

The background of the cover is a detailed illustration. In the foreground, a woman with blonde hair, wearing a dark red hooded cloak and a dark fur-trimmed garment, is shown in profile, looking down. Behind her, a man with blonde hair, wearing a dark blue tunic, is also looking down. In the background, a large, dark, multi-masted sailing ship is visible on a turbulent sea. The sky is filled with dark, swirling clouds. The overall tone is somber and dramatic.

LAMENTATIONS *of the* FLAME PRINCESS ADVENTURES

Weird
New
World

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An Adventure for Character Levels 4 - 7

Compatible with Labyrinth Lord, LotFP Weird Fantasy Role-Playing, OSRIC, and Swords & Wizards Core Rules

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ISBN 978-952-5904-17-8

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AUTHOR'S INTRODUCTION

Whew. Frameworks are so much more difficult to do than actual completed *things*.

This adventure is not like most others that are available. It's not *finished*. It's not *ready*. But it's not supposed to be. The idea was to put "introductory" dungeon and wilderness adventures into the Weird Fantasy Role-Playing box (which means nothing to you if you're picking this up separately... sorry!) to show how things could be done. Dungeon adventures are easy to conceive. "There's this place, with these things. What do you do?" Wilderness adventures really aren't like that, not without becoming effectively a dungeon set outdoors.

In trying to conceive an effective wilderness presentation, all I could think was "Sandbox. Make a sandbox." Sandbox of course being jargon meaning a plotless "go anywhere, do anything" area. If I was going to do that, I certainly didn't want to make something completely generic. "Oh, here are some goblins, here's the castle, and there are the dwarfs and elves." *Yawn*.

Why not make it big? And empty? Since this was conceived in the heart of winter, and I was in the middle of reading many books about the search for the Northwest Passage, making a maritime arctic area made sense. (I now write this in during a nasty heat wave in the middle of summer, making that last push of inspiration difficult to generate!) If I wanted a Northwest Passage-like quest to be possible, then the area had to be big. Really big.

And when the area is that big, making a coherent "plot" and fully stocking the wilderness becomes impossible. The core adventure assumption really becomes *exploration*. Add in some sample areas to show what could be done, flesh a couple of them out so there is some ready-made adventure of the usually understood type, and a final concept is born. All that was left to do was to write it.

It ended up as an interesting experiment. Usually I like my adventures

fully detailed and I like presenting them that way, but this format took me out of my comfort zone. I don't know if this is so much an adventure as a setting, but either way I hope you find it to be an inspiration to your campaign and a help in making the sort of adventures that are different than what you have done before. Adventuring in the Far North can be a serious detour for a campaign, or can be the focus of a campaign, but it certainly won't be the same as the Usual Assumed Fantasy.

Drop me an email at lotfp@lotfp.com and let me know how Weird New World works in your campaign.

James Edward Raggi IV
July 11, 2010
Helsinki, Finland



REFEREE INTRODUCTION

This adventure takes classic fantasy gaming activities such as resource management and exploration and applies them to a large scale.

You will need to prepare extensively to use this adventure as it is not a matter of simply placing the location somewhere in your campaign world and using it as-is. Fortunately, placing this in your campaign world is easy. Just put it far to the north of your normal campaign setting and use it as the arctic area.

Preparing to use it for play will be a little more complicated, and players will need to undertake extensive preparation before adventuring in the area. Player Characters will need access to a large sailing ship and a good amount of supplies before adventuring in this region, and this is both expensive and time-consuming. Details of ship, crew, and supplies are vital to successful adventuring in the area.

You will need to give the players a reason to adventure in this area as players are not likely to go through all of this preparation spontaneously. Also, the environment is cruel: as written, it is very easy to adventure for months of real-time and years of in-game time without finding much of anything, and without a focus any open environment will eventually get boring.

The detailed encounter areas in this module are all but sketches, with each being a potential full adventure in itself. Two locations, one of the Great Shipwrecks and the Pirate's Treasure Cave, have been fully detailed as examples of what could be done with the rest, but even these leave out essential details. How does one find that Treasure Cave? Players aren't going to run across it by accident on a map of this scale. A map or other ways to communicate its location must be delivered to the players and that is up to the individual Referee to arrange.

Other areas are less detailed but more-or-less ready to run (Frozen Stonehenge) but these are even less in the context of a living world. Again, more detail is needed to make them come alive. Most of the encounter

areas are simply a few lines of description, a “hook” for a Referee to develop, or not, as desired.

Because the land is so wide open, the Referee is certainly free to insert his own adventure areas and encounters. In fact, with a map this size, it’s almost required!

Referees should pay attention to the Forts, the Eskuits, and the Elves. Brief details on the Forts are given, but the nations that built these forts are not mentioned, as they must be tailored to individual campaign worlds. There are many dozens of Eskuit tribes wandering the wasteland, and a good number of permanent lodges. The names of each of these tribes and how they differ from each other is up to the Referee to determine and communicate to the players.

The tools are here, but it is up to you to construct something coherent with them.

THE WEATHER

More than any monster or magical force, players will be fighting and dealing with the weather while traveling in these lands. The Referee will have to keep strict track of both where the PCs are, and what time of year they are there.

The following chart will be used to determine the weather conditions wherever the PCs go. The climate zones, as indicated on the main map located inside the cover of this module, are down the left side of the chart.

Every year, the Referee should roll 2d6 to determine the severity of that year's weather. Cross reference the climate zone number with the die roll result to find the Roman numeral code for wherever the PCs are.

Climate Zones					
1	I	I	I	I	I
2	II	I	I	I	I
3	III	II	I	I	I
4	IV	III	II	I	I
5	V	IV	III	II	I
6	VI	V	IV	III	II
	Warm	Mild	Avg	Heavy	Severe
	2	3 - 5	6 - 8	9 - 11	12
Winter Severity					

Once you have determined which code to use, the time of year will determine what the weather conditions are during that time-

I

Condition A: Year Round

II

A: October – June

B: July, September

C: August

III

A: November – May

B: October, June

C: September, July

D: August

IV

A: December – April

B: November, May

C: October, June

D: September, July

E: August

V

A: January – March

B: December, April

C: November, May

D: October, June

E: July, September

VI

A: February

B: March, January

C: April, December

D: May, November

E: June – October



Condition Effects

A

Water frozen solid, no icebreaking
No wildlife, no plants, no food available
Take 1hp/round damage when in contact with metal
Must have heavy furs or take d10 damage/turn
Heavy Snow: $\frac{1}{4}$ movement with snowshoes
 $\frac{1}{8}$ movement without snowshoes

B

Sea water frozen solid, can icebreak 1 mile/day per 20 extra crew
River ice frozen solid, no icebreaking
 $\frac{1}{4}$ normal hunting chances per day
Take 1hp/rd damage when in contact with metal
Must have heavy furs or take d6 damage/turn
Heavy Snow: $\frac{1}{2}$ movement with snowshoes
 $\frac{1}{4}$ movement without snowshoes

C

Sea ice broken up, $\frac{1}{2}$ movement
River ice frozen, can icebreak 1 mile/day per 20 extra crew
 $\frac{1}{2}$ normal hunting chances per day
Must have heavy furs or take d4 damage/turn
Heavy Snow: $\frac{3}{4}$ movement with snowshoes
 $\frac{1}{4}$ movement without snowshoes

D

Sea ice broken up, $\frac{3}{4}$ movement
River ice broken up, $\frac{1}{2}$ movement
 $\frac{3}{4}$ normal hunting chances per day
Snow: Normal movement with snowshoes
 $\frac{1}{2}$ movement without snowshoes

E

No ice in the water
Normal hunting chances
Normal movement
No snow

EXPLORATION

Traveling through the north is not a simple nor an easy task.

Anyone in a plains or a sea hex can see all of the hexes around them. Mountains can be seen from two hexes away. If one is in a mountain hex, they can see two hexes in every direction except through other mountains. Those in forest hexes can not see out of their current hex.

The wind will always be coming from the north. There is an equal chance each day that it comes from the north, northeast, or northwest, but traveling to the north will always be slow going. This does mean that southward sailing will be faster.

It is important to emphasize that each hex on the large map is 24 miles across, and thus the large map does not show all of the geographic features contained in the landscape. Hills, perhaps even a mountain, grasses, and streams crisscross the land even in places symbolized by clear terrain. The only exception is that the map shows where the forest ends, and further north there will be no more trees.

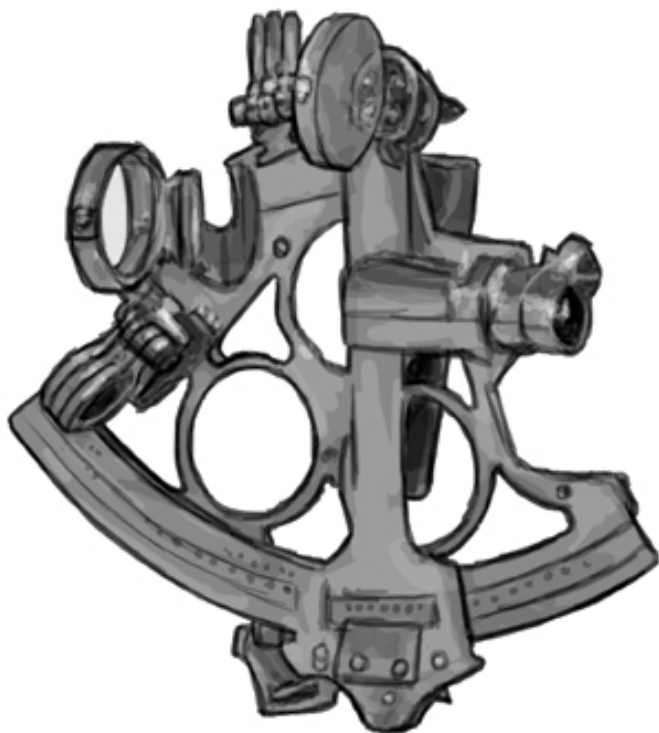
Portions of hexes may turn to mosquito-infested swamps during summertime, and certainly one hex does not necessarily look the same as another to the people traveling through it. When the winter ice comes, the land does not become featureless, as the snow and ice and blowing wind create ever-shifting mountains of frost. The sea, when it freezes, does not freeze flat, but rather in a series of ridges, some as much as 100' high.

Of particular interest are the coastlines. The rivers shown on the map are the major rivers which are navigable up and down their entire lengths. There are thousands, if not hundreds of thousands, of minor rivers and streams which are not shown on the map, and it is impossible to know from observing their outlets into the sea which rivers are major and which are minor. And every hex of coastline has many such outlets. To simplify for game purposes, it takes three days for one longboat from a sailing ship to determine if a particular hex of shoreline has a major river attached or not (and only those shown on the map are major), so three such boats can

explore one hex of coastline in one day. Note that each longboat might have to check for encounters separately, as they certainly will not be in sight of each other.

There are several archipelagos which can confuse normal Referee descriptions to players, and following coastlines and islands creates difficulty for players trying to map from Referee verbal descriptions. To aid in exploration play, four sections of the map have been reproduced in black and white within this booklet. These maps show only the coastline and overlap somewhat with each other. You may make as many personal copies of these as you need and they should be a help in communicating mapping information to the players.

Remember that in the summer months, there effectively will be no nighttime, and during the winter there will be no day.



RANDOM ENCOUNTERS

Check for random encounters on the appropriate table every day the characters are in the wilderness.

SEA ENCOUNTERS

Applicable when characters are at sea and Conditions C – F are in effect.

2	Siren
3	Living Aurora
4	Polar Bears
5	Ship
6	Storm
7	Fog
8 - 14	Nothing
15	Iceberg
16	Island
17	Whale
18	Eskuit Tribe (only along the coasts; kayak convoy
19	ShipwreckDragon
20	Dragon

LAND ENCOUNTERS

Applicable when characters are on land and Conditions C – F are in effect.

