



The Conqueror Worm

Over five centuries ago, there came unto the arctic lands of the North from a far-removed dimension an elder being of unfathomable menace. The White Worm, as it was called by the scholars, was a colossal creature with rubbery, corpse-white skin. The primitive humans the foul beast encountered were ill-equipped to deal with the manifold, eldritch magicks in its possession. However, before the dread worm could wholly enslave the Northern lands, the great frost giant jarl Harald Hardrada managed to deal it a near-fatal blow. And so the White Worm entered into a deep, recuperative sleep until such time as it felt strong enough to challenge the kingdoms of the North once again.

Unfortunately, the White Worm has just awakened from its centuries-long slumber, and is trying to build up its magical army once again. The PCs can prevent the completion of such by retrieving the magical weapon of the long-dead frost giant jarl and then putting the abominable White Worm to the sword in its ice-walled citadel.

If you enjoy this adventure, look for future releases in the **Advanced Adventures** line from Expeditious Retreat Press.



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Advanced Adventures

The Conqueror Worm

By Alphonso Warden



An OSRIC™ module designed for 6-8 adventurers of levels 10-14



Expeditious Retreat Press

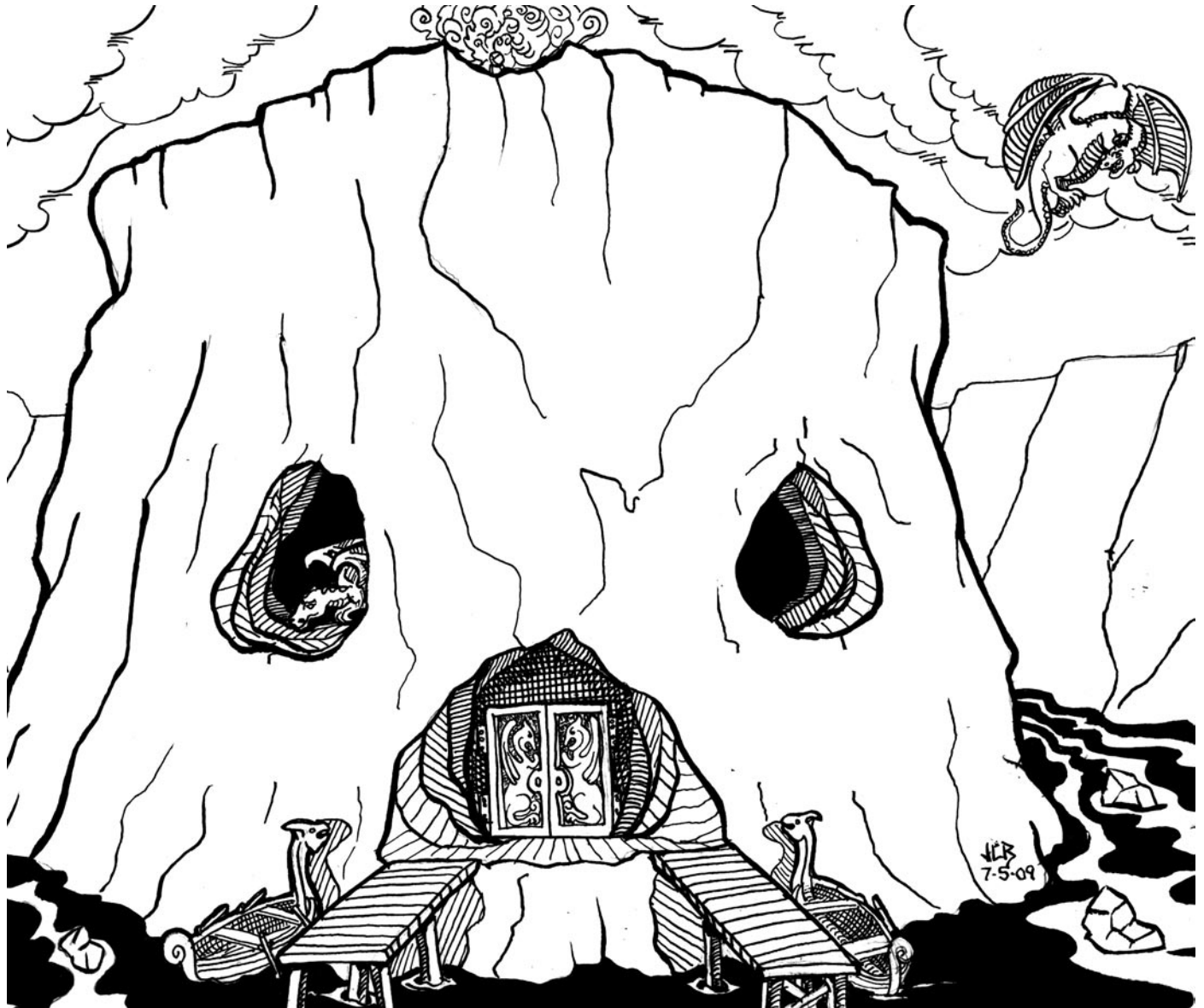
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ADVANCED ADVENTURES MODULE #11

