

# Hellfrost Game Aid

## Adventures in Aslov

Occasionally one might need a scene or an adventure hook at hand. Often something small is sufficient enough to make your game more lively. This game aid provides such kind of GM's support for playing in the city of Aslov.

In order to determine a scene, choose either a General Scene, which could happen anywhere in Aslov, or a section appropriate to the current location in the city. Draw a card from a newly shuffled deck and look up the entry corresponding to the cards suit and color. If a Joker comes up, simply draw two further cards, because in this scene several things might happen at once.

### General Scene

<p><b>Ace</b> Wealthy citizens and their escort come their way.</p> <p><i>Clubs</i> They scoff at refugees on the street.</p> <p><i>Spades</i> The hungry and the poor glare enviously at this august group.</p> <p><i>Hearts</i> Someone throws a muddy snowball at them.</p> <p><i>Diamonds</i> Hastily they throw a few coins or morsels to the refugees.</p>	<p><b>9</b> Three Swords of Necessity are standing on the street and scrutinize citizens and refugees alike.</p> <p><i>Clubs</i> They are looking for a fugitive Sister of Mercy.</p> <p><i>Spades</i> They are looking for an important person.</p> <p><i>Hearts</i> They have broken their vow and are now looking for a looking for a witness to it that escaped them.</p> <p><i>Diamonds</i> They were ordered to militia duty in this part of the city.</p>
<p><b>King</b> Some ragged persons cower by the wayside.</p> <p><i>Clubs</i> They are too sick and too weak to reach one of the Healing Houses.</p> <p><i>Spades</i> They are robbers preying on lucrative victims.</p> <p><i>Hearts</i> They are Gutter Runners in the middle of a heist.</p> <p><i>Diamonds</i> They are starving refugees no one cares about.</p>	<p><b>8</b> A Sister of Mercy hastes along the street and jostles the passersby.</p> <p><i>Clubs</i> She is a pickpocket in disguise.</p> <p><i>Spades</i> She hurries to help in an emergency.</p> <p><i>Hearts</i> She has killed a wounded person and flees the scene.</p> <p><i>Diamonds</i> She is quite absent minded and doesn't have a real reason to be in a hurry.</p>
<p><b>Queen</b> At a makeshift booth serving hot beverages some Hearth Knights are talking to a group of people.</p> <p><i>Clubs</i> They tell about their deeds guarding the region as Shield Knights in Hellfrost Keep and outlying forts.</p> <p><i>Spades</i> They recount their fights against evil as Sword Knights north of the Icebarrier Mts.</p> <p><i>Hearts</i> They boast about their heroics as Lance Knights, travelling the Hellfrost and fighting its denizens.</p> <p><i>Diamonds</i> They try to recruit interested and able youngsters as Hearth Knights.</p>	<p><b>7</b> A person lies in an alley and isn't moving.</p> <p><i>Clubs</i> The person is obviously dead.</p> <p><i>Spades</i> The person's hair is blood soaked and he is slowly bleeding out.</p> <p><i>Hearts</i> He is a drunkard, sleeping of his binge in the street, eventually freezing to death.</p> <p><i>Diamonds</i> He is a thief of the Gutter Runners, trying to lure an unwary passersby into his reach.</p>
<p><b>Jack</b> A crowd gathered on the streets.</p> <p><i>Clubs</i> They demand the opening of the granaries and warehouses so that everyone will have access to the supplies there.</p> <p><i>Spades</i> They demand that the Baroness and the council admit that the warehouses are empty.</p> <p><i>Hearts</i> They demand that the refugees inside the city walls are banned from Aslov so that the rationing can be lifted.</p> <p><i>Diamonds</i> They demand loudly from the rich to to fairly share their food with the poor.</p>	<p><b>6</b> A woman leans on a wall, eyes closed, and breathes heavily.</p> <p><i>Clubs</i> A blood stain spreads slowly on her dress.</p> <p><i>Spades</i> She is a drunken whore, offering her services when spoken to.</p> <p><i>Hearts</i> She is pregnant and seems to be in labor.</p> <p><i>Diamonds</i> She tries to catch her breath after running.</p>
<p><b>10</b> A well-equipped group of adventurers walks confidently along the street.</p> <p><i>Clubs</i> Laughing as they shove passersby out of their way.</p> <p><i>Spades</i> They are talking with each other about their last adventures in the area.</p> <p><i>Hearts</i> They try to find the missing kin of a noble.</p> <p><i>Diamonds</i> They try to save one of their own from the shame of a public flogging.</p>	<p><b>5</b> A family moves their household effects out of a house.</p> <p><i>Clubs</i> They are forced to leave their home to avoid indenture and find their livelihood elsewhere.</p> <p><i>Spades</i> They move south to avoid starvation by the general rationing.</p> <p><i>Hearts</i> They want to move, because their house seems to be haunted or is cursed by a fey.</p> <p><i>Diamonds</i> Vermin has infested their home.</p>
	<p><b>4</b> Craftsmen are repairing the wall of an old warehouse.</p> <p><i>Clubs</i> The warehouse shall be rented to some refugees for extraordinarily high fees.</p> <p><i>Spades</i> Parts of the wall are crumbling and threatens to bury passersby.</p> <p><i>Hearts</i> Suddenly frightened screams arise from inside the building.</p> <p><i>Diamonds</i> One of the craftsmen suddenly vomits dark blood and collapses. He is dead.</p>
	<p><b>3</b> Two drunk stagger across the street quarrelling.</p>