2	Dragon
3	Arctic Wolves
4	Caribou Herd
5	Storm
6 - 15	Nothing
16	Fog
17	Eskuit Tribe
18	Polar Bears
19	Snow Snakes
20	Living Aurora

ICE ENCOUNTERS

Applicable when conditions A or B are in effect, land or sea.

2	Dragon
3	Desperate Whale
4	Ship (wintering in the ice)
5	Storm
6 - 14	Nothing
15	Snow Snakes
16	Eskuit Tribe
17	Polar Bears
18	Yeti
19	Living Aurora
20	Elves

ARCTIC WOLVES

A pack of 3d10 wolves will be on the hunt. They do not fear man, and so will think of any characters (and their mounts!) on land as food.

Wolves: Armor as leather, Hit Dice 3, Hit Points 17, Move four times the speed of an unencumbered man, One bite attack for d6 damage, Morale 7.

CARIBOU HERD

A herd of 10d% caribou will be encountered. This will effectively stop all movement for the day in the direction that the herd is grazing. If the herd is attacked indiscriminately or a general display is made in an attempt to move them, the herd will stampede in a random direction, which means a 1 in 8 chance that the herd will stampede straight through the characters causing the disturbance. Characters caught in a stampede take 5d10 damage, save versus breath weapon for half. Careful hunting or displays of force at the edges of the herd can move it as desired, but this takes time to prepare.

Caribou: Armor as none, Hit Dice 1 to 3, Hit Points 3 to 24, Move four times the speed of an unencumbered man, One butt attack for d6 damage (d8 if a 24hp specimen), Morale 6.

DESPERATE WHALE

The long winters can cause a kind of madness amongst whales who do not travel south when the ice forms on the surface of the sea. Some of these still seek to hunt surface creatures, and when they see a boat frozen in the ice, they observe for smaller creatures walking on the ice... and then they attack, bursting through the ice (in an effort that absolutely shreds their head and snout into an awful bloody mess) in order to snatch their prey. The whale will remain propped up on the ice, attacking whatever is close, until no targets are in range and then it will slide back

into the water.

Whales will surprise 5 in 6 when attacking in this way.

Deranged Orca: Armor as leather, Hit Dice 25, Hit Points 98 (subtract 2d20 for crashing through the ice), Move four times the speed of an unencumbered man (swimming only), One bite attack doing 3d10 damage, Morale 11.

DRAGON

This is the dragon from encounter area #9. It flies over the continent in search of both food and treasure. It will only attack if it believes it can achieve a sure victory.

ELVES

This is a raiding party of elves, detailed at encounter area #10. They will not attack rashly, but will rather scout from a safe distance and remain hidden from their targets until they can ascertain their strength and competence. When they attack, it will be to kill every living thing in the most efficient manner possible. A well-played elfin attack should be devastating.

ESKUIT TRIBE

Wandering throughout the far north are the native Eskuit. These tribes wander the wasteland, hunting and fishing when they can, and have developed sure survival techniques over the centuries to deal with the harsh winters.

Almost all of the Eskuits' belongings will be made out of animal remains. Every bit of their hunting prey is used for food, clothing, shelter, tools, toys, etc. They will have very little metal at all, and for those north of the treeline, even less wood. For weapons they tend to make spears and harpoons from the bones of large animals.

In the summer they will be on the march, the entire tribe traveling to hunt caribou or walrus or even take to the seas in hunting smaller whale. In winter they ice is no different than land for them, and they will build igloos and have developed ice cutting techniques not known to southerners in order to get at fresh meat from the sea.

There will be $2d\% + 50$ people in any traveling Eskuit tribe. Half of that number will be female, and one-third will be children. All will be zero level characters.

An additional number of warriors, equal to 10% of the number above, will be 1st level Fighters. For every 10 1st level Fighters, there will be 1 2nd level Fighter. For every 5 2nd level Fighters, there will be a 3rd level Fighter.

The chief of the tribe will be a level d6 – 1 Fighter.

1% of the tribe will speak common.

Disposition

When a new tribe is encountered for the first time, its reaction to the party will depend on previous interactions it has had with southerners (how the Eskuit think of any non-Inuit people), according to the following table:

2 - 5	Hostile	The Eskuit have only been raided by southerners before. They will be very hostile to anyone that approaches them or their camp.
6 - 8	Suspicious	Suspicious They have encountered both friendly and hostile southerners before. In order to gain their trust, characters must approach the Eskuits unarmed and bearing gifts.
9 - 12	Friendly	Friendly The Eskuits have only had good experiences with southerners, and will welcome characters with open arms.

All Eskuit will be intensely hostile to any party which includes elves or half-elves, or indeed any pointy-eared members. When encountering these races, the Eskuit will either flee or immediately attack depending on the relative apparent strengths of the parties involved. There will be no negotiations, as for the Eskuit it is kill-or-be-killed when it comes to these races.

If combat does occur with a party including an elf or half-elf, the Eskuit will not attack anyone but them, as they believe that other races must be ensorcelled to ally with the elves, and if the elves are slain then the others will regain their senses.

Knowledge

Wandering Eskuit tribes will certainly know about any of the keyed encounter areas within three hexes of their current location, but they will not be able to give any information beyond the most general details. The Eskuits are no fools and interested in living long lives, so they avoid all of these places. Friendly Eskuits will gladly tell all they know about the surrounding area.

The Eskuit will also warn of the demons with the sharp ears, and how they fly upon the ice and bring death.

Trading

Eskuits with positive experiences with southerners will have a selection of furs ready for trade. A tribe will have 2d20 furs worth d10 + d20 gp each. They are willing to trade a fur for anything their culture can't produce – anything from daggers to beads, but not armor or leather goods.

There is a 5% cumulative chance per item traded that the characters will somehow offend the Eskuits, who will then refuse any more trading for at least 48 hours.

Retainer Potential

There are always restless young men attracted by the thrill of adventure and the unknown. d6 level 0 Eskuits in any wandering tribe will be glad to accompany the PCs, but they will not be frontline warriors. There is a

1 in 6 chance that a single level 1 Fighter from the tribe will join the PCs. There is no guarantee that these brave individuals will speak a language known to the PCs.

FOG

A dense fog descends and makes it impossible to see more than a few dozen feet or so. Anyone traveling automatically becomes lost and moves in a random direction. Ships that move into land run aground and suffer $d\% + 20$ percent damage to their structural integrity. There is a 20% cumulative chance per day after the first that the fog lifts.

ICEBERG

The ice in this area is more dangerous than usual for the time of year. Movement must be halved or there is a 4 in 6 chance that the ship will strike an iceberg, destroying $d\% + 25$ percent of its structural integrity (yes, this can sink a perfectly fine ship instantly). Even if speed is halved, there is a 1 in 6 chance that 3d20% of the ship's structural integrity is damaged by the ice.

ISLAND

An uncharted island is discovered! Only at most a few miles wide, there should be some interesting feature on the island. Perhaps a unique monster, a tribe of natives unlike any found in the region, or something simply *strange*.

LIVING AURORA

This is the same weird monster from location #6. It sometimes travels to torment those away from its lair. When it is encountered it will occupy the area where the PCs are for 24 hours, having its normal full effects at that time. Think positive.



POLAR BEARS

Polar bears are fierce hunters and one of the deadliest land species on Earth – even in a fantastic world of monsters and magic. These creatures will of course not attack characters in large boats, and will flee if fired upon, but if swimming they will quite gladly attack a rowboat. In snowy weather they surprise 3 in 6 (5 in 6 if in hilly or mountainous terrain).

Polar bear encounters at sea will be with bears on ice floes (which may be several miles in diameter), although swimming bears may be encountered near a shoreline.

Polar bear hides are quite valuable, and if not hacked to pieces a polar bear skin is worth 500gp. Live cubs are worth 1000gp.

Polar Bear: Armor as leather, Hit Dice 12, Hit Points 60, Move twice the speed of an unencumbered man, One bite and two claw attacks for d10/d8/d8 damage, Morale 8. If both claws hit, the bear automatically hugs for 2d8 additional damage. If reduced below 0hp, the bear will continue to fight for d6 more rounds before dropping, or immediately if brought to -20hp.

Polar bear cubs are 2HD and have only a d6 bite attack.

SHIP

The PCs encounter a sailing ship in the northern waters. After the water has frozen, characters may come across a ship frozen in the water, but of course the ship will not appear if the characters are not traveling.

To determine the type of ship, roll d6:

1	Caravel
2	Carrack
3	Galleon
4	Cutter
5	Corvette
6	Frigate

Ships will have a full complement of crew + 3d10% extra hands.

To determine why the ship is in these waters, roll 2d4:

2	Adventurers
3	Merchants
4 - 6	Explorers
7	Whalers
8	Pirates

Adventurers will be in search of a specific encounter area (see next section). There will be d6 + 3 adventurers of various classes, each level d6 + 4. The Referee will have to determine why the adventurers seek the specific location, whether they already know where it is, and how they react to the PCs.

Merchants will be seeking to trade with Eskuits for furs. They will have a large supply of cheap jewelry, blankets, tobacco, etc. to trade, and will have 2d% furs already in the hold.

Explorers will be seeking nothing more than to map this unknown territory and perhaps find the fabled Northeast (or Northwest, depending on which side of the map they are on) Passage. They will want to compare maps with the PCs because they will not have found what they are looking for.

Whalers are, of course, looking for whales to hunt. It is up to the Referee

if the ship will already have killed one or more whales.

Pirates seek to victimize other ships. Because there is a number of trading and whaling expeditions, piracy is not unknown. The spoils are not as great as in other areas, but there is less chance of armed resistance on ships and little chance of naval authorities foiling the pirates. 20% of the pirate crew will be level one Fighters, 10% will be Level 2, and the command crew will have d3 classes individuals of levels d8 + 2 each. The captain will be a level d6 + 3 Fighter.

SHIPWRECK

A sailing ship has wrecked in this location. If it is not near a coast, then the sea is just unusually shallow there. The ship has been here for d20 years. There is a 100% chance there is at least one survivor, 20% less of a chance per year that the wreck has been there. Use the Ship result to determine why the ship was in the area in the first place.

SIREN

Wherever there are sailors, there are sirens to prey upon them. These creatures resemble crabs more than anything else, but they appear to onlookers as the most appealing member of the preferred sex possible.

The siren's song (actually wind passing through its carapace) will cause anyone within hearing range to make a save versus magic or move toward the siren with all possible speed. If in control of a ship, the character will steer the ship directly towards the siren. If not, the character will leap overboard to swim without so much as dropping any heavy gear first.

The siren situates itself on a rocky outcropping, and any ship getting near will violently rip itself apart on undersea rocks. Those swimming in the water, unless under Weather Condition E, must save versus paralysis every round or go numb from the cold water and drown. Those that are mesmerized by the siren's song that reach the siren will gladly stand motionless as the siren begins feeding. If attacked by any not under its

spell, the siren will immediately submerge and flee.

Siren: Armor as chain, Hit Dice 5, Hit Points 30, Move the speed of an unencumbered man (swimming or on land), Two claw attacks doing d8/d8 damage, Morale 5.

SNOW SNAKES

Snow snakes are large, furry serpents which burrow under the snow in order to surprise their prey. There are dozens of varieties of snow snakes, but only 1 in 10 is poisonous.

Snow Snake: Armor as leather, Hit Dice 1 to 10 (roll randomly), Hit Points variable, Move the speed of an unencumbered man, One bite attack doing d4 damage (if 1HD), d6 damage (if 2 – 4 HD), d8 damage (if 5 – 7HD), or d10 damage (8+HD), Morale 7. If it is a constrictor snake, after a hit it will wrap itself around the victim and do as much damage every round as it has Hit Dice with no additional rolls to hit necessary. If it is poisonous, the victim must save or die. The snow snake surprises 4 in 6 in snow.

STORM

A fierce storm batters the area. Ships suffer d10shp damage and any characters without shelter suffer d10 damage.

Movement by land is impossible during a storm, and ships will be at the mercy of nature. Ships should be considered to be moved d4 hexes in a random direction. Ships that move into land run aground and suffer damage equal to d% + 20 percent of their structural integrity.