The Conqueror Worm

by Alphonso Warden

AN ADVENTURE FOR CHARACTER LEVELS 10-14



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The Conqueror Worm

Introduction: Over five centuries ago, there came unto the arctic lands of the North from a far-removed dimension an elder being of unfathomable menace. The White Worm, as it was called by the scholars, was a colossal annelid-like creature with rubbery, corpse-white skin. The primitive humans the foul beast encountered were ill-equipped to deal with the manifold, eldritch magicks in its possession. However, before the dread worm could wholly enslave the Northern lands, the great frost giant jarl Harald Hardrada managed to deal it a near-fatal blow. And so the White Worm entered into a deep, recuperative sleep until such time as it felt strong enough to challenge the varied kingdoms of the North once again.

Unfortunately for the current inhabitants, the White Worm has just awakened from its centuries-long slumber, and is trying to build up its magical army once again. The PCs can prevent the completion of such by retrieving the magical weapon of the long-dead frost giant jarl and then putting the abominable White Worm to the sword in its ice-walled citadel.

STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.

Notes for the Game Master: The Conqueror Worm is an OSRIC adventure designed for four to six player characters of levels 10 through 14. (60 total levels). The party should include at least one thief or assassin (PC or NPC) due to the high number of traps encountered. At least one +2 weapon should be available to the members of the group.

Background: Over five centuries ago, an elder being of unfathomable menace from a far-removed dimension came unto the arctic lands of the North. The White Worm, as it was called by the scholars, was a colossal annelid-like creature with rubbery, corpse-white skin. It rode upon the frigid waters of the arctic sea in a colossal berg of ice, which was pierced through with various and sundry tunnels and chambers. The primitive humans and giant-kin the foul abomination encountered were ill-equipped to deal with the manifold, eldritch magicks in its possession. Those who weren't frozen solid by the waves of intense cold emanating from the White Worm's ice-walled citadel soon fell victim to the terrible weird the creature worked upon their minds, becoming its thralls forevermore.

And so the situation stood until the jarl of a distant nation of frost giants received word of the enslavement of his brothers to the North by the terrible White Worm. He amassed a mighty army to liberate his fellow giants, but such was quickly cut down by the great horde of enemies the White Worm unleashed. The great jarl was forced to do something he had never done in all his years: retreat with his small band of survivors back to his homeland. Once there, he recruited several sorcerers well-versed in extra-planar lore to find a means to beard the White Worm in its frozen lair. After several months of diligent research, a particularly puissant human sorcerer and historian calling himself Vhombi was able to craft a brand of dread power. The brand had been engraved by the sorcerer himself with a series of powerful runes indigenous to the Northern lands not to mention a few rare sigils perfected centuries before by the fell wizards of Atlantis. He called it **Wormbane**, and sold it to the frost giant jarl for a veritable king's ransom of exotic jewels and gold coins.

It took the frost giant liege a full year to assemble his army, which was comprised of an equal number of runecasters and berserkers. Standing at the front of the line with **Wormbane** held proudly aloft, the jarl and his army managed to break their way through all of the defenses that the White Worm had assembled in the intervening year, at long last arriving at the gates to its frozen citadel. The jarl was greatly disheartened all throughout the battle, for he was forced to cut down the very people he had vowed to liberate, his fellow frost giant brothers, for such were under the

magical hegemony of the dread worm. To make matters worse, on the second level of the citadel was quartered a cabal of fell dweomercraefers recruited from several worlds and dimensions. In spite of the odds against him, the frost giant jarl was able to make his way up to the throne room of the White Worm, and even managed to pierce the side of the colossal beast with his enchanted blade **Wormbane**. Seeing the stream of brackish fluid pulsing out of the wound, the jarl thought his work done. Unfortunately, what started as a sluggish stream soon turned into a raging flood, which forced the giant to quickly make his way from the throne room lest he drown in the foul-smelling life-blood of the White Worm.

