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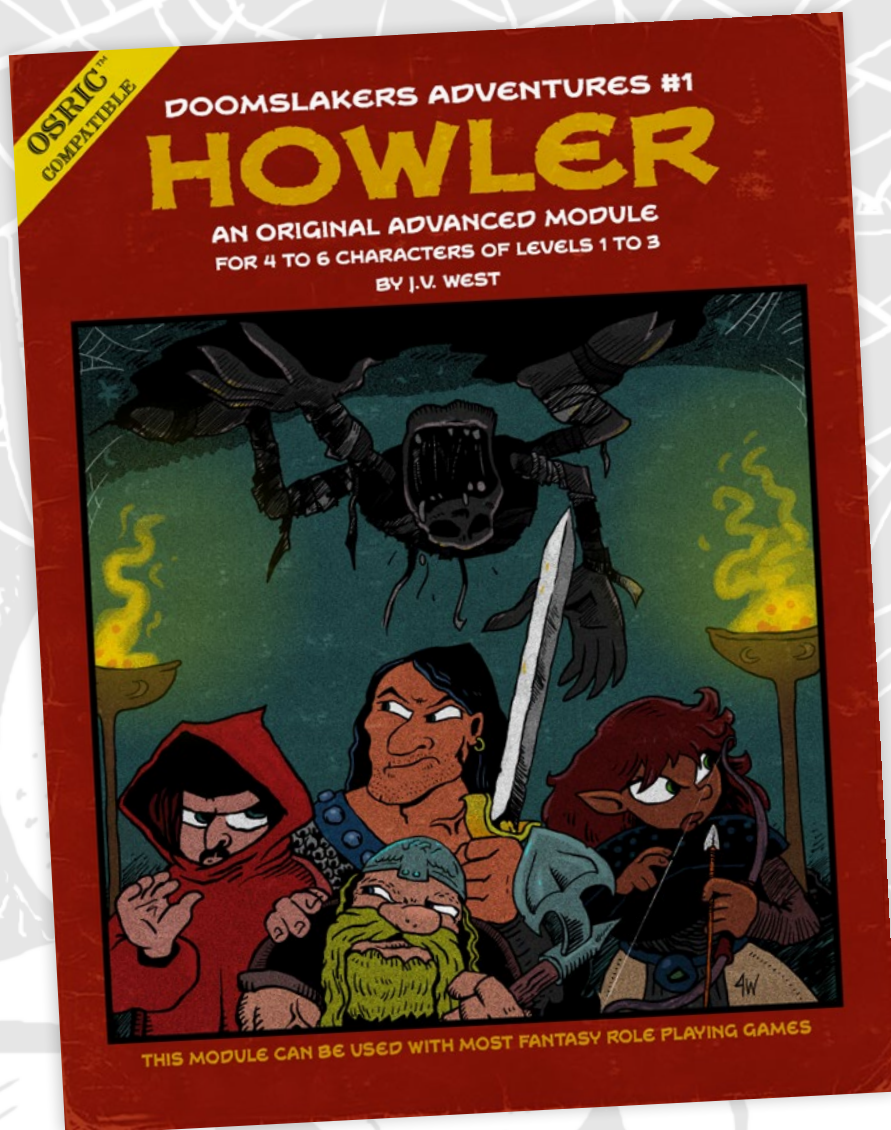
DOOMSLAKERS ADVENTURES #2

WINDS OF THE ICE FOREST

An Adventure for
1st to 3rd Level Characters
by J.V. WEST



Labyrinth Lord
Compatible Product



“The wind whips through standing stones, making the hill moan...you stand atop the barren crown with a whisper of darkness and evil in the air. Whether you come to the hill in search of gold and glory or by mere chance you may not walk away the same...if at all.”

HOWLER is an adventure module for 1st to 3rd level characters available from Random Order Creations. The adventure comes in a loose 3.5 version as well as a version written specifically for OSRIC and it can easily be adapted to any old school fantasy game.

Check it out at **RPGNow!**
rpgnow.com/product/125564/Howler

WINDS of the ICE FOREST

An Adventure for 1st to 3rd Level Characters



Written & Illustrated by **J.V. West** Edited by **Andy Solberg** Layout by **Matt Hildebrand**

Playtesting: James Koti, Cyd Clark-Praxis, Andy Solberg, Matt, Devin, Sarah
...and probably a few others I've forgotten. Thank you!



You enter the dreaded Ice Forest where the ancient path leading through can change with the wind.
What perils will you face before finding the way to the other side?



This adventure was written to be used with the properly old school retro-clone RPG Labyrinth Lord™ and, with dizzying selectivity, its advanced companion the Advanced Edition Companion. Both are published by Goblinoid Games (goblinoidgames.com). However, given the nearly-universal language of all the old school games, you can easily run it with your game of choice if said game is fluent in old school cant. The following abbreviations are used to reference Labyrinth Lord: LL (Labyrinth Lord the game or Labyrinth Lord the game master) and AEC (Advanced Edition Companion).

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INTRODUCTION

Long ago the forest was an easy shortcut through harsh mountains and hills with a carefully-crafted trail dotted with magical safe-houses shaped like igloos. While the wintery winds blew outside the inside of the forest was always pleasant, snowy but never too cold. But all that changed when a curse was laid upon it, twisting the trees into evil things bent on misleading travelers to their dooms. The nature of the curse is a mystery. Was it the handiwork of an evil wizard? Did a jealous god punish some unfaithful followers? Or does nature sometimes simply take a dark turn? Perhaps the trees themselves grew sentient and bitter, perhaps informed by some wicked spirit dwelling within their domain.

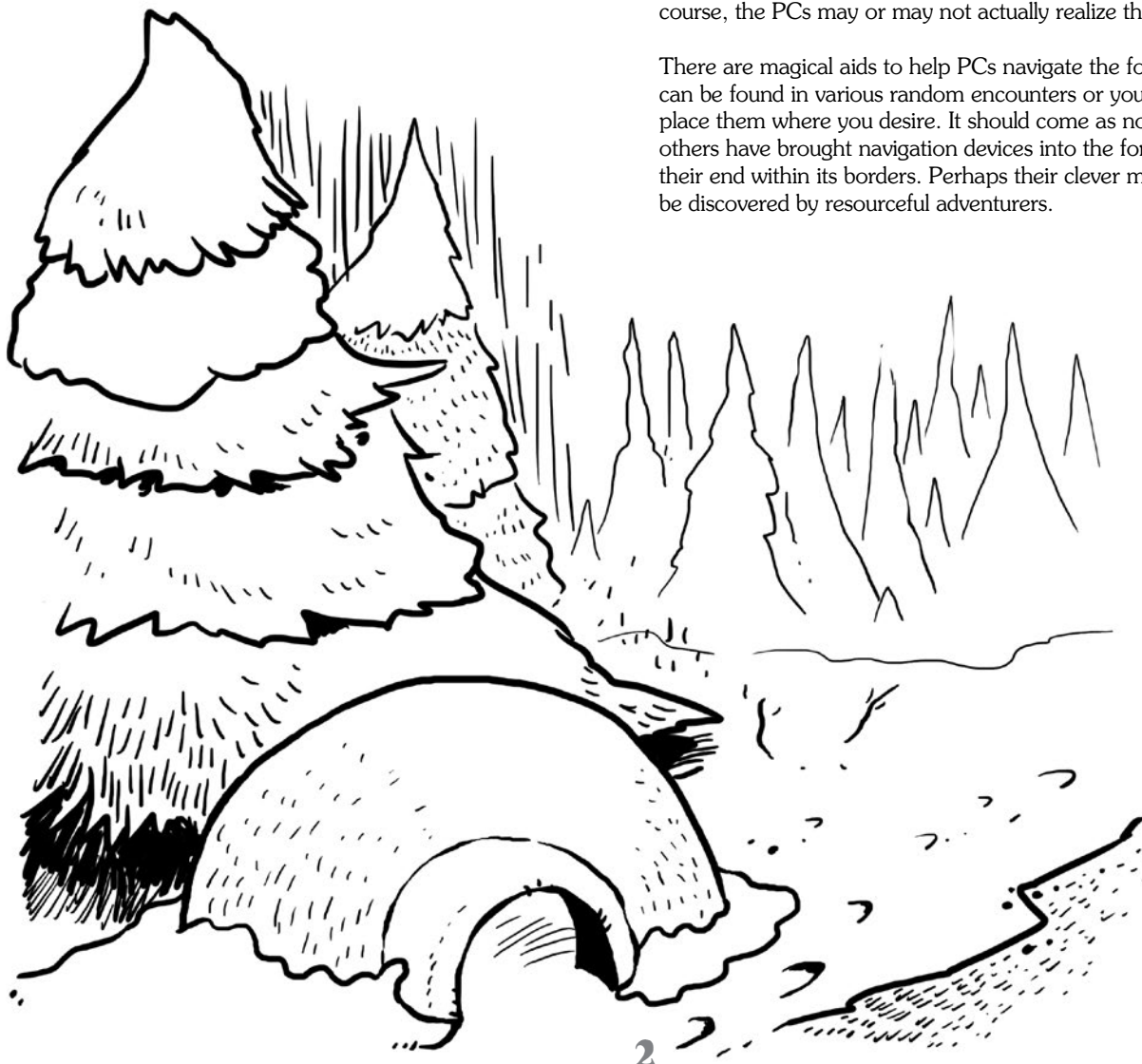
Now the once-safe pathways are peopled with monsters and perils in an ever-shifting maze of danger. In order to navigate the Ice Forest a traveler must choose the correct path 13 times. Choosing correctly is not easy and without magical assistance a traveler could become lost in the labyrinth!

LABYRINTH LORD NOTES

This module has four major sections. **PART ONE: ENTERING THE FOREST**, **PART TWO: THE ICE FOREST**, **PART THREE: ESCAPE FROM THE FOREST**, and finally an **APPENDIX** with new monsters, magics, and other goodies for your gaming table. **part one** describes the forest entrance and offers several of scenarios for how the PCs might come to be here. **PART TWO** is a list of random encounters. These encounters form the overwhelming bulk of the adventure. Many of these encounters have elements that relate to other encounters. **PART THREE** describes the last stretch of the path that leads to the forest exit...an exit that may be hard-won for a tired and desperate party of adventurers.

The constantly-changing paths in the Ice Forest make mapping it impossible. Even if the PCs chart their route the map will be useless because the paths will change as soon as they attempt to backtrack or repeat their journey. With each choice in direction the forest invents the correct path. It is never set in stone. Of course, the PCs may or may not actually realize this at first.

There are magical aids to help PCs navigate the forest. These can be found in various random encounters or you may elect to place them where you desire. It should come as no shock that others have brought navigation devices into the forest and met their end within its borders. Perhaps their clever magic items can be discovered by resourceful adventurers.



NAVIGATING THE FOREST

The Ice Forest presents several challenges to travelers:

Tight Trees: The trees are densely packed, as if trying to prevent passage between them. The whole arrangement seems to be intent on herding travelers along the path. But it is possible to squeeze between the trees. Small creatures (including halflings) can move between the trees at $\frac{1}{2}$ their normal speed. Elves and humans can move at a creeping pace of 10' (30').

However, those who choose to move through the trees will face a nasty surprise. The trees will close in tighter, trying to crush the trespassers. For every 10' travelled a creature must pass a successful save vs. paralysis or become trapped between the crushing boughs. Each round thereafter the victim takes 1d6 points of crushing damage, but may make an attempted save vs. paralysis to pull free before the next round. Moving back toward the path does not alter this process, though relief is achieved when the adventurer makes it back to the trail.

Narrow Path: The path through the forest is about 4' wide. Travelling in single file is probably the only choice for most groups.

Shifting Trails: As the PCs begin travelling through the forest the LL should roll 1d10 to determine how many turns pass before the trail splits. When a split occurs, roll 1d4 to see how many divergent paths the PCs can choose from.

