

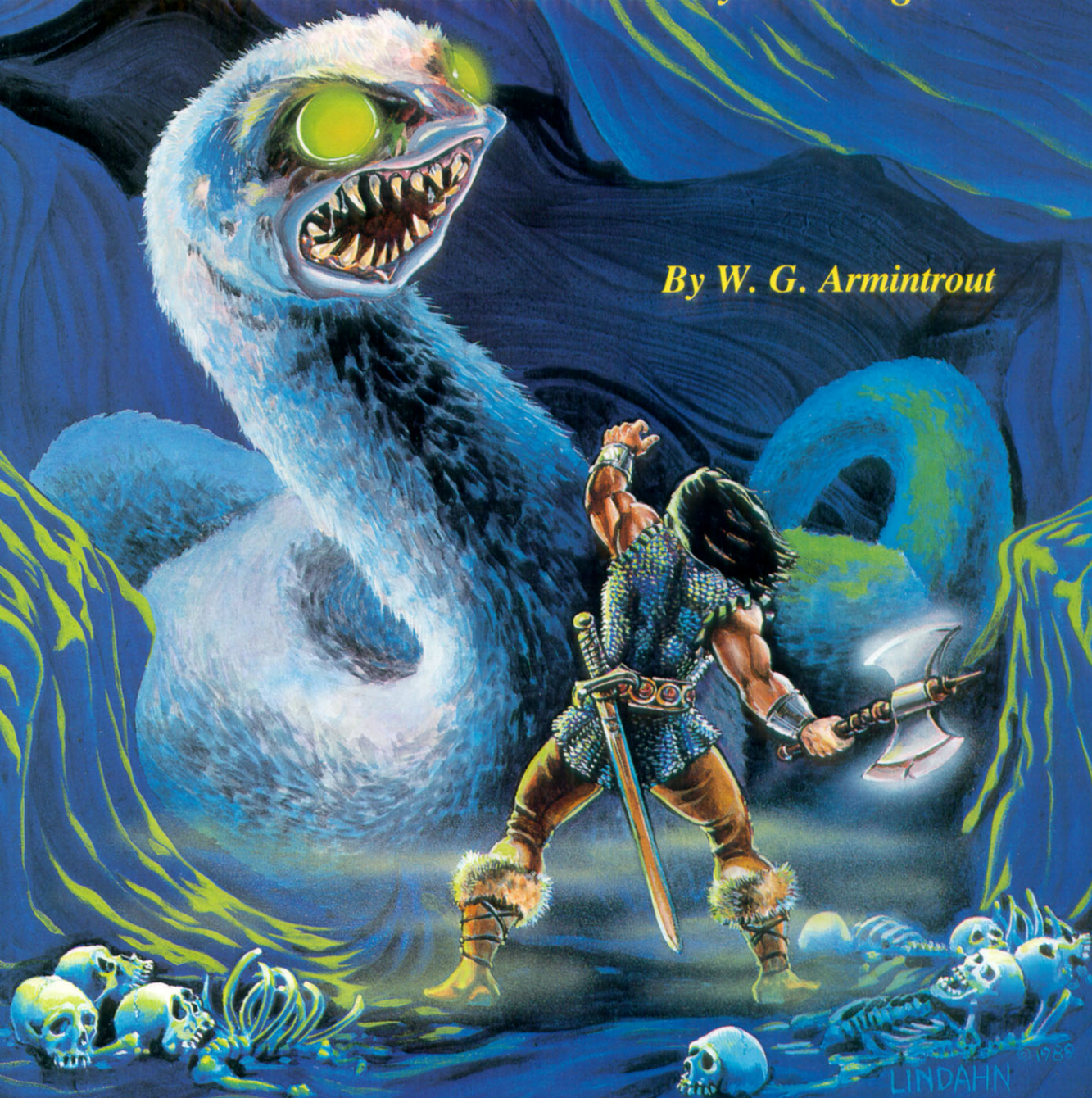
GURPS®

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THE WYRMSLAYER

Solo Adventure in Robert E. Howard's Hyborian Age

By W. G. Armintrout



STEVE JACKSON GAMES

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Solo Adventure in Robert E. Howard's Hyborian Age

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1 2 3 4 5 6 7 8 9 10

ISBN 1-55634-152-0

STEVE JACKSON GAMES

INSTRUCTIONS

The Original Story

This adventure is based on “Lair of the Ice Worm,” a story written by L. Sprague de Camp and Lin Carter. It appears in the book *Conan of Cimmeria*. If you haven’t read the story, play this adventure first — that will preserve the surprises.

The continuing adventures of Conan are detailed in several other Steve Jackson Games solo adventures, including *Conan Beyond Thunder River* and *Conan and the Queen of the Black Coast*. Complete rules for adventuring in Robert E. Howard’s Hyborian Age are provided in the *GURPS Conan* worldbook.

About Robert E. Howard

Robert Ervin Howard was born in Peaster, Texas in 1906 and died in Cross Plains, Texas 30 years later. He completed high school and had a few hours of non-credit business college courses, but most of his education came through omnivorous reading.

From his late teens he supported himself principally as a freelance writer. In his brief life, he wrote stories for almost all the pulp-magazine genres, creating heroes such as Kull of Atlantis and Puritan adventurer Solomon Kane. But his greatest success came through *Weird Tales* magazine, which published his stories chronicling the Hyborian Age adventures of Conan of Cimmeria.

More than 50 years after his death, Howard’s Conan stories not only remain in print, but are continued and elaborated on by a new generation of writers. Adaptations of his work have appeared as novels, short stories, comics, movies and adventure games.

About the Author

W.G. Armintrout is a native Californian who has been working professionally in the game industry for more than a decade. He now lives in Austin, Texas, where he divides his time between freelance writing assignments and Jovialis, his editing company.

His previous work for Steve Jackson Games includes a *Car Wars* adventure (*Mean Streets*), a *GURPS Space/Horror* adventure (*Flight 13*), and three *GURPS* solo adventures: *Beyond Thunder River* for *Conan*, *Up Harzburk!* for *Horseclans*, and *For Love of Mother-Not*, a Pip-and-Flinx *Humanx* adventure.

Conan the Wyrmslayer is the latest in a series of *GURPS* solo adventures. The player character you control — Conan, Heimdul, or a hero of your own design — will adventure in the fabulous Hyborian Age, a time of flashing swords, horrific monsters, and riches beyond measure. This book will serve as the Game Master.

As you move through this adventure, you will make various choices. Each choice will send you to a different numbered paragraph, which will give you more information, more instructions, and possibly call for more decisions.

Sometimes you will have to make attribute or skill rolls, to determine whether or not your character performs as you would like him to. Perform these rolls according to normal *GURPS* rules, applying any modifiers called for.

The object is, of course, to survive and complete the adventure. If you don’t succeed the first time . . . try again.

Good luck — may your blade never dull and your steed never falter!

Getting Started

You will need a pencil, scratch paper, three six-sided dice, and the *GURPS Basic Set*. You will also need a character. A record sheet for Conan, the hero of the story this adventure is based on, can be found on p. 32. If you would rather play someone else, a record sheet for Heimdul — another hero from northern Hyboria — is provided on p. 31. You may also design your own character; guidelines for this are given on p. 27 in the appendix.



How To Play

The adventure is divided into numbered paragraphs. *Do not read them in order* — they will make no sense at all. Rather, read the “Introduction” first, then turn to the paragraph to which it directs you. Read that paragraph, decide your course of action from that point, and then turn to the paragraph that your current paragraph directs you to. And so on.

Most paragraphs offer you at least two choices, and sometimes several. Sometimes a roll against one of your skills or attributes, or the outcome of a battle, will determine which paragraph you will turn to next.

Plot Words

Conan the Wyrmslayer can be different every time you play. To make sure that you stay on the same storyline for an entire run through the adventure, you may be asked to write down one or more *Plot Words*. From time to time, there will be instructions for characters who have certain of these special words — if you have a *Plot Word*, be sure to follow the instructions which apply to it.

Defaults

For your convenience, when a default skill roll is given in the adventure, the penalties for the original roll are already calculated in. If the regular roll is at a -2 penalty, for instance, and the default is given as DX at -4, the -4 already includes the -2 penalty to the original roll.

Mounted Combat

A brief summary of the mounted combat rules is in order:

If your horse is hit, it may Dodge, but cannot Parry or Block.

Any time a rider is hit in combat, or if he uses a shield to Block a blow, he must succeed at a Riding roll in order to stay on his horse. There is a -1 penalty for every 4 full points of basic damage received from this blow (*before* subtracting DR due to armor), and a further -4 penalty if the rider is stunned.

Riding rolls must also be made if the horse is hit, with the penalty to the roll equaling the damage (if any) done to the mount. If the roll fails, the rider falls and the animal *spooks*. (Stunned animals do not spook, however.)

If a horse takes more than 1/4 of its hit points in one blow, it must succeed on a roll vs. DX, or fall. If it takes more than half of its basic HT in one blow, the horse is stunned; it must succeed at a basic HT roll or fall. If a horse falls, it must succeed on a DX roll at +1 to avoid breaking a leg.

Healing

After any battle or encounter, the character may attempt to recover hit points lost in that action. Any conscious character, or one with a conscious partner, regains 1 HT due to bandaging. In addition, success at a First Aid roll (defaults to Physician, IQ-5, Veterinary-5, or Physiology-5) heals 1d-3 hit points (one point minimum). On a critical success, the victim regains 3 HT (no roll required); on a critical failure, the victim loses 2 additional hit points *and* bandaging has no effect on this wound.

Animal Combat

The rules for animal combat are given on p. B140-141. It is possible for an animal to All-Out Attack. Unlike humans, animals can All-Out Attack in close combat; they may choose either to make two attacks against their foe, or to make a single attack at +4 to their skill. They may not choose to feint and attack, or to make a single attack doing +2 damage.

Falling

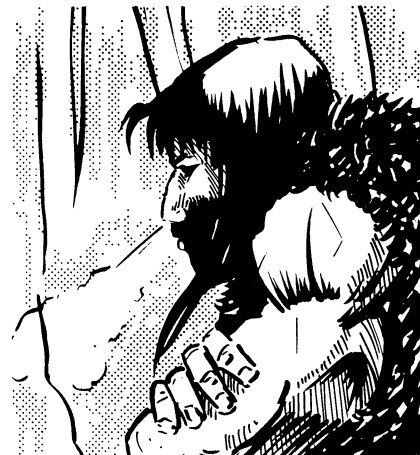
When damage for falling is given in the adventure, it has already been adjusted for distance and the type of material fallen upon. Cloth or leather protects against a fall with its normal DR. Metal armor has half its normal DR (round down) against a fall. Shields don't help.

The effects of falling are further described on p. B131.

Repeat Games

After you've played *Wyrmslayer* several times, feel free to select your *Plot Words* or to choose your path, rather than always following the dictates of the dice. Explore all of the possibilities.

Eventually, you'll know the plot well enough to run this adventure for your friends. You can let them read the adventure (or read it to them), helping them with the game mechanics, or you can run this as a game-mastered adventure (for any number of player characters).



About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly newsletter includes new rules, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have home computers, SJ Games operates a BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours per day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to the *GURPS Basic Set* — e.g., p. B102 means p. 102 of the *GURPS Basic Set*, Third Edition.

INTRODUCTION

The slopes of the Eiglophian Mountains stride from east to west across the world, a mighty wall of snow and ice sundering the frozen northlands — Vanaheim, Hyperborea and Asgard — from the warmer kingdoms to the south. In the depth of winter, most of the passes are blocked. With the coming of spring, however, they open, affording barbarians of the north a route by which to raid the civilized south.

The lure of adventure, and a growing boredom with the simple village life of the northlands, have led you to Snow Devil Pass. This is the shortest route south from Asgard, and the quick-

est to open in the spring thaws, but it is ill spoken of. It is named for Snow Devil Glacier, also known as the River of Death Ice, which flows alongside and across the pass on the southern side.

The Æsir speak of the pass with dread, and tell of whole parties which have vanished without a trace. You impatiently dismiss these rumors — the disappearances were likely the result of inexperienced mountaineers blundering into the depths of a crevasse. You see no reason for grown warriors to refer to this place with shudders, dark hints and sidelong glances.

If you are Conan, turn to 115. (Conan's character is described on p. 32.)

If you are Heimdul, or if you create your own player character, turn to 1. (Heimdul is a ready-to-play character who can be used instead of Conan, if you wish. His character sheet is given on p. 31.)



1 Before you left the northlands, your fellow warriors presented you with gifts to show their gratitude for your aid during the long winter. Hanging by a thong from your saddle is a new axe of fine Asgard steel, fashioned with a skill rarely seen elsewhere. Atop your head sits a horned steel helm, secured with a leather chin strap — another token of their esteem. By these two possessions, you will long remember the deep northern winter and the proud, barbaric peoples of Vanaheim and Asgard.

The weapon is an axe of fine quality (see p. B74 — swing +3 cutting damage, \$500, 4 lbs.), while the horned Asgardian helm has PD 3, DR 4, \$150, 10 lbs. If they are not already listed on your character sheet, add them now.

Turn to 271.

2 You've lost your bearings — you'll have to peek again. But first, make a basic HT roll.

If you succeed, turn to 236.

If you fail, turn to 207.

3 For now, however, more immediate problems face you. Night is falling and the wind is rising. You will have little chance of surviving through the night on the surface of the glacier. Snow Devil Pass may yet claim two more victims.

If you try to descend the mountain in the dark, turn to 149.

If you look for shelter, turn to 231.

4 It will be cold, in the depths of whatever lair the strange wyrm dwells. You pack the glowing coals from the fire into your steel Asgardian helm, resolving to carry it with you as protection against the bitter cold.

Your *Plot Word* is DEVASTATOR. Turn to 123.

5 You rest for an hour.

Erase your Fatigue points. Turn to 269.

6 Ilga rebuffs your advances. You would never force an unwilling girl, even if it's for her own good — so turn to 159.

7 You struggle to keep moving, but your grievous injuries eventually take their toll. Gasping, flailing at the ice, you collapse . . .

Turn to 194.

8 If you decide to return the way you came, turn to the paragraph matching the ID number of the chamber box you came here from.

Otherwise, you may try to climb the rock (turn to 43) or to shove it aside (turn to 155).

9 Your horse shudders and falls.

Make another Riding roll, this time at -2.

If you succeed, turn to 209.

If you fail, you are unhorsed — turn to 121.

10 At last you reach the outer air. Plumes of steam waft from a score of crevasses and caverns on either side as you, slipping and skidding, run down the slope.

With a crashing roar, the glacier quivers and explodes, hurling glassy fragments the size of wagons into the air. A crater of broken ice, rapidly filling with water, is soon hidden by a vast cloud of vapor.

Make a DX roll, at -5, to avoid losing your footing as the shock wave reaches you.

If you fail and fall, turn to 247.

If you succeed, turn to 147.

11 On the *Ice Caverns Map*, change the ID number for this chamber to 175. Do what healing you can at this time (see p. 3).

Turn to 267.

12 If your *Plot Word* is FAREWELL, turn immediately to 259.

Otherwise:

If your horse is dead, turn to 167.

If your horse has a broken leg, turn to 240.

If your horse is unconscious, turn to 186.

In any other case, turn to 250.

13 This is not according to nature. In so brief a time, a warm body does not freeze solid, let alone become encased in glittering ice!

Make an Occultism roll. The default is to IQ, at -6. Apply a +2 bonus if you have the *Plot Words* TONGUE or WARNED. If you have both, you have a +4 bonus.

If you succeed, turn to 132.

If you fail, turn to 77.

14 You plummet into the chasm and fall for a long, long time.

Your adventure is over.

15 Roll one die, to resolve whether there is an exit from the cavern at this point.

If the die roll is odd, turn to 84.

If the roll is even, turn to 34.

16 You stumble back into the ice crack and the comforting gloom. Turn to the paragraph matching the ID number of the chamber you entered this one from.



