding the standard aloft, which requires the use of one hand. As soon as the last foe falls, the benefits of the Edge are lost.

TORCH BEARER

The thought of being an adventurer scares the wil-

HELLFROST: RASSILON EXPANSION

lies out of sensible citizens of Rassilon. It is a life of constant hardship and danger, albeit tempered by glory and fabulous treasure. Torch bearers are hirelings, often young boys or older men (whose days in the mortal realm are waning) who accompany adventuring parties to carry their torches and lanterns, as well as haul general equipment. While fit and healthy, they are not combatants—they seek to bask in reflected glory, being able to say proudly that “they were there,” and earn a few extra gold scields from whatever vast haul their masters unearth.

A typical torch bearer charges 5 gs per week, plus adequate food and drink. Longer-term employment can be bartered down to a reduced rate.

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

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

Charisma: +0; **Pace:** 8; **Parry:** 4; **Toughness:** 6

Hindrances: Varies, but often Illiterate or Yellow

Edges: Brawny, Fleet Footed

Gear: Axe or short sword (Str+d6)

Treasure: Meager

TORTURER

Torture is a messy business and one best left to professionals. While many torturers are sadists who enjoy inflicting pain for pain's sake, the true experts use pain in limited measures so as not to kill their victims or desensitize them. They are also patient, slowly breaking down resistance through controlled application of pain.

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

Skills: Fighting d6, Guts d10, Intimidation d8, Notice d4

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

Hindrances: Mean

Edges: —

Gear: Leather shirt (+1), dagger (Str+d4), variety of torture devices

Treasure: Meager

Special Abilities:

* **Torture:** Once per day, a torturer can make an Intimidation roll after applying torture to a victim. If he rolls a 1 on his Trait die, regardless of any Wild Die, he accidentally inflicts a wound on his victim. With success, the victim must make a Spirit roll against the Intimidation total. A success for the victim means he holds his tongue, but is Fatigued for 24 hours. On a failure, he reveals one truthful piece of information the torturer seeks and is Exhausted for 24 hours.

WAGGONER

Waggoners are hired to load, drive, and unload wagons. They are most often employed by merchants. Although armed, they are not hired as guards, and their armaments are for self-defense. True caravan guards typically use Mercenary stats.

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

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

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

Hindrances: Loyal

Edges: —

Gear: Leather suit (+1), dagger (Str+d4), short spear (Str+d6, Reach 1)

Treasure: Meager

WATCHER OF THE BLACK GATE

When the Demongate Wars ended, the forces of good tried to destroy the great black key which controlled the portal. Although the key could not be destroyed, clerics and paladins did manage to shatter it into a hundred pieces. The fragments were then scattered throughout the lands, placed beyond the reach of the demon lords. The Demongate was moved to a secret fortress deep inside a mountain, where it would be protected by powerful wards and an order of knights. An organization of evil cultists known as the Seeker of the Black Key is scouring the world for the fragments. Pitted against them are the Watchers of the Black Gate (sometimes known as Gatekeepers), avowed to protect the Demongate and hunt down demons and Seekers in order to ensure the demons of the Abyss can never be unleashed en masse.

This Watcher is a paladin of the Norns. Mundane Watchers have no Arcane Background Edge, Faith skill, or spells. The Watcher Edge is detailed in the free download, **New Organizations**, available at www.tripleacegames.com.

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

Skills: Faith d8, Fighting d8, Guts d10, Intimidation d8, Knowledge (Arcana) d8, Knowledge (Demons) d8, Notice d6, Riding d6, Streetwise d6, Survival d6, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 10 (4)

Hindrances: Loyal, Orders

Edges: Arcane Background (Miracles), Champion of the Faith, Combat Reflexes, Connection (Watchers), Favored Foe (demons), Watcher

Powers: *Analyze foe*, *banish* (prayer of banishment), *champion of the faith*, *dispel* (word of cancellation), *pre-cognition* (insight), *warding* (constructs, demons, and undead only)

Gear: Star metal chain hauberk (+4), full helmet (+3), medium shield (+1 Parry), star metal long sword (Str+d8, AP 2), two Norn charms

Treasure: Meager

ARKAN SONNEY

Also known as plentiful pigs, fey hogs, and lucky piggies, arkan sonnies are fey hedgehogs. Typically they are found only in forests inhabited by fey. Notoriously fearful of non-forest dwelling creatures, they hide whenever

possible, but have no hesitation at breaking cover and fleeing at an unnatural speed for such a small creature. It is said the fey hunt down and kill anyone who harms an arkan sonney.

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

Skills: Guts d4, Notice d8, Stealth d10

Pace: 8; **Parry:** 2; **Toughness:** 3

Treasure: None

Special Abilities:

- * **Fleet Footed:** Running die is a d10, not a d6 as usual.
- * **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.
- * **Lucky:** Anyone who catches an arkan sonney is rewarded with a benny. The same arkan sonney cannot grant more than one benny per day and must be allowed to run free for 24 hours before it can grant this boon again.
- * **Size -2:** These creatures are small.
- * **Small:** Attackers are -2 to attack rolls against these creatures because of their size.

BARBEGAZ

Often called mountain or snow dwarves, barbegazi (the plural form) are short, stocky, bearded creatures totally unrelated to other species of dwarf. They are superficially similar to frost dwarves, but have dark hair and beards, weathered faces, and huge, flat feet. Shy and reclusive, they dwell on the higher slopes of mountains in small family groups. Rather than engage in industrious pastimes, as frost dwarves do, they instead spend their time playing.

Using their large mauls, they smack the mountains with resounding blows until an avalanche occurs. At this point, they leap onto the tumbling snow and ride the avalanche front on their oversized feet. When unfortunate travelers have been caught in avalanches caused by their playful antics, barbegazi are quick to help excavate anyone trapped beneath the ice and snow.

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

Skills: Climbing d8, Fighting d6, Notice d6, Stealth d6, Survival d10

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Maul (Str+d8, -1 Parry, 2 hands, AP 2 vs. rigid armor)

Treasure: Meager

Special Abilities:

- * **Avalanche Riders:** Barbegazi do not have to make Agility rolls to avoid avalanches. Instead, they automatically ride the snow, moving 20+2d10" per round.
- * **Huge Feet:** Barbegazi treat snow and ice as normal terrain. In addition, they may use their feet like skis, gaining an extra d6 running die when running downhill on snow or ice.



BITTERSOU

The Siphoning can do terrible things to a wizard. Some who lose their arcane powers become sullen and withdrawn, mourning their lost art. Others become fanatical, seeking a solution to the mystery of the Siphoning at any costs. For some the loss is too great to bear, and life has no more meaning. Damned as suicides, their souls are rejected by the gods, cast aside for others to use as they wish. A small few fall into the clutches of Hela, who returns them to their mortal remains to spend eternity as a bittersoul.

Bittersouls appear much as they did in life, though their skin is taut and withered. All sport the injuries afflicted when they took their own lives, and thus one can find bittersouls with crooked necks, slashed wrists, mangled limbs, or with skin discolored from poison. Despite these afflictions, they move unhindered.

Because the Siphoning has stripped them of their art, a bittersoul cannot learn magic. They can, however, absorb non-miraculous spells cast at them and unleash them back at victims. Bittersouls actually store the magical threads involved in magic. When it releases the energy, the magical charge is lost.

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

Skills: Fighting d6, Knowledge (Arcana) d10, Notice d8, Spellcasting d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Treasure: Worthwhile

Special Abilities:

- * **Absorb Spell:** If a bittersoul is the target of a spell cast by any spellcaster except a cleric, whether a direct power such as bolt or an area effect spell like stun, the creature may make a Smarts roll opposed by the caster's arcane skill. With success, the bittersoul absorbs the spell before it takes effect. On subsequent rounds it may cast that spell using its Spellcasting. These spells are subject to the Siphoning as normal. Each absorbed spell may be used only once. There is no limit to the number of spells a bittersoul may absorb.
- * **Claws:** Str+d6.
- * **Siphoning:** If a bittersoul is subjected to the Siphoning it flies into a berserk rage. It immediately goes berserk (as per the Edge) and gains Improved Frenzy and Improved Sweep. This rage lasts until the bittersoul next absorbs a spell, whereupon it immediately ends.
- * **Stored Spells:** A bittersoul begins play with 1d4 spells chosen by the GM.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots (except the head). Immune to disease and poison. Ignores wound penalties.

BLOODBORN

Bloodborn (singular and plural are the same) are

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hulking, vaguely anthropomorphic masses of congealed blood given unholy life through dark and powerful rituals known to only a handful of liches. Their quivering, dripping form is devoid of facial features, yet their unearthly senses allow them to see and hear perfectly well. Bloodborn possess the ability to absorb fresh blood to bolster their resistance to damage and to merge forms to create larger, stronger specimens.

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

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 9

Treasure: None.

Special Abilities:

- * **Blood Absorption:** A bloodborn moving over at least a gallon of fresh blood, such as a recent corpse, can spend an action to absorb the blood. This grants it one benny but only for the purposes of Soaking. Larger corpses allow one additional benny per point of Size above +0 to be gained, as does each gallon from a non-living source. An individual bloodborn can never absorb more than one benny's worth of fresh

blood per round.

- * **Blood Pool:** A slain bloodborn collapses into a slick of congealed blood filling a Small Burst Template. This area counts as difficult ground. Any character running through the blood who rolled a 1 on his running die slips and falls prone in that square.
- * **Fear:** Characters seeing a bloodborn must make a Guts check.
- * **Fearless:** Bloodborn are immune to Fear and Intimidation.
- * **Fists:** Str+d6.
- * **Merge:** If a bloodborn enters the space occupied by another bloodborn, willingly or otherwise, the two automatically merge. Each merging creates a single bloodborn with +1 die in Strength (+1 point over d12) and +1 Size (and Toughness). If one of the bloodborn was Shaken, the merged creature is also Shaken. At Size 4, the merged bloodborn gains the Large special ability and at Size 8, the Huge special ability. Merged bloodborn can split into their constituent individual forms as an action.
- * **Size +1:** Bloodborn stand 7 feet tall and weigh 300 pounds.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to poison and disease.

BUFOM



SLIME LORD

A slime lord is a bloated shaman of exceptional intelligence. These foul creatures are found only rarely, and typically rule over multiple small tribes or a single very powerful tribe. Their warty skin exudes a viscous, pungent hallucinogenic slime. Before entering combat, a slime lord smears his bodily excretion on his weapon.

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

Skills: Climbing d5, Fighting d6, Guts d8, Intimidation d8, Notice d6, Stealth d6, Swimming d6

Pace: 6; **Parry:** 6; **Toughness:** 9 (1)

Hindrances: Arrogant, Obese

Edges: Arcane background (Miracles), Command, Fervor

Gear: Leather vest (+1; torso only), staff (Str+d4, +1 Parry, Reach 1, 2 hands)

Treasure: Rich

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.
- * **Hallucinogenic Slime:** Anyone Shaken or wounded by a slime-coated staff must make a Vigor roll at -2 or be Shaken for 1d6 rounds as he experiences vivid halluci-



nations. Unless the victim spends a benny, he may roll to unShake only after the 1d6 rounds have expired.

- * **Powers:** Shamans know the following spells: *beast friend* (amphibians only), *boost/lower trait* (Stealth and Swimming), *entangle* (long, sticky tongue), *knockdown* (croak), *leaping*, *summon herald* (a giant toad).
- * **Pungent Stench:** Anyone moving adjacent to a slime lord must make a Vigor roll or be Shaken. With success, the victim is immune to that slime lord's stench for 24 hours. If a victim fails his roll, moves away, and later returns adjacent to the slime lord, he must make the roll again.
- * **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.

CHAMPION

Whereas most bufomi are small, the champion is a tall, muscular member of the species. Its primary diet comprises young bufomi who fail to meet the grade for their chosen caste and the flesh of sacrifices. Unlike regular warriors, champions wield good quality weapons. These are usually looted from the corpses of intruders.

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

Skills: Climbing d8, Fighting d8, Guts d8, Intimidation d8, Notice d6, Stealth d8, Swimming d8

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

Hindrances: Overconfident

Edges: Combat Reflexes, Command, Frenzy

Gear: Leather vest (+1; torso only), long spear (Str+d6, +1 Parry, Reach 1, 2 hands)

Treasure: Worthwhile

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.
- * **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:** A champion is a hulking brute.

CATOBLEPAS

The catoblepas is a four-legged beast not unlike a bull, though with scaly skin. It has a long neck and a large head, which usually hangs down to face the earth. Although not a particularly fierce beast, its gaze is deadly and its breath debilitating. They commonly haunt marshy

ground, but can stray into cultivated lands in search of cows with which to mate.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d10, Vigor d12

Skills: Fighting d4, Guts d8, Notice d8

Pace: 6; **Parry:** 4; **Toughness:** 9

Treasure: Worthwhile, in lair

Special Abilities:

- * **Breath:** A catoblepas can breathe a Cone Template of noxious fumes. Anyone caught in the template must make a Vigor roll or be struck totally blind and deaf for 2d6 hours.
- * **Gaze:** Like the basilisk, the gaze of the catoblepas is deadly. Fortunately, the head of the catoblepas is so heavy it must make a Strength roll at -2 (as an action) to lift it each time it wishes to use this power. The creature may look at a single target each round. The victim, whether he can see the beast or not, must make a Vigor roll at -2 or suffer an automatic wound.
- * **Kick:** Str+d6.
- * **Size +1:** A catoblepas is the same size as a small cow.

CENTAUR



WILD LORD

Centaur wild lords are more intelligent than other centaurs, though they still only rank as possessing average intellect in comparison to humans. Aggressive and proud, they are a cross between priest and warlord. That said, they are not always in charge of their tribe—that honor often falls to the strongest warrior, rather than the smartest.

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

Skills: Druidism d8, Fighting d8, Intimidation d8, Notice d8, Stealth d6, Survival d8

Pace: 8; **Parry:** 7; **Toughness:** 10 (1)

Gear: Leather armor (+1), long spear (Str+d6, Parry +1, Reach 1, 2-hands)

Treasure: Worthwhile

Special Abilities:

- * **Call the Host:** Centaurs have a special relation with the fey, who they respect and honor as children of the earth. Once per month, a wild lord can make a Druidism roll to contact the fey. He cannot specify which sort of fey will answer nor does he know exactly when or how they will answer. All he knows is a reply will be received before the next full moon, as it has been for countless ages.
- * **Fleet Footed:** Centaurs roll a d10 when running, instead of a d6.
- * **Hooves:** Str+d4.
- * **Powers:** *Beast friend*, *elemental manipulation*, *hammer movement*, *storm*, *summon beast*, *voice on the wind*, *warding* (animals and plants only), *wilderness step*.
- * **Size +2:** Centaurs are the same size as riding horses.

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COLDFIRE BEETLE

Coldfire beetles have dark bodies but a bright blue thorax from which they can fire a stream of coldfire. These voracious hunters are found only in the Hellfrost and High Winterlands.

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

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

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

Treasure: None

Special Abilities:

- * **Armor +2:** Thick carapace.
- * **Bite:** Str+d6.
- * **Coldfire Spray:** Coldfire beetles can project a blast of coldfire using the Cone Template. Characters within the cone must beat the creature's Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Weakness (Fire):** Takes double damage from heat or fire.



CRYOSPHEX

RIDDLE MASTER

Riddle masters are among the oldest and wisest of the cryosphinx race. Their riddles are almost magical, keeping victims enthralled and unable to act until they find the answer. This leaves them easy prey for a hungry sphinx.

Attributes: Agility d8, Smarts d12+2, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d10, Knowledge (Riddles) d12, Notice d6, Persuasion d8, Stealth d8, Taunt d12

Pace: 8; **Parry:** 6; **Toughness:** 9

Treasure: Rich, in lair

Special Abilities:

- * **Bite/Claw:** Str+d6.
- * **Devious Riddle:** As an action, a riddle master may target one foe within 12" and make a Knowledge (Riddles) roll opposed by the victim's Spirit. With success, the victim is Shaken. Instead of using Spirit to unShake, the victim must make a Knowledge (Riddles) roll, -2 if the sphinx scored a raise. Combat Reflexes provides no benefit. The sphinx must be able to speak and the victim able to hear (and understand the sphinx) for this power to work.
- * **Flight:** Pace 12.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Riddle Lord Variant:** Riddle lords are more powerful variants of the riddle master. They have Knowledge (Riddles) d12+2 and the Master Edge with regard Knowledge (Riddles).

- * **Size +2:** Sphinxes are the same size as lions.
- * **Snow Walker:** Treats rough ice as normal ground, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".
- * **Strong Willed:** As masters of trickery, sphinxes get a +2 bonus on Tests of Will.
- * **Weakness (Fire):** Takes double damage from heat or fire.
- * **Wise:** Riddle masters are renowned for their wisdom. They get +2 to all Common Knowledge rolls and roll a d10 for all Knowledge skills except Riddles.

DEMON

The civilized races have documented several species of demons in detail, yet they have barely scratched the surface regarding the many malevolent denizens of the Abyss. Demons are sometimes known as "hates."



CHAOS

Chaos demons are gelatinous masses from which clawed tentacles, elongated maws full of jagged teeth, and bony protuberances sprout at random. Vaguely humanoid faces and limbs, and eyes of all shapes and sizes extend from and shrink back into its foul body, as if something is trying to escape from within the beast's sickening form. The ground surrounding a chaos demon warps, blisters, cracks, and sprouts withered plants, making the going hard for those wishing to engage the beast in melee combat.

Some clerics of Hoenir argue these creatures are not true demons, but something older and far worse. To date, no member of any known faith has admitted being able to summon one. Despite this, the demons still appear in Rassilon sporadically.

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

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

Pace: 6; **Parry:** 6; **Toughness:** 7/9

Treasure: None

Special Abilities:

- * **Aura of Confusion:** Anyone who begins their turn adjacent or moves adjacent to a chaos demon must make a Spirit roll as a free action or suffer -2 to all Trait rolls. This non-cumulative effect remains until the victim makes a Spirit roll as an action.
- * **Chaotic Effects:** Wild Cards find the presence of a chaos demon particularly unsettling. If the demon's action card is a Club, the hero loses his Wild Die for the round. On a Diamond, the Wild Die is reduced one die type (typically to a d4). Hearts means the Wild Die is rolled as normal. On a Spade, the hero treats his Trait die as his Wild Die and his regular Wild Die as his Trait die. For example, a Wild Card with d10 Shooting would hit an innocent bystander if his Wild Die rolled a 1, not his Shooting die. With a Joker, the Wild Die is one die type higher. This ability affects all Wild Cards within 6" of the chaos demon and lasts until the creature's next

turn or its death, whichever occurs first. A Wild Card who begins within 6" and then moves outside the area has his Wild Die returned to normal.

- * **Claws:** Str+d6.
- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Fear (-2):** Anyone seeing the creature must make a Guts roll at -2.
- * **Improved Frenzy:** Makes two Fighting attacks each round with no penalty.
- * **Mindless:** Immune to Smarts Tricks, Fear, and Tests of Will.
- * **Warp Ground:** The ground within 6" of a chaos demon warps and flows, making it difficult ground. The demon is unaffected.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.



TIME

Although the Norns have power to see the past, manipulate the present, and shape the future, they are not actually deities of time. If such an entity exists, it has never been worshipped by mortals. However, within the Abyss there lurk demons that can control the passage of time, albeit to a limited degree. Widely regarded as major demons, time demons are extremely hard to kill, making them a serious threat to the civilized races. Clerics of the Norns are especially quick to slay these fiends.

Time demons appear as large, flickering, hunched humanoids with scythelike arms and powerful, clawed legs. They have three sets of oversized milky eyes—one set which sees the past, one the present, and one the future. **Attributes:** Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d10, Notice d8, Spellcasting d10

Pace: 6; **Parry:** 7; **Toughness:** 9/11

Treasure: None

Special Abilities:

- * **Control Time:** Time demons may swap any two action cards at the start of each round.
- * **Demon:** +2 to recover from being Shaken; immune to poison and disease; +2 Toughness against non-magical attacks, except for star metal.
- * **Powers:** Time demons know *quickness*, *sluggish reflexes*, and *speed*.
- * **Scythes:** Str+d8.
- * **Size +2:** Time demons average 9' tall.
- * **Slow Time:** Creatures which begin their turn within 6" of a time demon may take only one action per round. Moving up to one's Pace counts as an action for this purpose.
- * **Temporal Flicker:** Time demons continually flicker in an out of time, making them difficult to target. Attack rolls against a time demon are made at -2.
- * **Time Heal:** By spending a benny, a time demon can heal *all* its wounds. It does this by moving through time, healing naturally, and then rejoining the fight a

split second after it departed.

- * **Time Stop:** As an action, a time demon can pick one foe within 12" and make a Spellcasting roll opposed by the victim's Spirit. With success, the victim is frozen in time until the start of the demon's next turn. During this period, the victim cannot take *any* actions and has his Parry reduced to 2.
- * **Weakness (Star Metal):** Demons have lower Toughness against star metal weapons.

DØKKÁLFAR

It is a fact that languages evolve. Auld Saxa, for instance, has many archaic words no longer in use, while modern Saxa is infested with Anari loan words (as well as those of other races). One such word which has changed meaning is "álfar," or elves (sing. alf). In Auld Saxa, the word meant "mysterious being" and was applied liberally to all manner of creatures.

Shortly after the Blizzard War, when the frost dwarves first made an appearance in and around the Hearthlands, they were known as "hrimálfar," or "frost elves." The dwarves soon set the record straight, for in their language they were the dvergar (sing. dvergr), from where the words dwarf and dwarves originate. In modern Saxa, álfar generally refers solely to hearth and taiga elves. However, the Auld Saxa meaning of álfar is still used today to describe a species who appear superficially similar to frost dwarves.

Døkkálfar ("dark elves") and svartálfar ("black elves") are both Saxa words relating to a species of subterranean creatures that appear distantly related to frost dwarves. The "dark" and "black" refer not to their skin (which is generally no different to that of a human inhabitant of Rassilon), but to their hair and eyes, which are always black. Some legends say the whole race is ugly and misshapen, but this has never been conclusively proven.

Whereas frost dwarves are generally benevolent, døkkálfar are cruel and spiteful, and delight in causing pain and misery. They live deep underground, for sunlight is deadly to them, in an area of the Underearth referred to by Saxa as Ni avellir ("The Dark Fields"). No peaceful contact between them and any civilized race has been recorded, though that is not to say they attack strangers on sight—in most cases, they simply watch those who enter their domains from afar, making their presence felt only when they feel threatened.

Døkkálfar have no knowledge of metalworking. Instead, they use leather armor and sharpened stone weapons. The stone they use is as hard and durable as metal, and has defied study by even arkhwisards of earth and clerics of Ertha.

Døkkálfar worship Ertha and Niht primarily. They are skilled practitioners of rune magic, but have either been incapable of learning other forms of magic or practice it in such low numbers that no other mages have yet been detected.

Frost dwarves are uncomfortable discussing the døkkálfar, but openly reject any insinuation they share common stock. They remind humans that orcs are superfi-

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cially related to their species, thus implying that the dark elves share the same relationship with frost dwarves. That said, the *døkkálfar* language is close enough to Dwarven that it can be understood by someone who speaks the frost dwarves' tongue.

TYPICAL WARRIOR

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

Skills: Climbing d8, Fighting d8, Guts d8, Intimidation d6, Notice d6, Stealth d8, Survival d6, Throwing d8, Swimming d8

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

Hindrances: Loyal, Mean, Slow

Edges: Combat Reflexes, Frenzy, Sweep, Tough

Gear: Leather shirt (+1), stone battle axe (Str+d8), medium shield (+1 Parry), two stone throwing axes (Range: 3/6/12, Damage: Str+d6)

Treasure: Meager

Special Abilities:

- * **Darkvision:** *Døkkálfar* ignore all darkness penalties.
- * **Tunnel Fighter:** A *døkkálf* has +2 to acrobatic Tricks, as well as +1 Parry. Foes must subtract 1 when attacking them with ranged weapons. These bonuses apply only when underground.
- * **Weakness (Sunlight):** *Døkkálfar* must make a Vigor roll each hour they are in sunlight or suffer an automatic wound as their bodies begin to calcify.

TYPICAL RUNE MAGE

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

Skills: Armor-Rune d8, Climbing d8, Curse-Rune d8, Earth-Rune d10, Fighting d8, Guts d8, Knowledge (Arcana) d8, Intimidation d8, Notice d6, Stealth d8, Survival d6, Swimming d8

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

Hindrances: Loyal, Mean, Slow

Edges: Arcane Background (Rune Magic), Focus, Improved Concentration, Tough

Runes: *Armor-rune, curse-rune, earth-rune*

Gear: Leather shirt (+1), medium shield (+1 Parry), stone battle axe (Str+d8)

Treasure: Meager

Special Abilities:

- * **Darkvision:** *Døkkálfar* ignore all darkness penalties.
- * **Tunnel Fighter:** A *døkkálf* has +2 to acrobatic Tricks, as well as +1 Parry. Foes must subtract 1 when attacking them with ranged weapons. These bonuses apply only when underground.
- * **Weakness (Sunlight):** *Døkkálfar* must make a Vigor roll each hour they are in sunlight or suffer an automatic wound as their bodies begin to calcify.

DOOMSAYER

When the soul of a sinful cleric of the Norns is sum-

moned into a corpse the result is a doomsayer. Clad in rotting gray robes, these vile creatures taunt the living with knowledge of their future fate. Most often their foul words are lies, for the undead has been stripped of its ability to divine what will come to pass, but such is their conviction that the doom they speak weakens resolve and causes doubts to manifest.

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

Skills: Fighting d4, Intimidation d8, Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 7

Treasure: Worthwhile

Special Abilities:

- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Words of Doom:** As an action a doomsayer may speak words of future doom to one foe within 12". The doomsayer makes an Intimidation roll opposed by the target's Spirit. With success, the victim is Shaken. On a raise, the victim also loses one die in Spirit (min. d4) for a period of 24 hours.



DRAGON

In addition to the more commonly known dragons presented in the *Hellfrost Bestiary*, there are three rarer species native to the region—sea, shadow, and skaldic dragons.

SEA

Sea dragons are serpentine beasts, lacking the wings of other dragons. They live in the oceans, preying on fish and whales, though mariners who offend them make a tasty snack. Their scales are deep blue-green. They breathe a rank mixture of weak stomach acid and foul seawater.

They are generally friendly to mariners who pay proper tribute for fishing near (or sailing over) their lairs, even offering to provide extra winds or fix damaged ships. When ships sink near their homes, the dragons gather up valuable cargo, though for what purpose is unknown. Sea giants (see page 56) sometimes keep them as pets or companions.

SHADOW

With scales as black as pitch, dark, leathery, batlike wings, and eyes like bottomless wells, shadow dragons are justifiably feared by all right-minded citizens. Their breath is a stream of infernal darkness, which saps the life from victims. Scholars insist they are not entirely natural creatures, but instead come from Niht's native plane, the so-called Realm of Darkness.

They are a small species, but very nimble and extremely intelligent. Rather than get involved in bloody combats, they prefer to use their natural fearful aura, intimidating appearance, and spells to deal with those who would rob them of their precious treasure. Their wings are not particularly strong, and most can run at least as fast as they can fly.

Shadow dragons detest light, though they are not necessarily nocturnal—those inhabiting dark caves are just as likely to be awake during the day as asleep. All shadow dragons have Weakness (Light).

* **Weakness (Light):** Shadow dragons suffer double damage from offensive spells with a light trapping.

SKALDIC

Dragon magic, as practiced by all but one species, is mysterious and alien to the civilized races. While the same end results can be simulated by mages, the casting method has proven impossible to mimic. However, one species of small dragon utilizes song magic in exactly the same manner as skalds. They swap the Spellcasting arcane skill for Song Magic and gain all the benefits skalds do.

Considered largely benevolent, skaldic dragons are also mines of information. While they can be as ferocious as any other dragon, skaldic dragons have been known

to converse peacefully with Lorekeepers, clerics of Hoenir, and skalds, swapping information and poems.

Many stories exist regarding the origins and nature of these strange beasts. The most popular of these is that they are skalds rewarded with long-life by the gods, who enjoy their songs and tales. Other legends describe them as divine sages, celestial choristers, and even the founders of song magic, which they taught to mortals.

Skaldic dragons grow fast, but never reach the gargantuan size of many other species. Their scales are rainbow hued, as are their gossamer wings. Their breath weapon is a powerful sonic burst.

* **Knowledgeable:** A hatchling knows two Knowledge skills at d6. Each time it advances an age category, it gains an additional die in known Knowledge skills and gains a new skill at d6. An ancient dragon thus has two Knowledge skills at d12+1, one at d12, one at d10, one at d8, and one at d6. A skaldic dragon's Scholar Edge applies to all its Knowledge skills and Common Knowledge rolls.



HELLFROST: RASSILON EXPANSION

SEA DRAGON TABLES

ATTRIBUTES & SKILLS

Age	Attributes					Skills			
	Agility	Smarts	Spirit	Strength	Vigor	Fighting	Guts	Intimidation	Notice
Hatchling	d6	d6	d6	d12	d6	d6	d6	d8	d8
Juvenile	d8	d8	d6	d12+2	d8	d8	d8	d10	d8
Adult	d8	d8	d8	d12+4	d8	d10	d10	d12	d10
Old	d10	d10	d10	d12+6	d10	d10	d12	d12	d12
Ancient	d10	d10	d10	d12+8	d12	d12	N/A	d12+1	d12

SECONDARY TRAITS

Age	Pace*	Parry	Toughness	Treasure
Hatchling	(6)	5	6 (1)	Worthwhile, in lair
Juvenile	(8)	6	10 (2)	Rich, in lair
Adult	(8)	7	13 (3)	Treasure Trove, in lair
Old	(10)	7	18 (3)	Two Treasure Troves, in lair
Ancient	(12)	8	22 (4)	Three Treasure Troves, in lair

* Aquatic Pace only.

VARIABLE COMMON SPECIAL ABILITIES

Age	Armor	Bite/Claws	Breath	Fear	Flight	Size	Tail	Wing
Hatchling	+1	Str+d4	2d4	0	N/A	+0	1" x 1"	N/A
Juvenile	+2	Str+d6	2d6	0	N/A	+2	1" x 2"	N/A
Adult	+3	Str+d8	2d8	-1	N/A	+4	2" x 4"	N/A
Old	+3	Str+d10	2d10	-2	N/A	+8	3" x 6"	N/A
Ancient	+4	Str+d10	3d10	-4	N/A	+10	4" x 8"	N/A

OTHER SPECIAL ABILITIES

Age	Special Abilities
Hatchling	Aquatic, Frenzy, Low Light Vision
Juvenile	Arcane Resistance, Aquatic, Frenzy, Level Headed, Low Light Vision, Spellcasting
Adult	Arcane Resistance, Aquatic, Hardy, Improved Frenzy, Large, Level Headed, Low Light Vision, Spellcasting
Old	Aquatic, Hardy, Huge, Improved Frenzy, Improved Arcane Resistance, Level Headed, Low Light Vision, Spellcasting
Ancient	Aquatic, Fearless, Hardy, Gargantuan, Improved Arcane Resistance, Improved Frenzy, Level Headed, Low Light Vision, Spellcasting

SPELLCASTING ABILITIES

Age	Die	Power Edges	Spells
Hatchling	None	None	None
Juvenile	d6	Concentration	<i>Environmental protection</i> (against drowning only), <i>mend</i>
Adult	d8	Spell Finesse (1)	<i>Becalm</i> , <i>obscure</i> (inky cloud), <i>zephyr</i> (blow hard)
Old	d8	Focus	<i>summon beast</i> (sea creatures), <i>summon elemental</i> (water)
Ancient	d10	Spell Finesse (1)	<i>Elemental form</i> (water)

SHADOW DRAGON TABLES

ATTRIBUTES & SKILLS

Age	Attributes					Skills			
	Agility	Smarts	Spirit	Strength	Vigor	Fighting	Guts	Intimidation	Notice
Hatchling	d8	d8	d6	d10	d6	d6	d4	d10	d8
Juvenile	d10	d10	d6	d12+1	d8	d8	d6	d12	d10
Adult	d10	d10	d8	d12+2	d8	d8	d18	d12+1	d10
Old	d12	d12	d8	d12+4	d10	d8	d10	d12+2	d12
Ancient	d12+1	d12	d10	d12+6	d10	d10	N/A	d12+3	d12+1

SECONDARY TRAITS

Age	Pace	Parry	Toughness	Treasure
Hatchling	8	5	6 (1)	Meager, in lair
Juvenile	8	6	8 (1)	Worthwhile, in lair
Adult	10	6	10 (2)	Rich, in lair
Old	12	6	13 (2)	Treasure Trove, in lair
Ancient	14	7	16 (3)	Two Treasure Troves, in lair

VARIABLE COMMON SPECIAL ABILITIES

Age	Armor	Bite/Claws	Breath	Fear	Flight	Size	Tail	Wing
Hatchling	+1	Str+d4	2d6	-1	6"	+0	1" x 1"	N/A
Juvenile	+1	Str+d6	2d8	-2	8"	+1	1" x 2"	1"
Adult	+2	Str+d8	2d10	-2	10"	+2	1" x 2"	d2"
Old	+2	Str+d8	3d8	-3	12"	+4	2" x 4"	d4"
Ancient	+3	Str+d10	3d10	-4	12"	+6	3" x 6"	d4"

OTHER SPECIAL ABILITIES

Age	Special Abilities
Hatchling	Arcane Resistance, Infravision, Low Light Vision, Spellcasting, Weakness (see notes)
Juvenile	Arcane Resistance, Infravision, Level Headed, Low Light Vision, Spellcasting, Weakness (see notes)
Adult	Frenzy, Improved Arcane Resistance, Infravision, Level Headed, Low Light Vision, Spellcasting, Weakness (see notes)
Old	Frenzy, Hardy, Improved Arcane Resistance, Infravision, Large, Level Headed, Low Light Vision, Spellcasting, Weakness (see notes)
Ancient	Hardy, Improved Arcane Resistance, Improved Frenzy, Infravision, Large, Level Headed, Low Light Vision, Spellcasting, Weakness (see notes)

SPELLCASTING ABILITIES

Age	Die	Power Edges	Spells
Hatchling	d4	Spell Finesse (1)	<i>Obscure</i> (sphere of darkness)
Juvenile	d6	Concentration	<i>Bless/panic</i> (panic only)
Adult	d8	Focus, Spell Finesse (1)	<i>Elemental form</i> (shadow only)
Old	d10	Improved Focus	<i>Summon elemental</i> (shadow only)
Ancient	d12	Improved Concentration, Spell Finesse (1)	<i>Ethereal/corporeal</i> (ethereal only)

HELLFROST: RASSILON EXPANSION

SKALDIC DRAGON TABLES

ATTRIBUTES & SKILLS

Age	Attributes					Skills			
	Agility	Smarts	Spirit	Strength	Vigor	Fighting	Guts	Intimidation	Notice
Hatchling	d6	d6	d6	d12	d6	d6	d6	d8	d8
Juvenile	d8	d8	d6	d12+2	d8	d8	d8	d10	d8
Adult	d8	d10	d8	d12+4	d8	d8	d10	d12	d10
Old	d10	d12	d10	d12+6	d8	d10	d12	d12	d12
Ancient	d10	d12+1	d10	d12+8	d10	d10	N/A	d12+1	d12

SECONDARY TRAITS

Age	Pace*	Parry	Toughness	Treasure
Hatchling	6	5	6 (1)	Meager, in lair
Juvenile	8	6	10 (2)	Worthwhile, in lair
Adult	8	6	13 (3)	Rich, in lair
Old	10	7	15 (3)	Treasure Trove, in lair
Ancient	12	7	19 (4)	Two Treasure Troves, in lair

VARIABLE COMMON SPECIAL ABILITIES

Age	Armor	Bite/Claws	Breath	Fear	Flight	Size	Tail	Wing
Hatchling	+1	Str+d4	2d4	0	8"	+0	1" x 1"	N/A
Juvenile	+2	Str+d6	2d6	0	12"	+2	1" x 2"	1"
Adult	+3	Str+d8	2d8	0	16"	+4	2" x 4"	d2"
Old	+3	Str+d10	3d6	-1	20"	+6	3" x 6"	d4"
Ancient	+4	Str+d10	3d8	-2	24"	+8	4" x 8"	d4"

OTHER SPECIAL ABILITIES

Age	Special Abilities
Hatchling	Frenzy, Immunity (Sound), Knowledgeable, Song Magic
Juvenile	Arcane Resistance, Frenzy, Immunity (Sound), Knowledgeable, Level Headed, Low Light Vision, Scholar, Song Magic
Adult	Arcane Resistance, Hardy, Immunity (Sound), Improved Frenzy, Knowledgeable, Large, Level Headed, Low Light Vision, Scholar, Song Magic
Old	Hardy, Huge, Immunity (Sound), Improved Frenzy, Improved Arcane Resistance, Knowledgeable, Level Headed, Low Light Vision, Scholar, Song Magic
Ancient	Fearless, Hardy, Huge, Immunity (Sound), Improved Arcane Resistance, Improved Frenzy, Knowledgeable, Level Headed, Low Light Vision, Scholar, Song Magic

SPELLCASTING ABILITIES

Age	Die	Power Edges	Spells
Hatchling	d4	None	<i>Speak language, voice on the wind</i> (powerful voice)
Juvenile	d6	Concentration	<i>Slumber</i> (song of sleep)
Adult	d8	Spell Finesse (1)	<i>Dispel</i> (song of cancellation), <i>stun</i> (sonic attack)
Old	d8	Improved Concentration	<i>Silence</i> (absorbs sound)
Ancient	d10	Spell Finesse (1)	<i>Banish</i> (song of banishment)



DRAUGADRÓTTINN

Thankfully rare, the draugadróttinn is a powerful form of undead. Though weak in combat, they are surrounded by a necromantic aura which saps the life from those nearby. Plants wither at their passage, milk curdles, and flesh withers on the bone. Blessed by Hela, the draugadróttinn's most insidious weapon is its ability to raise undead through force of will. Draugadróttinn appear as rotting corpses, though they are not zombies. A pale light glows in their eye sockets, and their decaying flesh writhes and bubbles, for within their dead husks they carry countless evil souls, all waiting to be transferred into a corpse.

