

# REALMS OF DARMONICA

# FROZEN SKIES





# FROZEN SKIES SETTING PRIMER

*Frozen Skies* by Stephen ‘Stormwell’ Hughes

**Cover Art:** Marius Janusonis

**Layout:** Ian Liddle

This document is a primer for the *Frozen Skies* roleplaying game setting by Utherwald Press for use with the Savage Worlds system.

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# WHAT IS FROZEN SKIES?

## THE ELEVATOR PITCH

*“Outlaws, sky pirates and relic hunters in a Dieselpunk frontier setting.”*

## THE LONGER VERSION

Frozen Skies, and by default the greater setting as a whole, aims to combine the fringes of society and pioneer culture feel with the Pulp Aviation theme common to a lot of 1930s serials. The key thing to keep in mind with the setting is that whilst there are probably plenty of jobs to be had, it doesn't necessarily mean that these jobs are all that legal or relatively safe.

The general idea for games set in the setting is that the Player Characters are assumed to be working in or at least have links with the grey and black markets. Adventures could involve smuggling contraband past the law or transporting cargo which whilst fully legal the owner wishes to be kept out of sight. Though if your players tire of being smugglers they can always delve into a bit of classic dungeon crawling in search of artefacts to sell to the highest bidder or dabble in barroom politics.

Course if your players seek a higher level of play then there is the chance for them to form their own cartels or get involved in the power plays between the various nations that make up the setting. Certainly in future publications it is planned to introduce elements like running convoys and stuff on the various cloak-and-dagger games going on behind the scenes. In many respects Frozen Skies could be considered the introduction to the setting, your players' band of characters taking their first step towards power and fortune.

Or quite possibly misfortune.

Characters for Frozen Skies are created using the normal character creation rules found in the Savage Worlds Deluxe book, though gear that is useful for games played in the setting can be found later on in this primer. There is only one Arcane Background that can be used in Frozen Skies which is Weird Science, though reactions to Weird Scientists tend to be cautious at best. Course other Pulp products for Savage Worlds can work with Frozen Skies if the GM wishes to round out their game more.

## THE SETTING

Darmonica is a world in a post-war state, the Great Darmonican War having ended barely a decade ago after thirty years of near endless warfare. The War would've continued had it not been for the event known as The Blast, an explosion that claimed the life of the Sodkan Empress and sundered the Holy Sodkan Empire into the technocratic Iron Collective and the constantly squabbling Union of Sodkan Republics. Other nations like the Commonwealth and the Artian Confederation seek to fill the power void left whilst dealing with their own challenges, others such as the Tyland Free State lick their wounds with a view to reclaim their lost lands and pride.

### SETTING RULES

**Hazards:** Cold can be considered as a setting rule for Frozen Skies.

The setting of Frozen Skies is the continent of Alyeska, the most northern landmass of the world of Darmonica and is often referred to as either the 'rooftop of the world' or 'Darmonica's Crown'. It is an icy frontier plagued by savage beasts, cut-throat sky pirates, harsh weather and eons old dark secrets. It is a barely tamed land where the most basic of utilities are hard to come by and tend to lie on the good side of unreliable at best. But despite all this there are opportunities for a man to make a name and, more ideally, coin for himself.

Alyeska itself is dominated by savage beasts known as Wulvers, wolf like creatures that've plagued Alyeska since its earliest Colonial days. The Commonwealth had troops stationed in Alyeska to defend its fledging colony against the beasts, though they were steadily whittled away to satisfy the Commonwealth's war efforts. As the defenses were weakened the Wulvers gradually overran more and more territory, in the end the Alyeskans were forced to hide behind fortified walls and increasingly rely on air travel to maintain contact with far-flung outposts.

Despite the Wulvers the other great powers of Darmonica have their own interest in Alyeska, chiefly for the ruins and artefacts of the Ancient Terrans buried beneath the ice and for a mineral by-product of the Blast known as Glimmer Rock. Until it was altered by the energies released in the explosion it was a previously unremarkable mineral, now it is the fuel for a new Industrial Revolution that the world finds itself on the cusp of....but only if the new technology can be made viable.

## LAY OF THE LAND

There are three distinct regions that make up the continent, though there are still plenty of areas that remain largely unexplored.

### NEW GWENTIA

Covering part of the eastern coastline south of the Outlands is the Territory of New Gwentia, the main area of settlement and the center of the Commonwealth on the Continent. It is here where the First Settlement of Morrdun and New Gwentia's capital for all intents and purposes, the bulk of the Commonwealth's administrative functions in Alyeska are based here as well being the headquarters of the Commonwealth's military Alyeska Command.

