

L9

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Mini-dungeon Module L9

King of Icefang Pass

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 9-11



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King of Icefang Pass is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



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Writing, design, layout: Matthew E Kline

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King of Icefang Pass

Each year only a few caravans choose to brave the Icefang Mountains. This year, fewer still. Seems the last two merchants to attempt the route never returned and there's rumor that a new king has claimed the pass. A concerned group of merchants refuse to give up trying to get their goods to the villages that lie on the other side of the mountains. They're looking to enlist a few adventurous souls to check if the rumor is true.

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, King of Icefang pass is designed for 4-6 adventurers of level 9-11. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

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Gamemaster's Eyes Only:

Years ago a frost giant named Vulkos ruled the Icefang Mountains from his enclave near Icefang Pass. This 'king' exacted a heavy toll on merchants who attempted to travel through the pass to reach the villages in the valley beyond. A merchant's guild hired a group of adventurers to deal with Vulkos. Upon his defeat the frost giant's sword *winterkill* flew from his hands and became lodged in the ground a good distance down the mountain from the pass. The thought was that whoever pulled the sword free from the mountain would become the new king of Icefang. The last caravan to attempt the mountain route turned back when they noticed the massive sword was missing.

A frost Giant named Ulrik recently ventured to the mountain with a small group of followers. He retrieved the sword and has claimed the mountain for his own. Unlike his predecessor he has no intention of charging a toll. He plans on intercepting caravans trying to make their way into the valley, denying the towns within outside goods or contact in order to weaken the populace. Once the villages have been sufficiently 'starved' and he's attracted a few more followers to his cause he plans on razing the settlements, taking the villagers as slaves, and declaring himself king of the valley as well. King Ulrik must be overthrown before this can occur.

Set Up

The party hears of a group of merchants looking to clear an important mountain pass of some particularly nasty brigands; a small band of frost giants. The group can get the particulars from any merchant's guild in a village, town, or city

located close to the Icefang Mountains. The guild is willing to pay 2,000gp to deal with the giants plus an additional 5,000gp to retrieve and destroy the leader's giant-sized two-handed sword. Apparently they discovered that there's a legend among the giants that says whoever among their kin holds the sword rules the mountain. The guild wants to make sure that once the current 'king' of the pass has been dealt with there won't be another claiming the mountain anytime soon.

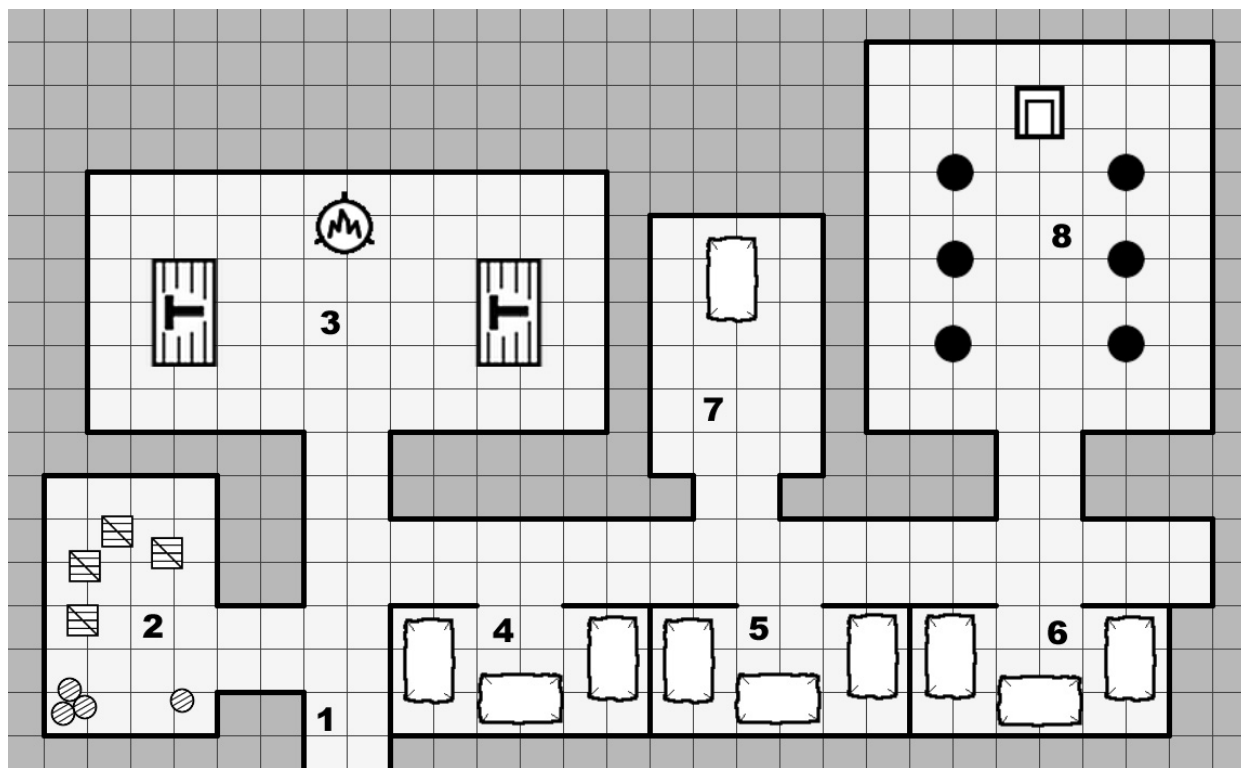
If asked the guild will have no idea how to go about destroying *winterkill*, they're merchants, not sword-breakers. The party will have to figure out some way of destroying it on their own. The guild does however require the weapon's hilt as proof that it's been destroyed.