The Beastmen

#	ST	DX	IQ	HT	Move/ Dodge	Weapons skill (damage)					Lost Spear?	Lost Axe?	Dead or Uncon- scious?	Demor- alized?
						Spear* (imp)	War Club (cr)	Hafted Axe (cut)	Thrown Spear (imp)	Thrown Axe (cut)				
1	13	11	9	10	5	—	12(2d+1)	12(2d)	9(1d+3)	9(2d)	—	☐	☐	☐
2	13	13	10	10	5	15(1d+3)	14(2d+1)	14(2d)	12(1d+3)	12(2d)	☐	☐	☐	☐
3	10	12	9	9	4	13(1d+1)	13(1d+2)	13(1d+1)	11(1d+1)	11(1d+1)	☐	☐	☐	☐
4	10	14	9	10	5	12(1d+1)	16(1d+2)	16(1d+1)	15(1d+1)	15(1d+1)	☐	☐	☐	☐
5	13	13	12	10	5	12(1d+3)	14(2d+1)	14(2d)	11(1d+3)	11(2d)	☐	☐	☐	☐
6	12	15	6	10	6	14(1d+2)	14(1d+4)	14(1d+3)	14(1d+2)	14(1d+3)	☐	☐	☐	☐
7	13	13	10	10	5	12(1d+3)	16(2d+1)	16(2d)	12(1d+3)	12(2d)	☐	☐	☐	☐
8	14	13	9	10	5	12(1d+3)	12(2d+2)	12(2d+1)	12(1d+3)	12(2d+1)	☐	☐	☐	☐
9	13	13	9	11	6	12(1d+3)	14(2d+1)	14(2d)	11(1d+3)	11(2d)	☐	☐	☐	☐
10	13	13	9	13	6	12(1d+3)	15(2d+1)	15(2d)	12(1d+3)	12(2d)	☐	☐	☐	☐
11	13	13	6	10	5	12(1d+3)	14(2d+1)	14(2d)	10(1d+3)	10(2d)	☐	☐	☐	☐
12	13	13	9	10	5	12(1d+3)	13(2d+1)	13(2d)	12(1d+3)	12(2d)	☐	☐	☐	☐
13	13	12	9	8	5	13(1d+3)	13(2d+1)	13(2d)	11(1d+3)	11(2d)	☐	☐	☐	☐
14	13	12	9	10	5	10(1d+3)	13(2d+1)	13(2d)	11(1d+3)	11(2d)	☐	☐	☐	☐
15	11	12	8	9	5	—	13(1d+4)	13(1d+3)	12(1d+2)	12(1d+3)	—	☐	☐	☐

* -1 to-hit if using it with only one hand

17 There are about a dozen of the beastmen, armed with crude wooden clubs and stone-headed spears and axes. They are short-bodied, thick-limbed creatures, wrapped in tattered, mangy furs. Small, bloodshot eyes glare out from under beetling brows and sloping foreheads. Thick lips draw back to reveal large yellow teeth.

If you have not been to this paragraph before: Roll 1d+9 to find out how many foemen you face. Starting at the bottom of the table, cross out any excess beastmen until the number on the table corresponds with the size of the group you must fight.

Roll once for each crossed-off weapon box on the table above (if there are any). On a roll of 1 or 2, that character has regained his weapon — erase the cross-out.

If you did damage in your last attack, apply that result against one of the top three unwounded (but conscious) characters on the table (your choice). Your foes have a DR of 3, due to Toughness and their mangy furs.

Now, resolve the attacks of the beastmen against you. *Attacks which "miss" you by exactly 1, hit your mount instead.* You must make a Riding roll if any attack hits you or your mount — see p. 3 for a review of the mounted combat rules.

Only the top three beastmen from the table who were unwounded at the start of this round may attack you in close combat. Each attacks using the weapon at which his skill is greatest; if several are equally great, use the rightmost of the top-scoring weapons. There is a -3 penalty to their attacks, due to your speed and position. None of these will throw their weapons.

The other beastmen *might* throw their weapons at you. Roll one die for each. If the roll is odd, that character throws something at you: a spear, if he still has one; or his axe. There is a -7 penalty due to your speed, range and "sitting" position — scores on the table include all Acc bonuses. Characters who don't have a spear or axe do not do anything at this time. After a character throws his weapon, check off the box on the table to indicate that he no longer has that weapon.

If you are unconscious, turn immediately to 105.

If your horse spooks, turn to 145.

If you fall from the saddle, turn to 121.

If your horse falls, turn to 9.

If your horse is stunned, turn to 113.

If none of the above apply, turn to 25.

18 If you enter this cavern, turn to 198.
If you return the way you came, turn to the paragraph matching the ID number of the chamber box you came here from.

19 You snatch out the axe — whose helve is charred, smoking and flaming where it enters the fiercely glowing axe head. A quick cast sends it looping toward the wyrm's cavernous maw.

Make a Throwing roll, to see if you are on target. There is no time to aim. The roll defaults to DX at -4. (Axe Throwing skill is of no use, since this is not a balanced throwing axe.)

If you succeed, and your *Plot Word* is VALIANT, turn to 211.

If you succeed, and you do not have the *Plot Word* VALIANT, turn to 83.

If you fail, turn to 138.

20 It will be a comfortless night — your horse carried your food, as well.

If Ilga is conscious, turn to 152.

If not, turn to 159.

21 With a wail of terror, a beastman staggers to his feet and flees, limping. In an instant, the others join him in a panic-stricken flight across the glacier. You cautiously watch the figures dwindle out of sight, to make sure they aren't circling for another attack.

Turn to 67.

22 Make an IQ roll, as you formulate your plan. If you have the *Plot Word* KNOWING, apply a +3 bonus.

If you succeed, and if you have the *Plot Word* KNOWING, turn to 40.

If you succeed but don't have the *Plot Word* KNOWING, turn to 4.

If you fail, turn to 123.

23 If you leave this glacier and make your way south, turn to 244.

If you rest in your cave, then return after the wyrm once more, turn to 5.

If you immediately reenter the caverns, turn to 78 (if you exited through the main entrance), or to the ID number matching the exit you used.

24 Entering a grotto, you see that running water was once a torrent here, but the cool breeze from below has frozen the stream. The floor of this gently sloping passage is slickly smooth, leading upward.

If you wish to turn back, return to the paragraph matching the ID number of the chamber from which you came.

Otherwise, turn to 234.



25 If you did not injure a conscious beastman this round, turn immediately to 169.

If all of the beastmen are dead, turn immediately to 131.

Otherwise, make an IQ roll for each beastman who is not already demoralized. If your *Plot Word* is TERRIBLE, apply a -1 penalty to each roll. (Without losing your place here, turn back to 17 to refer to the beastmen stats. For each who fails his IQ roll, check off the matching "Demoralized?" box.) Demoralized beastmen will not attack.

If all of the conscious beastmen are demoralized, turn immediately to 21.

If you have Overconfidence or Impulsiveness, turn immediately to 233.

Otherwise, turn to 169.

26 Fortunately, you are not pursued. Do what healing you can at this time (see p. 3).

If your effective HT is 0 or less, turn to 7.

If not, turn to 164.

27 Make an IQ roll. If you succeed, turn to 127.

If you fail, you barely take a stride when . . . turn to 109.

28 The strange music winds around your mind, until you are as helpless as a netted bird. Your heart flutters against your ribs. You can neither move nor speak, even to use your ready weapons.

Like one walking in a dream, you move toward the great orbs that burn their deadly spell into you. The ice wyrm takes its pleasure with your flesh.

You are dead, and *your adventure is over*.

29 Now that you've made it across the pool, the shock of immersion in the ice-cold water catches up with you.

If you have the *Plot Words* THUNDEROUS or DEVASTATOR, erase them.

Make a basic HT roll, at -5.

If you succeed, turn to 170.

If you fail, turn to 270.

30 You grunt your sympathy. It is a hard tale, but life in the bleak northlands is grim. You have often heard similar stories.

Make a reaction roll for Ilga, to see what she thinks of you.

If you did not flee from the beastmen, give yourself a +3 bonus.

If your *Plot Word* is FAREWELL, apply a -2 penalty. If you have the *Plot Words* TONGUE or TERRIBLE, give yourself a +2 bonus for each. Also apply any modifiers which apply due to your own charisma, personality, and so on.

If the result is "Good" or better, turn to 195.

If not, turn to 3.

31 You wake suddenly. Some eerie premonition — some warning from your hyperacute senses — sends its current quivering along the tendrils of your nerves. Like a wary jungle cat, you come instantly from deep, dreamless slumber to full wakefulness. You lie without moving, every sense searching the air around you.

You have the *Plot Word* VIGOR. Turn to 232.

32 You have lost your bearings — you must press on to the far side of this chamber. Return to 236, and do not select this option again.

33 One of the beastmen shouts and pulls at his neighbor's arm. In seconds, they all turn to meet your approach. The only way to deal with so many enemies afoot is to keep moving, riding in to attack and then getting clear before they can surround you. Your unarmored horse is your weakness.

You drive down on the nearest beastmen, crashing among them like a thunderbolt.

Make a weapon skill roll, at -2 due to your charge. (If you attack with your polearm, make a Lance roll — this defaults to Spear at -5 if your Riding skill is 12 or higher; it also defaults to DX at -8.)

If you succeed, roll your damage and make a note of it.

When you are done, turn to 17.

34 This cavern is connected to the adjacent chamber in the same direction as the Connection Box. Draw a line from this chamber to that chamber on the *Ice Caverns Map*, passing through the Connection Box.

If you wish to take this exit, turn to the paragraph matching its ID number or, if it has no number, turn to 253.

If not, turn to 188.

35 You suddenly realize that the girl is in the grip of stark terror. This isn't normal fear such as she felt for the beastmen, but a deep superstitious dread somehow connected with this mountain.

When you try to question her, she can only make vague gestures and whisper a strange word: "*Yakhmar! Yakhmar!*" Her lovely face is pale and drawn.

Turn to 93.

36 You enter the opening. The light of the sun glances and flashes from the translucent ice walls on either side, breaking up into rainbow patterns and polychrome gleams. It's as if you are walking by some magical means through the solid substance of a colossal gem.

You are now in the chamber marked "START" on the *Ice Caverns Map*.

If you don't know what the *Ice Caverns Map* is, or if you want to have it explained to you once more, turn to 215.

Otherwise, turn to 267.

37 If you heave the fire-bearing helm at the monster, turn to 55. (If you haven't thrown the Asgard axe already, it is inside the helm and will be thrown at the same time.)

If you throw the heated axe, turn to 119.

If you flee, turn to 92.

38 You hold on, and are able to climb back out to the surface. Remove the polearm from your record sheet, and turn to 129.

39 The cold is horrible, colder than human beings were meant to stand.

Make basic HT rolls for yourself, the girl, and your horse (if you have one with you). The animal has a -5 penalty, due to not having sufficient protective clothing. (The thick winter clothing you and the girl wear provides a +5 bonus, but it is offset by the -5 penalty for the temperature.)

On a failed roll, the victim suffers 1d-2 points of Fatigue. (Anyone whose ST falls below 4 takes these points as actual damage, reducing their HT.) You must abandon any who die. If your horse dies, you gain the *Plot Word* REGRET.

If Ilga's effective ST is 2 or less, you must carry her, and must immediately look for shelter. While carrying her, there is a -2 penalty to your Survival roll. If she dies, you gain the *Plot Word* BURDEN.

If your effective HT is 0 or less, you lose consciousness — turn to 112.

If you now descend the mountain, turn to 149 (if you haven't tried this before) or to 222 (if you are continuing a descent).

If you now seek shelter, turn to 231 (if you haven't tried this before) or 85 (if you are continuing a search).

40 A grim smile plays over your lips. Perhaps you can turn the ice wurm's power against itself. Heat, versus cold!

You pack the glowing coals from the fire into your steel Asgardian helm, then plunge the head of your axe deep within.



You loop the chin strap and a rein from your horse, to keep it all together.

Your *Plot Word* is THUNDEROUS. If you have the *Plot Word* DEVASTATOR, erase it.

Turn to 123.

41 Even at this distance, you discern the warm, fresh-cheeked oval of a girl's face, and her mane of glossy brown hair escaping from under a white hood. She's a real beauty.

Turn to 65.

42 Make an IQ roll.

If you succeed, turn to 102.

If you fail, turn to 199.

43 You eye the sheer wall of this great piece of veined ice, then begin working your way up, forcing your fingers into its cracks and fractures.

Make a Climbing roll, at -1. Your Encumbrance level is a penalty to the roll.

If you succeed, you are past the obstacle — turn immediately to 267.

If you fail, you fall — take 3d-6 crushing damage, and turn to 8.

44 Roll one die.

If the result is odd, cross out the Connection Box and turn to 107.

Otherwise, there is a passage here which leads to the next Chamber Box. If the exit leads to a chamber with an ID number, turn to the paragraph matching that number. If the Chamber Box is unnumbered, turn to 253.

45 Make an IQ roll. If you have Absolute Direction, give yourself a +4 bonus.

If you succeed, turn to 191.

If you fail, turn to 118.

46 A soft sound fills the passage, filling the air like the rush of the wind, though you feel no breeze. The noise grows, and the ice starts to gently tremble. *Something is coming.*

Then before you in the gloom open two cold green eyes, which stare into the roots of your soul. The luminous orbs cast a gelid, submarine light.

By their faint, fungoid phosphorescence, you see a great wyrm. Coil on undulating coil, its immense, boneless length is covered with a silken nap of thick white fur. Its mouth is merely a jawless, circular opening. Above the mouth, two eyes gleam out of a smooth, rounded eel-like head.

If you have the *Plot Word* THUNDEROUS, turn immediately to 37.

If you have the *Plot Word* DEVASTATOR, turn immediately to 150.

If you attack the wyrm, turn to 202.

If you flee, turn to 92.

47 Entering a new grotto, you see that water from the melting ice was once a torrent here, but that a cool breeze from below has refrozen the stream. The floor of this gently sloping passage is slickly smooth, leading downward.

If you wish to turn back, return to the paragraph matching the ID number of the chamber from which you came.

Otherwise, turn to 234.

48 The dawning sun ascends above the eastern peaks of the Eiglophians, making the snow fields sparkle like pavements of crushed diamonds. It feels great to be alive, and to know that you've survived a night descent of Snow Devil Pass.

If you have the *Plot Word* FAREWELL and the *Plot Word* BURDEN, turn to 99.

If you have the *Plot Word* FAREWELL, but not the *Plot Word* BURDEN, turn to 229.

In any other case, turn to 110.

49 You thud into the ice.

Make an Acrobatics roll at -2, to land properly. It defaults to DX at -8. If you succeed, you take no damage. Otherwise, you suffer 2d-8 points of damage.

More carefully this time, you mount your steed and ride into battle.

Turn to 182.

50 If you have Overconfidence or Impulsiveness, turn immediately to 266.

If you have a Sense of Duty that would apply to Ilga, take the *Plot Word* BURDEN — then turn to 104.

Otherwise, turn to 68.

51 You go out once more into the biting wind. Black bread from your saddle bag, washed down with bitter Asgardian beer from a goatskin bottle, will make a tough but sustaining repast.

If your *Plot Word* is REGRET, turn immediately to 181.

Otherwise:

If Ilga is conscious, turn to 152.

If not, turn to 159.

52 If you are exploring, and your destination is an unmarked Connection Box, turn to 15.

If your destination's Chamber Box has an ID number, turn to the paragraph matching that number.

If your destination's Chamber Box has no ID number, turn to 253.

53 If you wish to take a running start on the treacherous ice, turn to 235.

If you try a standing jump, turn to 157.

54 Your spring carries you to safety. Now discerning the hidden crack, you circle around it and rejoin your mount, then proceed onward.

Turn to 129.

55 Holding the end of the reins in one hand, you whirl the whole mass over your head, round and round, as if it were a sling. The rush of air fans the faintly glowing coals to red, then to yellow, and finally to white. A stench of burning helmet padding rises.

