

**DUNGEONS & DRAGONS**

# FROST GIANT'S FURY







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Special thanks to the D&D team at Wizards of the Coast.

ISBN: 978-1-63140-928-8

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20 19 18 17 1 2 3 4

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Originally published as DUNGEONS & DRAGONS: FROST GIANT'S FURY issues #1-5.





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.













NERYS,  
DON'T MOVE  
TOO MUCH.  
  
YOUR BODY  
IS A PUNCTURED  
PILLOW OF  
PAIN.

NNNN



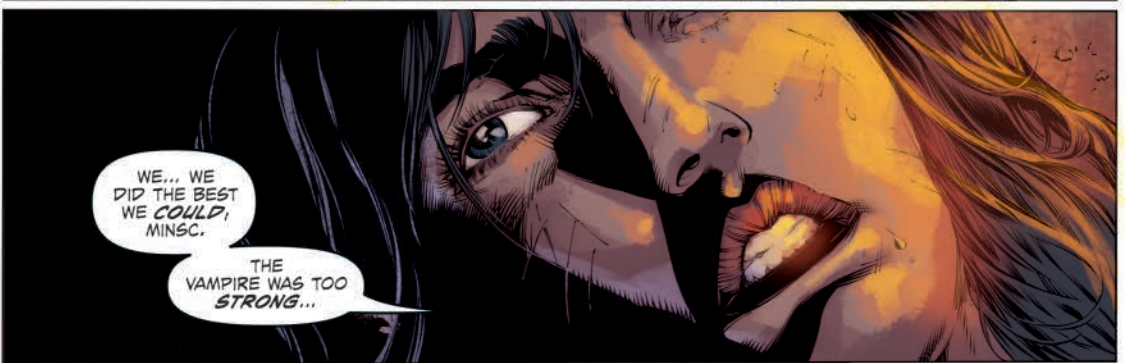
WH...  
WHERE ARE  
WE?  
  
WE RAN AWAY  
LIKE TERRIFIED  
GOPHERS WITHOUT  
A HOLE.

FANG MASTER  
STRAHD NEARLY  
KILLED US  
ALL.\*

\* - 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.*