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Perhaps the party is hired as caravan guards to escort a nervous group of merchants through the pass. For some reason no one else is willing to take the job...





Frost Giant's Enclave

1sq = 10'

Key to the Frost Giant's Enclave

It's assumed that the party's dressed for the cold conditions they'll encounter on the mountain. The mountain pass is covered with half a foot of snow which reduces normal movement by half. In case of snow, visibility is also reduced by half. Temperature on the mountain is around 30° F during the day and 10° F at night. If a character isn't dressed for the weather or doesn't seek shelter or warmth at night they must make a successful saving throw each hour or else take 1d4 damage from the cold. Each time a character takes this damage there's a cumulative 10% chance of becoming ill or even contracting frostbite. It's up to the Gamemaster to determine the effects of either upon the player. If the Gamemaster already has rules established for dealing with the cold in their campaign feel free to utilize them.

1. Entrance

Just off to the right of a relatively narrow pass through the mountain a 15' wide ridge forms a natural ramp, climbing up to a 20' wide by 25' tall rectangular entrance carved in the rock face.

Two frost giants sit on the ridge just outside the entrance. The ridge here is free of snow. A large ring of stones were used to create a fire pit. The carcass of some large animal is roasting on a spit. They seem more concerned with keeping the fire going than watching for intruders in the pass so it may be possible to take them by surprise. They're feeding their fire with what looks like broken pieces of a wagon. One wooden wagon wheel sits in the fire while the other three are stacked on a pile of wood to the side of the entrance. A pile of 6 boulders for hurling

are stacked on the opposite side of the entrance.



Frost Giants (2): HD 10+3; HP: 47, 42; AC 4[15]; Atk 1 weapon (4d6); Move 12; Save 5; CL/XP 11/1700; Special: Hurl boulders, immune to cold.

2. Storage

This 40' by 60' room is apparently used for storage. There are a few crates and barrels here, as well as the broken bits of at least two wagons. Two large bears lie in the center of the room.

The bears were killed by the frost giants. One of the last merchants to attempt the pass harnessed tamed bears to his wagons to pull them through the pass. One has been skinned and cleaned and is currently roasting outside.

The three barrels in the southwest corner contain salted meats and fish while the crates contain blocks of wax, animal hides and furs.



The barrel in the southeast corner contains strong dwarven ale which could be worth up to 100gp.

3. Feast Hall

Two large wooden tables comprised of lashed together logs sit to the left and right of the entrance to this large chamber. A large slab of roasted something lies on the floor at the center of the room.

Unless they've been alerted by one of the guards at **Area 1**, there are four frost giants here feasting on a roasted bear.

They move from their large wooden tables, tear off chunks of meat, jab it onto large wooden skewers and warm it over hot coals in a wide metal brazier near the north wall, then return to their seats. Smoke from the brazier exits out a shaft in the ceiling.



The giants here will attempt to throw or knock the players into the brazier full of hot coals. If this occurs the player takes 1d6 damage from contact with the surface, 3d6 if they're thrown into it, plus there's a chance that their belongings could catch fire.



Frost Giants (4): HD 10+3; HP: 57, 50, 49, 44; AC 4[15]; Atk 1 weapon (4d6); Move 12; Save 5; CL/XP 11/1700; Special: Hurl boulders, immune to cold.



