

Fortress of the Frost Giant Jarl

A Dungeon Hero Zine Adventure



Freezing and starving, you find a Viking outpost, but to stay with them for the winter, you must help them put down the Frost Giant jarl.

Fortress of the Frost Giant Jarl

A *Dungeon Hero* Zine Adventure

Start the game with *Freezing Snow* d6.



You stagger through the freezing snow and in the darkness, you see the faint glowing of a fireplace at an encampment.


1. d6 Icy wind.
2. d6 Steep slopes.
3. d8 Snowslide.
4. d6 Falling icicles.
5. d8 Aggressive sentry, ✕6.
6. d6 Closed encampment.



You meet with the village chieftain, and he agrees to give you shelter for the winter, if you agree to help his men fight the Frost Giant jarl who has set up camp in a nearby ravine and has been conducting raids against his people of late. You have no choice to agree, and set off with him and his men.



Roll 1d6+2. You have that many Vikings you can use to fight enemies. You may spend a Viking to add +2 to one of your challenge die rolls OR to ignore all Resolve loss from a challenge roll. Each time you use a Viking, add an extra, third d8 “Despair” trait to the environment on the next challenge roll.

7. d8 Distrustful companions.
8. d6 Mountain slopes.
9. d4 Trudging through snow.
10. d6 Dropping temperatures.
11. d10 Frostbite.
12. d6 Slippery ice.
13. d8 Chasm of Ice.
14. d8 Winter wolves, ✕6.
15. d6 Rising above the tree line.
16. d8 Yeti attack, ✕8.
17. d6 Weaving through giant ice shards.
18. d8 Howling winds.
19. d8 Ice field wraiths, ✕8.
20. d6 Icy remains of a battlefield. 
21. d8 Frost giant sentry, ✕8.
22. d6 Unaware frost giant, ✕6.
23. d8 Choke point in the ice chasm.
24. d8 Rime ravens, ✕6.



After a harrowing journey up the mountain, your group comes within sight of the Frost Jarl's fortress. It will be difficult to enter.

The chieftain whispers over to you, saying that if you've never fought giants before, that you should keep an eye on their attacks from overhead.


Choose one of your traits. When fighting a frost giant, you may add +1 to its roll.

25. d6 Stealthy approach.
26. d8 Slippery ledge.
27. d8 Evading frost giant patrols.
28. d6 Keeping to the shadows.
29. d6 Wolfhounds barking, ✕6.
30. d10 Frost giant guards, ✕8.
31. d8 Drawbridge over chasm.
32. d6 Massive doors.
33. d8 Deceiving the gatekeeper. 💎
34. d8 Frost giant gatekeeper, ✕8.
35. d8 Entry hall of the fortress. 💎
36. d6 Confusing passages.
37. d10 Frost giant guards, ✕8.
38. d10 Frost giant sentries, ✕8.




Your group has penetrated the Jarl's fortress. It won't be long before the bodies of the guards and sentries your group has dispatched are discovered and the alarm raised. You need to find the Jarl and kill him while you have the element of surprise!

39. d6 Twisting passages.
40. d8 Dark corridors.
41. d6 Guttering torches.
42. d8 Trainer and ice hounds, ✕8 ✕8.
43. d10 Chance frost giant encounter, ✕8.
44. d10 Smithy.
45. d12 Frost Giant blacksmith, ✕12.
46. d8 Frost Giant barracks.
47. d10 Armory.
48. d10 Frost giant soldier, ✕10.
49. d8 Unfrequented storeroom.
50. d8 Overheard conversation.
51. d10 War room.
52. d10 Plans for conquest by the Jarl.
53. d8 Gaol.
54. d8 Frost giant warden, ✕12.
55. d10 Rescued prisoners.
56. d8 Preparations for war.

 *You find your way to the throne room. The Jarl sits on his throne of ice, glowering. You need to sneak up on him.*

- 57. d10 Skulking behind tapestries.
- 58. d10 Sneaking under tables.
- 59. d10 Sticking to the shadows.
- 60. d12 Silencing a giant who notices.
- 61. d8 Raucous laughter and ale.
- 62. d10 The Jarl barks orders.
- 63. d8 Servants bring food.


 *You are there! Fight the Jarl and escape!
(Advance to 64.)*

- 64. d12+1 The jarl, ✕24.
- 65. d12+1 His winter wolf pet, ✕16.
- 66. d12 Enraged giants, ✕12, ✕12.
- 67. d12 Blocking giants, ✕12, ✕12.
- 68. d12 Summoned giants, ✕12, ✕12.
- 69. d12 Dodging spears.
- 70. d12 The alarm is raised, ✕12, ✕12.
- 71. d12 Cut off by giants, ✕12, ✕12.
- 72. d8 Scrambling down the mountain.
- 73. d8 Winter wolves giving chase, ✕6.
- 74. d6 Hiding in the woods.



Returning to the viking hall, the chieftain claps a hand on your shoulder. He raises an ale to your name for having delivered the final blow to the jarl, and all the other vikings raise their ales in unison.

Then, the chieftain raises his ale for those brave vikings who fell in battle. “May their souls be claimed by the valkyries so that we may meet them again in the Happy Hunting Grounds!” All in attendance raise their flagons to the fallen, as do you.

For each Viking you did not use, you gain a lifelong friend – gain an extra  for each.

The chieftain welcomes you as an honorary member of the clan. You spend the winter with them. You often have to fight off the remaining giants, but without their formidable leader, the giants are no longer a major threat to the people you have come to call clan-mates.

But soon, the ices thaw, and it is time to head back south. You bid your fond farewells and head back out on the path of adventure!