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DUNGEONS & DRAGONS

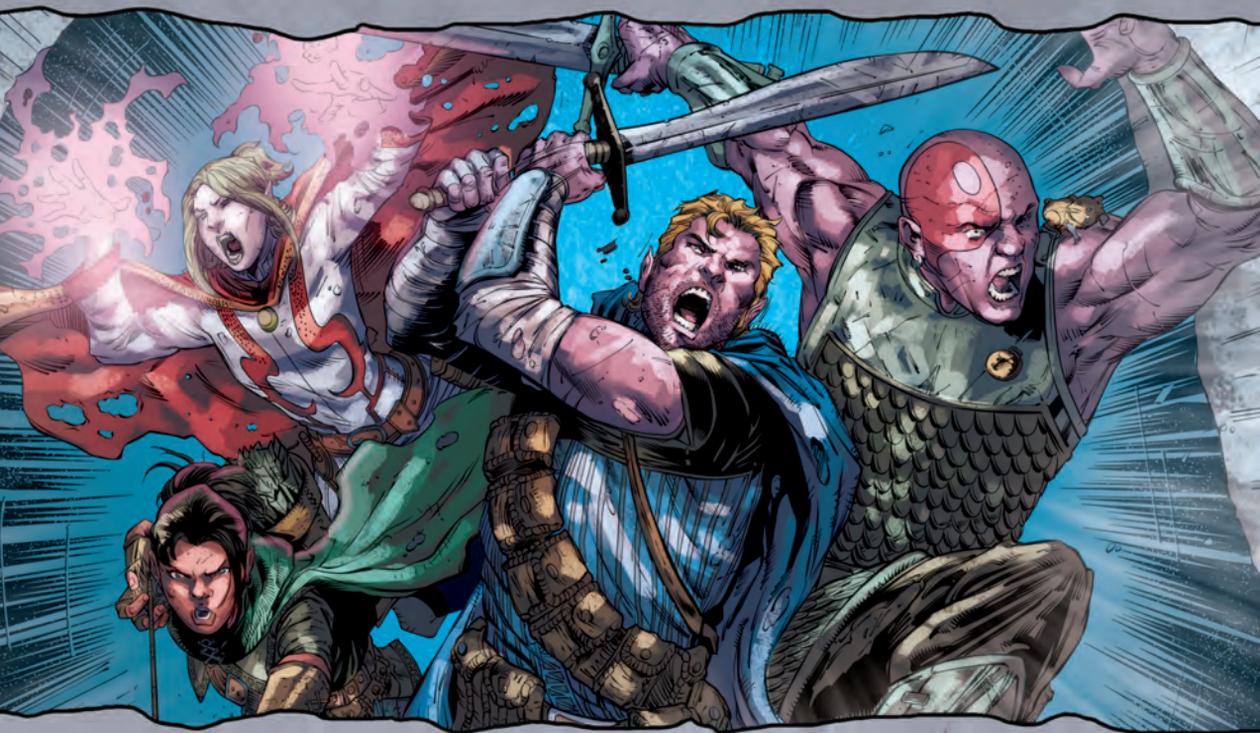
FROST GIANT'S FURY



ZUB • DIAZ

DUNGEONS & DRAGONS

FROST GIANT'S FURY



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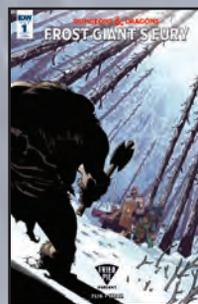
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THE SPINE OF THE WORLD IS A MOUNTAIN RANGE STRETCHING FROM THE WESTERN EDGE OF FAERUN TO THE EASTERN TIP OF COLD WOOD. JOINING UP WITH THE ICE MOUNTAINS, IT STRETCHES ALL THE WAY DOWN TO THE GREAT SAND SEA DESERT. LOCALS CALL IT 'THE WALL' BECAUSE IT APPEARS TO BE AN ENDLESS, NEARLY IMPASSABLE RANGE OF JAGGED ICE-COVERED PEAKS WITH NO START AND NO END.

BARBARIAN RAIDERS, OGRES, GIANTS, AND EVEN DRAGONS—THE LANDS THAT CALL THE WALL HOME ARE FILLED WITH DANGER AND DESOLATION, A GRIM PLACE WHERE HEROES DIE UNDER THE IRON-GRAY OF A SUNLESS WINTER SKY.

FROST GIANT'S FURY

Part One: The Frozen Frontier.



N-NO IDEA
WHERE WE
ARE...

N-NO SIGN OF
CIVILIZATION...

N-NO WINTER
GEAR...



CAN I JUST
SAY THAT WE'RE
OFFICIALLY
BONED?

THANKS FOR
THAT INCREDIBLE
OBSERVATION,
SHANDIE.

W-W-WARMS
MY HEART.



OKAY MINSC,
N-N-NOW'S THE
PERFECT TIME FOR
YOU TO BELT OUT ONE OF
YOUR RASHEMEN **TRAIL**
SONGS TO LIFT OUR
SP-SPIRITS.



NO.





OKAY, GANG...
WH-WH-WHO'S
READY FOR A
F-FIRE?

ME, ME!

YO.



SCORCH!

FWI-ISH



MAGIC
SAVES THE
DAY!

HEH,
THANKS.



NERYS.
DON'T MOVE
TOO MUCH.

YOUR BODY
IS A PUNCTURED
PILLOW OF
PAIN.

NNNN



WH...
WHERE ARE
WE?

FANG MASTER
STRAHD NEARLY
KILLED US
ALL.*

WE RAN AWAY
LIKE TERRIFIED
GOPHERS WITHOUT
A HOLE.

* - IN THE EPIC D&D: SHADOWS OF THE VAMPIRE #5.



HOW CAN I
CALL MYSELF A
HERO WHEN I LET
EVIL LIKE THAT
CONTINUE TO
FESTER?



WE... WE
DID THE BEST
WE *COULD*,
MINSC.

THE
VAMPIRE WAS TOO
STRONG...



NO.

SQUEE

WE
WERE TOO
WEAK.