- Clubs* Unexpectedly both men draw their daggers and attack each other.
- Spades* It's a ruse as both are pickpockets.
- Hearts* Suddenly both seem to agree with each other and go off to the next tavern, smiling.
- Diamonds* A third man appears, draws his blade, and kills both of them.
- 2 A quivering child begs for something to eat or a few coins.
- Clubs* It is a street orphan.
- Spades* The child's parents are refugees, sending it begging..
- Hearts* It's a member of the Gutter Runners, the local thieves' guild.
- Diamonds* The child is begging for a dare.

### The High Quarter

- Ace** A man runs down the street, a clanking backpack in his hand. Some constables are in pursuit.
- King** Two nobles talk loudly about how to stop the refugee problem.
- Queen** A skald standing below a window performs a sad ballad. Recently the mistress of the house died.
- Jack** Some maidservants are airing the bedclothes at a window. They are joking and suddenly a pillow falls down to the street.
- 10 The constables drag a ragged man down the street. He is roughly guided downtown for entering this part of the city to beg and without a token.
- 9 Craftsmen are repairing the plastering on a house., The caretaker of the house watches them intently.
- 8 Beside a store entrance three well-fed hunting dogs are lying on the street, looking tired. A gnawed on bone lies in front of them.
- 7 A priest knocks on a door, urgently demanding entrance. It is a matter of life or death.
- 6 A pair of merchants are doing business. They talk about the current situation.
- 5 A noble woman is on her daily leisure walk, accompanied by a servant and private guards.
- 4 A group of constables marches through the streets. The men are joking.
- 3 A man carries a heavy ham, delivering it to a rich merchant's house.
- 2 A lively group of children plays in the streets watched attentively by their nursemaids.

### Warehouses & Granaries (High Quarter)

- Ace** A household servant dallies with the guards. She is in a good mood, because she can serve her master and mistress something extra in addition to the usual rations.
- King** Two guards stand motionless in front of a warehouse, seemingly asleep. They are dead.
- Queen** Good humored guards share a wineskin off-duty. None of them actually knows, whom they have to thank for this welcome gift. This drink is spiked to get their identification tokens.
- Jack** Two guards stand in front of a warehouse and try open the doors by force.
- 10 Workers are whitewashing a warehouse wall. Someone left a still visible graffiti there which reads: "We vil all starfe".
- 9 A group of merchants has gathered in front of the warehouses. They are arguing about the current fees and tariffs that cut their profits.

- 8 Two men cling to the edge of a warehouse's roof. They are thieves working for the Gutter Runners who suffered from their misjudgment of height and distance.
- 7 A merchant and his retinue enter one of the warehouses. Shortly thereafter screams and the noise of combat can be heard from within.
- 6 Workers lift barrels onto a merchant's wagon. One barrel shatters and spills dry meat on the floor.
- 5 A group of Vethian rat-catchers and their dogs are standing at a warehouse. The men have a break and look bored.
- 4 Workers lift heavy wooden boxes onto a wagon. One box shatters on the floor, spilling stones into the street.
- 3 Some guards gathered at one of the warehouses. They are discussing the next week's guard schedule.
- 2 Ragged figures sneak between the granaries. Looks like they are planning a burglary for tonight.

### The Old City

- Ace** Some women are offering worn, yet good quality clothes to interested buyers in the street.
- King** A near-starved dog trots down the alleys looking for scraps. Looks like that some refugees are determined to catch the poor animal for their next meal.
- Queen** A woman is led to the stake. She sobs and begs for mercy, because at her death her children will be orphans.
- Jack** A group of constables guard some workers erecting a stake at Old Market.
- 10 A man pushes a cart with pottery down the street. Looks like a street gang has set their eyes on him already.
- 9 An Eira priest walks briskly through a crowd. He avoids looking people in the eyes and turns away any petitioners with a grim face.
- 8 A group of people have gathered and are listening to a man in fur armor. He calls on them to arm themselves.
- 7 An entertainer is performing at the next street corner. He tells stories about brave heroes and beautiful women.
- 6 A nobleman is escorted by experienced and heavily armed mercenaries. Strangely they guide him in the wrong direction, though.
- 5 A pickpocket works the crowd. He is accompanied by a mangy street dog.
- 4 A pair of kindred refugees are lying in the street, obviously dead. Someone must have stolen their cloak and shoes – if they've ever had some.
- 3 A group of harlots are fighting over a moldy loaf of bread. A man stands nearby waiting which one will accept his bread as "payment".
- 2 The constables apprehend a man clad in rags. He is accused of something major like thievery, ration scam or token forgery.