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

Skills: Fighting d8, Notice d8, Stealth d6

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

Treasure: Worthwhile

Special Abilities:

- * **Death Aura:** At the end of its movement, all adjacent living creatures suffer 2d6 damage with a necromantic trapping. The damage ignores all armor. This power functions through intervening objects, such as walls.
- * **Necromancer:** A draugadróttinn gains +2 when using its Sire ability in a graveyard, mausoleum, or other place of death.
- * **Sire:** As an action, a draugadróttinn can make a Spirit roll. With success, all corpses within a Large Burst Template of the draugadróttinn rise as permanently animated skeletons or zombies. A typical draugadróttinn is accompanied by 3d6 skeletons or zombies.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. Ignores wound penalties.



DREAD WRAITH

Dread wraiths are formed on the field of battle from the souls of the dying. Unwilling to enter the Afterlife until they have wreaked vengeance on the living for their deaths, they haunt the sites of great battles, never satisfying their undying lust.

Normally a dread wraith is immaterial, a low mist spread across an old battlefield. When living creatures enter the boundaries of the battlefield, the dread wraith gathers its disparate parts, solidifying into a swirling, semi-corporeal mass of clawing, screaming souls. The size of the Burst Template they fill depends on the size of the battle which spawned them. Typically this takes 1d4 rounds, during which time the mist is sucked toward the point where the dread wraith will manifest. Those who have met these fell undead before know that this is the time to run, before the creature achieves physical form. Until a dread wraith forms, it can use none of its powers. It is also immune to all forms of attack.

Dread wraiths have many powers with which to harm the living directly. No matter what devilish attack they

MORE DISEASES

* **Dargar's Rage (-2):** This insidious disease can turn even the most pacifistic victim into a homicidal maniac. Victims gain the Berserk Edge and Bloodthirsty Hindrance. Those already possessing both symptoms become more bloodthirsty. A successful Vigor roll at -2, made each week after infection, cures the victim.

* **Famine Belly (-1):** Victims have great difficulty metabolizing food. They must eat at least two pounds per day or suffer the effects of Hunger. A Vigor roll at -1 to recover is made once per week.

* **Neorthe's Curse (-1):** Victims suffer body odor which smells like decaying fish. They suffer a -2 Charisma penalty, even if they wash regularly. A recovery roll is made once per half week (four days).

* **Stutters (0):** This mild illness causes facial spasms, which in turn makes it difficult to speak properly. Victims suffer a -1 penalty to any rolls involving speech (including arcane skill rolls if appropriate). Recovery rolls may be made once per week.

* **Trickster's Dance (0):** This disease causes epileptic fits in times of stress, such as combat. Similar illnesses cause violent coughing (Trickster's lung), sudden fits of sneezing (Trickster's nose), raucous belly-laughing (Trickster's joke), intense itching (Trickster's itch), etc. With no other symptoms presenting, it can be very difficult to diagnose this disease until it manifests.

Victims who draw a deuce for their first action card in a round while infected, are automatically Shaken. This occurs at the start of the round, not on his action card. Combat Reflexes is of no benefit when trying to unShake. A Vigor roll may be made once per week to recover.

use, they also animate the bones and corpses of long slain warriors who lie beneath the battlefield, imbuing them with a single soul from their collective consciousness. They typically stay well back from battle, letting their undead minions do the dirty work.

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

Skills: Intimidation d12, Notice d8, Stealth d10

Pace: 6; **Parry:** 4; **Toughness:** 9

Treasure: None.

Special Abilities:

- * **Collective Mind:** +4 to resist Tests of Will, Smarts Tricks, and spells such as *puppet*.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Soul Blast:** As an action, a dread wraith can unleash a stream of screaming souls using the Cone Template and a Spirit roll as its attack die. Foes may make an opposed Agility roll to avoid the blast. Damage is 2d6, ignoring all armor except the *armor* spell.

HELLFROST: RASSILON EXPANSION

- * **Soul Rend:** The souls comprising a dread wraith claw and bite each round, hitting automatically and causing 2d4 damage to everyone in the template, ignoring all armor except the *armor* spell.
- * **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of souls, cutting and piercing weapons do no real damage. Area-effect weapons work normally. Stomping has no effect.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to poison and disease. No wound penalties.
- * **Wail of the Damned:** As an action, a dread wraith can emit a terrible wail, like a thousand souls screaming in anger. Any living creatures within 12" must make a Guts roll or be subjected to Terror.
- * **Warriors of Old:** Once per round, as a free action, a dread wraith can animate 1d6 skeletons or zombies (whichever is present) from the battlefield it haunts. These begin anywhere within 12" of the dread wraith, clawing their way to the surface. They can take no actions the round they are summoned, but can defend themselves. If the dread wraith is slain, the corpses instantly collapse back to an inanimate state.

EINHERJAR

Warriors who serve Tiw in life continue to do so in death. None as much as the einherjar ("immortal hosts"), who are enlisted into Tiw's divine army, following the war god into battle. They dwell in vast barracks within Tiw's great hall and dine each night at Tiw's feasting table.

On rare occasions, Tiw allows the spiritual einherjar to descend to Rassilon to aid his mortal followers in some dire quest. Here the spirits inhabit the corpses of fallen warriors and heroes, animating them so as to interact with the physical world. Although technically undead, einherjar are not inherently evil and owe no allegiance to Hela.

At the GM's discretion, a follower of Tiw who requests and receives divine aid, may be appointed an einherjar in place of the usual benny reward. The undead champion remains at the hero's side until slain or until the character commits a sin against Tiw (even if he is not a cleric), whichever occurs first.

Dargar maintains a similar cadre. His servants have the Berserk Edge and Bloodthirsty Hindrance.

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

Skills: Boating d8, Fighting d10, Guts d10, Intimidation d10, Notice d6, Riding d8, Taunt d8, Throwing d10

Charisma: 0; **Pace:** 6; **Parry:** 10; **Toughness:** 11 (2)

Hindrances: Loyal, Orders

Edges: Berserk, Combat Reflexes, Dodge, Frenzy, Improved Block, Shieldwall, War Cry

Gear: Chain hauberk (+2), pot helm (+3), medium shield (+1 Parry), long sword (Str+d8), three short spears (Str+d6, Reach 1), two throwing axes (Range: 3/6/12, Damage: Str+d6)

Treasure: Meager

Special Abilities:

- * **Fearless:** Immune to Fear and Intimidation.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to disease and poison. No wound penalties.

ELEMENTAL

Although coldfire, ice, and slush elementals are well-known to himwisards and clerics of Thrym, there are many other frozen variants lurking beyond the veil of mortal ken.

Knowledge of how to summon these unusual elementals should not be given to just anyone with the appropriate *summon elemental* spell automatically. Instead, the knowledge should be gained through an adventure. No new spell is required—the hero simply learns of the existence of other elementals, allowing him to use his existing *summon elemental* power in new ways.

Wild Card elementals, such as ice shell variants, can be summoned using the *summon elemental* spell only if the caster 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.

BLACK ICE ELEMENTAL

Aside from being formed of black ice, these elementals appear identical to regular ice elementals until they breathe a jet of flaming coldfire. They can be summoned only in the Hellfrost.

Can be summoned by: heahwisards, himwisards, rune mages, clerics of Maera and Thrym.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+5, Vigor d10

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

Pace: 4; **Parry:** 6; **Toughness:** 12 (5)

Treasure: None

Special Abilities:

- * **Armor +5:** Black ice body.
- * **Bash:** Str+d6.
- * **Burrowing (6"):** Black ice elementals can meld into and out of the ground so long as it is snow or ice.
- * **Coldfire Strike:** Black ice elementals can spit a burning blast of coldfire using the Cone Template. Characters within the Cone must beat the spirit's Shooting roll with Agility or suffer 2d10 damage and risk catching fire.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Weakness (Fire):** Takes double damage from heat or fire.
- * **Weakness (Temperature):** Black ice elementals must

make a Vigor roll each hour in temperatures above freezing or suffer a wound.

BLIZZARD ELEMENTAL

Blizzard elementals appear as humanoids comprised of snow. They can transform into whirling clouds of razor sharp snow at will.

Can be summoned by: heahwisards, hrimwisards, rune mages, clerics of Maera and Thrym.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 7

Treasure: None

Special Abilities:

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Seep:** Blizzard elementals can squeeze through small gaps as if it were difficult ground. Unlike water elementals, they cannot travel through porous substances—there must be an actual hole through the obstacle (such as a keyhole).
- * **Slam:** Str+d6, nonlethal damage.
- * **Snow Cloud:** At the start of any round, the elemental can shift into cloud form as a free action. In this form it fills a Medium Burst Template. It can move as normal. Any creature in the template automatically suffers 2d4 damage to its least armored location. If Shaken or wounded in this form, the elemental immediately reverts to its humanoid form.
- * **Snow Shift:** A blizzard elemental can collapse into a pile of snow, only to reappear elsewhere within range of its Pace (and running die). When they rematerialize, victims must make a Notice roll opposed by the creature's Stealth. If the creature wins, it gains +2 to attack and damage that round, +4 with a raise. This does not count as Withdrawing from Melee and does not provoke First Strike attacks.
- * **Weakness (Fire):** Takes double damage from heat or fire.

FIRE ELEMENTAL CONFLAGRATION

Fire elemental conflagrations are pillars of living white hot fire. Far more deadly and powerful than regular fire elementals, their presence feeds fires, fuelling them to greater intensity. During the Anari Empire's conquering days, fire elementalists would summon conflagrations in order to boost the effectiveness of their fire spells.

Can be summoned by: fire elementalists, heahwisards, rune mages, clerics of Kenaz, Maera, and Sigel.

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

Skills: Climbing d8, Fighting d8, Notice d6, Shooting d10, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 9

Treasure: None.

Special Abilities:

- * **Aura:** All creatures adjacent to a fire elemental conflagration at the end of its movement suffer 2d8 damage and have a chance of catching fire.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Feed the Fire:** Any fire or heat effect within 5" of a fire elemental conflagration has its damage die increased to the next die type (max. d12). Thus, a campfire causes 2d12 damage, while a fiery blast inflicts 3d8 damage. Multiple conflagrations do not produce a cumulative increase.
- * **Fiery Touch:** Str+d8; chance of catching fire.
- * **Flame Strike:** Fire elementals can project a searing blast of flame using the Cone Template. Characters within the cone must beat the spirit's Shooting roll with Agility or suffer 2d12 damage, plus the chance of catching fire.
- * **Immunity (Fire):** Takes no damage from any source of heat or fire.
- * **Invulnerability:** Fire elementals are immune to all nonmagical attacks, but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.
- * **Size +3:** Fire elemental conflagrations stand 10' tall.
- * **Weakness (Cold):** Takes double damage from cold, coldfire, or ice.

FROST RAGE ELEMENTAL

Frost rage elementals are particularly nasty ice elementals.

Can be summoned by: heahwisards, hrimwisards, rune mages, clerics of Maera and Thrym.

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

Skills: Fighting d8, Notice d8, Stealth d6

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

Treasure: None

Special Abilities:

- * **Armor +3:** Icy body.
- * **Burrowing (6"):** Frost rage elementals can meld into and out of the ground so long as it is snow or ice.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Frigid Aura:** Frost rage elementals coat their victims in ice. A creature not Immune or Resistant to cold that begins its turn adjacent to the elemental has its base Pace and running die halved until a Strength roll is made as an action. Multiple exposures to the aura while already under the effects do not produce a cumulative effect.
- * **Frost Rage:** By forfeiting all movement and actions in a round, the elemental can extend its Frigid Aura to encompass an area equal to a Large Burst Template. This remains in place until the start of its next turn.
- * **Ice Fist:** Str+d6. Anyone Shaken or wounded by the blow must make a Vigor roll or be encased in ice as

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per the *entangle* power. If the Fighting roll was a raise, treat this power as being cast with a raise, as well.

- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Weakness (Fire):** Takes double damage from heat or fire.



ICE BLOOD ELEMENTAL

Ice blood elementals are hulking, anthropomorphic brutes. Their outer layer is crystal clear, revealing a network of large blue veins. When an ice blood is wounded, its liquid ice blood flows out, hardening immediately on contact with air to form a thick, protective layer. The blood freezes so quickly that melee weapons can become trapped in the icy layer.

Can be summoned by: heahwisards, hrimwisards, rune mages, clerics of Maera and Thrym.

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

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 7

Treasure: None

Special Abilities:

- * **Armor +X:** An ice blood elemental gains positive Armor equal to its wound penalty.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Frozen Weapons:** When an ice blood elemental is wounded by a melee weapon the wielder must make an Agility roll as a free action. With failure, his weapon becomes coated in ice and sticks to the elemental, rendering it useless. Freeing the weapon requires a Strength roll as an action.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Slam:** Str+d6.
- * **Weakness (Fire):** Takes double damage from heat or fire.

ICE SHARD ELEMENTAL

Shard elementals are identical to regular ice elementals until they begin using their powers.

Can be summoned by: heahwisards, hrimwisards, rune mages, clerics of Maera and Thrym.

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

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

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

Treasure: None

Special Abilities:

- * **Armor +3:** Icy body.
- * **Burrowing (6"): Shard elementals can meld into and out of the ground so long as it is snow or ice.**
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Immunity (Cold):** Immune to background cold.

Takes no damage from cold attacks.

- * **Shard Bash:** Str+d6+2.
- * **Shard Burst:** By forfeiting all movement and actions in a round, the elemental can project a shower of razor-shape ice shards to fill a Large Burst Template. Anyone in the template suffers 2d6 damage.
- * **Shard Shot:** Range: 3/6/12, Damage: 2d6. May attack one target with a single shot, or two separate targets with a multi action penalty.
- * **Weakness (Fire):** Takes double damage from heat or fire.



ICE SHELL ELEMENTAL

An ice shell elemental looks like a regular ice elemental at first glance. Closer inspection reveals swirling coldfire burning within its frozen form. As the creature takes damage, so the coldfire gushes through the cracks and fissures, enveloping the elemental in a fiery, cold aura and scorching anything foolish enough to stand too close.

Can be summoned by: heahwisards, hrimwisards, rune mages, clerics of Maera and Thrym.

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

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

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

Treasure: None

Special Abilities:

- * **Armor +3:** Icy body.
- * **Bash:** Str+d6.
- * **Burrowing (6"): Ice shell elementals can meld into and out of the ground so long as it is snow or ice.**
- * **Coldfire Aura:** A wounded ice shell elemental inflicts 1d6 coldfire damage on all adjacent opponents at the end of its movement for the round, for each wound it has suffered. An elemental which has taken two wounds, for example, has a 2d6 damage aura.
- * **Coldfire Explosion:** An ice shell elemental which is Incapacitated automatically explodes, filling a Large Burst Template and inflicting 2d10 coldfire damage to everything beneath the template. The elemental is destroyed in the explosion.
- * **Coldfire Strike:** Ice shell elementals can spit a blast of coldfire using the Cone Template. Characters within the Cone must beat the spirit's Shooting roll with Agility or suffer 2d10 damage and have a chance of catching fire.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **Weakness (Fire):** Takes double damage from heat or fire.

STORM ELEMENTAL

Although listed with elementals by most sages, there is some doubt as to whether or not these creatures truly

are elementals. If they are, they undoubtedly dwell in the Realm of Air. Clerics of Thunor argue they are servants of their god, and thus not actually elementals, which they believe are natural manifestations of the elemental realms.

Storm elementals are man-sized entities formed of crackling electricity. Their weapons are manifestations of lighting, and thus count as energy attacks rather than physical ones. They take the form of hand axes, maces, or short swords.

Can be summoned by: air elementalists, heahwisards, rune mages, clerics of Thunor.

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

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 7

Treasure: None

Special Abilities:

- * **Charged Weapon:** Str+d6. Has an electricity trapping.
- * **Electric Shock:** Anyone who makes a successful Fighting attack against a storm elemental with a metal melee weapon, must make a Vigor roll or be knocked back 1" and fall prone. If their Vigor die is a 1, regardless of the Wild Die, they are Shaken as well.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Immunity:** Storm elementals are immune to all air and electricity effects, including magic.
- * **Quick:** Storm elementals redraw action cards of five or lower.

ELF, HEARTH

Taiga elf equivalents can be created simply by replacing the hearth elf racial Edges and Hindrances with those of the taiga elves and adding in extra equipment, such as skis and winter clothing.

BLADEDANCER, TYPICAL

Bladedancers are elite elven warriors. Despite the name, they may use any weapons. Many serve as bodyguards to important nobles, senior clerics, and generals.

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

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

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

Hindrances: All Thumbs, Loyal

Edges: Agile, Bladedancer, Combat Reflexes, First Strike, Frenzy, Sweep, Two-Fisted

Gear: Chain shirt (+2), full helm (+3),

two short swords (Str+d6)

Treasure: Meager

Special Abilities:

- * **Forest Born:** Hearth elves suffer no penalties for difficult ground in forests.
- * **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.

BLADEDANCER, VETERAN

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

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

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

Hindrances: All Thumbs, Loyal

Edges: Agile, Bladedancer, Block, Combat Reflexes, First Strike, Fleet Footed, Improved Frenzy, Improved Sweep, Level Headed, Two-Fisted

Gear: Chain hauberk (+2), full helm (+3), long sword (Str+d8), short sword (Str+d6)

Treasure: Meager

Special Abilities:

- * **Forest Born:** Hearth elves suffer no penalties for difficult ground in forests.
- * **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.

WARDEN-CAPTAIN

Warden-Captains are responsible for the defense of



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small forests or portions of a larger woodland. They typically speak Arboreal and Fey, in addition to Elven. Their remaining language is usually that of their most common enemy, which for many is Giant or Orcish.

More experienced Wood Wardens can be created by adding Edges such as (Improved) Double Shot, Favored Foe, and Mighty Shot.

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

Skills: Climbing d8, Druidism d10, Fighting d10, Guts d8, Knowledge (Battle) d8, Notice d8, Shooting d10, Stealth d10, Survival d10, Tracking d10

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

Hindrances: All Thumbs, Loyal, Orders

Edges: Agile, Arcane Background (Druidism), Combat Reflexes, Command, Command Presence, Connection (Wood Wardens), Coordinated Firepower, Level Headed, Marksman, Tactician, Wood Warden, Woodsman

Gear: Leather armor (+1), long sword (Str+d8), long bow (Range: 15/30/60, Damage: 2d6), camouflage cloak (+2 Stealth when hiding in deciduous forests)

Treasure: Worthwhile

Powers: *Barrier* (thorns), *beast friend* (song of the wild), *bolt* (sharp wooden darts), *entangle* (thorns), *healing* (herbs), *silence*, *summon elemental* (wood only), *voice on the wind* (messages carried by animals).

Special Abilities:

- * **Forest Born:** Hearth elves suffer no penalties for difficult ground in forests.
- * **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.

FACHEN

Fachens are monstrous creatures, possessing a single, withered arm which extends from the center of its torso, and a single leg. They have a ruff of black feathers around the neck and a rooster-like crest. So foul is their appearance that they have been known to induce heart attacks in victims. They are typically armed with a long length of chain.

Fachens are found only in the Battlelands and western Borderlands. Sages are divided as to whether they are a natural species, some sort of malevolent fey, or the mangled remains of giants slain in the many invasions which have been given an unholy life by some dark force. All agree, though, that their horrific countenance can literally stop a man's heart beating.

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

Skills: Fighting d8, Guts d8, Intimidation d12+2, Notice d6, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 10

Gear: Chain (Str+d6, Reach 1, ignores shield Parry bonus)

Treasure: Meager in lair

Special Abilities:

- * **Fear -4:** Anyone seeing a fachen must make a Guts roll at -4.

- * **Improved Sweep:** May attack all creatures within reach of its chain in the same round with no penalty.
- * **One Eye:** -2 to all trait rolls involving depth perception, such as Throwing.
- * **Size +3:** Fachens stand over 12' tall.
- * **Trouble Standing:** If a fachen is knocked prone, it must make an Agility roll, as an action, to stand up.



FATE THIEF

Also known as heroes' banes and luck thieves, fate thieves are, depending on who you ask, either servants of the Norns who punish those who learn too much of their destiny in advance, or enemies of the Norns who seek to unravel mortals' skeins of life. Some optimists claim fate thieves are beneficial creatures, for they force a hero to rely on his wits and talents rather than his preordained destiny, though such views are rarely welcomed by those who have suffered a fate thief's attentions.

Fate thieves have no physical form *per se*, but instead take the form of a gray, cloaked and cowed figure. Loose threads hang from the cloak. Written on these are the names of previous victims. Nothing exists within the cloak.

Fate thieves are not combatants and avoid direct conflict. Instead, they appear out of thin air when potential victims are most likely to rely on their fate, and lurk around the periphery, waiting for an opportunity to cause havoc.

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

Skills: Notice d8, Stealth d8

Pace: 6; **Parry:** 2; **Toughness:** 5

Treasure: None

Special Abilities:

- * **Exchange Fate:** If attacked, the fate thief may make a Spirit roll as a free action. If it equals or exceeds the attack total, it may instantly swap places with any one creature other than its attacker within 6". The creature transplanted to the fate thief's position then takes the damage from the attack which triggered this ability. This ability may be used once per round. This does not count as Withdrawing from Melee or trigger First Strike.
- * **One Blow Only:** If a fate thief is Shaken or wounded by an attack, it may automatically teleport anywhere it can see within 12" of its current position as a free action. This does not count as Withdrawing from Melee or trigger First Strike.
- * **Steal Fate:** When a character within 12" of a fate thief spends a benny for any reason, the creature makes a Spirit roll as a free action opposed by its victim's Spirit. With success, the character loses his benny before it can be spent and the fate thief gains the benny. This ability may be used an unlimited number of times per round.
- * **Warp Fate:** A fate thief can spend a benny to warp others' fates. No creature within 6" of the fate thief,

when it activates this ability, may spend a benny until the start of the creature's next turn.

FEY

While fey creatures exist in Rassilon, many inhabit a shadowy realm invisible to both the mortal eye and *detect* spells. Entrance into the fey realm is possible only through misfortune, fey malevolence or mischief, or direct invitation.

Travelers making a successful Knowledge (Arcana or Fey) roll know the fey realm is dangerous, for time does not pass as it does in the mortal realm. Some travelers claim to have spent a century in the fey world, only to find no time has passed on their return to the mortal world. Others have insisted that while they did not age in the fey realm, they returned to their homes to find generations had passed.

The fey are divided into two courts, the Seelie (meaning "blessed" in Auld Saxa) and the Unseelie (or "non blessed"). It is important to note that these divisions are not direct equivalents to good and evil or law and chaos—all fey are alien to the civilized races, and their motives are strange to even the most learned fey scholar. The GM need never feel he has to justify a fey's actions to the characters. In general, the Seelie court is concerned with spring, summer, light, sunshine, song, dance, and happiness. Their Unseelie kin favor fall, winter, ice, snow, darkness, threats, and misery.

Still, most Seelie are mischievous rather than malicious, though they may take drastic measures to avenge an insult against them (real or perceived). By comparison, the Unseelie are generally spiteful and cruel by nature. Given a choice, Seelie fey prefer to help mortals, or at least hinder them in non-harmful ways, such as altering paths to lead in circles, whereas the Unseelie tend to think of violence as their first option in any situation.

According to an ancient pact, the Seelie court ruled the fey realms from the first day of spring until the start of fall, at which point the Unseelie would take over the reins. With winter now much longer, especially in the Winterlands, the Unseelie have broken the spirit of the pact and now govern for much longer. In the High Winterlands, for instance, the Seelie rule for a mere two and a half months.

Hellfrost fey are typically divided between the courts as below. Note that some fey fall into both camps. This is not to say that an individual fey switches sides regularly, only that the species can be found serving both courts. All individuals must make a choice regarding which court to serve, and once the decision is made it is very rarely altered.

Seelie: Bergsra, brownie, bugul noz, clurichaun, fey knight, fey noble, glaistig, glimmerwing, jester, kajsa, leshij, nykr, pech, quizling, skogsra, spite swarm, spriggan, swiftling swarm, wood warrior, wood wight, wude-wasa.

Unseelie: Bagiennik, bannik, buggane, darkling, dwerg, fey knight, fey noble, gancanagh, glimmerwing,

FEY MALAISE

GMs who want to make greater use of the fey in their campaign may wish to implement a new rule. When their court is not in power, fey in the mortal realm have one level of Fatigue. This represents a general malaise and difficulty in drawing on sources of fey magical power. This level of Fatigue cannot be removed by any means other than their court ascending. For this reason, most fey choose to enter the mortal realm only rarely when their court is not ruling.

grindylow, jester, kobold, mephit, pech, redcap, spite swarm, spriggan, swiftling swarm, will-o'-the-wisp, wood warrior, wudewasa.

BAGIENNIK

Bagienniks are Unseelie fey who serve the Lady of Underwater Lawns. They lurk in deep lakes and rivers, and bodies of water possessing a bagiennik are said to be discernible by streams of bubbles or the water's dirty color. The creatures' scaly skin varies from ruddy brown to sickly yellow. They have huge eyes and nostrils high on their foreheads.

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

Skills: Fighting d4, Guts d6, Notice d8, Shooting d8, Stealth d10

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

Treasure: None

Special Abilities:

* **Aquatic:** Pace 8.

* **Oily Spray:** As an action, a bagiennik can squirt an oily and extremely hot fluid from its nostrils. This uses Shooting and has Range 3/6/12. Anyone struck suffers 2d6 heat damage. Only armor covering the entire body provides protection.

BERGSRA

As skogsra are to forests and nykr are to water, so bergsra are fey connected to mountains and hills. These female fey live in caves or empty barrows, and dislike the trappings of civilization. They appear as unkempt, wild women of exceptional beauty. Although generally benevolent, they openly attack those who would deface and pollute their homes, such as miners.

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

Skills: Climbing d10, Fighting d4, Guts d6, Notice d10, Persuasion d8, Spellcasting d10, Stealth d10

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Treasure: None

Special Abilities:

* **Arcane Resistance:** +2 to Trait rolls to resist magic

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and +2 Armor against damage-causing arcane effects.

- * **Attractive:** Bergsra resemble beautiful human females, though with a grayish tint to their skin.
- * **Stone Bond:** Bergsra share their souls with a particular hill, mountain, or outcropping. They must remain within 36" of the edge of the feature or their magic does not work. If the area is polluted, the bergsra must make a Vigor roll each day or suffer a Fatigue level until the taint is cleared.
- * **Powers:** A bergsra knows the following powers: *armor* (stone skin), *barrier* (wall of stone), *burrow* (walks through earth or stone), *entangle* (encased in stone), *invisibility* (blends into landscape), and *stun* (hail of pebbles).

BROWNIE

Brownies are diminutive fey who inhabit houses. In return for small gifts, they keep the house clean and drive away vermin. They are notoriously proud, and calling the gifts payment causes them to pack their bags and depart, never to return. Similarly, abusing their charity causes them to vacate the property. Brownies only ever work at night, and then only while no mortals are awake in the house. They make their homes in unused parts of the building, such as in the eaves. A closely-related species, the kyrkogrimr, inhabit temples.

Brownie is an Anari term. Among the other races they are known as domovoi (Tuomi), nisse (Saxa), hob (hearth and taiga elf) tonttu (Finnar), and tomte (dwarves).

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: None

Special Abilities:

- * **Avoid Blows:** Brownies have Improved Block and Improved Dodge.
- * **Powers:** Brownies know the following spells: *fear* (only used on rodents and other vermin), *invisibility*, *silence*, *stun* (again only on vermin and pests), *telekinesis*
- * **Size -2:** Brownies stand only a few inches tall.
- * **Small:** Attackers are -2 on attack rolls against brownies due to their size.

BUGUL NOZ

A bugul noz is a hideously ugly yet benevolent forest spirit. Such is their ghastly appearance that even woodland beasts flee as soon as one is spied. Whereas many forest-dwelling fey are stealthy, the bugul noz makes a great deal of noise so as to alert others to its imminent arrival. They are wise, friendly, and incredibly lonely creatures. Despite not having any friends, they are remarkably aware of all that transpires in their leafy domains.

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

Vigor d8

Skills: Fighting d4, Healing d8, Guts d8, Knowledge (local forest) d10, Notice d8, Spellcasting d8

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

Treasure: None

Special Abilities:

- * **Fear (-4):** Any time a character views a bugul noz, he must make a Guts roll or suffer Terror.
- * **Forest Born:** A bugul noz never suffers difficult ground penalties in forests.
- * **Powers:** A bugul noz can use the following spells: *armor* (bark skin), *barrier* (wall of wood), *deflection* (branches intercept attacks), *disease* (wasting sickness), *healing* (plants and animals only), *refuge* (trees form a shelter).

DARKLING

Darklings are malevolent Unseelie fey. They appear as small humanoids composed of utter darkness. When ready to attack, they blanket the area in *obscure* spells when rob the victims of their senses, and then set upon them with long, curved daggers. Darklings haunt isolated places in packs of six to 10 members. They are burned by sunlight, but can seek shelter beneath their *obscure* spells. They are loathe to be caught outside though, for a sphere of darkness moving across the land is quite noticeable (and is subject to *dispel*).

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

Skills: Fighting d6, Guts d6, Notice d8, Spellcasting d10, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 4

Gear: Curved dagger (Str+d6)

Treasure: None

Special Abilities:

- * **Darkvision:** Darklings ignore all darkness penalties.
- * **Move the Darkness:** As an action, a darkling can shift all *obscure* spells within its line of sight by a maximum of 6". This includes *obscure* spells cast by others, as well as those it cast itself.
- * **Powers:** Darklings know only *obscure* (sphere of utter darkness). They can conjure one Large Burst Template or two Medium Burst Templates. The spell causes total sensory deprivation to anyone (except darklings) who enters a template, or who begins or ends their turn in one. Victims must make a Spirit roll at -2 or be Shaken.
- * **Size -1:** Darklings are the same size as young children.
- * **Weakness (Light):** A darkling caught in the template of a *light* spell suffers 2d6 damage. Those caught in sunlight suffer 2d10 damage per round. A darkling in the base illumination radius of an artificial light source, such as a torch or lantern, suffers -2 to all Trait rolls.

DWERG

Duergar (the plural of dwerg) are an ugly, diminutive,

and spiteful race of fey. They haunt bogs, marshes, and fens by night, waving lanterns and calling out in the hope of leading travelers deeper into the mire, where they become lost or entrapped. If a dwerg is captured and subdued, it is compelled to reveal the quickest and safest way out of the bog it calls home. While rarely armed, they possess very sharp nails, which they use to scratch at would-be captors.

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

Skills: Fighting d6, Healing d8, Notice d10, Spellcasting d8, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Gear: Lantern

Treasure: None

Special Abilities:

- * **Bog Born:** Duergar never suffer difficult ground penalties in bogs, mires, fens, marshes, and similar terrain.
- * **Powers:** Duergar know the following spells: *confusion*, *light*, *obscure*, *silence*, *speak language*, *water walk*, *voice on the wind*
- * **Sharp Nails:** Str+d6.
- * **Size -1:** Duergar are similar in size to young children.

GANCANAGH

Gancanagh appear to mortals as strikingly beautiful members of their species. Both sexes exist, though male forms are more common. They delight in seducing mortals, having their wicked way, and then leaving. Unfortunately, their skin secretes a toxin which causes their victims to become addicted to the faerie's seductions.

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

Skills: Fighting d4, Guts d6, Notice d6, Persuasion d10, Spellcasting d8, Streetwise d10

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

Treasure: None

Special Abilities:

- * **Faerie Charm:** A gancanagh can use *puppet*, but only on members of the opposite sex. It does this in order to seduce victims.
- * **Toxic Touch:** A member of the opposite sex seduced by a gancanagh through its faerie power gains the Major Habit Hindrance. Denied the faerie's love, victims begin pining and become depressed. Unlike other addictions, victims can perish from this, literally dying of a broken heart.
- * **Very Attractive:** Gancanaghs have +4 Charisma.

GLAISTIG

Glaistigs take the form of human women, but always wear green robes. Although fey, they are followers of Eostre, and protect cattle, milkmaids, and herders. Most often they adopt a single community, offering protection from raiders, disease, and predators in return for fresh

milk each morning. They are not vindictive creatures. If a community offends them, they merely withdraw their protection rather than harming the cattle in any way.

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

Skills: Fighting d4, Guts d10, Notice d10, Spellcasting d8

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

Treasure: None

Special Abilities:

- * **Detect Cattle:** A glaistig instinctively knows the location of all cattle in the herd it protects, no matter the distance.
- * **Powers:** *Arcane resistance*, *armor* (toughens hide or skin), *beast friend* (calm voice), *deflection* (hazy outline), *healing* (soothing touch), *stun* (stern rebuke). Glaistigs only invoke magic to protect the cattle and herders they watch over.

JESTER

Fey jesters (also known as fools and buffoons) are misshapen, hunched, dwarflike figures often dressed in garments of garish colors and bedecked in tinkling bells. Mothers warn unruly children that if they do not behave, the fey will take them and turn them into jesters for eternity. Whether this is true or not is unknown, but it has the desired effect.

Like mortal jesters, fey fools have great leeway to speak freely. Hence, they often say things aloud that members of the court would (or dare) not, making them invaluable advisors. Many Unseelie fey permanently remove messengers who deliver bad news, but the jester, by dint of his position, is free from this threat. Jestere are also apolitical, and thus their counsel is not tarnished by their own machinations.

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

Skills: Fighting d6, Knowledge (Riddles) d10, Notice d8, Spellcasting d10, Stealth d10, Taunt d10

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Gear: Jester's stick (see below)

Treasure: None

Special Abilities:

- * **Acrobat:** +2 to Agility Tricks; +1 Parry.
- * **I'm the Jester:** Immune to Smarts Tricks and Taunts.
- * **Jester's Stick:** Victims of a Touch Attack (+2 to Fighting) must make a Spirit roll or suffer the effects of a *confusion* or *jinx* spell (jester's choice) for one hour. Successive blows increase the duration.
- * **Killer Joke:** As an action once per day, a jester may tell a joke. This affects all victims under a Medium Burst Template placed anywhere within 12" of the fey. Those who fail a Smarts roll succumb to uncontrollable laughter and are Shaken for 1d6 rounds. Only after this duration may they try to recover. A critical failure causes the victim to literally die of laughter. Use the rules for heart attacks on the Fear Table. Fey are immune to these jokes, having heard them all be-

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fore.

- * **Powers:** Jesters know the following spells: *confusion* (joke with a confusing punch line), *fatigue* (victims laugh themselves sick), *stun* (victims burst out laughing).

KAJSA

Kajsa are female fey connected to the winds. As such, they honor Thunor predominantly, though a small few favor Thrym as god of the north wind. Having a kajsa attend a ceremony to the god of storms is viewed as especially fortuitous. Blond haired and blue-eyed, they have an ephemeral beauty, but seem constantly distracted, as if their attention is focused elsewhere.

They travel freely, rarely remaining in one place for long. Although one might think they would be attracted to clerics of Thunor, most actually favor clerics of Freo among their mortal friends, for they see these free wanderers as kindred spirits.

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

Skills: Fighting d4, Guts d6, Notice d10, Persuasion d8, Spellcasting d10, Stealth d12

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Treasure: None

Special Abilities:

- * **Arcane Resistance:** +2 to Trait rolls to resist magic and +2 Armor against damage-causing arcane effects.
- * **Attractive:** Kajsa resemble beautiful human females, though with a grayish tint to their skin.
- * **Powers:** A kajsa knows the following powers: *barrier* (wall of wind), *entangle* (winds), *fly* (glides on the breeze), *knockdown* (gust of wind), *storm* (rain or snow), *stun* (buffeting winds), and *voice on the wind* (whispers on the breeze).
- * **Weakness (Captivity):** A kajsa which remains within a building, cave, or other enclosed space must make a Vigor roll each day or suffer a Fatigue level until freed.

KOBOLD

Kobolds are Unseelie earth fey who inhabit caves and mines. Thoroughly malicious, they delight in breaking miners' tools and causing rock falls, and even clubbing miners into unconsciousness. Hunched and ugly, they are exceptionally muscular creatures. They are also known as "knockers," due to their habit of banging their hammers against rock faces to scare miners, or lure them into dark tunnels in search of the noise's origin. Frost dwarves are wise to kobolds' tricks, but are still plagued by them regularly.

Dökkálfar are often mistaken for kobolds. Though the two species share some traits, they are completely separate (and have no love for each other).

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

Skills: Climbing d8, Fighting d8, Guts d8, Notice d10, Spellcasting d8, Stealth d8

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Gear: Hammer (Str+d6)

Treasure: None

Special Abilities:

- * **Burrow:** Kobolds can literally walk through rock and hard stone (but not other substances). When they emerge, victims must make a Notice roll opposed by the creature's Stealth. If the creature wins, it gains +2 to attack and damage that round, +4 with a raise.
- * **Darkvision:** Kobolds ignore all darkness penalties.
- * **Earth Sense:** Kobolds can detect metals and gems within 12" automatically, even if there are intervening walls. They can discern the type of material, quantity, and quality as well.
- * **Powers:** *Barrier* (rock walls), *bladebreaker*, *blast* (cave-in), *conceal* (metals and gems only; no *detect*), *elemental manipulation*, *quake*, *wall walker*.
- * **Size -1:** Kobolds are of similar build to humans, but are hunched.
- * **Tunnel Fighter:** A kobold has +2 to acrobatic Tricks, as well as +1 Parry. Foes must subtract 1 when attacking them with ranged weapons. These bonuses apply only when underground.