It was several days later that the jarl learned that the blow he dealt to the White Worm was not a fatal one, for one of his scouts had looked upon the wretched creature perched upon the pinnacle of its citadel of ice. The scout could have sworn that the mammoth annelid was even smirking, almost goading him to send his frost giant brothers to challenge it once again. The jarl, having lost his best warriors in the assault, would never be able to amass another army powerful enough to challenge the White Worm again. Several decades later, the king eventually died and was buried in a massive cairn several miles away from the site of his last great battle, with his beloved **Wormbane** in hand.

In the intervening centuries, the White Worm entered into a deep sleep to recover from its injuries, for the frost giant jarl had, indeed, delivered it a near-fatal wound. Before going into hibernation, the elder horror had **geased** its remaining followers to stand guard over its body until such time as it felt strong enough to challenge the kingdoms of the North once again.

Unfortunately for the clans of giants, humans, and demi-humans who have come to make the Northern lands home over the past 500 years, the White Worm has just awoken from its deep slumber. Though physically powerful again, the White Worm is bereft of much of its once-impressive arsenal of spells. To remedy such it has sent out two of its most apt pupils, Vermis and Ud Lux, to recruit a new cabal of sorcerers. On account of the great magical powers at the disposal of Vermis and Ud Lux, the White Worm has already been quite successful in the past few weeks. The two sorcerers, employing such spells as **charm monster** when necessary, have already convinced or forced twelve high-level magical devotees to join forces with their master. (Unfortunately, seven of these twelve wizards have already become the grim provender of the White Worm - see note below). Apart from the loss of several prominent wizards from the neighboring lands, the inhabitants of the North have noticed a marked and quite anomalous drop in temperature over the past month. Such is on account of the White Worm having re-activated the magical ice crystal atop its citadel, which has been continuously sending out waves of super-cold ice particles for miles around. If the crystal is not deactivated soon, the Northern lands could enter into another ice age, one leading to the extinction of all life thereon save for the minions of the White Worm.

The head of the local wizards' guild in the neighboring city of Phom Thult recently learned of the White Worm's return when a failed recruit of the fell creature came unto his tower. The man told the arch wizard that two emissaries of the White Worm had first educated him as to the nature of their mighty lord and then promised him untold riches and rare magical appurtenances if he joined with them. Knowing something of the terrible history of the colossal annelid beforehand, the potential recruit declined their offer. Not being satisfied with his refusal, Vermis and Ud Lux attempted to magically compel the man to join up. Thanks to luck the failed recruit was able to resist the spells cast on his person and then race away from the two mages, knowing that collectively they could have easily snuffed him out in a magical duel.

The PCs are brought into the adventure when they are approached by an associate of the head of the local wizards' guild while relaxing in one of the many mead halls in Phom Thult. The man briefs them on parts of the White Worm's history, afterwards offering them 3,000 gp apiece if they agree to infiltrate

its citadel and put the elder horror to the sword. The associate suggests that the PCs explore the cairn of an ancient frost giant jarl along the way, for a powerful weapon inimical to the White Worm is rumored to have been buried with the body.

The primary goal for the PCs is to defeat the White Worm in battle. It is not absolutely necessary for the PCs to defeat the minions of the horrible creature, for the powerful charm they are all under is instantly removed when their leader is dispatched. To keep the PCs from dallying, the temperature in all of the lands within a 20-mile radius of the magical crystal atop the White Worm's citadel drops 5 degrees per day. Being as the city of Phom Thult lies only 10 miles south of the White Worm's citadel, the citizens thereof have a vested interest in ridding the world of the abomination. Since it is the dead of winter when the PCs arrive on the scene, the temperature in the snowy lands of the North is already hovering at around 40 degrees Fahrenheit. When the temperature drops below 0 degrees, the lands within the magical globe's area of effect immediately start freezing, resulting in a 20% loss of all human and demi-human life. For every ten degree drop below zero, these populations suffer another 20% reduction. In game terms, this means that the PCs have sixteen days to complete their mission before the lands surrounding the White Worm's citadel become wastelands destitute of humanoid life. Obviously, native arctic creatures such as polar bears and elk, will not be as badly affected by the magic of the White Worm's citadel as will their human and demi-human neighbors, but even they start experiencing a decline in population when the temperature reaches 60 degrees below zero, suffering an immediate 20% loss, with another such loss for each subsequent 20 degree drop in temperature.