Make a Sling roll, to lob the heated helm down the wyrm's gorge. The roll defaults to DX at -6. You may also substitute a Throwing roll.

If you succeed, turn to 211.

If you fail, turn to 138.

56 You plunge into the icy water.

Make a Swimming roll, at +3. It defaults to ST at -5, or DX at -4. Your Encumbrance level is a penalty to the roll.

If you succeed at the roll, turn to 82.

If you fail, turn to 218.



57 You hastily dismount and slap your mount on the flank, sending it galloping to safety some yards away.

Turn to 113.

58 Her dialect is one you've never heard before — a form of Hyperborean, mixed with other words whose source you don't recognize. It's very hard to gather her meaning.

As she calms, you draw her story out of her in spurts of words. Her name is Ilga, and she is from Hyperborea. Two days before, she and her new husband left Sigtona and set out to cross the pass above Snow Devil Glacier. They were ambushed. Her husband's last command, before he fell with his skull cleft by a flint axe, was for Ilga to ride like the wind to escape.

Before she was out of sight of the beastmen, her horse stumbled over a cliff. Jumping clear, Ilga fled on foot. The hairy ones, however, saw the fall and came after her. At last they ringed her round . . . and then you arrived.

Turn to 30.



59 Outside on the snow, the wind has died. A gibbous moon hangs low above the western peaks, casting a wan glow of pale gold across the snow fields that will soon be lit by the morning sun. Your keen eyes rake the snow.

Make a Tracking roll, at +2. It defaults to IQ or Naturalist, both at -3.

If you succeed, turn to 86.

If you fail, turn to 214.

60 If you have the *Plot Words* THUNDEROUS or DEVASTATOR, turn to 173.

If you have fought the wyrm but do not have the *Plot Words* THUNDEROUS or DEVASTATOR, turn to 208.

Otherwise, turn to 98.

61 Make an IQ roll, to see if you can find your way back.

If you succeed, turn to 16.

If you fail, turn to 32.

62 You follow a long, round bore through the center of the glacier, a passage that is level and straight. The ice floor is layered with packed snow, reducing your chances of slipping or stumbling. You move swiftly through this portion of the glacial cavern.

Turn to 267.

63 Soon you have a roaring fire going in the little cave, thawing the two of you after your ordeal on the glacier. Your pleasure is short-lived, however. The heat melts the nearby ice, flooding your shelter. You are forced back into the frigid night, this time in wet clothing.

Apply an extra -10 modifier to the coming HT roll for you and Ilga, reflecting your now-soaked winter clothing. Your *Plot Word* is QUENCH.

Turn to 39.

64 Holding the end of the reins in one hand, you whirl the helm over your head, round and round, as if you were whirling a sling. The rush of air fans the faintly glowing coals to red, then to yellow, and finally to white. A stench of burning helmet padding rises.

Your *Plot Word* is VALIANT. Turn to 138.

65 If you decide to intervene in this fight, even though the delay may strand you on the glacier after nightfall, turn to 161.

If you mind your own business, turn to 225.

66 A low, ominous growl welcomes you here . . . Set up the combat, using Combat Map B from the appendix. Place a Snow Bear at "B."

Make a Stealth roll. The defaults are to DX and IQ, both at -5. If you fail, place your character at "C." If you succeed at the roll, you may place your character a number of hexes away from "C" equal to the amount you make your roll by.

Begin the battle. No character may leave the confines of the Combat Map.

Snow Bear Tactics. The Snow Bear will remain on all fours, making biting attacks, until it takes more than 5 hits of damage in the same round and fails an IQ roll. Under those circumstances, the bear loses its temper, stands upright, and attempts to "bear-hug." Stats for the bear are given on p. 28 in the appendix.

If you wish to flee and are adjacent to an exit, turn to 26.

If the Snow Bear is dead or unconscious, turn to 245.

If you fall unconscious or die in battle, the bear dismembers you — *your adventure is over.*

67 Do what healing you can at this time (see p. 3).

If your effective HT is 0 or less, turn to 176.

If not, turn to 12.

68 You have your own rough code of honor. You like to keep your word, and to fulfill obligations undertaken willingly. While you know that you're no stainless, chivalrous hero, you treat women with a curt sort of kindness, without the flowery refinements of so-called civilized men. You feel shame that Ilga was slain while under your protection.

If you decide to get revenge on the beast, turn to 104.

If you decline, turn to 244.

69 You peer into the darkness, but cannot discern any previously unsuspected passageways leading away from this cavern.

If you wish to return the way you came, turn to the paragraph matching the ID number of the chamber box you came here from.

If you know of an exit from this cavern, and wish to inch your way toward it along the rim of this icy funnel, turn to 171.

If you wish to explore this cavern for unknown exits, turn to 255.

70 Make an IQ roll.

If you succeed, turn to 198.

If you fail the roll, turn to 18.

71 You scream — and your voice reverberates beyond the chamber, until it rebounds somewhere in the darkened deep and comes back to you again.

You collect the *Plot Word* DOMINATOR. Turn to 212.

72 Make a Quick Contest of Moves, pitting yours against the wolverine. (See p. 28 in the appendix for its stats.)

If you win, the animal falls behind — turn to 26.

Otherwise, it catches up with you. Return to 230, and set up the battle once more.

73 You drive down on the nearest beastman, who is blissfully unaware of the menace until far too late. As he spins around, eyes bulging from his skull, your weapon crushes through bone and hairy flesh. He screams and goes down.

This one's dead. Turn to 17, but don't worry about damage — just cross off one of the top three beastmen on the table.

74 As your steel strikes home, you feel the horrible chill of the wyrm travel along the haft of your weapon . . .

Score your damage against the wyrm. Its information is provided on p. 28 of the appendix. Then make a basic HT roll.

If you succeed, turn to 256.

If you fail, turn to 192.

75 It was a mistake to come into this place. Circling carefully, you try to head back the way you came.

If you have Absolute Direction, turn to 16.

If not, turn to 61.

76 The girl is in the grip of stark terror. This isn't normal fear such as she feels for the beastmen, but a deep superstitious dread somehow connected with this mountain.

When you try to question her, she can do nothing but whisper a strange word: "*Yakhmar! Yakhmar!*" Her lovely face takes on a pale, drawn look.

You have the *Plot Word* WARNED.

If you still wish to search for shelter, turn to 85.

If you descend the mountain instead, turn to 149 (if you haven't tried this before) or to 222 (if you are continuing a descent).

77 If you have the *Plot Word* WILLING, turn to 141. Otherwise, turn to 50.

78 You stand before the mouth of an ice cave which opens into the flank of a small glacier, tributary to the Snow Devil. From your elevation, you can look back down the slope to where this minor glacier curves to join the main one, like the affluent of a river.

If you enter this opening, turn to 36.

If you turn back, turn to 60.



79 You find a hollow beneath an overhang of rock on the side of the glacier, where the ice has melted away enough to let you squeeze in. With your backs to the granite surface of the cliff, deeply scored and striated by the rubbing of the glacier, you and Ilga have room to stretch out. In front of the hollow rises the flank of the glacier — clear, translucent ice, fissured by cavernous crevasses and tunnels. Although the chill of the ice strikes through to your bones, you are much warmer than you would be on the surface.

If your *Plot Word* is REGRET, turn immediately to 197.

If your *Plot Word* is FAREWELL, turn to 254.

Otherwise, turn to 268.



80 The passage ends — blocked by a chunk of ice as big as a horse, solidly wedged into this fissure. There are only two ways around it: scaling it, or jarring it loose to fall farther down the crevasse.

If you climb it, turn to 43.

If you push it aside, turn to 155.

If you decide to turn back, turn to the paragraph matching the ID number of the chamber box you came here from.

81 The beastmen gladly let you depart — turn to 193.

82 You reach the far side — turn to 29.

83 The redly-glowing axe strikes the wyrm, causing a jet of steam to trail out of the beast's great maw. The ice trembles as the creature writhes in pain.

The hot axe does 5d damage to the wyrm due to its heat, in addition to its normal damage. See p. 28 for the full stats of the Ice Wyrms.

Erase the *Plot Word* VALIANT from your record.

If the wyrm dies, turn to 174.

If the wyrm is unconscious, you kill it. Turn to 174.

Otherwise, turn to 138.

84 No connection exists. On the *Ice Caverns Map*, you may cross out the Connection Box with a large “X,” or you may shade in the unshaded region around and including that box.

Turn to 188.

85 Careful of hazards, you and Ilga look for a place of safety in which to spend the night.

Make a Survival (Mountains) roll, at -5. It defaults to other Survival skills or Naturalist at -8, or to IQ at -10. (You may use Ilga’s skill — her stats are given on p. 27.)

If you succeed, turn to 79.

Otherwise, you have not yet found protection, and the winds are penetratingly cold. Turn to 39.

86 You turn rigid. Something recently emerged from a gap in the ice a few strides from the overhang. It was huge, long, soft and sinuous, and moved without feet. Its writhing track is clearly visible in the curving path its belly crushed in the soft whiteness, like some monstrous worm of the snows.

Your wilderness-sharpened eyes easily read the path. It leads, curving around hillocks of snow and outjutting ledges of rock, up the hillside away from the glacier — up, toward the wind-swept peaks.

If you have the *Plot Word* FAREWELL, turn to 223.

Otherwise, turn to 260.

87 The odor belongs to some kind of bear. With the scent this strong, the predator’s den must be near here. Unless you want to take on an angry animal opponent, it would be a good idea to turn around and try another path. On the other hand, the bear might not be home.

Turn to 144.

88 Your feet slip out from under you. Sliding head first, you go over the edge.

Turn to 14.

89 You open your mouth, and utter your weird and terrible war cry. The hairy beastmen hear you.

Your *Plot Word* is TERRIBLE.

Turn to 33.

90 Make an IQ roll, to navigate through this cave safely. If you succeed, turn to 252.

If you fail, turn to 2.

91 There is no sensation in your feet. Walking on them is like having wooden legs. You stumble on the ice.

Reduce your Speed (and Move) by 1, due to your frostbitten feet. This penalty is cumulative with previous penalties.

Turn to 267.

92 Slamming your fists against your ears to prevent the wyrm’s strange song from penetrating your thoughts, you flee through the warren of the ice caverns. The great beast, perhaps sluggish from its recent feast, or confused at having been challenged in the frozen depths of its nest by a puny man-thing, does not follow.

Turn to 267.

93 Weary and cold, the two of you curl up together beneath your bearskin cloak. Her nearness suggests another way to improve Ilga’s spirits.

If you wish to physically “cheer her up,” turn to 136.

If not, turn to 159.

94 “Crom damn me for a meddling fool!” you growl to yourself. Horses are scarce and costly in the northlands. Now yours is missing, all because you impulsively intervened in a quarrel among the mountain folk that was none of your affair.

If you are Conan, turn to 122.

If not, turn to 250.

95 Make an IQ roll, at -3. If you have the *Plot Word* WILLING, there is an additional -3 penalty.

If you succeed, turn to 68.

If you fail, turn to 104.

96 Make an IQ roll, at -5. If you have Survival (Mountains) or Climbing skills, you may substitute a skill roll for this IQ roll.

If you fail, you haven’t thought of anything creative — return to 234, and don’t return to this paragraph.

If you succeed, turn to 162.

97 The light has been growing stronger for some time, until this tunnel seems almost as well lit as the surface. Curious, you strike the ice overhead — and it cracks, admitting the unhindered rays of the sun. You’ve discovered (or created) another exit from this warren of icy passageways.

On the *Ice Caverns Map*, write the word “exit” in this room’s chamber box.

If you wish to leave the caverns, turn to 60.

If you would rather continue your exploration, turn to 267.

98 If you have fought the wyrm, turn to 130. Otherwise, turn to 23.



99 Battered and weary, you limp toward the south. Unless you can get a horse, you’ll be walking all the way. But you go with a high heart — in the golden south, a strong man with courage and luck can win gold, wine, and soft, full-breasted women!

Congratulations — your adventure is over! To discover your reward in character points, see p. 27.

100 You fall into empty space, a journey that is sudden but brief . . .

Make an Acrobatics roll, to see if you land properly. This defaults to DX at -6. If you succeed, you take no damage. Otherwise, you receive 3d-9 points of crushing damage.

If you fall unconscious, turn *immediately* to 194.

If you die, *your adventure is over*.

Otherwise, turn to 45 if you are blind, or to 237 if not.

101 You turn and run.

The writhing agony from the wyrm of the snows shakes the glacier. The draft of interstellar cold no longer wafts through the tunnels. Instead, a blinding, swirling fog of steam chokes the air. Ice cracks thunderously all around you. It is as if, with the wyrm in its death throes, the glacier itself is determined to die.

Stumbling, slipping and falling on the slick, uneven surface of the ice, banging into one side wall of the tunnel and then another, you race for the outside world.

Turn to 156.

102 Some sixth sense — the legendary hearing of the barbarian, perhaps — tips you off to spin around and meet the assault of a small, fierce animal falling from above.

Attacks on the diving animal before it hits are at a -3 penalty; it has a +3 to its defense rolls. Turn to 172.

103 Your experience tells you that it will be nearly impossible to descend this pass safely in the darkness. Looking for shelter is a much better idea.

If you insist on making the descent, turn to 222.

If you seek shelter, turn to 231 (if you haven't tried this before) or 85 (if you are continuing a search).

104 You grind your powerful teeth and bite your lips in rage, determined to wipe out this stain on your code of honor, even if it costs your life. You grimly resolve to track the beast to its lair and slay it.

If you hunt it down while its trail is still fresh, turn to 269.

If you return to the cave and prepare first, turn to 178.

105 The beastmen have a feast tonight. Your carcass is enough to feed the tribe, so they spare the girl — she is sold into slavery instead. She is always grateful for the warrior who gave his life for hers.

Your adventure is over.

106 The only way forward is a narrow crack which gradually ascends. You follow it, finding easy purchase on the rough, encroaching sheets of ice. As the light grows steadily brighter, you wonder if this is an exit to the surface.

The dazzle grows to brilliance. Shielding your eyes with an upraised arm, you glance toward the chamber this passage leads into. A room like a cathedral is beyond, with a soaring, thin ice roof far above through which the sunlight shines unobscured. That luminance reflects from the ice crystals on the floor and walls, magnified and rebounding again and again until the gleam is blinding.

If you wish to continue, shielding your eyes but peeking occasionally, turn to 148.

If you wish to move into this chamber with closed eyes, feeling your way, turn to 179.

If you wish to retreat to the chamber from which you came, return to the paragraph matching that chamber's ID number.

107 You cannot exit here — the passage is a dead end. You must return to the battle.

If you are fighting a bear, turn to 66.

If your enemy is a wolverine, turn to 230.

108 Make an IQ roll. If you have the *Plot Word* QUENCH, this roll is at +6.

If you succeed, turn to 210.

If you fail, turn to 63.



109 A sharp cracking noise draws your attention. In the stillness of this chamber, your entrance disturbs the fragile ice formations — dozens of ice projectiles fall toward you.

Make a Dodge roll. For every point by which you fail the roll, you are hit by a projectile (doing 1d impaling damage).

If you decide to turn back, turn to the paragraph matching the ID number of the chamber box you came here from.

If you continue, but more quietly, turn to 160.

If you are unconscious, turn to 194.

If you die, *your adventure is over*.

110 Battered and weary, you limp toward the south, leading your horse which bears Ilga. But you go with a high heart — in the golden south, a strong man with courage and a pretty girl by his side can win plenty of gold and wine!

Congratulations — your adventure is over! To discover your reward in character points, see p. 27.

111 There is no way to make this swim and keep your helm full of coals dry.

If you decide to swim anyway, turn to 56.

If you now return the way you came, turn to the paragraph matching the ID number of the chamber box you came here from.

112 Your frozen bodies are found by travelers in the summer, who build a rude cairn of stones to mark your final resting place.

Your adventure is over.

113 Ill-tempered and undisciplined, the beastmen charge toward you without any semblance of a formation. This gives you the chance to use their haste against them.