There is a 20% chance that the storm continues each day.

WHALES

Arctic whales proliferate in these waters and can provide a fascinating spectacle for those that appreciate natural wonder, sustenance for those that live in this harsh land, and riches for those seeking to exploit it.

The most commonly encountered whales will be belugas, then narwhals, then bowhead, and orca. Whales will be found in pods of 2d12 individuals, one-third of which will be smaller young.

There is a 1% chance that any whale encounter is with a vengeful sperm whale which will stop at nothing to destroy the PCs' ship and every living creature on it.

Whale carcasses are worth 1000gp per Hit Die it possesses.

Beluga Whales and Narwhals: Armor as leather, Hit Dice 10, Hit Points 50, Move four times the speed of an unencumbered man (swimming only), One ram attack doing d10 damage. Morale 7.

Narwhals do not fight with their horns, although the horns are worth 500gp.

Bowhead Whale: Armor as leather, Hit Dice 40, Hit Points 240, Move three times the speed of an unencumbered man (swimming only), No attacks, Morale 5.

Orca: Armor as leather, Hit Dice 25, Hit Points 98, Move four times the speed of an unencumbered man (swimming only), One bite attack doing 3d10 damage, Morale 9.

Sperm Whale: Armor as leather, Hit Dice 40, Hit Points 250, Move four times the speed of an unencumbered man (swimming only), One bit attack doing 4d10 damage, Morale 9.

YETI

The ancient abominable snowmen come out of hiding when the ice covers the land. These are cunning and clever (if not intelligent) creatures with malice in their hearts and death in their claws. d12 will be encountered.

Yeti: Armor as leather, Hit Dice 4, Hit Points 24, Move as unencumbered man, One bite and two claw attacks doing d8/d4/d4 damage, Morale 8. Surprises 4 in 6 in the snow.



ENCOUNTER AREAS

These are the encounter areas indicated on the master map. Be aware that because the map hexes are 24 miles wide, just because characters are in the same hex as one of these encounters does not necessarily mean they will find the encounter there. This depends on the tenacity of the characters and whether they are searching or merely passing through, the terrain, and of course the nature of the encounter itself.

1. Trading Post: Moriarty

Captain Joseph Cunningham

This trading post is the last bastion of southern civilization on the western side of the continent. It is manned by 75 soldiers and 40 employees of the Northern Passage Trading Company. It was originally intended to be a base camp for exploration expeditions, but as too many ships disappeared into the frigid seas and more money was made from the sale of exotic northern furs, the focus of the fort was changed to facilitating trade with the natives. Assisting sailing expeditions is now a distant second priority.

The soldiers are complacent as raiders won't attack the fort (pirates rely on the fort's aid as well) and the relations with the nearby native tribes are friendly. The Company employees are being spurred on to acquire more and more furs at less cost per fur and are becoming angry that the Eskuit are not stripping the land bare in order to satisfy the demand. The company is considering bringing in private enforcers to "assist" the Eskuit in their "jobs."

2. Trading Post: Talon

Captain Chezwik

This trading post is the furthest extent of southern civilization on the eastern side of the continent. There are 120 soldiers here, 35 settler families, and 6 Eskuit "helpers" who are trying to teach the settlers how to survive in the wild during the winter.

The ultimate plan, once the settlers get the hang of northern life (things haven't gone well so far) is to ship the poor, the landless, and the criminals of the south to this area to take over the land and hopefully be a cash cow

for the southern powers...

3. Eskuit Village Lodge

Eskuit lodges are handled identically to roving tribes, but the settlements are permanent and four times the number of tribesmen are present.

All Eskuit lodges have dealt with the southerners before and are ready and willing to trade.

4. From Another Sphere

Here is the wreckage of some metal object which crashed from the sky. It has been completely destroyed and only shrapnel and unidentifiable debris remains.

Also here is a dog that has been surviving in the area. It will be very friendly with any characters and desire to be fed. It is actually a shapeshifter and it will be looking to infect other living creatures. If left alone with a single other creature, it will attack. If it damages its target, that target must make a saving throw against poison or the shapeshifter has been transferred and it exists in *both* creatures. The newly infected creature will instantly become docile as far as the other such creatures go. It is a passive controller though – it only takes control of the host body when there is a chance to infect a new creature, and will only do so when it can remain undetected.

Killing the creature will not end the threat, as it will regenerate 1hp/hour unless the carcass is completely burned. A Cure Disease will kill the parasite, but there is a cumulative 10% chance for every day (or part thereof) that a creature has been infected that killing the parasite also kills the host.

The shapeshifter uses the stats of the host creature.

5. The Magic Jar

A rune-engraved obelisk stands here. If the runes are translated, the reader's mind may be transferred into the obelisk, and from there to take

over the mind of any one person that he has ever met, no matter where in the world they are. This requires a saving throw on the obelisk inhabitant's part (the victim receives no save!). If the saving throw is successful, the possession succeeds. If unsuccessful, the possessor's mind is scattered and destroyed. Another such save must be made any time a possession attempt is made, and the mind-force must return to the obelisk between possessing victims – and that transference requires a saving throw as well.

6. Living Aurora

The Living Aurora is a conscious manifestation of light that lives in the sky. It is often purple, red, and blue although it appears as a more standard green aurora at times as well.

The aurora is a reality transformer. When sentient creatures are within the hex that the aurora occupies, it detects their negative thoughts and makes them true. If people see the aurora and fear it is the work of an evil wizard, then an evil wizard will be found. If someone worries that their food will spoil, then it spoils. If someone worries that they'll die, then they die. Positive thoughts are not made real.

All effects of the aurora are permanent. The aurora can not manifest the negative thoughts of those viewing it without also being under it.

7. The Enchantress

Elaine D'Torqua, criminal mastermind and powerful mage, found herself stranded here in the far north. She uses her magic to seduce members of the roving native tribes to do her bidding, and is now satisfied with her life here. She will see any new intruders as toys to play with. She will have 2d10 consorts with her at any particular time.

Elain D'Torqua: Magic-User Level 12, Hit Points 37. She has a spellbook with all her spells and a ring which will ensure a comfortable personal temperature if the wearer is female, but suck all the heat out of a male wearer, killing him if a save against poison is failed.



8. The Golem

Here wanders a patchwork man, assembled from the pieces of a hundred cadavers and given life by a madman. The creature is but a mockery of humanity, yet is intelligent and articulate and hates what he is. After killing his creator he exiled himself to the far north, wishing for death but immune to the elements and unable to kill himself.

The Monster: Armor as leather, Hit Dice 8, Hit Points 64, Move as unencumbered man, One bashing attack for d8 damage, immune to electric and cold attacks.

9. Dragon's Lair

Here is the lair of a mighty dragon, known to the local tribes as She Who Slays. Although cunning and somewhat intelligent, the dragon does not speak.

She Who Slays: Armor as plate and shield, Hit Dice 13, Hit Points 81, Move $\frac{1}{2}$ as fast as unencumbered man (ground) or three times as fast (flight). Four attacks doing d20 (bite) d10/d10 (claws), d8 (tail), Morale 7. She can breath a cone of fire 3 times per day doing 13d8 damage, can see invisible creatures, and is immune to fire or cold attacks.

10. Elven Fortress

In a past age, the elves that lives on the Eastern continent knew their time was at an end, so they boarded their ships and sailed to the west. Instead of finding their promised elfin homeland, they found this place.

The elves grew despondent until the second-in-command voiced his belief that they were in hell. With the support of the rest of the crew, he slew their leader and made the decision that they would destroy every demon that they found (i.e. every living being) until they were allowed to ascend to their promised paradise.

The elf clan, all male, has terrorized this land for over half a millennium now, and the Eskuits all live in mortal fear of the pointy-eared ones. When the elves attack, they waste nothing. Every bit of the hunted human is

used; flesh for food, hide for clothing, bones for tools and jewelry. At this point, while some of the old elf-crafted blades are still carried, the vast majority of items worn and used by the elves are made from people.

They have built a solid fortress on their home island, but they are paranoid to the point of self-destruction about its location remaining secret. Anyone who is known to have even been told about its location will be hunted down by the elves if they find out about it.

The elfin host is composed of the following:

- ★ 1 Level 10 Elf (leader)
- ★ 2 Level 8 Elves
- ★ 1 Level 6 Elf Cleric
- ★ 1 Level 6 Elf Specialist/Thief
- ★ 4 Level 5 Elves
- ★ 20 Level 4 Elves
- ★ 30 Level 3 Elves
- ★ 50 Level 2 Elves

Each spellcasting elf will have randomly determined spells in its spellbook, but the elf's leader will have every spell in his book that is found amongst his followers. However, all elves have Sleep and Charm Person in their spellbooks and all of third level or higher have Invisibility.

Only elves of Level 4 or lower leave their home area, with the exception of one of the 8th level elves who commands any expeditions.

The elves are fluent in Common and the Eskuit tongues, but will *never* lower themselves to speak human languages.

Elfin Ship

The elves' ship is a snow-runner, which requires only 5 crewmen (but can carry 50), can carry 10 tons of cargo, and travels 72 miles per day over snow and ice. It cannot travel in water, however. Whenever the water in the area is frozen, there is a 90% chance that the ship and 50 elves will be away raiding.

11. Carved Mountainside to Ymir

An entire mountainside (think Mount Rushmore or Stone Mountain) has been carved in the image of a gigantic bearded man, dressed in furs, carrying an axe, and with several cows hanging from his belt.

12. Church in the North

This is a church dedicated to the main religion from the lands the PCs are from. It features modern architecture, and although it is in a state of disrepair it is intact. It is deserted and there are no signs that anyone was ever here.

While inside the church, Clerics of the faith cast spells as if they are twice their actual level.

13. The Shuttered Village

This is a walled town of about 250 structures. The gates to the village are boarded shut from the outside, and the entire structure has a makeshift roof on it, with boards secured between the rooftops of the buildings.

Dwelling in this shuttered town are 170 minor vampires ruled by their creator. The lesser vampires hunt in packs and the entire community is hostile to the living.

Minor Vampires: Armor as unarmored man, Hit Dice 2, Hit Points 9 each, Move as unencumbered man, One bite attack for d4 damage, Morale 9. On a hit, the vampire hangs on and continues to do damage to the target every round without needing to hit. Victims must make a paralyzation save or be numbed by the vampire's bite, and become helpless as long as the vampire is attached. Victims who die as a result of this rise as a vampire, a slave to his creator. Standard undead immunities and vulnerabilities, plus immune to metal weapons. Sunlight or being in the presence of Light spells cause them to move at half speed and suffer a -4 penalty to hit in combat.

Vampire King: Armor as unarmored man, Hit Dice 9, Hit Points 60, Move

as unencumbered man, One bite attack for d4 damage, or by weapon, Morale 8. Standard vampiric and undead immunities and vulnerabilities.

The Vampire King wears the fabled Jewel of Akhenaton on a necklace. It is worth 50,000gp.

14. Lair of the White Worm

A great snow worm hunts in this area.

White Worm: Armor as chain, Hit Dice 9, Hit Points 64, Move the speed of an unencumbered man (land) or $\frac{1}{4}$ speed of an unencumbered man (burrowing). One bite attack doing as much damage as the victim has Levels or Hit Dice. Morale 7. Immune to cold attacks and effects.

15. Death Shrine

The remains of a temple dedicated to a death god dominate this area. While the temple itself is rather small, monuments and statues are scattered for miles around. While the civilization which built the temple is long gone, the god to which it is dedicated lives on...

16. Ice Mirror

A gigantic sheet of ice juts two hundred feet from the surface of the surrounding ice. The western edge of this ice sheet is so smooth that it behaves as a mirror, and as sunset approaches anyone looking at it from as far as 120 miles away (10 hexes) to the west will be blinded for d12 days.

17. Crystal Castle

Here is a castle that on first glance appears to be made out of ice, but is in fact made out of transparent rock. No one has dared step inside for centuries...