For each day of travel on the ice or 8 hours spent sleeping, the PCs lose 2 hp if wearing appropriate winter clothing. The PCs lose twice the number of hp/turn should they be improperly outfitted. The PCs' normal movement rate is halved while trudging their way to the citadel. The PCs also lose one additional hp in the same time periods for each 10 degree drop in temperature. Furthermore, the snow becomes increasingly difficult to negotiate as it ices over, meaning that movement rates are reduced by a further 10% for every 10 degree drop in temperature unless the PCs have access to such winter aids as skis, in which case they can travel at their normal movement rate, or even faster downhill if the GM desires, regardless of the temperature. Obviously, magic can affect both the PCs' loss of hp from the cold and their progress on the snow.

As stated above, the valley containing the citadel of the White Worm lies 10 miles from the city of Phom Thult. Being as the PCs will probably be averaging around 3 miles of travel a day taking into account slower-moving members of the party such as heavily-armored fighters, it takes them about 3 ½ days to reach the valley. (PCs employing skis can reach their destination in half that time). Of course, the GM needs to take into account even more efficient modes of travel such as **fly** and **teleport** spells.

The Game Master should situate the citadel of the White Worm and its environs in any mountainous, arctic region in his campaign world with a large body of water close by. That being said, the site of the adventure should still be located several miles away from any sizeable villages or cities, and should have a Norse feel to it.

Note: At the start of the adventure, the White Worm has the spellcasting ability of a 10th level magic user and a 15th level cleric. For every wizard it consumes, it gains a level of ability in both classes up to its limits in each. The metabolism of the White Worm is such that it can safely consume only one wizard per day, meaning that the PCs have five days before it reaches its maximum level of 15 as a magic user and 20 as a cleric. (The dread worm has already consumed seven of the original twelve wizards its thralls brought with them from Phom Thult). Obviously, such means that the PCs' best option is to rest as little as possible on their journey to the citadel of the White Worm and to efficiently negotiate the tomb of the frost giant king along the way there.

Beginning the Adventure: The PCs are relaxing in one of the many mead halls in the small city of Phom Thult when they are approached by a long-haired, middle-aged man with a beard nearly stretching to his belly. It is obvious that the man is a wizard of some sort, for he is bedecked in a long, fur-lined burgundy robe with a series of esoteric sigils sewn thereinto with gold thread. He asks if they would be interested in a lucrative business proposal involving a long, certainly dangerous journey to the frozen lands north of Phom Thult. If the PCs answer in the affirmative, then the man formally introduces himself, saying that he belongs to the Academy of Elder Magicks, a prominent wizards' guild in the city. He then tells them that he wishes to put a stop to the recent abductions of several high-ranking mages from both his guild and several others in the city. He says in somewhat hushed tones that a terrible creature from Phom Thult's ancient past, the White Worm, may be responsible. He then goes on to relate the history of the White Worm. If the PCs still appear interested, read to them the following speech:

"All that being said," the bearded man continues, "I want you to know that the dread White Worm has just awakened from its centuries-long slumber. My associates learned of such second-hand from a sorcerer that the emissaries of foul beast tried and failed to recruit. According to this man, the White Worm is seeking to build up its magical army once-again so that it can, at long last, destroy all life first in Phom Thult and then the whole of the world. We cannot allow our planet to fall like the many others did at the hands of the foul creature. My mission for you is this: You must first travel five miles north to the cairn of the frost giant jarl Harald Hardrada. Once there, you must retrieve his legendary blade Wormbane, for such is the only weapon known to be able to affect the White Worm. Afterwards, you must infiltrate the citadel of the White Worm and put the elder horror and its minions to the sword, sparing none if possible. Know that your adversary has many powerful creatures in its thrall, which includes several frost giants and wizards recruited from many different worlds and dimensions. If such mission is agreeable, then I am prepared to offer each of you 3,000 gold coins up front and a like amount should you bring back proof of the White Worm's demise. I have spoken."

If the PCs accept the mission, the man gives them a rough map to both the cairn of the frost giant jarl and the gated pass leading to the citadel of the White Worm. As stated previously, the cairn of the frost giant king lies 5 miles north of Phom Thult, with the valley containing the citadel of the White Worm lying another 5 miles in the same direction. The land north of Phom Thult is relatively flat arctic tundra, and is ringed on both sides by tall mountains.

