

# HELLFROST ERRATA



Despite our best intentions a small number of minor errors crept into the *Hellfrost* books while our attention was diverted by the gorgeous artwork and exciting setting material. This document will be upgraded as an when errata is collected and made known to us.

The latest errata will always be highlighted in **red** text for ease of spotting it.

Last updated April 2012.

## PLAYER'S GUIDE

### EDGES

**Errata:** Wizard appears in the lists for both banned and altered Edges. It should be in the banned list only.

**Clarification:** Since there are no Power Points in *Hellfrost*, the Soul Drain Edge is of no use. It should be added to the banned list just to clarify its exclusion.

**Errata:** The Focus Edge should have a requirement of Arcane Background (Any).

**Errata:** Looks like the Gravetouched Edge got cut but is still referenced in the Bestiary. The full text appears below for those who want to use it.

### GRAVETOUCHED (BACKGROUND EDGE)

**Requirements:** Spirit d8+, Vigor d6+

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

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

### GEAR

**Errata:** The description of plate mail mentions "grieves," which is obviously a typo. It should actually say "bracers," as leggings are mentioned soon after.

**Errata:** Alchemical devices cost 100/Rank.

### HEDGE MAGIC

**Errata:** Page 58, last paragraph, second sentence should end "...some have side-effects if multiple doses are taken."

### MAGIC

**Errata:** Page 53, Elemental Spells section. Change *elemental protection* to *elemental manipulation*.

**Clarification:** The Battle-rune grants *boost/lower Battle*. This refers to the Knowledge (Battle) skill only.

### DEITIES & MIRACLES

**Errata:** Add *teleport* to Freo's available spells.

**Errata:** Remove *decipher* from Nauthiz's spell list.

### MAGES IN MASS BATTLES

**Errata:** Change the sentence beginning "*The Energy Fatigue and Magic Shock results...*" to read "*The Temporary Glitch and Slight Drain results...*"

### SPELLS

**Errata:** Replace any references to *wall of might* with *sphere of might*.

**Errata:** We missed out the changes to the *barrier* spell. Due to there being no Power Points, the *barrier* spell works differently.

A basic casting creates a 1" wide section of *barrier*. Additional sections can be created during a single cast-



ing, though it is harder to do so. For every two additional 1" sections or part thereof, the caster suffers a cumulative -1 penalty to his arcane skill roll. Each separate *casting* counts as a single spell for the purposes of Maintaining the power, regardless of the number of sections created.

For instance, Dave's hero wants to completely surround a foe with a *barrier*. This requires five sections in total (four walls and a roof) and thus incurs a -2 penalty. He Maintains this as a single spell. If he casts two *barrier* spells, say one of three sections and another of two, he must Maintain two separate spells, even if the sections from the two spells are touching.

**Clarification:** The *bodyguard* power must be Maintained. The spell ends when the caster ceases concentration or the bodyguard is destroyed.

**Errata:** *Detect/conceal* mentions "template" in the second paragraph. This should be replaced with "area of effect."

**Errata:** The *detect* power now has an Instant duration. This is not technically errata but a revision of how the spell functions.

**Errata:** *Fly* works differently in *Hellfrost*. A raise on the casting roll allows a spellcaster to move at double his normal Pace.

**Errata:** Because there are no Power Points in *Hellfrost*, *zombie* works slightly differently. Each casting activates one corpse by default. Each additional corpse the caster wishes to raise with the same spell gives the caster a cumulative -1 penalty.

This spell does *not* need to be Maintained—the normal rules for the spell's duration apply equally in *Hellfrost*.

**Clarification:** The *viper weapon* spell transforms a weapon into a grass adder.

## GLORY

**Errata:** Page 101, Character Roll. Replace the sentence "However, the modifier only applies if the number of enemy tokens was less than or equal to your army's tokens at the time..." with "However, the modifier only applies if the number of enemy tokens was greater than or equal to your army's tokens at the time..."

## BESTIARY

**Errata:** The reference to Devotee of Thrym on page 54 should be replaced with Disciple of Thrym.

**Clarification:** The entries listed below War Drum for the orc drummer (page 92) are invoked only through drumming.

**Clarification:** The rainbow viper doesn't have a Poison ability. We know viper means a venomous snake, but the name is one given it by the inhabitants of Rassilon, not by us or by snake experts. If that bothers you, change the name to rainbow serpent.