Set up the combat, using Combat Map A from the appendix. Place your character at "C." If you are riding a horse, place it beneath you; if you are dismounted and your horse is present, it is at "H"; if your *Plot Word* is FAREWELL, ignore "H."

Refer to paragraph 17 for the number of surviving beastmen and their stats. Roll two dice for each, and place them at the corresponding "B#" on the map. (That is, if you roll a "7" for a beastman, place him at "B7" on the map.) If the hex is already occupied, place the beastman in an adjacent open hex. Erase any cross-outs from the Demoralization Boxes — seeing you on foot has given your foes a morale boost.

When you have the battle set up, turn to 273.

114 Your bearskin cloak still holds some of the warmth from her body. She could not have left your side more than an hour ago.

Danger, still in the air, scrabbles with tenuous fingers at the edges of your nerves.

Turn to 59.

115 You are eager to descend this pass into the foothills of the Border Kingdoms. A previous ill-fated adventure with a band of Æsir on a raid into Vanaheim brought you only hard knocks and no profit. It also left you with the haunting memory of Atali, the Frost Giant's daughter who nearly lured you to a frozen death.

You've had all you want of the bleak northlands. You burn to get back to the hot lands of the south, to taste again the joys of silken raiment, golden wine, fine victuals and soft feminine flesh.

Turn to 1.

116 *Walking* down this infinitely treacherous passageway is something only a Brythunian would try!

If you insist on this foolish course of action, turn to 258.

Otherwise, retreat to 234 and choose again.

117 You scream — and your voice echoes throughout the hollow glacier, by some trick of acoustics becoming ever louder until it booms overhead like thunder, triggering ice falls somewhere distant.

You now have the *Plot Word* DOMINATOR. Turn to 100.

118 Roll one die.
On a roll of 1 to 3, turn to 56.
On a roll of 4 or 5, turn to 100.
On a roll of 6, turn to 14.

119 If you yank the axe from the helm and immediately throw it, turn to 19.

If you first whirl the helm, creating a breeze which fans the coals and increases the heat of the axe, then yank out the axe and throw it, turn to 64.

120 Roll 2d and multiply the result by 35. This is the weight you need to shove the ice block into the chasm. (If you have been to this paragraph before, roll again — your last impact has changed the position of the block.)

If you took a running start, you take 1d-2 crushing damage from the impact.

If you succeed at dislodging the block, turn to 228.

If you fail, turn to 8.

121 Make an Acrobatics roll at -2, to land properly. Your Encumbrance is a penalty to the roll. The roll defaults to DX at -8. If you succeed, you take no damage. Otherwise, you suffer 2d-8 points of damage.

If your horse does not have a broken leg, it runs off (even if it had been stunned) — and you gain the *Plot Word* FAREWELL. If it has a broken leg, it lies where it falls, and will be dead by the end of this combat.

Turn to 113.

122 You rode this steed all the way from far Zamora. You stabled and fed it and pampered it through the long winter. You left it safely behind in Asgard when you went raiding into Vanaheim, knowing that in the deep snow and treacherous ice it wouldn't be worth much. You counted on the faithful beast to get you back to the warm south. Now you'll have to walk . . .

Turn to 250.

123 You bundle together your belongings, taking those which you think you will need, and leaving the others behind in the cave.

Mark changes in your equipment on your character sheet, and be sure to refigure your Encumbrance.

Then, when you are ready, you venture out again onto the glacier.

Turn to 269.

124 It's clear that she's worrying about *yakhmar* again, whatever that might be. You try to discover the meaning of the word, but she can only make vague gestures.

Turn to 93.

125 Roll 1d+9 to discover the width of the chasm in feet.

If you jumped far enough to reach the other side, turn to 267.

If you didn't, turn to 14.

126 Roll one die.
If the result is an even number, turn to 66.
If it is odd, turn to 227.

127 Eyeing the lethal projectiles suspended above, you decide to enter this cavern very quietly, doing all you can to avoid making noise.
Turn to 160.

128 With a crashing roar, the glacier quivers and explodes, hurling glassy fragments the size of wagons into the air. A crater of broken ice, rapidly filling with water, is soon hidden by a vast cloud of vapor.

Take 3d points of crushing damage. This is applied to your whole body, not to a specific part. The blow-through rule (p. B109) does not apply. Armor does not protect against this concussive damage.

If you survive, turn to 147.

If you die, *your adventure is over.*

129 As you near the end of the ice path, the glacier swings away to your left. The path descends the glacier, then continues down a broad slope, broken by boulders and hummocks, lightly covered with spring snow.

Then a scream of terror makes you whip your head around. A bowshot behind and to your left, where the glacier levels off before beginning its final descent, about a dozen shaggy, hulking creatures ring a white-furred figure.

Make a Vision roll, at -3 due to distance and glare. Apply bonuses for Alertness or Acute Vision, if you have them.

If you succeed, turn to 41.

If you fail, turn to 217.



130 There seems to be no way in which you can defeat the terrible wyrm of the snows. Dejected, but relieved of your burden of guilt over Ilga by having made your best effort to obtain vengeance, you leave this place.

If you have the *Plot Word* BURDEN, erase it.

Turn to 99.

131 You survey the bloodied field of ice, and the bodies of the slain. In moments, your panting breath slows and the red mist of battle fury fades from your eyes.

Turn to 67.

132 You grunt a coarse expletive. You know now, with inward loathing and fury, what bore the sleeping girl from your side. You remember the half-forgotten

legend told around the fire in your boyhood — about the dread monster of the snows, the grim remora, the vampiric *wyrm* whose name is an almost forgotten whisper of horror in the northlands.

The higher animals radiate heat. Below them in the scale of being are reptiles and fish, whose temperatures are that of their surroundings. But the remora, the *wyrm* of the ice lands, radiates *cold*.

It is impossible to grapple the creature with naked hands. The very touch of the *wyrm* means frozen death. Even your steel is of limited usefulness — the extreme cold might make it brittle, or run up the haft and freeze your hand or arm.

Since no man in generations has reported seeing such a creature, you had supposed the last of *wyrms* to be long dead.

You have the *Plot Word* KNOWING. Turn to 77.

133 Roll a Quick Contest of Skills — your Vision versus an enemy Stealth score of 15. You have a -4 penalty to your roll, unless you have Night Vision.

If you win the Contest, turn to 102.

If you fail and have Danger Sense, turn to 42.

In any other case, turn to 199.

134 You stifle a curse as sharp ice edges cut into your shins. Flailing your arms, you try to avoid falling . . .

Make a DX roll, at a -4 penalty for being blindfolded.

If you succeed, you stay erect — turn to 236.

If you fail, turn to 264.

135 You misstep, and slide into the depths . . .
Make a Will roll.

If you fail, turn to 117.

Otherwise, turn to 100.

136 Make a Sex Appeal roll. The default is to basic HT at -3.

If you have any of the *Plot Words* listed below, give yourself the appropriate bonus or penalty. All these are cumulative.

<i>Plot Word</i>	<i>Bonus or penalty</i>
MAGNIFICENT	+2
FRIGID	+3
WARNED	-1
QUENCH	-3

If you make your Sex Appeal roll, turn to 239.

If you fail, turn to 6.

137 Roll one die.
On a roll of 1 to 5, turn to 33.
Otherwise, turn to 185.

138 The ice *wyrm* raises its blunt head. Its circular mouth slowly opens, revealing a ring of small, inward-pointed teeth. You hear a faint piping sound, a thin, ululating thread of music that winds around your mind. Its weird, trilling, mind-binding song rises about you, pouring over you in lulling, overpowering, narcotic waves.

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Make a Will roll to resist this magic. For every box above which is checked off, apply a -2 penalty.

If you succeed, check off one of the boxes above, and then turn to 183.

If you fail, turn to 28.

139 Before you plunge into the black waters, you think to test the temperature. The water is *cold*. Death-threateningly cold.

It also occurs to you to abandon some of your heavier equipment here, before trying to swim this pond.

If you have the *Plot Words* THUNDEROUS or DEVASTATOR, turn immediately to 111.

If you decide to swim anyway, turn to 56.

If you now return the way you came, turn to the paragraph matching the ID number of the chamber box you came here from.

140 Her dialect is one you've never heard before — a form of Hyperborean, mixed with Nemedian words and others whose source you don't recognize. It's hard to gather her meaning.

As she calms, you draw her story out of her in spurts of words. She is Ilga of the Virunian people, a branch of the Hyperboreans who live in the Border Kingdoms. Her folk live in perpetual war with the hairy cannibals who dwell in caves among the Eiglophian peaks.

Two days before, she explains, she set out with a small party of Virunians to cross the pass above Snow Devil Glacier. They planned to journey several days' ride northeast to Sigtona, the nearest of the Hyperborean strongholds, where they hoped to trade among their kinsmen at the spring fair. Ilga's uncle also was to seek a husband for her. But they were ambushed. Her uncle's last command, before he fell with his skull cleft by a flint axe, was for Ilga to ride like the wind for home.

She was almost out of sight of the beastmen when her horse fell on a patch of ice and broke a leg. Thrown clear, bruised, she fled on foot. The hairy ones, however, saw the fall and came after her. For hours, it seemed, she ran from them, but at last they ringed her round . . . and then you arrived.

Your *Plot Word* is TONGUE. Turn to 30.

141 You have failed in your own eyes. In accepting your love last night, Ilga placed herself under your protection — but when she needed your strength, you slumbered like some besotted beast.

You have the *Plot Word* BURDEN.

If you decide to get revenge on the beast, turn to 104.

If you decline, turn to 95.

142 Cram! If only you'd thought to bring spiked mountain boots or rope with you . . .

The slippery, rippling ice surface is nearly impossible to negotiate. You try to make holds in the ice by kicking at it with your boots, but the hard ice refuses to dent. Using the wall of the passage as a brake, you inch along at a snail's pace, inadvertently sliding a yard or more at every miscalculation.

Make a Climbing roll, at -4 due to the treacherous nature of this place. This defaults to DX or ST, both at -9.

If you succeed, you survive this chamber — turn to 267.

If you fail, turn to 258.

143 The cold penetrates your thick winter clothing. Peeling off your gloves and blowing on your hands does little good — the skin remains bluish-gray.

You have a -1 penalty to DX, due to your increasingly frost-bitten hands. This penalty is cumulative with previous penalties.

Turn to 267.

144 If you wish to continue along this route, turn to 184.

If you return the way you came, turn to the paragraph matching the ID number of the chamber box you came here from.

145 Make a DX roll, to avoid being thrown.
If you succeed, turn to 25.

If you fail, turn to 121.

146 Roll one die for each unmarked Connection Box adjacent to your current chamber box.

If the die roll is odd, no connection exists at this point. You may cross out the Connection Box with a large "X," or you may shade in the unshaded region around and including that box. No connection can ever be made through a crossed-out Connection Box.

If the die roll is even, your chamber is connected to the adjacent chamber in the same direction as the Connection Box. Draw a line from your chamber to that chamber, passing through the Connection Box. No other connection will ever exist through this Connection Box.

Turn to 224 when you are ready.

147 Half-stunned, you drag yourself out from under the mass of broken ice. Above, a tremendous cloud of vapor and glittering ice crystals whirls upward from the site of the ice wyrm's cavern, now a black crater.

Turn to 99.

148 You take a brief glance at this cavern, and feel the light sear your eyes. Then you step forward, trying to keep in your mind the image of this chamber.

If you have Absolute Direction, turn to 252.

Otherwise, turn to 90.

149 Make a Survival (Mountains) roll. It defaults to other Survival skills or Naturalist at -3, or to IQ at -5. If you have Common Sense, give yourself a +1 bonus.

If you succeed, turn to 103.

Otherwise, turn to 222.

150 If you attack the wyrm, turn to 202.
If you heave your fire-bearing helm at the monster, turn to 55.

If you flee, turn to 92.

151 Bridges of thin snow often mask deep glacial crevasses. The white powder beneath you groans, and you feel yourself falling . . .

Make a DX roll at -4, to throw yourself clear of this collapsing snow bridge. (If you have Jumping skill, you may substitute a skill roll instead.)

If you succeed, turn to 54.

Otherwise, turn to 248.

152 In the darkness of your mountain shelter, you notice that Ilga seems withdrawn.

If your *Plot Word* is WARNED, turn immediately to 124.

Otherwise, make an IQ roll.

If you succeed, turn to 35.

If you fail, turn to 166.

153 Roll a Quick Contest of Moves — yours and the girl's (use the lower score; her Move is 4) versus the highest score of the remaining beastmen. (If your horse is alive and you do not have the *Plot Word* FAREWELL, use its Move score instead.)

□ □ □ □ □

If you win or tie, cross off one of the boxes above. If all of the boxes are already crossed off, you escape — turn to 67.

If you lose, erase the mark from one of the boxes above. If there are no marks to erase, the beastmen catch up with you — turn to 241. Continue rolling Quick Contests of Moves until either you escape or the beastmen catch up to you.

154 The ice passage you now follow is wide and level, unlike the narrow cracks and fractured strata elsewhere in this hollowed glacier. Once — whether months ago or centuries, you cannot tell — water poured in a torrent through this pathway, bearing away protruding formations and leaving a sheath of thick, milky-white ice everywhere.

Then you find out what became of those flooding waters. The passage opens into an echoing, gloomy cavern, whose floor slopes away like a funnel to a dark and unseen end.

Make a Vision roll, at -5 due to darkness (unless you have Night Vision), to see whether this cavern has any exits which you do not know about.

If you succeed, turn to 203.

Otherwise, turn to 69.



155 The chunk of ice blocks the passage you want to travel, but also hangs over a much deeper chasm. If you can manage to dislodge it from its current position, it would topple into the abyss — clearing your path.

The weight you can knock over is equal to your ST multiplied by 25. You may increase this by using “extra effort” (see p. B89), or may double it with a running start.

When you have figured how much weight you dislodge in your attempt, turn to 120.

156 If this is your first visit to this paragraph, examine the *Ice Caverns Map* (on p. 30), and count how many chamber boxes lie between your current chamber box and the nearest known exit, using the shortest path known. Include the box containing the exit (or the START box), but do not count the box you are in now. If your *Plot Word* is LINGER, add 1d more boxes to this total. Cross out boxes below, until the number of unmarked boxes equals the length of your exit path. If you do not know a path leading from where you are to an exit, do not cross out any of the boxes.

[illegible]

Roll one die, and subtract the result from your current Move score (including Running bonuses). Cross off this number of boxes above.

If all of the boxes are now crossed out, turn to 10.

If not, turn to 238.

157 The distance you jump in feet is equal to your ST minus 3. If you had a running start, double the result. If you have Jumping skill, you may substitute your skill level for ST in the formula given above.

If you want to, you may make an “extra effort.” Make a roll against ST or DX. The penalty to the roll depends on the extra distance you wish to jump — multiply the extra distance (in feet) by 3. If the roll is successful, you travel the desired extra distance. If you fail, you jump your normal distance. In either case, the effort costs you 1 point of Fatigue.

When you are ready, turn to 125.

158 Her language is one you've never heard before — it sounds like a northern tongue, but you recognize only a few of the words.

You gather that her name is Ilga, and that she is the only survivor of a party ambushed by the beastmen. Chased by the hairy cannibals, she ran until they ringed her round . . . and then you arrived.

You grunt your sympathy. It is a hard tale, but life in the bleak northlands is grim. You have often heard similar stories.

Turn to 3.

159 You sleep through the night. Make an IQ roll, at -5. Apply any bonuses or penalties you have for Alertness or hearing. If you have the *Plot Word* WILLING, you suffer a -4 penalty.

If you succeed, turn to 31.

If you fail, turn to 196.

160 Make a Stealth roll, to see how silently you cross this chamber. Your Encumbrance level is a penalty to the roll.

If you succeed, turn to 243.

Otherwise, turn to 261.



161 You throw off your cloak and vault into the saddle (using your polearm, if you still have it). Gathering up the reins, you drive your spurs into the horse's ribs.