18. Realm of the Beast

Some areas are not meant for man. This hex, and each surrounding hex, is claimed by the Great Beast. Looking like a giant polar bear (15' tall when it stands), it is chaos incarnate. If there are humans (or demi-

humans) in its domain, it will immediately know and move to meet them (d12 hours). It will then attack from stealth, always making sure an escape is close by. It attacks any party, and kills and takes one member of that party away. It will do this once per day until it has killed everyone or they leave its area.

The Beast: Armor as plate, Hit Dice 17, Hit Points 136, Move as fast as unencumbered man, Three attacks for d12 (bite) and d8/d8 (claws) damage, Morale 12. Blends in with snowy surroundings and surprises 5 in 6, is immune to all but attacks by blessed weapons, can swim and climb surfaces at the same speed as walking on land.

19. The Frozen Graveyard

Here is a small graveyard with just about a dozen graves, the headstones poking out of any snow that may accumulate during the year. If the snow is cleared away, characters will discover that the graves are not filled with earth, but rather with crystal clear ice. The interred are perfectly preserved (and are wearing “civilized” clothing, not Eskuit garb), and all have terrified looks on their faces. The ice near their hands is chipped and bloodstained, as each man tried to claw his way out before expiring.

20. Aerie of the Bird People

On this mountain is a village of birds that have evolved man-like attributes. They can walk upright, have opposable thumbs, are literate and intelligent, but have no capacity for human vocal tones (they aren’t parrot-men, this is the arctic!) and are covered with feathers. They typically fish by diving into the water and clutching prey with their claws, although they also have spears they make out of bone.

Bird-People: Armor as unarmored man, Hit Dice 1, Hit Points 5 each, move as unencumbered man (walking) or twice the speed of an unencumbered man (flying), One claw or one spear attack doing d4 or d6 damage respectively, Morale 7.

21. The Junction

This is the only place on the map that connects the eastern and western seas by water, since the northernmost sea is always frozen.

22. Oil Fields

Here are four dwarf-built oil derricks, although the Referee should describe them in a ways that could possibly confuse their function. They are very old, and it seems that they were made in a warmer time, as the oil gushing from the top of the derricks has been frozen in mid-air, leaving glossy black “sculptures” connected to the top of the structures. There is a fifth derrick that lies in ruins.

If anyone is foolish enough to try to heat any of the oil up by applying fire, there will be an explosion doing 10d6 damage to all within 50', 5d6 to those within 100', save versus breath weapon for half. The oil has unstable impurities, which is what destroyed one of the derricks and which caused the dwarfs to abandon this site long ago.

23. Master of the Caribou

Here a man lives amongst a great herd of caribou. He is able to control them at will, and considers most intrusion on his domain as a threat. The man holds no great affection for the caribou; to him they are food, shelter, and an awesome weapon against his enemies. Who could withstand a stampede of the things?

Master of the Caribou: Fighter Level 5, Hit Points 20. He has furs enough to keep him warm and a bone blade he uses to carve up his meals. He has automatic mental control over all caribou; other animals must make a magic save or be under his command as well.

Caribou: Armor as unarmored man, Hit Dice 4, Hit Points 10, Move twice the speed of unencumbered man, one antler butt for d6 damage, Morale 7.

24. Great Shipwreck #1

This ship ran aground on sharp rocks some years ago. The remains of the crew are here, and there is no evidence that there was any violence or any reason why the crew stayed and died.

The ship's hold is damaged and half-submerged. Two treasure chests remain, one intact (containing 12,000gp), the other smashed with coins obviously having slipped through a hole in the hull (219gp can be found in the water still in the ship). There are also a dozen casks of wine here, and this matches an open and empty cask that is up on deck. The casks are worth 500gp each, but if these are opened and drank from, the imbiber must make a poison save or d12 hours later will become dumb, unable to do anything but lie down and mumble. The character will die of thirst, hunger, or exposure if not assisted. One save must be made per cup that is consumed.

25. Abandoned Ship

A great ship drifts in this area, completely abandoned. Meals seem to have been left mid-bite, mugs are still full, the lifeboats are all present. There is no blood, no sign of battle, no damage. The crew's quarters are still full of personal items. The hold is still full of cargo (thirty tons of cheap beer). But there are no logs, no clues as to what happened to the crew.

26. Shipwreck Survivor

Lucas McThames is the sole survivor of the Epic, an ill-fated exploration vessel. He has been living in the wilderness on his own for several years now, and is desperate to be rescued.

He absolutely will not tolerate the presence of Eskuits. He will claim that they were responsible for the sinking of the Epic and the death of her crew. What actually happened, although he won't volunteer this information, is that the crew captured any Eskuits they encountered in order to use them as guides. They had gathered enough captives, and treated them horribly enough, that there was a revolt when a traveling tribe was encountered. The ship was sunk in the ensuing conflict.



Lucas has been living off the land ever since, and has dug out a small burrow for himself where he sleeps away from the wind.

Lucas McThames: Fighter Level 4, Hit Points 27. He has furs enough to keep him properly clothed all year, a shovel, a dagger, and various hand-made survival and fishing tools.

27. PIRATE TREASURE CAVE

This cave is where an old wizard pirate stashed some of his most valuable plunder, quite confident that no one would ever accidentally stumble upon it. What he did not realize was that the cave he chose is connected to something very, very strange...

A. Entry Cave

The cave is a plain stone cave, with a seemingly collapsed passage to the east.

Note that the northern door is behind the cave wall. It's not a hidden or a concealed door or secret door, it is actually behind the wall. The wall must be broken through to find the door. However, a message is scrawled on the wall over where the door is: "There is a way through. Dig."

B. False Cave-In

This cave-in is largely an illusion. The passage is about eight feet high and only the first couple of feet of the passage from the west, rising to about six feet high, is made of real rocks and rubble. After moving these few rocks, the rest of the passage can be simply walked through. The air gets considerable warmer as one moves east (and colder as one moves west).

C. Cave

There is one treasure chest in this cave. It is unguarded and unlocked. Inside is a fine art sculpture of what appears to be a woman performing anatomical impossibilities. The item is enchanted so that it appears to be worth perhaps 50,000gp, but if attempting to sell or trade it, those on the other side of the deal will consider it worth 10gp at most.

D. Central Cave

This cave contains 15 skulls, five of which are human, three are polar bear skulls, and seven look like they might be dwarf skulls but they have three eye sockets.

E. Treasure!

The pirate's treasure is in this cave. There are three treasure chests here:

The first chest is unlocked and full of cobras, appearing to be dead, which only makes sense because of the many years that have passed since they were placed here. Beneath the cobras are two bars of gold (worth 500gp each). The chest is enchanted so that any living creature placed inside is put into suspended animation. Anyone taking the snakes out of the chest will be in for a nasty surprise. If they are removed by hand, every cobra in hand automatically hits the first round of combat, requiring a poison save for every biting cobra, else death results.

The second chest is locked by a rather complicated series of mechanisms (chance to open is reduced by 1 in 6), and has a poison needle trap (save versus poison or die if the roll to open locks is unsuccessful). The chest is empty but for a large glass container which fits exactly inside the chest. Any violence made against the chest will break the container, releasing poison gas within the cave – all living creatures must save versus poison or die.

The third chest is unlocked and contains the main part of the pirate's treasure. The treasure consists of 1 gem worth 15,000gp, 1 gem worth 7,500gp, 2 gems worth 2,500gp, and 5 gems worth 500gp each. There is one diamond tiara worth 25,000gp that will be recognized the world over as the stolen crown of a princess. There are two Magic-User scrolls (one with 7 1st level spells and 3 2nd level spells, and one scroll with one spell each from levels 1 through 6) and one Cleric scroll (5 1st level spells, 4 3rd level spells, 2 5th level spells, and 1 7th level spell).

Cobras (15): Armor as unarmored, Hit Dice 1, Hit Points 4, Move $\frac{1}{2}$ the speed of an unencumbered man. One bite attack doing 1hp damage and requiring a save versus poison or the victim dies. Morale 7.

F. Cave

This is an empty, non-descript cave, but if searched, a small scrap of parchment will be found under a few rocks. On the parchment are scribbled two words in the Common tongue: “Fear Green.”

G. River Cave

This is a rather nondescript cave except for the stream flowing from the south. If anyone stands in the stream, the rushing water will sweep them off their feet and downstream northward to location H.

H. Strange Cave

This cave is filled with microscopic fireflies which give the whole area a dim glow. There is a 10% chance that they will take a fancy to anyone entering the cave (cumulative for every additional person entering) and then invade that person to use as a nest. This will not harm the person, but it will cause every pore in their body to glow enough to ruin their chances of ever surprising anyone, but not enough to see in the dark.

Anyone being swept down the stream from the south (or deciding to take a dip here) must make a paralysis save or be unable to stop in this room. If they continue and meet the larger stream to the north, they will certainly be swept westward. There will be no recess or handhold in the Great Metal Cavern (L), so the victim will be swept right into the lava flow. There will be no remains, and all equipment will be utterly destroyed.

I. Stranger Cave

There are three small statues along the southwest wall of this cave. Each represents an Eskuit fertility goddess. Each statue is made of copper (worth 10gp each if sold).

When anyone approaches a statue, they will each speak. The first

statue will say the name of the person closest to it. The second statue will say the name backwards. The third statue will say the name but either feminize it (if the person is male) or masculinize it (if the person is female).

If the first statue is touched first by the character whose name was spoken, that character becomes immune to the next Charm/possession/personality-changing curse that would have otherwise taken effect. If the second statue is touched first, every time that character's player says what the character is doing, the Referee should roll d10. If it comes up 1, the character actually does the opposite. This effect will only happen once. If the third statue is touched, the character believes that they are of the opposite sex and have always been of the opposite sex since birth. The character's appearance and anatomy does not change, but the character will take no notice that their perception and reality are not the same.

J. Strangest Cave

Mutant fungus grows on the floor of this cave, emitting spores which cause a hallucinogenic effect. Anyone entering the cave must make a poison save (halflings and clerics at a -5 penalty) or believe the cave is a giant bakery with hundreds of anthropomorphic brownies, cookies, cupcakes, and pastries, all looking delicious and begging to be eaten. If the baked goods (which are actually the fungi) are eaten, the one feasting will regain all hit points lost to damage and indeed will gain one permanent hit point as well as long as they eat for at least fifteen minutes. On the downside, the fungus is hyper-caloric and anyone getting the benefits will also gain a massive amount of weight and lose 1 DEX and 1 CON point in the next d12 hours. The fungus will infect the system so that such weight gain is permanent; diet and exercise will not help.

A Cure Disease spell will kill the fungus and cure any afflicted individual, restoring their DEX and CON if they engage in 2d4 weeks of rigorous exercise, but the character also immediately loses their permanent extra hit point as well as the hit points originally healed by feasting on the fungus.

K. Tunnel Under the River

This tunnel descends as one goes toward the north, with the air becoming cooler (or warmer if moving south). At the point where the tunnel is under the river, there are numerous gems (worth 10gp each) embedded in the ceiling, with water trickling ever so slightly from their edges. If one of these is pried free, the ceiling will collapse, and the river will rush into the tunnel. Anyone under the river or down the stairs from it will be crushed as tons of water crash down upon their heads and then smashes them into the metal walls at location O.

L. Great Metal Cavern

This entire “cavern” is made of smooth metal. The ceiling is 10’ high at the top of the stairs on either end of the cavern, but the ceiling stays level so at the bottom of all the stairs the ceiling will be 50’ high.

The surface is so slippery that if a character attempts to move at more than half their normal movement rate, they must save versus paralysis or fall down. A fall down the stairs causes d6 damage.

M. The Lava Flow

These large lava flows move westward. The properties of the steel surface of the “cavern” contain the heat of the lava so one could walk right up to the edge of the flow without being harmed. Yet the heat is still present, and in such confined quarters is deadly if anyone moves over the flow. Moving above the lava does d10 damage per round (d8 instant flash-fry damage if flying or jumping over). Jumping in results in instant death.