PECH

Pechs are small, subterranean fey possessed of immense strength. They are followers of Ertha, and have been known to aid followers of the earth goddess who run into difficulties underground. Those who offend them soon realize just how strong pechs are. Pechs prefer to attack by grappling and crushing their opponents. Pechs are responsible for erecting many of the ancient megaliths and stone circles that dot the landscape.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d10, Fighting d8, Guts d8, Notice d6, Spellcasting d8, Stealth d6

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

Treasure: None

Special Abilities:

- * **Carrying Capacity:** Pechs can carry a ton without being encumbered.
- * **Darkvision:** Pechs ignore all darkness penalties.
- * **Powers:** Pechs know the following spells: *boost Strength* (muscles swell), *burrow* (digs through any solid surface), *knockdown* (punches ground)
- * **Size -1:** Pechs stand around 4' tall.

QUIZLING

Quizlings are small fey, similar in height to a human child but with green hair and wide eyes. They are cursed with an insatiable curiosity and just *have* to know everything about anything. Quizlings are fond of "adopting" strangers who enter their domain. Openly friendly and knowing no fear, they pester their "guests" with endless,

banal questions. Answering their questions leads only to more questions. Worse, quizlings have no need to sleep, so their questioning goes on day and night without pause. Quizlings have been known to raid adventurers' camps at night, rushing in and grabbing anything they can lay their hands on. Such items are not valued as sources of treasure, but as items of curiosity. When the quizling has finished inspecting the plunder, it simply discards it.

Some sages have debated the nature of quizlings. While most folk label them as fey, a small few suggest they are the spirits of clerics of Hoenir who have been returned to the mortal realm as part of some divine punishment, for no matter how much a quizling learns it always wants to know more.

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

Skills: Climbing d8, Lockpicking d10, Notice d10, Stealth d6, Swimming d6

Pace: 8; **Parry:** 2; **Toughness:** 4

Treasure: None

Special Abilities:

- * **Curious:** Quizlings are insatiably curious about *everything*.
- * **Fearless:** A quizling's curiosity makes it immune to Fear and Intimidation.
- * **Linguist:** Quizlings speak all known languages, but are illiterate.
- * **Size -1:** Quizlings stand around 4' tall.



REDCAP

Redcaps (properly known as "powries") are malevolent, violent fey who take the form of gnarled old men. They are distinguishable by their red caps, talonlike nails, sharp teeth, iron-shod boots, and long pikes. Their hats are dyed in the blood of mortal, sentient victims. Redcaps must kill often, for if their hats dry out they die.

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

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

Charisma: -6; **Pace:** 8; **Parry:** 7; **Toughness:** 9

Hindrances: Bloodthirsty, Mean, Vengeful (Major)

Edges: Fleet-Footed, Improved Frenzy, Improved Tough as Nails

Gear: Pike (Str+d8, Reach 2, 2-hands), iron shod boots (Str+d4)

Treasure: None

Special Abilities:

- * **Bite/Claw:** Str+d4.
- * **Drying Hat:** A redcap must kill each week or suffer a wound. This wound cannot be Soaked and cannot be healed except through dipping the powrie's cap in fresh blood. If it becomes Incapacitated through a dried hat, it automatically dies.
- * **Dyeing the Cap:** As an action, a redcap can dip its hat in the blood of a recently slain foe. When it does so, it may make a Vigor roll as a free action. Success heals one wound. This must be completed no later

than the round after the victim is slain, or the magic is lost.

SPITE (SWARM)

Spites are tiny blobs of energy that gather in swarms known as spite clouds. Spites are so small that even swarms are practically invisible to human eyes. Fey can see them clearly, and *detect arcana* reveals their presence.

Spites are not directly harmful, in that they inflict no damage to victims. Instead, they "adopt" mortals, flitting around them unseen and instilling in them a negative, or at least detrimental, emotion or feeling. Each spite cloud generates one specific feeling or emotion, which it cannot change. Typically, they stick with their chosen victim until detected and identified, at which point they strive to escape before retribution can be enacted. Seelie spites delight in causing mischief, whereas Unseelie ones are more malicious.

Spite swarms fill a single 1" square. Like regular swarms, they can occupy the same space as another creature.

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

Skills: Notice d8

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

Treasure: None

Special Abilities:

- * **Fly:** Pace 10.
- * **Invisible:** This works as per the *invisibility* spell as cast with a success. It cannot be *dispelled* or *negated*.
- * **Spite:** Spite swarms inflict no damage. Instead, each swarm generates a unique emotion or feeling within its template. Anyone in the same square as a spite cloud must make a Spirit roll at the start of each round or temporarily gain a Hindrance from Arrogant, Bloodthirsty, Greedy (Minor or Major), Mean, Overconfident, Pacifist (Minor or Major), Stubborn, Vengeful (Minor or Major), and Yellow. The Hindrance is removed if the hero remains out of the swarm for an entire round.
- * **Swarm:** Parry +2. Because the swarm is composed of scores, hundreds, or thousands of tiny creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can swat to inflict his damage in Strength each round.

SPRIGGAN

Spriggans are human-sized fey who resemble gnarled old men in their natural form. When angered, they begin to grow, reaching monstrous proportions within a few minutes. Not the smartest of fey, they are employed as guardians or when the fey must go to war. Unseelie spriggans are solitary creatures that delight in charging excessive tolls to cross bridges or fords they defend.

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

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d10, Vigor d8

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

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

Hindrances: Mean

Edges: Combat Reflexes, Improved Sweep

Gear: Huge club (Str+d10, 2-hands)

Treasure: None

Special Abilities:

* **Claws:** Str+d4.

* **Growth:** Each round, the spriggan automatically grows +1 Size, gaining +1 Toughness and one die in Strength (or +1 point over d12). 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 spriggan when it is Large and +4 when it is Huge. A spriggan may voluntarily shrink one Size point per round, losing its Toughness and Strength benefits as applicable.



SWIFTLING (SWARM)

Swiftlings are minute fey. Extremely gregarious, they hang around in great swarms, operating as a collective entity with a single purpose. Members of the Seelie court serve as messengers, carrying verbal missives between various fey domains. However, they are also notorious tricksters. Those within the Unseelie court, who possess a truly malevolent streak, work in small groups, swarming over foes and delivering tiny stabs with miniature spears.

Even when “standing still,” swiftlings continually fidget, making them a constant blur of motion. If one ever stood completely still long enough to be studied, it would appear as a miniature human of indeterminate sex with glittering skin, butterfly-like wings, and bright, golden eyes. When a swarm moves, it looks like a golden streak, a stray sunbeam moving across the landscape.

Swiftlings speak in high-pitched voices and communicate extremely rapidly, giving the impression they are buzzing. The only way a mortal can easily understand them is to cast *quickness*, thus bringing them up to a speed almost comparable to the swiftlings. Fey have no such problems understanding their quick cousins. Because they live their lives at such high speeds, swiftlings bore easily, especially when dealing with non-fey, whose words and actions are as slow as treacle.

Swiftling swarms fill a Medium Burst Template.

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

Skills: Guts d6, Notice d6, Stealth d8

Pace: —; **Parry:** 3; **Toughness:** 7

Treasure: None

Special Abilities:

- * **Acrobat:** +1 Parry; +2 to perform Agility Tricks.
- * **Blur of Motion:** Unless subjected to *quickness*, attackers have -2 to attack rolls, -2 to rolls when performing Agility Tricks, and -2 to interrupt a swiftling swarm.
- * **Fly:** Pace 24. Swiftling swarms roll a d12 running die, instead of a d6.
- * **Supernatural Quickness:** Swiftling swarms redraw all initiative cards of 8 or lower. Swiftlings are not subject to First Strike or Withdrawing from Combat.
- * **Stab:** Swiftlings inflict hundreds of tiny spear thrusts every round to their victims, hitting automatically and causing 2d4 damage to everyone within the template. Damage is applied to the least armored location.
- * **Swarm:** Parry +2. Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can swat to inflict his damage in Strength each round.

WOOD WARRIOR

Wood warriors are sentient beings of living wood. All serve one of the forest kings or queens (see page 54) as his personal guard and as guardians of the forest. Thin,

but of similar height to the Saxa, wood warriors appear to be clad head to foot in wooden armor intricately carved to resemble leaves. This is actually their skin. Wood warriors vary slightly in appearance and name depending on whom they serve. Those in the service of Grandfather Oak, for example, have oak leaf patterns on their armor and are known as acorn guards, while those subject to the Lord of Pines seemingly wear pine needle cloaks and are known as needle warriors.

Wood warriors are fluent in Arboreal, Beastspeech, Fey, Hearth Elven, and Taiga Elven, but rarely communicate beyond brief physical gestures. They rarely interfere in mortal affairs unless ordered to do so by their king, though an important leshij may have a small number at his disposal.

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

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

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

Gear: Medium shield (+1 Parry), short spear (Str+d6, Reach 1)

Treasure: None

Special Abilities:

- * **Armor +2:** Made of living wood.
- * **Camouflage:** A wood warrior has +4 to Stealth rolls in vegetation if it does not move.
- * **Forest Born:** Ignores difficult terrain penalties for vegetation.
- * **Wood Walk:** If a wood warrior moves into a space occupied by a living tree, it can emerge from any other living tree within 6" whenever it desires (including the same round). This limited form of teleportation is in addition to its regular Pace for the round.

WUDEWASA

Wudewasa translates from Auld Saxa into Anari as "woodwise" and into Trader as "wild man." Wild men are not true fey, but rather humans who were kidnapped by the fey long ago. Centuries of imprisonment in the fey realm (where time runs differently) has warped their minds and bodies, transforming them into creatures that are neither entirely human nor entirely fey. When the fey tire of their playthings they release them, caring little that the creatures fit into neither society.

Wudewasas speak only Fey (having forgotten their native language), are extremely hirsute, scorn clothing, and have lost all civilized behavior and technological skills. As the name implies, they live in forests, where they eke a simple existence as hunter-gatherers. Their time in the fey realms has given them an extensive knowledge of the fey and the arcane. Many scholars have tried in vain to question the elusive creatures.

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

Skills: Climbing d6, Fighting d6, Guts d4, Intimidation d6, Knowledge (Arcana) d10, Knowledge (Fey) d10, Notice d8, Stealth d8, Survival d8, Tracking d8

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

Hindrances: All Thumbs, Outsider (fits into no society), Ugly (hirsute)

Edges: Woodsman

Gear: Large club (Str+d6)

Treasure: None



FEY NOBLE

Every single forest and mountainous region in Rassilon is inhabited by one of more fey nobles. It is widely believed they are the children of Eostre Plantmother, sent to watch over the forests of Rassilon before the civilized races came into being.

Fey nobles have many titles. Many mimic those of the civilized races, with the Anari terms being most favored, though there is always some natural element, such as the Oak King or Prince of the Elms. Others are more obscure or esoteric, like Grandfather Willow, the Green Man, or Lady of Flowers. Likewise, while many fey nobles bare a marked resemblance to elves or humans, others take the guise of trees, clouds, or balls of light. What all fey nobles possess in common is power beyond mortal reckoning, an aura of majesty, and arrogance beyond even the most egotistical emperor. The latter is also their greatest weakness, for fey nobles are easily flattered.

Although almost every fey noble claims near omnipotence and control over the entire fey court to which they belong, there is but one true king and queen for each court. They always take the title High King or High Queen, titles no other fey noble would dare assume, even when trying to impress a mortal.

Dwelling in hidden fey glades and remote valleys, these powerful beings survey the mortal realm through the senses of their servants, such as leshiji, skogsra, tree men, and wood wights, and the living trees and rocks. They see and hear all that transpires within their domain. For the most part, they ignore mortals, except those who deliberately destroy the forest or mine the earth without making due recompense. Most loggers and miners are well aware of the fey lords and leave offerings to placate them.

Fey nobles are willing to strike bargains with mortals, so long as the mortals are respectful of the forest and show due respect and humility to the forest's ruler. All elven kings have bowed low before these immortal beings, and the elves have benefitted greatly from their support as a result. Fey nobles are particularly fond of gifts of mead, though offerings of ale and wine will suffice if made in sufficient quantity.

The number of nobles inhabiting a particular region varies. In most large forests, for instance, there are multiple nobles, each with a fixed territory. Being on friendly terms with one is no guarantee others will be so accepting. Within small woods, multiple rulers may operate a timeshare system, typically with one ruling for a given season or with two rulers dividing the year into equal parts. Most often this is how the Seelie and Unseelie operate.

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A successful Knowledge (Fey) roll reveals the name of the local potentates. Knowledge (Folklore) can also be used, though this should be subject to a negative modifier the further a fey noble's domain is from the enquirer's homeland.

THE BLACK QUEEN OF THE MIDNIGHT COURT

The stats below are for the Black Queen of the Midnight Court, a moderately powerful fey noble. Although a member of the Unseelie court, she has unearthly beauty and radiates a pale, cold light. Her hair, eyes, and nails are as black as pitch, and her skin is deathly white. Clad in midnight blue robes embroidered with a spider web design of silver thread beneath a chain hauberk of black spider silk, she is a regal, awe-inspiring figure. Her word is her bond, though getting her to actually agree to anything can be extremely tricky. Her standard is an identical design to her robes.

As her robes and standard suggest, she has a strong affinity to spiders. She can switch her trappings between spiders, cold, ice, or coldfire at will, for as an Unseelie, winter is also part of her domain.

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d12, Notice d10, Persuasion d10, Spellcasting d12+2, Streetwise d10, Taunt d10

Charisma: +8; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (2)

Hindrances: All Thumbs, Arrogant, Code of Honor, Vengeful (Major)

Edges: Charismatic, Command, Fervor, Harder to Kill, Hold the Line, Improved Level Headed, Improved Snow Walker, Noble, Strong Willed, Very Attractive

Gear: Spider web chain hauberk (+2), magic long sword (see below)

Treasure: Treasure Trove on person (jewelry), five Treasure Troves in lair

Special Abilities:

- * **All Knowing:** Within her forest domain, the Black Queen sees and hears all that occurs.
- * **Bestow Gifts:** The Black Queen can bestow gifts on mortals who please, honor, or amuse her.
- * **Animal Friendship:** Any beast with animal intelligence will not harm the hero for a period of one year, unless he first harms them or the Black Queen wishes otherwise.
- * **Lessen Winter:** For a period of one winter, all temperatures within a 15 mile radius of a spot chosen by the hero are treated as one level warmer.
- * **Token of Esteem:** The Black Queen can grant a ring made of spun spider silk. These grant a +1 bonus to Charisma when dealing with fey creatures of any type. Each also contains a single use of *entangle*. This fires a spider web with an arcane skill of d12. The Black Queen can cause the ring to disappear at will if she feels offended in any way.

- * **Fearless:** Immune to Fear and Intimidation.
- * **Forest Born:** Suffers no penalties for difficult ground in forests.
- * **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.
- * **Magic Long Sword:** Str+d8. Any foe struck, whether harmed or not, is subject to an *entangle* spell. This affects just the target. The weapon may be used to make Touch Attacks (+2 to Fighting). Trappings are a sheath of ice or spider web.
- * **Permanent Powers:** The following powers are innate and permanently active—*beast friend* and *speak language*. These do not count as Maintained spells.
- * **Powers:** *Aura, bolt, deflection, detect/conceal, dispel, entangle, fear, feast, light, nightmare, obscure, puppet, prolonged blast, quickness, summon beast* (giant spiders and spider swarms), *summon elemental* (any), *wall walker*. The Black Queen 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.
- * **Unearthly Aura:** Any creature wishing to harm the Black Queen must make a Spirit roll at the start of its turn. Failure means the creature is awestruck, and unable to act for the remainder of the round. Even soulless creatures like golems and undead are affected.

FINFOLK

Finfolk are a race of greedy, territorial fish-men. They are more akin to havmand than kreana in appearance. Should a finman marry a finwife (the name for females of the species), the finwife gradually becomes uglier and uglier. For this reason, Finfolk prey on coastal communities, kidnapping lone fishermen or folk walking the beaches at night. Through their magic, they disguise themselves until they are close enough to their victims to grapple them and drag them underwater, whereupon they cast *environmental protection* on their captives to stop them drowning. The poor victim is dragged back to the finfolks' undersea kingdom and forced to marry. Such victims are never returned to their homeland.

Finfolk dwell in Finfolkheim, an undersea palace surrounded by gardens of brightly colored seaweed. Minute, phosphorescent sea creatures swim hither and thither, illuminating the structure in a constant green glow. Whereas mortal lords hang tapestries on their walls, the inhabitants of Finfolkheim hang strands of colored seaweed, which ripple and shift with the tide.

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

Skills: Boating d8, Fighting d8, Guts d8, Intimidation d6, Notice d8, Spellcasting d8, Stealth d8

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

Treasure: Meager

Special Abilities:

- * **Aquatic:** Pace 8.

- * **Greedy:** Finfolk cannot resist silver. If a silver object, even a single silver scield, is tossed in view of a finfolk, it must make a Spirit roll or be drawn to gather up the object, ignoring all other goals or threats.
- * **Powers:** Finfolk know the following spells: *becalm*, *entangle* (strands of seaweed), *environmental protection* (water only), *invisibility* (only works on boats no larger than a rowboat), *mend* (this spells works in reverse, causing damage to ships instead of repairing it), *shape change* (human, sea animals, sea plants, driftwood, or floating clothing only), *storm* (only at sea), *water walk*.

FROST DWARF

As well as regular infantry, skirmishers, and militia, frost dwarf communities have a few special units at their disposal.

GIANT KILLER

Giants are not much of a threat inside the cramped tunnels of a dwarf fortress, but their presence above ground can cause problems. To combat this, dwarves employ giant killers, warriors skilled at dispatching large foes. While most stay close to their cities, where they are called upon only in times of need, others escort trade caravans through giant-infested territory or actively take the fight to their brutish foes. Despite the name, giant killers are used to fight off any large foe from centipedes to dragons.

Dragon slayers, often given a unique title, prefer large shields, as these provide more protection from dragons' destructive breath.

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

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d6, Notice d6, Survival d6, Stealth d6, Throwing d8

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

Hindrances: Insular, Loyal, Slow

Edges: Combat Reflexes, Frenzy, Giant Killer, Tough, Snow Walker

Gear: Chain mail (+2), pot helm (+3), medium shield (+1 Parry), battle axe (Str+d8), two throwing axes (Range: 3/6/12, Damage: Str+d6)

Treasure: Worthwhile

Special Abilities:

- * **Mountain Born:** Dwarves suffer no penalties for difficult ground in mountains or hills.
- * **Heat Lethargy:** Frost dwarves have -1 to all Trait rolls in temperatures over 70 degrees.
- * **Low Light Vision:** Dwarves ignore penalties for Dim and Dark lighting.
- * **Steady Feet:** A giant killer knows how to retain his footing when struck by giant foes. He treats the size difference on the Knockback Table as one level better. For instance, against an ogre (Size +3), the warrior suffers Knockback as if the ogre were 1 or fewer Sizes larger.

- * **Winter Soul:** Frost dwarves have +2 to Vigor saves to resist the effects of cold and +2 Armor to resist ice or cold attacks.

HALL GUARD

Dwarf fortress-cities are a maze of tunnels and corridors hewn from rock and ice. The first line of defense is the Hall Guard, elite warriors whose sole function is to delay an encroaching enemy as long as possible, thus providing time for the militia army to muster.

Equipped with large shields and trained in shieldwall tactics, they work in small teams, forming a wall of iron across corridors. Although capable fighters, their preferred tactic is to use the Defend maneuver. Militia units are trained to wield long spears through cracks in the shieldwall and over the Hall Guards' heads, thus allowing the militia to attack, yet remain relatively safe from counterstrikes.

Hall Guards are exceptionally brave, but they are not suicidal. If it becomes apparent a section of tunnel is lost, they withdraw in orderly fashion to the next line of defense. Existing only in small numbers, and with tactics of little use in open spaces, Hall Guards are rarely found outside dwarf cities.

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

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

Charisma: -2; **Pace:** 5; **Parry:** 9; **Toughness:** 8 (2)

Hindrances: Insular, Loyal, Slow

Edges: Block, Combat Reflexes, First Strike, Shieldwall, Strong Willed, Tough, War Cry

Gear: Chain mail (+2), full helmet (+3), large shield (+2 Parry), battle axe (Str+d8)

Treasure: Worthwhile

Special Abilities:

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

FUNGAL



SPORE PRIEST

Fungal spore priests worship a strange deity known as Xelomycota. Fungal mythology states that the deity is gigantic ball of pulsating fungus, from which the fungals emerged fully sentient. They believe he has a physical form, which resides in some forgotten cavern of monstrous proportions in the deepest bowels of the earth. Sages and clerics of the civilized races are unsure wheth-

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er this is a unique lesser deity or a primordial aspect of Ertha, Eostre, or Vali.

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

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

Pace: 5; **Parry:** 5; **Toughness:** 7

Gear: Sickie-staff (Str+d6, Reach 1, 2-hands)

Treasure: Meager

Special Abilities:

- * **Plant:** +2 to recover from being Shaken. Called Shots do no extra damage. Immune to piercing attacks. No wound penalties.
- * **Powers:** *Barrier* (wall of fungus), *boost/lower trait* (unique spores), *disease* (fungal infection), *entangle* (sticky strands of fungus), *fatigue* (spores), *stun* (spore cloud).
- * **Size +1:** Spore priests average 8' tall.
- * **Spores:** Three times a day, fungal priests can release a cloud of spores. These potent spores fill a Medium Burst Template centered on the fungal. Only fungals within the template are affected, though spore priests are unaffected by their own spores. Each cloud contains only one type of spore. The effects last for five rounds. The fungal need not remain in the template to retain the bonus. GMs may either pick the type of spore or roll a d4 and consult the table below. Effects are non-cumulative.

PRIEST SPORES

d4	Spore Type
1	Heightened Reflexes: Fungals redraw action cards of 5 or lower.
2	Focused Mind: Fungals become immune to Smarts Tricks and Tests of Will.
3	Armor: The spores stick to fungals and harden rapidly, granting +1 Armor.
4	Heightened Speed: Fungals gain +2 Pace and roll a d8 running die.

GHOST

When Hela opened the gates of the Abyss, not every spirit which escaped found a host—those who did not, now roam the world as ghosts, forever caught between the worlds of the living and the dead. Ghosts are not the same as gengangers, as the latter are undead, albeit with special status to return to the word of the living.

The Anari word for a ghost is *gást*, which is derived from an ancient term meaning “anger.” The Saxa refer to them as *spokes*, when stems from a word meaning “noisy” or “troublesome.”

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

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

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

Gear: Thrown objects (Str+d4)

Treasure: None

Special Abilities:

- * **Anchor:** Some ghosts have anchors which tie them to the world of the living. An anchor may be a building, a battlefield, the ghost's former body, or any other place or person that was important to it in life. Such spirits may not travel more than a mile from the anchor, though if it moves, they go with it.
- * **Chill of the Grave:** A ghost may make a Touch Attack (+2 to Fighting rolls) that deals 2d6 nonlethal damage. Only *armor* protects against this damage.
- * **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- * **Fear -2:** Ghosts cause Guts checks at -2 when they let themselves be seen.

GIANT, MARSH

Marsh giants are taller than most other species of giant, but are thinner. Their hands and feet are wide and webbed, their body is covered in black-green scales, their brains are small, and their gnarled fingers end in sharp claws. Unlike other species of giants, marsh giants forgo weapons. Their favorite tactic is to grapple an opponent and hold his head under water until he drowns. Few have shown any intellect for religion and lack both the cunning and foresight necessary to form even a primitive society.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

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

Pace: 8; **Parry:** 5; **Toughness:** 12 (1)

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Armor +1:** Scaly hide.
- * **Claws:** Str+d6.
- * **Large:** Attackers gain +2 to attack rolls against marsh giants, due to their size.
- * **Marsh Born:** Marsh giants treat marshes as normal terrain, not difficult ground.
- * **Size +4:** Marsh giants are 18' tall but thin.

GIANT, SEA

Sea giants (margyr in Auld Saxa) are widely believed to be the offspring of Neorthe and mortal women, though if this is true, such unions occurred long, long ago. The largest and rarest of the giants, sea giants possess the same temperament as their father—one day they may aid fishermen or mariners by herding fish into their nets or creating a strong wind to fill their sails, the next day they may attack them without provocation.

Sea giants are colossal, standing almost twice as tall as the greatest frost giant. Their hair and beards range in color from blond to green, and their eyes are always blue or green. They are clad in thick armor made of shells and salvaged pieces of sunken ships. Though a sea giant rarely attacks a ship to plunder its cargo, they happily

scavenge cargo from sunken ships or goods which are lost (or thrown) overboard.

Sea giants dwell on the ocean floor, sometimes in natural caves and sometimes in great halls made up of sunken ships, coral, and worked stone. Unannounced visitors are rarely welcome, though sea giants have been known to invite mariners of renown into their homes, protecting them from drowning using their *environmental protection* power (see below). Should a guest ever break the laws of hospitality, he will suddenly find himself deep underwater and unable to breath.

Environmental Protection: Sea giants can grant air breathers the ability to function underwater and also for ships to “sail” beneath the waves. This can be done at will as a free action. This is not Maintained as a normal spell, but lasts until the giant cancels the power (a free action).

The giant’s Spirit die is doubled for the purposes of calculating how many creatures or objects it can protect in this way. Creatures have a value equal to their Size. Sizes of zero or lower are treated as being +1 for this purpose. Ships have a Size equal to their Toughness (excluding Armor). This ability allows the ship to “sail” underwater and protects the entire crew from drowning, but grants no special powers for the crew to breathe beyond the confines of the ship.

Thus, a typical giant has 16 points (Spirit d8 times two) available to it for this power. It could bless a skeid (Toughness 14 without Armor) to travel underwater and protect the entire crew of 200 so long as they remain in the boat. If any wish to leave and explore its aquatic realm, the giant can bless two points of Size only.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+8, Vigor d10

Skills: Boating d10, Fighting d8, Intimidation d10, Knowledge (Area: specific part of ocean) d10, Persuasion d8, Spellcasting d8, Stealth d8, Survival d8, Tracking d8

Pace: 8; **Parry:** 7; **Toughness:** 18 (2)

Gear: Huge spear (Str+d6, Reach 2, +1 Parry, Heavy Weapon)

Treasure: Treasure trove, in lair

Special Abilities:

- * **Aquatic:** Pace 8. Sea giants can breathe in air and underwater.
- * **Armor +2:** Shells.
- * **Beast Speech:** Sea giants can communicate with any creature which dwells in the ocean.
- * **Huge:** Attackers gain +4 to attack rolls against sea giants due to their size.
- * **Powers:** *Becalm* (water grips ship), *summon beast* (aquatic beasts only), *zephyr* (powerful breath)
- * **Sea Tracking:** Sea giants have unusual powers and can track ships and creatures across the oceans. See the sidebar for more details.
- * **Size +9:** Sea giants are over 45’ tall.

GIANT, STORM

High atop mountain peaks dwell storm giants, colos-

sal humanoids with light gray skin, jet black hair, and eyes the color and intensity of lightning. Although dedicated to serving Thunor, storm giants have no inherent love of the civilized races, though they are inclined to question those claiming to be followers of the thunder god before throwing them from the mountain to “test their faith.” Living together in small clans led by a cleric or rune mage, storm giants constantly war against neighboring frost giants and their monstrous allies.

Whereas other giants prefer to keep their valuables safe, storm giants make great show of displaying their wealth on their person.



CLERIC

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

Skills: Climbing d8, Faith d10, Fighting d8, Guts d12, Intimidation d10, Notice d6, Throwing d8

Pace: 8; **Parry:** 6; **Toughness:** 14 (3)

Edges: Arcane Background (Miracles), Command, Dis-



SEA TRACKING

Trackers on land follow their prey by searching for footprints, spoor, broken twigs, flattened grass, and other such evidence. Sea giants perform similar feats by questioning shoals of fish, detecting minute changes in the patterns of waves caused by the passage of ships, and so on.

Situation	Modifier
Tracking ship	+1/5 whole Toughness
Tracking Large creature	+2
Tracking Huge or Gargantuan creature	+4
In sight of land	+1
Deep ocean	+2
Recent storm	-2
Storm raging	-4
Tracking in poor light	-2
Passage of quarry more than one day old	-2

ciple of Thunor, Fervor

Gear: Plate corselet (+3), chain limbs (+2), large hammer (Str+d10, AP 2 vs. rigid armor), thrown boulder (Range: 5/10/20, Damage: Str+d10)

Treasure: Treasure Trove

Special Abilities:

- * **Electrical Aura:** A storm giant which forfeits its movement for the round can surround itself with lightning. All adjacent foes take 2d6 damage with an electrical trapping.
- * **Immunity (Electricity):** Immune to electrical attacks.
- * **Improved Sweep:** Storm giants can attack all adjacent foes at no penalty.
- * **Large:** Attackers gain +2 to attack rolls against storm giants, due to their size.
- * **Mountain Born:** Suffer no penalties for difficult ground in mountains or hills.
- * **Powers:** *Bolt* (lightning bolts), *deflection* (swirling winds), *fly* (carried on the winds), *knockdown* (strong winds), *storm* (thunderstorm), *summon elemental* (air and storm only), *voice on the wind*, *whirlwind* (filled with lightning).
- * **Size +4:** Storm giants are over 18' tall.
- * **Thunderbolt:** On any round it is dealt a Club, a storm giant may throw a lightning bolt. Range: 10/20/40, Damage: 2d6 with an electricity trapping. This requires an action.
- * **Thunderclap Teleport:** Once per round, a storm giant can teleport up to its Pace as an action. This replaces its movement for the round. Any creatures ad-

jacent when it teleports must make a Strength roll or be knocked prone and Shaken.



RUNE MAGE

Of all the giant races, storm giants are the most common practitioners of rune magic. All their spells have an air or electricity trapping, as appropriate.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d12+2, Vigor d10

Skills: Arrow-Rune d8, Climbing d8, Elemental-Rune d8, Fighting d8, Guts d10, Intimidation d10, Notice d6, Throwing d8, Weather-Rune d10

Pace: 8; **Parry:** 6; **Toughness:** 14 (3)

Edges: Arcane Background (Magic), Runic Insight (Weather-Rune)

Gear: Plate corselet (+3), chain limbs (+2), large hammer (Str+d10, AP 2 vs. rigid armor), thrown boulder (Range: 5/10/20, Damage: Str+d10)

Treasure: Rich

Special Abilities:

- * **Electrical Aura:** A storm giant which forfeits its movement for the round can surround itself with lightning. All adjacent foes take 2d6 damage with an electrical trapping.
- * **Immunity (Electricity):** Immune to electrical attacks.
- * **Improved Sweep:** Storm giants can attack all adjacent foes at no penalty.
- * **Large:** Attackers gain +2 to attack rolls against storm giants, due to their size.
- * **Mountain Born:** Suffer no penalties for difficult ground in mountains or hills.
- * **Runes:** *Arrow-rune*, *elemental-rune* (air and storms only), *weather-rune*
- * **Size +4:** Storm giants are over 18' tall.
- * **Thunderbolt:** On any round it is dealt a Club, a storm giant may throw a lightning bolt. Range: 10/20/40, Damage: 2d6 with an electricity trapping. This requires an action.
- * **Thunderclap Teleport:** Once per round, a storm giant can teleport up to its Pace as an action. This replaces its movement for the round and does not count as Withdrawing from Melee. Any creatures adjacent when it teleports must make a Strength roll or be knocked prone and Shaken.

WARRIOR

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

Skills: Climbing d8, Fighting d8, Guts d8, Intimidation d10, Notice d6, Throwing d8

Pace: 8; **Parry:** 5; **Toughness:** 13 (2)

Gear: Chain hauberk (+2), monstrous hammer (Str+d12, -1 Parry, AP 2 vs. rigid armor, 2-hands), thrown rock (Range: 5/10/20, Damage: Str+d10)

Treasure: Meager

Special Abilities:

- * **Electrical Aura:** A storm giant which forfeits its movement for the round can surround itself with lightning. All adjacent foes take 2d6 damage with an electrical trapping.
- * **Immunity (Electricity):** Immune to electrical attacks.
- * **Improved Sweep:** Storm giants can attack all adjacent foes at no penalty.
- * **Large:** Attackers gain +2 to attack rolls against storm giants, due to their size.
- * **Mountain Born:** Suffer no penalties for difficult ground in mountains or hills.
- * **Size +4:** Storm giants are over 18' tall.
- * **Thunderbolt:** On any round it is dealt a Club, a storm giant may throw a lightning bolt. Range: 10/20/40, Damage: 2d6 with an electricity trapping. This requires an action.
- * **Thunderclap Teleport:** Once per round, a storm giant can teleport up to its Pace as an action. This replaces its movement for the round and does not count as Withdrawing from Melee. Any creatures adjacent when it teleports must make a Strength roll or be knocked prone and Shaken.

GIANT ANIMAL

BAT

Bred by the Liche-Priest to carry his elite warriors into battle, giant bats had not been seen outside the Liche Lands since the fall of their creator, but that is changing.

Clerics of Scaetha watching the border in Heligioland and Seithrby have reported sightings of these monstrous creatures in growing numbers, fuelling the rumors that the Liche-Priest is about to return. To date, none have been spotted with riders, but GMs could easily unleash a host of skeletons mounted on giant bats.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d8, Vigor d10

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

Pace: 2; **Parry:** 6; **Toughness:** 11

Treasure: None

Special Abilities:

- * **Aerial Agility:** Attacks against a bat on the wing suffer a -2 penalty.
- * **Bite:** Str+d6.
- * **Echolocation:** Suffer no Darkness penalties.
- * **Flying:** Pace 16.
- * **Large:** Attackers are +2 to attack rolls against these creatures due to their size.
- * **Screech:** Once per round, as an action, a giant bat can emit a piercing screech. Place the thin end of a Cone Template touching the bat. Anyone under the template must make a Spirit roll or be Shaken.
- * **Size +4:** Giant bats measure about 12' long and have a 36' wingspan.

NEW GIANT SPECIAL ABILITIES

In addition to the standard roles presented in the *Hellfrost Bestiary*, there are others found among all the giant species. Each of these specialties takes the form of a single special ability, which is added to the giant's regular stat block.

* **Blocker:** Stories of giants guarding, or more commonly blocking, bridges and narrow mountain passes are commonplace. Such creatures have the Improved First Strike Edge.

* **Bowler:** These giants throw their rocks underarm. If they hit with a raise, their foe is pinned in addition to suffering damage. Escaping the pin requires a Strength roll as an action from the victim.

* **Brawler:** Brawlers specialize in hand-to-hand combat. They never count as Unarmed Defenders. Their hardened fists deal Str+d4 damage and their grapples inflict Str+d4 damage if maintained. If a brawler inflicts a wound through a grapple, the victim's body is crushed, mauled, mangled, or stretched. Wild Card victims must immediately roll on the Injury Table, applying wound penalties as normal. The injury remains until all wounds are healed.

* **Mammoth Rider:** Found only among frost giants. These giants have Riding d8 and Steady Hands. Wild Card giants may have Beast Bond as well. Equipped with lance (Str+d8, Reach 2), mammoth mount, and saddle.

* **Rock Thrower:** Rock throwers have the Marksman and Mighty Throw Edges. Wild Card versions also have the Dead Shot Edge.

* **Scout:** Giant scouts have Stealth, Survival, and Tracking at d6 or +1 die step to their existing skill, whichever is higher. They also have the Woodsman Edge.

* **Sweeper:** Sweepers have practiced long and hard at knocking smaller foes off their feet. They treat the Size difference between them and their foes as one entire category larger. For example, a typical frost giant is 4 to 7 Sizes larger than a normal human. A sweeper knocks foes back as if he were 8 to 11 Sizes larger.

BEAVER

Long than a human adult is tall, powerfully built, and with teeth as long as daggers, giant beavers are huge rodents. They live in small family groups in the Hearthlands, predominantly around the many small tributaries of the mighty Crystalflow. Giant beavers are hunted for their fur and meat.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d10, Vigor d10

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

Pace: 4; **Parry:** 6; **Toughness:** 9

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Treasure: Rich, in lair

Special Abilities:

- * **Bite:** Str+d6, AP 2.
- * **Semi-Aquatic:** Giant beavers can hold their breath for 5 minutes. Pace 8 in water.
- * **Size +2:** Giant beavers are around 8' long.

BLOOD EEL

Giant blood eels are long, slimy predators with a mouth full of razor-sharp teeth. Dark red in color, they lurk in reefs, submerged wrecks and sea caves, waiting for prey to pass by, whereupon they strike with deadly force.

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

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

Pace: —; **Parry:** 4; **Toughness:** 9

Treasure: None

Special Abilities:

- * **Aquatic:** Pace 8.
- * **Quick:** Redraw initiative cards of 5 or lower.
- * **Size +2:** Blood eels grow to lengths of 20 feet but are rarely more than 6" in diameter.
- * **Twisting Bite:** Str+d6. If the attack hits with a raise, the eel begins to spin, tearing away great chunks of flesh. This inflicts an additional 2d4 damage rather than a d6 as normal.

CENTIPEDE, LOCKJAW

Lockjaw centipedes are ambush predators. They strike from concealed tunnels, grabbing prey in their powerful mandibles and dragging it into their lair, whereupon it is killed and consumed.

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

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

Pace: 8; **Parry:** 6; **Toughness:** 12 (2)

Treasure: Rich, in lair

Special Abilities:

- * **Armor +2:** Thick chitin.
- * **Bite:** Str+d8, AP 2.
- * **Burrow (8"):** Lockjaw centipedes can move through soil or loose earth. When they strike, victims must make a Notice roll opposed by the creature's Stealth. If the creature wins, it gains +2 to attack and damage that round, +4 with a raise.
- * **Large:** Attackers add +2 when attacking a giant centipede, due to their size.
- * **Lock and Drag:** If a lockjaw centipede scores a raise when biting, it inflicts normal damage (no extra d6) and secures a grapple. If the prey is Size +2 or smaller, the centipede may immediately move up to half its Pace as a free action. Its victim is dragged along with it. Breaking the lock requires an opposed Strength roll as an action, even after the centipede is slain. Each round the grapple is maintained, the centipede can move its full Pace, dragging its victim with it.