One of the giants is using a +1 *spear* as a skewer. He's oblivious to his utensil's true nature.

4. First Barracks

This 30' by 60' chamber contains three large beds created by stretching stitched together animal hides across a frame comprised of logs.

Two of the giants who normally occupy this room can be found outside **Area 1** while the last is at **Area 3**.



Each giant stores a large bag containing their personal items beneath their bed. There's a chance of finding something valuable inside. Consult the charts at the end of this section to determine their contents.



5. Second Barracks

This is another sleeping chamber. There's a frost giant here sifting through a collection of items on the floor.

The other two giants who normally occupy this room can be found in **Area 3**. The last is taking the opportunity of the absence of the others to search through their bags. He's pulled the two bags out from under the beds and dumped their contents onto the floor. Unfortunately he now realizes that it'll be difficult to put whatever he doesn't decide to keep for himself back into the proper bag. The three giants who occupy this room have secretly done this so many times in the others' absence that the contents of all

three bags are constantly intermixed anyway.



Frost Giant: HD 10+3; HP: 47; AC 4[15]; Atk 1 weapon (4d6); Move 12; Save 5; CL/XP 11/1700; Special: Hurl boulders, immune to cold. CL/XP 11/1700; Special: Magic resistance (50%), darkness, immune to fire.



The contents of the bags have been scattered across the floor of the room. One additional bag still lies beneath the bed on the west wall. Charts at the end of this section can be used to determine the bag's contents.

6. Third Barracks

This room is another sleeping chamber. It appears identical to the others.

The occupants of this room are elsewhere in the enclave, one in **Area 3** and the other two in **Area 8**.



There's a bag beneath each bed. Consult the charts at the end of this section to determine their contents.

7. King's Chamber

A single bed sits against the rear wall of this large chamber. It looks slightly larger and a bit more comfortable than the ones in the other chambers.

This is King Ulrik's room. He spends the majority of his time seated upon his stone throne in **Area 8**, brooding or plotting with a few of his favored clan members.



In addition to the king's bag there's an iron lock box beneath

his bed. The contents of the bag are determined using the charts at the end of this section. The lock box however contains 3,240gp, 1,420sp, and 2,387cp. There's also a giant sized *extra healing potion* contained in a sealed clay urn (3 normal size doses)

8. Great Hall

Giant size torches line the walls of this immense room. A large stone throne sits at the room's far end.

A series of pillars line the approach to the throne. King Ulrik's here with the two remaining frost giants from **Area 6**. They're discussing expanding the enclave to accommodate additional giants. One holds a crude drawing showing how the king's chamber at **Area 7** would become a wide hall leading back into the mountain where at least a dozen more barracks are to be carved along with a larger feast hall and new improved quarters for the king. A number of tiny stick figures have been drawn along the expansion with arrows pointing to them and the words "dwarf slaves" written in frost giant to indicate who'd be doing the work.

One Ulrik is aware of intruders in the Great Hall he'll sound a horn next to his throne to summon any giants that remain to his aid. If Ulrik already knows of the intruder's presence in the enclave the two giants here will be attempting to hide behind the two northernmost pillars, unsuccessfully.

King Ulrik is already a formidable frost giant, made even more so by possessing *winterkill* (see New Magic)



Frost Giants (2): HD 10+3; HP: 49,46; AC 4[15]; Atk 1 weapon (4d6); Move 12; Save 5; CL/XP 11/1700; Special: Hurl boulders, immune to cold.

Ulrik (Frost Giant): HD 10+3; HP: 62; AC 4[15]; Atk 1 weapon (4d6); Move 12; Save 5; CL/XP 11/1700; Special: Hurl boulders, immune to cold.



As noted above Ulrik is armed with *winterkill*.

The map of the planned expansion to the enclave could be of interest to nearby dwarven settlements. There may be an additional reward provided by dwarves for dealing with the giants prior to them becoming slaves.