Make a Riding roll, at +5. This defaults to Animal Handling at +2, or DX at no penalty.

If you succeed, turn to 182.

If you fail, turn to 257.

162 An idea forms . . . Unlimbering your weapon, you strike the ice with it. Splinters fly, leaving behind a V-shaped gash — a step. Laboriously, you carve a stepway along the treacherous slide-way, until you reach your desired exit.

You suffer 1 point of Fatigue for this exertion.

Without losing your place here, turn to the *Ice Caverns Map* and make a change. This chamber's ID number is no longer 272, but rather 175.

Turn to 267.

163 *You're blind!* You'll be lucky to escape this cave alive, let alone get vengeance on the remora.

Turn to 45.

164 Compare the Combat Map with the chamber box on the *Ice Caverns Map* where you have just fought. Match the Combat Map exits with the Connection Boxes for the battle's chamber.

If the exit leads to a chamber with an ID number, turn to the paragraph matching that number.

If the Connection Box is crossed out, or if there is no Connection Box in this direction, turn to 107.

If the Connection Box is unmarked, turn to 44.

165 Before you in the gloom open two cold green eyes which stare into the roots of your soul. The luminous orbs cast a submerged sort of light, almost as if the illuminance flickers across leagues of water to reach you.

By their faint, fungoid phosphorescence, you see that the cavern ends in a round well, which is the wyrm's nest. Coil on undulating coil, its immense length is curled in the hollow. The boneless form is covered with a silken nap of thick white fur. Its mouth is merely a jawless, circular opening, now puckered and closed. Above the mouth, the two eyes gleam out of a smooth, rounded, featureless, eel-like head.

If you have the *Plot Word* THUNDEROUS, turn immediately to 37.

If you have the *Plot Word* DEVASTATOR, turn immediately to 150.

If you attack the wyrm, turn to 202.

If you flee, turn to 92.

166 You realize that she's still mad because you hit her earlier. Crom! Doesn't she realize that what you did was necessary to bring her back to her senses?

Turn to 93.

167 "Crom damn me for a meddling fool!" you growl to yourself. Horses are scarce and costly in the northlands. Now it lays dead, all because you impulsively intervened in a quarrel among the mountain folk that was none of your affair.

Your *Plot Word* is REGRET.

If you are Conan, turn to 122.

If not, turn to 250.

168 A dark shape on the ice field catches your attention. A curving path leads from it to where you now stand.

Turn to 223.

169 If you ride away in order to charge again, turn to 137.

If you stay in close combat with the beastmen, turn to 113.

If you cravenly flee this fight, turn to 201.

170 If you are blind, turn to 45.
If you aren't, turn to 267.

171 The rippled floor of marbled ice descends in irregular steps toward the depths. Stepping around the dark hole is easy enough, but one false step could send you sliding toward the abyss . . . and there are no hand or foot holds to save you.

Without losing your place on this page, consult the *Ice Caverns Map* on p. 30. Select the exit which you are trying to reach, and starting at the Connection Box through which you reached this chamber, count all of the Connection Boxes along the shortest route — both crossed-out and uncrossed-out boxes — until you reach the one leading to your desired destination. Include your destination, but not the box from which you start.

Make a DX roll, at -3 due to the treacherous ice, for each box along your path.

If you fail any roll, turn to 135.

Otherwise, you reach your intended goal. If its chamber box has an ID number, turn to the paragraph matching that number. If not, turn to 253.

172 The animal leaps down on you from a ledge high overhead. If it succeeds on a DX roll, it lands on you. If you aren't surprised, you may avoid the diving animal with a successful Dodge roll. If the animal crashes into you, it does 4d-12 points of crushing damage to you (and takes damage equal to the amount you suffer, minus 8 hits). If you manage to Dodge, or if the beast misses you in the first place, it takes 4d-16 points of crushing damage when it strikes the floor.

Turn to 230.

173 If you still have the helm full of coals, turn *immediately* to 23.

If you have fought the wyrm, turn to 130.

Otherwise, turn to 23.

174 You're never quite sure afterward how you find your way back to the surface. Everything is a blur.

Turn to 99.

175 A frigid wind blows through this cavern, as cold as if it originated in the great void between the worlds. You raise the collar of your bearskin cloak to protect your face from the numbing cold that pours past you. It makes your eyeballs ache and forces you to take short, shallow breaths



to keep your lungs from frosting. Crystals of ice form a delicate mask on your face, shattering with each movement, then quickly reforming.

Make a basic HT roll, to withstand this bitter cold. If you have the *Plot Words* THUNDEROUS or DEVASTATOR, you have a +2 bonus.

If you succeed, turn immediately to 267.

Otherwise, roll one die.

On a roll of 1 to 4, turn to 91.

On a roll of 5 or 6, turn to 143.

176 You try gamely to make your descent down the glacier, but it is too much for your battered body. Even the sight of beastmen following you cannot keep your knees from buckling . . .

You lose consciousness.

Turn to 105.

177 The beastmen may hear your approach soon enough — while snow muffles your horse's hooves, the jingle of your mail and the creak of your harness might tip them off.

Make a Hearing roll for your enemies. Their score is 5, including a penalty for distraction. Roll 12 times.

If any roll is successful, one of the beastmen hears you — turn to 33.

If all of the rolls fail, turn to 73.

178 If you have Overconfidence or Impulsiveness, make an IQ roll. If you fail, you must hunt the creature down instantly — turn to 269.

Otherwise, you return to the cave to consider a plan.

If you have the *Plot Word* FRIGID, turn to 242.

If not, turn to 22.

179 To protect against permanent blindness, you firmly close your eyes, wrapping your scarf tightly around your head. Secure from that danger, you gingerly feel your path through this cavern.

If you have Absolute Direction, turn *immediately* to 252.

Otherwise, make an IQ roll.

If you succeed, turn to 221.

If you fail, turn to 134.

180 Crawling on all fours through a low-ceilinged passage, you emerge in a large cavern whose ceiling disappears out of sight above. The dimmest of light filters down from the outside world through the ice, leaving the bottom of the chamber in darkness but illuminating the higher portions in an emerald hue. It gives an eerie impression.

If you have Danger Sense, turn to 70.

If not, turn to 18.

181 Finding the stiffening body of your mount in the darkness, you hack off several thick slabs of meat. Back in the cave, you roast these on the ends of sharpened sticks.

If Ilga is conscious, turn to 152.

If not, turn to 159.

182 Make a Tactics roll. This defaults to Strategy or IQ, both at -6.

If you succeed, turn to 265.

If you fail, turn to 89.

183 If your *Plot Word* is VALIANT, turn immediately to 19.

If you have the *Plot Word* THUNDEROUS but don't have the *Plot Word* VALIANT, turn immediately to 37.

If you have the *Plot Word* DEVASTATOR, turn immediately to 150.

If you attack the wyrm, turn to 202.

If you flee, turn to 92.

184 The passage leads into a small ice cave. The stench, a combination of urine, rotting flesh, and some other animal smell, is overpowering. Peering within, you see a pile of broken and splintered bones, some with flesh still clinging to them, and a small pool fed by trickles of water from melting ice elsewhere in the glacier.

If you now return the way you came, turn to the paragraph matching the ID number of the chamber box you came here from.

Otherwise, turn to 126.



185 As you ride clear, suddenly there's a beastman directly in front of you. Your mount's hooves lash into him, and he goes down.

The beastman takes 1d+3 crushing damage. Without losing your place here, turn to the beastman chart at 17 and mark the hits from the conscious opponent closest to the bottom of the chart.

Now make a Riding roll, at -2, to stay in the saddle.

If you succeed, turn to 33.

Otherwise, turn to 121.

186 This horse is severely injured, and a glacier in the high mountains is no place for the ill. Even if you could rouse the animal, it couldn't walk far, and there's not likely to be shelter near enough to protect it from the lethal cold. Night isn't far off.

If you decide to put the animal out of its misery, turn to 240. Otherwise, turn to 250.

187 Make an IQ roll.
If you succeed, turn to 114.
Otherwise, turn to 59.

188 If you wish to inch your way toward a known cavern exit, moving along the rim of this cavern, turn to 171.

If the chamber box for this cavern has any more unmarked Connection Boxes, and you wish to continue exploring, turn to 255.

189 Make an IQ roll. This roll is at +6 if you have either Climbing or Survival (Mountains) skill at 10 or greater.

If you succeed, turn to 116.

If you fail, turn to 258.

190 Make a DX roll, to avoid following the block on its vertical descent.

If you succeed, turn to 11.

If you fail, turn to 14.

191 Stepping cautiously and groping for handholds, you inch toward where you remember the exit being. Check off one of the boxes below to mark your progress.

☐ ☐ ☐ ☐ ☐

If all of the boxes have been checked off, you have made it out of the ice cave — turn to 99.

Otherwise, you're not done here yet — turn to 45.

192 The extreme cold freezes your hand — give yourself a -2 penalty to DX for the remainder of this adventure. This is cumulative with other penalties previously received.

Turn to 256.

193 For a long time, the sounds follow you down the mountain: the girl's shrieks, the dull whacks of heavy blows, then the gruesome noises of a cannibal feast . . .

Your adventure is over. You receive no character points for this performance.

194 Motionless in the frigid cave, you freeze to death.

Your adventure is over.

195 "You fight . . . like a god," Ilga says, eyeing you admiringly. "I thought . . . you Ymir, come to save Ilga."

The person she is comparing you with is the war god of the northlands. You get the feeling that this beautiful northern girl likes you . . .

Your *Plot Word* is MAGNIFICENT.

Turn to 3.

196 Moonlight streaming in from above shines onto your closed eyes, waking you. Yawning and stretching, it takes a moment for you to recall your circumstances. Crom, but you've slept deep and well!

However, something is *wrong* . . .

You have the *Plot Word* TIMBER. Turn to 232.

197 You go back out into the open to recover some of the gear and supplies tied to your saddle, as well as your bearskin cloak. From the rocky slope above the glacier's edge, you gather a double armful of twigs, leaves and wood. With flint and steel, you coax a fire into life.

Turn to 108.

198 This cavern is very striking, but you sense no harm in it. You move on.

Turn to 267.

199 A small but fierce animal leaps out of the darkness at you, catching you entirely by surprise.

You may take no action on the first turn of this combat, not even to defend yourself. Turn to 172.

200 You plummet to the bottom of the chasm, where you impact with lethal force. Your corpse is frozen within the river of ice. In a century or so, it will thaw and be washed to the sea.

Your adventure is over.

201 If you abandon the girl, turn to 81.
If you take her with you, turn to 153.

202 You charge forward with a roar, eager to blood your steel with the ichor of this monster from the icy depths.

Make a weapons skill roll.

If you succeed, roll your damage, and turn to 74.

If you fail, turn to 138.

203 Roll one die for each unmarked Connection Box adjacent to your current chamber box, to resolve whether this cavern has exits other than the one(s) you know of.

If the die roll is odd, no connection exists at this point. On the *Ice Caverns Map*, you may cross out the Connection Box with a large "X," or you may shade in the unshaded region around and including that box.

If the die roll is even, this cavern is connected to the adjacent chamber in the same direction as the Connection Box. Draw a line between the two chambers on the *Ice Caverns Map*, passing through the Connection Box.

If this cavern has no exits, or if you decide to return the way you came, turn to the paragraph matching the ID number of the chamber box you came here from.

If you wish to inch your way toward a known cavern exit, moving along the rim of this cavern, turn to 171.

204 Your horse trots into sight and rejoins you — if you have the *Plot Word* FAREWELL, erase it.

Turn to 250.

205 You think to examine the corpse closely. With a grunt of surprise, you find that it is frozen solid, and sheathed in hard ice.

If you have the *Plot Word* VIGOR, turn to 13.

Otherwise, turn to 77.

206 The passage you are traveling along begins to ascend. As it does so, a smell becomes evident, and continues to strengthen — a musky, fetid odor.

Make a Naturalist roll, to identify the scent. If you have Area Knowledge (Eiglophian Mountains), give yourself a +3 bonus. The roll defaults to IQ-6, or (in this case only) to Tracking at -4.

If you succeed, turn to 87.

Otherwise, turn to 144.

207 The brilliance is damaging your eyes. You feel them itching and aching, and wish you could claw them out or immerse them in ice water.

You suffer 1 point of Fatigue, and have a -2 penalty to future Vision rolls. The penalty is cumulative with other Vision penalties you may already have received.

If your effective Vision — your IQ, modified by Acute Vision, Alertness, Bad Sight or any Vision penalties accumulated — is less than 2, turn to 163.

Otherwise, turn to 236.

208 You return to your shelter of last night.
If you still have your axe and Asgardian helm, turn to 40.

If not, turn to 130.

209 You must leap clear of the saddle, before the horse hits the ground . . . or else you'll be crushed beneath its bulk.

Make a Riding roll, at a penalty equal to your Encumbrance.

If you succeed, turn to 121.

If you fail, the animal falls on you. The damage is 2d-8 crushing for the fall, plus 1d+1 crushing for being rolled on. As you drag yourself clear, turn to 113.

210 You dare not let your fire grow too large, lest it melt the nearby glacier walls and flood your refuge. It gives more of the illusion of warmth than true heat.

The orange gleams of the fire shine deeply into the fissures and tunnels that run back into the body of the glacier, until their windings and branchings are lost in the dim distance. A faint gurgle of running water comes to your ears, punctuated now and then by the creak and crack of slowly moving ice.

If your *Plot Word* is FAREWELL, turn to 20.

Otherwise, turn to 51.

211 If you turn and run before seeing the effects of your action, turn to 101.

If you remain to watch, turn to 220.

212 Dizzy and disoriented, you have no idea of where you are when at last your journey comes to an end. The slideway has not deposited you at high velocity into a bottomless chasm, but mercifully levels off somewhere distantly removed from your previous cavern.

To find where you now are on the *Ice Caverns Map*, roll two dice, one at a time. The first roll is your new row number, and the second is your column number (a roll of "6" for the column counts as a "3").

You have no idea how to retrace the path you've just taken from your previous chamber to this one.

If the indicated chamber box has an ID number, turn to the paragraph matching that number.

If it has no number yet, turn to 253.

213 When the girl won't calm down, you cuff her lightly. Afterward, she keeps her fears to herself.
Turn to 85.

214 Make a Vision roll.
If you fail, turn to 251.
Otherwise, turn to 168.

215 The *Ice Caverns Map* (on p. 30) will help you keep track of where you are during your exploration of the glacial caverns.

The map is made up of large and small boxes. Each large box is a *chamber box*, and represents a cavern within the glacier. The large boxes are surrounded by up to eight smaller *Connection Boxes*, at each side and corner. These are used to note whether a chamber connects to the other chamber in the same direction.

Turn to 146.

216 You pass into an odd part of the caverns. The air hangs still as if it hasn't been disturbed for millennia. Fragile-appearing structures of ice crystal grow in great profusion from every surface, making pleasing sounds as they crunch beneath your boots.

Rounding a bend, you find yourself on the approaches of a long cavern. Hanging from the crest, sparkling in the diffused light leaking down through the ice from the world above, are hundreds of spear-sharp ice stalactites.

If you enter this cavern, turn to 27.

If you decide to turn back, turn to the paragraph matching the ID number of the chamber box you came here from.

217 At this distance, it's impossible to make out more than a pale face obscured by a mane of brown hair. You think it's a girl.
Turn to 65.

218 Ice water pours down your throat. You suffer 1 point of Fatigue.
If you are unconscious, you drown. *Your adventure is over.*
Otherwise, return to 56.

219 Roll one die.
On a roll of 1 to 4, return to 224.
Otherwise, turn to 46.

220 The white-hot projectile flies through the tooth-ringed mouth. As it descends down the immense gullet, the wyrm shudders, then begins to writhe in titanic spasms. Steam sprays out from the beast, a dense and frozen mist that layers you with ice and cloaks the chamber in impenetrable fog. Your last view of the wyrm is of it shaking itself all along its great length, knocking huge sections of ice tumbling from above as it lashes out with its head and tail. A hiss becomes a roar and then a scream, as the frigid interior of the monster and the heat you've given it react against each other.