* **Quick:** Redraws action cards of 5 or lower.

* **Size +4:** Giant centipedes grow up to 24' long but are rarely more than four feet wide.

STORM CROW

Storm crows, also known as Thunor's crows and thunder crows, are usually identical in size to regular crows. They have gray bodies, and black wings, legs, and heads. Like all ravens and crows, they are considered an ill-omen. These particular specimens have grown to monstrous size.

Debates rage as to whether these are natural creatures or émigrés from Thunor's divine realm. They have been spotted flying alongside storm dragons, and even challenging small Hellfrost dragons for aerial supremacy of their mountaneous homes.

Giant storm crows can carry a single rider of Size +0 or lower, though unless the bird was trained to accept a rider from hatching, it is prone to throw anyone foolish enough to hop onto its back.

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

Skills: Fighting d8, Intimidation d8, Notice d8

Pace: 4; **Parry:** 6/8; **Toughness:** 10

Treasure: None

Special Abilities:

- * **Aerial Acrobat:** Giant storm crows are nimble fliers. While airborne they have the Improved Dodge Edge.
- * **Electrical Surge:** On each round the crow draws a Club for initiative, it becomes encased in crackling lightning. During such times the crow does not peck. Instead, any creature adjacent to the bird automatically suffers 2d6 damage with an electricity trapping.
- * **Flight:** Pace 24.
- * **Immunity:** Storm crows are immune to any effects involving air and electricity, including magic.
- * **Peck:** Str+d6.
- * **Size +4:** Giant storm crows measure 15' from beak to tail feather tip.

GOLEM

Many dangers can be found amid the jumbled stones of ancient ruins. Among these are golems, artificial creations constructed long ago in vaguely humanoid form.

BONE

Crafted from the bones of sentient creatures, bone golems are usually humanoid in appearance. Unlike skeletons, bone golems are a mishmash of bones bonded together through dark magic. Many are given bony spines to add to their already grotesque appearance.

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

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

Pace: 8; **Parry:** 7; **Toughness:** 11 (2)

Treasure: None

Special Abilities:

- * **Armor +2:** Bone.
- * **Bony Claws:** Str+d4.
- * **Bony Spikes:** An adjacent attacker who rolls a 1 on its Fighting die, regardless of Wild Die, suffers 2d6 damage. The attack need not be made against the bone golem to trigger this ability.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fear:** Characters seeing a bone golem must make a Guts check.
- * **Fearless:** Bone golems are immune to Fear and Intimidation.
- * **Frenzy:** May make two Fighting attacks each round at -2.
- * **Size +2:** Bone golems are typically over 9' tall.

COIN

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

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

Skills: Notice d6

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

Treasure: Rich (as body)

Special Abilities:

- * **Collapse:** A slain coin golem collapses into a pile of coins. Another coin golem which moves over the space in which it was slain gains half the deceased golem's Size, rounded down (half the coins are too scattered to have any effect). For instance, if a Size +3 golem is slain, the first coin golem to pass over its former space gains +1 Size.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Golems are immune to Fear and Intimidation.
- * **Growth:** When the center of a coin golem moves over a space containing a pile of at least 100 coins, it increases its Size by +1. Each increase in Size also increases its Toughness by one point and its Strength by one die type (after a d12 it gains a single point—d12+1, d12+2, and so on) as it draws the coins into its body. The space occupied by the coins is now clear ground. A golem which grows to Size +4 gains the Large monstrous ability and fills a Medium Burst Template. Once reaching Size +8 or higher it is considered Huge and fills a Large Burst Template.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on trait rolls to resist opposed powers.
- * **Pummel:** Coin golems inflict hundreds of tiny pummeling attacks every round to their victims, hitting au-

tomatically and causing Str+d4 damage to everyone within the template. Damage is applied to the least armored location.

- * **Swarm:** Parry +2. Because the swarm is composed of scores, hundreds, or thousands of coins, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can swipe his hand through the coins to inflict his damage in Strength each round.

CORPSE

The vilest golems are those crafted from the body parts of corpses. Depending on the creator, the golem may be stitched together from the parts of one species or multiple species. Some corpse golems even utilize animal parts.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d10

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

Pace: 4; **Parry:** 6; **Toughness:** 8 (1)

Gear: Typically a long sword (d12+d8)

Treasure: None

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage-causing arcane powers and +2 on Trait rolls to resist opposed powers.
- * **Armor +1:** Hard skin and muscle.
- * **Berserk:** Corpse golems have the Berserk Edge.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fear:** Characters seeing a corpse golem must make a Guts check.
- * **Fearless:** Golems are immune to Fear and Intimidation.
- * **Slam:** Str.
- * **Slow:** Corpse golems have a Pace of 4 and roll a d4 for their running die.

WAX

Mages experimented with all manner of golem forms before the Golem Uprising. One of the most unusual was the wax golem. Humanoid in shape, its outer layer appears to be formed of molten wax which has hardened into ridges and droplets. Skalds mockingly claim that wax golems were invented as mobile candelabras and have tapers instead of claws. While such tales might be true, such a specimen has never been encountered.

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

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

Pace: 6; **Parry:** 7; **Toughness:** 9

Treasure: None

Special Abilities:

- * **Construct:** +2 to recover from being Shaken. No ad-

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ditional damage from Called Shots. Immune to disease and poison.

- * **Fearless:** Golems are immune to Fear and Intimidation.
- * **Hardened by Cold:** Immune to cold attacks (but not coldfire or ice). Damage should be rolled as normal. Each “wound” inflicted by such attacks reduces the golem’s Pace and running die roll by one, but gives it one point of Armor (maximum +6 Armor). In cold temperatures, a wax golem gains Armor equal to the Vigor modifier to resist the cold, but also loses equal Pace. A wax golem whose Pace drops to zero freezes solid—it can take no actions and has Parry 2. For each hour in temperatures above freezing, the golem recovers one point of Pace and loses one point of Armor.
- * **Size +2:** Wax golems are the same size as humans, but are made of dense wax.
- * **Slam:** Str.
- * **Weakness (Fire):** Takes double damage from cold-fire, fire, or heat.



HEAD HANGER

For countless centuries, Tuomi warriors have taken the heads of fallen foes to display in their halls, for they believe the soul resides not in the heart, but in the head. Ancient tales told around smoky fires tell of how the soul of a defeated foe can be made to work for the living if one knows the right charms.

Head hangers are undead abominations in the service of Hela. Many were followers of the dark goddess in life, receiving their head hanger status as a reward for loyalty. Others are former Tuomi soul binder mages (see page 29), who were either blessed by the dark gods or who refused to proceed to the Afterlife. The appearance of a head hanger varies immensely. Some appear as decomposing corpses, indistinguishable from zombies save for a grisly collection of severed heads on its person, while others look exactly as they did in life.

The default stats presented below can be altered as the GM wishes. For instance, he may wish to create the base head hanger as a spellcaster (perhaps a cleric of Hela), though the creature can only access its spells when its true head is on its shoulders.

Although head hangers have a default stat block, their true power comes from the many severed heads they wear on their belts. Through unspeakable eldritch arts, the heads retain a small fraction of the abilities they had in life. By swapping a severed head for its own, the head hanger can access a head’s special talent. Because attacks against a severed head do not harm the head hanger (even if the head is on its shoulders), many head hangers enter combat with their true head already swapped out.

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

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

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

Gear: Varies, but typically a chain shirt (+2), medium shield (+1 Parry), and battle axe (Str+d8)

Treasure: Worthwhile

Special Abilities:

- * **Bite:** Once per round, as a free action, the severed heads may collectively bite adjacent foes. Treat the combined heads as having Fighting d6 and the Frenzy Edge. Damage is 1d6.
- * **Death Scream:** If the head hanger takes no actions in a round, forfeiting even moving up to its Pace, it may order its severed heads to scream in unison. Foes within 12” must make a Guts roll to avoid Terror. For every two whole heads (excluding the one on its shoulders) there is a cumulative –1 penalty. The Hard of Hearing (Minor) Hindrance grants +2 to this roll and deaf heroes are immune.
- * **Decapitation:** Head hangers suffer only a –2 penalty to perform Called Shots to the head. If a head hanger kills a foe with a Called Shot to the head or performs a Finishing Move (which is always decapitation), it may grab the head as an action and add it to its collection. The GM determines what ability the new head possesses. Decapitation after the victim has died, or not collecting a severed head within three rounds, prevents the head from being used.
- * **Head Shots:** A severed head has Toughness 8. Helmets protect as normal. Severed heads are treated as separate Extras for the purposes of damage. Thus, if a severed head takes a wound it is destroyed and its ability unusable, but the head hanger does not suffer any injury, even if it is on his shoulders at the time. The head hanger is not impaired by losing any severed head as it can see through its real head. Attacks against the head hanger’s true head work as normal.
- * **Head Swap:** Once per round, a head hanger can exchange its current head for another as an action. It gains the head’s ability instantly and loses any previous one.
- * **Severed Heads:** A head hanger typically carries 1d4+2 heads. Each of these has a special ability, such as a skill, Edge, or single spell (with an arcane skill die). This ability is usable only when the head is placed on the creature’s shoulders. The GM may create whatever heads he desires. A sample random method is presented below.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to disease and poison.

SEVERED HEAD GENERATION TABLE

This system gives the GM a quick method for determining a head hanger’s severed heads. It can be used as presented or as an example for creating other heads. Draw as many cards from the action deck as the head hanger has severed heads (1d4+2) and check the card value against the table below. Redraw duplicates.

Skill dice should be balanced against the level of

the party. For instance, if the party is especially tough or of high Rank, then a result of Nine might give it the Improved Level Headed Edge while a Jack might allow Fighting of d12, d12+1, or even d12+2.

GMs should use common sense when choosing which abilities a head possesses. For instance, a head containing the Noble Edge will not give the head hanger followers, land, or money; Trademark Weapon requires a specific weapon, not just the Edge, to be effective; and Nerves of Steel will not be effective as the Edge is as much physical resistance to pain as mental.

Card	Head Type	Ability
Deuce	Berserker	Berserk Edge. If the head is swapped out or destroyed, the rage instantly ends.
Three	Frenzied Warrior	Frenzy Edge.
Four	Scholar	Gains one Knowledge skill at d8 per head of this type.
Five	Healer	Healing d8.
Six	Woodsman	Survival d8 <i>or</i> Tracking d8 <i>or</i> Woodsman Edge.
Seven	Thief	Lockpicking d8 <i>or</i> Stealth d8 <i>or</i> Thief Edge.
Eight	Leader of Men	Command Edge.
Nine	Hardened Warrior	Level Headed.
Ten	Blessed Hero	Arcane Resistance.
Jack	Skilled Warrior	Fighting d10 (Parry 8 with shield).
Queen	Quick Warrior	First Strike Edge.
King	Linguist	The head speaks many languages. Use the suit to determine how many—Club is four, Diamond six, Hearts eight, and Spades 10.
Ace	Spellcaster	One arcane skill at d8 and a single spell from the appropriate spell list per head of this type.
Joker	Varies	The head is especially powerful and has two related abilities of the GM's choice. For example, the head of an alchemist might grant both Knowledge (Alchemy) d8 and the Alchemy Edge, while that of a mage may know two spells.

HORSE, STORMHOOOF

With bodies the color of thunderheads and swathes of blue lightning dancing over their hooves, stormhooves are believed to be the mortal descendants of Thunor's two horses, Thunder and Lightning.

Notoriously wild, stormhooves have been known to carry riders high into the sky and then throw them to their deaths. Once one is broken, however, it forms a bond with its master that lasts for life. Stormhooves count as trained war horses.

These rare creatures are only found running wild in the foothills of the Thunor Range in Nordmark. The king has ruled them sacred animals and thus a protected species. Anyone daring to capture one faces execution by beheading for sacrilege, while those who injure or kill a stormhoof are subjected to the blood eagle, the Saxa's most grisly form of execution.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Treasure: None

Special Abilities:

- * **Fleet Footed:** Stormhooves roll a d10 when running instead of a d6.
- * **Improved First Strike:** Stormhooves may make a Fighting attack against each opponent who moves adjacent to them.
- * **Lightning Kick:** Str+d6 with an electrical trapping.
- * **Ornery:** Rider must break in the horse first or suffer a -2 penalty to Riding rolls. Breaking in a stormhoof requires a Riding roll opposed by the horse's Spirit. One roll may be made per week.
- * **Size +3:** Stormhooves are large creatures.
- * **Sky Runner:** Flying Pace 8. May run as normal.

HRAFNMAÐR

Literally translated from Auld Saxa as "raven men," hrafmaðr are bird men. More raven than human, they have birds' feet, wings, heads, and feathers, but possess two feathered arms which end in humanlike hands.

The hrafmaðr are an old race, and early elven records make mention of them already inhabiting the world. Their time is at an end, though, for birthrates have plummeted to barely a handful of eggs each year. Yet they remain pragmatic in facing extinction, for they understand that all things are given a finite lifespan by the Norns. Followers of Hothar, Thunor, and Tiw, their culture is militaristic yet honorable and just.

Although not the toughest or most spectacular creatures, hrafmaðr should be used sparingly and always with an air of mystery and purpose. Few have been seen since the Blizzard War, and today they are widely regarded as a myth even by the elves.

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

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

HELLFROST: RASSILON EXPANSION

Shooting d6, Spellcasting d6, Stealth d6, Throwing d6

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

Hindrances: Loyal

Edges: —

Gear: Leather shirt (+1), leather cap (+1), long spear (Str+d6, Parry 1, Reach 1), throwing spear (Range: 3/6/12, Damage: Str+d6)

Treasure: Meager

Special Abilities:

* **Bite/Claws:** Str+d4.

* **Fly:** Pace 8.

* **Powers:** All hrafnmaðr know the following spells: *beast friend* (all birds), *becalm*, *bolt* (lightning bolts called from the heavens), *summon beast* (any type of crow or raven), *voice on the wind* (raven delivers message), *zephyr*.



HUNDSMANN, THE

While the gods are bound from direct interference in mortal affairs, it seems they are not beyond meddling through intermediaries. One such creature is the Hundsmann (“man of hounds”).

Riding a stormhoof (page 63) and followed across the earth by a pack of baying hounds, the Hundsmann is the gods’ enforcer, hunting down creatures in the mortal realm on their behalf.

Vengeful, bloodthirsty, and entirely dedicated to the hunt, he cares nothing for mortals that cross his path. Those who would seek to thwart (even accidentally) his hunt, are set upon by his ferocious hounds. The Hundsmann does accept support from mortals, even rewarding them richly for their aid (treat as a Treasure Trove). However, those who aid the hunt are always pitted against terrifying odds, for the Hundsmann is never let loose for mundane matters. Most mortals wisely avoid the Hundsmann, for while he does indeed serve the benevolent gods, he is just as likely to answer a call by Dargar or Hela.

The Hundsmann has many abilities, but he is not an indestructible superhuman. His death has been recorded numerous times, yet still he rides on the gods’ behalf. Some sages argue he is an immortal spirit who takes corporeal form, and that when he “dies” his spirit simply gathers a new body about it. Others claim the Hundsmann is very much mortal. When one is killed, the gods choose another to take his place.

Regardless of his nature, all who have witnessed his passing agree he is tall, broad, and muscular. Leather armor covers his skin and he wields a battle axe. While all reports agree his “head is like that of a majestic stag,” no one can say for sure whether this is an elaborate head-dress or the Hundsmann’s true form.

The Hundsmann is known by many names (Hundsmann is his Saxa title). Among the Tuomi he is Cernunnos (“the antler-headed huntsman”). Finnar know him as Marras, the spirit of death. Both races of Elves call him the Dagda (“guardian of the world”). The Anari and engro refuse to name him, calling him only “the black

rider” and “happy hunter” respectively. Frost dwarves honor him as Hermoðr, or “war spirit”.

The Hundsmann’s Leadership Edges apply only to his hounds and his steed.

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

Skills: Fighting d10, Intimidation d10, Notice d6, Riding d10, Spellcasting d10

Charisma: -4; **Pace:** 8; **Parry:** 7; **Toughness:** 10 (1)

Hindrances: Bloodthirsty, Vengeful (Major)

Edges: Beast Bond, Beast Master, Combat Reflexes, Command, Fervor, Fleet Footed, Level Headed, Improved Nerves of Steel, Natural Leader, Tough as Nails

Gear: Leather (+1), battle axe (Str+d8), magic hunting horn (see below), 3d6 war dogs, stormhoof horse

Treasure: None

Special Abilities:

* **Death Mark:** Once per encounter, the Hundsmann can mark one living target by gesturing at the opponent and making an opposed Spirit roll as an action. Failure uses the Hundsmann’s death mark opportunity for the encounter. With success, the hunter has +1 to Fighting rolls against the victim for the rest of the encounter.

* **Favored Foe:** The Hundsmann has the Favored Foe Edge. The type of creature it applies to varies with each summoning and is dependant on what, or whom, he is tasked to hunt.

* **Focused:** Immune to Fear, Smarts Tricks, and Tests of Will.

* **Hunting Horn:** The Hundsmann’s horn can produce a variety of effects. All require an action and a Spellcasting roll. If he is slain, the horn becomes nonmagical.

* **Rally:** If his Spellcasting roll is a success, all Shaken allies within 12” automatically unShake.

* **Spells:** The horn can invoke *entangle*, *fear*, *knock-down*, *negate arcana*, *obscure*, and *stun*.

* **Summon Hounds:** Once per encounter, the Hundsmann may blow his hunting horn to summon more hounds. For each success and raise, 1d6 war dogs appear anywhere the Hundsmann chooses, within 12” of his current position. If working for Hela, this power works slightly differently. Instead of summoning new hounds, he replaces slain ones up to the number rolled. Treat these as Undead war dogs (Toughness 6).

* **Pack Master:** The Hundsmann gains one benny for every four dogs in his pack. These bennies may only be used for his war dogs.

* **Size +1:** The Hundsmann stands 8’ tall and is well-muscled.



INDRIK

Indrik is not the name of a species, but of a singular creature. According to Tuomi legend, Indrik lives on a peak in the Silvercap Mountains, a peak on which no mortal may tread. The Tuomi believe Indrik is Ertha’s

mate. It resembles a colossal black bull with the head of a horse and a single, long horn protruding from its forehead.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+8, Vigor d12

Skills: Fighting d10, Intimidation d12+2, Notice d8

Pace: 12; **Parry:** 7; **Toughness:** 19 (3)

Treasure: None

Special Abilities:

- * **Armor +3:** Iron-hard skin.
- * **Earth Tremor:** When Indrik runs, the ground shakes violently. Anyone within 3" of the creature's path must make an Agility roll as a free action or fall prone.
- * **Fleet Footed:** Indrik rolls a d12 running die, instead of a d6.
- * **Gore:** Indrik uses the charge maneuver to gore its opponents with its singular horn. If it can move at least 6" before attacking, it adds +4 to its damage total.
- * **Hardy:** Successive Shaken results do not cause a wound.
- * **Horn:** Str+d8.
- * **Huge:** Attackers are +4 to attack rolls against Indrik due to its size.
- * **Size +8:** Indrik is colossal, standing 20' at the shoulder and weighing many tons.
- * **Trample:** The beast must run to use this attack. All characters in a straight line path must make an Agility roll (-2 if prone) against the creature's Fighting or suffer d12+16 damage.

JEGEREN

Jegeren (sing. jeger, pronounced "yay-ger") are a sentient race of bipedal forest dwellers. They have long feet, bushy tails, black eyes, sharp claws, and elongated incisors. In their native language (Jegeri), their name means "we who hunt." Saxa refer to them as *ikonmann*, which translates as "squirrel men."

Three distinct species of jegeren are known. The majority is reddish brown-furred and follows Ratatosk ("Gnaw-tooth"), a largely benevolent deity. Clerics of Ratatosk and druids are always albinos. A second, smaller tribe is black-furred. These vicious, xenophobic creatures follow Ni hogg ("Malice Striker"), an evil deity.

This is not a true dualist religion, for each of the gods has many aspects. In game terms, these equate to the standard deities. Thus, one might worship Ratatosk the Hunter (Ullr), Ratatosk Tree Tender (Eostre Plantmother), Ratatosk the Warrior (Tiw), or Ni hogg the Destroyer (Dargar). When it comes to magic, jegeren are universally druids—they have proven incapable of learning any other form.



Jeger myths tell that the species did not originate on Rassilon, but were forced here by Ni hogg's malicious acts. Oral history, for the jegeren do not write their stories down, claims their race lived on Yggdrasil, the great ash tree whose branches and roots extend across the universe, touching all worlds and realms.

The branch on which the jegeren lived touched the world of Rassilon, yet was not part of it. Ni hogg, who slowly devours the tree, gnawed through the branch, separating it from Yggdrasil. Faced with an endless plummet through the void unless they acted quickly, the jegeren jumped across to Rassilon. They consider themselves stranded beings, permanently cut off from their true homeland. With access to Yggdrasil conveniently lost, scholars and sages have no way of verifying the myth. Many suspect it is a folk tale, recalling a time when the jegeren were driven from their ancestral forests by some foul race of creatures.

Jegeren dwell in forests, favoring those of the Hearthlands due to a lack of resistance to cold temperatures. They are generally friendly with any local elves and fey, though their naturally reclusive and timid nature makes it hard for them to strike up deep friendships with other races. Jegeren lack the skills to work metal and so use leather for armor and fire-hardened sticks or bone for spears. While jegeren prefer to remain in their woodland abodes, there are always a few individuals who grow curious enough about the outside world to leave home.

HELLFROST: RASSILON EXPANSION

TYPICAL DRUID

Virtually all druids are also skilled herbalists. Unlike other cultures, jegeren use a range of nuts and berries in their herbal concoctions.

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

Skills: Climbing d10, Druidism d8, Fighting d6, Guts d6, Healing d6, Knowledge (Alchemy) d8, Notice d8, Shooting d6, Stealth d8, Survival d8, Tracking d6

Charisma: 0/-2; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Clueless, Loyal

Edges: Arcane Background (Magic), Hedge Magic, Woodsman

Gear: Leather shirt (+1), small shield (+1 Parry), short spear (Str+d6, Reach 1), sling (Range: 4/8/16, Damage: Str+d4)

Treasure: Meager

Special Abilities:

- * **Bite/Claws:** Str+d4.
- * **Forest Born:** Treat movement through forests and along tree branches as normal ground.
- * **Powers:** *Armor* (bark skin), *barrier* (wall of thorns), *beast friend*, *entangle* (roots grab victims), *summon beast*, *voice on the wind* (a squirrel delivers the message).
- * **Timid:** Jegeren suffer a -2 penalty to Charisma among outsiders and have -2 to Guts rolls.

TYPICAL WARRIOR

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

Skills: Climbing d10, Fighting d6, Guts d6, Notice d8, Shooting d6, Stealth d8, Survival d8, Tracking d6

Charisma: 0/-2; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Loyal

Edges: Clueless, Woodsman

Gear: Leather shirt (+1), small shield (+1 Parry), short spear (Str+d6, Reach 1), sling (Range: 4/8/16, Damage: Str+d4)

Treasure: Meager per 3 warriors

Special Abilities:

- * **Bite/Claws:** Str+d4.
- * **Forest Born:** Treat movement through forests and along tree branches as normal ground.
- * **Timid:** Jegeren suffer a -2 penalty to Charisma among outsiders and have -2 to Guts rolls.

KNOWLEDGE EATER

Knowledge eaters resemble sickly grey brains with long spinal cords protruding from their rear. This is not a tail, but rather their means of propulsion. They feed on the knowledge of their victims, literally sucking away intelligence through a bony proboscis. It seems unlikely that such a beast could evolve naturally, but so far no race has uncovered any knowledge regarding their creation.

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

Skills: Fighting d6, Notice d6, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 4

Treasure: None

Special Abilities:

* **Ambush:** Knowledge eaters lurk above ground level. When prey passes beneath, they attempt to drop onto its head. If a character passes beneath an undetected knowledge eater, it has the Drop. Its first attack is always a Called Shot to the head.

* **Infra-vision:** Halves darkness penalties against living targets (round down).

* **Potion:** The body of a knowledge eater can be boiled down to make a thick, gray sludge. Successfully creating the potion requires a Knowledge (Alchemy) roll and an hour. Failed rolls may not be reattempted. When the brew is consumed, the imbiber gains a one step increase in his Smarts and all Smarts-linked skills for the next hour.

* **Proboscis:** Str+d4. If the victim of a Called Shot to the head is Shaken or wounded, the foul beast sinks its pro-



boscis into his brain. Each round thereafter it remains attached, the victim suffers a *permanent* one die reduction in Smarts and all linked skills. If Smarts reaches zero, the victim is left a gibbering idiot. Removing the creature requires an opposed Strength roll.

- * **Size -2:** Knowledge eaters are the size of a human brain.
- * **Small:** Attackers are at -2 to all attack rolls due to the creature's size.

KREANA

BLOOD RAGER

Blood ragers are kreana warriors who fly into a deadly frenzy whenever they inflict an injury on a foe. They carry barbed spears, which tear victim's flesh and inflict terrible wounds when the tip is removed.

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

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

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

Hindrances: Bloodthirsty

Edges: —

Gear: Barbed short spear (Str+d6+2, Reach 1)

Treasure: Meager

Special Abilities:

- * **Aquatic:** Pace 10.
- * **Armor +1:** Scales.
- * **Blood Frenzy:** A blood rager automatically goes Berserk (as per the Edge) when it inflicts a wound. While berserk it makes two Fighting attacks per round at no penalty and has +2 to recover from being Shaken.
- * **Claws/Bite:** Str+d4.
- * **Dehydration:** Kreana must immerse themselves in salt water at least one hour out of every 24. Those who do not are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

SHARK CALLER

Shark callers know the ancient songs of Carcharas; deep, ululating rhythms that irresistibly draw sharks to the singer. Shark callers are not priests, but rather serve the community as skalds and sages. Lacking a written language, the kreana pass on their folklore, knowledge of good hunting grounds, laws, and so on, verbally.

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

Skills: Fighting d8, Guts d8, Intimidation d6, Knowledge (Arcana) d8, Knowledge (Folklore) d8, Notice d8, Stealth d8

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

Hindrances: Bloodthirsty

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

Treasure: Meager

Special Abilities:

- * **Aquatic:** Pace 10.
- * **Armor +1:** Scales.
- * **Call Sharks:** Shark callers may use the *beast friend* (sharks only) and *summon beast* (sharks only) spells using Spirit as their arcane skill die.
- * **Claws/Bite:** Str+d4.
- * **Dehydration:** Kreana must immerse themselves in salt water at least one hour out of every 24. Those who do not are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

LIGHTNING SPRITE

Lightning sprites are a form of sub-elemental native to the Elemental Realm of Air. While they sometimes enter the mortal realm during powerful lightning storms, no living mage knows how to summon them through magic. Each has a wispy humanoid form made of white-blue lightning which alters shape seemingly at will. Piercing blue eyes and claws shaped of crackling energy are their only permanent features.

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

Skills: Fighting d6, Notice d6, Stealth d6

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

Treasure: None.

Special Abilities:

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison; suffers no wound penalties.
- * **Fly:** Pace 8.
- * **Immunity:** Take no damage from spells with an electrical trapping.
- * **Shock:** Lightning sprites need only make a Touch Attack (+2 to Fighting rolls) to deliver a powerful electrical shock. Victims take 2d6 damage and are knocked back 1". Metal armor provides no protection. Striking a sprite with a metal weapon causes 2d6 damage to the attacker and knocks him back 1", but deals normal damage to the creature.
- * **Size -1:** Electrical sprites measure no larger than a small human child.

LIZARDMAN

Former slaves of the gatormen, the lizardmen now control the Great Swamp. Desperate to escape the advancing winter, they have begun a mass migration to the south. All that stands in their way is the city of Ostvik.

'RAPTOR RIDER

Not every lizardman born into the warrior caste meets the grade. Most of these unfortunates are sacrificed to Ssslak. However, a small few exhibit the guts and aptitude to become 'raptor riders, the lizardmen's fast and deadly cavalry troops.

HELLFROST: RASSILON EXPANSION

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

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

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

Gear: Leather armor (+1), stegosaurus plate medium shield (+1 Parry), flint axe (Str+d6), lance (Str+d8, Reach 2, AP 2), velociraptor mount, saddle

Treasure: Worthwhile per 5 lizardmen

Special Abilities:

- * **Beast Bond:** Wild Card 'raptor riders may spend their bennies for their mounts.
- * **Keen Senses:** Lizardmen "taste" the air, giving them +2 to all Notice rolls. This ever-present advantage means they are always considered "Active" when consulting the Stealth results table.
- * **Natural Swimmers:** Lizardmen's tails make them powerful swimmers, giving them +2 on all Swimming rolls and increasing their swimming Pace to equal their Swimming die.
- * **Size -1:** These lizardmen average less than 5' in height and are less muscular than other warriors.

TEMPLE GUARD

Lizardmen are a cruel, barbaric race. Captives are usually sacrificed to their bloodthirsty deity or used as food. A small few, the fittest and strongest, are kept alive for a special purpose. Priests frantically bid against each other for the right to buy such prisoners from their captors. Once purchased, the prisoner is thrown into the temple dungeons to await his fate.

Rather than having their heart ripped out and the flesh flayed from their backs, these captives are armed with a flint axe or short sword (but never given armor) and pitted against a temple guard in a the local arena. Every temple maintains a number of guards, an elite fighting force totally beholden to the priests they serve. They also act as shock troops for the army at large.

Most battles are fought one-on-one, for worthy captives are rare, but an extravagant priest may honor his god by pitting the champion against multiple prisoners simultaneously. Arena matches draw huge crowds of bay-ing lizardmen, all eager to watch the inferior races be butchered for their amusement and as part of religious ceremonies.

Victims of the temple champion's weapons are seen as special sacrifices on behalf of the priest who sponsored the games and grant future rewards in the afterlife. The victorious guard, often the priest's personal bodyguard, is honored with the finest cuts of meat from his victims, plundered riches, and access to prized females.

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

Skills: Fighting d8, Guts d10, Intimidation d8, Notice d8, Stealth d6, Swimming d6, Taunt d6

Pace: 6; **Parry:** 8; **Toughness:** 9 (3)

Hindrances: Bloodthirsty

Edges: Acrobat, Combat Reflexes, Improved Frenzy, Im-

proved Sweep

Gear: Bone corselet (+3), bone pot helm (+3), stegosaurus plate medium shield (+1 Parry), flint battle axe (Str+d8)

Treasure: Worthwhile

Special Abilities:

- * **Keen Senses:** Lizardmen "taste" the air, giving them +2 to all Notice rolls. This ever-present advantage means they are always considered "Active" when consulting the Stealth results table.
- * **Natural Swimmers:** Lizardmen's tails make them powerful swimmers, giving them +2 on all Swimming rolls and increasing their swimming Pace to equal their Swimming die.



TWO-HEADED PRIEST

These lizardmen are mutants, possessing two heads, each with a fully functioning brain. They are powerful miracle workers (having been given special gifts by their deity), capable combatants, and they serve as high priests. The right head has enlarged teeth, while the left one sports three horns and a neck frill. They worship Ssslak in his guise as Father of Hydras.

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

Skills: Climbing d6, Faith d10, Fighting d8, Guts d8, Notice d8, Stealth d6, Swimming d8

Pace: 6; **Parry:** 5; **Toughness:** 9 (2)

Edges: Arcane Background (Miracles), Command, Concentration, Fervor, Frenzy, Hold the Line, Improved Focus

Gear: Bone corselet (+2), stegosaurus plate medium shield (+1 Parry), battle axe (Str+d8)

Treasure: Treasure Trove

Special Abilities:

- * **Keen Senses:** Lizardmen "taste" the air, giving them +2 to all Notice rolls. This ever-present advantage means they are always considered "Active" when consulting the Stealth results table.
- * **Natural Swimmers:** Lizardmen's tails make them powerful swimmers, giving them +2 on all Swimming rolls and increasing their swimming Pace to equal their Swimming die.
- * **Natural Weapons:** Bite: Str+d6 (right head), horns: Str+d6 (left head).
- * **Powers:** Priests know the following powers: *armor* (hardened scales), *beast friend* (reptiles, amphibians, and dinosaurs), *blast* (victims shredded by spectral dinosaurs), *bolt* (thunderlizard teeth), *entangle* (vines), *fog cloud*, *knockdown* (charged by a spectral triceratops), *smite* (obsidian shards), *summon beast* (reptiles, amphibians, and dinosaurs), and *summon herald* (Wild Card T-Rex).
- * **Size +1:** These monstrosities average 8' tall.
- * **Two Heads:** A two-headed lizardman draws two action cards and takes a complete and separate turn on both cards. Spells and abilities which affect reasoning, such as *puppet*, Smarts Tricks, and Tests of Will,

are resisted by each head separately. Destroying one of its heads requires a Called Shot (–4) which inflicts at least a single wound. The remaining head is destroyed only when the creature is slain.

WAR CAPTAIN

War captains are senior warriors who lead a company of warriors, ‘raptor riders, or thunderlizard artillery. Their rank is denoted by their bone corselet and flint sword, the latter a weapon reserved only for captains. Turnover among captains is very high, for the Tyrant Lizard King has no tolerance for failure.

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

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

Pace: 6; **Parry:** 7; **Toughness:** 9 (3)

Hindrances: —

Edges: Command, Combat Reflexes, Fervor, Level Headed

Gear: Bone corselet (+3), stegosaurus plate medium shield (+1 Parry), flint long sword (Str+d8)

Treasure: Worthwhile

Special Abilities:

- * **Keen Senses:** Lizardmen “taste” the air, giving them +2 to all Notice rolls. This ever-present advantage means they are always considered “Active” when consulting the Stealth results table.
- * **Natural Swimmers:** Lizardmen’s tails make them powerful swimmers, giving them +2 on all Swimming rolls and increasing their swimming Pace to equal their Swimming die.

LJÓSÁLFAR

As with dökkálfar, ljósálfar are unrelated to elves, despite the name meaning “light elf.” Ljósálfar are sun-light spirits, servants of Sigel. Ljósálfar are noncorporeal spirits comprising nothing more than a ball of light. Most often they flit around fey woods by day. Occasionally one takes a shine to a mortal (almost always a follower of Sigel) and accompanies him on his travels, providing constant illumination. Although such ljósálfar are sometimes given names and attributed personalities, they are near-mindless spirits.

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

Skills: Notice d10

Pace: 1; **Parry:** 2; **Toughness:** 6

Treasure: None

Special Abilities:

- * **Ethereal:** Can only be harmed by spells and magic weapons. Ljósálfar cannot pass through solid objects, but can flit through the tiniest gap.
- * **Fly:** Pace 6.
- * **Glow:** Ljósálfar appear as a Large Burst Template filled with sunlight. This counts as actual sunlight, not merely bright light.

- * **Size –2:** Ljósálfar are only a few inches in diameter.
- * **Small:** Attackers are –2 to attack rolls against the creature, due to its size.



MAGE BANE

Many stories exist about how mage banes come into existence. Some claim they are the spirits of mages who never fulfilled their potential in life. Others insist they are servants of Maera drawn to the misuse of her gift of magic. A few suggest they are elementals from the realm of magic, while others speak of them as physical manifestations of the Siphoning. One growing theory is that they are gray riders whose physical form has been slain. It is certainly true the two entities share many traits, and mage banes, like gray riders, were unheard of before the Siphoning began.

Mage banes appear as gray, faceless humanoids, with wispy, multi-colored threads of magic trailing from their bodies like a tattered cloak blowing in the wind.

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

Skills: Fighting d6, Knowledge (Arcana) d12, Notice d6, Spellcasting d12, Stealth d8

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

Treasure: None

Special Abilities:

- * **Absence of Magic:** Cannot be detected by *detect* spells.
- * **Automatic Dispel:** Any time a mage within 24” of a mage bane successfully casts a spell, the mage bane may cast *dispel* as a free action. The spell need not be targeted at the mage bane for this to occur.
- * **Backlash:** Mage banes are immune to the Siphoning. If they roll a 1 on their Spellcasting die, regardless of Wild Die, they are Shaken. On a critical failure, they suffer a wound.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Enhance Siphoning:** Within 12” of a mage bane, Siphoning occurs if a mage fails to cast a spell. Roll 2d6 and consult the Siphoning Table. A roll of 1 on the arcane skill die, regardless of Wild Die, causes the mage to roll 3d6 and take the lowest two. On a critical failure, he rolls 4d6 and takes the lowest two.
- * **Invulnerability:** Mage banes are immune to spells cast by characters who suffer the Siphoning. This affects all wizards except hrimwisards, relics which use an arcane skill die other than Faith, and monsters with the Spellcasting skill.
- * **Magic Drain:** On a successful Touch Attack (+2 Fighting) against a mage, the mage bane reduces the victim’s arcane skill die (all of them for a rune mage) by one die type unless the victim succeeds in an opposed Spirit roll. An arcane skill dropping below a d4 means the mage has lost access to his magic. Lost dice return at the rate of one die step per day.
- * **Magic Sense:** Mage banes use *detect arcana* as a natural sense.

discover a relic placed beside their head. If these gifts are from the moðsognar, their reasons for such an act of generosity are yet to be unveiled.