Ulrik's summoning horn is roughly 3' in length, 2' in width, and appears to come from a large animal, although the type of animal is unknown. The horn is ivory and embellished with gold bands. It's worth 2,320gp

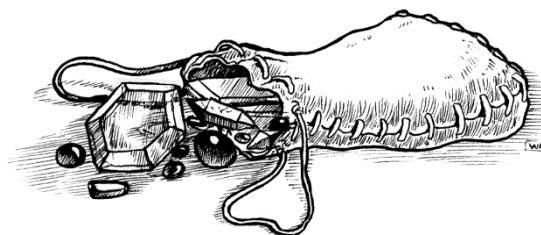


Random Bag Contents

The following tables can be used to determine the contents of the giant bags discovered throughout this adventure. Giant size items are roughly 3 times the size and weight of their normal size counterparts. For each bag roll 4 times on the Mundane Object table, 1d4 times on the Valuable Object table, and once on the Unique Object table. Each unique item can only be found once. Roll again if the result has already been found.

Roll 2d20	Mundane Object
2	100 sheets of brown parchment, bearing various water, dirt and blood stains and in varying degrees of crumple-ness.
3	Dirty wooden bowl and spoon (giant size)
4	Three chunks of moldy cheese wrapped in brown parchment.
5	A large chunk of wood with bits shaved off of it (start of a carving)
6	Dirty giant size cloak stitched together from several normal size cloaks.
7	Giant size cooking pot
8	Four dice chiseled out of rocks roughly the size of a human fist.
9	Drinking horn (giant size)
10	Dull and rusted knife (giant size)
11	A small sack containing several lumps of brittle wax.
12	A small sack of broken arrows.
13	A stitched together hide cap. The bone sewing needle that was used is still sticking through it (giant size)
14	Four giant size throwing stones.
15	A collection of animal antlers.
16	Six giant size teeth.
17	A section of log that's been carved into a wooden tankard (giant size)
18	Three smelly human size cloaks badly stained with dirt and blood, mashed together into a ball.
19	3 skulls, each from a different animal.

20	A giant size tinderbox
21	Three dead birds
22	A giant size wooden comb.
23	A section of hollow log with a dried out honeycomb wrapped in brown parchment along with a bunch of dead bees.
24	A pair of giant size pajamas created from the tarp off a covered wagon.
25	A rusty dwarven helmet. A good deal of the remains of its former owner is still wedged inside.
26	A chunk of roasted meat of seemingly recent origin wrapped in brown parchment.
27	50' Rope (3 normal size 50' hemp ropes woven together)
28	A leaking keg of weak ale.
29	A giant size wooden pipe.
30	A live snow rabbit in shock.
31	A giant size whetstone
32	One giant size leather sandal
33	A small sack containing 23 fake gems (glass)
34	Three giant size wooden coins (apparently some sort of giant currency)
35	Three dirty pairs of giant sized underpants created from the tarp off a covered wagon.
36	A collection of broken shields. Possibly souvenirs from past battles.
37	Small bits of fur from various animals collected into a ball about six inches wide.
38	A sack containing 33 fangs, possibly collected from several large wolves.
39	Several moldy books. Their contents are illegible.
40	A frost giant skull.



Roll 2d20	Valuable Object
2	100 copper pieces, loose
3	Wooden carving of a bear (5gp)
4	A sealed clay urn containing 500cp
5	100 silver pieces, loose
6	Giant book of giant poetry (20gp)
7	A silver trimmed robe (40gp)
8	Ornate scroll case, empty (50gp)
9	A sealed clay urn containing 500sp
10	Crystal bottle of perfume (60gp)
11	Bottle of expensive wine (70gp)
12	Collection of incense (80gp)
13	Pouch of 90 gold pieces.
14	100 gold pieces, loose
15	Silver tankard with gem (100gp)
16	1,000 sp in a small wooden box.
17	A pure white pearl (100gp)
18	Set of 24 spice filled jars (100gp)
19	<i>Potion of healing</i>
20	125gp stacked inside a scroll case.
21	Three gold skulls (100gp each)
22	A sealed clay urn containing 500gp
23	<i>Potion of extra healing</i>
24	Bejeweled silver hand mirror (750gp)
25	Iron tankard studded with gems (800gp)
26	Gold statue of a coiled snake or giant worm (900gp)
27	A fire opal necklace (1,000gp)
28	Gold owl statue (1,000gp)
29	A single loose sapphire (1,000gp)
30	Bag of 20 gold beetles (50gp each)
31	1,100gp in a small sack.
32	Pouch of 12 gems (100gp each)
33	Gold wolf statue (1,300gp)
34	14,000sp in a locked coffer.
35	3 gems wrapped in a dirty handkerchief (500gp each)
36	Gold bear statue (1,600gp)
37	1,700gp in a leather pouch.
38	Golden ceremonial mask and holy symbol (1,800gp)
39	19,000sp in a sack with a hole in it.
40	Jewel encrusted necklace (2,000gp)

