

SAVAGE FROST GIANTS

The Jötnar are powerful frost giants, standing at around three times the height of a normal human. They have thick manes of white hair, and their unnaturally pale skin and eyes are tinged with a hint of blue. Their flesh is icy to the touch, and it radiates a faint aura of cold that can be felt by those in close proximity.

During the invasion of Morden, the witches of the Grand Coven transformed their victims into banes and Accursed, to serve in their armies. The Snow Witch, Skuld, created the Jötnar as living siege weapons, capable of smashing their way through enemy fortifications.

When the Grand Coven was finally sundered, Skuld was the first to flee back over the Darkwall Peaks, and she left many of her spawn behind to fend for themselves.

Most of the surviving Jötnar have since migrated to colder regions, particularly the endless tundra of the Tarayev Wastes, as they consider warmer climates uncomfortable. Skuld didn't provide the Jötnar with suitably sized weapons and armour, so most Jötnar now wear only animal furs and wield hefty wooden clubs.

Despite their vast strength, Jötnar often have difficulty landing blows against smaller and more maneuverable opponents in combat, and while they are very resilient to most forms of damage, they can be easily hurt by fire.



Written by **ZADMAR** for the **ACCURSED** setting

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Version 2

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WITCHBREED PACKAGE

All Jötun characters begin with the following racial package:

Titanic Strength: Jötunar start with Strength d12, and can raise their Strength to d12+4 during character creation or with normal advances. If they take the Professional or Expert Edges at Legendary rank, then their maximum Strength increases to d12+5 or d12+6 respectively.

Note: *If you own the Super Powers Companion, it is recommended that you use the Superhuman Strength table to determine the carrying capacity for Jötunar. If you don't own the Super Powers Companion, a close approximation is simply to double the Load Limit for each die step over d12.*

Towering: Jötunar are frost giants, and typically stand 15-20 feet in height. They gain a +4 bonus to Size, which also increases their Toughness by 4. They are always considered Large, which means they suffer a -2 penalty when attacking Medium creatures, and Medium creatures gain a +2 bonus when attacking them back.

Note: *Some GMs house rule that the penalty only applies to attacks against the Large creature, and not to the attacks the Large creature makes against others. It is strongly recommended (for balance reasons) that you don't do this for Jötunar.*

Long Stride: Jötunar have a base Pace of 8, due to their long legs.

Cold Visage: The unnerving appearance and cold aura of the Jötunar give them a -2 penalty to Charisma. This doesn't apply when dealing with other creations of the Snow Witch.

Resilient to Cold: Ice and cold attacks inflict -4 damage against Jötunar, and they gain a +4 bonus to resist all cold-based environmental effects.

Vulnerable to Heat: Fire and heat attacks inflict +4 damage against Jötunar, and they suffer a -4 penalty to resist heat-based environmental effects.

Cryomancy: Jötunar are unable to take Arcane Background (Alchemy). They can take Arcane Background (Witchcraft) if they wish, but are only capable of using invocations that have an ice or cold trapping.

Note: *If you own the Hellfrost Player's Guide, you should consider allowing Jötunar to take Background (Hrimwisardry) instead.*

RACIAL EDGES

Jötunar gain exclusive access to the following Racial Edges.

COAT OF THE YETI

Requirements: Novice, Vigor d8

You grow a shaggy coat of white fur, granting 2 points of natural armour, and rendering you completely immune to cold-based environmental effects. When on icy or snowy terrain, you gain a +2 bonus to Stealth rolls, and ignore penalties for difficult ground.

ETTIN BLOOD

Requirements: Novice, Notice d8

You grow one (or more) additional heads, making it very difficult for foes to catch you off guard. You ignore up to 2 points of Gang Up bonus, and gain a +2 bonus to Notice when opposing Stealth rolls. While your heads work together for their mutual survival, they may each develop their own separate quirks and personalities.

FROST BREATH

Requirements: Seasoned, Vigor d8

On a successful Vigor roll, you exhale a blast of icy wind which fills a Cone Template. Everyone within the template must make an opposed Agility roll or suffer 2d10 damage. If you fail the Vigor roll then you automatically become Shaken, and if you roll 1 on the Vigor die then you can't use this Edge again for the remainder of the scene, or until you spend a benny to reactivate it.