If there are two paths to choose from the chance of picking the correct one is 50%. If there are more than two possible paths the chance of picking the correct one is always 2-in-6 unless magic is being used to help make the choice. All rolls to determine if a path is correct or not should be made by the LL in secret, not by the players. Let them pick a path then make your roll to see if it is the right one.

Remember to keep track of correct turns. When the PCs make their 13th correct turn go to **PART THREE: ESCAPE FROM THE FOREST**.

Since the PCs can make a lot of wrong turns this module has the potential to last multiple sessions. If you want a shorter game just change the number of required correct turns to whatever you like. Or, for that matter, you can fudge any rolls to determine if the PCs have selected the right turn.

Safe Igloos: The old safe houses dotting the forest weathered the evil curse and remain intact. On any given path there is a 1-in-6 chance of finding a safe igloo. These structures appear very small on the outside (think of a typical dog house). But inside they take on spacious dimensions with a 20' diameter and a rounded 15' ceiling. The igloos are always warm inside and there are always enough blankets, food, and water for everyone for one night. Sleeping in an igloo for at least 4 hours refreshes the weary and heals 1d4 points of damage for anyone who was wounded. Creatures that are healed and travel-ready will find



the conditions of the igloo have turned less comfortable with each extra day they remain. The igloos were not meant for permanent living...within 3 days they will be tiny, cold, and barren inside to any party of road-ready characters.

Evil creatures may not come within 20' of an igloo.

Leg-Hold Traps: The evil dwarf Korgil (see encounter **15**) has set traps throughout the forest in order to capture all manner of prey. His traps are toothy, iron leg-hold or bear traps. These traps are hidden and any PC searching for traps may spot them with a 2-in-6 chance. Thieves searching for these traps should get a +25% bonus to their skill level. Any PC stepping in an area holding a trap who does not detect it first must pass a save vs. breath attacks or be caught, taking 1d6 points of damage. The traps are chained to the ground or to a nearby tree. It requires a character with a Strength of 13 or higher to pry them open, or two PCs with a combined Strength of 20 or more can do it. PCs caught in these traps have their movement rate reduced by 50% for 1d4 days unless they receive special healing.

PART ONE: ENTERING THE FOREST

The ice forest is a discrete, dense growth of icy trees with a very clear and abrupt perimeter. It fills a valley that forms a pass between high hills. In the past it was used as a short cut through the hills, shaving days of travel for those coming south or heading into northern realms. But due to the curse on the forest traveling through it can make the journey much longer and more dangerous without proper magical guidance. In the past it was used as a short cut through the hills, reducing travel time for those coming south or heading into northern realms. But due to the curse laid upon the forest traveling through it can make the journey much longer and more dangerous without proper magical guidance.

ADVENTURE HOOKS

Your PCs can be in the area for any reason that makes sense to your campaign. But here are several ideas that you might consider using.

1. Transporting an Item: The PCs are hired by the wizard Dadlis Nok to deliver a magic item to the king of a northern realm. The item is locked in a small chest, which is trapped. The PCs are paid a suitable sum and warned not to open the chest. They are accompanied by a white wolf named Gor who will lead them through the forest. Gor has a 4-in-6 chance of selecting the correct turn each time the PCs come to a split in the road. He is grumpy and eager to get back home but will see the job through out of respect and devotion to his master.

Gor: AL N; MV 180' (60'); AC 6; HD 2; hp 10; #AT 1; Dmg 1d4+1 (bite); SV F2; ML 11.

Gor is very smart (treat as Int 8) and will fight beside the party when necessary. He is a fast healer, healing 2d4 points of damage per day. He has the ability to teleport up to 30' at will if that is his only action in a round. If he teleports more than 3 times in an hour he will pass out for 1d6 rounds.

The chest is locked and trapped. If a PC tries to open it the chest will issue a cloud of poisonous gas in a 10' radius that has the effect of a sleep spell on a failed save vs. poison. The trap resets immediately.

The chest contains a **ring of charismatic glamour** (see appendix). Gor will attack any PC trying to open the chest. If attacked, he will teleport and run away, heading home to tell his master.

Dadlis Nok will impart to the PCs 4 random items from the Rumor Table (see below).

2. Just Passin' Through: The PCs are simply traveling and decide that going through this mysterious frozen forest is a good idea. If they have no special tools or magic to help guide them

through the forest you should make sure to include one of the random encounters in which a magical aid can be found, such as encounters **4, 12, 14, 16, or 19**.

3. Quest for the Sword: The PCs are hired to retrieve the magic sword located in the Cave of Despair (encounter **14**) along with its magic scabbard (encounter **7**) and return it to Harly Foca, a rich patron in a nearby city. She is a wizard and a local leader, and she wishes to keep a low profile in the matter. Her nephew went traveling into the Ice Forest and was lost. She has determined by magical means that the sword he was carrying is in the Cave of Despair but he is dead. Since the sword was a family heirloom she wants it back. Harly offers a healthy fee and the promise of further adventures if the PCs are successful. If the party double-crosses her she will spare no expense hunting them down...and she has a reputation for getting what she wants.

In order to help guide them to the cave she will give the party a magic lantern. This is a **lantern of the way** (see APPENDIX). It is attuned to the Cave of Despair. Once the cave has been found the lantern resets and must be prepared by one of the PCs to lead them back out by using a command word. Harly will instruct the party's magic-user in this by giving them the power word. If the party has no magic-user she will instruct the one who appears to be the smartest and/or the leader.

Harly Foca will impart to the PCs 3 random items from the Rumor Table (see below).

4. Escorts: The PCs are approached by a desperate woman named Clara. Her sister is dying of a curse that can only be cured with a potion Clara possesses. She wants to take the Ice Forest to save time because she fears if she doesn't make it to her sister within 3 days it will be too late. Clara can offer very little payment, but will plead to the PCs' sense of goodness (if they have any). If pressed, she will offer her treasured **boots of levitation** as a reward for assistance.

Clara (Female 0-level human): AL LG, MV 120' (40'), AC 7, HD 1 (hp 3), #AT 1, Dmg 1d4, ML 4, Abilities: S 9, D 13, C 11, I 12, W 10, Ch 11.

Clara is a short, nervous woman with thick red hair. She is dressed in brown pants and shirt with a thick fur cloak and her prized boots. She carries 15 gp, a dagger, waterskin, 3 days of rations, and a leather pouch. She is afraid of monsters and may run away screaming on a failed morale check if she encounters them.

Clara has a special talent. By closing her eyes and concentrating on the path before her she can get a strong idea about which direction to take in order to find what she is looking for. This ability was granted her by a witch in a village near the forest. She was told the ability would fade in 3 days time. In reality the ability will fade in 24 hours from the moment she enters

the forest. When using this ability she has a 5-in-6 chance of choosing the correct path.

Clara will impart to the PCs 2 random items from the Rumor Table (see below).

5. Shared Path: At the entrance to the Ice Forest the PCs notice a pair of humans in fur cloaks being assaulted by a pack of 6 frost coyotes (see APPENDIX). This is the barbarian couple Oda and Norgyl. If the PCs help them they will offer to share food and companionship on the journey through the forest. The couple are traveling beyond the forest to a nearby city to find and rescue Norgyl's brother Argus who was recently taken as a slave.

Frost Coyotes (6): AL NE; MV 180' (60'); AC 7; HD 1+2; hp 4 each; #AT 1; Dmg 1d4 (bite), 1d4+1 (frost, 15' range); SV F1; ML 6; XP 21 each.

Norgyl (Male 1st level fighter (barbarian)): AL NG, MV 120' (40'), AC 7, HD 1 (hp 8), #AT 1, Dmg 1d6+1, Abilities: S 15, D 11, C 13, I 8, W 12, Ch 9.

Norgyl, husband of Oda, is a tall, strong man with a black beard and black mane of hair. He wears simple fur-lined hide armor and carries a spear and a wooden shield bearing the emblem of a boar. He carries a small leather pouch containing 13 cp, a small knife, and 2 days' worth of dried venison. He also carries a large wineskin.

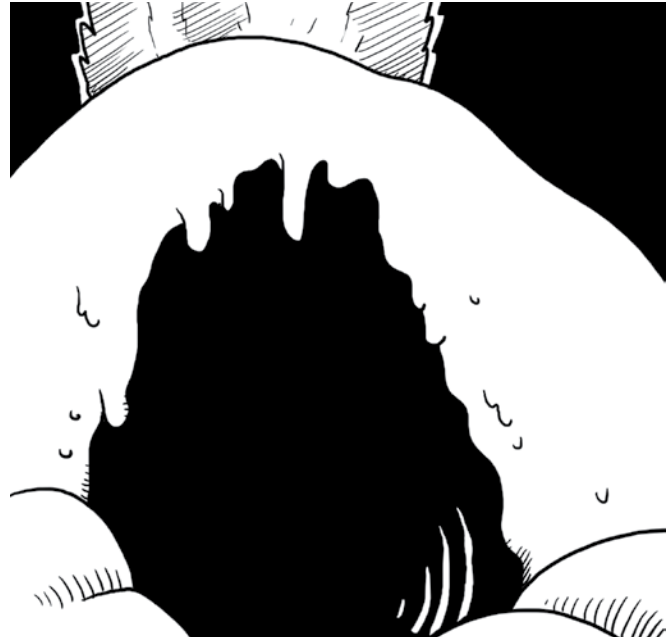
Oda (Female 1st level fighter (barbarian)) AL LG, MV 120' (40'), AC 7, HD 1 (hp 8), #AT 1, Dmg 1d6, Abilities: S 11, D 11, C 13, I 9, W 14, Ch 10.

Oda, wife of Norgyl, is a strong woman with long black hair. She carries a spear and shield like Norgyl as well as a knife and a small lantern with enough oil to last 24 hours. She wears fur-lined hide armor and has a pack containing dried venison and some tough bread that will last 4 days. While she is devoted to her husband, she seems less enthusiastic about their quest to find Argus. A PC engaging her in private conversation may learn that Argus tried to get her to marry him instead of Norgyl, a secret her husband does not know.

Oda carries a small leather pouch that she protects at all times. This pouch is actually a **frog sack** (see APPENDIX) and it was acquired by the barbarians at great cost from a witch of their village. Per the sack's description, it has a 5-in-6 chance of picking the right path each time a frog is put down at a split in the road. The sack contains 13 frogs and Oda was told by the witch that this is exactly how many would be needed to make it through the forest. She is not aware that each frog has a chance of being wrong.

The barbarians will impart to the PCs 2 random items from the Rumor Table (see below).

Note: The APPENDIX includes a barbarian character class. If you do not wish to use this class just treat Oda and Norgyl as fighters with a 75% skill in tracking.



ICE FOREST RUMOR TABLE

The PCs may have learned some things about the forest in prior days or they may receive some information from any of the NPCs detailed above. If they only heard rumors from tavern talk then roll 1d6 on the Rumor Table. If they learned information from NPCs or spent time in local towns roll 1d10 on the Rumor Table. Roll twice on the table + any additional times indicated by the Adventure Hooks from above.

DIE ROLL	RUMOR
1	The forest path is alive...it can change if it wants to (true).
2	Some goblin raiders of the Sticktooth clan got lost in those woods (true).
3	There is a dragon of white dwelling in the forest (false).
4	A magic sword was lost in a cave in the woods (true).
5	An evil dwarf roams the forest (true).
6	The path is always to the right (false).
7	The wind itself will steal your soul (true).
8	Red, one-eyed orcs roam the forest (false).
9	Witches can make a magic bag of frogs to guide you through the woods (true).
10	The woods have a malicious nature, shifting the path to confound travelers. Only magical means can safely guide you through (true).

PART TWO: THE ICE FOREST

This section, forming the bulk of the adventure, is a list of random encounters. Many of these encounters are linked in some way. If you use a story hook that involves a specific encounter then you should use that encounter as described in the plot hook and disqualify it from the random list. In general it is a good idea avoid using any of these encounters more than once.