Towards the east lies the city of Gravenburgh wedged in between the eastern arm of the Dragonspine Mountains and the Jagged Coast, though it sits at the head of a large bay formed by the Dragonspine arcing from the south-west through to the chain of islands and rocks in the east called the Needles. Beyond the Dragonspine Mountains lies the Outlands and the true Frozen North.

The south-western most part of the Territory has a very strong military presence due to the neighbouring Wulflands.

### ALYESKAN OUTLANDS

The northern most part of the continent, a largely unknown region dominated by towering mountain peaks and near endless tundra. To date expeditions have only skirted the edge of this region and on its eastern edge sits the eerily flat Chillwynd Marches that seemed to have been carved out of the mountains. It is rumoured that the outlaw haven of Broken Spires is located somewhere amongst the towering mountain peaks and twisting canyons.

Lying in the eastern part of the Outlands is a handful of settlements mostly clustered round Wicked Antler Lake located a hundred odd miles or so north-east of Gravenburgh and is ice free for much of the year. Aside from mining or logging camps the only real other settlement of note is Prospector's Reach which sits on the northern coast next to the eastern boundary of the Chillwynd Marches.

## THE WULFLANDS

Originally called 'Western Alyeska' during Alyeska's early Colonial Era, it quickly became dubbed 'The Wulflands' due to savage, wolf-like creatures called Wulvers. A number of settlements were established here but most were overrun in only a handful of years, leaving only stubborn homesteaders, isolated outposts, the military and of course the Wulvers.

The Wulflands are notable for being the main area of operations for two of the Commonwealth military's most elite units; the Wulfbane Commandos and the Alyeskan Outriders.

The Wulfbane Commandos is the Commonwealth's answer to large, roving packs of Wulvers that pose a serious threat. The Wulfbanes' job is very simple; Search and Destroy. They are usually very good at it.

In contrast the Outriders' role is more covert, they're only meant to observe and report on the Wulvers' movements by a mixture of patrols and static watches. On occasion they do conduct Hit-and-Run attacks on small to moderately sized packs, either to scatter them or keep them busy until the Wulfbanes arrive.

## THE COMMONWEALTH

The Commonwealth is the Darmonican nation that the Continent of Alyeska finds itself claimed by and forms part of. Though to most Alyeskans it is a distant thing that has very little effect on their day-to-day lives if ever and most feel that they have effectively been abandoned. It is known that the Commonwealth is headed by a monarch, namely Her Serenity Queen Lothwyn Boudica Cathmore II, and its capital is called Lindun. Generally the Commonwealth's presence in Alyeska can be split into three different groups;

### The Commonwealth Military

Due to the Wulvers posing a huge threat in the western reaches of the continent, the Commonwealth has a military presence in Alyeska mainly located in and around the Wulflands, though it is far from its pre-War strength. The Wulfbane Commandos and the Alyeskan Outriders are the most well known parts of the Commonwealth's military, though they were mostly formed out of necessity. In addition there are thousands of ordinary soldiers and also the Aerial Corps that forms the basis of air travel in the frozen north.

### The Governor-General

The Governor-General, presently Sir Douglas Fredrick-Davenport, is the viceroy and thus Her Serenity's representative in Alyeska being empowered to act on behalf of the Monarch. Though the Governor-General actually wields very little power, he generally has a ceremonial role but does perform some constitutional duties such as appointing a new Alyeskan Premier. He is also allowed to use the title Commander-in-Chief of the Alyeskan Militia (Alyeska's own military force) in the name of the sovereign.

Fredrick-Davenport technically has three deputies in the form of the Lieutenant-Governors of each of the provinces that makes up the Continent who act as viceroys at the provincial level. Though the reality is there is only one in the form of Sir Broone Langworth who is the Lieutenant-Governor of the Alyeskan Outlands. Of the other two provinces Fredrick-Davenport chose to temporarily fill the role for New Gwentia after the

previous post holder vanished, whilst Western Alyeska is under military control and so the position is instead a military governor and is currently filled by General William Bartlett.

### **The Royal Alyeskan Air Police**

Coming into being after the arrival of the aircraft, the constables of the Royal Alyeskan Air Police have built a reputation for themselves in the short time they have existed. The Air Police has a presence in most settlements across the continent with Broken Spires and the Wulflands being the obvious exceptions. In minor settlements, this is typically in the form of a small garrison of a ten man section commanded by a Corporal. Larger towns tend to boast a platoon of three sections, with densely populated areas, such as Gravenburgh, having a battalion sized force patrolling its streets. It maintains a sizeable Air Wing manned by full-time pilots flying a number of fighters and transport planes, with scout planes being used to patrol the more remote areas of Alyeska.