MAGE-SMITH

Attributes: Agility d8, Smarts d12+1, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d6, Intimidation d8, Investigation d10, Knowledge (Alchemy) d12+2, Knowledge (Arcana) d12+2, Notice d8, Spellcasting d12+2

Pace: 6; **Parry:** 5; **Toughness:** 9 (2)

Edges: Alchemy, Combine Spells, Improved Concentration, Improved Focus, Master (Alchemy, Arcana, Spellcasting), Spell Finesse (every appropriate option for each spell they know), Strong Willed

Gear: Heavy leather apron (+2, torso and legs only), large hammer (Str+d8)

Treasure: Treasure Trove, plus 1d4 relics

Special Abilities:

- * **Darkvision:** Ignore all darkness penalties.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing powers and +4 on Trait rolls to resist opposed powers. Does not affect spells the moðsognar casts on itself.
- * **Magic Aptitude:** Moðsognar can use a relic without needing to attune.
- * **Magic Sense:** Moðsognar can determine a relic's powers simply by touching it.
- * **Powers:** Moðsognar know at least 2d10 spells and ignore spell lists. They may change the trapping of any spell with each casting.
- * **Semi-Immortal:** Immune to disease, poisons, and aging, whether magical effects or mundane.
- * **Weakness (Sunlight):** Moðsognar must make a Vigor roll each hour they are in sunlight or suffer an automatic wound.

MOON DOG

Moon dogs appear similar to large wolfhounds, but have a pale cream coat. Despite being larger than wolves, they are reputed to be puppies of Maera's faithful hound, Garm, who escaped their father's gaze and made their way to the realm of mortals. Like all puppies, they can be playful, mischievous, or aggressive. While packs have been known to aid clerics of Maera and mages in trouble, suddenly appearing out of nowhere, they are just as likely to ignore a spellcaster in distress or even savage him.

A cleric of Maera with the Beast Master Edge may have a moon dog companion. However, if killed, the moon dog is not automatically replaced with another. Instead, the cleric must track down a pack of moon dogs in order to gain a replacement.

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

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

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

Treasure: None

Special Abilities:

- * **Arcane Resistance:** Moon dogs gain varying Arcane Resistance depending on the phase of the moon (see below). Modifiers apply as Armor against damage-causing powers and on Trait rolls to resist opposed powers.
- * **Bite:** Str+d6.
- * **Dispelling Bark:** As an action, a moon dog can emit a loud bark. This works as the *dispel* power. The arcane skill die varies by the phase of the moon (see below).
- * **Fleet Footed:** Moon dogs roll a d10 when running instead of a d6.
- * **Go for the Throat:** Moon dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- * **Magic Sense:** Moon dogs use *detect arcana* as a natural sense.
- * **Moon Senses:** So long as the moon is visible to a moon dog, it ignores all darkness penalties. Unlike mortals, moon dogs can see the Deorcmonan in the heavens.
- * **Moon Step:** Moon dogs can *teleport* as a free action using their Spirit as their arcane skill, but only when the moon is in the sky (see below). This replaces their standard movement for the round.

VARIABLE POWERS

Some of the moon dogs' powers vary with the phase of the moon. These are detailed below. *Teleport* distances are per success and raise.

Phase	Arc Res	Dispel	Teleport
None	None	d4	5"
Quarter	+1	d6	10"
Half	+2	d8	15"
Three-Quarter	+3	d10	20"
Full	+4	d12	40"

MOSS MAN

Moss men are mobile, semi-intelligent humanoid plants composed of tightly packed bark, moss, vines, and grass. They have a mouth tipped with sharp thorns which function as teeth and softly glowing yellow eyes. Moss men have no society of their own, instead serving creatures such as fungals, leshiji, and tree men as guards. They honor Eostre Plantmother in primitive ways and have no love of animals, sentient or otherwise.

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

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

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

Treasure: None

Special Abilities:

- * **Animate Plants:** As an action, a moss man can make a Spirit roll to animate plants in the vicinity. This otherwise functions as the *entangle* spell.

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- * **Bite:** Str+d4.
- * **Camouflage:** Moss men gain +4 to Stealth rolls in areas of vegetation due to their appearance.
- * **Defensive Spores:** When Shaken by a physical attack, moss men automatically release a cloud of choking spores as an action. The cloud fills a Medium Burst Template centered on the moss man. Creatures within the Template must make a Vigor roll or be Shaken. Moss men are immune to the spores.
- * **Fear of Fire:** A moss man must make a Guts roll to move adjacent to a creature carrying a naked flame (such as a torch). This applies equally to coldfire and fire.
- * **Plant:** +2 to recover from being Shaken. Called Shots do no extra damage. Piercing attacks such as arrows and spears cause no damage. Not subject to Tests of Will.

MYLING

Children who die without being baptized into a cult have no god to claim them. Such unfortunates are generally gathered by the demon lords and dragged screaming into the Abyss.

During Hela's madness, countless souls of these damned children escaped, appearing in the mortal world as mylings. Since the children were never accepted into a cult, they were never buried in hallowed ground. While many of these waifs died of natural causes, such as disease or starvation, others were murder victims, or deformed or mentally ill children abandoned in the wilderness by their parents and left to die.

Mylings take two forms. The first is a ghostly translucent child, typically of five to 13 years of age (14 is the age of adulthood across Rassilon). The second is an animated skeleton.

Mylings are anchored to within one mile of where their bones lie. They approach lone travelers at night, asking for the stranger to carry their bones to the nearest graveyard so they can receive proper burial rites and ascend to Scaetha's Hall. They gladly lead their victims to their burial site and indicate where their bones lie. Once the bones are picked up, the spirit enters them.

As the graveyard comes into sight, the bones grow steadily heavier and heavier. In order to complete his task, the carrier must make three Strength rolls—the first at -1, the second at -2, and the third at -4. If he fails a roll, he collapses to the ground with a level of Fatigue and the enraged myling animates its skeleton and attacks. Refusing to carry the myling also causes it to become enraged and animate its bones. Should the carrier succeed, the myling comes to Scaetha's attention and is carried off to her Hall for judgment.

Slaying a myling does not halt its existence. The ghost and bones vanish, reappearing at the original burial site on the first night of the next Deorcmonan. Only by carrying the bones into a hallowed graveyard can the creature be permanently slain.

GHOSTLY FORM

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

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

Pace: 6; **Parry:** 5; **Toughness:** 4

Treasure: None

Special Abilities:

- * **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- * **Size -1:** Mylings appear as ghostly children of 5-13 years old.

SKELETAL FORM

Special Abilities:

- * **Claws:** When someone fails to carry a myling to a graveyard it manifests terrible claws. These inflict Str+d8 damage and ignore all nonmagical armor. If a hero is wearing relic armor, only the magical bonus provides protection.
- * **Enraged:** If a person refuses to carry a myling or cannot complete its task, the myling goes Berserk automatically. While berserk, it attacks only using Wild Attacks.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Size -1:** Myling skeletons average 4-5' tall.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to disease and poison.

OGRE



CHIEFTAIN

Ogres not adopted by orcs and goblins live in small family groups. Occasionally, these families bond into a clan under a powerful chieftain. Chieftains are smarter than other ogres, though by human standards they possess only average intelligence. What makes them dangerous is their ability to coordinate raids and stir their followers into a bloodthirsty frenzy.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d12

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

Pace: 7; **Parry:** 6; **Toughness:** 12 (1)

Gear: Thick hides (+1), massive club (Str+d8)

Treasure: Worthwhile

Special Abilities

- * **Command:** Allies within 5" are +1 to unShake.
- * **Improved Sweep:** May attack all adjacent creatures at no penalty.
- * **Infravision:** Ogres halve penalties for bad lighting when attacking living targets.
- * **Instill Frenzy:** By spending a benny, a chieftain causes all ogres within 5" to go Berserk as per the Edge.

- * **Size +3:** Most ogres are over 8' tall with pot-bellies and massive arms and legs.

PRIEST

Ogre priests are rare creatures, found only in a handful of tribes across Rassilon. All are servants of Dargar, god of slaughter and destruction. While they certainly possess the destructive and bloodthirsty streaks required to honor Dargar, they lack the intellect to understand the deeper meaning of the religious aspects.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d12

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

Pace: 7; **Parry:** 6; **Toughness:** 12 (1)

Gear: Thick hides (+1), massive club (Str+d8)

Treasure: Meager

Special Abilities

- * **Infravision:** Ogres halve penalties for bad lighting when attacking living targets.
- * **Improved Sweep:** May attack all adjacent creatures at no penalty.
- * **Powers:** *Battle song*, *boost/lower trait* (Strength, Vigor, Fighting, Shooting, and Throwing only), *smite* (weapon grows spikes)
- * **Size +3:** Most ogres are over 8' tall with pot-bellies and massive arms and legs.
- * **Wild Card:** A Wild Card ogre priest should have the Disciple of Dargar Edge.

OOZE

Oozes are unintelligent blobs of matter. Scholars debate whether they are natural creatures, the result of failed experiments from bygone days, or lesser minions of the dark gods. Some clerics argue oozes are the physical manifestations of the civilized races' collective sins, evil matter birthed by evil thoughts and deeds.

ACID

These vile terrors are milky-white, amorphous blobs whose secretions are highly acidic. So powerful is their secretion that it can dissolve all known substances. Their favorite tactic is to grapple their prey, subjecting them to constant attack.

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

Skills: Fighting d6, Notice d6, Stealth d8

Pace: 2; **Parry:** 5; **Toughness:** 6

Treasure: None

Special Abilities:

- * **Acid:** The armor of a victim Shaken or wounded by an acid ooze's pseudopod or grapple has its Armor Protection automatically lowered by one point. When it reaches zero, the armor rots away to nothing. If an acid ooze is Shaken or wounded by a weapon, the

weapon has its damage die lowered by one die type immediately. When it drops below d4, the weapon dissolves. Acid damaged armor and weapons cannot be repaired.

- * **Camouflage:** When lying still, acid oozes gain +4 to Stealth rolls.
- * **Grapple:** If an acid ooze grapples a foe, he suffers 2d6 damage per round. All equipment permanently loses 2 points of Toughness and armor and weapons suffer as above for each round the grapple is maintained. Objects reduced to Toughness zero are destroyed. An acid ooze may only envelope one foe at a time, regardless of the victim's size.
- * **Immunity (Acid):** Immune to acid.
- * **Mindless:** Immune to Fear, Smarts Tricks, and Tests of Will.
- * **Pseudopod:** 2d6 damage, Reach 2. An acid ooze can extend a single pseudopod each round.

PUS

Pus oozes are blobs of sickening red, green, and yellow goo, which constantly weep thick, sticky pus from open sores. The diseases a pus ooze carries are detailed in the *Hellfrost Bestiary*.

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

Skills: Notice d8, Shooting d8, Stealth d10

Pace: 2; **Parry:** 2; **Toughness:** 5

Treasure: None

Special Abilities:

- * **Disease:** The disease a pus ooze carries ranges from the mildly debilitating to the downright lethal. GMs may either draw a single card to determine the disease or pick one. Clubs indicate the sniffles. Diamonds means the ooze carries Vali's revenge. Hearts indicates red pox, and Spades the deadly black lung. On a Joker, the disease is especially virulent, increasing the Vigor penalty by -2. Redraw to determine the actual disease.
- * **Explosive Pus:** When a pus ooze is Shaken or wounded it spurts pus at all adjacent creatures. Anyone in range must make an Agility roll at -2 or be hit.
- * **Fear:** Anyone seeing the creature must make a Guts roll.
- * **Immunity (Disease):** Immune to disease and poison.
- * **Mindless:** Immune to Fear, Smarts Tricks, and Tests of Will.
- * **Spurt Pus:** With a successful Shooting roll, a pus ooze can spurt a glob of pus at Range 1/2/4. Victims must make a Vigor roll as appropriate to the disease or become infected.
- * **Weakness (Antibiotics):** A dose of antibiotics sprinkled over a pus ooze causes 2d6 damage. As an improvised weapon, a dose can be thrown to Range 3/6/12 and affects a 1" square.

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ORC

Considered by many to be the vilest sentient race, orcs are rapacious and murderous. Although they act tough around weaker races, orcs are all too often bullied into submission by giants.

ELITE BERSERKER

Elite berserkers have the ability to shrug off wounds which would normally kill a lesser being. This makes them considerably more dangerous to their comrades should they run amok. Even a single elite berserker is a threat to an adventuring party.

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

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

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

Edges: Improved Frenzy, Sweep

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

Treasure: None

Special Abilities:

- * **Berserk:** These orcs begin any encounter already berserk, as per the Edge. Their stat block reflects these changes. Wild Card berserkers ignore wound penalties.
- * **Fearless:** Berserkers are immune to Fear and Intimidation.
- * **Hardy:** Multiple Shaken results never cause a wound.
- * **Size +1:** Orcs are slightly larger than humans.
- * **Unstoppable:** Whenever one is wounded by any means other than a Heavy Weapon or area effect attack, draw a card from the action deck. A red card or Joker indicates the berserker is disabled as normal and out of the fight. A black card means the orc ignores all damage from the attack.

HERO KILLER

Hero killers, also known as death dealers, rain a barrage of devastating blows on their enemies. In battle they use their Frenzy and Sweep Edges to cut a path through to enemy commanders and heroes, whereupon they unleash their most deadly attack. Regardless of a tribe's religious affiliation, hero killers always honor Dargar.

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

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

Pace: 6; **Parry:** 7; **Toughness:** 10 (2)

Edges: Block, Combat Reflexes, Frenzy, Sweep

Gear: Chain hauberk (+2), pot helm (+3), great axe (Str+d10, -1 Parry, 2-hands)

Treasure: Meager

Special Abilities:

- * **Flurry of Blows:** If a hero killer hits with a Fighting attack, it may immediately make another attack against

the same target as a free action. Free attacks incur a cumulative -1 penalty per additional attack made in the same round. So long as each attack hits there is no limit to how many times a round this ability may be used. If any attack fails to hit, the ability ends for the round. This is incompatible with Frenzy and Sweep.

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

HUSCARL

Orc huscarls are elite warriors who have taken an oath in front of the tribe never to turn against the chieftain, to protect his life at any cost, and to never stand as chieftain of their tribe. In return for this vow of loyalty, huscarls are richly rewarded from the spoils of war. In battle, they remain close to the chieftain, using their Shieldwall Edge to protect him from harm.

Some chieftains allow favored drummers and priests the protection of their huscarls.

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

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

Pace: 6; **Parry:** 8; **Toughness:** 9 (2)

Hindrances: Loyal (to chief only), Vow (Major; never oppose the chief, protect chief's life)

Edges: Combat Reflexes, Shieldwall

Gear: Chain hauberk (+2), pot helm (+3), large shield (+2 Parry), long sword or battle axe (Str+d8)

Treasure: Worthwhile

Special Abilities:

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

INFILTRATOR

King Nagrat of Orcmark has gone against millennia of tradition by training runts to be something other than sword fodder and expendable assets. Scout, trap disarmer, assassin, and thief all rolled into one, infiltrators are deployed to sow chaos, poison or steal supplies, locate targets for artillery, steal plans, and kill enemy commanders. Weak in combat skills, they attack only from ambush, and preferably while their opponents are asleep.

They are given single *voice on the wind* alchemical devices before deployment. This allows them to pass back information to their officers as soon as it is learned—if they are captured or killed before reaching the safety of their own lines, Nagrat still benefits from a “successful mission.” Rare and trusted infiltrators may be provided other beneficial alchemical devices containing *boost*, *fog cloud*, or *invisibility* spells.

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

Skills: Climbing d8, Fighting d6, Guts d8, Lockpicking d6, Notice d8, Shooting d6, Stealth d8, Survival d6, Swimming d8, Tracking d8

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

Gear: Leather armor (+1), small shield (+1 Parry), short

sword (Str+d6), bow (Range: 12/24/48, Damage: 2d6), *voice on the wind* alchemical device

Treasure: Meager

Special Abilities:

- * **Woodsmen:** Scouts have +2 to Stealth, Survival, and Tracking rolls made in the wilderness.

MEAT SHIELD

Meat shields are near-fearless but heavily subjugated and obedient runts, though they do not begin life this way. Subjected to relentless torture and mental conditioning, meat shields serve as suicidal guardians to important members of the tribe, such as chieftains, war marshals, drummers, and priests. They live only to throw their bodies in front of incoming blows, thus protecting their masters from injury.

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

Skills: Fighting d4, Guts d10, Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 5

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

Treasure: None

Special Abilities:

- * **Meat Shield:** At the start of each round, these orcs must nominate one adjacent ally. If the ally is successfully attacked, any damage is taken by the meat shield instead. Against area effect attacks, each adjacent meat shield gives their nominated ally two points of full-cover Armor.



PRIEST, ALTERNATE

Swap the stock priest's powers with the appropriate entry below for gods other than Thrym.

- * **Dargar Powers:** *Armor* (magical armor), *battle song* (victims' eyes glow red), *bolt* (axes), *boost/lower trait* (Strength, Vigor, Fighting, Shooting, and Throwing only), *smite* (weapon sharpens or grows spikes), *summon demon* (chain, demonic soldier, lasher, spined, steed only), *warrior's gift* (victims' eyes glow yellow).
- * **Niht Powers:** *Bolt* (dark skulls), *deflection* (shrouded in darkness), *fear* (horrible visions), *obscure* (inky darkness), *quickness*, *summon elemental* (shadow only).
- * **Vali Powers:** *Armor* (flies cling to target), *disease*, *entangle* (flies), *fear* (victim sees himself diseased), *smite* (corrosive slime), *summon demon* (changeling, imp, plague, succubus/incubus only).

SNIPER

While many orc tribes employ missile weapons, common archers are merely warriors equipped with bows. Orcs know from bitter experience that an army stripped of its leaders is prone to confusion or collapse. Snipers, well-trained in archery and stealth, are employed to target enemy commanders, spellcasters, and heroes.

NEW ORC TRIBAL TRAITS

Orcs belong to tribes, and each tribe has its own unique feel. In *Hellfrost*, this is represented by a Tribal Trait. All members of the tribe receive the same trait, be it an Edge, Hindrance, or a Special Ability, though not every tribe has to have a special edge over the heroes. Below are a number of additional orc tribes and their special traits. GMs should feel free to create their own tribes and tribal traits.

- * **Black Blood:** Followers of Vali, god of disease, all members of the tribe have +2 to resist poison and disease. Clerics honor only Vali.
- * **Dargar's Spawn:** Infamous for their brutality and ferociousness. All chieftains, priests, and warriors have the Berserk Edge. Clerics honor only Dargar.
- * **The Invincible:** The Invincible favor set piece battles over ambushes and raids. All warriors have the Shieldwall Edge. In combat, the front rank forms a shieldwall and uses the Defend maneuver while the second rank use long spears to stab at foes attacking the wall, a tactic they learned from the frost dwarves.
- * **Thousand Stings:** These orcs carry bee or hornet nests wrapped in heavy blankets. With a Throwing roll, the orc can unfurl the nest to Range 2/4/8. This deviates as an area effect attack. The round *after* the nest lands, a swarm of angry bees (see *Hellfrost Bestiary*) enters play.

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

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

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

Edges: Marksman, Mighty Shot

Gear: Leather armor (+1), short sword (Str+d6), long bow (Range: 15/30/60, Damage: Str+d6)

Treasure: Meager

Special Abilities:

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

STANDARD BEARER

Not every tribe has a drummer or war marshal at its disposal. When a chieftain needs to spur on his troops and does not wish to risk his own neck, he calls on a standard bearer.

Note that the standard bearer rarely has any special powers—his leadership abilities are a result of the banner he carries aloft. Typical standards involve skulls, bones, and flayed skin.

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

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

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

Gear: Plate corselet (+3), battle axe (Str+d8)

Treasure: Worthwhile

Special Abilities:

- * **Raise the Standard:** So long as the standard is raised, all orcs within 5" are +1 to recover from being Shaken, +1 to Fighting damage, and +1 Toughness. If the standard falls, all benefits are immediately lost. The standard typically has Toughness 8.
- * **Size +1:** Orcs are slightly larger than humans.

WALL BREAKER

The Saxa shieldwall formation is not impregnable, but a strong line can thwart most foes for many hours. While orcs are not averse to throwing bodies at shieldwalls in a bid to punch a hole, sometimes speed is of the essence. On such occasions, the commander of a tribe fortunate to have a skilled cleric or mage may wheel out the wall breakers, fanatical runts carrying a powerful alchemical device set to explode when broken or subjected to heavy impact.

Their task is straightforward—run at the shieldwall and literally blow a hole through it. Wall breakers are sometimes employed in sieges, though only against relatively flimsy defenses, such as wooden palisades.

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

Skills: Fighting d4, Guts d8, Notice d4

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

Gear: *Blast* alchemical device (3d6 damage, Medium Burst Template, variable trappings; may also have AP 2 and/or Heavy Weapon)

Treasure: None

Special Abilities:

- * **Explosive:** The alchemical device can be targeted with a Called Shot (–2). If struck, it detonates. When a wall breaker is killed, draw a card from the action deck. On a black Jack through Ace, the device explodes when the orc hits the ground.
- * **Fleet Footed:** Wall breakers roll a d10 running die, instead of a d6.



WAR MARSHAL

While orc chieftains are expected to lead from the front, most lack strategic and tactical acumen. Instead, their leadership style is one of threats and whipping warriors into blood frenzy with promises of carnage and booty. Such tactics are well-suited for raids on lightly-defended steads, but little use against a well-trained enemy force. Some tribes make use of a war marshal, an orc warrior possessed of above-average intelligence and a solid grasp of military tactics. Unlike chieftains, war marshals are not frontline commanders—they are far too valuable to risk in battle. Instead, they employ drummers and runners to communicate tactical and strategic commands from the safety of the rear lines.

As an alternative to using the Edges below, the GM

can draw a card and use the General's Abilities table on page 27. This is especially useful after the party has encountered one war marshal, and it keeps them guessing as to the orc's abilities.

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

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

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

Edges: Command, Cry Havoc, Level Headed, Tactician

Gear: Chain hauberk (+2), medium shield (+1 Parry), long sword (Str+d8)

Treasure: Worthwhile

Special Abilities:

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



PLAGUE LORD

Plague lords are Plaguebearers or Verminlords who underwent a dark ritual to corrupt their flesh. Blessed by their foul deity, plague lords have power over carrion flies, and are able to break down their physical form into a swarm of disease-ridden, biting flies. As their name implies, plague lords exist solely to spread disease and corruption.

Although plague lords are extremely rare, the Peacekeepers maintain a constant vigil for their presence. Any outbreaks of plague are thoroughly investigated by the militant healers. If it is not stopped quickly, a lone plague lord is capable of infecting hundreds or even thousands of victims.

HUMANOID FORM

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

Skills: Faith d10, Fighting d8, Guts d8, Intimidation d8, Stealth d8

Charisma: –2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Various

Edges: Arcane Background (Miracles), Disciple of Vali

Powers: *Armor* (flies crawl over skin), *aura* (cloud of biting flies), *barrier* (flies), *beast friend* (flies only), *disease*, *obscure* (cloud of flies), *stun* (victims choke on flies), *summon beast* (biting fly swarms only)

Gear: Long sword (Str+d8)

Treasure: Worthwhile

Special Abilities:

- * **Shape Change:** By making a Smarts roll as an action, a plague lord can assume the form of a swarm of flies. Any wounds, Fatigue levels, and spells affecting the plague lord are carried over to the alternate form.

SWARM FORM

Unlike a regular swarm, this variant is a fully sentient Wild Card.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

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

Treasure: None

Special Abilities:

- * **Bite:** Fly swarms inflict thousands 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.
- * **Disease:** Anyone Shaken or wounded by the swarm must make a Vigor roll or become infected with black lung (see *Hellfrost Bestiary*).
- * **Flight:** Pace 12.
- * **Shape Change:** By making a Smarts roll as an action, a plague lord can assume humanoid form. Any wounds, Fatigue levels, and spells affecting the plague lord are carried over to the alternate form.
- * **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.



PLANT PATCH

Plant patches are static areas of vegetation harmful or hampering to those who enter the template they fill.

Unlike other creatures, patches are treated as inanimate objects. They have a Toughness score and special abilities, but no other Traits. Neither do they draw action cards. Plant patches fill a single 1" square, though they are often encountered in larger clumps. In such cases, each 1" area is treated as a separate plant.

All patches share a common base stat block. This is then modified based on the specific type of plant.

Brief notes on specific types of plant patch are given below. Identifying a specific patch of vegetation requires a Survival roll as an action.

Bind Weed: Growing in dense, twisted patches, bind weed is notoriously difficult to walk through as barbed surface roots catch on clothing and flesh. Even elves, who call it knotweed, find the going hard.

Firebush: The thick, waxy leaves of the firebush exude a powerful digestive enzyme. Their preferred diet is insects and small birds, which they lure to their doom with fragrant, bright red flowers. The only substance the enzyme cannot dissolve is glass. Armorers and weaponsmiths are known to use the enzyme to etch metal.

Ironthorn: Named both for the ruddy color of their

thorns and the thorns' tough, bladed edges, ironthorns can literally flay the flesh off creatures passing through a patch unless they proceed with care. Woodsy folk use thorndarts to stitch deep wounds.

Niht Bloom: The black flowers of the Niht bloom plant release a soporific when disturbed.

Spore Mold: Spore mold resembles a tightly packed clump of fungus. It uses passing animals to activate its reproductive cycle—a cloud of minute spores are emitted when the patch is disturbed. The spores are relatively harmless, but do attach to creatures. When the creature next rolls on the ground (as animals tend to do), the spores are worked into the soil and produce a new patch of mold.

Stinkberry: Beloved of young pranksters and clerics of the Unknowable One, stinkberry is named after its bright purple berries. When crushed, they exude a foul-smelling yellow paste that lingers for days on skin and clothing. Handled carefully, the berries can be collected. Some stimulant herbal brews make some use of stinkberries.

Tangle Vine: Found only in deciduous forests, tangle vine appears to be ground-covering ivy at first glance. Only by careful study can its true nature be revealed. Tangle vine patches are capable of limited movement, which they use to ensnare prey. Lacking any form of intelligence, the vines grasp at anything within reach, smothering the target and then constricting. It is also known as chokeweed.

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PLANT PATCH

Toughness: 10

Treasure: None

Special Abilities:

- * **Inanimate Object:** Parry 2. Damage rolls against them do not count raises on the attack roll, nor Aces. Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- * **Patch Abilities:** Each type of plant has a unique ability. Victims suffer effects immediately on entering a patch.
- * **Bind Weed:** Characters treat each 1" of movement as 3". Elves, disciples of Freo, and creatures with Forest Born suffer less—they treat each 1" of movement as 2".
- * **Firebush:** 2d4 damage to the least armored location.
- * **Ironthorn:** Creatures must make an Agility roll, –2 if running. Characters may elect to proceed more carefully. They treat each 1" of movement through the patch as 2" and cannot run, but need not make the Agility roll. Failure results in 2d4 damage to the least armored location.
- * **Niht Bloom:** Vigor roll at –2. Covering one's mouth and nose gives a +2 bonus. Failure causes a level of Fatigue. This can lead to Incapacitation (deep sleep), but never Death. One level of Fatigue is recovered for each 30 minutes of rest.
- * **Spore Mold:** Vigor roll to avoid being Shaken from violent coughing.
- * **Stinkberry:** Anyone who moves through a patch of stinkberry suffers –1 Charisma. This is cumulative up to a maximum –4 Charisma penalty. The only way to remove the foul odor is to wash in wine, vinegar, or similar liquid or wait four days until the stench fades naturally.
- * **Tangle Vine:** The vines make a grapple attack. They roll a d8 for any die roll related to grappling, including damage.

POLAR BEAR

ARMORED WAR BEAR

Armored war polar bears are used by a small few orc tribes dwelling in the High Winterlands. Clad in thick hide armor to protect their head and torso, and fitted with sharpened bone claw extensions, these ferocious beasts are used both as mounts and shock troops. In small tribes, only the most important members use polar bear mounts. The Frost Rider tribe makes extensive use of polar bear cavalry. Armored war polar bears count as trained mounts in combat.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d12

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

Pace: 6; **Parry:** 6; **Toughness:** 12 (2)

Gear: Thick hide armor (+2; torso and head)

Treasure: None

Special Abilities:

- * **Armor +1:** Thick fur and fat.
- * **Bear Hug:** Bears do not actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- * **Claws:** Str+d6+2.
- * **Resistance (Cold):** Immune to background cold. Half damage from cold and ice attacks.
- * **Semi-Aquatic:** Polar bears can stay submerged for 5 minutes.
- * **Size +2:** These creatures stand up to 9' tall and weigh over 1200 pounds each.
- * **Snow Walker:** Treats rough ice as normal terrain, smooth ice as rough ice, and every inch of movement in snow as 1.5" instead of 2".

RUST HOUND

Rust hounds are large beasts resembling a cross between a die wolf and a large dog. Their fur is universally red-brown, the color of rust, as are their eyes. Scorched into their fur and flesh are runes of decay and ruin. A rust hound's saliva causes metal to rust at an alarming rate, as does its blood.

Clerics of Tiw claim these vicious canines were created by Eira, who stole Tiw's faithful war dogs and warped them as an act of revenge when the gods' marriage broke up. Naturally, clerics of Eira refute this claim, preferring to place the creatures' existence firmly in the lap of Dargar, god of destruction.

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

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

Pace: 10; **Parry:** 6; **Toughness:** 6

Treasure: None

Special Abilities

- * **Bite:** Str+d6.
- * **Fleet-Footed:** Rust hounds roll a d10 instead of a d6 when running.
- * **Rust:** If a victim Shaken or wounded by a rust hound's bite is wearing metal armor, its Armor Protection in that location is automatically lowered by one point. When it reaches zero, the armor rusts away to nothing. If a rust hound is Shaken or wounded by a metal weapon, the weapon has its damage die lowered one die type immediately. When it drops below d4, the weapon rusts to dust. Rusted armor and weapons cannot be repaired.
- * **Spittle Spray:** If a rust hound forgoes all movement and actions in a round, it can shake its maw, spraying corrosive saliva over all adjacent targets. This works as per the Improved Sweep Edge. Victims take no dam-

age. Instead, any metal armor or held metal weapons on victims who are “hit” by the attack suffer the effects of rust (see above).

SCRATCHER

Scratchers are felines, similar in size to a bobcat. They have wide back feet, long claws, and powerful legs. Their fur is striped black and brown.

When hunting, they close to within a few yards and turn their back on their prey. Using their powerful legs and wide feet, they then scratch at the soil, flinging it at their foe. While the prey is distracted, they turn and leap to the attack, holding on with their front claws while ripping the unfortunate creature to shreds with their hind legs.

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

Skills: Climbing d10, Fighting d6, Guts d8, Notice d6, Swimming d8

Pace: 6; **Parry:** 5; **Toughness:** 4

Treasure: None

Special Abilities:

- * **Back Claws:** Str+d8.
- * **Debris Spray:** Unless surprised, a scratcher begins combat by flinging dirt in its foe’s face. This counts as an Agility Trick, but can be used a maximum range of 3”.
- * **Front Claws/Bite:** Str+d6.
- * **Pounce:** Scratchers often pounce on their prey to best get a secure grip. It can leap 3”, ignoring intervening difficult ground, to gain +4 to its attack. Its Parry is reduced by –2 until its next action when performing the maneuver, however.
- * **Rend:** A scratcher scoring a raise on a Fighting roll has leapt onto its prey. Each round the grip is maintained, it automatically hits the victim’s torso for 2d8 damage. Removing a scratcher requires an opposed Strength roll as an action.
- * **Size –2:** Scratchers are only 2’ long.
- * **Small:** Attackers are –2 to attack rolls against the creature, due to its size.

SENGELKLAWA

Found only in dank marshes, sengelklawas (seng-elk-lah-wuhs) are vaguely similar to crabs, except for their size and their single, oversized claw, which protrudes from the top of their shell. It is from this they take their name, for sengelklawa literally translates from Auld Saxa as “single claw.” They lurk just below the surface of the water, with only their eyestalks protruding. When prey comes within range, their claw whips out to grapple and crush.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+1, Vigor d8

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

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

Treasure: Meager, in lair

Special Abilities:

- * **Ambush:** The sengelklawa makes a Stealth roll opposed by the Notice skill of prey within 2”. If the creature wins, it gains +2 to attack that round, or +4 with a raise. If the victim was on Hold, he may try to interrupt the creature as normal.
- * **Armor +3:** Sengelklawas have thick shells.
- * **Claw:** Str+d6, Reach 2, AP 2.
- * **Grapple:** A sengelklawa which scores a raise on its Fighting roll automatically grapples its prey. On subsequent rounds it tries to inflict its Strength damage.
- * **Size +1:** These creatures weigh over 300 pounds.

SHADOW WIGHT

Shadow wights are dark souls without a host body given power to assume a semi-corporeal form through necromantic rituals. They appear as smoky humanoids with glittering red eyes whose lower bodies trail away into wispy vapors. Full of hate and malice toward the living, they are masters of hit-and-run attacks, slashing at victims and then vanishing through walls, only to reappear moments later from a totally different and unexpected direction.

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

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

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

Treasure: None.

Special Abilities:

- * **Become Corporeal:** As an action, a shadow wight can become totally incorporeal (or vice versa). It is immune to all damage except that caused by magic but cannot use its claws. In its spectral form it may pass through solid objects.
- * **Burrow:** Shadow wights do not actually physically burrow through materials, but their ability to pass through solid matter while incorporeal gives them similar ambush potential. When a shadow wight emerges from solid matter, victims must make a Notice roll opposed by the wight’s Stealth. If the creature wins, it gains +2 to attack and damage that round, +4 with a raise.
- * **Claw:** Str+d6. A shadow wight’s claws ignore all armor except the *armor* spell.
- * **Glide:** Shadow wights ignore penalties for difficult ground and leave no tracks.
- * **Semi-Incorporeal:** Damage dice from mundane sources never Ace when attacking a shadow wight. Relics and spells work normally (a sword with *smite* Aces as normal and grants the spell’s damage bonus).
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to poison and disease.

SHARK

Sharks swim in the warm waters off the coasts. Only

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the much-feared megalodon haunts the colder sea further north. Fishermen are in the most danger, for the smell of bloody fish attracts these voracious predators.

TYPICAL MAN-EATER

These statistics cover most medium-sized man-eaters, such as tiger, mako, and bull sharks.

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

Skills: Fighting d8, Guts d6, Notice d12

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

Treasure: None

Special Abilities:

- * **Aquatic:** Pace 10.
- * **Bite:** Str+d6.
- * **Feeding Frenzy:** Once there is a significant amount of blood in the water (usually one wound), all sharks present go into a feeding frenzy and add +2 to their attacks and damage for the rest of the fight.

GREAT WHITE

These statistics cover great whites measuring 18 to 25 feet long. Larger specimens do exist.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d8, Notice d12

Pace: —; **Parry:** 7; **Toughness:** 12

Treasure: Meager, in stomach

Special Abilities:

- * **Aquatic:** Pace 10.
- * **Bite:** Str+d8.
- * **Feeding Frenzy:** Once there is a significant amount of blood in the water (usually one wound), all sharks present go into a feeding frenzy and add +2 to their attacks and damage for the rest of the fight.
- * **Hardy:** Second Shaken does not cause a wound.
- * **Large:** Attackers add +2 to their attack rolls when attacking a Great White, due to its large size.
- * **Size +4:** Great whites can grow up to 25' in length.



MEGALODON

These massive predators are large enough to attack the biggest warships, and have done so on several occasions. Fortunately, they rarely come close to shore, preferring to lurk in the deeper oceans. The kreana priests (see *Hellfrost Bestiary*) are believed to be able to summon them, and the race reveres them as avatars of their bloodthirsty god.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+8, Vigor d12

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

Pace: —; **Parry:** 7; **Toughness:** 18 (2)

Treasure: Treasure Trove, in stomach

Special Abilities:

- * **Aquatic:** Pace 10.
- * **Armor +2:** Thick skin.
- * **Bite:** Str+d12.
- * **Gargantuan:** Heavy Armor. Attacks against them by man-size creatures are made at +4. A megalodon's attacks are Heavy Weapons. Add Size to damage when stomping (only possible for this beast if it manages to breach up and onto a vessel).
- * **Size +8:** Megalodons are over 60' long.
- * **Swallow:** If a megalodon scores a raise on its Fighting roll against foes of Size +3 or smaller, it has swallowed them. Victims are at -4 to any physical rolls while inside its gut and -4 to damage. Victims must make a Vigor roll each round or gain a level of Fatigue. This can lead to Death.

SHIVERSPRITE

Shiversprites are man-sized humanoids of blue-white hue, with spiky icicles for hair and burning blue eyes. Shiversprites appear only when the temperature is be-



low freezing, and seem to delight in adding to misery by conjuring terrible blizzards.

No one is sure as to whether these creatures are true fey or some sort of Hellfrost beast. Whatever their origin, most sages do agree that they are in league with Thrym and that their appearance early in the fall heralds the start of a bad winter.

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

Skills: Fighting d8, Hrimwisardry d10, Notice d6, Stealth d10

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

Treasure: None

Special Abilities:

- * **Armor +2:** Hard, icy skin.
- * **Deflection:** As a free action, a shiversprite can cloak itself in swirling snow. Attackers suffer a -2 penalty to attack rolls. Although a natural form of magic, invoking this power counts as Maintaining a spell.
- * **Icy Claws:** Str+d4. Victims must make a Vigor roll, -2 if the fey scored a raise. The victim can add bonuses for cold weather clothing. On a failure, he suffers the chills and must redraw any action cards over 10, not including Jokers. This effect lasts until the end of the next round.
- * **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.
- * **Powers:** Shiversprites invoke magic as hrimwisards and know the following spells: *aura*, *bolt*, *blade-breaker*, *fatigue* (frostbite—recovered as per cold temperatures), *storm* (blizzard only), *summon elemental* (coldfire, ice, and slush only). They can switch trappings between cold, coldfire, and ice at will.
- * **Weakness (Fire):** Takes double damage from heat or fire.

SKELETON

BALEFIRE SKELETON

Swathed in balefire of varying color and with bones charred jet black, these unholy fiends can scorch nearby foes and throw crackling balls of balefire at distant enemies. They are created through the *greater zombie* spell from corpses killed in conflagrations.