You've got to get out of here . . .

Your *Plot Word* is LINGER. Turn to 101.

221 You have made it partway across this treacherous chamber — congratulations!
You may check off one of the boxes below.

☐ ☐ ☐

If all of the boxes have been checked off, turn to 252.
Otherwise, you're not done here yet — turn to 236.

222 As a howling wind drives dense clouds of snow into your mouth and nostrils, you and the girl struggle to find your way down the mountain.

Make a Survival (Mountains) roll, at -5. It defaults to other Survival skills or Naturalist at -8, or to IQ at -10. (You may use Ilga's skill — her stats are given on p. 27.)

☐ ☐ ☐ ☐ ☐ ☐

If you succeed, cross off one of the boxes above. If you fail, you are no closer to your destination.

If all of the boxes are crossed out, you've made the descent (and survived!) — turn to 48.

Otherwise, turn to 39.



223 As you follow the path, you pass a bulky, black mound loosely covered with wind-blown snow. It is your horse. There is little left of the carcass but a few bones. The track passes close by the remains.
Turn to 260.

224 You may now travel within the ice caverns.
If you have the *Plot Word* DOMINATOR, turn immediately to 219.

If you move to an adjacent chamber of the caverns, and if that chamber has an identification number written in it, turn to the paragraph matching that ID number.

If you wish to move to an adjacent chamber of the cave, and if that chamber does not have an identification number, turn to 253.

If you are adjacent to the "Start" chamber and wish to leave the caverns, turn to 60.

If you have been to every chamber you can reach, turn to 46.

225 If you have Impulsiveness, Overconfidence, or a Sense of Duty which you have reason to believe applies to this victim, make an IQ roll. (If you have more than one of these, make a roll for each.) If you have Common Sense, give yourself a +2 bonus to each of these IQ rolls.

If you fail any IQ roll, you ride into battle — turn to 161.

Otherwise, you ride away, abandoning the girl. Turn to 193.

226 Your horse will be dead by morning. Turn to 197.

227 You note that a wide crack in one wall of the cave admits sunlight — an exit to the surface.

On the *Ice Caverns Map*, write the word “exit” in this room’s chamber box.

If you wish to leave the caverns, turn to 60.

If you would rather continue your exploration, turn to 267.

228 If you took a running start, turn to 190.
If you didn’t, turn to 11.

229 Battered and weary, you and Ilga limp toward the south. But you go with a high heart — in the golden south, a strong man with courage and a pretty girl by his side can win plenty of gold and wine!

Congratulations — your adventure is over! To discover your reward in character points, see p. 27.

230 Set up the combat, using Combat Map C from p. 29 in the appendix. Place the wolverine at “W”. You are at “C.”

Begin the battle. No character may leave the confines of the Combat Map.

Wolverine Tactics. The animal is Berserk (see p. B31), does not make Aimed attacks, and uses the All-Out Attack option every turn. Use the Hit Location table to determine where it bites, adding +2 to the roll. The wolverine cannot be stunned, and injuries cause no penalties to its attack rolls. A berserk wolverine will remain alive and madly attacking, if it doesn’t fail any basic HT rolls (at +4), until its effective HT reaches -55! Stats for the wolverine are given on p. 28 in the appendix.

If you desire to flee and are adjacent to an exit, turn to 72.

If the wolverine is dead or unconscious, turn to 11.

If the wolverine reaches an effective HT of -25, turn to 262 for further instructions.

If you die in battle or fall unconscious, the wolverine disembowels and eats you — *your adventure is over.*

231 Ilga seems reluctant to join in your search for shelter. She tugs away from you, crying out an unfamiliar word.

Make an IQ roll.

If you succeed, turn to 76.

If you fail, turn to 213.

232 The girl is gone — but her few belongings remain. With a deep growl, you heave to your feet and hastily don your clothing and weapons.

If you have the *Plot Word* TIMBER, turn to 59.

If not, turn to 187.

233 Make an IQ roll.
If you succeed, turn to 169.
If you don’t, turn to 249.

234 If you step carefully along this corridor, staying erect and ready for trouble, turn to 189.

If you get down on all fours and crawl, turn to 142.

If you try something creative, turn to 96.

235 You move back several yards from the edge, carefully noting the opening on the far side of the chasm where you intend to land. Then you charge down the tunnel, gathering momentum for the leap into space.

Make a DX roll, to avoid slipping on the ice.

If you succeed, turn to 157.

If you fail, turn to 88.

236 If you now try moving while blindfolded, turn to 179.

If you use your eyes to help you, despite the blinding glare, turn to 148.

If you decide to return to the chamber from which you came, turn to 75.

237 Climbing back out of the hole isn’t difficult. It’s only ten feet deep, just enough to keep the bottom from your view before. Water from melting ice apparently puddled here long enough to freeze into a solid plug. The challenge now is to cross the sloping floor and reach an exit without sliding back down.

Make a DX roll, at -4.

If you fail, turn to 100.

If you succeed, you reach your desired exit — turn to 52.

238 Roll one die.
If the result is a “1,” turn to 128.

Otherwise, turn to 156. (You may discard one item of equipment or clothing at this time, if you wish to lower your encumbrance and thus increase your Move.)

239 Your first tentative caresses find Ilga not at all unwilling, nor is she new to this game. An hour later, you roll over and sleep like a dead man.

Your *Plot Word* is WILLING. Turn to 159.

240 You do what has to be done.
Turn to 167.

241 “Grrr . . .” A pursuing beastman lunges forward, trying to part your scalp with his stone-edged weapon. You shove the girl to safety behind you, then turn to face the enemies you can’t outrun.

Set up the combat, using Combat Map A from p. 29. Place your character at “C.” If you are riding a horse, place it beneath you — ignore location “H.” The girl is off the map.

Without losing your place here, refer to 17 for the number of surviving beastmen and their stats.

Make an IQ roll for each demoralized character. If the roll is successful, erase the check-off from the demoralization box — your flight has cheered your foe. Characters which remain demoralized did not follow you, and are out of this fight — check off their “dead or unconscious” box.

Place the beastman with the highest Move at “B2.” (If two or more tie, choose the one topmost on the chart.) Roll one die for each of the rest, starting at the top of the table (or rolling in Move score order, if you wish to be more realistic), adding +1 for each character already placed on the map, and place him at the corresponding “B#.” (Example: You roll a 3 for the second beastman. Place him at “B5.”) Treat all rolls greater than 12 as 12.

Roll a die for any beastman who still has a spear. On a roll of 1 to 4, he discarded his spear during the chase — check off his spear box.

When you have the battle set up, turn to 273.

242 You ransack the horse’s corpse on the journey back, scavenging your gear. Shortly, you have a small fire going in your cave.

Turn to 22.

243 You make it across the cavern to an exit. Turn to 267.

244 You trudge south, burdened by the guilt of knowing that you haven't done all you could to avenge Ilga's death.

Turn to 99.

245 You've escaped this time . . . but when you return, how do you know whether another bear — an angered mate, for instance — might not be waiting for you?

Do what healing you can at this time (see p. 3).

If your effective HT is 0 or less, turn to 7.

If not, turn to 227.

246 The crack you are following is tall and thin. A flooring of ice chunks wedged in the narrowing crevasse forms a surface you can walk on, but it is discontinuous — at times, you press forward by placing your feet against one wall, your back against the other, and inch ahead. You must be in the very bowels of the glacier.

Eventually, your crack connects with another fracture of the ice. Where the two meet, a large, jagged-roofed cavern has formed. A pool of still water blocks your further progress. A quick probe with a weapon reveals that the pool is too deep to wade across. Unless you can swim, you're going nowhere.

If you now return the way you came, turn to the paragraph matching the ID number of the chamber box you came here from.

Otherwise, you're going swimming. Make an IQ roll. If you have Survival (Mountains) skill, you may substitute a skill roll for this IQ roll.

If you succeed, turn to 139.

If you fail, turn to 56.

247 You tumble, roll, slide and fetch up on the edge of the ice flow — take 1d points of crushing damage. Treat the damage as from a fall (see p. 3).

If you die, *your adventure is over*.

Otherwise, turn to 147.

248 The "solid" ground beneath your feet vanishes, leaving you pondering the green and blue depths of a deep crevasse leading to the very heart of the glacier. In one of your hands is a pole weapon; in the other hand is the rope leading back to your steed and its saddle. Discarding the pole-arm — and paying no attention to its fall down the chasm — you hang onto the rope, which breaks your fall and slams you violently into the crevasse wall.

Make a ST roll, to see if you retain your grip on impact. Apply modifiers for Strong or Weak Will, if any.

If you fail, turn immediately to 200.

Otherwise, turn to 38.

249 The excitement of battle overcomes you. Instead of riding away, you stay to finish your fight at close quarters.

Make a second IQ roll.

If you succeed, turn to 113.

If you fail, turn to 57.

250 You turn toward the girl for whom you fought. She is a few feet away, staring at you wide-eyed.

"Are you all right, lass?" you grunt. "Did the brutes hurt you? Have no fear — I'm not a foe." You tell her your name.



Her reply comes in a strange tongue.

Make a Hyperborean language roll, at -1. Apply any bonuses for Language Talent, a +1 bonus if you have studied Linguistics, and a +2 bonus if you speak Nemedian.

If you do not speak Hyperborean, roll against your Gesture skill. It defaults to Sign Language at no penalty, or to IQ at -4.

If you succeed at a Hyperborean language roll, turn to 140.

If you fail at a Gesture roll, turn to 158.

In all other cases, turn to 58.

251 This is a complete mystery. Ilga has disappeared, and there's no sign of what has become of her! There is nothing to do but to continue your journey.

Turn to 99.

252 You successfully navigate your way through this luminous peril.

Return to 267.

253 As you penetrate deeper into the glacier, the darkness congeals around you. Still, you doggedly set one foot before the other, plodding onward.

Roll one die. Add the row number of the chamber box — listed on the right side of the *Ice Caverns Map* — to the number rolled. Count down the *unmarked* boxes below, starting with the left column, until you count a number equal to the result. Cross that box out. *Write the identification number listed after it in the blank chamber box you are exploring.*

For example: You are on the third row, and roll a 5. Since $3 + 5 = 8$, you must count down 8 unmarked boxes below.

☐ 62
☐ 62
☐ 62
☐ 106
☐ 272
☐ 175
☐ 62
☐ 154
☐ 97
☐ 175
☐ 180

☐ 175
☐ 62
☐ 175
☐ 206
☐ 246
☐ 263
☐ 175
☐ 62
☐ 133
☐ 80
☐ 216

If your result is larger than the number of boxes remaining, or if all of the boxes have been crossed out, turn to 165.

Otherwise, when you are ready, turn to the paragraph matching the new chamber's identification number.

254 The loss of your mount is a double disaster — the animal carried your fire-starting and camp gear. From the rocky slope above the glacier's edge, you gather a large armful of twigs, leaves and wood. You also recover your bearskin cloak. Back in the cave, you try to get a fire going.

Make a Survival (Mountains) roll. For this time only, it defaults to other Survival skills at no penalty, to Naturalist at -3, or to IQ at -5.

If you succeed, turn to 108.

If you fail, it's going to be a cold night without a fire. Your *Plot Word* is FRIGID. Turn to 51.

255 The rippled floor of marbled ice descends in irregular steps toward the depths. Stepping around the dark hole is easy enough, but one false step could send you sliding toward the abyss . . . and there are no hand or foot holds to save you.

Without losing your place on this page, consult the *Ice Caverns Map* on p. 30. Start with the Connection Box which you were last at (if you have just arrived, this is the box through which you reached this chamber). Moving clockwise or counterclockwise, count Connection Boxes until you reach the first unmarked box in the direction you wish to circle.

Make a DX roll for each Connection Box along this path, including your destination (but not including the one from which you started).

If you fail any roll, turn to 135.

Otherwise, you reach your intended goal — turn to 15.

256 The incredible cold makes weapons brittle . . . Roll one die. If your weapon is "cheap" quality, subtract 1 from the roll; if it is "fine," add 1.

On a roll of 1 or 2, your weapon shatters and is destroyed.

If you do not already have the *Plot Word* KNOWING, you do now.

If the wyrm dies, turn to 174.

If the wyrm is unconscious, you kill it. Turn to 174.

Otherwise, turn to 138.

257 The horse rears, startled by your haste. Make a DX roll to stay in the saddle.

If you succeed, turn to 182.

If you fail, turn to 49.

258 Your foot slips, and you sprawl sideways into the center of the slideway, scrabbling frantically to stop. On the slick ice, you pick up speed at a frightening pace. The breeze stirred by your passage becomes a whispering moan as you skid uncontrollably through the darkness.

The passage twists as it descends, sending you racing along the banked but still slick tunnel like a newly bitten morsel down something's eager gullet. You recognize nothing about your surroundings — you've stumbled into some previously unsuspected passage. The floor seems to drop away beneath you as the gradient steepens to nearly perpendicular.

Make a Will roll.

If you fail, turn to 71.

Otherwise, turn to 212.

259 Wary of causing an avalanche, you softly clap your hands together. "To me, now!" you call.

Make an Animal Handling roll at -3, to attract your horse.

If you succeed, turn to 204.

If not, turn to 94.

260 You come upon the girl — or what is left of her. Her head is gone, and with it most of the flesh of her upper body, so that the white bones gleam like ivory in the dim light. The protruding bones have been cleaned, as if the flesh has been sucked from them or rasped off by some many-toothed tongue. Make a Fright Check (see p. B93). If you fail, consult the table on p. B94 to discover the effects.

When you've finished, make an IQ roll.

If you succeed, turn to 205.

Otherwise, turn to 77.

261 You trigger a new fall of stalactites. Turn to 109.

262 The wolverine collapses and dies. It wasn't a full strength predator, but a pitiful, starving animal. Return to 230.

263 This ancient glacier is a honeycomb of passages, never intended for man. Some are huge fractures, towering hundreds of feet in height but only a few yards across. Others have been carved by water, with ice-slick surfaces and gentle curving paths.

You reach the junction between two such passages. The former water channel you've been following is sheared into two by a small rift. The crack is so deep that you cannot see bottom. To make things worse, the slick ice here makes footing precarious.

Unless you want to try a leap, there seems to be no way past this point.

If you now return the way you came, turn to the paragraph matching the ID number of the chamber box you came here from.

Otherwise, turn to 53.

264 With a heart-felt curse, you tumble over the knee-high rampart and take a hard fall on scattered crystals of ice. The brittle structures burst apart as you impact against them, with a mixture of musical tinkles and loud pops. Bits of ice spray harmlessly against your exposed skin.

Take 1d-3 crushing damage from this tumble. Armor protects you as it would from an ordinary fall (see p. 3).

If you are unconscious, turn to 194.

If you die, *your adventure is over*.

Otherwise, turn to 236.

265 You open your mouth to utter your war cry . . . then realize that the yell will warn the hairy beast-men of your approach. It might be wiser to surprise them.

If you still want to give a war cry, turn to 89.

If you approach silently, turn to 177.

266 Make an IQ roll, at -3. If you have the *Plot Word* WILLING, there is an additional -3 penalty.

If you succeed, turn to 68.

If you fail, you have the *Plot Word* BURDEN — turn to 104.

267 If you are unconscious, or if your effective HT is 0 or less, turn *immediately* to 7.

If your current chamber box has adjacent, unmarked Connection Boxes, turn to 146.

Otherwise, turn to 224.

268 There is no way to get your mount into this shelter, and you've little hope of finding a more suitable place. Yet if you leave your mount out in the open, it will surely freeze to death.

If you descend the mountain instead, turn to 149 (if you haven't tried before) or to 222 (if you are continuing a descent).

If you stay here, turn to 226.

269 Make a Tracking roll at +4, to see if you can find the trail of the great wyrm. Due to the constantly blowing snow which obscures the trail, there is an extra -2 penalty for every box below which is checked off.

