



Stone Cold Howling

The heroes are trapped at a caravanserai by a howler who can command blizzards!
Can they find a way to stop it?



The Last Stop

The Last Stop is a caravanserai in the pine forests of the Frozen North. Off the main caravan paths, it sees a fair amount of traffic from traders and travelers making their way between the western Sweetwater Seas and the cities of Arbor of Needles and Camp Ice Trail. It is the center of a small collection of elf clans living in villages and farmsteads. But Winter has come very early this year, threatening the harvest and all of the surrounding residents. The whole area is already covered in snow, and cutting the caravan season short.

This is the work of a powerful howler known as Frostroar. This creature has been infused with nethermantic power, allowing him to command the wind and snow! It has brought a baleful cold to the area, isolating the mortals of the Last Stop and the surrounding community. Gathering goblins to its side, Frostroar has eliminated the outlying settlements, and is now ready to destroy those that remain, huddled together for warmth and security at the Last Stop. These are simple people, and while they can defend their homes from goblins, this threat is beyond them. Luckily, heroes have come to their corner of the Lands.

Howling Blizzard

The heroes can encounter the Last Stop and Frostroar's minions in a number of ways. They might simply be crossing the Frozen North, and happen onto it. Or they could have heard rumors of a place already in winter's icy grip. Regardless of what brings them there, they eventually come into Frostroar's territory.

The temperature grows colder as they enter the area, and after a short time it begins to snow, quickly turning into a full blizzard. Allow the heroes to discuss whether or not they should continue traveling, and interrupt with a roaring wind. This is Frostroar, sending his will into the storm and striking at the heroes with howling gusts of icy shards. This works as the *burst* power, using Frostroar's shooting at everyone in a Cone Template. Treat this as any other combat, dealing in Frostroar. He fires a number of *bursts* each



round equal to half the number of heroes (rounded up). Both the lack of an actual foe to fight as well as the presence of an evil will behind the attack should be made explicitly clear to the heroes. Their only hope is to find shelter from the storm, which they can do by reaching the Last Stop, only a short distance away.

Shelter and Surprise

The caravanserai lies, at a crossroads situated within a large clearing of the boreal forest. It is comprised of a large central building, with a smaller grainery with a root cellar, and two stables, one large and one small. There are no defensive works of any kind. The Last Stop is operated by Matron Gyllneth LongEyes of Clan Tall Spruce and the nominal leader of the other clans in the area. Frostroar's minions have been careful to keep their presence hidden, and any mortals they have slain are believed to have simply fled from the cursed storms wracking the region.

The sorry state of the Last Stop's denizens is instantly clear. Matron Gyllneth tells the heroes of the horrible blizzards that have consumed the area, and the dire state of her people. Some Streetwise rolls collect a variety of stories, some speaking of mundane but intense wintry conditions, but others having similar experiences to the heroes', of a blizzard that hates and slays. Keep things unclear, and plant lots of red herrings amongst these tales to muddy the waters.

Eventually, night will fall, and everyone at the Last Stop will head into the main building to sleep. The quarters are cramped, and everyone is bedding down on blankets and furs. The winds escalate in volume with the setting sun, outstripping the sound of the roaring fire at the center of the caravanserai. The storm continues through the night, and in the darkest predawn hours, Frostroars minions strike!

There are two goblins per hero, and they sneak into the caravanserai. They are trying to slay as many mortals as possible, and not expecting any resistance. They flee once they have lost half of their number. The storm howls as they withdraw, covering their tracks. There should be a number of injured refugees to take care of, and Matron Gyllneth begs the heroes to assist.

Red Dawn & Red Snows

The morning is sad, but hopeful. The storm is gone, and there is now clear evidence of *something* behind all of this. While these were no ordinary goblins, if they could be slain, maybe their master could be as well.

Now that they know what's out there, the heroes know what to look for: a haunt for the goblins, well hidden deep in the Wild. The surviving refugees at the Last Stop can provide some clues as to where it might be located, and with a raise on a Streetwise roll, the heroes are told of a cave tucked away in a rocky and hilly part of the forest. The soil there is not good for farming, and it is far from any of the main caravan routes. It takes a total of three successes and raises on Survival rolls for the heroes to make their way to the cave.

They find Frostroar leading a ritual to call up another blizzard, surrounded by more goblins, two per hero. This is a Dramatic Task, rolling Spirit (-2). Working the ritual uses the creature's entire action, but it can take breaks to attack the heroes. Each wound dealt to it negates a success. If it succeeds at the Task, all heroes roll Vigor (-2) or suffer 2d8 damage from the extreme cold. If Frostroar is defeated, the blizzard fizzes

out, and the remaining goblins flee.

If the heroes are victorious, there are still mysteries. How did Frostroar gain this wintry power? Are there more netherforged like this? It will take true heroes to answer these questions!

Frostroar

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

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

Pace: 6; **Parry:** 7; **Toughness:** 10

Special Abilities:

- **Blizzard Breath:** Frostroar can unleash a blast of blizzard force winds filled with shards of ice. This works as the *burst* power, activated with Shooting.
- **Icy Claws & Teeth:** Str+d6.
- **Large:** Attackers add +2 to their attack rolls when attacking Frostroar due to its immense size.
- **Shattering Howl:** 2d6, Range 6/12/24. Howlers can unleash a deadly cry to shatter the bones of their foes. This uses their Shooting skill.
- **Size +4:** Frostroar is the size of a large warbeast.
- **Stunning Howl:** Howlers can unleash stunning bursts of sound, affecting all non-howlers in a Small Burst Template centered on the howler. All affected characters must immediately roll Spirit or become Shaken. Characters who fail and are already Shaken do not suffer any additional effects.

Goblin

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

Skills: Fighting d6, Notice d6, Piloting d6, Riding d6, Stealth d8, Shooting d6, Throwing d6, Taunt d6

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

Gear: War mace (Str+d6, AP 2 vs rigid armors) OR Short Bow (8/16/32, 2d6, 20 arrows), Buckler (Parry +1), Light hairpipe vest (+1)

Special

Abilities:

- **Ice Cold Blood:** Enhanced by Frostroar's power, these goblins add +2 to their rolls to recover from being Shaken.
- **Infra-vision:** Goblins halve all darkness penalties vs. warm targets.
- **Size -1:** Goblins stand only 3 feet tall.
- **Swarm Fighter:** Goblins apply any Gang Up Bonus to their damage rolls as well as their Fighting rolls.