Each time the PCs choose a path inside the forest roll a 1d6. On a 1-2 a random encounter occurs while on that path, per the list below. On a 3-6 nothing of interest occurs. Make a second roll to determine if a safe igloo is discovered (1-2 on 1d6). Arrange the encounters however you wish.

If your PCs are having trouble finding the exit or some other goal and you are exhausting too many of these encounters simply accelerate the process as you see fit. Have the current path become the exit as described in **PART THREE**, or the Cave of Despair from encounter **14**, or whatever the case may be. It is not recommended that additional random encounters be added, as the adventure may become too long.

Note that some encounters are likely to take longer than others. Encounters **3**, **12**, **14**, and **15** are likely to take longer than the others (especially **14** and **15**). If you like being more prepared you can pre-select one or more of these to suit your game, or skip them altogether if you want a shorter adventure.

Roll 1d20 to determine which random encounter takes place.

1. Frost Coyotes (5): AL NE; MV 180' (60'); AC 7; HD 1+2; hp 4 each; #AT 1; Dmg 1d4 (bite), 1d4+1 (frost, 15' range); SV F1; ML 6; XP 21 each.

4 hp ○○○○ 4 hp ○○○○ 4 hp ○○○○
4 hp ○○○○ 4 hp ○○○○

This pack of beasts will run along the path in single-file but attack in pairs, coming from behind. There is a 50% chance they will bark or howl up to 1 turn before they reach the PCs. Otherwise they run in silence, with the usual chances for surprise.

If the PCs have not encountered Korgil the dwarf (see encounter **15**) then he will be watching from the trees. He has tracked these coyotes and wants their pelts. If the PCs seem weak to him he will shoot at them from the trees while wearing his **snowcat cloak**. If they engage him he will flee into the trees and follow the PCs at a safe distance when their attention turns away from him.

2. Ice Beetles (8): AL N; MV 120' (40'); AC 4; HD 1+2; hp 4 each; #AT 1; Dmg 1d4 (bite), 1d6 (ice burst, 10' range); SV F1; ML 7; XP 21 each.

4 hp ○○○○ 4 hp ○○○○ 4 hp ○○○○ 4 hp ○○○○
4 hp ○○○○ 4 hp ○○○○ 4 hp ○○○○ 4 hp ○○○○



As the PCs pass through the Ice Forest they notice a hole in the snow a few feet off the path. A few moments later the ice beetles burst out of the hole, agitated by the presence of intruders.

Lying near the hole is a wineskin with a half-moon emblem. It is filled with a delicious red wine. This belongs to Arumi, the gnome from encounter **12**, who dropped it while running from the beetles. Anyone who drinks from this wineskin will instantly heal 1 hp of damage and recover from other types of injuries at twice the normal rate.

3. Skeletons (10): AL CE; MV 60' (20'); AC 7; HD 1; hp 3 each; #AT 1; Dmg 1d6; SV F1; ML 12; XP 13 each.

3 hp ○○○ 3 hp ○○○ 3 hp ○○○ 3 hp ○○○
3 hp ○○○ 3 hp ○○○ 3 hp ○○○ 3 hp ○○○
3 hp ○○○ 3 hp ○○○

The PCs come upon what appears to be an ancient battle site. At some point in the past a group of at least ten individuals met their end in the Ice Forest. Now the wickedness of the forest has infected their skeletal remains, animating them. The skeletons struggle up from the snow, bones pulling themselves together in a mockery of life, and attack the PCs.

Among the bones can be found 21 gp, 48 sp, 220 cp, a ruby (100 gp value), a **green dagger +1** (casts green light in a 20' radius), and a **sword +1/+3 vs. undead**. The sword is embedded in the ice and will take 1d6 rounds to remove (minus Str bonus). As the battle begins there is a 1-in-6 chance that any given PC will notice either the dagger or the sword.

About 60' down the path is a safe igloo. In this igloo is resting Urtel, a lost traveler. There is a 50% chance Urtel will hear the battle and come running to aid the PCs.

Urtel Calibrin (Male 0 level human): AL NG, MV 120' (40'), AC 9, HD 1 (hp 6), #AT 1, Dmg 1d6+3, Abilities: S 18, D 7, C 12, I 9, W 7, Ch 8.

This powerful man stands over 6.5' tall with wide, hunched, uneven shoulders. His face is oddly asymmetrical and somewhat disturbing, but he has a soft, peaceful personality that offsets his upsetting appearance. Urtel is not stupid but he has been treated that way his entire life and has had little opportunity to learn. Though he has been treated badly he wants to be a hero like his brother Rains Calibrin, who Urtel admires like a demigod (see the Doomslanders module *Howler*). He has found his way into the Ice Forest in search of adventure...unwisely, but bravely. He has no combat training. He wears pieced-together leather armor and carries an old hand axe. When Urtel attacks and misses with his axe there is a 50% chance the axe head will fall off. It takes him 1d4 rounds to fix it each time this happens.

Urtel also wears an emerald necklace. This is actually a **necklace of submission** (see APPENDIX) given to him by his grandmother. Urtel is possessed by a minor demonic force that remains dormant as long as he wears the necklace. If the necklace comes off the demon will take over in 1d4 rounds. Urtel will become evil and malicious. He will gain immunity to fire and will have the ability to cast the spell *flamestrike* once per day (see AEC). His Dexterity will be effectively 18, granting him the appropriate AC modifier. Putting the necklace back on will force the demon into submission instantly. Killing Urtel will also slay the demon.

When Urtel takes damage in combat there is a 2-in-6 chance that the necklace will fall off or its chain will be severed. Tying a broken chain around Urtel's neck is enough to keep the possession at bay.

Urtel will want to accompany the PCs on their journey, selling himself as a great warrior and hero. If rejected he will walk away slowly, despondent, but he will secretly follow the PCs at a distance of about 100' and rush to help if combat ensues.

4. The Dead Guy

The PCs discover a frozen wooden bench in an alcove. Lying next to the bench, frozen solid from the neck up, is a large dead man. There is still a tiny bit of warmth in his body, indicating he has not been dead for very long. He is still wearing his scale mail armor and his battle axe is lying nearby. His great horned helmet has fallen off his head. A leather sack on his belt contains frozen goat meat (enough for 2 days for a single human), a full wineskin, a palm-sized mirror, and 17 gp. A pocket under his armor holds a small vial containing a **potion of neutralize poison** and a **seeker's map** (see APPENDIX).

The map shows the Ice Forest. The various paths seem to drift and chance as the PCs look at it. However, traced through this

jumbled maze is a single orange line that does not change. If the PCs are using some other method of getting through the forest they will note that the orange path seems to line up with all the right paths...to a point. Following the orange path will lead them down 3 turns and then straight to the Cave of Despair (encounter **14**). Apparently the dead man was seeking something located in this cave.

The man was killed by icy blasts from white wailers (see APPENDIX). If the PCs remain here for more than 5 minutes they will hear the sounds of howling in the distance and in 1d10 rounds 3 white wailers will descend upon them.

White Wailers (3): AL CE; MV 150'(50'); AC 6; HD 2+1; hp 9, 8, 8; #AT 1 (touch or wail); Dmg 1d4+special; SA touch or wail; SV F2; ML 10; XP 90 each.

9 hp ○○○○○○○○○○ 8 hp ○○○○○○○○
8 hp ○○○○○○○○

5. Steep Path

The PCs come upon a stretch of the path that suddenly descends at a very steep angle. Walking down the slippery slope requires a Dex check. If the leading PC fails this check he slips and slides down the slope and takes 1d4 points of damage from slamming into unforgiving icy trees. If anyone behind him slips the PC in front of them must pass a save vs. paralysis or also be knocked down.

The slope begins to ascend about 20' past the bend and PCs have the same chances of slipping going up as they did going down.

At the bottom of the slope, slightly hidden by a fallen tree, is the frozen remains of a hapless human traveler. This man's leg is caught in one of Korgil the dwarf's leg-hold traps (see encounter **15**). Apparently Korgil hasn't been through this area in a few weeks and doesn't know he has snared some prey. The dead man is wearing chain mail armor and very nice boots. He also has a longsword on his side, a personal journal (blank...he never could think of what to write), some quills, ink, 255 gp, and a **potion of giant strength** (lasts 1d6 turns).

There are 3 more leg-hold traps in the area. If the PCs search and do not find them there is a 50% chance each trap will be stepped on, requiring a save vs. breath attacks (see NAVIGATING THE ICE FOREST).

6. Malicious Trees

A large tree suddenly falls across the path. It falls very quickly, almost as if it was trying to throw itself upon the party. Pick a random PC. That character must save vs. breath attacks (at +2) or take 1d6 damage from the tree. Immediately after this strange event more trees fall at a rate of 1d4 per round. All PCs in the area must save vs. breath attacks (at +2) or suffer 1d6 damage.

Attacking the trees does no good since they are simply falling and lying prone. Running is the best option. Once the party has traveled 300' the malicious trees are avoided and the forest falls quiet again.

7. Albino Apes (3): AL CE; MV 120' (40'); AC 6; HD 4; hp 17, 15, 14; #AT 2; Dmg 1d4/1d4; SV F2; ML 7; XP 80 each.

17 hp ○○○○○○○○○○○○○○○○○○

15 hp ○○○○○○○○○○○○○○○○

14 hp ○○○○○○○○○○○○○○

If the PCs are on a wrong path they come to a cave where the path ends. Otherwise the cave is at the side of the path in an alcove. The apes will aggressively protect the cave, assuming that the PCs are a real threat. If the PCs pass cautiously and without brandishing weapons the LL should make a standard reaction roll. Any result of a non-hostile nature means the apes do not attack, but do not approach. They will always attack if approached unless some reaction-improving magic is worked upon them.

Inside the cave among a pile of discarded bones can be found 13 gp, 33 sp, a gem ring (75 gp value), and a rusty short sword in an ornate scabbard. The sword is in terrible condition (-1 damage) but the scabbard is nearly perfect. This is actually a **sentry scabbard** (see APPENDIX). The scabbard was once coupled with the magic sword from encounter **14**, the Cave of Despair.

8. Snow and Evil Dwarves

Suddenly the wind kicks up in frenzy, blowing against the PCs as if trying to push them back. Snow fills the air, blinding the party. The trees themselves seem to be adding to the storm by shaking their branches and trunks in un-natural ways to dislodge ice and snow. This barrage of winter weather lasts 1d4 turns. During this time all PCs attack as if nearly blind (-3 to hit). Monsters that are specifically at home in this environment — such as frost coyotes and white wailers — suffer no penalties.

During this time of heavy weather Korgil the dwarf (see encounter 15) will attempt to backstab the party member in the rear of the marching order, then immediately flee into the trees. If he has at least 4 rounds before coming into sight of the PCs he will lay down 1d4 leg-hold traps (see NAVIGATING THE ICE FOREST) in the path he expects the PCs to take. Once he begins using this tactic he will continue to do it once per turn until he has killed everyone or has been wounded. Once wounded he will flee back to his hideout in encounter area 15. If Korgil engages with the party then it might be a good idea to place encounter 15 without randomly rolling for it.

Note that Korgil can only carry 4 traps with him at any time.

9. The Frozen Witch

On a stretch of path a random PC notices something protruding from the ground off to one side. Investigating reveals this to be a large box of iron and wood decorated in knotwork patterns. It is frozen into the earth and can only be removed by 1d6 turns of labor. If the PCs have some means of thawing the earth around the box they can remove it in 1 turn.

The box is in the shape and size of a human coffin. It's lid is locked, but not trapped. If it is opened it will reveal a beautiful human woman with very long, red hair and pale skin. She wears a black dress. Around her neck is a bronze amulet bearing a crescent moon. On her fingers are three rings. She is holding a purple ribbon. She is frozen solid.