Wandering Monsters: As the PCs make their way to the citadel, the GM should check for wandering monsters twice daily, once during the day and once at night. There is a 4 in 10 chance per check that a random encounter occurs. Of course, the PCs may also encounter relatively harmless animals along the way such as elk, deer, ordinary wolves, owls, etc, but such are not detailed in the adventure. When an encounter is called for, consult the following:

1). 2-4 **Frost Giants** (AC 4; MV 120 ft.; HD 10+1-4; hp 65 each; #AT 1; Dmg 4-24; SA Hurling rocks for 2-20 hit points; SD Impervious to cold; AL CE). These haughty, over-sized humanoids enjoy preying on their much weaker and slower human and demi-human neighbors, especially dwarves. They attack all such on sight, and never parley. Frost giants encountered outside the valley containing the citadel of the White Worm are not under the elder horror's thrall. These independent giants make their homes in massive caves carved into many of the surrounding tall mountains.

2). 5-8 **Winter Wolves** (AC 5; MV 180 ft.; HD 6; hp 30 each; #AT 1; Dmg 2-8; SA Frost breath; AL N (E)). These voracious and foul-tempered creatures are on the constant hunt for fresh meat – the PCs should suffice.

3). 2-4 **Yeti** (AC 6; MV 150 ft.; HD 12; hp 70 each; #AT 2; Dmg 2-12, 2-12; SA Stare, squeeze; SD Impervious to cold; AL N). The

species of yeti native to the North is much taller and bulkier than usual, averaging 12-15' in height and weighing around 1000 pounds. Being as these yeti have a very strong taste for the flesh of humans and demi-humans, they will attack the PCs on sight.

4). **2 Ancient Huge White Dragons** (AC 3; MV 120 ft., 300 ft. flying; HD 7; hp 56 each; #AT 3; Dmg 1-4, 1-4, 2-16; SA Breath weapon; AL CE). Only two white dragons terrorize the arctic tundra in this part of the North. They are a mated pair that enjoys hunting on the wing, attacking any humanoids they spot on the ground. They always initiate combat with their breath weapons, afterwards making repeated dive attacks from the air with their razor-sharp claws. If their claw attacks appear to be having little effect on the PCs, they employ their breath weapons once again. They prefer to eat their slain victims in the comfort of their own home, which is an 80-foot deep and 30-foot wide cave located high up on one of the mountains to the east. Such is indicated on the wilderness map with an "X." The following treasure horde can be found in their lair: 10,500 cp, 12,500 sp, 5,500 ep, 8,300 gp, a 500 gp amethyst, a 1,000 gp opal, 101 10 gp ornamental stones, and a single flawless star ruby worth 5,000 gp. There are also **3 javelins of lightning**, a **large shield +1**, **+4 vs. missiles**, a **flail +1**, and a **scroll of protection from lycanthropes** in the hoard.

5). **1-2 Polar Bears** (AC 6; MV 120 ft.; HD 10; hp 65 each; #AT 3; Dmg 1-8, 1-8, 2-20; SA Hugs for 3-18 hp; AL N). The polar bears native to the North are quite similar to cave bears apart from their white coloring and colossal size. Such terrors stand a full 15' high when rearing up on their hind legs. They are quite nasty, and attack medium-sized parties on sight. On account of their coloring, they are very hard to spot on the tundra, surprising their victims 5 times in 6.

6). **1 Will-O-Wisp** (AC -8; MV 180 ft.; HD 9; hp 50; #AT 1; Dmg 2-16; SD Dimming, immune to all spells save protection from evil, magic missile, and maze; AL CE). These evil orbs of glowing light attempt to drain the life of any so foolish as to cross their path.

7). **7-10 members of Norse Hunting Party:**

1 Norseman Leader (AC 2; MV 90 ft.; F7; hp 58; #AT 3/2; Dmg by weapon; S 16, I 11, W 14, D 17, C 18, Ch 11; AL N). Possessions: **ring mail +2**, **battle axe +2**, spear, **potion of super heroism**.

1 Norseman Leader (AC 4; MV 90 ft.; F6; hp 45; #AT 1; Dmg by weapon; SD +2 to saves vs. mind-influencing spells; S 18, I 14, W 16, D 13, C 15, Ch 17; AL N). Possessions: **chain mail +1**, **battle axe +2**, spear, **potions of super heroism** and **fire resistance**.

1 Norseman Leader (AC 0; MV 90 ft.; F7; hp 61; #AT 3/2; Dmg by weapon; S 17, I 10, W 12, D 16, C 16, Ch 10; AL N). Possessions: **plate mail +1**, **battle axe +3**, spear, **potion of super heroism**.