☐ ☐ ☐ ☐ ☐

If you succeed, cross out one of these boxes, and turn to 78.

If you fail, turn to 251.

270 You suffer 1d-2 points of Fatigue.

If you are unconscious, turn to 194.

Otherwise, turn to 170.

271 Having breasted the mountain slopes, you rein in at the top of the pass. A fantastic scene is spread out before you.

The sky is a dome of crimson and gold, just beginning to darken with the purple of oncoming evening. The fiery splendor of the dying day paints the white crests of the mountains with a deceptively warm-looking radiance. The titanic glacier, shadowed in deep lavender except where the setting sun picks out sparkles in gold, winds like an icy serpent from the high peaks. It curves in front of the pass, then turns away to dwindle in the foothills and become a flowing stream of water. Rocky slopes rising from the ice river's flanks are dotted with a thin scattering of gnarled, stunted trees.

As you descend the pass, you pick your way cautiously past the margin of the glacier, trying to avoid avalanches from the higher slopes as well as the glacier's hidden crevasses. When the path meanders across the surface of the glacier itself, you go gingerly, leading your horse, thrusting the point of your polearm into the snow wherever you suspect it might mask a crevasse. It is important to get down from this mountain before night falls and the temperature plummets.

Make a Survival (Mountains) roll, at -4 because the ice is so treacherous. It defaults to other Survival skills or Naturalist at -7, or to IQ at -9.

If you succeed, turn to 129.

If you fail, turn to 151.

272 The sounds are hypnotic — the warm winds from above whistling through the millions of hairline cracks in the heavily fissured ice, the rhythmic sounds as rivulets of water seek their way through the fractured substance of the glacier, and the organlike tones of the weakening ice as it creaks and groans around you.

If you are entering this chamber from a chamber whose row number is the same or less than this chamber's row number, turn to 47.

Otherwise, turn to 24.

273 Begin the fight.

Beastman Tactics. Any beastman more than 3 hexes from you will first close to within 3 hexes, aim (one turn) and then throw his spear (if he has one). After this, he will close to melee distance and use his Hafted Axe (or, if an axe is lost, his War Club). The beastmen prefer to attack you, rather than your mount. Their spears have a reach of 1.

Morale. At the end of any round in which you injure a conscious beastman, make an IQ roll for each conscious beastman who is not already demoralized. They receive a +2 bonus (they lust after their white-furred victim, and aren't so scared of you now that you are dismounted). If your *Plot Word* is TERRIBLE, there is a -1 penalty to their rolls. (Without losing your place here, turn back to 17 to refer to the beastmen stats. For each who fails his IQ roll, check off the matching Demoralization box.) Demoralized beastmen can make no attacks, and move away from you at half their Move until 10 hexes distant.

Saving Your Horse. If your horse is living and can move, and if you are adjacent to any of its hexes during any portion of your turn, you may slap it. This causes your animal to run off the map along the shortest route, avoiding living beastmen when possible.

Retreat. The beastmen will not leave the map. You may leave the map only by taking the "flee" option below.

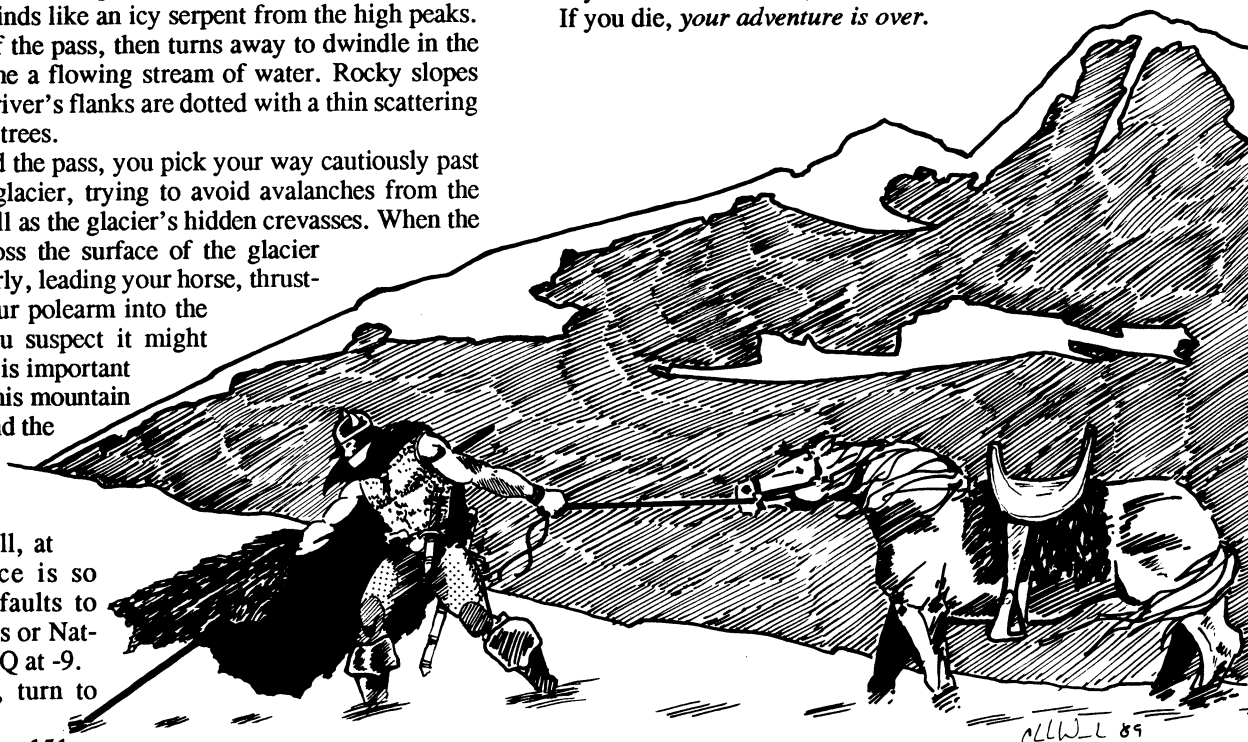
If all of the beastmen are dead, turn to 131.

If all of the conscious beastmen are demoralized, turn to 21.

If you decide to flee, and if you have a clear path to the edge of the combat map, turn to 201.

If you are unconscious, turn to 105.

If you die, *your adventure is over.*



APPENDIX

Character Points

Surviving this adventure is worth 4 character points, with the following bonuses and penalties:

If the wyrm dies *or* the glacier explodes, give yourself 2 more character points.

If you never encounter the wyrm, you receive 3 fewer points.

If Ilga is alive, give yourself 1 extra point.

If your horse is dead and you have Animal Empathy, deduct 1 character point.

Loose Ends

If you have DX or Move penalties due to frostbite: Make a basic HT roll, at +2. If you fail, you suffer a permanent -1 penalty to the affected Move or DX score.

If you are blind: If you succeed at a basic HT roll, the blindness is only temporary (you can see again in 5d-HT days). Otherwise, the condition is permanent — add the new Disadvantage to your character sheet, but do not take any extra character points for it.

If you have other Vision penalties: They wear off naturally, at the rate of 1 point of penalty removed per day.

If you have the Plot Word BURDEN: Ilga's death, and your reluctance to avenge her loss, haunt you for some time to come. Give yourself a new Quirk which reflects this burden of guilt.

Designing Heroes

This adventure, meant for the mighty Conan, is more than a match for most 100-point characters. Therefore, the player may spend 200 or more points for his player character.

Special note: This adventure assumes that the player's character is male.

Background: The hero of this adventure is leaving Asgard after a winter of combat and raiding. He should most likely be a barbarian from Asgard, Cimmeria or Vanheim.

Equipment: Regardless of who the player character is, he must have the following equipment: a cavalry horse; a polearm (a light lance or a spear, used to probe for hidden snow bridges); winter clothes (including a bearskin cloak); personal basics (including fire-starting gear); and traveler's rations for a week. Missile weapons are not recommended, as this adventure is not written to allow for their use in all situations.

Some Suggested Advantages: Absolute Direction, any Acute sense, Alertness,

Animal Empathy, Combat Reflexes, Danger Sense, Language Talent, Luck, Strong Will.

Some Suggested Disadvantages: Impulsiveness, Overconfidence, Sense of Duty (to all women), Sense of Duty (to comrades), Social Stigma (barbarian), Stubbornness.

Some Suggested Skills: Acrobatics, Animal Handling, Climbing, Gesture, Lance, Languages (Hyperborean or Nordheimr), Occultism, Riding, Running, Stealth, Survival (Mountains), Swimming, Throwing, Tracking, plus all of the Combat/Weapon Skills.

NPCs and Creatures

Ilga of Virunia

16 years old, brown hair, blue eyes, daughter of Hyperborean settlers in the Border Kingdoms.

ST 9; DX 12; IQ 12; HT 8.

Basic Speed 5; Move 4.

Dodge 4; no Parry.

Advantages: Acute Vision (+2); Appearance (Beautiful +2/+4); Charisma (+1); Common Sense; Intuition; Status (+1, daughter of influential Virunian family); Wealth (Comfortable).

Disadvantages: Gullibility; Impulsiveness; Jealousy.

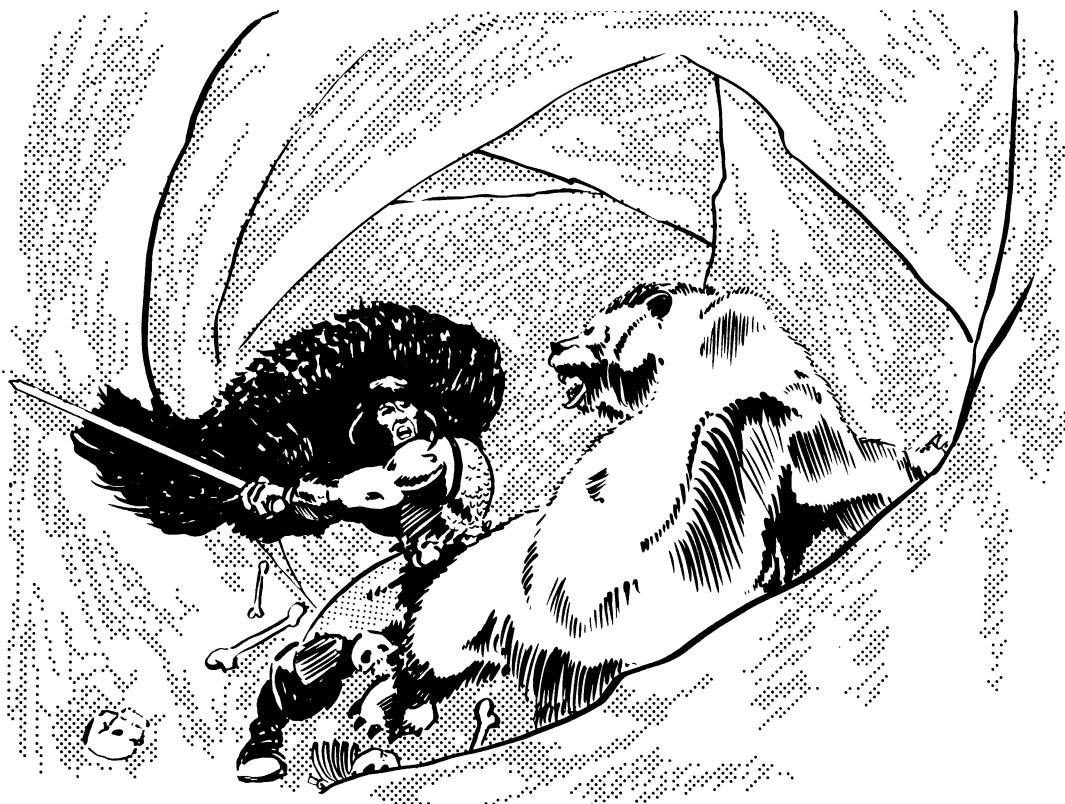
Quirks: Attracted to strangers; Speaks with thick accent; Dislikes the sight of blood.

Skills: Area Knowledge (Virunia)-11; Dancing-11; Detect Lies-11; Fast-Talk-11; Naturalist-11; Riding-13; Sex Appeal-10; Singing-12.

Languages: Virunian (a Hyperborean dialect)-12.

Armor: Thick cloak of white fur (PD 1, DR 1).

Weapons: None.



Beastmen

-65 points

The beastmen who live in the Eiglophian Mountains are short-bodied, thick-limbed creatures, wrapped in tattered, mangy furs. Small, bloodshot eyes glare out from under beetling brows and sloping foreheads; thick lips draw back to reveal large yellow teeth.

The primitives prey on travelers through the mountain passes, and are cannibals. They are also known as "the mountain men" and "the hairy ones."

For more information on primitive cultures like these, the GM is advised to read *GURPS Ice Age*.

Advantages and Disadvantages: Beastmen have +2 to ST and -1 to IQ. They have the Toughness (DR 2) advantage, and the following disadvantages: Appearance (Ugly, -2 reaction), Illiteracy, Odious Personal Habit (Cannibalism, -3 reaction), Poverty (Dead Broke), Primitive (TL0 in a TL3 society), Social Stigma (Barbarian, -3 reaction).

A typical beastman might have any or all of the following skills: Axe/Mace, Area Knowledge (Eiglophian Mountains), Armoury/TL0, Beastman Language, Brawling, Climbing, Cooking, Dancing, Knife, Spear, Survival (Mountains), Theology (Beastman Rituals), Throwing, Tracking, Traps/TL0.

Snow Bear

ST: 32 **Speed/Dodge:** 7/6 **Size:** 3#
DX: 12 **PD/DR:** 1/2 **Weight:** 1,500 lbs.
IQ: 5 **Damage:** 2d-2 cr# **Origin:** Real
HT: 15/35 **Reach:** C,1 **Habitat:** Arctic, Mountain

The fearsome snow bear resembles the modern polar bear, differing in being slightly larger, more aggressive, and in being territorial rather than nomadic. The coat is white with a bluish tinge, made up of long guard hairs and dense underfur.

In the open, their white fur blends in with the snow (roll at -4 to see). The hairy soles of their paws allow the bears to move rapidly on ice. Walking on all fours, snow bears are 3-hex creatures; standing on rear legs to fight, they occupy only 1 hex.

The bears strike with their claws in combat, doing crushing damage. They may also bite, doing the same amount of cutting damage. Snow bears "bear hug" when angered: grappling in close combat, then biting.

Wolverine

ST: 11 **Speed/Dodge:** 8/6 **Size:** 1
DX: 12 **PD/DR:** 1/2 **Weight:** 50 lbs.
IQ: 5 **Damage:** 1d-2 cut **Origin:** Real
HT: 11 **Reach:** C **Habitat:** Arctic, Mountain

The wolverine is one of the fiercest animals in nature. The largest member of the weasel family, it resembles a cross between a weasel and a bear. It measures four feet long (plus another foot of tail), and stands 18 inches tall at the shoulder.

The strongest mammal of its size, it can drive mountain lions and bears from their kills. Wolverines follow a cycle of four hours waking, four hours resting, and do so continually. They are very sly (Craftiness-12).

Ice Wurm

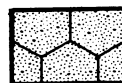
ST: 50-60 **SP/Dodge:** 4/0 **Size:** 7-10
DX: 14 **PD/DR:** 1/2 **Weight:** 300-800 lbs.
IQ: 2 **Damage:** 3d-1 imp# **Habitats:** M
HT: 15/30-40 **Reach:** C, 1-3

Also known as Yakhmar or Remora, this "worm of the snows" is falsely believed extinct in Hyboria. It looks like a 40' giant worm or land-eel with two luminous green eyes and a

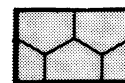
Key to Combat Maps

1 Hex = 1 Yard

Ice



Snow Drift



Ice Block



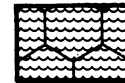
Pile of Bones



Fissure



Pool



H = Horse

Combat Map A

The *fissure* is one foot wide, and requires a DX roll from anyone entering the hex — those who fail, stumble and fall in that hex. Encumbrance level is a penalty to this roll. (Horses are exempt from this roll.) Fortunately, the fissure is too small for anyone to fall down.