SIEGE HAMMER

Requirements: Novice

During the invasion, many of the Jötunar carried huge enchanted hammers capable of smashing through walls and buildings. Before Skuld fled, she reclaimed the magic from most of these weapons, but didn't have time to recover them all.

A Siege Hammer is an indestructible magic weapon that inflicts Str+d12 damage with AP 2 against rigid armour, weighs 40 pounds, and is considered a Heavy Weapon. Only Large creatures are big enough to use it, and even then it requires both hands to use, and an Agility roll to ready.

If a character without this Edge somehow obtains a Siege Hammer, they suffer -1 Parry while using it until they've properly attuned themselves to its magic (by taking this Edge). If the owner loses their Siege Hammer but finds a new one, it takes about an hour to attune themselves to it (they don't need to take the Edge again).

ACCEPTANCE

Jötnar who choose to accept their curse become increasingly monstrous, as their Witchmark and abilities grow in power. Those who fully embrace the dark magic eventually transform into the towering monsters of legend, huge lumbering giants who smash through villages like a child crushing an ant nest.

STAGE 1: ACCEPTANCE

Jötnar who accept their curse find themselves becoming increasingly connected to the dark magic of their Witchmark. Fire is now even more painful, while their tolerance of cold increases significantly.

Effect: Heat and fire now inflict double damage instead of +4, while ice and cold damage is halved instead of being reduced by 4.

STAGE 2: ACCEPTANCE

As the Jötun taps deeper into the power of his curse, he grows an additional 8-12 feet in height, while his body becomes twisted and mutated by the dark magic of his Witchmark.

Effect: Increase Size (and therefore Toughness) by +2, and Strength (and maximum Strength) by +2 die steps. The Jötun is now half way between Large and Huge; he suffers a -3 penalty when attacking Medium sized creatures, and they gain a +3 bonus when attacking him back. He also suffers an additional -2 penalty to Charisma due to his increasingly monstrous appearance.

FINAL STAGE: ACCEPTANCE

Once the Jötun completely accepts his curse, he becomes a gigantic force of nature, standing at least twice the height of most Jötnar – although this increase in his physical prowess comes at the expense of his intellectual awareness.

Effect: Increase Size (and therefore Toughness) by +2, and Strength (and maximum Strength) by +2 die steps. The Jötun is now classified as Huge; he suffers a -4 penalty when attacking Medium sized creatures, and they gain a +4 bonus when attacking him back. In addition, his Pace increases by +2, and he gains the Clueless Hindrance (if he already has Clueless, the -2 penalty now applies to *all* Knowledge rolls).

DEFIANCE

Jötnar who manage to defy the curse will undergo the long and difficult process of restoring their humanity. They gradually lose both their strengths and vulnerabilities as their Witchmark slowly loses its influence.

STAGE 1: DEFIANCE

Jötnar who wish to overcome their curse must begin by weakening their connection to their Witchmark. Fire becomes less painful, but they also lose some of their tolerance of cold.

Effect: The bonuses of Resilient to Cold and the penalties of Vulnerable to Heat are both halved, to +2 and -2 instead of +4 and -4.

STAGE 2: DEFIANCE

At this stage the Jötun shrinks to a height of 8-10 feet, as he continues to push back against the influence of his curse. The coldness also fades from his flesh, and much of his colour returns.

Effect: The bonuses of Resilient to Cold and penalties of Vulnerable to Heat are halved again, to +1/-1. Reduce Size (and therefore Toughness) by 2, and Strength (and maximum Strength) by 2 die steps. The Jötun is now half way between Medium and Large; he suffers a -1 penalty when attacking Medium sized creatures, and they gain a +1 bonus when attacking him back. Remove Cold Visage and its associated Charisma penalty.

FINAL STAGE: DEFIANCE

When the curse is finally broken, the Jötun is fully restored to his human state, although any magical knowledge as well as some of his physical prowess still remain.

Effect: The Jötun removes Towering and Long Stride as he returns to his original size, along with Resilient to Cold and Vulnerable to Heat as his connection to the curse is finally severed. His Strength is reduced by 1 more die step, but he retains any Arcane Background or Power trappings and may choose to keep the Cryomancy ability if he wishes. Any Racial Edges he had are lost, but he receives a corresponding number of free advances which can be immediately invested into attributes, skills or new Edges.