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

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

Pace: 7; **Parry:** 5; **Toughness:** 7

Treasure: None

Special Abilities

- * **Balefire Aura:** At the end of its movement, all adjacent creatures (except other balefire skeletons) suffer 2d6 damage.
- * **Balefire Ball:** Range: 6/12/24; Damage: 2d6 plus

chance of catching fire.

* **Bony Claws:** Str+d4.

* **Fearless:** Skeletons are immune to fear and Intimidation.

* **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to disease and poison.

BRITTLEBONE SKELETON

As skeletons age, their bones become extremely brittle. A skeleton must be at least 50 years old to become (or be reanimated as) a brittlebone.

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

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

Pace: 7; **Parry:** 5; **Toughness:** 6

Gear: Varies, but typically a short sword, axe, or mace (Str+d6)

Treasure: Meager per 3 skeletons

Special Abilities

* **Bony Claws:** Str+d4.

* **Brittle:** If a brittlebone skeleton rolls a 1 on a Trait roll while performing a physical action, it is automatically Shaken as a part of it falls off. Agility Tricks against a skeleton that cause a Shaken result are treated as a physical attack.

* **Choking Cloud:** A wounded brittlebone skeleton explodes in a choking cloud of bone and dust. All adjacent air-breathing creatures must make a Vigor roll or be Shaken.

* **Fearless:** Skeletons are immune to fear and Intimidation.

* **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to disease and poison.



COMMANDER

Unlike common skeletons, the skeletal commander retains more of its combat skills and is equipped with functional, if somewhat dilapidated, armaments.

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

Skills: Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d4, Riding d8, Shooting d8

Pace: 7; **Parry:** 7; **Toughness:** 10 (3)

Edges: Command, Level Headed, Tactician

Gear: Rusty plate corselet (+3), rusty chain limbs (+2), full helmet (+2), medium shield (+1 Parry), battle axe (Str+d8), skeletal war horse

Treasure: None

Special Abilities:

* **Bony Claws:** Str+d4.

* **Fearless:** Immune to Fear and Intimidation.

* **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to disease and poison. Ignores wound penalties.

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SKELETAL HUSCARI

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

Skills: Fighting d8, Intimidation d8, Notice d4, Riding d8, Throwing d8

Pace: 7; **Parry:** 8; **Toughness:** 9 (2)

Gear: Rusty chain hauberk (+2), open helm (+2), battle axe (Str+d8), medium shield (+1 Parry), two throwing axes (Range: 3/6/12, Str+d6)

Special Abilities:

- * **Block:** +1 Parry.
- * **Bony Claws:** Str+d4.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to disease and poison.

SKELETAL WAR HORSE

Attributes: Agility d8, Smarts d4(A), Spirit d4, Strength d12+2, Vigor d10

Skills: Fighting d8, Notice d6

Pace: 9; **Parry:** 6; **Toughness:** 11

Treasure: None

Special Abilities:

- * **Fearless:** Immune to Fear and Intimidation.
- * **Fleet Footed:** War horses roll a d10 when running instead of a d6.
- * **Kick:** Str+d4.
- * **Size +2:** Skeletal warhorses lack the bulk of their living counterparts but are still large.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to disease and poison.



SOUL HUNTER

Soul hunters are a form of undead, created by vile necromancers through Hela-inspired visions. They serve one purpose—to steal souls from the living. These souls are then collected, corrupted, and used to empower skeletons, zombies, and other near-mindless undead. These vile creatures resemble withered corpses, though their eyes glow brilliant blue. Fragments of souls they have stolen swirl around them like corpse-candles, ephemeral balls of glowing lights of red, blue, and white.

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

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

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

Treasure: None

Special Abilities:

- * **Animate Dead:** By spending a benny, a soul hunter can automatically create one skeleton or zombie within 12" as a free action. There must be a corpse present for this power to work. So long as there are corpses available, the soul hunter may spend as many bennies

as it possesses in a single round. The undead come into play on the round after being animated.

- * **Claws:** Str+d6.
- * **Damnation:** A creature slain by a soul hunter does not go to Scaetha's hall. Instead, the soul is transported directly to Hela's dark realm.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Random Bennies:** Although NPC Wild Cards, soul hunters do not automatically begin with two bennies. Instead, they start with 1d6 bennies.
- * **Sense Living:** A soul hunter can automatically detect living creatures within 24". They suffer no penalties for darkness or concealment and always count as active sentries.
- * **Soul Hunter:** Once per round, as a free action, a soul hunter can teleport up to 10" so long as its movement ends with it adjacent to a soul-possessing foe wounded or killed that round (constructs, demons, elementals, fey, plants, and undead do not have souls). This circumvents First Strike and does not count as Withdrawing from Melee.
- * **Soul Siphon:** For each wound a soul hunter inflicts on a target with a soul it gains one benny. These bennies can be used only to Soak wounds or animate dead.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to poison and disease.

SPELL THIEF

Spell thieves (spelpjófr in Auld Saxa) are hunched humanoids covered in wispy, dark-colored fur, with long twitching noses and beady black eyes. Many clothe themselves in rags to conceal their appearance. They have never been heard to speak, though they do giggle and chitter in high-pitched voices.

These annoying creatures, for they cannot be said to be truly malevolent, stalk mages, rob them of a spell or two, and then scamper away. While the stolen spells are recovered when the thief is slain, catching them is not an easy task.

Opinions are divided regarding the origin of spell thieves. The two main opinions are that they are servants of Maera sent to punish mages who misuse their power or servants of the Unknowable One dispatched to rob mages of their spells to teach them not to rely solely on their magic. A small few sages claim they are linked to the Siphoning, but this is very unlikely as they have been recorded for centuries. If anything, their numbers have been declining since the Siphoning began.

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

Skills: Fighting d4, Guts d8, Notice d8, Stealth d10

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

Treasure: None

Special Abilities:

- * **Fleet Footed:** Rolls a d10 running die.
- * **Improved Arcane Resistance:** +4 Armor against

damage-causing powers and +4 on Trait rolls to resist opposed powers.

- * **Improved Block:** +2 Parry. Spell thieves are poor combatants, but they are expert at avoiding blows.
- * **Improved Dodge:** Ranged attacks against the spell thief are made at -2; +2 to rolls to avoid area effect attacks.
- * **Spell Steal:** If a mage within 12" of a spell thief casts a spell, successfully or not, the spell thief makes a Smarts roll opposed by the arcane skill roll. With success, the spell thief steals the spell. Its effects are cancelled, and the caster cannot cast the spell again until the spell thief is slain.

SPIDER, GIANT (ALTERNATE)

All giant spiders share a basic stat block. Specific types of spider have unique special abilities. For instance, a Sword Spider has the Sword ability in addition to Bite, Darkvision, and Wall Walker. GMs may also wish to experiment with crossbreeds. A trapdoor spider with poison blades would make for a deadly foe.

Giant spiders are typically of roughly equal size to an adult male human, including their legs. However, larger species are known.

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

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

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

Treasure: Worthwhile, in lair

Special Abilities:

- * **Bite:** Str+d6.
- * **Darkvision:** Hairs on the spiders' bodies allow them to sense movement up to 3" away. They ignore all penalties for dark lighting (or *invisibility*) within this distance.
- * **Wall Walker:** A spider may move along any surface at its full Pace. It can also run without penalty, even when hanging upside down.

SPECIFIC TYPES

- * **Blade:** Blade spiders are named for the sharp, bony tips on the front pair of legs. These inflict Str+d8 damage. Blades spiders may attack with both forelimbs in that same round, but suffer a -2 penalty to both Fighting rolls. They may not use a blade in any round they bite.
- * **Leaping:** This species of giant spider may move their base Pace while leaping, thus ignoring intervening difficult ground. They may run before and/or after a leap, but not during. Leaping spiders subtract their Pace when jumping down from heights.
- * **Paralysis (-4):** Victims Shaken or wounded by a spider's bite must make a Vigor roll at -4 or be paralyzed for 2d6 rounds. Victims fall prone.
- * **Poison (-2):** Victims Shaken or wounded by a spider's bite must make a Vigor roll at -2 or suffer an

automatic wound. This counts as a separate attack for the purpose of Soaking.

- * **Trapdoor:** Trapdoor spiders are ambush predators. They live in burrows with a concealed entrance. When prey passes within 3", they lunge to attack. When they attack from hiding, victims must make a Notice roll opposed by the spider's Stealth. If the creature wins, it gains +2 to attack and damage that round, +4 with a raise.
- * **Web:** These spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with Range 3/6/12. Anything caught in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

SPIRIT

Spirits are detailed in the *Hellfrost Bestiary*. As written, all spirits have Spirit d10. This entry provides a quick, alternate way to determine a random value for the Spirit die, thus preventing the party from being able to make assumptions based on past experiences.

The GM draws a card from the action deck. A Spade suit indicates a Wild Card spirit, which has a d6 Wild Die. On average, the Spirit die is lower than a d10, but the chance of the spirit being a Wild Card balances this.

Card	Spirit Die
2-3	d4
4-7	d6
8-10	d8
Jack	d10
Queen	d12
King	d12+1
Ace	d12+2
Joker	d12+2 and d10 Wild Die

HAMINGJA

Hamingjar (sing. hamingja) are luck spirits, sent by the gods to reward mortals. Rather than taking the Fortune Glory reward as written, a hero may instead choose to be rewarded with a hamingja. Note this as "Hamingja Fortune" on the character sheet. The outcome is the same for the hero, in that he gains a benny.

However, a hamingja may be loaned to another person. This requires an action from the hero and must be done completely willingly (so you cannot use *puppet* to force a character to loan you his hamingja). In essence, instead of receiving a personal benny, the character now has one he can share with his comrades.

Furthermore, hamingja can be passed down through generations. A hero may, at any time prior to his death, bequeath his hamingja to a living blood relative (and only a living blood relative) as a free action. The new host need not meet the Glory requirement for this to happen. This allows a new character to begin with an extra benny due to his relative's heroic actions. The original hero now loses control of the spirit and may never take it back under his command (though he may be loaned it).

OPTIONAL SWARM RULES

The following rules for swarms are optional. The first is designed to make swarms more of a challenge, while the second modifies Toughness to allow for differences in template size.

NEW SPECIAL ABILITIES

* **Merge:** If two Small Burst Template swarms overlap, they form into a single Medium Burst Template swarm automatically. Three Small swarms form a Large Burst Template swarm, as does the merging of a Small and Medium swarm. Swarms may never exceed a Large Burst Template in size.

* **Resilient:** A swarm larger than a Small Burst Template which takes a wound is not automatically destroyed. Instead, it shrinks to the next smallest template size. A Small Burst Template swarm taking a wound is destroyed. Area effect attacks which inflict multiple wounds shrink the template by one size per wound caused.

VARIABLE SWARM TOUGHNESS

Swarms have varying Toughness. Small Burst Template swarms are Toughness 5, Medium ones Toughness 6, and Large ones Toughness 7. Vigor remains unchanged from a d10.

No hero may have more than one hamingja under any circumstances, regardless of his Glory or ancestral favors.

SURGE

Small, strong, nimble, devoid of teeth and claws and carrying no weapons, these gray-skinned, wingless imps appear harmless. Wizards who have encountered them before know that is far from the truth. Like the gray riders, they came into being only in the last three decades, and are somehow intricately linked to the Siphoning.

Surges attack only spellcasters subject to the Siphoning, having absolutely no interest in anyone else. The fiend's only form of attack is to latch onto a foe using the Grapple maneuver. It does not bite or claw, nor does it try to pin its prey. Instead, it forces the victim to cast a spell in the hope of inducing the Siphoning.

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

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

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

Treasure: None.

Special Abilities:

* **Detect Arcana:** Surges have *detect arcana* as a normal sense.

- * **Grapple:** A surge merely latches onto its prey when it secures a grapple. Victims are not hindered, and may take actions without penalty. However, so long as the surge remains attached, it may use an action to force its victim to cast a spell of its choice at targets it selects. This is an action for the surge, not the victim. The victim may cast a spell during his turn as normal.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing powers and +4 on Trait rolls to resist opposed powers.
- * **Size -2:** Surges are the size of small animals.
- * **Small:** Attackers are -2 to attack rolls against the creature due to its size.



SWARM

Sometimes the deadliest foes come in the smallest packages. A swarm is treated just like a creature. When it is Incapacitated, the swarm is effectively dispersed. Unless otherwise stated, swarms cover an area equal to a Medium Burst Template and attack everyone within every round. Note that swarms in Hellfrost are Wild Card opponents.

BLOOD EEL

While individual blood eels can deliver a nasty bite, they are rarely a mortal threat. However, when they swarm they can strip the flesh of a man in seconds and devour schools of fish in minutes. Blood eels are found mainly in the Narrows and Inner Sea, though large swarms have been reported along the coast of Alantaris Isle. Their presence is given away by frothing, bubbling water. Those who have encountered blood eels before, quickly turn and leave the area.

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

Skills: Notice d6

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

Treasure: None

Special Abilities:

- * **Aquatic:** Pace 10.
- * **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.
- * **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. Stomping is not an option, since the beasts tend to attack from beneath the surface.

CORPSE RAVEN SWARM

Ravens, known to Saxa as “battle scavengers,” are

considered unlucky birds. By comparison, corpse ravens, a separate breed, are considered highly dangerous. Corpse ravens resemble regular ravens, but feast only on those fallen in battle. Some say they are servants of Hela. Others insist they are pets of Tiw, allowed to feed only on the mortal remains of heroes whose spirits now rest in Tiw's Hall of Battle. Whomever they serve, they are blessed with the ability to raise the dead. A typical corpse raven swarm 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:

- * **Animate Dead:** If any corpses lie beneath the swarm's template, the swarm makes a Spirit roll as a free action. Each success and raise animates one of the corpses as a skeleton or zombie (as best suits the corpses' condition). The undead enters play at the start of the next round.
- * **Flight:** Pace 12.
- * **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- * **Peck:** Swarms inflict hundreds of pecks every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location.
- * **Swarm:** Parry +2. Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally.

IMMATURE COLD FIRE BEETLE SWARM

Coldfire beetles (see page 34) lay hundreds of eggs at a time. Of these, only the strongest one or two will survive to adulthood, and then only by consuming their kin. However, when the swarm of hatchlings detects larger prey, it acts as a single, voracious entity.

The coldfire of an individual immature beetle is barely powerful enough to scorch tinder-dry paper, but produces bright light. Placed inside a glass jar, a handful of coldfire beetles' coldfire spurts acts as a lantern (albeit with a cold, blue-white light) for one week. After this time, only a single, somewhat larger, beetle remains—it has the same intensity as a candle and is good for a month (after which time its coldfire can melt the container, allowing it to escape).

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:

- * **Burn:** Swarms inflict hundreds of coldfire burns every round to their victims, hitting automatically and causing 2d4 coldfire damage to everyone in the template. Damage is applied to the least armored location. Victims

have a chance of catching fire.

- * **Immunity (Cold):** Immune to background cold. Takes no damage from cold attacks.
- * **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.
- * **Weakness (Fire):** Takes double damage from heat or fire.

SPIDER SWARM

A spider swarm might comprise scores or hundreds of larger spiders, such as those of tarantula size, or thousands of smaller ones. While all spiders bite, not all spider swarms are venomous. As such, the Poison special ability is optional.

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:

- * **Binding Webs:** Spider swarms coat their victims in sticky webs. A non-spider creature that begins its turn in or enters the swarm's template has its base Pace and running die halved until a Strength roll is made as an action. Multiple exposures to the webbing while already under the effects do not produce a cumulative effect.
- * **Bite:** Swarms inflict hundreds of tiny 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.
- * **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*. *Beast friend* works as normal.
- * **Poison:** Anyone Shaken or wounded by a venomous spider swarm must make a Vigor roll or be paralyzed for 1d6 rounds from the venom.
- * **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. Spider swarms are foiled by jumping in water.

STENCH BATS

Stench bats are widely purported to be creations of the Unknowable One, though many say Vali had some input. Stench bats drive away predators by flapping around them and dispensing copious quantities of foul-smelling urine. If that was not bad enough, their urine is also highly flammable. Stench bats have brown fur tinged yellow around the lower body.

TALKING ANIMALS

While Wood Wardens and many fey can talk with mundane animals, most mortals have no way to communicate with beasts. Even *beast friend* grants no ability to understand a beast, though it does allow the spellcaster to control its actions. Several versions of *voice on the wind* allow animals to act as messengers, though in this instance it does not grant any conversational ability beyond recalling the message.

A rare few animals, however, can converse with the sentient races in their own languages. Typically these are messengers of the gods or powerful fey nobles, imbued with limited intellect and often for a short duration. A very rare few animals have the permanent ability to talk and understand human terms. These are always servants of some greater power. Most talking animals, however, are not capable of holding detailed conversations and are generally used to pass on simple missives to specific people.

One must also remember that despite being gifted with the ability to talk, they remain animals in all other ways. A squirrel, for instance, understands about trees, nuts, predators, and many forest animals, but it is very unlikely to use human names and terms. An oak may simply be known as a “harvest source,” while a wild cat may be a “clawed terror.”

Encountering a talking animal, while extremely rare and likely to rouse much interest from the local populace, is not considered frightening. Many legends tell of heroes guided or aided by talking beasts. That said, few citizens will ever converse with an animal directly in their lifetime or even meet someone who has.

Most talking animals use the stats for Small Animals from the *Hellfrost Bestiary*.

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

Skills: Notice d6

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

Treasure: None

Special Abilities:

- * **Fly:** Pace 10.
- * **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- * **Roost:** Anyone in a stench bat's foul-smelling roost who does not cover their mouth and nose must make a Vigor roll at –2 every 10 minutes or suffer a level of Fatigue. This can lead to Incapacitation, but not Death. Recovery requires 10 minutes breathing clean air.
- * **Susceptible (Fire):** Stench bats suffer +4 damage

from fire-based attacks. This does *not* include heat trappings.

- * **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.
- * **Urine:** Anyone caught under the template must make an Agility roll at –2 or be Shaken by the acrid stench. Anyone carrying an exposed flame who fails the roll, immediately catches fire, suffering 1d10 damage. Other heroes who fail are treated as being flammable for the next hour or until they douse themselves in a gallon of non-flammable liquid, whichever comes first.

STORM CROW SWARM

Swarms of normal-sized storm crows are most commonly seen before and during thunderstorms, where they wheel in the sky in great flocks. During such times, lightning crackles along their wings. A typical storm crow swarm fills a Medium Burst Template.

Attributes: Agility d10, Smarts d6(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

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

Treasure: None

Special Abilities:

- * **Aerial Acrobat:** Storm crow swarms are nimble fliers. While airborne they have the Improved Dodge Edge.
- * **Electrical Surge:** On each round the swarm draws a Club for initiative, the birds become encased in crackling lightning. During such times the crows do not peck. Instead, any creature in the template suffers 2d6 damage with an electricity trapping.
- * **Flight:** Pace 12.
- * **Immunity:** Storm crows are immune to any effects involving air and electricity, including magic.
- * **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- * **Peck:** Swarms inflict hundreds of pecks every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location.
- * **Swarm:** Parry +2. Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally.



TROLL

SHADOW

Shadow trolls, also known as deep trolls and dark trolls, inhabit the dark recesses of the Underearth, never venturing onto the surface world except at night or on days when the sun is blocked by dense, heavy clouds. On the latter, they wrap themselves in shadows to prevent exposure to the weak sunlight and rarely tarry, for any

exposure to sunlight can be fatal. Those unable to return to the safety of the Underearth while the sun shines, risk being turned to stone.

Shadow trolls are small and wiry with midnight black skin and feral, yellow eyes. Their preferred tactic is to concentrate on a single victim and rip it to shreds. They dine primarily on small animals, but will devour anything they can kill.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d10

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

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

Gear: Thrown rock (Range: 3/4/8, Damage: Str+d4)

Treasure: Worthwhile, in lair

Special Abilities:

- * **Armor +1:** Rubbery hide.
- * **Claws:** Str+d4.
- * **Darkvision:** Shadow trolls ignore all darkness penalties.
- * **Deepen Shadows:** By making a Spirit roll as an action, a shadow troll can deepen shadows in a Large Burst Template centered on its person. Lighting conditions move one step toward Pitch Black, two with a raise. This ability remains in play until the beast is Shaken or wounded.
- * **Regeneration (Fast):** Trolls make a natural Healing roll every round, even after death. They cannot heal wounds caused by sunlight or a magical light trapping. Decapitation (a Finishing Move) also prevents regeneration.
- * **Rend:** If a shadow troll successfully strikes a single victim with two claw attacks in the same round, it causes an additional 2d8 damage. This is treated as a separate attack for the purposes of Soaking.
- * **Two Fisted:** May make a Fighting roll with each hand with no multi action penalty.
- * **Weakness (Sunlight):** Shadow trolls must make a Vigor roll each round they are in sunlight or suffer an automatic wound. A shadow troll which is Incapacitated by its weakness is turned to stone.



VÖLVA

The word völva is Auld Saxa, and translates as “wand carrier.” Völvas are servants of the Norns, and are the spirits of former clerics. They can be male or female (though females are more common) and have the gift of foresight. They are most often seen when a child of note is born, appearing at the bedside to speak prophecies of glory or doom. In game terms, any hero with either Bad Luck or Luck was once visited by a völva in his cradle and cursed or blessed.

Völvas can be summoned from their graves to speak of the future, though the process is arduous. This first requires the resting place of their physical remains to be located. The likelihood of a hero knowing this information is slim—he may make a Knowledge (Folklore) roll at -6. More likely, the petitioner must consult a sage, a

cleric of the Norns, or undertake an adventure to gain the knowledge.

Once the grave is found, a lengthy and complex ritual must be performed. Such rituals have been performed only rarely and the prayers and songs necessary to awaken a völva are long forgotten. A kind GM may allow a Knowledge (Folklore) roll at -6. Otherwise, learning the information should involve an adventure.

The ritual must begin on the first night of the full moon and end as the moon sets on the fourth day. Incense and offerings which must be used during the ritual cost 500 gs. The petitioner must then make a Knowledge (Religion) roll to perform the ritual correctly. With success, the völva is summoned. On a failure, the spirit remains dormant and the ritual was for naught.

The völva may be asked one question, but it must be posed by the petitioner—the seer ignores all other questions. It will answer any questions with unerring accuracy, but never reveals a mortal’s fate. The GM should avoid answering questions to which he does not know the answer. For example, the heroes are planning to raid a frost giant castle. Asking “Will I survive the fight against the frost giants?” elicits only a response along the lines of “What has been woven shall come to pass.” The GM, unless he wishes to rig the outcome of the adventure against the giants, simply has no way of knowing whether the hero will conquer or perish. However, questions like “Where is the frost giants’ hold?” “Does the frost giant jarl have a magic weapon”, or “How many giants will we face?” are answered accurately, though the answers may be cryptic or presented as riddles.

Once the question is answered, the völva attempts to return to her rest. A petitioner wishing to know more may attempt an opposed Spirit roll. If he wins, he may ask a second question. This process is repeated until the völva wins the Spirit roll.

Völvas have just a single attribute—Spirit d10. They cannot be bound, controlled, hampered, or harmed by any mortal means. If attacked, they fade into nothingness. Nothing can prevent this.



WINTER HAG

Blue-skinned, white-haired, and ugly as sin, winter hags are servants of Thrym. Winter hags were once priestesses of Thunor. Through reasons of their own, they switched faith to the god of the frozen north wind, and were duly cursed by Thunor for their treachery. They are also known as blizzard witches, Hellfrost hags, and handmaidens of Thrym. Similar creatures have been seen in Witchwood, though whether these are emissaries of Thrym or a different but related species loyal to the Ice Queen has yet to be determined.

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

Skills: Faith d10, Fighting d8, Intimidation d8, Notice d8, Shooting d10, Survival d8

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

Gear: Heavy robes (+1), staff (Str+d4, Reach 1, +1 Parry)

HELLFROST: RASSILON EXPANSION

Treasure: Worthwhile

Special Abilities:

- * **Claws:** Str+d4.
- * **Freezing Breath:** This works as the *burst* spell except it uses Shooting as the arcane skill and is not subject to backlash. The hag's breath has a cold trapping.
- * **Heat Lethargy:** Winter hags have -1 to all Trait rolls in temperatures over 53 degrees.
- * **Improved Snow Walker:** Treats snow and ice as normal terrain.
- * **Powers:** *aura* (coldfire), *bolt* (cold, ice, or coldfire), *deflection* (swirling snow), *entangle* (victims encased in ice), *fear* (Hellfrost dragon roar), and *summon elemental* (coldfire, ice, or slush only).
- * **Resistance (Cold):** Immune to background cold. Half damage from cold, coldfire, and ice attacks.
- * **Slave to Winter:** Winter hags use the same modifiers as himwisards when casting spells.
- * **Storm Song:** Once per day, a winter hag may create a *storm* (a blizzard) with an automatic success. By forfeiting the use of this power for a week, the *storm* is summoned with a raise instead.
- * **Susceptibility (Fire):** Takes +4 damage from heat or fire.
- * **Weakness (Air/Electricity):** Takes double damage from spells with an air or electricity trapping.

WOLF, FENRIS

There are many species of wolf in Rassilon. Some, like mundane wolves, are a threat to armed heroes only when natural prey is scarce. Others, such as dire and dread wolves, are more openly aggressive. Among the most feared are Fenris wolves, monstrous beasts with powerful, oversized jaws and teeth capable of slicing through steel armor.

Fenris wolves are the result of breeding between Dargar's pet wolf, Fenric, and mundane wolves. Although the Compact prohibits the gods from direct interference in mortal affairs, no mention was made of their animal companions. While creatures of flesh and bone, Fenris wolves nonetheless possess all the unbridled ferocity of their sire. They think nothing of attacking even a heavily armed party of veteran warriors.

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

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

Pace: 8; **Parry:** 6; **Toughness:** 7

Treasure: None

Special Abilities:

- * **Bite:** Str+d8, AP 2.
- * **Fleet Footed:** Fenris wolves roll a d10 when running instead of a d6.
- * **Go for the Throat:** Fenris wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- * **Howl:** A Fenris wolf 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 be Shaken.

- * **Size +1:** Fenris wolves stand 6' at the shoulder.

WOLF, GRAVE

During the aftermath of the Liche-Priest's reign and the Blizzard War, many wolves dined heartily on corpses. Over the centuries, their descendants have acquired a taste only for rotting flesh. Grave wolves are scavengers, attacking living prey only in self-defense or to safeguard a meal. In recent times they have begun digging up graveyards and newly-formed barrow mounds to reach food. Grave wolves appear identical to regular wolves, save for strips of decomposing flesh wedged between their teeth.

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

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

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

Treasure: None

Special Abilities:

- * **Fleet Footed:** Wolves roll a d10 when running instead of a d6.
- * **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- * **Infected Bite:** Str+d4. Anyone wounded by the bite must make a Vigor roll or suffer infection. Infected wounds can be healed only through natural Healing.
- * **Size -1:** Wolves are relatively small.

WOLF, VARCOLAC

During Hela's madness, some evil souls took the opportunity to infest the remains of dead wolves. Such souls were typically berserkers unclaimed by Dargar, and psychotic lunatics. On occasion, Dargar unleashes one of his einherjar (see page 42) but orders it to inhabit a wolf's corpse. Varcolac wolves can be crated through the *zombie* power, though the caster suffers a -2 penalty as he is trying to channel a specific type of evil soul.

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

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

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

Treasure: None

Special Abilities:

- * **Berserk:** A Shaken varcolac automatically goes Berserk, as per the Edge.
- * **Fleet Footed:** Wolves roll a d10 when running instead of a d6.
- * **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- * **Hardy:** When a varcolac goes berserk, it no longer

suffers a wound from cumulative Shaken effects.

- * **Size -1:** Wolves are relatively small.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage (except the head). Immune to disease and poison.

WRAITH

Wraiths (known in Anari as specters) are spirits that chose not to venture to the afterlife, but to remain in the mortal world. They are guardian spirits, lurking unseen and unheard in the darkest recesses of towns, cities, temples, and castles. Bound to their chosen haunt, wraiths cannot move beyond their confines under any circumstances. Wraiths are rarely found alone—castles may boast a score, and large cities as many as a hundred. Only when intruders make a home in their lair do they rouse. Usurpers and conquering armies are their preferred prey, though the more aggressive of them target thieves and guests who breach the ancient laws of hospitality.

Once awakened, they use their powers to harass interlopers, slowly driving those who should not be there insane through subtle spells, or by “encouraging” them to take their own lives. Ageless and immortal, wraiths prefer a slow, lingering assault on the senses rather than a swift hammer blow, though if the intruders appear not to be setting up home, a swift, all-out attack is often the only viable tactic. They appear only as shadows or moving objects at the corner of one’s vision (vanishing when one looks directly at them), and as whispering voices on the wind.

Completely immaterial, wraiths are more akin to sentient memories than ghosts. They can only be harmed through the *banish* spell, which forces them to move on to the afterlife for judgment. The only way to placate a wraith is to leave its home.

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

Skills: Intimidation d10, Notice d12, Spellcasting d10, Stealth d12+4, Taunt d10

Pace: 6; **Parry:** 2; **Toughness:** 4

Treasure: None

Special Abilities:

- * **Immaterial:** Wraiths can pass through solid matter.
- * **Invulnerability:** Immune to all forms of attack except their Weakness.
- * **Powers:** *Fear, light, lower trait* (no boost), *nightmare, obscure, panic* (no bless), *puppet, silence, telekinesis, voice on the wind*.
- * **Unusual Sense:** Wraiths instinctively know when someone who should not be present enters the territory they guard.
- * **Weakness (Banish):** The only way to rid oneself of a wraith is through *banish*.

WYVERN

Wyverns are scaled, flying creatures, with some simi-



larities to dragons. Unlike dragons, wyverns have only two legs. While dragons evolved having four limbs as well as wings, the forelimbs of the wyvern evolved into wings. Batlike in structure, the wings are supported by a short bone, equivalent to a human forearm, with long, thin “fingers” supporting the wing membrane. Two claws attached to the wyverns’ equivalent of the wrist are used when grappling large, aerial prey. When attacking smaller prey, wyverns use their powerful clawed feet or their mouths.

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

Skills: Fighting d8, Notice d8, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 11 (2)

Treasure: Worthwhile, in lair.

Special Abilities:

- * **Armor +2:** Thick scales.
- * **Bite/Claws:** Str+d8. A wyvern may not bite in the same round it uses its claws to attack.

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- * **Flight:** Pace 12.
- * **Grapple:** Wyverns are capable of grappling creatures of up to Size +1 with their clawed feet. Wyverns bite grappled prey (inflicting Str+d8 damage with a +2 bonus to Fighting rolls) while carrying them airborne. Once at a suitable height, the prey is dropped to its death. In aerial combat or against larger ground-based prey, wyverns use their claws and feet to grapple foes. They gain +2 to grapple rolls against such foes.
- * **Improved Dodge:** Wyverns are extremely maneuverable when airborne. While aloft, ranged attacks against them suffer a -2 penalty. They have +2 to Agility rolls to avoid area effect attacks when allowed.
- * **Size +3:** Wyverns are larger than horses.
- * **Tail:** Strength damage, Reach 1. Wyverns use their tail to slap smaller creatures.

ZOMBIE

Not all zombies are created equally. The following special abilities may be assigned to the standard zombie stat block. A zombie may be Fresh or Putrefying, but never both.

- * **Big Zombie, Small Zombie:** Zombies retain their flesh. Thus, if the corpse was Brawny, Obese, or Small, the zombie retains the same features.
- * **Contagious:** A victim slain by a contagious zombie rises as a contagious zombie at the start of the next round. Contagious zombies can be created through the *greater zombie* spell. Faith rolls to create these zombies are made at -2.
- * **Fresh:** Fresh zombies are animated from the recently dead. While they cannot pass as living creatures, they are less decayed than their older cousins and thus more maneuverable. They have Pace 6. They also retain more intelligence, having Smarts d6.
- * **Gut-Spill:** The zombie's intestines spill from its abdomen and pool around its legs. Anyone moving adjacent to or who is adjacent and moves away from the zombie must make an Agility roll as a free action or fall prone. The zombie can use its intestines like a lasso. This allows it to make grapple attacks at Reach 2. Gut-spill zombies are created using the *zombie* spell (-1 penalty) but the corpse must be no more than a week old.
- * **Hardy:** Only creatable by a Disciple of Hela using the *greater zombie* power, these undead do not suffer wounds from successive Shaken results.
- * **Insect Ridden:** An adjacent attacker who Shakes an insect ridden zombie in melee combat must make a Spirit roll to avoid being Shaken as creepy-crawlies emerge and scatter over his hands. This ability only works on an individual attacker once per fight. After this, he quickly becomes jaded. Created using the *zombie* power and a corpse riddled with insects.
- * **Missing Limb or Organ:** Not every zombie comes from an intact corpse of adult human proportions.

A zombie can have one or more Hindrances from Bad Eyes, Blind, Lame, One Arm, One Eye, and One Leg.

- * **Putrefying:** Raised at the stage when the flesh begins to drip from the bone, these zombies are ghastly to behold. They have the Fear special ability. When a living creature first moves adjacent to one of these zombies it must make a Vigor roll or be Shaken as it gags on the stench. Whether he succeeds or fails, he is then immune to the stench for 24 hours.
- * **Age:** Permanently berserk, as per the Edge of that name. Creating one of these rare zombies requires the corpse of a berserker who was frenzied at the time of his death and the *zombie* spell.



ZOMBIE LORD

Not all zombies are mindless and sluggish. The zombie lord is an intelligent zombie, capable of creating zombies with a single touch of its rotting hands.

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

Skills: Faith d10, Fighting d8, Intimidation d8, Knowledge (Arcana) d8, Notice d8, Stealth d6

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

Treasure: Treasure Trove, in lair

Special Abilities:

- * **Death Touch:** The touch of a zombie lord can drain the life of its victims. Instead of a normal attack, a zombie lord may make a Touch Attack (+2). Every success and raise on its Fighting roll automatically inflicts one wound to its target.
- * **Necromancy:** A zombie lord has the *zombie* and *greater zombie* powers, and gains a +2 bonus when within a battlefield, graveyard, mausoleum, or other place commonly associated with death. Any zombies the lord creates are permanent. Zombie lords are typically surrounded by 3d10 zombies.
- * **Sire:** A victim Incapacitated by the zombie lord's Death Touch has a 50% chance of dying and returning to life as a zombie at the start of the next round. Make this roll before rolling on the Incapacitation table.
- * **Stench of Death:** Zombie lords reek of death. The first time a character gets within 3" of a zombie lord, he must make a Vigor roll or be Shaken for 1d6 rounds. Whether he succeeds or fails, he is then immune to the stench for 24 hours.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage (except the head). Immune to disease and poison. Ignores wound penalties.
- * **Weakness (Head):** Called Shots to a zombie's head work as normal.

RESOURCE MANAGEMENT



Although *Hellfrost* is primarily a game about adventuring and heroic deeds, it also rewards characters who have invested in the Noble, Rich, or Filthy Rich Edges, or achieved positions of power through roleplaying. In order to use the rules in this chapter the hero must have one of the aforementioned Edges or the GM's express permission.

This chapter takes a look at managing an income-producing resource, whether that is a noble's domain, a guild, a mercantile enterprise, a temple, a mercenary company, or even a school. For convenience, all of these are referred to as Resources (with a capital R). Because the most likely type of Resource in a typical campaign is a noble's domain, we often refer to the owner as a noble. This title is interchangeable with guildmaster, mercenary captain, priest and paladin, dean, naval captain, merchant prince, or whatever else the owner of the specific Resource may be called.

It is important to note that these rules are not an accurate accounting system for every gold shield or designed to simulate detailed land management. They provide a fast, furious, and fun way of governing a Resource with minimum effort while providing the GM with the tools to include Resources in his campaign.

While some groups may enjoy the challenge of running a domain and playing the adventures it generates, others will have little interest in "number crunching," even once per game year. As such, these rules may be waived in favor of the fixed income generated from the Noble, Rich, and Filthy Rich Edges.

Regardless of whether or not your group wishes to use these rules, they can be a source of adventures for a GM. After all, a hero with one of the Edges required to run a Resource still has a source of income to maintain.

RESOURCES & THE CAMPAIGN

While player characters may start the game in charge of a Resource, they are normally at the bottom of the ladder, controlling an unimportant Resource in the grand

scheme of things. Heroes who want to run a Rassilon-wide mercantile empire or become king of a realm must do so through roleplaying.

Within an individual campaign, Resources may be kept firmly in the background (a way of generating money but of little other interest), or they may become the central focus of the entire game.

BACKGROUND

With a background Resource, the heroes adventure across Rassilon, perhaps only returning home to collect money only every year or two. The running of the Resource is completely ignored in favor of a fixed sum (as is standard) or handled with a few die rolls and card draws. NPC seneschals and castellans are required if the hero wants a variable income with a chance of striking it rich.

In the latter instance, yearly Events (see page 105) might be dealt with as a block at the end of the year. Since the heroes are absent, they cannot directly affect the outcome. However, this does mean heroes cannot react to disasters which occurred in spring until late winter, when the events are dealt with. Suddenly learning their characters' homes were razed to the ground nearly a year ago, and all their income lost, might gall some players, especially if their characters were not that far away.

Ideally, the GM should quickly run through events as they occur each season, passing on news of the outcome to the absentee owner through merchants and skalds the heroes meet along the way. In this way, a hero may choose to act on news from home, albeit after the Event has occurred—"Ollsvik, you say? That was sacked by orcs last month."

CAMPAIGN-CENTRIC

In this type of game, the majority of adventures are set in, around, or otherwise involving the Resource in some manner. Ideally, every character should have some

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ULTRA QUICK RULES

Still want some variation in a hero's income but without involving any extra work beyond a single die roll? Just roll a d6 at the start of each year and consult the table below. Nothing could be simpler!

d6	Result
1	Half income for the year
3-5	Normal income for the year
6	Double income for the year

important role in running the Resource, otherwise the non-Resource-owning players are going to get bored very quickly or feel frustrated their goals and aspirations are being sidelined or restricted. More importantly, the other players should not be treated as lackeys, but rather as close companions (unless the ruler wants to face a revolution, of course).