The Air Police are very highly regarded, even by those on the wrong side of the law. Very few people have managed to outrun the Air Police for long, and those who have, usually either end up eventually turning themselves in or have their frozen corpse discovered during the spring thaw. To date, Ryland Flinch remains the only man to avoid arrest successfully, having been on the run now for over two years. Originally wanted by the Air Police for questioning over illegal hunting, Flinch opened fire upon the constables that came to question him and embarked upon a one man war against the law which has become a legend in its own right, its fame spreading throughout the Commonwealth. Flinch's story has most certainly been blown out of proportion and romanticized by overzealous reporters and writers, but spending two years on the run and surviving alone in the Alyeskan wilderness is still an impressive feat by itself.

## **THE WULVERS**

Nobody is sure about the exact origins of the Wulvers, they were already in Alyeska before the first explorers arrived and they later plagued the colonists that followed. However the few Ancient Terran texts that have been found and translated make no mention of the beasts, leaving scholars divided on whether or not there is a connection between the Wulvers and the fall of the Ancient Terrans. The Windryders do make mention of the beasts in their history, though since much of their cultural knowledge is oral based it is difficult to cite this source as creditable without more solid evidence. A few have ventured out into the Wulflands in a foolhardy attempt to discover more about the beasts' origins, typically they have found the cost for doing so was too high with next to no return.

The Wulvers have posed a huge threat for settlers right from the earliest days of Colonial Alyeska, so much so that the Commonwealth was willing to station an army of troops in Alyeska to defend the settlers from the Wulvers. At first the Wulvers were kept at bay before eventually being pushed back to allow for more land to be settled, something that was aided greatly by the arrival of the aircraft which were able to freely roam and attack any packs of Wulvers they spotted. Soon clusters of settlements sprang up across the great MacKenzie Plains in the west, plans were even set in motion to incorporate the lands of the western plains into a territory in their own right.

Then came the Great Darmonican War.

The War had little direct effect on Alyeska, but as it raged on the Commonwealth started feeling the pinch with regardless to manpower. Viewing the Wulvers as being little more than a minor threat the Commonwealth began siphoning off soldiers to replace losses and bolster its ranks, but more and more troops

were withdrawn from Alyeska the longer the War went on for. Eventually a small cadre of regular soldiers backed up by the volunteers of the fledgling Alyeska Militia was left to defend the settlers, but they were barely enough.

As the Commonwealth's military presence in Alyeska was weakened the Wulvers grew stronger and recover their strength, especially when the Commonwealth switched its military efforts to the defensive to help free up troops. Without the Commonwealth Army keeping them in check the Wulvers began striking out at remote outposts, gradually attacking settlements in ever-increasing numbers. Within a few years large swathes of the MacKenzie Plains were overrun by the Wulvers, the rump of the Commonwealth's military forces were withdrawn east of the Dragonspine Mountains, effectively abandoning the surviving settlements in what was now dubbed the Wulflands. The Dragonspine in conjunction with a line of fortifications called the Wulf Wall now protect what's left of the Commonwealth's holdings in Alyeska. Today there are still a few settlements out in the Wulflands, though they are effectively independent towns home to folk too stubborn to move and resentful at being left to die by the Commonwealth. Those who did leave went north into the icy Alyeskan Outlands to start over, many having left everything behind in the Wulflands.

With the Mhór Farraige being extremely difficult to cross for ships and nigh impossible for aircraft due to that ocean now being plagued by constant storms in the wake of the Blast a decade earlier, Alyeska is effectively on its own against the Wulvers. The Commonwealth sends what it can, but it's not much due to the difficulty of crossing the ocean and the need to maintain its forces in case of renewed hostilities. Given the now limited number of soldiers that it does have in Alyeska the Commonwealth have formed a couple of specialist units to deal with the Wulvers; the Wulfbane Commandos and the Outriders.

The Wulfbane Commandos' role is to use brute force against the Wulvers, trained for rapid deployments and able to bring a ton of firepower with them. They're meant to hit hard and fast to break up and wipe out large packs of Wulvers. In contrast the Outriders take a more subtle approach, their job is to patrol the Wulflands and report back on the movements of various Wulver packs. On occasion both have teamed up to deal with a pack that has posed a serious threat, this thankfully hasn't happened often and the two units enjoy a friendly rivalry with one another.