N. The Door

This door is obvious in the wall, but it is a flat metal surface with no physical way to open it. Beside the door, on both the east and west side, is a small panel with four buttons, one each of blue, green, yellow, and red.

Pushing the buttons in certain orders activates specific functions:

O. A Grating Experience

This room is made of the same smooth metal as the great caver (location L). The wall to the south is broken inwards, as if something coming down the natural tunnel had crashed through the wall.

The floor and ceiling are not solid metal, but rather grating. The grating is dense enough that it is impossible to stick a blade or shoot an arrow through. There is five feet of space between the grating and the true ceiling and floor, but not obvious ways to reach this space. There are some trinkets under the floor grating, including what looks like a golden scarab (worth 750gp).

The two doors are also made of metal. On them, on both sides, are two dark “gems,” one green and one red. As long as the tunnel from location K has not been collapsed and this room is not filled with water, the green “gem” will be blinking with a pale light and the doors will not be locked. If the room is filled with water, then the red gems will be blinking and the doors will not open.

P. Security Room

This room is set up with a console and a number of screens along the north wall, all of which should be described to the players in terms their characters would understand – “buttons, switches, and blocked windows.”

If the master switch is turned on, the windows will light up and the PCs will be able to see what is happening at several locations – A, H, I, J, K, L, N, O, P, Q, R, S, and T. Each location has its own window except for location L which has five windows to cover the expanse.

This is of course a video surveillance system. Buttons and switches, labeled the same way as the screens, can be used to turn the “cameras” and zoom in on different things. The PCs will be able to see themselves if they are in any of these locations (certainly those here in location P) but no camera can be found. While the entire complex is dark (save for the glow the lava gives off), the surveillance video will be bright and clear.

Visible in locations H, L and S will be reptilian humanoid creatures, several in location S, dozens in location H, and hundreds in location L. These creatures are armed with rods that glow red at one end. Soon after the PCs begin viewing the screens, a couple of the creatures will wander north from H. The screen will light up, and a button will blink red on the console. This will lock the door leading east from location O. When the reptilians reach that location and find the door locked, they will hit a button (that does not otherwise exist) and the entire complex will begin glowing red and a klaxon will sound. If they can open the door and see that there are intruders inside, they will not enter but close the door and sound the alarm and wait for reinforcements. The reptilians will all move towards location O. If the door is locked they will begin pounding on it with their fire rods, and they will break through in one turn. If the door is not locked they will merely swarm in and attempt to kill anyone inside.

If the PCs are in any of the other locations when the master switch is turned on, then the lights will come on (from no identifiable source) and if they are in an area where the reptilian creatures can be seen, those too will suddenly appear and will be hostile. If the master switch is turned off, all of these beings instantly cease to exist.

Reptiloids: Armor as leather, Hit Dice 3, Hit Points 15, Move the speed of an unencumbered man. One fire rod attack doing d10 damage or one bite attack doing d6 damage. Morale 11.

Q. Under the Lava

There is a trapdoor in the ceiling here, but the entire metallic surface of the door and the ceiling are rather soft and burning to the touch. Opening the trap door will bring the lava flow into the passage, instantly killing anyone in it.

R. Vending Machine

There is a panel along the north wall with several coin-sized slots and pictures of colored rectangles. When enough money is put into the slots, the appropriate colored rectangles will light up. When they are

touched, a plastic card of the same color will eject through a slot at the bottom of the panel.

Prices:

Orange	10gp
Green	25gp
Purple	50gp

S. Control Room

There is a large panel on the west wall with a lever and three sets of two glass bulbs, each with a slot under them. The glass bulbs are yellow and blue, blue and red, and yellow and red.

If the appropriate-colored card is put into the correct slot, the bulbs will light up. When all six bulbs light up, the case at location T opens. Cards put into the incorrect slot do nothing and are lost.

Bulbs	Correct Card
Yellow and Blue	Green
Blue and Red	Purple
Yellow and Red	Orange

The door to the southwest is a one way door, and only opens if the lever on the panel is pulled. It stays open for twenty seconds and then shuts again.

T. The Case

Against the north wall is a trophy case which appears to be made of glass but is in fact made of an unbreakable plastic. Inside the case is a 6' tall staff with a glowing green gem at its tip. This is a Nuclear Staff, able to shoot Magic Missiles which do d12 damage per charge expended. The staff has ten charges and any number of charges may be used for any Missile. All within 10' of the staff when it is used, including the wielder, must make a poison saving throw or take 1/4th the damage dealt due to leaking radiation.

28. The Sword in the Stone

In the age before time, when this was a green and growing land, a mighty weapon was put into a rock, and prophecy decreed that anyone that can pull the sword from the stone will be king! No one ever did.

There is a 1 in 10,000 chance that anyone attempting to draw the sword can do so, and that person is king of this realm! The realm includes this hex and every hex around it, and the sword gives +2 to hit, +3 to damage, and a +3 Morale bonus to men led by the wielder, but only if the sword is being used in defense of the realm.

29. Ash Forest

The falling ash from the volcanoes enriches the soil here, making the flora and fauna abundant and comfortable. All of the animals that dwell here are poisonous to eat (no carnivores exist here), and some of the smaller plants look odd...

30. Volcano Ridge

A series of volcanoes along this mountain range form a very large “hot spot” and refuge from the cold weather. The volcanoes each erupt every d4 days, shooting great amounts of ash into the air, and all continuously spew smoke. No lava ever comes from any of these volcanoes.

The ash and smoke always drift south, no matter which way the wind blows.

31. Frozen Stonehenge

Here is a circle of large stones with an altar in the center. In yurts standing about a hundred yards from the circle are rotted corpses dressed in strange clothing. In one of the yurts is an iron-bound book describing a ceremony to conduct within the stone circle that will summon creatures from beyond that will deliver untold wealth to the summoner.

If the ceremony is performed (which requires no sacrifice or any such thing, but rather merely a recitation of certain phrases found in the book), seventeen Star Creatures (one Large, four Medium, fifteen Small) appear

in the air and attack all living creatures nearby.

Small Star Creatures: Armor as leather, Hit Dice 1, Hit Points 6, Move as unencumbered man (flight), One bite attack for d8 damage, Morale 12.

Medium Star Creatures: Armor as chain, Hit Dice 3, Hit Points 17, Move as unencumbered man (flight), One bite attack for d6 damage, Morale 12.

Large Star Creatures: Armor as plate, Hit Dice 6, Hit Points 33, Move as unencumbered man (flight), One bite attack for d4 damage, Morale 12.

Each creature has a number of gems in its stomach worth $d4 \times 50\text{gp}$.

32. Pyramid #1

Within this pyramid is the tomb of a great priest, protected by traps and curses inspired by the divine.

33. Pyramid #2

Within this pyramid is the tomb of a great magician, protected by traps and curses of a sorcerous nature.

34. Central Spire

A great stone spire rises from the ground at the center of a triangle created by the pyramids. If the incantation, found in parts in all three tombs, is chanted during the winter solstice, the sun will visit the earth and all the ice will melt for 3d6 weeks.

35. Pyramid #3

Within this pyramid is the tomb of a great god-made-man, protected by the howling furies of all the anger man has expressed at being mortal.

36. Valhalla

This is the realm of a group of giants that believe they are the fallen avatars of the Norse gods. They are proud, arrogant, and hostile (although not necessarily *violent*) to those intruding on their home. Their village is at the top of a mountain, but they claim the entire area as their own. At the

nearest shoreline they maintain a fishing net which takes up an entire hex, and will ensnare any ship passing through it.

The giants are armed with well-forged swords and axes.

Giant Common Stats: Armor as chain, Move 1½ the speed of an unencumbered man, Morale 9, can throw boulders for 2d10 damage. Immune to cold attacks and effects.

Odin: Hit Dice 18, Hit Points 108, Weapon attack does 3d8 damage.

Thor, Loki: Hit Dice 15, Hit Points 90 each, Weapon attack does 3d6 damage.

Balder, Tyr, Heimdall, Frigga: Hit Dice 13, Hit Points 78, Weapon attack does 2d8 damage.

Others: Hit Dice 10, Hit Points 60 each, Weapon attack does 2d6 damage.

37. GREAT SHIPWRECK #2

A. The Boat

This ship has somehow been impaled on a great coral column and stands on end from the water. The masts and sails are intact, but underwater. Any onlooker will be able to tell that the section sticking out of the water is indeed the rear end of a great ship. When approaching close enough the name of the ship can be read along the aft – The Big Johnsen. The only entry to the interior of the ship that remains above the surface is the door to the aft castle, and anyone wanting to enter will have to float under the castle and climb up into the door.

A dozen or so native kayaks are in the water, tethered to the ship.

B. Ship's Compartments

The first two decks have a number of rooms off the hallways, and the hallways are now vertical shafts. All of the hatches to the surface deck, save the aft hatch above the surface of the water, are sealed. The ship interior is dry.

All of the contents of the rooms will of course be smashed against the new floor, and 1 in 4 of the rooms has a family of Eskuits living in it. There will be d3 adult men, d2 adult women, and d4 children. They are all entranced and unable to effectively communicate, and will hunger for the flesh of any intruders. They will use various objects around the room as bludgeons, and the men have their bone harpoons.

They do not cooperate outside of the family unit and will not pursue out of the room they live in. They have no visible means of sustenance and live in their own filth.

They would regain their senses if taken out of the ship for more than two hours.

Possessed Villagers: Armor as leather, Hit Dice 1, Hit Points 5 (men), 4 (women), 2 (children) each, Move 3/4th speed of unencumbered man, One attack doing d6 damage (harpoon) or d4 damage (debris), Morale 12.

C. Ship's Hold

Here is the ship's hold, now empty of cargo but still containing the old crew.

In the back of the ship (straight up from the PCs' point of view) are the original crew of the vessel, killed and animated by elf raiders purely for amusement. When the hold is entered, the dead will march to slay the living. However, gravity works differently for these dead – their “down” is the bottom of the ship, so when they are first seen they will be walking on the walls down to where the intruders are. There are 32 undead of the mindless variety, but also 3 intelligent, invisible crewmen (the ship's command). These will not fight now,

but will follow any intruders and attack at the most opportune moment. They do not become visible when they attack.

Here also is what is holding the ship in place: a giant coral column. It is hollow, and a hole at the top grants access. The crewmen do not normally enter the shaft, but the invisible dead will follow the living who enter... unless it's just easier to cut a rope they're using to descent the shaft, of course.

Undead Crewmen: Armor as unarmored man, Hit Dice 3, Hit Points 12 each, Move $\frac{1}{2}$ speed of unencumbered man, One attack doing d8 damage (sword) or d6 (bite), Morale 12. Standard undead abilities apply.

The Invisible Dead: Armor as leather, Hit Dice 3, Hit Points 14 each, Move $\frac{1}{2}$ speed of unencumbered man, One attack doing d8 damage (sword) or d6 (bite), Morale 12. Standard undead abilities apply, although a Cleric must be aware of these creatures, and that they are undead, in order to Turn them.

D. Coral Shaft

The shaft is 190' from the top opening to the entry at the bottom to location E. It is about 8' in diameter, with the coral edge being about 1' thick on each side. The extremely rough edges of the coral give a +1 in 6 bonus to climbing chances.

If there is any noise made in the shaft beyond those of climbing (for example, conversation, certainly shouting up or down the shaft), the vibrations will attract a giant squid. It will begin punching its tentacles through the wall to attack, but while the tentacles are in the shaft it is sealed from leaking water. If a tentacle is "killed" in this position, it remains plugging the shaft (but note whether it was cutting or bludgeoning or other damage which "killed" each one). Any tentacles which succeed in pulling a victim out will cause water to begin to flood in, but unbeknownst to the PCs, due to the way the coral caves below are constructed, the water will only rise to a maximum of 1' per such hole made.

If ten tentacles are “killed,” the squid will swim away. Tentacles “killed” by cutting attacks will be severed and will continue to plug the holes, but any tentacle killed by other means will be pulled away with the squid when it leaves.

The squid has many hundreds of tentacles and does not approach the surface or anything on the surface of the water.