Roll 1d20	Unique Object
1	No unique object. Thought it was something good. It wasn't. (Roll again on the Mundane Object table)
2	+2 <i>leather armor</i>
3	A +1 <i>dagger</i> in a jewel encrusted sheath (500gp)
4	A +1 <i>shield</i> bearing the face of a scowling dwarf.
5	12 exceptionally well crafted wolves carved out of wood (worth 10gp each) and a block of wood with a +2 <i>dagger</i> sticking out of it.
6	A pair of silver gargoyle bookends with gem stone eyes (1,000gp)
7	+2 <i>cloak of protection</i>
8	A silver statue of a frost giant with gem stones for eyes (1,000gp)
9	A gem studded golden holy symbol with a concealed dagger (1,000gp)
10	A leather quiver studded with gems (1,000gp) The quiver contains a dozen +1 <i>arrows</i> .
11	Rare book on giant slaying covered in bloodstains. The irony makes it even more valuable (1,700gp)
12	<i>Manual of wisdom</i>
13	A wooden case containing a set of 7 silver miniatures showing the size difference between a human male and the six different types of giants (1,700gp)
14	A pouch of 20 gems (100gp each)
15	A small silver box crafted to resemble a clam (200gp) It contains 6 black pearls (500gp each)
16	Five gold bars. (1,000gp each)
17	Leather choker with brilliant green emerald (5,000gp)
18	A treasure map in a brass scroll case leading to a chest containing 5,000gp, 5,000sp, and 5,000cp buried in the valley beyond the pass.
19	A jewel encrusted clockwork songbird in a wooden case. (6,000gp)
20	A locked coffer containing 6,800gp

Wrapping Up

Once Ulrik's been defeated there's still the matter of disposing of his magic sword.

Winterkill is 15' in length and weighs 45 pounds. In addition to being a little cumbersome anyone coming into contact with the weapon takes 1d6 damage from the blade's cold aura. A creature dressed for or accustomed to the cold will take 1 point damage for each minute they spend within 1' of the blade. This damage increases to 5 for those not prepared or accustomed.

The blade itself is almost completely impervious to damage and will have to be transported to some other location for destruction. The blade's nature makes it difficult to move. The players may wind up rigging up a rope harness and dragging it through the snow, or acquiring a sled or wagon to transport it.

Once they've figure out how to transport it they'll have to decide where to transport it to. It's roughly a two mile hike down from the mountain. The nearest villages are still a mile into the valley or two miles out of the valley. However, nearby villages want nothing to do with the weapon since they fear frost giants may be after it, not to mention its dangerous aura of cold. The Gamemaster should feel free to come up with their own method for destroying *winterkill*, even taking player suggestions. Some possible methods for destroying the sword:

✂ Expose it to the breath of an adult red dragon.

✂ Transport it to the Sandsea desert featured in Mini-Dungeon Module L6: *Sands of Saqua-Ra*

✂ Slay a fire elemental with the sword.

✂ Plunge it into the spirit well featured in Mini-Dungeon Module D3: *Forge of Shadows*.

✂ Get three magic-users of level 20 or higher to cast *fireball* simultaneously at the weapon.

In each case these methods will negate the weapon's magic long enough to break the blade as though it were a normal sword. It will still require a good deal of strength and some tools to do so. Keep in mind the guild requires the sword's hilt as proof it's been destroyed.

Before the weapon can be dealt with however there's another little problem. The rumor involving the sword and its owner ruling the mountain was a little misunderstood. The sword was created by frost giants of old to combat a giant ice worm who lairs on the mountain (see New Monsters). So long as the sword was present on the mountain the giants ruled it because the creature dared not challenge them. The moment the party removes *winterkill* from the snow covered portion of the mountain the creature will make its presence known. It will emerge from a hiding place near the giant's enclave, slide to its entrance, pause there for a moment, and then move towards the party to investigate the weapon's status. If it's not attacked it will head back towards the pass and down into the valley on the other side to wreak havoc among the villages.



Ice Worm: HD 11; HP 68; AC 6[13]; Atk 1 bite (2d12); Move 9; Save 4; CL/XP 13/2,300; Special: Breathes frost, swallow whole.

Continuing the Adventure

Here are some suggestions for further adventures:

✕ The Once the ice worm's been dealt with and winterkill's been destroyed (save for the hilt) there's still the need to get to a merchant's guild to claim the reward. Problem is the merchant's guildmasters are being systematically assassinated by members of the Cult of the Ice Worm.