4-7 Norseman Hunters (AC 2; MV 90 ft.; F5; hp 40 each; #AT 1; Dmg by weapon; S 17, I 12, W 10, D 15, C 15, Ch 13; AL N). Possessions: **chain mail +1**, **battle axe +1**, spear.

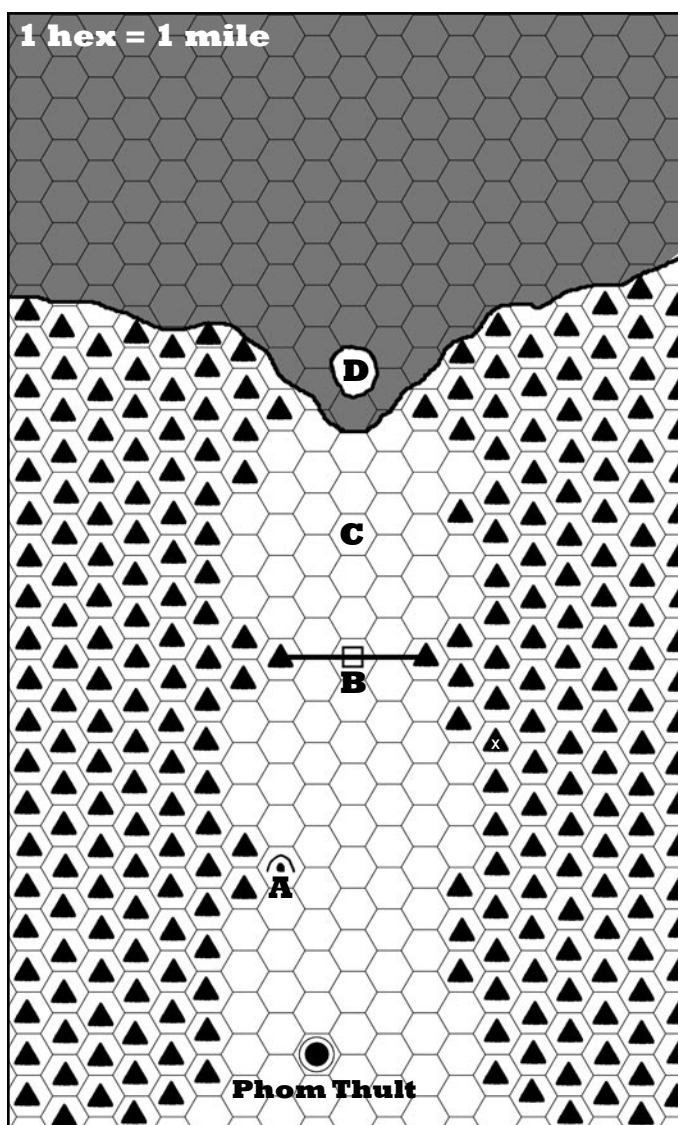
Tribes of these Norsemen range wide and far on a daily basis for game such as elk and, on occasion, polar bears. They are typically armed with both spear and battle axe, using the former for ranged combat and the latter for close-quarters melee. When encountered, three 7th level fighters are always present leading the hunting party. The remaining hunters are all 5th level fighters. They are not automatically hostile, and may join up with the PCs if offered an equal cut of any treasures and meat procured along the way. They are not in the thrall of the White Worm, and know very little of its history. About all that they can tell the PCs is that the mountain pass to the north is walled over and guarded by several frost giants atop tall towers. They have never had the opportunity to see what lies beyond the walled pass.

8). **1-2 Polar Worms** (AC 6; MV 90 ft.; HD 15; hp 90 each; #AT 1 and 1; Dmg 2-24, 2-8; SA Swallow whole, poison; AL N). These creatures are identical to their purple cousins apart from their corpse-white coloring. They burrow up from the ground and attempt to swallow whole their victims.

9). **Snowstorm:** Strong winds suddenly build up on the tundra, resulting in a total whiteout for the next 3-18 turns. PCs are effectively blinded for one turn. After such time, the PCs can still only see 30 feet in any direction. Combat during a snowstorm is at -3 "to hit." Unless the party immediately stops moving, it becomes lost. Lost parties change the direction of their travel randomly and then move in that direction for the distance their movement rate indicates, which is at ½ scale speed.

10). **Hidden Crevasse:** The PCs encounter a 30-foot diameter patch of thin snow, which breaks apart when they walk over it. Those PCs failing to make a successful Dexterity check at a -4 penalty plummet into the newly-created 30-60-foot deep crevasse, suffering appropriate falling damage.