Squid of the Deep: Armor as plate, Hit Dice 17, Hit Points 124, Move three times the speed of unencumbered man (swim), One bite attack doing d10 damage, Morale 9.

Squid of the Deep’s Tentacles: Armor as leather, Hit Dice 2, Hit Points 10 each, Move 0, One pummel attack doing d6 damage, Morale 12. If the tentacle hits, there is a 50% chance of a grapple, and the tentacle will pull the victim to the Squid’s mouth.

E. Cave

This cave system is made of the same coral as the location D shaft, and is watertight. The floor of this cave is about ten feet from the ceiling and the exit of the shaft.

The floors within this cave system are irregular and many small sea critters such as crabs and small amphibious worms are crawling around.

F. Cave

This is another nearly featureless cave, save for the shafts up and down. Inhabiting this area is the Gem-Eyed Bloater, an amphibious creature which floats through water or air with equal ease. It hunts by causing its prey to burst out of its skin and then feeding on the soft innards.

Gem-Eyed Bloater: Armor as leather and shield, Hit Dice 5, Hit Points 28, Move $\frac{3}{4}$ speed of unencumbered man, One bite attack doing d6 damage, Morale 8. Anyone bitten must make a poison save or bloat up, ripping through any clothes and busting through armor or armor

seams. The character takes as many points of damage as the armor gives AC points, including magical bonuses (for example, if the character is wearing leather armor and it gives a +2 bonus to AC, the character takes 2 points of damage). The creature's eyes are precious gems worth 100gp each.

G. Guard Cave

This room is a 10' drop from the shaft above. In this room are five creatures that resemble a mix of human and a sort of brightly colored fish with thousands of spines jutting out from all surfaces. These will move to attack any intruders trying to stick enemies with their spines.

These creatures are guarding the eastern pit (leading to location I), but of course would not want intruders going down the west pit either (to location J).

Spinefish Men: Armor as chain, Hit Dice 2, Hit Points 11 each, Move as unencumbered man, One spine attack doing d8 damage, Morale 8. Anyone hit by a spinefish man must make a poison save or take an additional d8 damage.

H. Sea Cave

This room is a 10' drop from the shaft above. There is a pool here which leads directly to the ocean.

In the southern end of this room are two scroll cases, both discarded from the ship above by the Spinefish Men. One has a map of whatever the Referee chooses (a typical map to include would be a treasure map to an area the Referee wants the characters to explore) and a trade treaty between the ship's nation and another on the opposite side of the continent.

Also lurking in this cave, from the ocean, is an Ooze of the Deep.

Ooze of the Deep: Armor as chain and shield, Hit Dice 4, Hit Points 22, Move $\frac{1}{4}$ speed of unencumbered man, One slime attack doing d8 damage, Morale 11. If it successfully hits, it will eat through its

victim's armor (1 round for leather, 2 for chain, 3 for plate). It also has a psionic attack, if there is no opponent in melee range it will automatically blast one opponent within sight (the opponent must be able to see it to make the psychic connection; the ooze can't "see" anything itself) for d6 damage.

I. Cave of Punishment

This room is a 15' drop from the shaft above. It is the prison of a particularly crazed Spinefish Man, banished from the sea by his fellows. It is psychotic and more aggressive than others of its kind.

Insane Spinefish Man: Armor as chain, Hit Dice 5, Hit Points 35 each, Move as unencumbered man, One spine attack doing d8 damage, Morale 8. Anyone hit by a spinefish man must make a poison save or take an additional d8 damage.

J. Carved Hallway

This level is a 10' drop from the shaft above. This hallway is smooth-carved coral. Chanting can be heard coming from the south (location K).

K. Temple

This is the temple of the Spinefish Men. Here the Great Seer and Priest hold continuous rituals to cleanse the souls of their people. They do not use the hallway or any of the rest of the complex except under special circumstances (such as a ship hitting the column) since the pool of water here enters directly into the ocean.

At the far end of the pool of water is the Great Seer of the Spinefish men, with his servant amphibious eel. The Seer reads from a great book (which is also his spellbook, which contains all the spells he has prepared, plus an additional 7 1st level spells, 7 2nd level spells, 3 3rd level spells, 2 4th level spells, and 1 5th level spells.

Along one side of the pool are the Priest and two Junior Priests, and in the southern part of the room, all facing northward, are 20 Spinefish men.

They will not be friendly to surface-dwellers.

Spinefish Men: Armor as chain, Hit Dice 2, Hit Points 11 each, Move as unencumbered man, One spine attack doing d8 damage, Morale 8. Anyone hit by a spinefish man must make a poison save or take an additional d8 damage.

Spinefish Man Priest: Armor as chain, Hit Dice 6, Hit Points 40, Move as unencumbered man, One spine attack doing d8 damage, Morale 8. Anyone hit by a spinefish man must make a poison save or take an additional d8 damage.

Spells:

1st: Cure Light Wounds (x2), Sanctuary

2nd: Hold Person, Heroism

Spinefish Man Jr. Priests: Armor as chain, Hit Dice 4, Hit Points 30 each, Move as unencumbered man, One spine attack doing d8 damage, Morale 8. Anyone hit by a spinefish man must make a poison save or take an additional d8 damage.

Spinefish Man Great Seer: Armor as chain, Hit Dice 10, Hit Points 57 each, Move as unencumbered man, One spine attack doing d8 damage, Morale 8. Anyone hit by a spinefish man must make a poison save or take an additional d8 damage.

Spells:

1st: Charm Person, Magic Missile, Sleep (x2)

2nd: Hideous Laughter, Mirror Image, Ray of Enfeeblement, Web

3rd: Dispel Magic, Haste, Phantasmal Psychodelia

4th: Improved Invisibility, Minor Globe of Invulnerability

5th: Animate Dead, Chaos

Seer's Eel: Armor as chain, Hit Dice 5, Hit Points 29, Move as unencumbered man, One bite attack for d6 damage, Morale 7. Once every d10 rounds it can release an electrical discharge doing d8 damage to all within 10', save versus breath weapon for half damage.

L. Treasure Room

The door to this room is locked. Breaking the door down will make enough noise to alert the chanting fish men in room K.

In the room are half a dozen treasure chests and a small lead box. The chests are unlocked and contain a total of 23,417gp and 72,518sp. The lead box is locked and has a poison needle trap (save vs poison or die for any unsuccessful attempt to pick the lock). It contains a turquoise gem of unsurpassed beauty, and any that look upon it must save versus magic or desire it to the point of killing anyone else who would want it.

38. Frozen Slime

Here is a field of what looks like valuable red gems frozen in the ice. They look to be worth about 1000gp a pound, and there are many tons of them in the field. And indeed, if sold while frozen, they would be worth that much. However...

The field is really a gigantic frozen slime. Once warmed up, it will regain its movement and attack capabilities. The slime moves 1/3 the speed of an unencumbered man and attacks as a two hit die creature. However, all opponents are considered unarmored for to-hit purposes since it will ooze through any cracks or seams in armor. It does not corrode any materials but flesh, and is immune to all attack forms but cold – which merely freezes it solid.

When it hits a target, it does one point of damage per hit die it currently has (see below). Any damage the creature inflicts is added to its own Hit Points, and for every six points transferred this way, the creature gains another Hit Die. Damage done by the slime can not be healed by non-magical means.

The creature has ½ a hit die if it (or a piece of it – separated bits become their own independent slimes) is less than a foot in diameter, and every Hit Die indicates another foot in diameter.

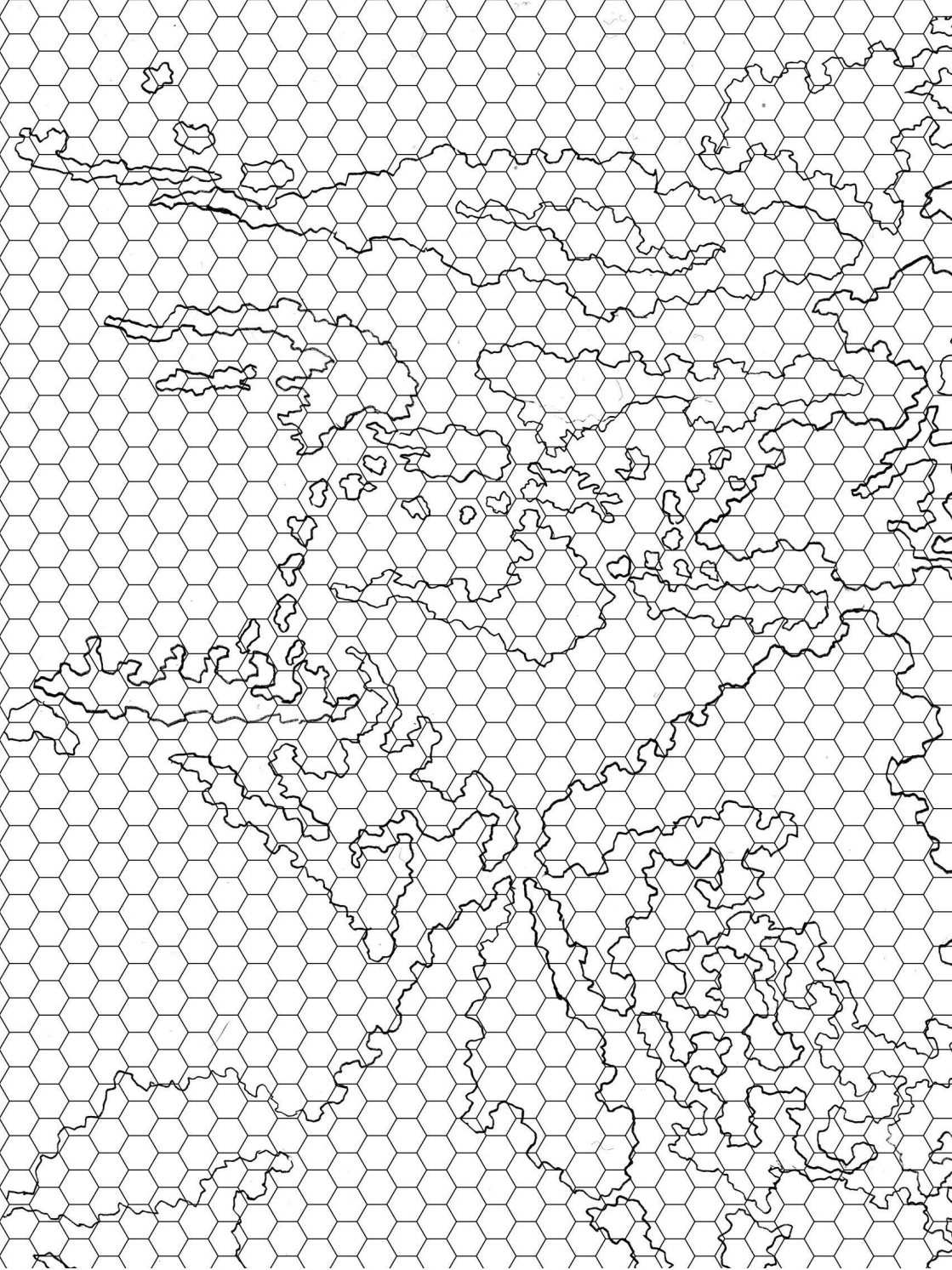
39. The Frozen Mammoths

In this frozen field is a herd of two dozen woolly mammoths, perfectly preserved mid-stride. They have no tusks (natives cut them off to carve for jewelry). There are no other mammoths, or other elephants for that matter, on the rest of the continent.