✕ Ulrik's summoning horn becomes haunted by the spirit of the dead king. It sounds each night summoning the ghosts of slain giants to harass the party.

✕ A band of hill giants attempt to hunt King Ulrik's killers down.

✕ A group of dwarves plan to transform the giant's enclave into a combination inn and guard post. They ask the players to guard their workers during this process.

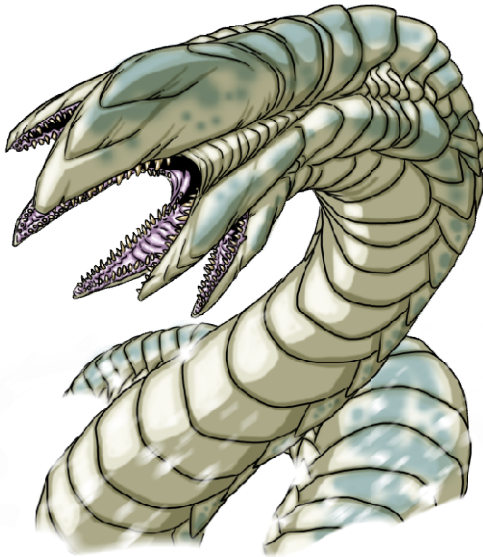
✕ If the group's in possession of the clockwork songbird, the third time it sings it puts the entire group to sleep. They wake up trapped in an aviary full of mechanical birds. They must find and destroy the clockwork songbird if they hope to escape.

✕ One of the party members becomes cursed with a freezing aura. Anyone that comes within 1' of the player takes 1 point damage for each minute they're within range. Non-alcoholic beverages freeze before they can take a drink. The player will also take 5 additional points damage from fire attacks until a cure is found.

✕ The merchant's guild bestows the title of giant killer upon members of the party. As a result they're sought out to deal with various giant related problems. They may also be sought out and tested by other giant slayers who want to see what all the fuss is about.



NEW MONSTERS



Ice Worm

An ice worm is a distant cousin to the better known purple worm, sharing their size (40ft or more in length, around 10' in width) and penchant for swallowing their opponents whole (on a roll 4 higher than the needed number, or if it rolls double the number required to hit.) It prefers to lair on snow covered mountains. Though it can burrow tunnels through ice, snow, and rock it tends to do so only when creating its lair, choosing to move across snow covered ground like a snake when hunting its prey. An ice worm lacks a stinging tail although it more than makes up for this with its ability to breathe frost. The creature can breathe a cone of freezing air with a length of 30' and a base of 10'. Those caught in the blast are dealt 4d8 cold damage. A successful save against dragon's breath results in half damage. There's a 30% chance the worm will breathe frost each round. The worm will not be able to use its breath attack if it's recently swallowed a creature whole.

Ice Worm: HD 11; AC 6[13]; Atk 1 bite (2d12); Move 9; Save 4; CL/XP 13/2,300; Special: Breathes frost, swallow whole.

NEW MAGIC

Winterkill

Winterkill is a *two-handed sword of freezing +1/ +4 vs. ice worms*. The weapon is giant size; as a result normal size creatures would find it difficult to wield it. In the hands of a giant it deals their weapon damage along with an additional 1d6 damage (+1 / +4) due to the weapon's aura of extreme cold. This aura deals 1 point damage to creatures that come within 1' of the blade during their combat turn or spend 1 minute near the blade outside of combat. The aura also deals 1d6 points of damage to creatures who attempt to hold it or even touch it. Only a creature immune to the cold can wield the blade without harm.

Art Credits

We'd like to thank the following for providing great spot art at low cost.

Cerberus Stock Art provided the Angry Frost Giant for our cover and inside cover.

The Monster, Treasure, and Obstacle icons were made by Lorc. Available on <http://game-icons.net>

The Summoning Horn on page 2 was provided by Le Forge Studios.

The Bag of Gems on page 7 and Adventurers on page 10 are from Outland Arts, © William McAusland, used with permission.

The Frost Giant Warrior on page 5 was provided by Jacob E. Blackmon courtesy of Rogue Genius Games.

Winterkill on page 8 (by Gary Dupuis) and the Ice Worm to the left (by Jacob E. Blackmon) were provided courtesy of purple Duck Games.

The map for our "old school" Enclave was created using dungeonographer mapping software from Inkwell Ideas.

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