Any PC touching her must pass a save vs. spells. If successful, the PC gets a mental flash of the woman, alive, in a moment of great fear. The PC will know that this person was killed by magic. On a failed save the PC will experience the death of the woman first-hand, reliving the moment fully. They will be inside the woman's head and know her name was Lilly and that she was a witch. Her slayer was another witch - her very sister. In the moment of her death Lilly cursed her sister that she would become as cold and evil as her heart proved to be. In that moment her sister was transformed into an icy wind...the same wailing white winds that may have been plaguing the PCs!

Any PC experiencing this vision must pass a second saving throw, this time vs. petrification, or become catatonic and motionless for 1d6 turns. Such PCs will attract the attention of 1d4 white wailers in the area and they will attack with great fury.

White Wailers (1d4): AL CE; MV 150' (50'); AC 6; HD 2+1; hp 8 each; #AT 1 (touch or wail); Dmg 1d4+special; SA touch or wail; SV F2; ML 10 (12); XP 90 each.

8 hp ○○○○○○○○ 8 hp ○○○○○○○○

8 hp ○○○○○○○○ 8 hp ○○○○○○○○

The amulet around the witch's neck is an **amulet of clairvoyance** (see APPENDIX). The three rings are as follows: one is gold (5 gp value), one is silver (1 gp value), and the other is iron. The iron ring is actually a **ring of spirit turning** (see APPENDIX).

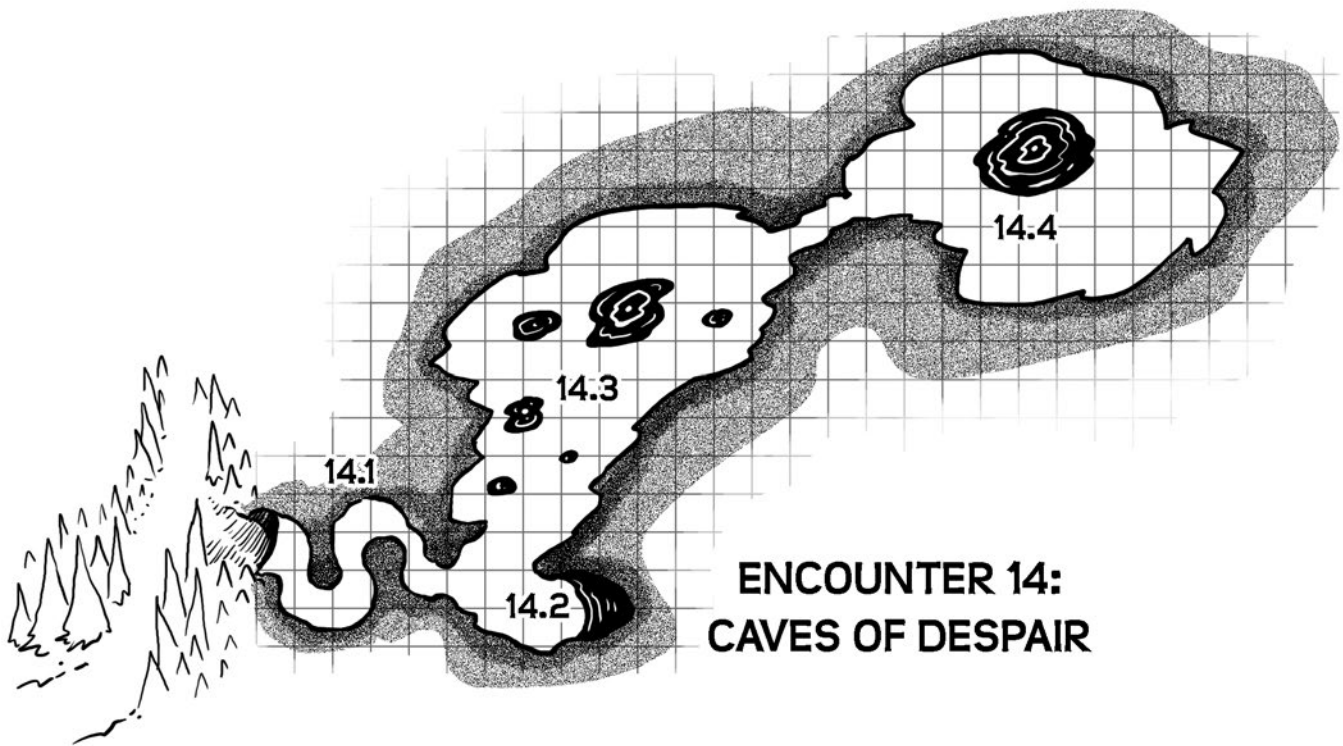
10. Trickster Trees

The PCs notice 1d4+2 trees blocking their way. The trees are a nuisance, but passable. Around the next turn several trees completely block the path, leaving the PCs no choice but to turn back or attempt to go off the path. Upon turning back the path behind them is also blocked in the same way.

Off the path the trees are moving out of the way of 5 snowcats (see APPENDIX). The cats come rushing the PCs as if to tear them apart. They are in fact illusions, behaving exactly as if created by the 2nd level magic-user spell *phantasmal force*. If the party is somehow rendered unconscious by the illusions (per the spell details) the trees will fall upon them, crushing them to death. If the illusion is discovered it will vanish along with the trees blocking the path.

11. Sprites, Cursed (13): AL CE; MV 60' (20'), Flying 180' (60'); AC 5; HD 1/2; hp 1 each; #AT 1; Dmg 1 (or curse); SV E1; ML 7; XP 7 each.

1 hp ○ 1 hp ○ 1 hp ○ 1 hp ○ 1 hp ○ 1 hp ○ 1 hp ○ 1 hp ○
1 hp ○ 1 hp ○ 1 hp ○ 1 hp ○ 1 hp ○



ENCOUNTER 14: CAVES OF DESPAIR

As the PCs travel down a path a random party member notices something fluttering in their peripheral vision. A few moments later another PC notices the same thing. Soon the party starts to see wicked, malicious looking sprites darting between the trees. There are 20 of them in a loose swarm.

Make a surprise roll. If the PCs are surprised then all the cursed sprites (see APPENDIX) make sudden dive-bomb attacks with their stringing lights and deal 1 point of damage each to 1d6 randomly determined PCs. After that, the combat can flow as normal with the cursed sprites making their 1-hp attacks. Each round there is a 50% chance that, if there are at least 5 sprites remaining, they will cast their communal curse upon a random PC per the details given in the APPENDIX.

These sprites are carrying no treasure.

12. Gnomish Wisdom

The PCs come to an igloo that is currently occupied by Arumi of Dill, a gnome dressed in a vivid pink cloak and finely-crafted pink attire. His great pink hat has a glorious purple feather sticking out of it. Arumi will be friendly and excited to see others in the maze. As it turns out, Arumi is traveling in the opposite direction to that of the party and will not join them. But he will offer food from his amazing magical **pot of plenty** (see APPENDIX). If pressed to explain how he navigates the labyrinth Arumi will offer little real knowledge. He will reply with pithy comments about wisdom and chance.

PCs will note that Arumi's ankle is injured. He will tell them he was caught in a foul iron trap, but that wondrous healing powers of the igloo have restored him to good health.

At some point Arumi will bemoan the fact that he lost his wineskin filled with a rare wine he got down south. If his wineskin is returned to him (encounter **2**) he will be so happy he will offer the PCs a special piece of advice. In his estimation the Ice Forest is alive and thinking and it wants you to pick the wrong path each time. So lacking any other means of making a good choice he thinks a traveler is best served by choosing the path that *seems* like the worst choice. In fact if the PCs state that they are taking his advice the next time they come to a path change you can secretly re-roll a failed roll to determine the correct path...basically giving them two chances to find the correct path each time. Do this for them each time they clearly state they are looking for the worst path.

Arumi will leave the company of the PCs and head in his own direction. Once he is beyond the protection of the igloo he will be immediately attacked by 3 white wailers. If the PCs are not with him they should be able to hear his cries. In the time it takes them to make it to Arumi you should make a simple 1d6 roll. On a 1-3 Arumi is already dead, his Con score reduced to zero. On 4-5 he is still locked in battle, but his Con is down to 3. On a 6 he has broken away and is running ahead...but the wailers are now going for the PCs. Arumi will be impossible to find if he runs away.

Arumi (Male 1st Level Gnome Thief):

AL CN, MV 60' (20'), AC 8, HD 1 (hp 2), #AT 1, DG 1d6, Abilities: S 10, D 13, C 7, I 12, W 12, Ch 13).

Arumi's outfit is worth 50 gp. He carries a short sword and a dagger. His pack contains a wineskin, water, 1d6 days of dried food, 50' of rope, a **scroll of charm person**, and a **seeker's compass** (see APPENDIX).

White Wailers (3): AL CE; MV 150' (50'); AC 6; HD 2+1; hp 9, 8, 7; #AT 1 (touch or wail); Dmg 1d4+special; SA touch or wail; SV F2; ML 10; XP 90 each.

9 hp ○○○○○○○○ 8 hp ○○○○○○○○
7 hp ○○○○○○

13. Snowcats (3): AL N; MV 150' (50'); AC 6; HD 3+2; hp 22, 20, 16; #AT 3 (2 claws, 1 bite); Dmg 1d4/1d4/1d6; SA none; SV F3; ML 8; XP 100 each.

22 hp ○○○○○○○○○○○○○○○○○○○○○○○○
20 hp ○○○○○○○○○○○○○○○○○○○○○○○○
16 hp ○○○○○○○○○○○○○○○○○○○○○○○○

These hunters (see APPENDIX) notice the party and track them for several turns, remaining unseen. They attack suddenly, going for the party member in the rear of the marching order. Snowcats, like most creatures living in the Ice Forest, are adept at moving through the trees and so can navigate around the party as needed. If the party has encountered the illusory cats in another encounter they may think this encounter is also an illusion...a dangerous mistake. PCs native to the region or familiar with its fauna may know that the pelt of a snowcat can be used to make a special cloak of invisibility and is worth about 1000 gp. An arcane spellcaster may make an Intelligence check to determine if he understands the value of such pelts.

14. The Caves of Despair

The PCs either come to the end of a wrong path or notice a secondary trail leading to a dark, round opening. The cave entrance is slick but navigable. Once the PCs are 10' into the cavern they notice it is warmer inside and there is very little ice.

This is the key to the Caves of Despair map:

14.1: This cavern twists around and narrows, though human-sized characters can still easily pass. Ahead can be heard the sounds of small creatures arguing.

14.2: A small cavern holding a pool of water juts off to the right of the main cavern. In this cavern is a gang of goblins arguing about whether the water is safe to drink.

Goblins (10): AL CE; MV 60' (20'); AC 6; HD 1-1; hp 2 each; #AT 1; Dmg 1d4; SV F1; ML 7; XP 5 each.

2 hp ○○ 2 hp ○○ 2 hp ○○ 2 hp ○○ 2 hp ○○
2 hp ○○ 2 hp ○○ 2 hp ○○ 2 hp ○○ 2 hp ○○

These nasty little buggers are totally lost. They have smeared white paint on their faces as a crude camouflage and are on high alert. Upon spotting the PCs they will attack. If they can find a way through, they will run deeper into the caverns or flee to the outside. The goblins are carrying some nasty meat (save vs. poison or lose 1d4 Con for 1d4 hours if eaten), foul beer (Con check or be drunk for 1d6 turns and have -2 on attack rolls



if consumed), 27 cp, a collection of poorly-crafted spears and clubs (1d4 damage), and some stained and tattered parchment bearing crude drawings of goblins killing humans and some terrible goblin poetry:

*Nasty people with sharp blades
Makes Sticktooth heads feel bad
So goblins kill them
And eat rat meats
In celebration.*

(Repeated 3 times, followed by far worse verses repeated random numbers of times.)

The pool in this chamber appears to be normal but in fact the evil of the cave hag in area **14.3** has ruined it. Anyone touching this water must save vs. spells or become filled with dread. Such characters have a -2 penalty on all saving throws for 1d4 turns. Only a remove curse or bless can remove this dread. If the PCs enter this area a ghoul lying in the bottom of the pool will emerge in 1d4 rounds.