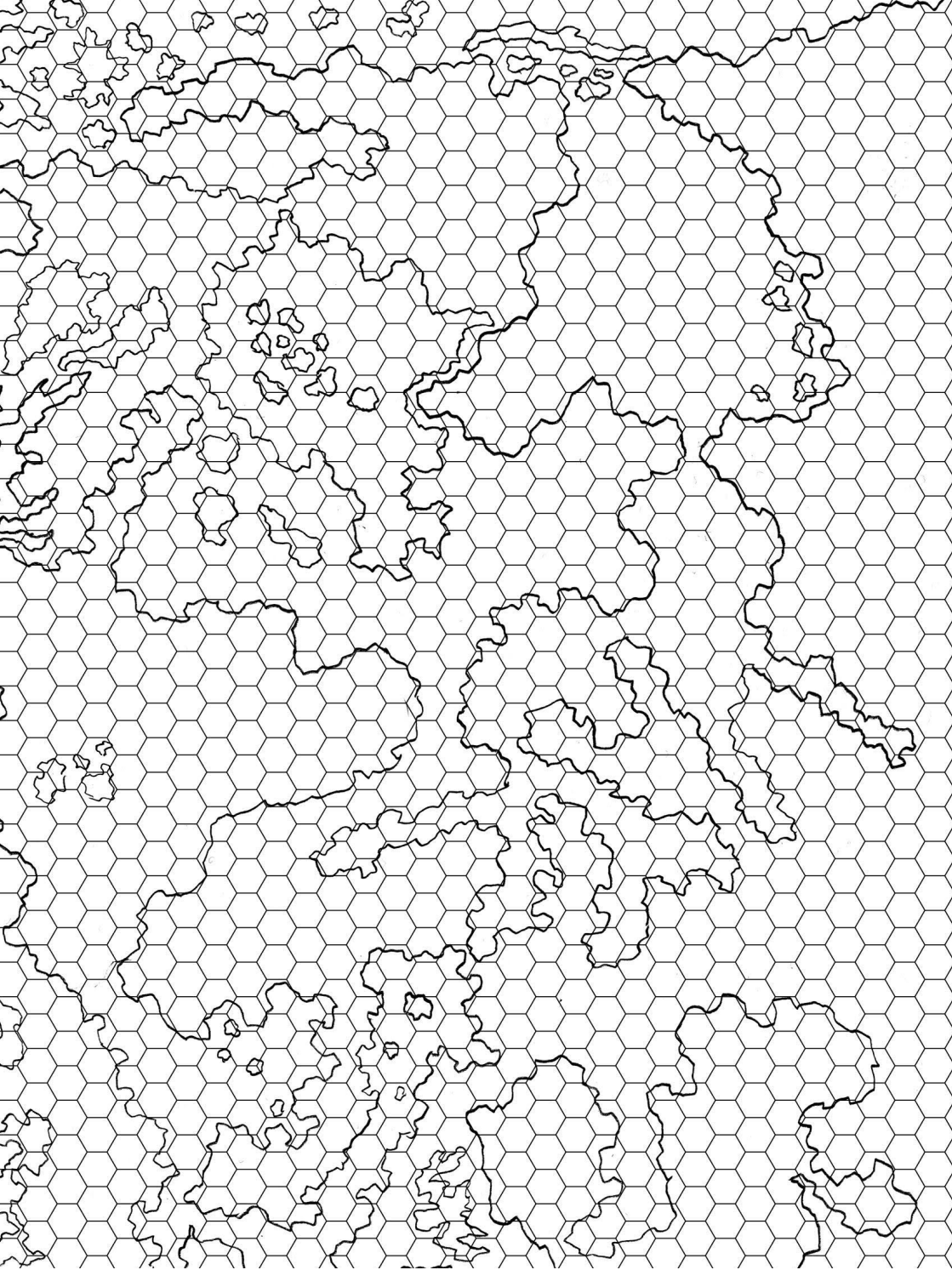
40. Plateau City

High in the mountains is an abandoned city more ancient than any other on Earth. It is huge, and the surface of the city is empty. Deep in the sewers of the city are the creatures which originally wiped out the builders of the city.

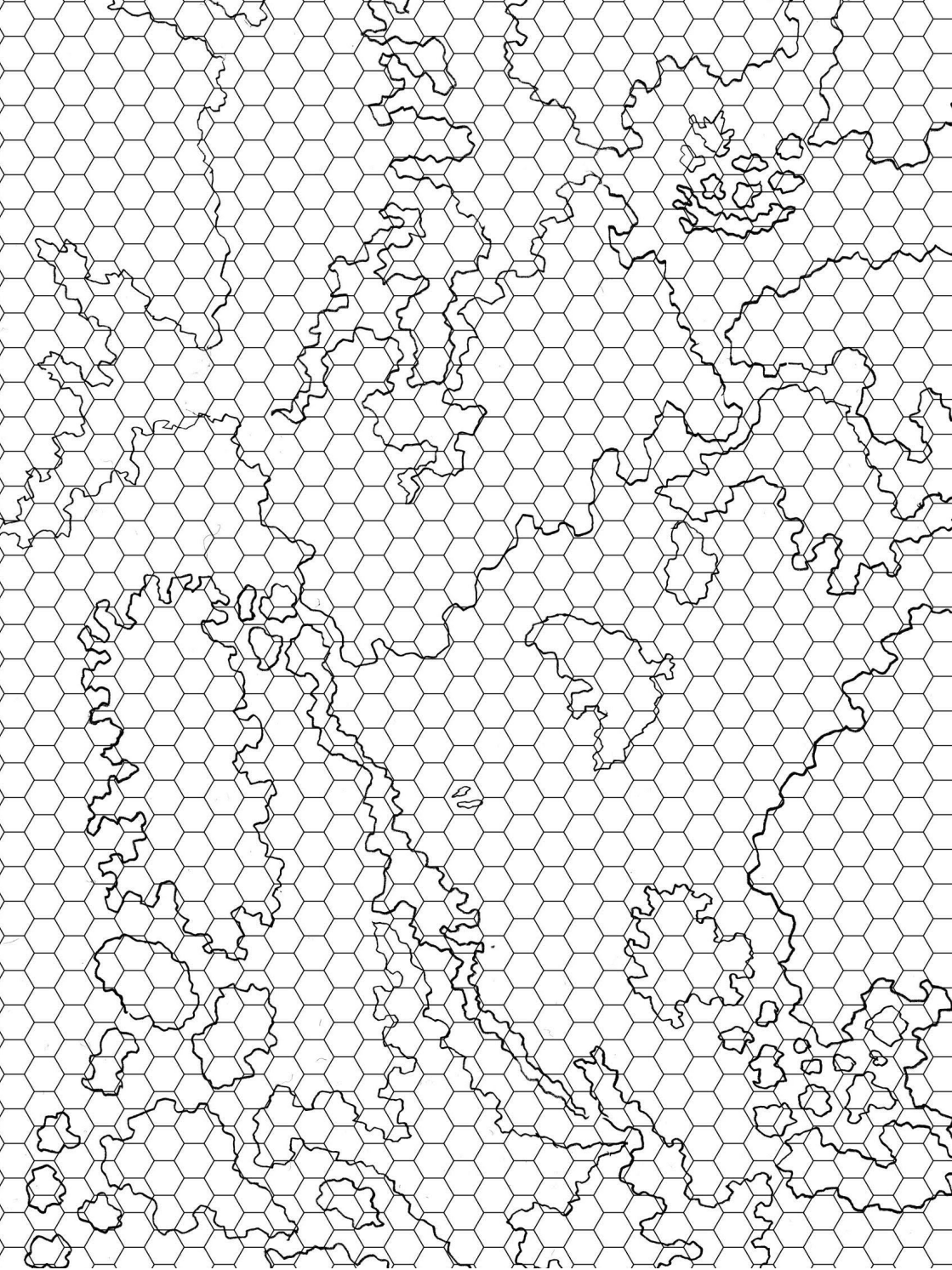
Abomination of the Plateau: Armor as plate, Hit Dice 10, Hit Points 45, Move at $\frac{3}{4}$ speed of unencumbered man, one psychic whip attack doing d10 damage, Morale 6. Immune to physical attacks, receives two chances to save against spells that normally allow one, receives a single saving throw against magical effects which normally do not allow one.