For instance, a Noble character might run a village. Within the same group, the priest character is appointed as overseer of the local temple (which is not treated as a separate Resource in this instance), a mage as a trusted advisor or the seneschal, a roguish type as head of intelligence, a woodsman as chief forester or hunter, a warrior as castellan or head of the local militia, a merchant placed in charge of all trade matters, and so on. In this manner, every hero is directly tied to the Resource even though only one character controls it.

Naturally, other heroes in the group should be given a salary or share of the profits as they are actively aiding the growth of the Resource and thus deserving of some reward.

NEW HINDRANCES, EDGES, & SKILLS

The following Edges and Hindrances are available only in games which involve detailed Resource management. They are of no use if characters receive a fixed income through their Edges, as is standard. As such, they are completely optional.

HINDRANCES

UNHAPPY CITIZENS (MAJOR)

A character must be in overall control of a Resource to take this Hindrance.

No matter what the ruler says or does, his subjects are never happy under his authority. The Resource's citizens have a -2 penalty to all Loyalty die rolls, regardless of the Loyalty die type. If the ruler is replaced, the effects of this Hindrance no longer apply (unless his replacement also has the Hindrance).

WEAK RESOURCE (MINOR/MAJOR)

A character must be in overall control of a Resource to take this Hindrance.

The Resource is in a state of financial, military, and/or political poverty. With the Minor version, the Prosperity of the Resource begins at Average but with an actual rating of just 8. With the Major version it starts at Poor with a rating of 4, just one point away from being Impoverished. Characters with the Powerful Resource Edge may not take this Hindrance.

BACKGROUND EDGES

HAPPY CITIZENS

Requirements: Novice, must control a Resource

Whether through the ruler's skill as governor or some other mysterious factor beyond his control, the Resource's ruler is populated by happy citizens.

The Resource's citizens have a +2 bonus to Loyalty rolls. If the ruler is replaced, the citizens lose the bonus unless their new master also has the Edge.

POWERFUL RESOURCE

Requirements: Novice, must control a Resource

The character's Resource may be rich, have large amounts of land, suffered few hardships in recent years, or simply have the support of the people. However it is has managed it, the Resource has achieved a good and prosperous standing.

The Resource begins at Average Prosperity but with a rating of 15. Characters with the Weak Resource Hindrance may not take this Edge.

SOCIAL EDGES

SANCTUARY

Requirements: Novice

The hero has created or discovered a place of tranquility. The sanctuary must be a small, static area, typically no larger than large house. It can indoors or outdoors, as fits the character's nature and archetype. The sanctuary may be a secret or public place, as decided when the Edge is taken. For instance, a druid or cleric of Eostre might take a wooded glade; a warrior might have a trophy room in his stead, where he can gaze on souvenirs and reflect on past deeds, or a shrine to Tiw; while a cleric might have a private space in the local temple where he can meditate.

The hero and allies he welcomes to the site who spend four days within the sanctuary add +1 to their next natural Healing roll. Furthermore, characters gain +2 to resist Fear and Tests of Will while within the sanctuary. Both modifiers are in addition to any others that

may apply. If the sanctuary is defiled (GM's call on what counts as defiling), the hero must spend a minimum of one week rebuilding it. Total destruction may require weeks, months, seasons, or years of work to set right.

This Edge may be taken more than once. Each time it is picked, the hero gains another sanctuary.

Because the sanctuary is static, this Edge is best suited to a community-centric campaign, where the characters do not travel far from home on a regular basis.

TRUSTED ASSISTANTS

Requirements: Seasoned, must control a Resource

The hero has appointed a trustworthy or skilled seneschal and castellan (p. 99). When drawing cards to determine the traits for his seneschal and castellan, he may draw two cards for each, keeping the one he prefers. In the event one card is a Joker, the hero may keep the Joker and discard the other or use it to determine traits. In the former case, the hero draws a single card to determine the value of the assistant's traits. He must take the value of the drawn card.

Example: *Ridder Ulfgar draws a Joker (indicating a Wild Card NPC) and a Six of Clubs for his seneschal. He elects to keep the Joker. This allows him to draw a new card to determine the seneschal's actual ratings. Ulfgar may elect to use the Six, but decides the suit is too weak and opts to draw again. Whatever card he draws next, for better or worse, he must use for his seneschal's Charisma and Knowledge (Stewardship).*

For his castellan, Ulfgar gets a King of Clubs and a Jack of Hearts. Ulfgar elects to keep the Jack as the Hearts give his castellan a higher Spirit die.

NEW KNOWLEDGE SKILL

Running any sort of business requires knowledge of accountancy, time-management, resource control and people skills. In *Hellfrost*, this is covered by the Knowledge (Stewardship) skill.

While some heroes may wish to invest in the skill, giving them a "hands on" approach to managing their Resource, the skill is designed primarily for NPC seneschals, characters who run the Resource while the owner is off adventuring. Skilled seneschals are worth their weight in gold. See page 99 for information on seneschals.

● CREATING A RESOURCE ●

The GM and the player should take time to work out the basic information regarding the Resource. This is especially true if the Resource is going to be become the focus of the campaign.

1. TYPE OF RESOURCE

This section covers general basic information about

the Resource. Once the basic nature of a Resource has been determined, the player may begin filling out the Resource Management Sheet located at the back of this book. Read through the section and pick the profession best fitting the hero.

Both GMs and players should note that Resources must include an element of owner responsibility, constitute a minor temporal power, and allow the hero the opportunity to go adventuring by leaving someone else to govern his business. The rules are designed to add a new dimension to the game, not detract from adventuring.

Type: The generic type of Resource the character likely controls based on his profession. Not every hero owns the Resource outright. A noble may well own a village and control its population, but a priest is merely a guardian or supervisor of a temple.

Location: The most common geographic location for the Resource. As always, the specific nature of a given Resource makes this an example, not a firm rule.

Abode: The sort of house the owner typically resides in. Though this may play little part in a standard campaign, it does give the party a base of operations and somewhere safe to recover from their heroic adventures.

Income Source: How the Resource generates money. Heroes may, of course, expand this list. However, their base income cannot be altered simply by choosing a high-value item to trade. Selling diamonds does not make a Rich hero any more money than selling grain—he simply sells far fewer items at far higher prices.

Responsibilities: A basic list of the sorts of responsibilities the owner has. In many cases, these require no die rolls or roleplaying, but they do require character time. Resource owners, in general, have less time to spend adventuring than other characters. Such is the price one pays for having a social title or high income. This is why most rulers hire seneschals to manage their sources of income.

Responsibilities can be used by the GM to create adventure hooks. What begins as a simple labor dispute among a guild, for instance, may spiral into a plot by an evil organization to disrupt trade or discredit the local noble.

Soldiers: As detailed under the Noble Edge, a hero has a certain number of men-at-arms at his disposal. This is one of the perks of controlling a Resource. The entry lists a typical number, which may be altered by the GM, and the archetype from the *Hellfrost Bestiary* used for the troops. Fill out an Ally Sheet for each type of soldier your hero commands.

These soldiers are not the same as Followers, though. They generally answer to the hero, but their sole interest is in protecting the Resource, not adventuring. A hero who wants adventuring buddies should purchase the Followers Edge separately.

GUILD

Type: A guildmaster governs the affairs of a single

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trade. Most often this is a legitimate guild, such as the blacksmiths', dockworkers', scribes', or loggers' guilds. However, with the GM's permission, a hero may run a thieves' guild.

Location: This may be within a small town (larger towns and cities are governed by more senior figures) or cover a number of rural locations, depending on the guild in question.

Abode: A town-based hero likely has a townhouse, large enough for his family and servants. Those living in rural areas have a fortified manor house.

Income Source: Guildmasters earn their income through business taxes, guild dues, and, quite often, bribes and backhanders.

Responsibilities: Guildmasters must settle disputes among their workers, negotiate contracts, deal with other guilds or local nobles, arrange tax levies on goods, fend off competitors, and so on. Much of their daily grind involves a mountain of paperwork.

Soldiers: Guilds are rarely a military force. The guildmaster has 10 soldiers (equivalent to a village militia)

to protect his abode and his office. A thieves' guild may have five thieves as guards. Remember though, they are there to defend the Resource, not go adventuring.

MERCANTILE

Type: Mercantile Resources may be static or mobile. Static Resources most often cover one or more shops, rights to a market in a rural region, a logging camp or mine, or perhaps a busy inn. Mobile Resources may be ships or caravan trains. There is nothing to stop a merchant utilizing both, of course.

Location: This varies with the type of Resource. A merchant with a ship probably must operate from a dock, a market concession might be in a village, town, or city, and an inn might be in a village, town, or city, or stand as a single structure along a busy trade road. Mines tend to be quite rural, though the local settlement is within easy reach and is the major source of workers.

Abode: A town or city-based merchant lives in a townhouse, large enough for his family, a few servants, an office, and room to entertain guests. A rural merchant probably owns a fortified manor, which also doubles as a warehouse. Merchants with a mobile business may live on a ship or in a caravan for much of their lives. Heroes with a mobile Resource have access to a knarr (if Noble or Rich) or a busse (if Filthy Rich), or enough horses to mount the heroes, as applicable.

Income Source: Mercantile Resources do not generally manufacture anything, though they may produce raw materials. Income is solely generated by profits garnered from other folks' labors. Buy low and sell high is the merchant's motto. The exact type of produce sold is up to the hero. He may ship large quantities of grain or pottery, or handle smaller consignments of raw or processed metals, as examples.

Responsibilities: The hero runs a business, and is therefore responsible for negotiating contracts, settling worker disputes, dealing with the various guilds, fending off rivals, accountancy, and so on.

Soldiers: Static merchants have 10 town watch as security. Mobile merchants have 10 common mercenaries of the owner's choice to act as guards on the more dangerous roads. Characters with the Styrimathr Edge may have common sailors instead, if they prefer, gaining as many sailors as their ship has crew.

MILITARY

Type: Such a Resource may be a mercenary company or a castle. A mercenary captain's Resource is his men and war machines. Running a company, as opposed to a castle, allows the hero to continue adventuring.

Location: Mercenary companies may be static or roaming. Static mercenaries are on retainer to a guild, noble, temple, or some other temporal power. Roaming mercenaries scour the land searching for work.

Abode: Roaming captains have no permanent abode. Instead, they continually travel Rassilon in search of

work. Retained mercenaries are fixed to a single locale for a long duration. In such cases, the captain may own a fortified manor house, which he uses as his headquarters.

Income Source: Mercenaries work for gold. Looting and battlefield spoils also contribute to the annual income. Despite the many problems wracking the land, a mercenary's income is rarely guaranteed year upon year. Only those fighting against Orcmark or patrolling the borders of the Withered Lands have secure income for the foreseeable future.

Responsibilities: A captain must find his men employment, coordinate battles, arrange supply lines, secure medical attention for his wounded, and so on. Of course, his greatest responsibility is leading his men into battle.

Soldiers: Naturally, a mercenary captain needs a mercenary company. The captain commands 100 common mercenaries. In addition, he has a core bodyguard of five veteran mercenaries. The player decides the exact type and breakdown of his forces.

Unlike some other soldiers, mercenaries are more likely to take part in adventures. Typically, though, the adventure must involve a Mass Battle or at least military action for the troops to take part in. Remember, they are not dedicated Followers—mercenaries work for money, which means a share of any treasure in an adventure in which they partake.

NOBILITY

Nobles in areas like the Free Lands and Heligioland may answer only to themselves, having no feudal lords. Nobles in realms with a central government are at the bottom of a hierarchy and have a liege lord to whom they are beholden. This is typically a noble who is one or two steps higher up the social ladder.

Type: A noble's Resource is his lands. In general, this means the agricultural fields or livestock, but some may control a mine or other such natural resource. A noble's domain is called a fief.

Location: Starting characters should govern a small village or small number of remote steads or hamlets. Higher ranking nobles (counts or above) may run a small town.

Abode: The noble dwells in a fortified manor house. Among the Anari or frost dwarves, this is an actual stone structure. Saxa, Tuomi, and elf nobles rule from wooden great halls. Both use the same stats. This may be within the noble's village or in a more remote location.

Income Source: Income is primarily generated from local taxes and selling surplus goods from the fields. Some nobles may operate toll bridges or booths along important stretches of road.

Responsibilities: Nobles judge criminals, mete out justice, settle disputes, fend off jealous neighbors who covet their lands, and deal with bandits and other aggressors. Since they generally answer to a higher authority, they must also spend time at their liege's court. Even

those without a lord must visit their neighbors regularly, if only to keep a covert eye on them.

Soldiers: A noble receives 20 village militia, fighting men from the local populace paid a small stipend to help defend the settlement and act as constables. In addition, the ruler has five huscarls to protect his personal abode.

RELIGIOUS

Type: The cleric, whether priest or paladin, runs a small temple or a major shrine. Priests generally run more scholarly or spiritual temples, whereas paladins have a more militant bent. Naturally, the tenets of specific deities may affect stereotypical divide.

Location: This is usually in a rural location, as those in towns and cities are governed by more senior priests. Although a few temples are single structures, most are associated with a village and may actually serve several villages.

Abode: Most temples should be treated as fortified manor houses. The cleric typically has a room or number of rooms within the temple, though he may choose to live in a house within the nearest village.

Income Source: Temples earn much of their income from gifts and tithes. Those with access to a natural resource, such as a temple of Ertha in a mining village or temple to Var on a major trade route, likely boost their income through the local resource. The deities' aspects may also factor into income. For instance, a temple to Eira can make money caring for the sick and selling herbal remedies, whereas one to Hoenir may charge for access to its library. Selling alchemical devices also supplements the income.

Responsibilities: The hero likely does not control the populace, but he is responsible for at least part of their spiritual wellbeing, collecting tithes, and conducting ceremonies. He may also have a seat on the local council or serve as an advisor to the ruling noble.

Soldiers: Most temples have 10 guards, who also use the town watch stats. Militant faiths, such as Scaetha, Sigel, and Tiw, grant a hero 20 common mercenaries. The specific type is up to the player. These may be actual mercenaries or lay paladins (paladins with no Arcane Background). Pacifistic faiths, such as Eira, grant only five soldiers, and these count as town watch.

In addition, for every two Population, the temple gains either an additional priest or paladin (owner's choice) with the Arcane Background (Miracles) Edge. As always, the cleric is not an adventurer—he serves the god (and his temple) first, and his mortal master second.

Special: The Resource automatically begins with a temple the same as the hero's faith (see pages 102-105). However, it begins with one less Population point, as not everyone in the region worships the god. This in turn affects the hero's base annual income (see page 110).

SCHOLASTIC

Type: The hero runs some sort of educational estab-

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lishment. This might be a general school or university, providing the scions of rich families with a general education, or a specialized center of learning, like a scribal school, or even a center of learning for mages. Temples to Hoenir, while they often double as schools, are treated as temples.

Location: The Resource may be in the remote wilds or in a village, town, or city. In general, the larger the population, the less important the Resource will be. For instance, in a city, there may be several schools competing for business, but out in the agricultural lands, the hero is probably the only mentor for many miles.

Abode: Heroes in a town or city likely have a townhouse. This may be used as the school, be part of a small complex, or an entirely separate building. In rural regions, the school is likely a fortified manor or tower, which also doubles as the character's abode.

Income Source: Student fees are the primary source of income, though certain Resources may have other sources. For instance, a scribal school might hire out students to guilds, temples, and nobles, while a mage school also sells alchemical devices.

Responsibilities: The character must handle the daily administration of the school, mediate disputes, chastise those who have broken the rules, organize supplies and contracts, collect fees, outwit rival establishments, attract new students, and so on.

Soldiers: Scholarly institutes have a small security force of 10 town watch. In addition, for every two Population, a magical establishment gains one mage of the appropriate sort with the Arcane Background (Miracles) Edge. The mage is not an adventurer—he is a teacher, bookworm, or alchemist.

2. POPULATION

Every Resource has a Population associated with it. Each whole number represents approximately one hundred people. Thus, a Resource with Population 3 has 300 people involved. The exact nature of the population varies immensely.

A village, for instance, obviously has many families living within its boundaries. A guild's population comprises not just workers (and maybe their families) but also regular customers. A mercenary company has soldiers, crafters, and camp followers, while the population of a temple most likely represents the congregation. A center of learning has a few teachers, staff, students, and perhaps their families it can call upon.

It is important to note that the owner does not necessarily command these people. A noble may indeed rule over a village as its sole lord, but for a temple, Population likely indicates the number of worshippers or those who rely on the temple for services, while a shop may have a small number of paid staff but lots of loyal customers, not to mention suppliers.

Initial Population: A hero with the Noble or Rich Edges has Population 2 associated with him, and a Filthy Rich hero, Population 6. Enter this value on your

Resource Management sheet. Population has no upper limit.

Base Income: To find the Resource's base annual income in gold scields, multiply the Population by 2,500. Enter this on your Resource Management sheet.

Zero Population: A Population of zero generates no income and no Annual Income roll is made.

Growth and Fall: *Hellfrost* is not a setting which meticulously accounts for population growth or shrinkage. As such, population growth and fall are deemed to be equal unless an event occurs to alter this (such as a terrible or excellent financial year) or the owner deliberately sets out to invest in more Population (p. 96).

3. PROSPERITY

All Resources have a Prosperity rating. Typically this rates between 1 and 20, but may go higher or lower in rare cases. Prosperity determines not only the financial and physical state of the Resource, but also the mood of the populace, employees, congregation, or customers. Prosperity Ratings can rise and fall over time.

Initial Prosperity: A Resource begins with Prosperity 11 unless altered by Edges and Hindrances. Enter this on the Resource Management Sheet.

With the GM's approval, a hero may roll 2d10 for his initial Prosperity, instead. This can produce extremely good results or leave the Resource on the Edge of financial collapse. This option negates the need to introduce two of the new Hindrances and Edges into your campaign. Of course, the GM may always set the initial Prosperity rating to fit his campaign.

Loyalty: The Population of a Resource has a Loyalty rating which is used to affect the Annual Income roll. This typically begins at a d6, assuming an initial Prosperity of 12. As the Prosperity of the land rises and falls, so Loyalty changes as the peasants become more grateful to their lord or grow despondent and rebellious. The Loyalty die is never rolled as a Group roll.

Reaction: Instead of rolling 2d6 on the Reaction Table when asking an NPC to do something, the initial reaction is fixed. Add both characters' Charisma to this as normal. The number in parentheses is the die roll equivalent on the Reaction table.

Zero Population: A Resource with zero Population automatically has Loyalty of zero. Each year it remains unpopulated, its Prosperity automatically drops 1d6 points as buildings and land fall into rapid states of disrepair.

PROSPERITY RATING TABLE

Rating	Level
Ruined	0 to -10
Impoverished	1-3
Poor	4-7
Average	8-16
Good	17-19
Rich	20+ (no upper limit)

RUINED

The Resource has collapsed into ruin. Land-based Resources are wastelands with fields choked with weeds, mineral veins have run dry and the tunnels collapsed, and rivers are heavily polluted or devoid of fish stocks. A business has no customers, a temple no worshippers, and a school no students. Buildings are run down with crumbling walls, collapsing roofs, and rotten furnishings. The Resource quickly becomes infested with bandits, thieves, orcs, or some other fell monsters.

Buildings and vehicles have -4 base Toughness *and* -4 Armor (-8 reduction in total) due to the total lack of maintenance. Each year the Resource remains Ruined, base Toughness *and* Armor drop a further 1d6 points. Roll once for each at the end of each year, *before* the Annual Income roll. Armor cannot drop below zero. Should Armor drop below 4, a structure or vehicle no longer counts as having Heavy Armor due to gaping holes or numerous weak points. When Toughness reaches zero, the structure or vehicle is destroyed, reduced to rubble, or rotten beyond hope of repair.

The Population of the Resource is automatically reduced to zero. Although a handful of citizens may remain, they have forsaken any oaths of allegiance to the owner and eke a pitiful existence. Worse still, the entire area has developed a terrible reputation, which prevents people from ever wanting to move to the region or work for the organization until drastic steps are taken to improve the situation.

The Resource generates no income until it is rebuilt. This should require a major adventure rather than just spending money to attract new settlers. With the conclusion of a successful adventure, the Prosperity Rating increases to 1, whereupon the Resource begins to generate income again. If Prosperity ever drops below -10 , the land can *never* be resettled and becomes a barren wasteland.

Loyalty: Zero

Reaction: Hostile (2)

Glory: For each year the Resource is Ruined, the ruler loses 2 Glory. This penalty ends at Prosperity -10 , when the land is abandoned.

IMPOVERISHED

The Resource is on the verge of collapse. The peasants are starving and no longer attend religious or civil ceremonies, crops wither in the fields, livestock are gaunt (producing very little meat, milk, or wool), natural resources are running low or are of extremely poor quality, customers are moving away to rivals due to the shoddy quality of goods, or trade routes are closing in the face of more favorable markets. Poverty is rife.

Any property is in a state of total neglect. Buildings and vehicles have -2 base Toughness *and* -2 Armor (-4 Toughness reduction in total) due to the total lack of maintenance. Should Armor drop below 4, a structure or vehicle no longer counts as having Heavy Armor.

Loyalty: d4-2

After three years in a row in this state, Loyalty drops to zero. If the realm improves to Poor, it has a d4 Loyalty, the peasants being very grateful that things have improved. Should it drop to Impoverished again, the Resource has d4-2 Loyalty (until three years of abject poverty follow again).

Reaction: Uncooperative (3)

POOR

The Resource is in a state of disrepair but has yet to fall to wrack and ruin. The peasants are hungry and angry at their master, crops are poor and barely feed half the population, livestock are sickly or malnourished, attendance at ceremonies drops, customers are wary of spending too much on a merchant's poor quality goods or investing in a company on the verge of bankruptcy, and morale is low. Most citizens are poor, with many facing starvation and deprivation.

Buildings require maintenance, but are habitable and keep out the worst of the weather. Buildings and vehicles have -1 base Toughness *and* -1 Armor due to the lack of regular maintenance. Should Armor drop below 4, the structure or vehicle no longer counts as having Heavy Armor.

Loyalty: d4

Reaction: Neutral (5)

AVERAGE

This is the default starting level for a Resource. Income is steady, citizens and livestock are generally healthy, problems exist but are not enough to overly worry the population, and the populace works hard and pays most of its taxes on time. Harvests are enough to feed the populace until the next harvest, and other resources are producing enough income to remain profitable. No one is particularly rich (beyond the owner), but neither are they especially poor.

Loyalty: d6

Reaction: Neutral (7)

GOOD

Times are good far more often than they are bad. Peasants and workers are healthy (as are livestock), children dance in the streets, winter supplies allow for one or two feasts between harvests, worshippers leave donations at the temples, customers are happy to recommend the goods to their friends, and merchants are keen to open new trade routes with the Resource.

Loyalty: d8

Reaction: Neutral (9)

RICH

The Resource is in a perfect state. The peasants and workers are fat and jolly, children and adults dance and

RESOURCE OFFICIALS

Even if the ruler makes all the important decisions, it is very unlikely that he personally handles every little detail of managing the Resource on a day-to-day basis. This is especially true of absentee rulers.

Below are some of the more important, well-known, or interesting helpers and hirelings who assist Resource owners. While most of these titles are geared toward noble estates, the work they perform can be applied to most Resource types. The wages for these officials is already factored into the ruler's annual income.

Note that small Resources may not fill all these positions or they may have one man performing multiple rolls. Large Resources often have multiple individuals filling subordinate rolls. In such cases, there is always one leader, generally adding the prefix "High" to his title (such as a High Provost), with others acting as his subordinates. If the Resource is important in the campaign, the roles of senior officials are ideal for non-ruling player characters. Those most suitable for fellow heroes are italicized.

Almoner: Distributes charity on behalf of a temple. The almoner is often a layman or junior cleric.

Armorer: Maintains the armory and supervises the manufacture of weapons. He answers to the steward.

Captain: In small Resources, the castellan normally acts as sole captain. However, in a Resource with lots of soldiers there is often one or more captains, each responsible for a section of the defending army and answerable to the castellan.

Captains may be named by the various shifts (such as Captain of the Day Watch), a special post (Captain of Huscarls), or the type of troops they command (Captain of Horse, Captain of Artillery, and so on). In mercenary outfits and Resources with lots of troops, a captain may control one company, regardless of its makeup.

Captain of the Guard: The senior captain and the marshal's right-hand man. In a small Resource, this post may be held by the marshal.

Castellan: The castellan is in charge of all military matters, from defense of the realm through to overseeing the ruler's personal safety. As such, he is a very important figure and second only to the seneschal in seniority. In temples, the castellan is always a paladin.

Cellarman: In charge of the lord's beer, wine, and mead stores. He is subordinate to the steward.

Chancellor: Responsible for the treasury and taxation. He answers to the seneschal.

Chapel Master: Responsible for the cleaning and security of a temple's main hall of worship. He answers to the steward.

Chaplain: Liaises between the ruler and a local temple. Depending on the Resource, its owner's social rank, and the temple's faith, this may be a junior functionary or a high-ranking cleric.

Constable: A law enforcement officer answerable to the provost. The title "sheriff" (from shire-reeve) is also used, though it is considered an antiquated term even by Saxa standards.

Cup Bearer: Serves drinks at the high table. A trusted post, since he could easily poison his lord. The cup bearer answers to the steward.

Door Guard: A subordinate of the steward who controls access to the ruler.

Druid: Rulers whose Resource encompasses agricultural lands or forests sometime employ druids. Druids are responsible for placating the fey lords of the forest, as well as blessing crops and animals. Like the forester, they answer to the inquisitor.

Engineer: Most commonly found in permanent employment only in mining Resources, engineers are responsible for construction projects. Most other Resources hire engineers as required. They answer to the seneschal.

Forester: Oversees the hunting estates and keeps poachers away. He serves the inquisitor.

Gardener: Oversees the household garden, including the growing of medicinal herbs.

Herald: Experts in heraldry. They introduce visiting dignitaries, carry messages for their lord, and act as ambassadors. Most Resources have just one herald, who answers to the steward.

High Priest: The head of a single temple. This title has nothing to do with character Rank. Where the temple is not the main Resource, the high priest is an independent advisor.

Inquisitor: Responsible for thwarting enemy spies, operating the ruler's spy network, overseeing the dungeons, questioning prisoners, and so on. He answers to the steward.

Jester: Jesters are common at Anari courts. Although they play the fool, jesters are allowed to say things others dare not (within certain limits). Hence, nobles value jesters as advisors unafraid to tell the truth, no matter how unpleasant it may be to noble ears. More than a few are clerics of the Unknowable One who entertain and advise through satire. The jester is answerable to the steward.

Keeper of the Seals: Watches over the ruler's seal, his stamp of authority. He is answerable to the steward.

Mage: Unless a mage is an alchemist, he rarely has a distinct role as a spellcaster. Instead, he serves in one of the other posts as best befitting his skills and spells. The same applies to clerics not affiliated with the local temple (if one exists).

Marshal: The marshal is responsible for training the militia and men-at-arms. He answers to the castellan.

Master of the Horse: Senior officer in charge of the stables and other animals (such as hawks or hunting dogs). He answers to the seneschal. He may be served, or even replaced, by a falconer or master of hounds.

Porter: In charge of receiving visitors and attending to their needs, whether that be a bed for the night or a meal. This role is also found in temples for those who wish services beyond merely attending a ceremony. He answers to the steward.

Provost: The chief magistrate (magistrate is an Anari term). Provosts are usually only found in high population Resources (Population 20+) and help relieve the burden of the ruler or seneschal, to whom they answer. Many are clerics of Hothar.

Reeve: The reeve oversees the workers in one village or specific industry within the Resource. Whereas other posts are appointed, the reeve is elected from the citizens or workers. He is responsible for ensuring the workers do not slack and pay their taxes dutifully. He answers to the seneschal. The terms bailiff, headman, and mayor are also commonly used. Among guilds reeves are known as syndics or officers.

Seer: A cleric of the Norns, who advises the ruler through divinations. The seer answers to the seneschal.

Seneschal: The seneschal is the ruler's right-hand man and most trusted servant. It is his duty to handle all affairs relating to the wider estate that the ruler does not want to deal with. More importantly, when the ruler is away, the seneschal becomes the *de facto* ruler. His word is considered that of his master.

Skald: As well as being an entertainer, a skald serves as historian and record keeper. Scholars such as clerics of Hoenir or Lorekeepers might fill the latter roll in a large Resource, serving as a librarian. The skald answers to the steward.

Standard Bearer: Carries the ruler's banner at civil functions and in battle. He answers to the castellan.

Steward: Runs the ruler's household (as opposed to the larger estate overseen by the seneschal) on a day-to-day basis, overseeing all servants and administrative functions. It is his duty to compile reports from all the other servants, thus allowing the ruler to make informed decisions. He answers to the seneschal and is considered his right-hand man. Among the Anari he is known as a chamberlain.

Treasurer: A treasurer does not run the treasury. Instead, he handles investments, contract negotiations, searches for new trade routes, and so on. He answers to the seneschal.

sing in the streets, the lord is welcomed with bright smiles and hearty hellos, winter supplies are sufficient to allow for bountiful feasts all year round, livestock produce healthy young, customers flock to the stalls and shops, the temples are crowded with pious worshippers, mercenaries are swamped with offers of work, and new trade routes present themselves daily.

Loyalty: d10

After a continuous three year period the Resource remains at Rich, Loyalty increases one step to a d12. Over the next three years, it rises to a d12+1, then finally a d12+2 three years later.

Should the Resource drop to Good, it has d8 Loyalty Die, regardless of its previous rating—the wealthier the Resource was, the more the peasants moan when it falls. If it returns to Rich, it has a d10 Loyalty and must begin the process all over again.

Reaction: Friendly (10)

Glory: For each year the Resource is Rich, the ruler earns +2 Glory.

4. SENESCHALS & CASTELLANS

While heroes may elect to govern Resources themselves, those who want to go adventuring beyond the reaches of the Resource need someone to keep their affairs in order, unless they want the Resource to fail. Two major senior skilled assistants are required to maintain a healthy Resource. Other assistants may be appointed, but they have no bearing on play.

SENESCHAL

A seneschal is responsible for the day-to-day running of a Resource. Well-educated and often charismatic, he may govern in his lord's absence or simply take the burden of management from his shoulders. In his lord's absence, the seneschal is the *de facto* governor of the Resource and is deemed to speak for his master in all matters concerning the running of the Resource.

Initial Rating: A seneschal has two important abilities, Charisma and Knowledge (Stewardship). Draw a single card from the action deck and check the results on the table below to determine the level at which these abilities start. Record these on your Resource Management sheet.

Value	Stewardship	Suit	Charisma
2	d4	Club	-1
3-10	d6	Diamond	0
Jack-King	d8	Heart	+1
Ace	d10	Spade	+2
Joker	Seneschal is a Wild Card. Draw again for actual values. With a second Joker, the seneschal has d12 Knowledge (Stewardship) and +4 Charisma.		

Advancements: Resource owners can improve their seneschal. Each time the owner gains a new Rank (or every 20 XPs after Legendary), draw a card from the action deck.

A red card means the seneschal gains an advance. A Joker nets two advances, though these must be differ-

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ent—the NPC cannot gain a two dice increase to his Stewardship skill, for instance. A black card means no advancement is earned.

The seneschal may increase his Stewardship by one die type (max. d12) or gain +1 Charisma (to a maximum of +4). When the seneschal reaches d12 in Knowledge (Stewardship), the hero may purchase the appropriate Professional, Expert, and Master Edges for his seneschal (ignoring the Rank requirement) as an advancement.

CASTELLAN

A castellan is a war chief. Whereas the seneschal runs the Resource, the castellan protects it. While any Resource with an absentee ruler requires a seneschal, not every Resource requires a castellan (though most do). Should the Resource be attacked in the owner's absence, it is the castellan who must muster the troops (p. 100) and lead them in the defense of his master's holdings. Castellans may be junior nobles, Knights Hrafn, mercenary captains, lay paladins (no Arcane Background), or retired warriors.

Initial Rating: A castellan has two important traits, Spirit and Knowledge (Battle). Shuffle the action deck, draw a single card, and check the results on the table below to determine the level at which these abilities start. Record these on your Resource Management sheet.

Value	Battle	Suit	Spirit
2	d4	Club	d4
3–10	d6	Diamond	d6
Jack–King	d8	Heart	d8
Ace	d10	Spade	d10
Joker	Castellan is a Wild Card. Draw again for actual values. With a second Joker, the castellan has d12 Knowledge (Battle) and d12 Spirit.		

Advancements: Resource owners can improve their castellan. Each time the owner gains a new Rank (or every 20 XPs after Legendary), draw a card from the action deck. A red card means the castellan gains an advance. A Joker nets two advances, though these must be different—the NPC cannot gain a two dice increase to his Battle skill, for instance. A black card means no advancement is earned.

The castellan may increase his Battle or Spirit by one die type (max. d12) or gain a Leadership Edge. The castellan must meet any Spirit or Leadership Edge requirements, but ignores all other requirements. When the castellan reaches d12 in Spirit or Knowledge (Battle), the hero may purchase the appropriate Professional, Expert, and Master Edges for his castellan (ignoring the Rank requirement) as an advancement.

WILD CARDS

Wild Card seneschals and castellans receive two bennies, just like other NPC Wild Cards. However, because they make only brief appearances, they receive two bennies a *year*, not per session. This allows them to deal

with minor problems, such as a poor Annual Income roll or a single raid, but prevents them from having the bennies to reroll every failed die roll during the year. Such is the price a hero pays for leaving a Resource in the hands of others. Space to record these can be found on the Resource Management sheet.

REPLACEMENTS

A seneschal or castellan can be fired and a replacement hired just once per year. The current seneschal or castellan must be fired before cards are drawn to determine the quality of his replacement.

Replacing such a senior figure has a negative effect on the Resource for the year. Dismissing a seneschal gives a penalty to the next Annual Income roll while the new seneschal is finding his feet. A new castellan has –2 to Knowledge (Battle) rolls in his first year as the warriors and militia adjust to the new leader and his methods.

5. INITIAL TREASURY

Every Resource has an initial Treasury. This is equivalent to whatever the hero has left out of his starting funds plus one year's basic income. Enter this value on the Resource Management sheet.

As a Novice character, this assumes the hero has just taken over management of a new Resource, his predecessor was either inept or corrupt (a possible adventure hook), times have not been too good of late, funds were spent on an improvement which brought the character's annual wealth to its current level, or some other reason of the player's imagining.

Money in the Treasury may be used to buy improvements (see p. 101) or gear for the hero and his friends. It is the hero's private funds, so he can do with it as he wishes.

6. NAME

Every Resource needs a name. This might be the name of a village controlled by a noble (Applesby), the name of a temple (Temple of the Burning Sword), a business (The Lord's Rest Inn), a mercenary company (The Hand of Vengeance), or whatever.

Ideally, a name should tie into the Resource in some manner. Applesby, for instance, might be so named because the major export is apples or cider, whereas Kieraton might be named after Lady Kiera, the founder. The Temple of the Burning Sword might be sacred to Kenaz, Sigel, or even Scaetha. The Lord's Rest Inn may be a presumptuous name, or have received the name when a notable lord stayed there one night. The Hand of Vengeance is likely a name chosen by the captain to inspire fear in his foes, though it might be a battle honor bestowed by a former patron.

A good name greatly adds to the flavor of the campaign, whereas a bad or mediocre one, such as Bob's Village or the Temple of Thunor, quickly destroys the at-

mosphere of a game. The GM always has the authority to demand a name change if he feels it will be detrimental to his game.

IMPROVEMENTS

At the start of the year, before event cards are drawn (see page 105), a hero may undertake one improvement for each unique Resource he controls. The ruler picks one improvement from the list below.

He need not pay the entire gold shield cost in one hit. Instead, he can elect to pay smaller sums over multiple years. However, until the full amount is spent, no roll is made to complete the improvement. Regardless of the population, number of seneschals, or finances thrown at a project, only one improvement may be worked on during any one year. The ruler may suspend work on one project in favor of starting or finishing another.

At the end of the year in which the final payment toward the improvement is made, the seneschal makes a Knowledge (Stewardship) roll, using the modifiers for that year's Annual Income roll (p. 110).

With success, the improvement is finished. Its benefits are felt at the start of the *next* year. With a raise, the improvement is constructed at a reduced cost, perhaps due to hard-working peasants or a reduction in material costs. The hero gains back 10% of the improvement's cost and it enters play next year. This sum is added to the Treasury and is not affected by the Annual Income roll.

On a failure, the improvement is not yet complete. No more money need be invested at this stage, however. Assuming the ruler pushes on with the improvement, the seneschal makes another roll the following winter to see if the project is finally finished.

A critical failure or modified Stewardship total of zero or less leads to disaster—the improvement is well behind schedule. Half the monetary investment is irrevocably lost, meaning the noble must refund the improvement project. The yearly events should give the GM plentiful ideas as to why this occurred. Perhaps part of a new mine collapsed in an earthquake, new homes were burnt down in a fire that swept the Resource, materials for defenses were found to be substandard and had to be replaced, or the peasants had better things to do with their time, such as gathering in the crops before a major orc raid.

IMPROVEMENT COST TABLE

Improvement	Cost (gs)
Defenses	8,000
Fortification	Varies
Men-at-Arms	5,000
New Industry	20,000
Population increase	7,500
Prestige Item	2,500
Shrine (to one deity)	5,000
Temple (to one deity)	15,000

IMPROVEMENT NOTES

Defenses: Basic outer defenses, such as a ditch and palisade. GMs may limit the defenses available or their nature based on the Resource's location. For instance, no one is going to let the hero construct a ditch around a temple in a city, but they might allow a fence or wall. Similarly, while a merchant ship may be equipped with weapons, its defenses cannot be improved as it has no Siege rating.