## GAZETTEER

**Errata:** There are 15 major houses in the Magocracy, not 14 as the text insinuates.

**Errata:** The demographics of the Crystalflow Confederacy should be "(59% Anari, 33% Saxa, 5% engro, 3% frostborn)."

**Errata:** The demographics of the Barony of Cul should be "(65% frostborn, 20% Anari, 13% Saxa, 2% engro)."

**Errata:** During the initial creation of the map the Brokentang Mountains moved northward. Due to an oversight, this was not reflected throughout the text. As a result, some small sections of text need to change. The following errata applies:

\* **Page 22:** All references to the Brokentang Mountains in the Blackstone Barony entry (about four) should refer to the Dragonspine Mountains.

\* **Page 41, Karad Dahn:** Replace the first paragraph of the Karad Dahn entry with:

"Known to most dwarves these days as Karad Dreng (the dwarven word for "doom"), the city lies in a rend torn through the Dragonspine Mountains. The larger part of the ruined city lies on the northern side of the gap Mountains, with a much smaller part on the southern side."

\* **Page 80:** Remove the reference to the Brokentang Mountains in the geography section.

\* **Page 80:** The main Brokentang Mountains entry should be ignored. The Blood Falls entry now belongs with Karad Dahn's entry.

**Errata:** Add the following entry to the Veermark geography section:

### "BROKENTANG MOUNTAINS

According to one legend, the Dragonspine Mountains and Thunor Range are the bones of a colossal dragon. At some point in antiquity, Tiw did battle with a mighty dragon and hacked off its tail. Although the name of the northern stretch of the mountains was changed from the Dragontail Range to Thunor's Range after the Saxa rebellion, the Brokentang Mountains kept their name."

## QUESTIONS & ANSWERS

This section looks at common queries and topics which may be open to interpretation.

### GEAR

• *Does a pound of firewood really provide heat in a Large Burst Template for two hours? That's just burning a single log!*

Yes, that's how it works in the game. Realistically, the



characters would need a lot more wood to create a fire with that effect.

Weight allowance is a precious commodity in *Savage Worlds*, so we went for an option that allows the party some hope of survival and yet doesn't completely cripple them by forcing them to drag around trees. In many situations there is going to be wood readily available anyway, and the firewood would serve as kindling rather than as the entire campfire.

That said, the game is about heroes. Yes, they have to survive some deadly temperatures, but we're focusing on basic sensible precautions rather than realism. If you need more realism in your fantasy game, just increase the weight to 10 pounds.

## SPELLCASTING

- *How do spells from SWEX that aren't listed in Hellfrost work?*

Spells with a Duration just become Maintained. All other changes are either in the *Hellfrost Player's Guide* or in this document.

- *Does Maintaining a spell still incur the -1 penalty, as per SWEX?*

Yes. Although Maintaining spells works slightly differently in *Hellfrost*, the -1 penalty to arcane skill rolls for Maintaining multiple spells still applies. So you can have *armor* active all day, but it's going to cramp your spellcasting abilities.

- *Clerics don't suffer from the Siphoning and their backlash isn't exactly debilitating. Does this mean clerics are more powerful than mages?*

It is true that clerics don't suffer the Siphoning, which is a major spellcasting benefit over mages. However, as mentioned in the text, the sins for each deity should be strictly enforced. Mages only suffer through casting—clerics can lose access to their spells through any action (or inaction).

## RELIGION

- *Can evil gods really have paladins?*

Yes. The association with paladins being good comes from another game, but through constant exposure has become ingrained in many players' minds. We use it in its dictionary definition of "a champion." In *Hellfrost*, it simply means "champion of the faith," and even evil can have champions.

- *Does a deity's signature spell count toward a cleric's starting spells?*

Yes. The cleric starts with the signature spell and one other, not the signature spell and two others.

## SPELLS

- *Does the detect spell work through solid objects?*

As implied in the wording, the *detect* spell does work through solid objects. The caster learns only that the object is within the spell's area of effect. No distance or direction information is gleaned. Objects within line of sight typically register to the caster in some manner, such as by glowing.

- *Can the detect spell really detect anything?*

Almost. The GM has the right to ban castings of *detect murderer in GM's investigative adventure*, *detect anyone trying to ambush me*, and other such spells.

We hope common sense will rule, but it's worth mentioning this in writing so you can quote it to troublesome players. *Detect* is powerful, but it doesn't grant omnipotence.

- *How does greater healing work with no Power Points?*

*Greater healing* works exactly as per the core *Savage Worlds* rules. Just ignore any reference to Power Points.

- *Does the Power Surge Edge still require a Joker in order to activate?*

Yes. The game mechanics have changed, not the method of activation.

- *Is it okay if I change aspects of the world (maybe moving locations around or adding new races) to suit my group's needs?*

Of course! You've invested in the setting and it's yours to do with as you please. There isn't a right or wrong way to run *Hellfrost*, just your way. Just remember that any changes you make won't be reflected in any official products.

© 2012 Triple Ace Games