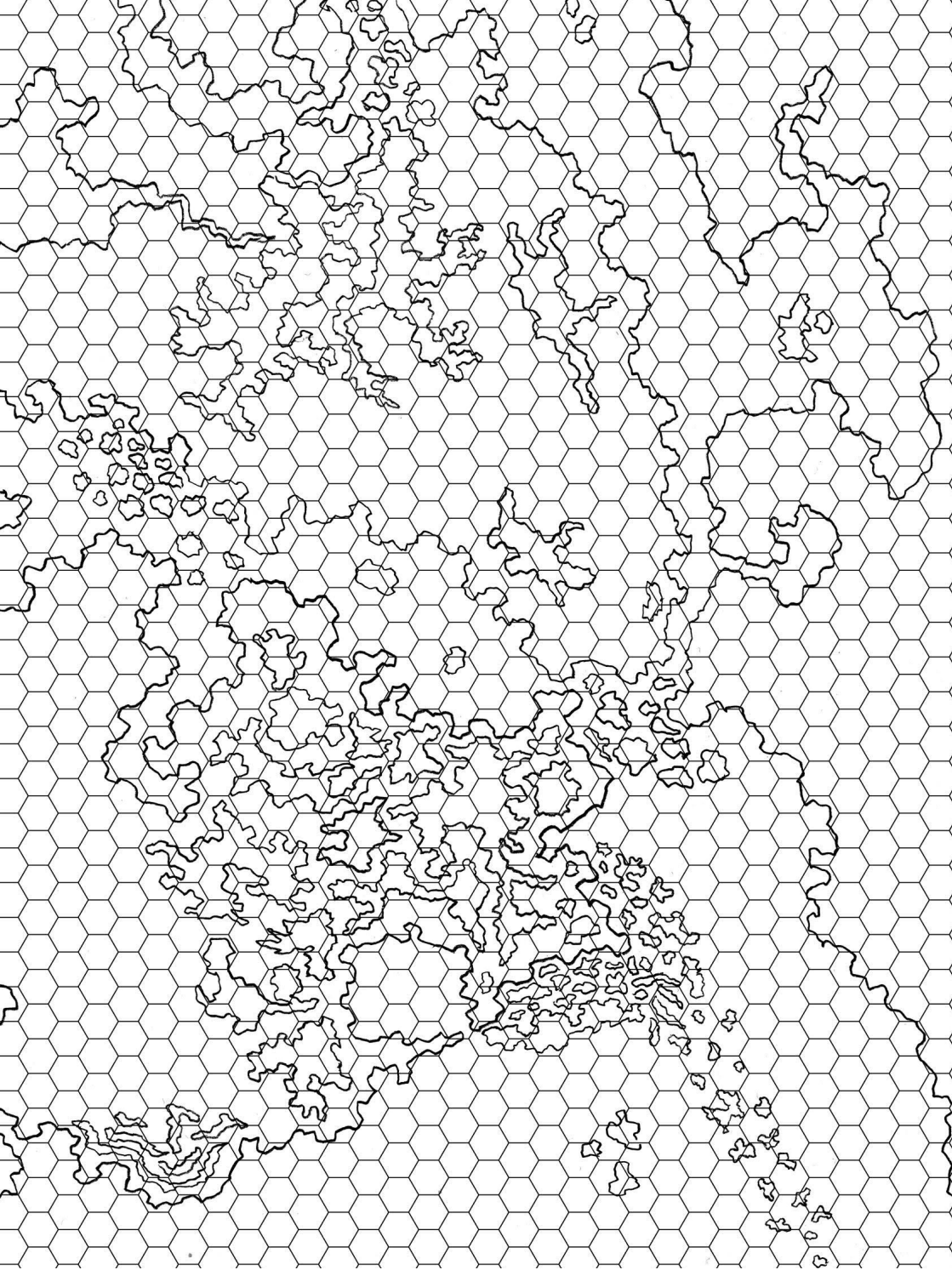
NE Map Quadrant



SE Map Quadrant



NW Map Quadrant

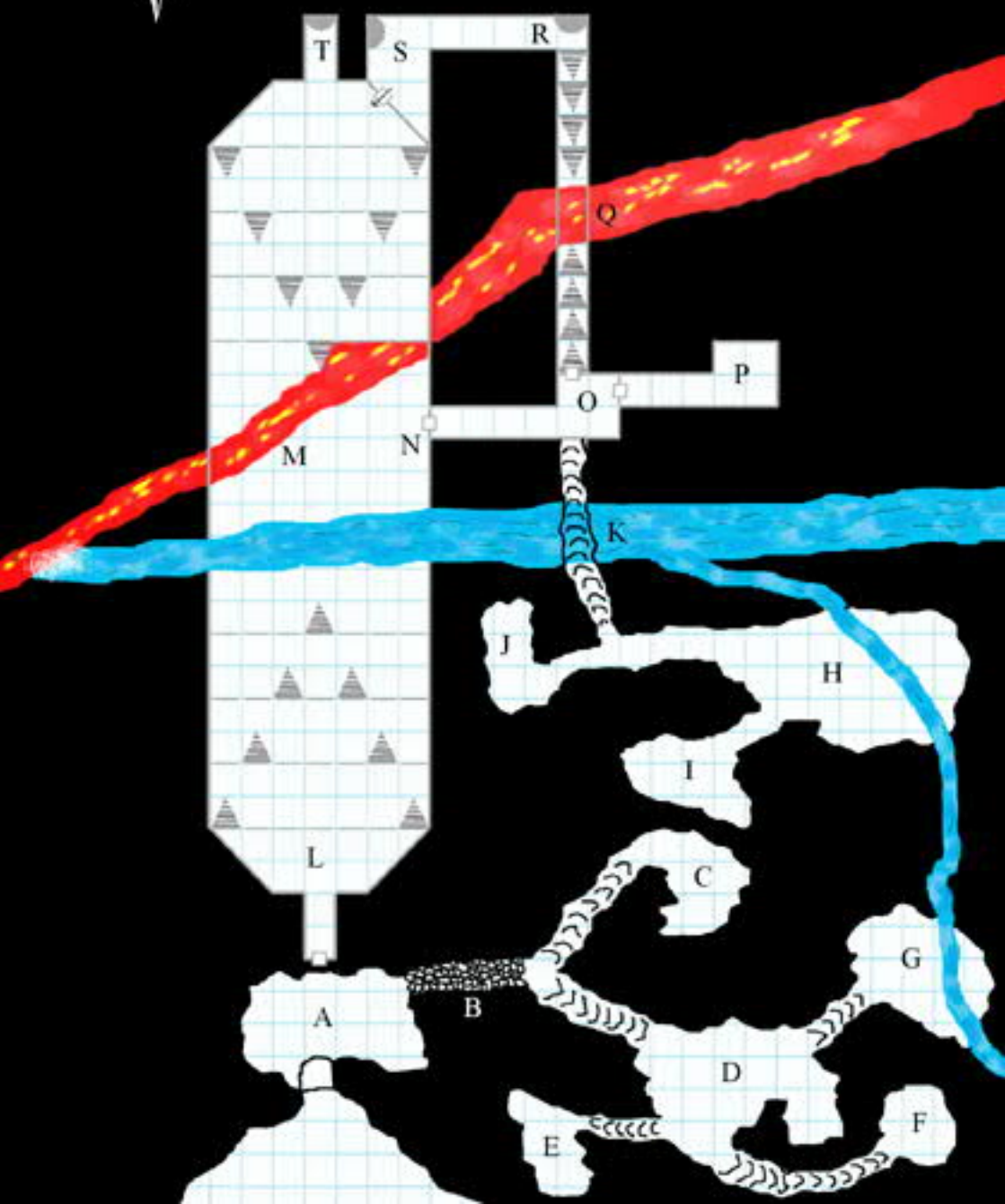


SW Map Quadrant

PIRATE TREASURE CAVE



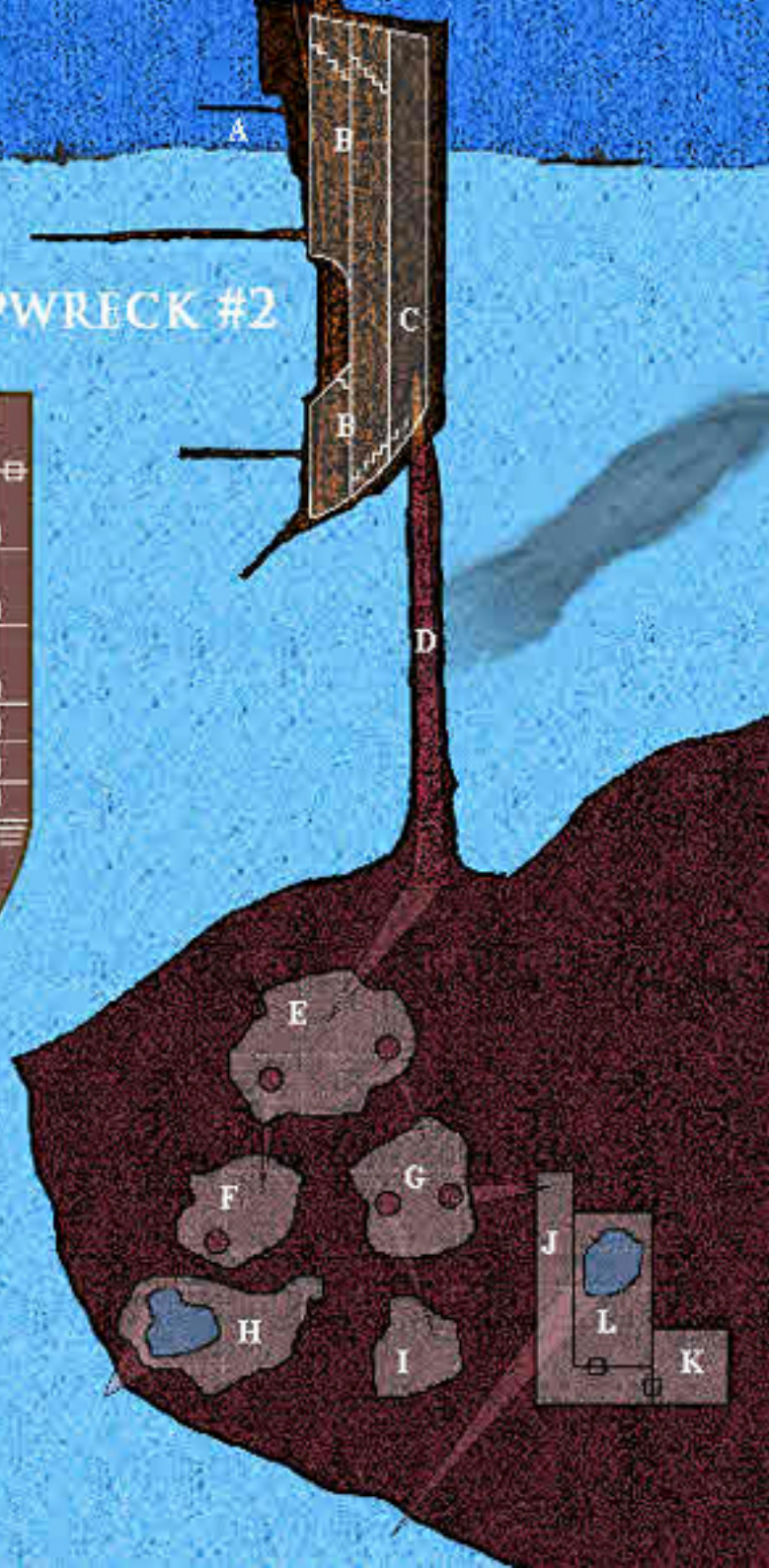
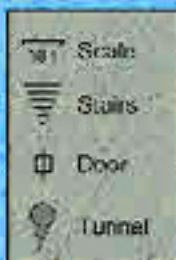
Scale: 1  = 10 feet



GREAT SHIPWRECK #2



B



WILDERNESS MAP LEGEND

Land Climate Zone 1

Land Climate Zone 2

Land Climate Zone 3

Land Climate Zone 4

Land Climate Zone 5

Land Climate Zone 6

Sea Climate Zone 1

Sea Climate Zone 2

Sea Climate Zone 3

Sea Climate Zone 4

Sea Climate Zone 5

Sea Climate Zone 6

Tundra

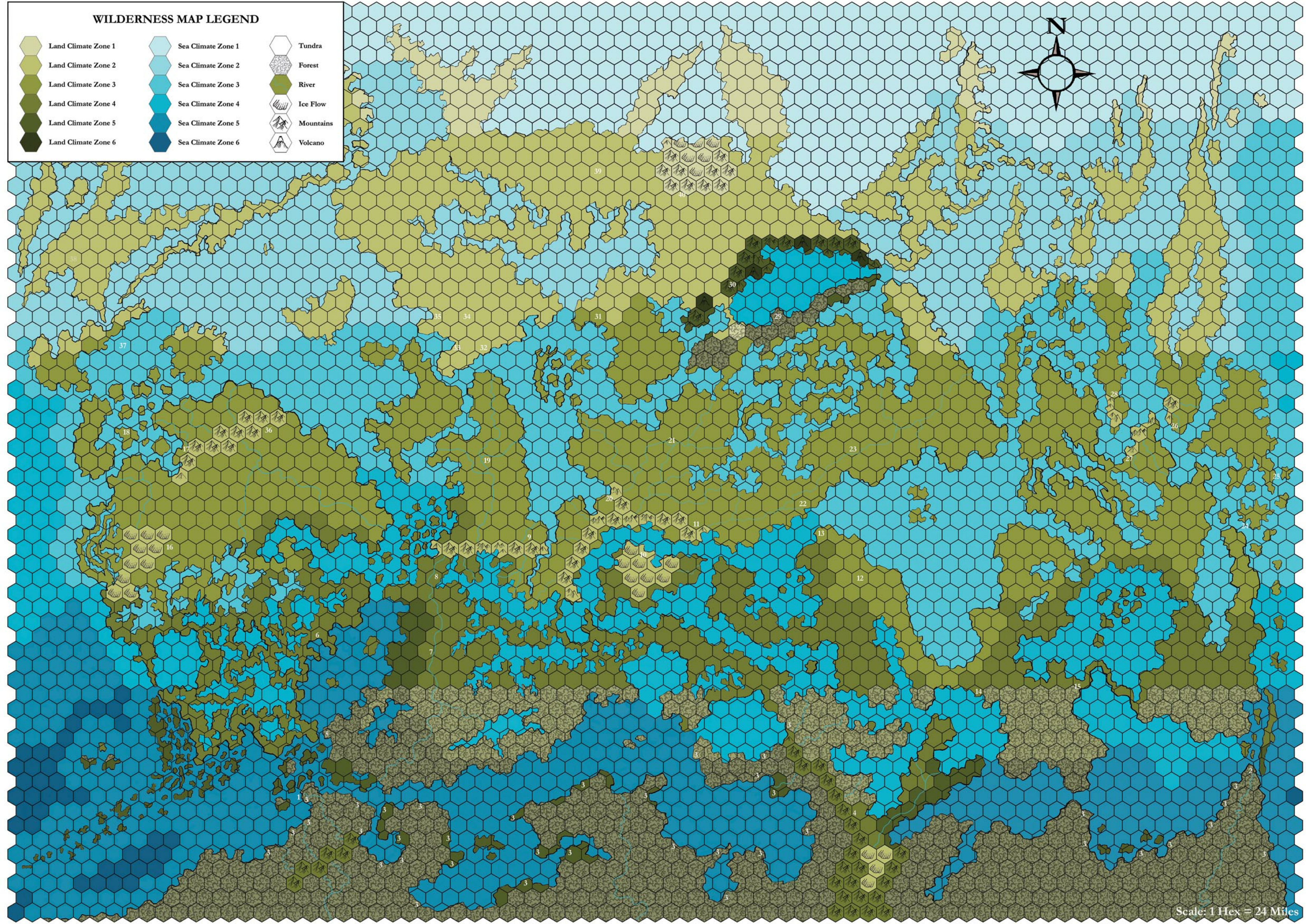
Forest

River

Ice Flow

Mountains

Volcano



Scale: 1 Hex = 24 Miles