Each improvement grants a +1 Siege bonus, to a maximum total Siege Bonus of +3. A basic +1 bonus might be a ditch *or* wooden fence, perhaps with a single watchtower. A +2 bonus equates to a wooden fence *and* ditch, whereas +3 might be a double ditch and fence or a single ditch with a sturdy stone wall, a fortified gatehouse and numerous watchtowers. Defenses are expensive because, unlike a fortification, they surround the entire Resource.

Fortification: A hero who wants an actual fortification, such as a tower or small castle, should consult the *Hellfrost Player's Guide* for costs and rules. The same applies to siege equipment and vehicles.

Men-at-Arms: The hero hires 10 permanent soldiers (treat as town watch or common mercenaries, as appropriate) or five huscarls or experienced mercenaries. The cost involves not only hiring fees, but also equipping and training the warriors to a decent standard, erecting barracks, and setting aside funds to pay future wages. These soldiers do not contribute to the income of the Resource, only its defenses, nor do they count as Followers.

New Industry: Most Resources already have multiple sources of income factored into their basic annual income. A farming village, for instance, relies primarily on its crops, but there will also likely be crafters and healers present, revenue from animals, as well as regular tax income. Mercenaries, on the other hand, may take up short term contracts guarding merchant caravans to supplement their main income. A new industry generates a *major* source of income for the community.

Depending on the nature of the Resource, this could be anything from cultivating new land, opening a mine, starting a market, forming a new trade route (or cementing a trade agreement), purchasing boats for fishing, hiring out guards to merchant caravans, constructing a logging camp, extending a library, purchasing land for rearing livestock, excavating clay for pottery, and so on. The geographic location of the Resource should be considered when picking a new industry. For instance, a Resource with no access to waterways will not likely start a fishing boom, whereas one near a forest is probably going to favor logging over strip mining.

Each new industry grants +1 to the Annual Income roll. The maximum number of new industries a Resource may support is one per three whole Population. You cannot construct a new industry in the anticipation of the Population increasing—there is not enough manpower to work and run the new project. However, a new industry which has been built may be voluntarily abandoned

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at the start of any year, thus freeing up the workers. It produces no income until restarted. Again, starting up an abandoned industry may occur only at the start of any year.

Should the Population drop below the level required to maintain a new industry, then one industry, chosen by the owner, provides no modifier to the Annual Income roll. Should the Population increase again so it can support the industry, it immediately comes back into play.

Example: *A Resource has Population 6 and can support two new industries. The ruler has added a stable of thoroughbred horses and a leather working industry to produce saddles. Due to plague, the Population falls to 5. Until it is boosted, the owner cannot benefit from one of his new industries (his choice). If the Resource had Population 6 and just one new industry, the population loss would have had no effect.*

Population Increase: Swelling the population requires land clearance, the construction of new homes, an improved infrastructure, advertising that new land is available to settlers, attracting new customers, and so on. A successful Knowledge (Stewardship) roll increases the Population by one, while a raise increases it by two points. A critical failure leads to an overburden on the existing population, and reduces the Population by one point as people leave.

Prestige Item: While Glory is quickest earned through deeds, extravagant possessions can provide small Glory rewards. For each such improvement completed, the hero gains +1 Glory as a one-time bonus. No more than 20 points of Glory (representing a 50,000 gs investment) can be earned in this manner.

The financial cost represents not just the item itself—it also includes hiring skalds to tell stories of the wondrous item and spread knowledge of its existence across the lands.

Such items may include a fabulous drinking hall, lavish decorations to a structure or vehicle, a single valuable object, a beautiful garden, statues (of the hero, gods, or others), displays of weapons and armor (taken from foes, rather than purchased new), kennels of hunting hounds, a collection of fine hawks, smart uniforms for guards with silver and gold inlay, a tapestry telling of the hero's great deeds, and pretty much whatever else the player can dream up.

Prestige items need not be separate items. A hero might earn +10 Glory over time from a single improvement, such as a truly massive collection of hawks built up over a decade or more or a grand feast hall worthy of a king, for instance. However, putting all one's eggs in one basket is not always a good idea—if the prestige item is ever destroyed, lost, or otherwise permanently removed from play, the Glory is immediately lost.

Shrine/Temple: Veneration of the gods aids a community, not through direct divine interference but through a sense of general well-being, miraculous spells from the clergy, and the mundane services of the clerics. Many temples, and some shrines, are also places of business as well as spiritual centers. The cost includes

actual construction (materials and labor), consecration, stocking with appropriate trappings, hiring clerics, and so on.

Temples and shrines to Freo, the Norns, and the Unknowable One provide the Resource with a benefit. Other shrines are useful in helping to reduce the effects of disasters (see page 108), but grant no regular boon.

The GM has the right to refuse the construction of a temple if he does not feel it will fit the Resource. For instance, a temple to Hoenir is perfect for a city or region with many villagers within easy reach, as these provide a ready source of students and scholars, but it is unlikely to generate much income in the wilds of the High Winterlands.

A Resource may have a maximum of one shrine per two points of Population and just one temple per six points of Population. Unlike new industries, these improvements are not lost if the Population shrinks. Rather, it just prohibits the construction of new ones.

Note that it is considered acceptable to build shrines to the dark gods (Hela, Niht, Thrym, and Vali). Civilized folk rarely worship these deities, but leave token offerings to placate their wrath. Constructing a temple to one of these gods comes with its own penalties.

A hero may remove shrines and temples, though there are repercussions. Some of the repercussions are natural, such as a loss of traders at a temple to Var, whereas others have an indirect divine cause. Removing a holy site must be declared at the start of a year.

Removing a shrine carries no particular penalties, except for those of Freo, the Norns, and the Unknowable One. Abandoning a temple or shrine to one of the aforementioned deities is far more serious—the Removal penalty listed under each entry remains until three years pass, the temple is reopened *and* 1,000 gs is offered in sacrifices and blessings, or a replacement temple is constructed, whichever comes first.

Any benefit is automatically lost when the structure is abandoned. In many cases this represents a double loss. For instance, abandoning a temple to Var swaps a +2 bonus to the Annual Income roll for a short term -2 penalty, resulting in a four-point swing.

See the section on **Religious Sites** below for specific details.

RELIGIOUS SITES

Shrines and temples are focal points of community worship and provide a small income from pilgrims and worshippers. Shrines, except in rare instances, provide no direct bonuses. However, they can serve to help offset natural calamities.

Temples, by comparison, are often businesses in their own right. Their presence also serves the workers' spiritual needs, which means they are more productive. Where a shrine does provide a bonus, the Resource may also have a temple of the same deity. However, only the temple benefit is earned. Similarly, only one shrine or temple to a given god benefits a Resource.

DARGAR

Temple: Worship of Dargar, while not illegal in most realms, is heavily frowned upon. Loyalty rating is automatically lowered by one die step, to a minimum of d4–2, as citizens live in fear of the god's vile reputation for carnage and bloody sacrifice. When defending their homes against a raid, calculate the tokens as normal and then add one token to the defenders' total to represent their ferocity.

Constructing a temple to Dargar costs the ruler 20 Glory if the temple is ever discovered by the populace. Removing the temple does not grant a 20 point increase—mud sticks.

Removal: The Loyalty rating increases one die type. However, Dargar vents his fury on the Resource. All raiders increase their tokens in Mass Battles by one.

EIRA

Temple: Temples to the goddess of mercy attract healers and herbalists, who in turn aid the general population through their skills. A temple grants +1 to Annual Income rolls by selling its services and herbal remedies. In addition, the penalties incurred by suffering a raid are reduced by one point, to a minimum of zero.

Removal: The Annual Income roll suffers a –1 penalty. Raids are particularly violent and incur an additional –1 penalty.

EOSTRE

Temple: Temples must be dedicated to either Eostre's Animalmother or Plantmother aspect. If the Resource is primarily a farming community (crops or livestock, as appropriate), the Annual Income roll has a +2 bonus. Otherwise, there is no effect.

Removal: The Annual Income roll suffers a –2 penalty.

ERTHA

Temple: If the Resource's main income is generated by mining or metalworking, or much trade is generated with neighboring frost dwarves, the Annual Income roll has a +2 bonus. Otherwise, there is no effect.

Removal: The Annual Income roll suffers a –2 penalty.

FREO

Shrine: Many citizens believe a lengthy journey should always begin at a shrine to Freo or bad luck will follow them. A shrine to Freo attracts donations from those wishing good fortune on their journeys. Add +1 to the Annual Income roll if the Resource is part of a trade route or in a well-traveled region. Otherwise, there is no special effect.

Removal: The Annual Income roll suffers a –1 penalty,



regardless of whether the shrine granted a bonus while it was standing—those wishing to reach the Resource find their journey more arduous.

Temple: Freo has no temples.

HELA

Temple: Civilized folk do not worship Hela openly, and they rarely honor her with shrines in a bid to keep her undead minions at bay (Scaetha's shrines serve that purpose). Erecting a temple grants the ruler 20 zombie men-at-arms, if he so desires. It also serves as a place associated with death for her disciples.

Constructing a temple to Hela costs the ruler 20 Glory if the temple is ever discovered by the populace. Removing the temple does not grant a 20 point increase.

Removal: The 20 zombies immediately leave, shambling off into the night. Hela regularly sends undead to plague the Resource until the loss of the temple is negated.

Each year there is a raid Event, one raid comprises

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skeletons and zombies. If no raid Event is drawn, then a moderate raid occurs as an extra Event. Alternatively, the GM may design an adventure utilizing fewer but more insidious undead or servants of Hela.

HOENIR

Temple: Hoenir's temples are libraries, and make their income from renting out access to their tomes or hiring priests as advisors to the rich and powerful. To a lesser extent they serve as schools for the children of rich patrons. A temple grants a +2 bonus to Annual Income rolls.

Removal: The Annual Income roll suffers a -2 penalty.

HOTHAR

Temple: The presence of a temple to Hothar attracts citizens looking for the chance to lead an honest, productive life in a just environment. As a result, the citizens are very keen to help their master, even in bad times. The citizens roll a d6 Wild Die when making Loyalty rolls.

Removal: The citizens roll an extra d6 when making Loyalty rolls and take the *lowest* result of the two dice.

KENAZ

Temple: Temples manufacture metal goods, such as plows, weapons, and armor, which adds +1 to the Annual Income roll. A further +1 bonus is gained because Kenaz's clergy inspire the citizens to be more productive in the face of the lengthening winters.

Removal: The Annual Income roll suffers a -2 penalty.

MAERA

Temple: A temple to Maera attracts mages, who come to worship (and thus make donations) and study. The clergy also manufacture and sell alchemical devices. The Annual Income roll has a +2 bonus.

Removal: The Annual Income roll suffers a -2 penalty.

NAUTHIZ

Temple: Temples to Nauthiz may only be constructed if the Resource is a thieves' guild. The god of gambling and thieves is as much a bane to a Resource as he is a boon. His temples tend to attract thieves, gamblers, and other risk takers. The Annual Income roll is modified by 1d4-2 (giving a result of -1 to +2). Roll each year.

Removal: The Annual Income roll suffers a -2 penalty.

NEORTHE

Temple: Holy sites to Neorthe are extremely rare

away from water sources. If the Resource involves fishing or waterborne trade, the Annual Income roll has a +2 bonus. Otherwise, there is no effect.

Removal: The Annual Income roll suffers a -2 penalty.

NIHT

Temple: Niht's temples are home to assassins. A +1 bonus to the Annual Income roll is earned through contract killings carried out by the clerics. In addition, the ruler can call upon the assassins should the need arise. Treat this as a Connections Edge.

Constructing a temple to Niht costs the ruler 20 Glory if the temple is ever discovered by the populace. Removing the temple does not grant a 20 point increase—the hero's reputation cannot be cleansed that easily.

Removal: The Annual Income roll suffers a -2 penalty due to a spate of murders scaring the populace.

NORNS

Shrine: The Mistresses of Fate favor no man, though they have been known to take a personal interest in certain individuals. Any one die roll made by a seneschal or castellan (but not both) during the year, may be rerolled. However, the second result must be kept, even if it is worse than the original roll.

Removal: Once per year, the GM may force the seneschal or castellan (but not both) to reroll one die roll. The lower result is used. No bennies may be spent on this roll.

Temple: The Norns have no temples.

RIGR

Temple: Thanks to the keen eyes of the watchmen, raiders are more likely to be spotted before they trouble the Resource. Rolls to determine how many citizens actually answer a successful call to arms when the Resource is raided, are made at +2, thanks to the advanced warning given.

Removal: Rolls to determine how many citizens actually answer a successful call to arms when the Resource is raided are made at -2

SCAETHA

Temple: A temple to Scaetha spurs men's hearts when facing undead. Knowledge (Battle) and Spirit rolls in Mass Battles when facing undead attacking the community are made at +1. In addition to the above, a temple also benefits the community by providing burial services for all and sundry. The income this generates adds +1 to Annual Income roll.

Removal: The Annual Income roll suffers a -1 penalty. In addition, Knowledge (Battle) and Spirit rolls against undead suffer a -1 penalty due to the citizen's heightened fear.

SIGEL

Temple: A temple to Sigel spurs men's hearts when facing orcs, goblins, giants, demons, and other intelligent monstrous races. It does not include undead, as Sigel gave Scaetha sole responsibility for those vile creations.

Knowledge (Battle) and Spirit rolls in Mass Battles, when facing such foes attacking the community, are made at +1. In addition to the above, a temple also benefits the community by providing purification rituals for crops, livestock, and people. The income this generates adds +1 to Annual Income roll.

Removal: The Annual Income roll suffers a -1 penalty. In addition, Knowledge (Battle) and Spirit rolls against attacking evil creatures suffer a -1 penalty due to the citizen's heightened fear.

THRYM

Temple: Only frostborn or hrímwisard dominated communities worship Thrym openly, though some communities honor the frozen god in a bid to stave off the worst effects of the harsh winters—not that Thrym listens to such pleas. Within the Resource's boundaries, hrímwisards treat the temperature as being one level colder than it actually is.

Constructing a shrine to Thrym also costs the ruler 20 Glory (if discovered) for openly advocating the worship of the icy deity. Removing the temple does not grant a 20 point increase—his reputation is seriously tarnished.

Removal: The region modifier to the Annual Income roll increases to the next worst category (maximum of equivalent to the Hellfrost) as the winter bites hard and long.

THUNOR

Temple: Thunor is prone to violent mood swings. One year he may grant perfect weather, while the next he inflicts torrential rains on his worshippers. The Annual Income roll is modified by 1d4-2 (giving a result of -1 to +2). Roll each year.

Removal: The Annual Income roll suffers a -2 penalty.

TIW

Temple: Temples to the god of battle attract men-at-arms, and the clerics instruct the citizens in how to fight more effectively. The castellan (or other army commander) gains +2 to Knowledge (Battle) rolls when defending the settlement.

In addition, the temple's private military force works for the betterment of the Resource. Treat the Population as being one point higher for the purposes of summoning the citizens to war (see **Events** below). For instance, a Resource with Population 2 could normally call upon a maximum of 50 citizens. With a temple to Tiw, the maximum increases to 75.

Removal: Knowledge (Battle) rolls are made at -2 while defending the settlement. In addition, the temple's private army departs, leaving the populace disheartened. The maximum number of militia who answer a summons is 15 per point of Population.

ULLR

Temple: In addition to the Resource's regular sources of income, having a temple attracts hunters and trappers to the Resource, who sell meat, skins, and furs, as well as druids and a few earth elementalists who sell alchemical devices. This grants a +2 bonus to the Annual Income roll.

Removal: The Annual Income roll suffers a -2 penalty.

UNKNOWNABLE ONE

Shrine: A shrine to the Unknowable One attracts skalds. The taxes they pay from their income grant a +1 bonus to the Annual Income roll. However, the Resource suffers 1d4 events per year instead of 1d4-1 (see page 105).

Removal: The Annual Income roll suffers a -1 penalty.

Temple: The Unknowable One has no temples.

VALI

Temple: Few civilized beings actually worship the Plaguelord, though they frequently leave offerings in the hope of receiving favorable judgment. Favoring the dark deity with a temple gives a -2 penalty to Loyalty rolls due to discontent at having his image in open view. On the plus side, the presence of disease, vermin, and blight is actually reduced, granting +2 to the Annual Income roll.

Constructing a temple to Vali costs the ruler 20 Glory if the temple is ever discovered by the populace. Removing the temple does not grant a 20 point increase.

Removal: The Annual Income roll suffers a -2 penalty due to sickness among workers, plagues of vermin, and so on.

VAR

Temple: Serving as indoor markets, Var's temples aid in generating income through an increase in trade taxes or sales of exports. A temple grants +2 to the Annual Income roll.

Removal: The Annual Income roll suffers a -2 penalty.

ANNUAL EVENTS

Resources do not exist in isolation. They are part of

ADDED COMPLEXITY: JUSTICE

In most Resources, justice is meted out by the ruler or seneschal rather than a provost. Minor civil disputes can be handled by the Moot in Saxa lands, a gathering of freemen with the power to conduct lesser legal matters. Sometimes, though, one party (or the law) demands the ruler hear the case and pass judgment. This is a routine part of the ruler's job which, while it does take time, need not be handled in a game session.

However, for a little added flavor, the GM may opt to occasionally present the ruler with an actual case. Example cases are given below for a noble's estates. Similar cases for other Resources should be created by the GM as required.

The GM needs to determine the plaintiff, defendant, and nature of the dispute. A quick table is presented below for a noble's lands. Simply roll 2d4 three times. Added complications may include one or both parties offering a bribe, refusal to accept the ruling, thus leading to a blood feud, or a demand that the case be heard by a higher authority if it goes against one party.

Technically, there is no right or wrong solution, as the ruler can pass judgment as he so desires. For those who prefer to make just rulings rather than arbitrary ones, a Streetwise roll may be made to gather evidence. This may be performed by the ruler or an appointed official.

With success, the character still gets to decide for himself which way the case goes, but his answer is the correct one (in legal terms). The GM might decide to make the ruler's life a little more interesting by one or both parties offering a bribe to rule in their favor.

EXAMPLE CASES

2d4	Plaintiff/Defendant	Dispute
2	Stranger passing through	Adultery (or sleeping with someone's daughter before wedlock)
3	Cleric or mage	Insult, slander, or defamation of character
4	Poor or rich farmer or citizen	Unpaid debt
5	Average farmer or citizen	Ownership of an animal or object
6	Crafter	Moving of field or property boundary markers
7	Attractive widow or old crone	Injury in a fight (and a demand for wergild)
8	Friend of ruler	Theft (a serious crime), murder, arson

the larger world, one which cares little for how well the Resource is being managed or who owns it. From lowly guildmasters to mighty kings, all are subject to the whim of Fate.

HANDLING EVENTS

GMs have three main options when handling events. Which method an individual GM chooses depends on how important the Resource is to his game, the attitude of his players, and the proximity of the characters to the Resource.

Glossed Over: Events may be glossed over with a brief description. For instance, Disaster might be reported to the player simply as poor weather, with no embellishment at all. The players can fill in the blanks if they wish.

Sideline: The description of the Event is expanded, but left as a sideline event to the main focus of the game. For instance, a Disaster might be described as: "Heavy rains coupled with hail have flattened much of the crops in your fields. The harvest will suffer as a result." The GM has provided the owner with some facts and a bit of flavor.

Adventure: The GM can turn the event into a scenario. Depending on the needs of the campaign, the adventure might be a one-hour filler or develop into a

full-length adventure. It may even spawn an entire campaign idea. With the former two options, the event is a hard fact and likely cannot be altered. However, with the latter option, the outcome of the event depends solely on the heroes. An Unexpected Windfall might involve the heroes discovering a lost ruin occupied by orcs. The GM places treasure amounting to 1d6 x 500 gs in the ruin, but how much the heroes actually retrieve depends on how well they do in the adventure.

A storm might allow the heroes the opportunity to use magic like *becalm* to prevent the bad weather as a very quick mini-adventure. If they do not have the spell, they need to find someone who does. For a full-scale adventure, perhaps a rogue priest of Thunor or an ancient storm dragon is responsible for generating storms. If the result was vermin, perhaps a paladin of Vali is summoning rat swarms (the adventure *N1: Lair of the Vermin Lord* details exactly such a situation). By defeating the villain, the heroes have a chance to avoid the event or at least lessen its impact.

Be careful, though. Allowing the heroes to avoid every negative event means the Resource will never suffer hardship, which is unrealistic and will quickly lead to very rich characters living in a near utopia. Perhaps the Disaster has already destroyed the crops. All the heroes can do is to try to ensure it does not happen to anyone else by hunting down the culprit. This way, the event still

negatively affects the Resource, but the heroes get the opportunity to be heroic, as well.

NUMBER OF EVENTS & SEASON

Every Resource suffers 1d4–1 (0–3) events per year, regardless of its Population, Prosperity, location, owner, or other factors.

Determining the exact nature of events requires the use of the action deck. At the start of each year, the GM draws one card per event. Each event has two important factors, the season in which it occurs and the specific nature of the event. The suit of the card determines the season and the value, the specific details.

Although all events are drawn at once, they actually occur throughout the year. The suit of each card determines in which season an event occurs, as shown below. Thus, the GM must sort them into order. Exactly when they occur within a given season is left solely to the GM's discretion. When possible, they should be tied into events in the campaign. A Bad Weather Disaster, for instance, may fall on a holy day to Thunor, regardless of the season. In this way, the heroes might deduce Thunor is angry about something.

Suit	Season
Club	Spring
Diamond	Summer
Heart	Fall
Spade	Winter
Joker	Special (see page 110)

SPECIFIC EVENT

The face value of a card reveals the specific nature of the event, as described below.

TWO: RAID, MAJOR

The Resource is attacked! Depending on the nature of the Resource and its location, this may be an army of thugs or soldiers hired by a jealous rival, bandits attacking a caravan, pirates attacking a ship, a surprise enemy attack on a mercenary unit, or a raid by rapacious orcs or some single, fearsome beast, like a dragon.

Although any actual battle might last just a few hours, there are normally many days, if not weeks, of gathering forces, hasty training, probing attacks, intelligence gathering, and light raids before the main engagement. Hence, any raid is detrimental to the financial state of a Resource.

Heroes should note that total defense is not the best option when a Resource is raided. Yes, a noble may have a fortified manor, but by safeguarding his abode he leaves the rest of holdings open to sacking. Typically, the defenders must meet the invading force before they can cause any lasting damage.

Exactly how the GM wishes to handle the invasion depends on the importance of the Resource to the campaign. Typically, this is run as a Mass Battle. Alternatively,

if the characters are at the Resource when the attack takes place, the GM may wish to turn the event into a series of tabletop skirmishes and allow the heroes a chance to thwart the raid before much damage is caused.

A Resource typically receives some advance warning on an impending attack, thus allowing a hero to muster his permanent soldiers. The men and boys of the community are also expected to lend their support. This is handled through the Kinship and Fealty rules on page 20 with two small changes:

First, the population makes a Loyalty Cooperative roll. This may help or hinder the character's Persuasion roll—happy peasants have more to fight for and are thus more likely to take up arms in favor of their master, while downtrodden citizens rarely have anything worth fighting and dying for.

Second, the number of fighting men available from the general population cannot exceed 25 times the Resource's Population rating. Thus, if the settlement has Population 2, the maximum number of men who can be called upon is 50. Higher results are automatically lowered to the maximum value. Permanent troops, such as the watch, huscarls, and lay paladins, are then added in to determine the total army strength.

The strength of the enemy is equal to $70 + (1d6 \times 10\%)$ of the defenders' total possible strength. The total possible defender strength is equal to 25 fighters per Population point plus any permanent soldiers. If you intend to use the Mass Battle rules, calculate the number of tokens based on the percentages.

The enemy commander's Battle skill, Spirit, and appropriate Leadership Edges are determined by a die roll, as show below.

d4	Battle	Spirit	Edges
1	d4	d6	Cry Havoc
2	d6	d8	Cry Havoc, Death Before Dishonor
3	d8	d10	A Few Good Men, Cry Havoc
4	d10	d12	A Few Good Men, Cry Havoc, Death Before Dishonor

Example: A Resource has Population 6 and 10 permanent soldiers. The maximum numbers of defenders is equal to 160 (150 citizens plus the 10 soldiers). Regardless of how many troops answer the summons, the enemy strength is based on this value. Thus, a roll of 1 on the d6 equates to 80% of 160, or 128 raiders. If the d6 came up 6, the total enemy numbers would be 208.

In actuality, the defenders manage to summon just 80 men. The attackers have the larger army with 128 warriors and thus have 10 tokens. The defenders have 63% of the attacking army's numbers, and so have a mere 6 tokens. Unless the defenders have a trick up their sleeves, they face disaster.

THREE: RAID, MODERATE

As above, except the enemy strength is calculated as $1d6 + 4 \times 10\%$ (50–100%) of the total possible defenders available to the Resource.

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FOUR: RAID, MINOR

As a result of a deuce, except the enemy strength is calculated as 1d4 x 10% (10–40%) of the total defenders available.

FIVE: DISASTER

A disaster (natural or unnatural) has fallen upon the Resource. The GM should roll 2d10 and consult the table below to determine the nature of the disaster.

The Resource may suffer a reduced effect so long as it has a shrine or temple dedicated to an appropriate deity. Make a Loyalty roll, adding +2 if there is a temple. Shrines, even those to Freo, the Norns, and the Unknowable One, grant no bonus, but allow the roll to be attempted.

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.

Running this event as an adventure allows the heroes to deal with the cause, even if it is too late to undo the damage. A disaster may not truly manifest for a season. The cows look sick or customers do not seem to be spending as much, but it's just a seasonal glitch. As the year progresses, things start to get worse. Similarly, the effects may not be natural at all, but a result of a vile cleric or mage or some terrible beast. Whether the disaster is major, minor, or thwarted depends on the characters' actions rather than the faith of the population.

2d10	General Nature of Event	Deities
2	Drought	Kenaz or Thunor
3	Heat wave	Sigel or Thrym
4	Restless dead	Hela or Scaetha
5	Roads blocked	Freo, or Var if the Resource deals with trade
6	Vermin	Eostre Animal-mother or Vali
7	Ferocious beast	Dargar or Ullr
8–9	Crop blight or sick animals	Eostre Animal-mother or Plantmother (as appropriate)
10–11	Cold snap	Kenaz or Thrym
12	Storm or blizzard	Thunor (storm) or Thrym (blizzard)
13	Plague	Eira or Vali
14	Fire	Kenaz or Thunor
15	Flooding	Neorthe (coastal or river) or Thunor (heavy rain)
16	Game becomes scarce	Eostre Animal-mother or Ullr
17	Hellfrost wind	Thrym or Thunor
18	Corruption in high places	Hothar
19	Crime wave	Hothar or Nauthiz
20	Something very strange*	Varies

* Examples include the warriors losing their fighting

edge (Dargar or Tiw), a spate of murders (Hothar or Nibt), all the fish begin dying (Eostre Animalmother or Neorthe), magic begins failing (Maera), earthquake or a mine collapse (Ertba), an extended eclipse shrouds the land in darkness (Nibt or Sigel), and so on.

SIX: UNEXPECTED EXPENDITURE

The Resource immediately loses a number of gold scields. Roll a d4 and check the table below. Subtract this straight from the treasury. It is not affected by the Annual Income roll. If the treasury drops below zero, the hero is in debt to someone. Failure to pay might result in criminal charges, murder attempts, or a loss of Prosperity as word of the hero's financial problems spread.

Exactly who a hero might owe money depends on the Resource and the whims of the GM. The sudden and unexpected expenditure might be a one-off payment to a higher-ranking lord to support a crusade, a gift to a lord for some prestigious event, hosting a tournament with high prize money, sponsoring a special ritual, a damaged building needing urgent repairs, the payment of bribes to ensure the smooth running of the business, purchasing new arms and armor for the men, or simply a poor investment coming back to haunt the hero.

d4	Expenditure
1	1d6 x 100 gs
2	1d6 x 250 gs
3	1d6 x 500 gs
4	1d6 x 1,000 gs

SEVEN: A CALL FOR HELP

Someone asks the ruler for assistance. Most Resources are not truly independent, so the ruler usually has little choice but to send aid. Truly independent Resource owners (like those in the Freelands) might be coerced into helping or giving promises of support in the future. Whether or not these promises are upheld could make for an interesting story.

The request might come from a noble's liege fighting against bandits or orc raiders, the Hearth Knights arranging raids against frost giants, a senior priest leading a crusade, a guild facing violent opposition, a constable tackling a thieves' guild, or a mercenary company earning a short-term contract.

The hero should gather his permanent troops and fighting men from the general populace to go help. A minimum of 10 warriors per point of Population is enough to satisfy the request. Should the hero refuse or his men ignore the call, the GM must determine any backlash. Examples include refusal to aid the hero when he requires help, the cancellation of a contract, or an increase in raids because the bandits or orcs broke through the first line of defense.

If the GM desires to turn this into an actual adventure, he must determine the exact nature of the call to arms. In many instances, the heroes could probably leave their workers at home and attend themselves.

EIGHT: POTENTIAL POPULATION CHANGE

War, famine, the hope of better opportunities, a land grant, a change in customer base, or an increase or decrease in the size of the Resource's influence—whatever the reason, people have joined or left the Resource's population pool. The GM should decide what event caused the immigration or exodus, weaving in previous events where possible.

Roll a d3–2. The Population changes by this amount. Total Population cannot drop below 1 with this event. Should this occur, treat it as no event instead. A result of zero may still represent an actual change, despite the overall Population remaining steady.

For example, a guild or mercantile Resource may have switched trade routes, effectively changing one set of customers for another. A noble's fief may have suffered losses from raids or plagues but been blessed by a spate of childbirths or a wave of newcomers seeking a new life.

Whether the Population increases or decreases, the change instantly affects the hero's base income. Modify the Resource Management sheet accordingly.

NINE: SPONSOR

Someone wants to help the hero with an improvement to his Resource. This may be the clergy of a given faith helping to build a temple, a merchant looking to open a new industry, the hero's superior looking to improve the Resource's defenses, an investor hoping to expand a guild's influence, and so on.

Roll a d4 to see how much help the sponsor provides.

d4	Aid Provided
1	Assuming the sponsor can be logically tied into current building projects, the sponsor pays 25% of the <i>remaining</i> costs for an improvement in progress. Naturally the benefactor now believes he has a stake in the improvement. Alternatively, if no improvement is currently underway, the sponsor agrees to fund 10% of a suitable improvement if started in the <i>next</i> year.
2	As above, except the percentages are 50% and 25% respectively.
3	As above, except the percentages are 75% and 50% respectively.
4	As above, except the percentages are 100% and 75% respectively.

TEN: UNEXPECTED WINDFALL

The Resource immediately gains a number of gold scields. Roll a d4 and check the table below. Add this straight to the treasury. It is not affected by the Annual Income roll.

The windfall might be a gift from a lord, buried treasure unearthed while plowing fields, an unexpected surge of customers, a temporary change in market prices, a business investor, a major holy day increasing tithes and donations, a gift from local fey, increased revenue from hosting a tournament, or booty scavenged from a battlefield.

d4	Windfall
1	1d6 x 100 gs
2	1d6 x 250 gs
3	1d6 x 500 gs
4	1d6 x 1,000 gs

JACK: IMPORTANT VISITOR

An important and financially or politically powerful NPC and his entourage come to the Resource. This may be a noble's feudal lord, a client seeking to hire mercenaries, a renowned cleric, an influential person who wants his son educated, or perhaps a potential major customer looking to strike a trade contract.



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The hero must spend 1d4 x 250 gs on the guest. This covers lavish feasts, small tournaments, gifts, or bribes. If the expenditure is met, this year's Annual Income roll receives a bonus, possibly leading to an increase in Prosperity and Population as a result of the visit.

This event is also perfect for expansion into a scenario. It could be entirely roleplayed, with the hero being asked questions about his Resource and how it can aid the visitor or the daughter of the guest falling for one of the heroes. Naturally, some sort of complication should arise to make it interesting. Alternatively, there could be plenty of action, as the visitor is the subject of an assassination attempt or a political coup.

QUEEN: VERY IMPORTANT VISITOR

As above, except the person is very important and influential. Such individuals may include a duke, prince, or king, the highest-ranking cleric in the realm, an arkh-wisard, a renowned skald whose words can make or break reputations, an ambassador from a foreign realm (or different race), and so on.

The hero must spend 1d4 x 1,000 gs in order to earn a bonus to his Annual Income roll. Although the expense of hosting the guest is high, the potential rewards can be even higher. Failure to spend the required amount grants no bonus for the event and likely leaves the guest disappointed at his host's hospitality.

KING OR ACE: BLESSING

A deity chooses to bless the Resource. Depending on the nature of the Resource, this could be a blessing from Eostre for an agricultural area, Var for merchants, Tiw for mercenaries, Hoenir for scholars, Maera for mages, and so on. It may also represent a faerie watching over the fields or livestock, some threat to the Resource being removed by an outside force, or just a good harvest yield.

The blessing may be carried out by a cleric visiting the Resource and conducting a ceremony, hinted at through an omen or divination, or perhaps by the mysterious appearance of a relic (which just as mysteriously vanishes at the end of the year). Maybe the heroes have to solve a cryptic divination or retrieve a lost relic to claim the bonus.

Of course, the event is likely to attract attention. Due to the bonus granted to the Annual Income roll, the ruler's long-term income may rise through healthier crops, richer clients, better skill at arms, or just an influx of pilgrims making donations. Such a divine intervention likely attracts jealous rivals as well, not to mention priests and paladins of rival faiths seeking to spoil the blessing. Worse still, inquisitors from the deity's nearest temple may question the hero on how he came to be blessed or whether he is simply a charlatan.

JOKER: TWO EVENTS

As the old saying goes, it never rains but it pours.

Draw two more cards. Both events take place in the same season, determined by the suit of the lowest value card. In the event the values are equal, Clubs take priority over Diamonds, Diamonds over Hearts, and Hearts over Spades.

Should another Joker be drawn as one of the two cards, discard it and draw two more cards, for a total of three events in the same season. It could be a very rough year.

ANNUAL INCOME ROLL

At the start of each year, the hero must decide whether he or his seneschal is running the Resource this year. Once chosen, this cannot be altered.

On the last day of each game year, the appointed seneschal, be that the hero or an NPC, makes a Knowledge (Stewardship) roll. This roll is subject to modifiers, as detailed below. Check the results of the Knowledge (Stewardship) roll on the Annual Income Table below.

Once the outcome is known, the GM should try to work the year's Events into a short story at the end of each year, perhaps telling how, despite a major raid, the townsfolk rallied together to rebuild the smashed walls and replant the crops if a Good result was obtained. A little flavor can go a long way to setting the right atmosphere.

Funds already in the Treasury are not subject to the modifiers for the Annual Income roll outcome. So, a hero with a 5,000 gs Treasury and a 25,000 gs annual income who has a disastrous year gains only 2,500 gs, making his Treasury total 7,500 gs.

MODIFIERS

Mod	Event
Seneschal	
+X	Seneschal's Charisma
-1	Per two months the seneschal was away from the Resource
Previous Outcome	
-2	Disaster
-1	Poor
0	Average*
+1	Good
+2	Excellent
Loyalty	
Roll the Loyalty die as a Cooperative roll.	
Improvements	
+1	Per New Industry
Events	
All Event modifiers are cumulative.	
+2	Blessing
-1	Call for Help
-2	Disaster, minor
-4	Disaster, major
+2	Important visitor

RESOURCE MANAGEMENT

+4	Very important visitor
-1	Raid, minor**
-2	Raid, moderate**
-4	Raid, major**
-2	Seneschal replaced

Geographic Region

0	Hearthlands
-1	Low Winterlands
-2	High Winterlands
-4	Hellfrost

* Use this modifier the first year the Resource is used.

** Modifiers are doubled if the defenders lose the engagement.

ANNUAL INCOME TABLE

Roll	Outcome	Income	Prosperity	Pop
Critical Failure*	Disaster	x0.1	-2	-1
Failure	Poor	x0.5	-1	0
Success	Average	x1	0	0
Raise	Good	x2	+1	0
2+ raises	Excellent	x5	+2	+1

* A modified total of zero or lower produces the same effect.

Income: The hero's base income for the current year is multiplied by the entry on the table. This income is after all taxes and tithes have been accounted for. This is not in addition to the hero's standard income from his Edges—it completely replaces that income.

For instance, a hero with a base income of 5,000 gs who suffers a disaster earns just 500 gs that year, whereas one with an excellent year generates a massive 25,000 gs.

Prosperity: The Prosperity level of the Resource is raised or lowered by this amount. This in turn may affect Loyalty and Reactions.

Population: Especially bad years result in a loss of Population from starvation, families moving to more prosperous lands, or customers seeking new markets. Likewise, an Excellent result increases the Population as families move into the area or the Resource attracts new customers or settlers.

Remember, every one point change in Population alters the base income of the Resource by plus or minus 2,500 gs for the *next* year.

Note the Population and Base Income changes on the Resource Management sheet.

RESOURCE MANAGEMENT SHEET

Resource Name	Seneschal WC	Improvements & Notes
Ruler	Charisma: -1 0 +1 +2 +3 +4	
Resource Type	Stewardship: 4 6 8 10 12 12+1 12+2	
Location	Bennies O O	
Abode	Castellan WC	
Income Source	Spirit: 4 6 8 10 12 12+1 12+2	
Soldiers	Battle: 4 6 8 10 12 12+1 12+2	
Population	Leadership Edges	
Base Income (Pop x 2,500)		
Prosperity Rating		
Loyalty Die		Treasury (gs)
Reaction	Bennies O O	

HELLFROST: RASSILON EXPANSION

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THE ENDLESS WINTER CONTINUES...

In the frozen lands of the northern continent powerful boasts boast of future deeds; clerics scan the natural world for signs from their gods; family and friends, tied by oaths of allegiance, rally together to combat deadly threats; wise sages and scholars plunder the few remaining libraries; and those who fall are buried with valuable grave goods. And now your heroes can join them!

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