Ghoul (1): AL CE; MV 90' (30'); AC 6; HD 2; hp 8; #AT 3 (2 claws, 1 bite); Dmg 1d3/1d3/1d3; SA paralysis; SV F2; ML 9; XP 47.

(Multiple ghoul hp lines are given though actual # of ghouls will vary.)

8 hp ○○○○○○○○ 8 hp ○○○○○○○○
8 hp ○○○○○○○○ 8 hp ○○○○○○○○
8 hp ○○○○○○○○ 8 hp ○○○○○○○○
8 hp ○○○○○○○○ 8 hp ○○○○○○○○

14.3: This twisting series of caverns is dotted with little pools of hot water. As the PCs pass a pool there is a 50% chance that a ghoul will emerge from it. If the PCs are surprised by a ghoul it has grabbed a random character's ankle or leg as they walk by, attempting to paralyze them.

Ghoul: AL CE; MV 90'(30'); AC 6; HD 2; hp 6; #AT 3 (2 claws, 1 bite); Dmg 1d3/1d3/1d3; SA paralysis; SV F2; ML 9; XP 47.

6 hp ○○○○○○

14.4: This is a larger cavern. At its center is a 15' diameter, 20' deep pool of hot water inhabited by a dreadful cave hag (see APPENDIX). The cave is quite warm and humid. Surrounding the pool are piles of the bones of the dead.

The cavern possesses a heavy air of dread. Anyone entering the area must save vs. poison, per the cave hag's description.

The hag will emerge in 2d4 rounds and attempt to drag sleeping PCs into the pool to drown and eat them. If confronted by more than 3 opponents she must pass a morale check or flee back to her lair.

Cave Hag (1): AL CE; MV 120' (40'); AC 6; HD 4; hp 20; #AT 2 (claws); Dmg 1d6/1d6; SA bile vomit; SV F4; ML 7; XP 355.

20 hp ○○○○○○○○○○○○○○○○○○○○○

Under the water, lying on an outcropping of rock about 6' beneath the surface, is a beautiful sword. This weapon is made of ice-blue metal with a black hilt. At the end of the hilt is a single diamond about the size of a plum. The sword is actually a **seeker's sword** (see APPENDIX). If the PCs were on a mission from Harly Foca this is the sword she sent them to retrieve. The magical scabbard is actually located in the cave of albino apes (encounter 7).

Scattered about the bottom of the pool is the hag's treasure: 575 gp, 666 sp, 14 gems (100gp each), an ornate silver **dagger +1**, a tarnished **shield +2** bearing the emblem of a boar, and a brooch shaped like a bird that turns any cloak it is pinned upon into a **cloak of protection +1** for 1d6 turns once per day.

Treasure can be found lying around the pool on the ground and on some of the skeletons. The treasure includes 317 gp, a sapphire (250 gp value), a suit of chainmail armor, a hand axe, and the spellbook of a deceased wizard containing the spells *hold portal*, *ventriloquism*, *knock*, and *web*.

15. Tree-House

The PCs pass an alcove where there are signs of passage. If they examine the area closely there is a 2-in-6 chance (3-in-6 for elves and rangers) that they will discover a secret ladder leading up into the trees (see encounter 15 map). At the top of the



ladder is a swinging bridge that leads to the cleverly-nested tree-house inhabited by the less-than-friendly dwarf, Korgil.

There are 3 iron leg-hold traps around the base of the ladder (see NAVIGATING THE ICE FOREST).

There is a 3-in-6 chance Korgil is not home. For each turn spent at the tree-house there is a 3-in-6 chance he will return.

Korgil (Male Dwarf 4th level Thief/Fighter): AL CE, MV 120' (40'), AC 6, HD 4 (hp 35), #AT 1, Dmg by weapon, Abilities: S 13, D 15, C 16, I 10, W 10, Ch 7.

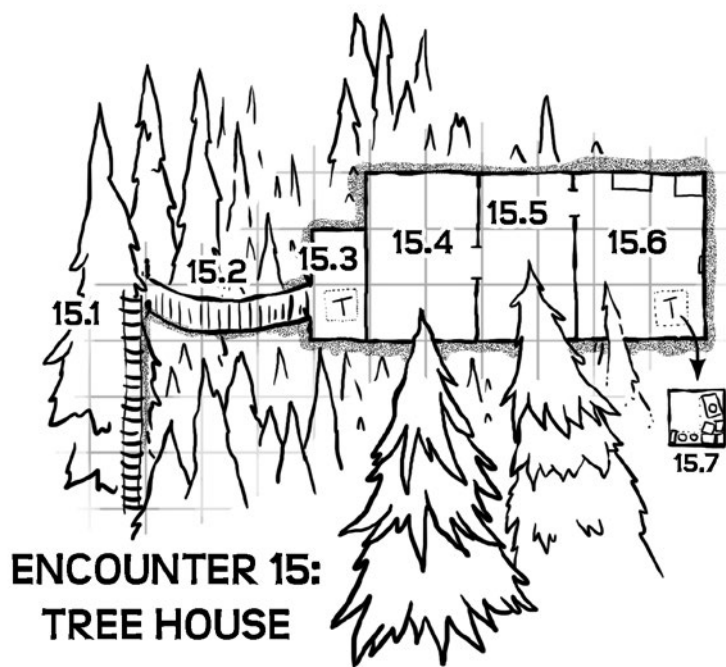
35 hp ○○○○○○○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○○○○○

Korgil is a twisted old dwarf who has lived alone in the Ice Forest for many years. He was once a warrior among his people but was expelled from dwarven society due to his evil nature. He has found that living alone in the twisted woods suits him just fine. He will attempt to kill anyone who enters his home and, if successful, he will probably skin and eat them.

Korgil has looted many travelers over the years and picked up a few items of interest. On his person he wears **leather armor +1**. He carries a **dagger +2** and a **dagger +1** that he calls Willy and Nilly. He has a **short bow +1** with a quiver of arrows always at the ready. On his back he keeps a **short sword +1** that, when slammed against metal or stone, can cause enemies within 20' to reel in pain for 1 round on a failed save vs. devices. He calls his sword Slammy.

He has been in the forest so long he knows how to choose his path with a 5-in-6 chance of certainty purely by instinct.

If Korgil is in his tree-house when the PCs attempt to enter he will move to area 15.5 and shoot at them as they enter the door. His wolf Sharn will rush to attack. Once he has lost the element of surprise he will run to area 15.6 and attempt the same strategy, shooting at the first PCs he sees. Once this gig is up he will run to the back of the room where there is a small window. He will attempt to flee through this window and get on top of the tree-house, waiting to hack with his short sword at the



ENCOUNTER 15: TREE HOUSE

first PC trying to climb up. He will not stand and fight the whole party but will leap off the roof at the front of the tree-house onto the bridge, if he can. He will not hesitate to simply leap into the forest and try to escape, always coming at the PCs from ambush until they are dead or he is dead.

If Korgil returns home while the PCs are in his house he will try to sneak in and get a good look at them before making any moves. Then he will use tactics similar to those detailed above, always trying to shoot or stab from behind or from the shadows and never allowing himself to be caught in a straight fight if he can avoid it.

Key to the tree-house map:

15.1: The ladder is slippery. Anyone climbing it the first time must pass a Dexterity check or fall, taking 1d6 damage.

15.2: The rope-and-wood bridge is precarious. Korgil does not make it easy to access his tree-house. There are no hand holds on this narrow, unsteady path. PCs must pass a Dexterity check for each 5' traveled on this 15' bridge. On a failed check the PC should be given a second Dex check. If successful, she has grabbed the edge and can pull herself up. If unsuccessful she falls into the unforgiving icy trees, taking 2d6 points of damage.

15.3: The door to the tree-house is made of sturdy planks and is locked and trapped. There is a small lever above the door that must be moved to the side. If this is not done before the door is opened the trap-door in the floor will drop and anyone standing in front of the door will fall. Korgil has placed spikes on the ground beneath the door and those falling will take 3d6 points of damage.

15.4: This is Korgil's living room. It contains a single wooden chair, 2 spears and 40 arrows, a few earthenware canisters of dried meat, berries, and other snacks, and 5 old books. The books are crude dwarven fairy tales for lascivious adults and have been thumbed through so often the pages are falling out.

There is a very small fire pit in the floor. It is not large enough to serve as a heat source and seems to be used for cooking. One of the walls is lined with chopped wood and there is a well-used hand axe lying on top of it. One corner of the room has a wooden rack on which are hung 7 of Korgil's nasty iron traps, each with a 4' length of chain and an iron spike.

If Korgil is not home he will have left his pet wolf Sharn in this room. Sharn will not tolerate unapproved visitors.

Sharn the Wolf: AL NE; MV 180' (60'); AC 7; HD 2+4; hp 15; #AT 1 (bite); Dmg 1d6+1; SV F2; ML 10; XP 45.

15 hp ○○○○○○○○○○○○○○○○○

15.5: This is Korgil's bed chamber. His bed consists of a pile of animal pelts on the floor and what appears to be a small beaver stuffed with feathers. Next to the bed is a quiver of arrows and a short bow as well as a dagger. The wall is lined with animal heads, pelts, and 3 spears. Among them are two snowcat pelts (see APPENDIX).

The pelts on the floor hide a leg-hold trap.

15.6: This is the room where Korgil skins his kills and mounts their heads. It is a smelly place with a bloody table lined with 3 knives, a pair of shears, large needles, gut thread, and some unidentifiable organic bits. The walls and floors are adorned with various pelts and animal heads as well as a complete stuffed wolf whose mouth is twisted into a horrifying grin. But perhaps more disturbing are the series of heads of humans, dwarves, halflings, and other races aligning the back wall. A chest of drawers in the corner is locked and contains 75 gp, 150 sp, a golden ring with a diamond inset (100 gp), and several books about taxidermy and torture.

15.7: Hidden in the ceiling (secret door check to spot) is a trap door leading to Korgil's stash of treasure. This is where he stuffs all the interesting goodies he acquires in the forest. The door is locked and trapped. Those who spring the trap by attempting to open the door and those within a 10' x 10' area must save vs. poison as a cloud of noxious vapors suddenly bursts forth. On a failed save the PCs take 2d4 points of damage and are blinded for 1d10 rounds (-4 to hit). On a successful save the damage is 1 point and the blindness lasts 1d4 rounds.

Inside the trap door can be found, scattered between various sacks, boxes, and earthen containers, the following: 1200 gp, 1900 sp, 5700 cp, 5 rubies (150 gp each), 7 emeralds (125 gp each), 2 diamonds (500 gp each), a beetle-shaped brooch of gold (250 gp), a golden dagger (1000 gp), a **war hammer +1**, a **shield +1**, a suit of human-sized **studded leather +1**, a pouch of **dust of disappearance**, and a **sword +1, luck blade**.

16. The Idols of the War Queens

A path branches off to the right and curves in on itself, terminating in a small clearing dominated by a series of 6' tall standing stones arranged in an oval. Each stone bears the image of a warrior woman.

The ground between is covered by snow but if it is cleared the PCs will see the image of a warrior woman and two large wolves.

When anyone of evil alignment (or chaotic, if you treat chaotic as evil) stands between the stones the spirits of the war queens will manifest and attempt to kill it.

Warrior Spirits (7): AL LG; MV 120' (40'); AC 3; HD 3; hp 15 each; #AT 1; Dmg 1d6; SA see below; SV F3; ML 12; XP each.