Consider each *ice block* to be as tall as it is wide, measuring the width at the widest point. These vertical blocks are impossible to "stand on," and can be traversed only with a successful Climbing roll.

The *snow drift* costs double movement to cross. Any character moving more than half his Move in a turn must succeed at a DX roll for every drift hex, or fall down. Characters standing in the drift are 1 foot higher than those on the glacier proper.

Combat Map B

The *pool* is shallow. It costs double movement to cross, and anyone standing in it is 1 foot lower than those not in it.

Standing on the *pile of bones* gives a height advantage — the northernmost hexes are 2 feet in elevation, while the south hex is 4 feet. However, characters must succeed at a DX roll for every turn they spend in a bone pile hex, to avoid slipping and falling. Those who fall slide down the pile, ending up in the nearest non-pile hex to the north, unless something blocks their slide.

lamprey-like mouth of sharp inward-pointing teeth. It lives alone, as each remora requires a large hunting range to survive, and reproduces parthenogenetically.

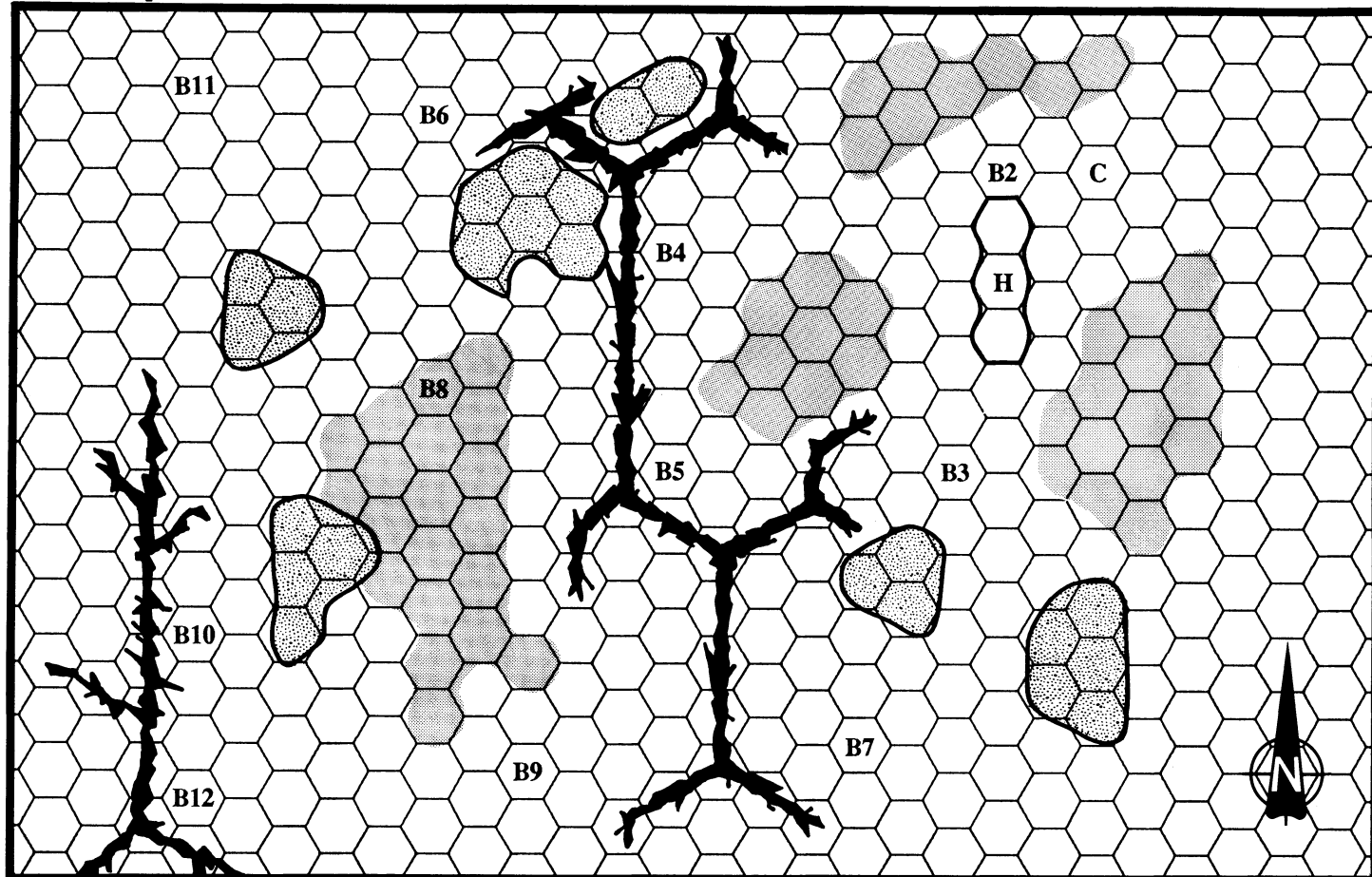
The remora emits an eerie piping sound which acts as a Sleep spell (at no Fatigue cost) on all who hear it. The spell can be resisted by IQ rolls (one per minute), and it takes at least one minute for the piping to take effect.

Once the creature has approached its victim, it has two attacks. The first is a bite, doing 3d-1 impaling damage. This can be defended against normally (Dodge, Parry, etc.), so long as the victim is not asleep.

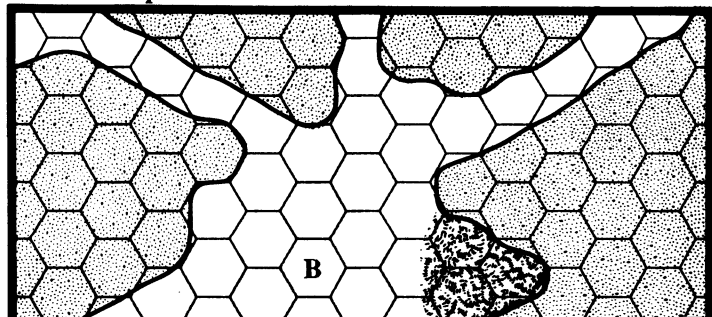
The second attack is radiated cold which does 1d-4 damage per turn to all within 3 hexes of the worm. This damage cannot be defended against, but armor protects to a total of its DR.

The remora takes normal damage from weapons, but it takes double damage from heat and fire. Cold attacks such as Ice Spheres (p. B160) do no damage to remora.

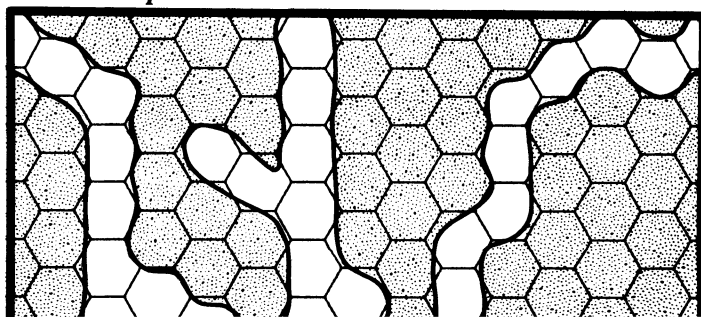
Combat Map A



Combat Map B



Combat Map C



Ice Caverns Map

Start

Row 0

Row 1

Row 2

Row 3

Row 4

Row 5

Row 6

Row 7

Column 1

Column 2

Column 3

Column 4

Column 5

HEIMDUL

ST 17 (100 points) IQ 10 (0 point) Speed: 6.5
 DX 15 (60 points) HT 11 (10 points) Move: 5
 Dodge: 6 Parry: 7 Block: 5
 Damage: *Thrust* 1d+2; *Swing* 3d-1; *Light lance* 2d+2 imp on foot, 5d+2 imp mounted; *Axe* 3d+1 cut; *Large knife* 3d-3 cut, 1d+2 imp

Advantages:

Absolute Direction (5 points)
 Acute Hearing +2 (4 points)
 Animal Empathy (5 points)
 Danger Sense (15 points)
 Luck (15 points)
 Strong Will +3 (12 points)

Disadvantages:

Berserk (-15 points)
 Code of Honor: Æsir (-5 points)
 Gigantism (-10 points)
 Overconfidence (-10 points)
 Social Stigma: Barbarian (-15 points)

Skills:

Animal Handling-14 (12 points); Area Knowledge (Asgard)-11 (2 points); Axe/Mace-16 (4 points); Axe Throwing-16 (2 points); Bard-10 (2 points); Brawling-14 (½ point); Carousing-10 (1 point); Climbing-15 (2 points); Jumping-17 (4 points); Knife-11 (default); Lance-15 (1 point); Riding-12 (2 points); Sex Appeal-8 (default); Shield-16 (2 points); Spear-16 (4 points); Stealth-14 (1 point); Survival (Mountains)-14 (10 points); Swimming-14 (½ point); Tracking-11 (4 points); Two-Handed Axe/Mace-16 (4 points)

Languages:

Hyperborean-10 (1 point); Nordheimr-10 (native)

Quirks:

Talks to himself (-1 point)
 Fascinated by axes (-1 point)
 Dislikes staying in one place (-1 point)
 Hates to turn down a dare (-1 point)
 Awkward with attractive women (-1 point)

Equipment:

Light lance, \$50, 5 lbs.
 Throwing axe (carried on horse), \$60, 4 lbs.
 Fine axe (carried on horse), \$500, 4 lbs.
 Large knife, \$40, 1 lb.
 Bearskin cloak (PD 1, DR 2), \$200, 15 lbs.
 Chainmail hauberk (PD 3(1), DR 4(2)), \$230, 25 lbs.
 Horned Æsir helm (PD 3, DR 4), \$150, 10 lbs.
 Winter pants (PD 0, DR 1), \$5, ½ lb.
 Heavy leather boots (PD 2, DR 2), \$80, 3 lbs.
 Small shield (PD 2), \$40, 8 lbs.
 Scarf, \$5, weight negligible
 Horse (see below), \$7,000
 Saddle and harness, \$150, 20 lbs.
 Personal basics (carried on horse), \$5, weight negligible
 Traveler's rations (1 week — carried on horse), \$28, 7 lbs.



Heimdul is a young Æsir warrior seeking adventure. From the time he was eight, he traveled with parties raiding into Brythunia and Vanaheim. For a time he served as a soldier in Aquilonia, but soon tired of military discipline and the frequent need to stay in one place for long periods of time. Heimdul now leads a solitary life, traveling the northern wastes, hiring himself out as a mercenary and still raiding nearby kingdoms with other Æsir. His towering frame, intimidating expression and loyalty to his employer of the moment make him a valuable commodity.

Despite his formidable appearance, Heimdul is normally a quiet, reserved person. In fact, he might even be called *shy*. While he enjoys the company of women, he is inclined to be awkward in their presence — especially if they're pretty and take an interest in him. This doesn't slow him down in battle, but does make for some embarrassing moments when the combat is over.

Heimdul's horse has ST 40, DX 9, IQ 4 and HT 15, with a Move of 12 and Dodge of 6.

Note: Heimdul is a weaker character than Conan, but then, he's younger — and he's only built on 225 points.

Can you conquer the SNOW DEVIL?

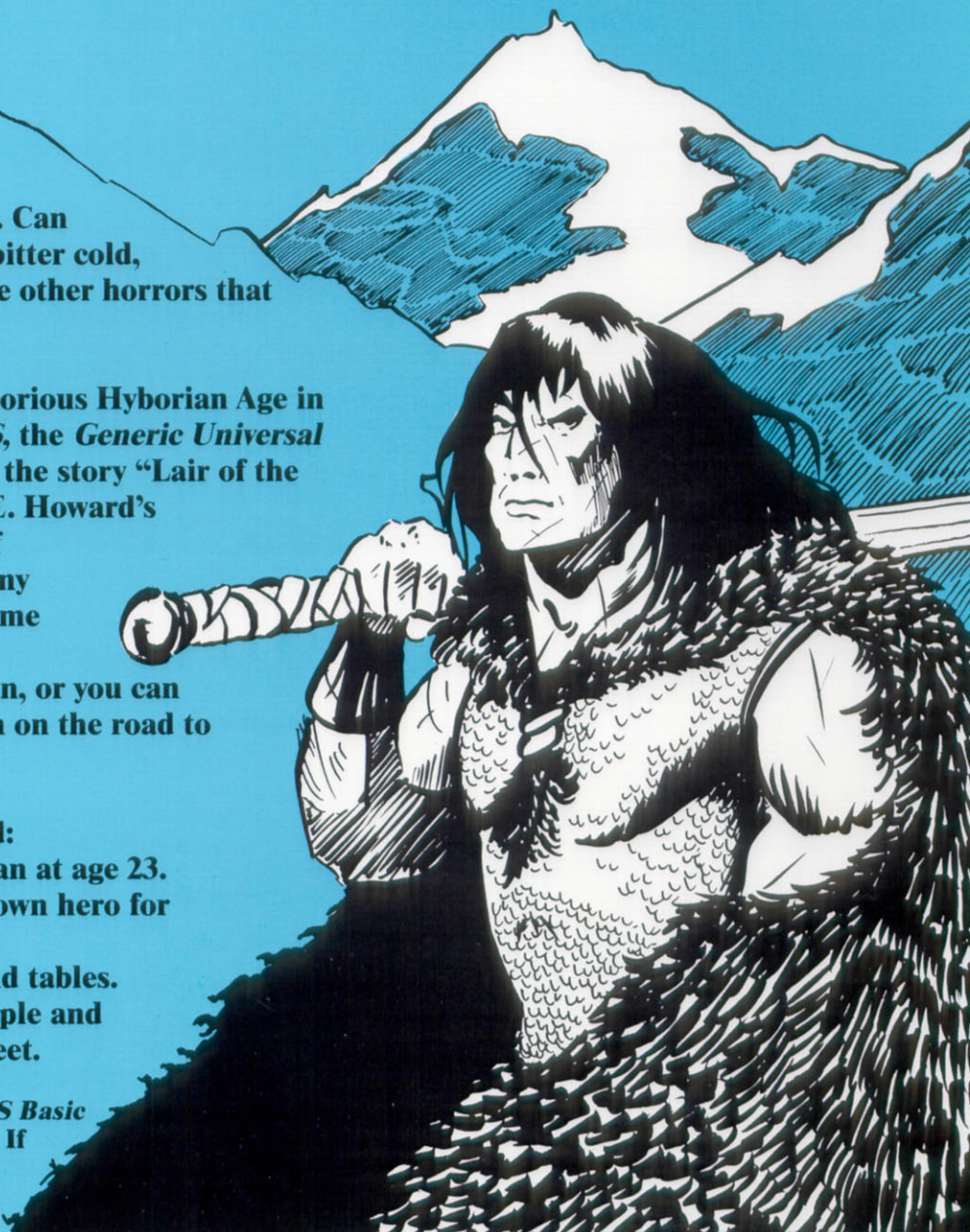
The Æsir speak of Snow Devil Pass with dread — and with good reason. Whole parties have vanished there without a trace. Can the mighty Conan master the bitter cold, the savage beastmen — and the other horrors that lie beyond?

Live the adventure of the glorious Hyborian Age in this solo adventure for *GURPS*, the *Generic Universal RolePlaying System*. Based on the story "Lair of the Ice Worm," featuring Robert E. Howard's legendary barbarian, Conan of Cimmeria, it can be played many times without repeating the same adventure. You can relive the adventures of the mighty Conan, or you can send a hero of your own design on the road to fame and glory.

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- *GURPS* statistics for Conan at age 23.
- Rules for designing your own hero for this adventure.
- All the necessary maps and tables.
- Game statistics of the people and animals your character will meet.

Note: You need only the *GURPS Basic Set* in order to play this adventure. If you enjoy this adventure, look for *GURPS Conan*, the complete guide to Conan and the Hyborian Age.



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0 80742 06205 4

ISBN 1-55634-152-0

SJG00595 6205

Made in the U.S.A.