### Last Chance Tavern (Old City)

- Ace** The proprietor (Jorg Nader) sits at a table talking to someone. Looks like he is trying to recruit him for the Hearth Knights.
- King** The door suddenly opens and a cold gust of wind enters. Then the door slams shut by itself.
- Queen** A slightly drunken Engro dances on one of the tables. Suddenly he tumbles backwards from the table and disappears without a trace.
- Jack and** A Hearth Knight enters the tavern, talks to the barkeep, turns leaves the place in a hurry..
- 10 Jorg Nader joins some of his guests. He tells them a scary tale from beyond the mountains.
- 9 An obviously drunken patron and walks to the bar. He complains loudly about the watered ale.

- 8 A scream comes from the kitchen area, followed by loud clanking noise. The cook has burned her fingers.
- 7 On a rafter squats a skinny mouse, blearily looking down.
- 6 A group of eager youngsters sit at a table studying a rough map of the wider area. They plan to explore an ancient ruin.
- 5 An Engro sits in front of a fireplace declaiming satirical poetry. His audience is laughing loudly.
- 4 Jorg Nader talks quietly to a Hearth Knight. They seem to talk about two lances.
- 3 A group of dark clad men are quietly sitting in a corner, furtively watching the other patrons.
- 2 The door bursts open and a Frost Dwarf enters the tavern. He starts shaking; snow and ice fly all about the tavern's main room.

### *Soup Kitchen (Old City)*

- Ace** Soup's out. The people begin to grumble.
- King** A sudden quiet moment in the Soup Kitchen. Slurping is the only sound audible.
- Queen** A shady figure with bloody bandages enters and talks to one of the aides distributing the meals.
- Jack** Some scraggy children sit in a corner. They got their soup with an extra ration of dark bread.
- 10 Someone spits into the kettle to spoil the soup for the others. No one seems to mind.
- 9 A rstreet urchin pushes through the crowd. He's a pickpocket hiding from the constables.
- 8 Two refugees start a fight over their soup and bread ration. Both are kicked out by the aides serving the meals.
- 7 A warrior enters, settles sluggishly on a bench pressing his side with one hand.
- 6 Someone puts a pitcher with hot herbal tea and some beet sugar on the tables. The people rejoice in gratitude.
- 5 One of the big soup cauldrons topples and spills soup into the fire. The cook is scalded by the hot water.
- 4 A cook puts herbs into the soup and smells the rising vapors. Suddenly she collapses.
- 3 A refugee new in town tries to scam a greater soup ration by pulling a dead rat out of the kettle. He's guided to back of the kitchen for a "friendly" chat.
- 2 The soup became watery over the last week. The cook apologizes, while the aides hold back a few enraged protesters.

### *Tent Town*

- Ace** An icy gust of wind sweeps through Tent Town from the north, taking down a few of the tents.
- King** A pack of scoundrels is squatting nearby displaying sharp knives. They look out for lone strangers to steal their meager rations.
- Queen** A frowning Sister of Mercy hastes along the rows of tents. She carries bad news.
- Jack** Two women have a loud argument. They accuse each other for stealing the other's ration.

- 10 A Sword of Necessity guards a tent, refusing entry to everyone. His sword brother has a tryst inside.
- 9 An angry Frost Dwarf walks through the tent rows. Something has been stolen from him.
- 8 One of the tents stands open, showing a family of fugitives. All of them appear to be dead.
- 7 Three men argue in front of a tent. One of them holds a turnip, the next one a dead rat and the third a club.
- 6 Two women are pushing a cart full of rags along the street. The rags are intendend to be used as bandages.
- 5 Outside one of the tents a man is squatting with glazed eyes. He obviously numbed his hunger using drugs.
- 4 A squad of Swords of Necessity are brutishly elbowing a way through a crowd, so that a Sister of Mercy can pass.
- 3 From one of the tents loud screams are to be heard. No one seems to care.
- 2 A loud thunder sounds from the north, slowly fading. The ground shakes followed by silence.

### *The Healing House (Tent Town)*

- Ace** A Sister of Mercy stands beside a dead woman. The sister is silently praying to Eira.
- King** Two Swords of Necessity hold down a child. A healer opens some pus-filled boils on the child.
- Queen** A man sits on a bed and scratches himself. A Sister of Mercy is heating a thin wire in a flame.
- Jack** A woman lies on a bed, staring nowhere. Suddenly she screams for about a minute and lies perfectly still again.
- 10 A bucket with feces gets kicked over. It's contents immediately spill over the floor.
- 9 The Sisters of Mercy light some candles. For a few moments a pleasing odor fills the room.
- 8 Someone wanders closely about the belongings of the patients. A thief looking for easy pickings.
- 7 A Sword of Necessity walks slowly through rows, looking for the patients.
- 6 A man sits in a corner rigging a crutch. A pair of children is playing at his feet.
- 5 A women presses her fists in her lap and moans. Blood runs out of her eyes.
- 4 A Sister of Mercy is preparing a salve. The herbs smell like urine.
- 3 Lepers lie in their beds; their eyes speak of their suffering. One draws his last breath.
- 2 An injured warrior lies screaming on a table, his foot is about to be cut off.



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