15 hp ○○○○○○○○○○○○○○○○
 15 hp ○○○○○○○○○○○○○○○○
 15 hp ○○○○○○○○○○○○○○○○
 15 hp ○○○○○○○○○○○○○○○○
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 15 hp ○○○○○○○○○○○○○○○○
 15 hp ○○○○○○○○○○○○○○○○

These warrior spirits cannot be “killed” and cannot be harmed by non-magical weapons. If reduced to zero or fewer hit points they will vanish in a wisp back into the stone from which they came. Each combatant that intends to fight them must pass a save vs. paralysis or be too overwhelmed with fear and dread to fight. Such characters will run for 1d6 rounds and cannot fight these entities. Enemies defeated by the warriors have their essence pulled into the stones and cannot be raised from the dead by anyone of less than the 15th level of experience.

If a person of good alignment and Wisdom of at least 13 stands between the stones with the intention of contemplating them she will receive a powerful vision of an ancient time and place in which the warrior women served their earth goddess and vanquished evil foes. The character will feel that she has been given special revelation from this ancient goddess that may help guide the party through the ice forest.

The PC will have a strong intuition about which path to take at any given branch. Without using any magical means the PC has a 5-in-6 chance of choosing the right path for the next 6 hours. In addition, the PC will have the ability to cast the spell *ghosts of pan-gea* one time while within the Ice Forest (see APPENDIX). If the PC happens to be a cleric she may add the spell to her normal list while she remains in the Ice Forest.

17. Icilisks (2): AL N; MV 60' (20'); AC 4; HD 3; hp 14, 12; #AT 2; Dmg 1d6/freeze; SA gaze; SV F3; ML 9; XP 95 each.

14 hp ○○○○○○○○○○○○○○
 12 hp ○○○○○○○○○○○○



A pair of icilisks (see APPENDIX) are pairing off to mate. They are not happy about being interrupted. If the PCs search the area there is a 2-in-6 chance (4-in-6 for elves and 5-in-6 for rangers) that they will find the lair of one of the creatures. In this small cave can be found the bones of the monster's various meals and scattered among these bones can be found 55 gp, 95 sp, 170 cp, 1d10 gems worth 50 gp each, a broken long sword (treat as short sword), a usable spear, and a **potion of healing**.

18. White Wailers (3): AL CE; MV 150' (50'); AC 6; HD 2+1; hp 8, 7, 7; #AT 1 (touch or wail); Dmg 1d4+special; SA touch or wail; SV F2; ML 10; XP 90 each.

8 hp ○○○○○○○○ 7 hp ○○○○○○
 7 hp ○○○○○○

As the party draws near another split in the path they hear the sounds of wailing and wind. This trio of white wailers will, if possible, descend to 15'-20' above the PCs and issue their terrifying wails before engaging in direct combat. If the battle persists longer than 6 rounds the sounds will attract 1d2 more white wailers with 7 hp each.

There is a leg-hold trap (see NAVIGATING THE ICE FOREST) hidden in the area and the PCs have a 2-in-6 chance of springing it if they do anything other than keep to the path.

19. Mysterious Treasure

There is a body in the path. It is a human male with a long red beard and black robes. He is frozen stiff and appears to have been frozen to death somehow. On his person the PCs can find a **+1 dagger**, 65 gp, 125 sp, a wineskin, a **scroll of shield and protection from evil**, and a spellbook. The spellbook contains the spells *hold portal*, *light*, *sleep*, *knock*, and *levitate*.

Lying at the side of the path the PCs find a wooden chest about 1'x6"x6" in size. The chest is banded with brass and is locked. The lock is of excellent design and any thief attempting to pick it will have a skill penalty of -15%. The chest can be bashed open by someone with a Strength score of 13 or higher using a weapon or appropriate tool.

Inside the chest is an **eye of discernment** on a chain (see APPENDIX). It is an ugly eye of green and yellow. Any arcane caster examining it can determine what it can do and what the cost of using it will be. Others can try to make the eye work and, if they simply ask it a question, will be able to figure it out. But the cost in Ability score points will not be known until the effects are felt.

Staying in this location for more than 1 turn will attract 2 white wailers.

White Wailers (2): AL CE; MV 150' (50'); AC 6; HD 2+1; hp 8, 8; #AT 1 (touch or wail); Dmg 1d4+special; SA touch or wail; SV F2; ML 10; XP 90 each.

8 hp ○○○○○○○○ 8 hp ○○○○○○○○

20. The Ice Storm

As the PCs move along the trail they begin to hear sounds in the distance. The sounds remind them of a hail storm. Within 1 turn they begin to see sharp, dagger-like icicles falling around them. Within 1d6 rounds the icicles are falling fast and furious. All PCs not covered by some kind of shield, roof, or other protective structure must make a saving throw vs. breath attacks every round or take 1d4 points of damage. Suitable protection can be found by huddling under the trees and getting as close to the trunks as possible. Anyone carrying a shield can protect themselves and one other person from harm. Anyone with a large sack or pouch can put it over their head for protection, but there is a 1-in-6 chance that a random item inside the container will be damaged or destroyed.

This storm persists for 1d4 turns.

PART THREE: ESCAPE FROM THE FOREST

The PCs are finally on the exit path, a long, straight route that widens gradually until it is 10' wide at the exit gate (which looks very similar to the entry gate). Upon hitting this path they immediately begin to hear the sounds of several white wailers closing in fast. A group of 5 wailers has been following the PCs for a while and do not want them to get away. Since the creatures cannot escape the Ice Forest they must prevent the PCs from exiting or else the meal is lost.

But this group of wailers is slightly different than any others the PCs have fought. This one has a leader. One of the creatures is not the white puff of cloud that the others tend to be. Rather, it is a gray or nearly black cloud of pure evil. The malice of the Ice Forest is strong within it and it will command the other wailers as it sees fit, compelling them to attack the PCs (treat as morale 12).

White Wailers (4): AL CE; MV 150' (50'); AC 6; HD 2+1; hp 8 each; #AT 1 (touch or wail); Dmg 1d4+special; SA touch or wail; SV F2; ML 10 (12); XP 90 each.

8 ○ ○ ○ ○ ○ ○ ○ ○ 8 ○ ○ ○ ○ ○ ○ ○ ○
8 ○ ○ ○ ○ ○ ○ ○ ○ 8 ○ ○ ○ ○ ○ ○ ○ ○

Dark Wailer (1): AL CE; MV 150' (50"); AC 5; HD 4+1; hp 30; #AT 1 (touch or wail); Dmg 1d6+special; SA touch or wail; SV F4; ML 8; XP 365.

30 ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
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ENDING THE ADVENTURE

If the PCs prevail against the white wailers and escape the forest alive they have completed the adventure. With any luck they came through with a bit of coins and treasures in their pockets and a healthy respect for cursed forests.

APPENDIX

Here are some pregenerated characters, new monsters, magics, and other goodies for your gaming table!

PREGENERATED PLAYER CHARACTERS

Ellom Bustlethunder (male dwarf fighter level 1)

AL LG, HP 8, AC 4
Str 14, Dex 9, Con 15, Int 11, Wis 11, Cha 9
Languages spoken: Common, dwarfish.
Equipment: Chain mail, shield, fur cloak, **hammer +1**, rations (7 days), waterskin, pickaxe, small mirror.

Ellom is a proud son of the Bustlethunder clan and he is afraid of nothing.

Galla of Ruum (female human magic-user level 2)

AL N, HP 4, AC 9
Str 8, Dex 10, Con 12, Int 16, Wis 10, Cha 13
Languages spoken: Common, elvish, dwarfish.
Equipment: Staff, elegant furry attire, glorious hat, leather pack with spellbook, dagger, rations (3 days), wineskin, lantern.
Spells: *magic missile*, *shield*

Galla is the daughter of a wealthy merchant and puts on an air of loftiness that might be irritating to others. She is fond of Ellom and has a curiosity about dwarven ways.

Tork N'tark (male human barbarian level 1)

AL CG, HP 7, AC 7
Str 15, Dex 14, Con 13, Int 8, Wis 8, Cha 12
Languages spoken: Common
Equipment: Bastard sword, fur cloak, winter boots, moose jerky (4 days), wineskin.

Tork is a barbarian from one of the many northern tribes. He is hearty and brave, though prone to rushing into battle when it might be wiser to wait. He is not particularly distrustful of wizards.

Dalthorian (male human magic-user level 2)

AL LN, HP 5, AC 9
Str 8, Dex 9, Con 12, Int 17, Wis 9, Cha 12
Languages spoken: Common, dwarvish, gnomish, goblin, elven, pixie, kobold.
Equipment: Elegant red robes and furry boots, fur cloak, leather pouch with spellbook, **staff +1**, **ring of protection +1**, 27 gp.
Spells: *magic missile*, *sleep*

Dalthorian is a man in his mid-30s with black hair and a well-trimmed mustache. He is very serious and studious...perhaps a stick-in-the-mud. He is always curious about legends and magical treasures.

Seev (female elf level 2)

AL NG, HP 9, AC 6
Str 14, Dex 16, Con 13, Int 15, Wis 10, Cha 17
Languages spoken: Common, elven, gnoll, gnomish, goblin, halfling, hobgoblin.
Equipment: Fur cloak and boots, traveling garb, studded leather armor, satchel with spellbook, **short bow +1**, short sword, small mirror, 15 gp.
Spells: *burning hands*, *read magic*

Muk Mannin (male human fighter level 1)

AL CG, HP 8, AC 5
Str 16, Dex 10, Con 14, Int 8, Wis 10, Cha 12
Languages spoken: Common.
Equipment: Fur cloak, chain mail, **bastard sword +1**, leather boots, very hot and spicy deer jerky, 9 sp.

Muk loves a good rumble. He calls his sword "Destroyer" and thinks it should be intimidating when he does so.

Brael Starno (male human cleric level 2)

AL NG, HP 8, AC 4
Str 12, Dex 11, Con 10, Int 13, Wis 16, Cha 14
Languages spoken: Common, orcish.
Equipment: Winter garb, furry boots, chain mail, shield, holy symbol, mace, waterskin, rations (6 days).
Spells: *cure light wounds*, *resist cold*

Brael lived most of his life at a nearby temple until the high priest, seeing his potential as a great crusading holy warrior, sent him out into the world to learn its ways and set them right.

Ruddik (female halfling level 2)

AL N, HP 7 AC 6
Str 9, Dex 17, Con 16, Int 12, Wis 12, Cha 12
Languages spoken: Common, halfling
Equipment: Furry attire, leather armor, sling, **shortbow +1**, 20 arrows, **arrow +2**, wineskin, dried yak meat, pipe, pipe weed, 3 gp.

Ruddik is a feisty halfling traveling abroad to see the world.

NEW SPELL

Ghosts of Pan-Gea (for clerics of Nest)

Level: 1

Duration: 2 rounds per level

Range: 20'

With this spell the cleric calls upon the ancient war spirits of Pan-Gea, a primordial realm long lost to the world. The cleric summons 1 HD of war spirits per level. These can manifest as a single spirit or as a handful of spirits with 1 HD each (player choice). The spirits fight as monsters of their own HD with the following stats: AL N; MV 180' (60'); AC 7; #AT 1; Dmg 1d6 (spirit weapon); SV same as cleric; ML 12.

NEW MONSTERS

Coyote, Frost

No. Enc: 2d6

Alignment: Chaotic Evil

Movement: 180' (60')

Armor Class: 7

Hit Dice: 1+2

Attacks: 1 (bite) or frost breath

Damage: 1d4 or special

Save: F1

Morale: 6

Hoard Class: None

XP: 21



Frost coyotes are white or off-white with solid yellow eyes that glow in darkness. They are more intelligent than normal coyotes and are quite clever hunters. They have a malicious nature that draws them to torment and torture their prey before eating it.

Once per day a frost coyote can use its spell-like ability to breath a *cone of cold* exactly like the magic-user spell of the same name.