## WULVER

Roaming across the Wulflands in large packs, Wulvers are a dangerous threat to anyone unlucky enough to be caught in their path.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

**Skills:** Climbing d8, Fighting d12+2, Intimidation d10, Notice d12, Swimming d10, Stealth d10, Tracking d10

**Pace:** 8; **Parry:** 9, **Toughness:** 7

### Special Abilities

- **Bite:** Str+d6
- **Claws:** Str+d8
- **Infravision:** Wulvers can see heat and halve penalties for bad lighting when attacking living targets.

### Variants

**Wulver Alpha:** Increase Smarts and Spirit to d8 respectively, then run as a Wild Card

**Wulver Stalker:** Reduce Strength to d10 and Vigor to d8, increase Stealth to d12 and add Fleet-Footed: Wulver Stalkers roll a d8 when running instead of a d6.

# GEAR

As a general rule 1930s-1940s era equipment works for Frozen Skies, though keep in mind that Alyeska is still both a frontier land and a land under siege. Luxury items are going to be hard to come by and due to rationing some foodstuffs is likely to be scarce as well, though there is still the black market but prices are likely to have a 100%+ markup. Things are easier with a wealthy patron who has the cash or the players work for the military who have a higher priority on supplies than everyone else.

The local currency in Alyeska is the Commonwealth Sovereign, which is represented by the '£' symbol. Typically, £1 is equal to roughly \$5 in 1930s era US Dollars and roughly \$100 in modern day US Dollars. This should prove useful if you wish to use gear from other settings.

Starting characters in Frozen Skies normally get £75 unless modified by Edges or Hindrances.

## WEAPONS

### Rifle

The humble bolt-action rifle is widespread across Alyeska, found in the hands of hunters, prospectors and soldiers alike. The most common type found is the Commonwealth's Lloyds-Edwards No.5 Rifle, typically as war surplus.

**Price:** £8+

**Range:** 24/48/96; **Damage:** 2d8; **RoF:** 1; **Weight:** 9; **Shots:** 10; **Min Str:** d6; **Notes:** AP1, Snapfire

### Self-Loading Rifle

The Self-Loading Rifle, or SLR for short, is a newly introduced semi-automatic rifle used by the Commonwealth military. It is rare to see this weapon outside of the military, though a few examples have found their way onto the black market and fetch a small fortune.

**Price:** £50

**Range:** 30/60/120; **Damage:** 2d8+1; **RoF:** 1; **Weight:** 10; **Shots:** 20; **Min Str:** d6; **Notes:** AP2, Semi-Auto

### Revolver

The most common firearm across Alyeska due to its relatively small size compared to rifles. Typically the most common revolvers found is another Commonwealth design, the Edwards No.3 Revolver.

**Price:** £5

**Range:** 12/24/48; **Damage:** 2d6; **RoF:** 1; **Weight:** 2; **Shots:** 6; **Min Str:** -; **Notes:** Revolver

### Machine Pistol

A relatively new weapon to Alyeska, largely used by the Royal Alyeskan Air Police due to its higher rate of fire and larger magazine. Based off an Artian design captured during the War.

**Price:** £13

**Range:** 12/24/48; **Damage:** 2d6-1; **RoF:** 3; **Weight:** 8; **Shots:** 30; **Min Str:** -; **Notes:** AP1, Auto

### Machine Gun

Another military weapon that does see its way onto the civilian market from time-to-time, though mostly of Great Darmonican War vintage Lloyds Machine Guns.

**Price:** £60 **Range:** 40/80/160; **Damage:** 2d8; **RoF:** 3; **Weight:** 28; **Shots:** 47; **Min Str:** d8; **Notes:** AP2, Auto, Snapfire

### **Shotgun, Double Barrel**

**Price:** £8

**Range:** 12/24/48; **Damage:** 1-3d6; **RoF:** 1-2; **Weight:** 9; **Shots:** 2; **Min Str:** -; **Notes:** +2 to hit

### **Shotgun, Pump Action**

**Price:** £9

**Range:** 12/24/48; **Damage:** 1-3d6; **RoF:** 1; **Weight:** 8; **Shots:** 6; **Min Str:** -; **Notes:** +2 to hit

### **Sawn-off Shotgun, Double Barrel**

**Price:** £8

**Range:** 5/10/20; **Damage:** 1-3d6; **RoF:** 1-2; **Weight:** 6; **Shots:** 2; **Min Str:** -; **Notes:** +2 to hit

### **Submachine Gun**

A design developed from the Machine Pistol, though largely restricted to military use at present.