WILDERNESS MAP



- A: The Cairn of the Frost Giant Jarl
- B: The Gated Pass
- C: The Citadel Environs
- D: The Citadel of the White Worm

A. The Cairn of the Frost Giant Jarl

Before the PCs stands a 30-foot tall mound of snow. It is readily apparent that such is not a natural formation, for purple-hued granite stone-work pokes out in places and massive steel bivalves bar the entrance thereinto. Moreover, an imposing statue of what can only be a male frost giant stands directly behind the mound, its massive bulk soaring a good 50 feet or more above the tundra. It has been carved from some manner of blue rock, perfectly matching the natural skin tone of a living giant of the North. It wields with both hands a rune-etched brand and wears a filigreed conical helm decorated with what appear to be the horns of a white dragon. It is quite obvious that the creature rendered in stone must have had high standing in his community, for there is a noble cast to his face, even by human standards, which is in stark contrast to the brutish features common to his race.

The structure before the PCs is the cairn of the great frost giant jarl Harald Hardrada. The cairn was constructed by the jarl's loyal followers to his exact specifications several years before he died of old age. The jarl's last request was that he be buried with **Wormbane** in the hope that in the years to come a mighty warrior would enter his tomb and claim his magical brand to finish what he had started but failed to do those many centuries before, namely, slaying the dread White Worm. To test the mettle of his future champion, Jarl Harald designed his tomb to be a deadly gauntlet, forcing the chosen one to defeat an assortment of fell guardians, solve a series of mind-bending riddles, and bypass a succession of trapped areas. Though not absolutely necessary for the successful completion of the adventure, retrieving **Wormbane** from Harald's tomb will greatly aid the PCs in their battle with the White Worm, for such counteracts the creature's immunity to weapons of less than +3 enchantment and temporarily lowers its resistance to most spells.

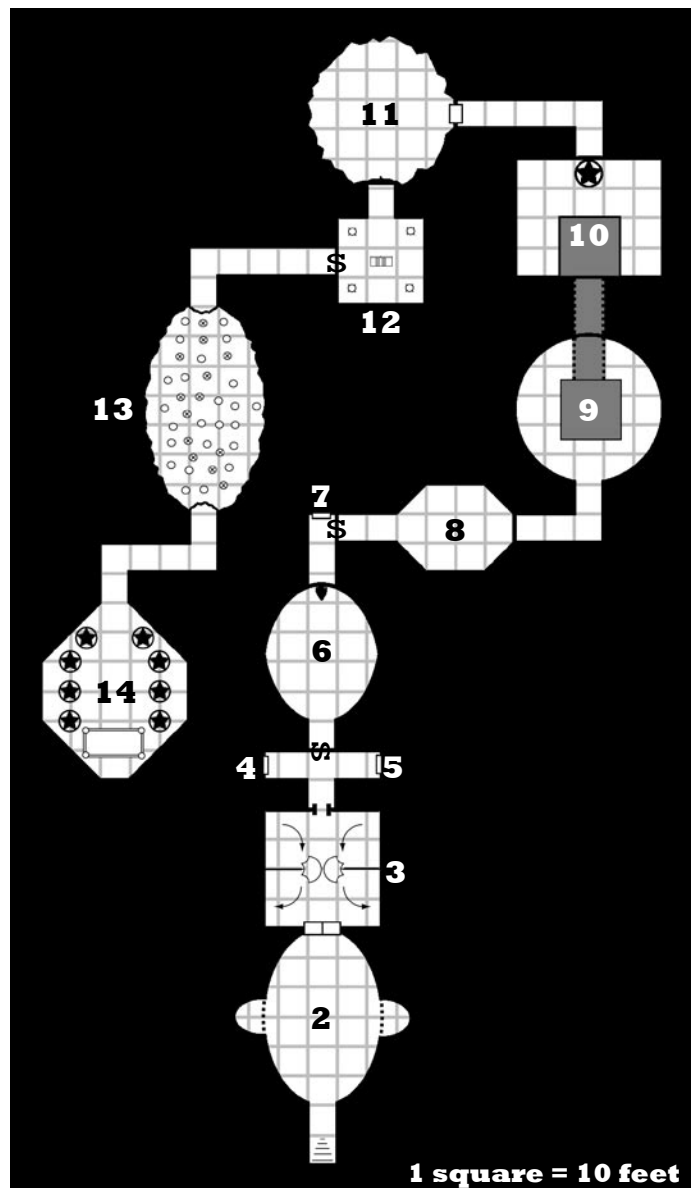
Dungeon Features: All of the rooms and corridors in the cairn have been carved out of the native granite, most of which have been polished smooth. Except where noted otherwise, they all feature 25-foot high flat ceilings. All doors are constructed of solid iron and sealed with the spells **wizard lock** and hold **portal**. The only means of opening these doors, short of breaking them down with brute force, is to cast thereon either two **knock** spells, two **dispel magic** spells, or one of each. Secret doors are hidden on both sides. Unless noted otherwise, secret doors pivot about their centers when the correct wall stone is depressed. They must be pushed outward to open. Affixed to the ceiling of each and every corridor and chamber in the cairn is a 1-foot diameter chunk of rough-cut crystal with a **continual light** spell cast thereon, which bathes its space in a warm green glow. The outer walls of the cairn are warded against any form of extra-dimensional travel such as that afforded by the spells **teleport**, **phase door**, and **passwall**. However, these restrictions do not apply to extra-dimensional travel within the confines of the cairn.

