



# Cold Spell

A Savage Worlds One Sheet for Saga of the Goblin Horde

I'm dreaming of a red winter,  
Just like the ones I used to know.  
Where the Treetop Twits,  
Hack the humans into bits,  
A lovely slaughter in the snow.

Winter has arrived with a vengeance, shrouding the land in deep snow, and powerful winds blow down from the mountains, bringing with them a bitter cold. Goblins huddle around campfires as the temperature plummets, and even some members of the Icerunner tribe have started sporting scarves!



The Treetop Twits, Hammy Groingazer and Niklam Hammerface, bring news from Hightree Ridge, where they'd been searching for their long-lost third brother. Several borderland goblins claim to have seen a winter witch working her magic on a mountain peak! Could this recent cold spell be a *literal* cold spell—another underhanded attack on the tribes by the vile humans?

The chief orders all available bosses to investigate the source of the rumors. However the other gangs are all out and about, scavenging for food and gathering fuel for the campfires, so it will be up to the characters to save their kin from being turned into popsicles.

## Arctic Ascent

It takes a couple of days to reach the base of Hightree Ridge, due to the deep snow and howling winds. Each boss must make a Vigor roll, on a failure they suffer a level of Fatigue for the rest of the adventure, or one of their gang members freezes to death (player's choice).

Climbing the mountains is particularly difficult due to the harsh conditions. Each boss makes a Climbing roll at -1: on a failure they suffer 3d6 damage (this can be redirected to a gang member using the Meat Shield rule, typically by using the poor fellow as a cushion).

**Reward:** Each boss gets a Benny for their hardship.

## Snowed Under

A blizzard hits shortly after the characters complete their climb, and they are forced to take shelter in a cave while they wait it out. The goblins build a fire to keep warm, while the bosses tell tales about their great achievements. Each player can run an Interlude.

Unfortunately, the goblins weren't the only ones to seek shelter from the blizzard. While they are resting, a ravenous chimera stalks into the cave, and mistakes the characters for borderland goblins. Thinking the goblins will be easy pickings, and not wanting to pass up such a delicious snack, the chimera attacks without hesitation. Resolve this encounter as a Quick Combat with a +0 modifier; if anyone rolls a raise they manage to kill the chimera, otherwise they just drive it off.

**Reward:** Running an Interlude is worth a Benny, as is a raise in Quick Combat.

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## Glacial Trek

Once the blizzard dies down, the characters can head to the mountain peak where the winter witch was last seen. The trip takes a few days, and each player needs to make two Vigor rolls at -2. Each failure results in either a level of Fatigue, or a gang member freezing to death (player's choice). The Game Master should ask each player to describe one of the challenges they face on the journey, such as climbing an icy outcropping, slipping into a crevice, fighting off a wild predator, etc. These challenges are narrated as part of the scene, there is no need to make any further rolls for them.

**Reward:** Each player who describes a challenge on the journey earns a Benny.

## Chilly Reception

When they finally reach the location they were told about, the characters discover the winter witch in the midst of a ritual. She stands half way up one of the tallest peaks on Hightree Ridge, wind and ice swirling around her like a small tornado.

The witch is completely focused on her magic, and oblivious to the goblins, although the blizzard deflects any ranged attacks the goblins might make. However several knights stand around her, a blue tinge to their skin, and they attack the goblins on sight. Resolve the scene as a regular combat; there are 1-2 frost knights per player, and they are led by the frost champion.

Once the knights have been defeated, the goblins can easily approach and kill the winter witch (no roll required). However the moment her concentration is broken, the witch's spell discharges with a deafening thunderclap: each boss makes a Strength roll at -2, on a failure they are hurled from their feet, suffering 2d6 damage as they slam back down onto the icy ground (this damage can be redirected as normal).

**Reward:** Those who survive the fight earn a Benny.

## Riding the Avalanche

The goblins clamber to their feet just in time to see an avalanche rushing down the mountain toward them. There is nowhere to hide, and no time to flee on foot; their only chance of survival is to leap onto the dead knights' shields, riding them down the mountain like medieval snowboards!

Resolve this scene as a separate Dramatic Task for each boss, using the card suits to indicate which trait the player must roll each round:

- **Clubs:** Roll Agility to swerve past a tree or rock. As Clubs represents a complication, this trait roll must be made at -4 instead of the normal -2, with failure resulting in automatic failure of the Dramatic Task.

- **Diamonds:** Roll Smarts at -2 to try and work out the best route down this part of the mountain; the character can hardly see where they're going!

- **Hearts:** Roll Spirit at -2 to keep the character's fear in check, as the avalanche is right on their heels, and gaining!

- **Spades:** Roll Strength or Vigor (player's choice) at -2, as the character's physical fitness is put to the test.

- **Joker:** Roll any attribute (player's choice) at +0, as the character gets a lucky break.

Those who fail the Dramatic Task take 3d6 damage as the avalanche buries them, and this damage cannot be redirected, as all the character's gang members are automatically crushed and killed. Those who achieve 5+ successes manage to outrun the avalanche.

With the winter witch dead, the effects of her spell soon fade away—the weather is still quite cold, but not dangerously so. When the bosses finally make it home, Chief Bignose thanks them for saving the tribe with a half-hearted grunt, as he busily devours an entire side of venison. He doesn't invite them to join the meal.

## Enemy Combatants

Listed here are the foes the players will face.

### Frost Knight

Fearsome guardians of the winter witch, these veteran human soldiers have been infused with icy elemental magic, granting them immunity to the cold.

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

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

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

**Edges:** Brawny

**Gear:** Longsword (Str+d8), large shield (+2 Parry), breastplate (+3)

**Special Abilities**

- **Immunity (Cold):** Ignore all cold/ice damage.

### Frost Champion

The leader of the frost knights is a legendary warrior, admired and feared throughout the human lands.

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

**Skills:** Fighting d10, Intimidation d10, Notice d6

**Charisma:** -2; **Pace:** 6; **Parry:** 9; **Toughness:** 11 (3)

**Hindrances:** Loyal, Mean, Overconfident

**Edges:** Brawny, Elan, Improved First Strike, Improved Frenzy, Great Luck, Intimidating Prowess, Nerves of Steel, No Mercy, Strong Willed

**Gear:** Longsword (Str+d8), large shield (+2 Parry), breastplate (+3)

**Special Abilities**

- **Immunity (Cold):** Ignore all cold/ice damage.