**Price:** £40

**Range:** 12/24/48; **Damage:** 2d6+1; **RoF:** 3; **Weight:** 11; **Shots:** 50; **Min Str:** -; **Notes:** AP1, Auto

### **Ammo & Accessories**

Bullets, box of 100 (pistol) £0.30

Bullets, box of 100 (rifle) £0.80

Cartridge Belt £0.40 (holds 25 rounds)

Gun Cleaning Kit £1

Holster £1

Rifle Scope, 4x £5 (+1 to Shooting)

Rifle Scope, 10x £15 (+2 to Shooting)

Shotgun shells, box of 25 £0.30

Silencer, Pistol £5

Suppressor, Rifle/SMG £15

Web Gear £0.60

## **VEHICLES**

### **AIRCRAFT**

#### **Cargo Plane**

Dime a dozen, cargo planes are the backbone of air travel in Alyeska. Many isolated settlements rely on them for their very existence. Presented below are the stats for a typical cargo plane.

**Price:** £1,000

**Acc/Top Speed:** 10/92; **Engines:** 2; **Climb:** 1; **Toughness:** 13(1); **Agility:** -1; **Range:** 2,125 miles; **Crew:** 3 (Pilot, co-pilot, flight engineer), up to 24 passengers; **Cargo:** 3 tons.

## **Gyro-carrier**

A gyro-carrier is a larger version of a gyrocopter built to carry passengers or cargo, whilst not able to carry as much as a true cargo plane it does have the advantage of being able to land almost anywhere.

**Price:** £700

**Acc/Top Speed:** 15/40; **Climb:** -1; **Toughness:** 11 (2); **Agility:** 0; **Range:** 334 miles; **Crew:** 2 pilots, 8 passengers; **Cargo:** 1 ton.

## **ROAD VEHICLES**

### **'Mule' Tracked Cargo Hauler**

Part-truck and part-tank, the Mule is a heavy and lumbering vehicle built to haul cargo over rough terrain.

It is not uncommon to see a convoy of a dozen or more Mules trudging their way across the great sand seas of the southern wastes or the ice fields of Alyeska. As a rugged and relatively simple vehicle it is well liked, certainly the lumber and mining companies of Alyeska have a few of them on hand and any serious prospector has at least one. Whilst not particularly fast, the Mule's wide width and tracks mean it can handle a wide variety of terrain whilst carrying different loads.

**Price:** £500

**Acc/Top Speed:** 5/8; **Toughness:** 19/17/17 (5/3/3); **Crew:** 1+15; **Cargo:** 10 tons  
**Notes:** Heavy Armour, Tracked.

### **Motorcycle**

**Price:** £60

**Acc/Top Speed:** 12/30; **Toughness:** 7 (1); **Crew:** 1+(1)

### **Truck**

Alyeska is a land of few luxuries and forces people to take gear that's more for being practical than anything else. This even extends to the motor vehicles present in these northern climes, for those who can't afford a Mule Tracked Cargo Carrier then the humble truck is more than enough.

**Price:** £50

**Acc/Top Speed:** 6/26; **Toughness:** 8 (3); **Crew:** 1+1

# THINGS NEVER GO SMOOTH

Ferret, a local crime boss, approaches the group with a simple job offer; he wants some goods collected from a small town in the Alyeskan Outlands. When they arrive in the town they're meant to meet up with a contact of Ferret who'll hand over the goods.

However, there are one or two complications.

You can choose any of the following options or draw a card from the Action Deck to determine the type of complication, then roll a die for the specific problem. Drawing an Ace means you roll on BOTH tables.

**BLACK** - Problem lies with Ferret's contact.

Roll 1d6	
1	He's in prison.
2	He's dead.
3	He's the 'guest of honor' at a big town dinner (i.e. cannibals).
4	He's in trouble with a rival gang.
5	He's skipped town.
6	He's incapacitated.

**RED** - Problem with the goods.

Roll 1d6	
1	They've been lost (i.e. plane crash).
2	The authorities have them.
3	A rival gang has them.
4	They're locked up where Ferret's man can't get to them (i.e. warehouse or the cellar of a tavern).
5	They're in a cave outside of town 'guarded' by some animals (i.e. bears, wolves, etc).
6	Ferret's man has sold them on/got the wrong items.