Hag, Cave

No. Enc: 1

Alignment: Chaotic Evil

Movement: 120' (40')

Armor Class: 6

Hit Dice: 4

Attacks: 2 (claws)

Damage: 1d6/1d6

Save: F4

Morale: 7

Hoard Class: XIX

XP: 355

The cave hag is a hideous female about 8' tall with long, thin arms, an elongated, troll-like face, stringy hair, and many leaking

puss-filled sores on her skin. The hag smells foul but hides her odor by remaining in a pool of water, which she calls her lair. Hags tend to befoul the water they live in, which in turn befouls surrounding pools, rivers, and streams.

The pool of a cave hag causes anyone within 50' of it to feel drowsy and depressed. On a failed save vs. poison such victims will fall asleep, per the magic-user spell *sleep*. The hag will then emerge from her pool and attempt to drag sleeping victims into the water to drown them.

Once per turn a cave hag can vomit bile in a straight line up to 20' at a single target. On a failed save vs. breath attacks the victim's skin begins to melt as if hit with acid for 2d6 points of damage.

Cave hags take half damage from non-magical weapons and are immune to lightning-based damage.

Once per day a cave hag can summon and control certain types of creatures for up to one turn. Summoned creatures arrive in 1d6 rounds. Roll 1d6 to determine the type of creature summoned: 1 = giant toad (1d2), 2-3 = giant rats (1d4), 4-5 = morlocks (1d4), or 6 = ghouls (1d2).

Icilisk

No. Enc: 1-4

Alignment: Neutral

Movement: 60' (20')

Armor Class: 4

Hit Dice: 3

Attacks: 2 (bite, gaze)

Damage: 1d6/freeze

Save: F3

Morale: 9

Hoard Class: XVII

XP: 95

The bitter north has a tendency to twist monsters into new forms. The dreaded basilisk so feared in more temperate realms has become somewhat smaller and taken on an icy exterior in the winds of the north. The icilisk – or ice basilisk – is white or blue all over and its hide feels very much like frozen water. Anyone attempting to grapple an icilisk suffers a -4 penalty to the attack roll due to the creature's slick surface.

Any creature caught by the icilisk's direct gaze must pass a save vs. petrify or be turned to ice. This condition persists until the victim has been exposed to above-freezing temperatures for 2d6 hours. Upon thawing the victim must pass a survive transformative shock roll (AEC) or, alternatively, a Constitution check or the victim dies. The condition may also be reversed by a *cure serious wounds* or *remove curse* spell.

The icilisk may be fought using a mirror, per the basilisk rules, and it is not immune to its own gaze.

Snowcat

No. Enc: 1d4
 Alignment: N
 Movement: 150' (50')
 Armor Class: 5
 Hit Dice: 3+2
 Attacks: 3 (2 claws, 1 bite)
 Damage: 1d4/1d4/1d6
 Save: F3
 Morale: 8
 Hoard Class: VI
 XP: 100

These mountain lion-sized cats of snow white travel in small packs of 2-5 hunting prey such as moose and reindeer. Their magical coats are of such a color that, in a snowy or icy environment, they are able to disappear from sight. Only when they attack are they able to be seen again, thus granting them surprise on 1-5 out of 6 (1-4 for elves and rangers). During combat a snowcat can disappear instead of attack if its environment is properly snowy. Enemies engaged with an invisible snowcat receive -4 on attack rolls. The creature becomes visible again if it attacks or if it is hit by any attack. The pelt of a snowcat can be used to create a **snowcat cloak** and will fetch 1000 gp in the right market.

Sprite, Cursed

No. Enc: 3d6
 Alignment: Chaotic Evil
 Movement: 60' (20')
 Flying: 180' (60')
 Armor Class: 5
 Hit Dice: 1d4 hit points
 Attacks: 1 (zap or spell)
 Damage: 1 or spell
 Save: E1
 Morale: 7
 Hoard Class: IV
 XP: 7

Sometimes even otherwise innocuous creatures such as sprites can become twisted by evil magic. A cursed sprite is a sprite that has been transformed by evil magic into a tiny malicious creature bent on either cursing living things or killing them. Cursed sprites behave exactly like normal sprites and can place a curse on a target if there are five or more of them together. However, the curse of a cursed sprite is *always* intended to cause malicious harm. Examples of curses include setting people's hands on fire, causing boots to be tied or strapped together when a person is crossing a dangerous ravine, or causing a person to become physically ill enough to throw up during a fight. Only one such curse will be laid on each target. If the sprites are not cursing, they will *zap* their targets with tiny magical rays of light that cause 1 point of damage each.

White Wailer

No. Enc: 1
 Alignment: Chaotic Evil
 Movement (flying): 150' (50')
 Armor Class: 6
 Hit Dice: 2+1
 Attacks: 1 (touch or wail)
 Damage: Special
 Save: F2
 Morale: 10
 Hoard Class: None
 XP: 90



Sometimes the wind itself can take on living form. And sometimes when that happens the form is not pleasant! The white wailer is a living cloud of ice, snow, and wind desperate to suck the life out of mortal creatures. Some say they merely want to know what it feels like to be alive.

The wailer can approximate the shape of a human face, arms and hands. The touch of a white wailer causes 1d4 cold damage and the target must save vs. spells or be frozen in place exactly like the effect of a *hold person* spell. The duration of this effect is only 1d4 rounds and the target may attempt a save vs. spells at the start of each round to throw off the effect.

White wailers get their name from their terrifying wail. This wail can be heard from 500' away, though its nasty effects only occur within a cone starting at the creature's mouth and extending out 20' with its broad end being 10' wide. Those within this cone must save vs. breath attacks or be frozen (per the touch attack) and lose 1d4 points of Constitution per round that they remain frozen. If this drain results in a reduction of the character's Con modifier then their maximum hit points are reduced accordingly. This draining makes the PC feel immediately fatigued and disheartened. Drained Con points will return naturally at a rate of 1 per hour without magical intervention. The white wailer's tactic is to fly down, make a wailing attack, then fly away and return to do it again in 1d6 turns. In this way they can whittle their enemies down over time.

Those whose Con scores are reduced to 3 or less must make a saving throw vs. death or die. Those whose Con is reduced to zero are dead. Magical fire deals triple damage to a wailer.

NEW MAGIC ITEMS

Eye of Discernment: This is the eye of a wise person, wizard, or magical creature that has been preserved and turned into a hard, marble-like object through magic. When the eye is pointed in a particular direction and a question is asked of it a beam of eldritch energy will bathe the object in question and the eye will give an answer to its user telepathically. For simple questions such as directions and location of objects the eye has a 5-in-6 chance of answering accurately. For questions about a person's alignment or intentions the chance is 4-in-6. For questions of a deeper nature, perhaps related to greater entities such as gods or demons the chance of getting an accurate answer is only 2-in-6.

Each time the eye is used the user loses 1 point from a randomly-determined Ability score. Lost points are replenished at a rate of 1 per day in the order in which they were lost.

Frog Sack: This small bag contains a number of inanimate frogs, each about 2" long. When a frog is placed down at a fork in the road or path or any place where a trail splits the frog will come to life and hop down the path the sack's owner is most interested in taking, then fade away into nothing. The frog has a 5-in-6 chance of picking the right path. A bag contains 1d20 frogs.

Ring of Charismatic Glamour: This ring of gold bears a series of lovely leaf and moon patterns. The wearer of this ring gains the ability to *charm person*, per the spell. The first use of the ring's ability functions exactly like the spell. Each subsequent use within the same day grants a +1 to the saving throw to resist the charm (cumulative). In addition the wearer's Charisma gains +3 while the ring is on. The ring must be removed for at least 3 hours per day or else the wearer will suffer a *permanent* -1 from Charisma for each day the ring is worn without being removed.

Lantern of the Way: This lantern is usually made of black iron and hangs from a short chain. When lit and the power word uttered the user may declare a specific destination and the lantern will indicate which way to travel by leaning slightly in the correct direction when held out at arm's length. If there is a very strong wind or magical alteration of the weather the lantern has a 50% chance of being wrong. The lantern's light must remain burning for it to work. If the light goes out it becomes a normal object and will not respond to commands. It can only be used once per day and its light will burn for 1d6+4 hours.

Seeker's Sword: This is a +1 sword that can be of any type (determine randomly). When the user points to a path or choice that must be made the sword will offer its advice through a mental link with the user. This advice has a 5-in-6 chance of being correct for binary choices (left or right, up or down, etc.). It has a 4-in-6 chance of being correct for all other choices. Once per day the user may offer a drop of his own blood, sweat, or tears to the blade in order to get a 100% correct answer. On rare occasions a seeker's sword may be a +2 weapon (1-in-6 chance).

Sentry Scabbard: This decorative sword scabbard bears a series of 5 open eyes along its length. When the user touches

the scabbard and issues a mental command the item will scan the area in a 50' radius and alert its owner to potential dangers. The alert will come as a set of 1d6 details about the dangers within the radius. For example, if there is a group of goblins 20' away the user might be told "monsters, 20'" or "goblins" or even "nasty monsters, close, with spears". Once the scabbard has imparted its warning one of the eyes will close. When all the eyes have closed the scabbard will function as a normal item. The next day if the user takes at least 1 turn to polish the scabbard the eyes will reopen and it will once again be ready to scan for danger. The scabbard will conform itself to the type of sword its owner wishes to use but it will not allow an evil weapon to enter it and it will reject any cursed weapon as well.

Snowcat Cloak: Made from the pelt of a snowcat, this furry cloak grants its wearer the same powers as a **cloak of invisibility** when used in an arctic, wintery, or snowy area. In addition, the wearer receives the continual benefit of a *resist cold* spell. Creating a **snowcat cloak** costs 10,000 gp and requires the skills of an arcane caster of at least the 9th level of experience. And of course it requires a snowcat pelt.

NEW CLASS: BARBARIAN

Requirements: Con 12

Prime Requisite: Str, Con

Hit Dice: 1d10

Barbarians are a hearty, uncivilized lot that inhabit cold mountains, deep forests, badlands, and virtually any landscape outside the scope of civilization. These savages take care of their own and will fight to the death to defend family, friends, and others of their kind.

Barbarians are often unaccustomed to magic and may harbor fears and superstitions against it. Because of this distrust, barbarians suffer a -2 penalty on saving throws vs. spells. They attack and save as fighters and are proficient with any weapon common to the area in which their tribe lives. When using foreign or elegant weapons they have a -2 penalty to hit. They may wear any armor, though it may affect some of their class abilities.

SPECIAL ABILITIES

Battleclad: Barbarians who wear no armor may adjust AC by half their level out of pure savage toughness.

Detect Weirdness: A barbarian has a 2-in-6 chance to detect magic or other strange properties in persons, places, objects. The nature of the weirdness cannot be ascertained. The Barbarian merely gets a "funny feeling" if the roll is successful.

Rage: Forgoing all finesse, a Barbarian may attack in berserk rage to deal double damage but at a -3 penalty to hit. In addition, the Barbarian's AC suffers a penalty of 2 until the end of the next round. Alternatively, a Barbarian may make multiple attacks each with a cumulative -2 penalty (-2, -4, -6, etc.). These attacks deal no extra damage but carry the same AC penalty as

above. Strength modifiers do not apply to multiple rage attacks.

Resist Elements: Barbarians gain +2 to save against the effects of weather or elemental attacks.

Tracking: Barbarians may track in the wilderness with a 75% chance of success.

Wild Movement: Barbarians run, jump, and climb like wild beasts, based on the climb walls skill of a Thief of the same level. This skill does not allow them to climb sheer surfaces like a Thief, but instead they may climb trees and cliffs, leap over small canyons or across small rivers, or out-run most normal humans and humanoids (for pursuit, add the target's movement rate to the Barbarian's skill roll).

BARBARIAN XP TABLE

Level	Title	Experience	Hit Dice
1	Brute	0	1d10
2	Natural	2,200	2d10
3	Primitive	4,400	3d10
4	Savage	8,800	4d10
5	Primitive Warrior	17,600	5d10
6	Natural Warrior	35,000	6d10
7	Wild Warrior	70,000	7d10
8	Savage Warrior	140,000	8d10
9	Barbarian	280,000	9d10
10	10th level Barbarian	400,000	9d10+2*
11	11th level Barbarian	520,000	9d10+4*
12	12th level Barbarian	640,000	9d10+6*
13	13th level Barbarian	760,000	9d10+8*
14	14th level Barbarian	880,000	9d10+10*

*Con bonus no longer applies.

MONSTER LIST

Frost Coyotes (5): AL NE; MV 180' (60'); AC 7; HD 1+2; hp 4 each; #AT 1; Dmg 1d4 (bite), 1d4+1 (frost, 15' range); SV F1; ML 6; XP 21 each.

4 hp ○○○○ 4 hp ○○○○ 4 hp ○○○○
4 hp ○○○○ 4 hp ○○○○

Ice Beetles (8): AL N; MV 120' (40'); AC 4; HD 1+2; hp 4 each; #AT 1; Dmg 1d4 (bite), 1d6 (ice burst, 10' range); SV F1; ML 7; XP 21 each.

4 hp ○○○○ 4 hp ○○○○ 4 hp ○○○○ 4 hp ○○○○
4 hp ○○○○ 4 hp ○○○○ 4 hp ○○○○ 4 hp ○○○○

Skeletons (10): AL CE; MV 60' (20'); AC 7; HD 1; hp 3 each; #AT 1; Dmg 1d6; SV F1; ML 12; XP 13 each.

3 hp ○○○○ 3 hp ○○○○ 3 hp ○○○○ 3 hp ○○○○
3 hp ○○○○ 3 hp ○○○○ 3 hp ○○○○ 3 hp ○○○○
3 hp ○○○○ 3 hp ○○○○

White Wailers (3): AL CE; MV 150' (50'); AC 6; HD 2+1; hp 9, 8, 8; #AT 1 (touch or wail); Dmg 1d4+special; SA touch or wail; SV F2; ML 10; XP 90 each.

9 hp ○○○○○○○○○○ 8 hp ○○○○○○○○○○
8 hp ○○○○○○○○○○

Albino Apes (3): AL CE; MV 120' (40'); AC 6; HD 4; hp 17, 15, 14; #AT 2; Dmg 1d4/1d4; SV F2; ML 7; XP 80 each.

17 hp ○○○○○○○○○○○○○○○○○○○○○○
15 hp ○○○○○○○○○○○○○○○○○○○○○○
14 hp ○○○○○○○○○○○○○○○○○○○○○○

Goblins (10): AL CE; MV 60' (20'); AC 6; HD 1-1; hp 2 each; #AT 1; Dmg 1d4; SV F1; ML 7; XP 5 each.

2 hp ○○ 2 hp ○○ 2 hp ○○ 2 hp ○○ 2 hp ○○ 2 hp ○○
2 hp ○○ 2 hp ○○ 2 hp ○○ 2 hp ○○

Sprites, Cursed (13): AL CE; MV 60' (20'); Flying 180' (60'); AC 5; HD 1/2; hp 1 each; #AT 1; Dmg 1 (or curse); SV E1; ML 7; XP 7 each.

1 hp ○ 1 hp ○ 1 hp ○ 1 hp ○ 1 hp ○ 1 hp ○ 1 hp ○
1 hp ○ 1 hp ○ 1 hp ○ 1 hp ○ 1 hp ○ 1 hp ○

White Wailers (3): AL CE; MV 150' (50'); AC 6; HD 2+1; hp 9, 8, 7; #AT 1 (touch or wail); Dmg 1d4+special; SA touch or wail; SV F2; ML 10; XP 90 each.

9 hp ○○○○○○○○○○ 8 hp ○○○○○○○○○○
7 hp ○○○○○○○○

Snowcats (3): AL N; MV 150' (50'); AC 6; HD 3+2; hp 22, 20, 16; #AT 3 (2 claws, 1 bite); Dmg 1d4/1d4/1d6; SA none; SV F3; ML 8; XP 100 each.

22 hp ○○○○○○○○○○○○○○○○○○○○○○○○
20 hp ○○○○○○○○○○○○○○○○○○○○○○○○
16 hp ○○○○○○○○○○○○○○○○○○○○○○

Ghouls (1): AL CE; MV 90' (30'); AC 6; HD 2; hp 8; #AT 3 (2 claws, 1 bite); Dmg 1d3/1d3/1d3; SA paralysis; SV F2; ML 9; XP 47.

8 hp ○○○○○○○○ 8 hp ○○○○○○○○
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8 hp ○○○○○○○○ 8 hp ○○○○○○○○
8 hp ○○○○○○○○ 8 hp ○○○○○○○○

Ghoul: AL CE; MV 90' (30'); AC 6; HD 2; hp 6; #AT 3 (2 claws, 1 bite); Dmg 1d3/1d3/1d3; SA paralysis; SV F2; ML 9; XP 47.

6 hp ○○○○○○

Cave Hag (1): AL CE; MV 120' (40'); AC 6; HD 4; hp 20; #AT 2 (claws); Dmg 1d6/1d6; SA bile vomit; SV F4; ML 7; XP 355.
20 hp ○○○○○○○○○○○○○○○○○○○○○○○○

Korgil (Male Dwarf 4th level Thief/Fighter): AL CE, MV 120' (40'), AC 6, HD 4 (hp 35), #AT 1, Dmg by weapon, Abilities: S 13, D 15, C 16, I 10, W 10, Ch 7.
35 hp ○○○○○○○○○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

Sharn the Wolf: AL NE; MV 180' (60'); AC 7; HD 2+4; hp 15; #AT 1 (bite); Dmg 1d6+1; SV F2; ML 10; XP 45.
15 hp ○○○○○○○○○○○○○○○○○○○○○○○○

Warrior Spirits (7): AL LG; MV 120' (40'); AC 3; HD 3; hp 15 each; #AT 1; Dmg 1d6; SA see below; SV F3; ML 12; XP each.
15 hp ○○○○○○○○○○○○○○○○○○○○○○○○
15 hp ○○○○○○○○○○○○○○○○○○○○○○○○
15 hp ○○○○○○○○○○○○○○○○○○○○○○○○
15 hp ○○○○○○○○○○○○○○○○○○○○○○○○
15 hp ○○○○○○○○○○○○○○○○○○○○○○○○
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15 hp ○○○○○○○○○○○○○○○○○○○○○○○○

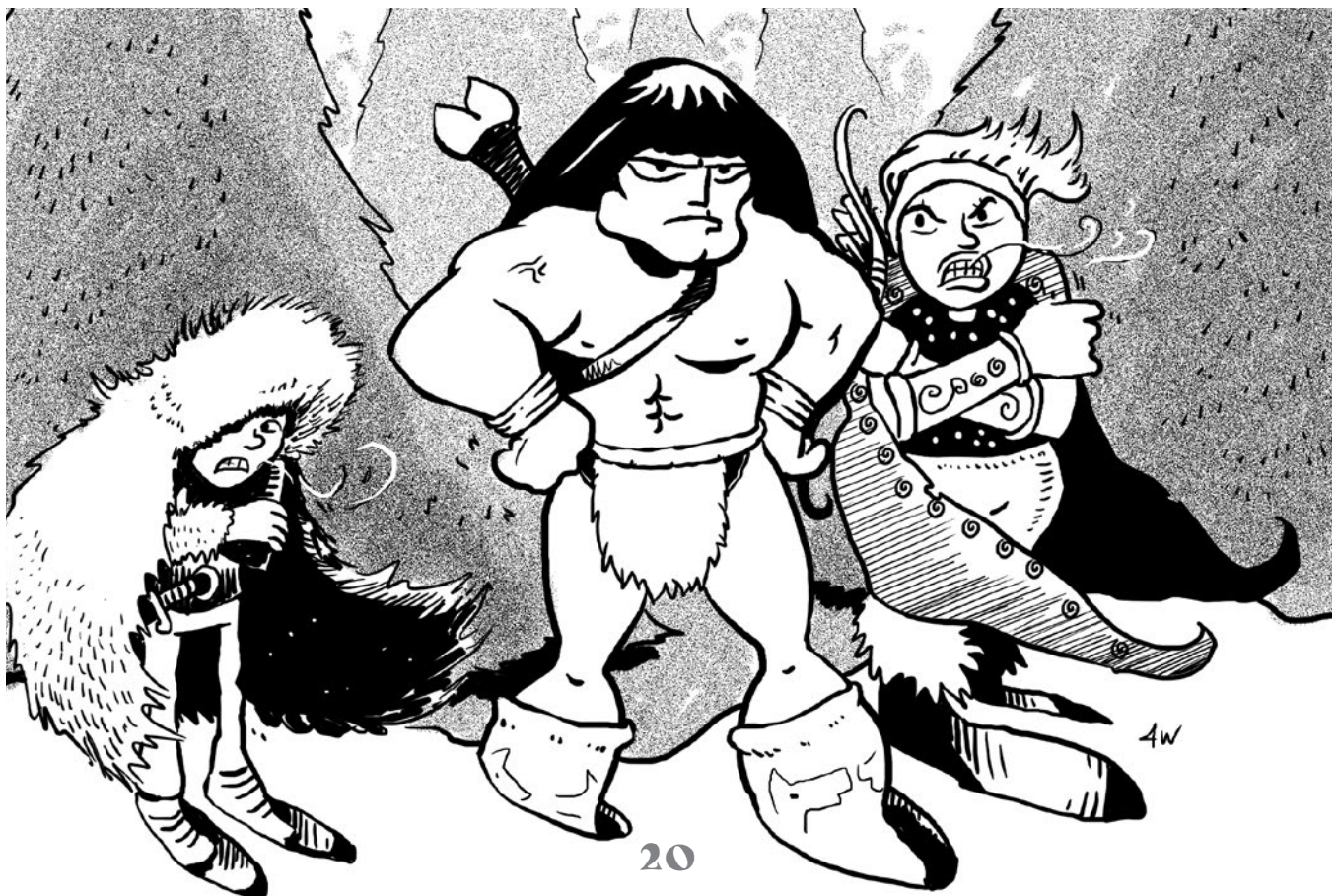
Icilisks (2): AL N; MV 60' (20'); AC 4; HD 3; hp 14, 12; #AT 2; Dmg 1d6/freeze; SA gaze; SV F3; ML 9; XP 95 each.
14 hp ○○○○○○○○○○○○○○○○○○○○○○○○
12 hp ○○○○○○○○○○○○○○○○○○○○○○○○

White Wailers (3): AL CE; MV 150' (50'); AC 6; HD 2+1; hp 8, 7, 7; #AT 1 (touch or wail); Dmg 1d4+special; SA touch or wail; SV F2; ML 10; XP 90 each.
8 hp ○○○○○○○○○○ 7 hp ○○○○○○○○
7 hp ○○○○○○○○

White Wailers (2): AL CE; MV 150' (50'); AC 6; HD 2+1; hp 8, 8; #AT 1 (touch or wail); Dmg 1d4+special; SA touch or wail; SV F2; ML 10; XP 90 each.
8 hp ○○○○○○○○○○ 8 hp ○○○○○○○○○○

White Wailers (4): AL CE; MV 150' (50'); AC 6; HD 2+1; hp 8 each; #AT 1 (touch or wail); Dmg 1d4+special; SA touch or wail; SV F2; ML 10 (12); XP 90 each.
8 hp ○○○○○○○○○○ 8 hp ○○○○○○○○○○
8 hp ○○○○○○○○○○ 8 hp ○○○○○○○○○○

Dark Wailer (1): AL CE; MV 150' (50'); AC 5; HD 4+1; hp 30; #AT 1 (touch or wail); Dmg 1d6+special; SA touch or wail; SV F4; ML 8; XP 365.
30 hp ○○○○○○○○○○○○○○○○○○○○○○○○
○○○○○○○



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You enter the dreaded Ice Forest
where the ancient path leading through can
change with the wind. What perils will you face
before finding the way to the other side?

Labyrinth Lord
Compatible Product