1. CAIRN ENTRANCE: (not mapped) The massive double doors on the outside of the man-made hill opening onto the cairn are locked and trapped. A failed attempt to find and remove the trap thereon causes the 50-foot high statue standing along the north side of the hill to spew forth highly caustic acid. The 20-foot wide jet of acid spills over the top of the hill and onto the 20-foot square area in front of the entrance doors. Unless a successful Dexterity check at a -2 penalty is made, anyone standing before the doors is coated in the acid, which deals 10-60 hp of damage and destroys armor as per green slime.

The double doors open onto a 20-foot wide hallway with a descending staircase along the far wall. Four statues of the frost giant jarl line both the east and west walls. The heads of such nearly touch the rough-hewn ceiling 25-feet overhead. The stairs burrow into the earth for a good 70 feet, terminating in the 10-foot square landing preceding area 2.

2. ICE GUARDIANS: The stairs leading off from area 1 terminate in a 10-foot wide landing opening onto a 40-foot by 60-foot long lozenge-shaped chamber, which is entirely coated in a

MAP OF THE CAIRN



thick layer of cloudy ice. Various shapes have been chiseled into the ice on all of the walls, depicting the frost giant jarl in his battle with the dread White Worm. Of course, such show the jarl always having the upper hand in the battle. In the last scene the jarl is shown delivering what appears to be a fatal blow to the White Worm with his magical brand Wormbane. The shallow niches along the east and west walls each contain an ice golem. Each niche is closed off by a solid wall of ice, making the golem lairing therein virtually undetectable. As soon as PCs reach the midpoint of the room, both golems burst through the walls, surprising their opponents 5 times in 6. They battle to death, even following their foes up the stairs to area 1 and through the double doors leading to area 3. They will not leave the tomb, however.

An ice golem is midway in strength between an iron and stone golem, and appears as a 10-foot tall solidly-built man with crude features. It is fashioned from magically-altered ice which cannot be melted and is of a hardness greater than granite. It can breathe forth a cloud of super-chilled air, filling a 10-foot cube, once every 6 rounds, which causes 4-40 points of damage (save vs. dragon breath for half damage). The means of construction for the ice golem are the same as for a stone golem except that the magical tome or magic user employed must be of 17th level or higher.

Ice golems (2) (AC 3; MV 60 ft.; HD 15; hp 70 each; #AT 1; Dmg 3-30; SA Frost breath; SD +2 or better weapons to hit; immune to all spells save fire-based ones, which slow by 50% for 3 rounds; cold-based attacks heal 1 hp per 1 hp of damage dealt; surprises 5 times in 6 in arctic environments; AL N).

3. **SCYTHING BLADES:** This 40-foot square chamber features intricate carvings in bas-relief on all of the walls. They depict the jarl Harald Hardrada performing great deeds such as wrestling polar bears with his bare hands, leading massive armies of frost giants and winter wolves on the battlefield, lifting massive boulders above his head, etc. An archway lies along the far wall to the north, opening onto a T-shaped hallway. The busy wall carvings make it difficult to notice the 1-inch wide seams that run the length of the east and west walls, which are located 3 feet above the floor. (The PCs must make a successful Intelligence check a -2 penalty to notice such). As soon as one of the PCs reaches the midpoint of the room, massive spring-loaded, wedge-shaped scything blades swing out of the seams along both walls. Their long handles allow them to sweep the entire width of the room, missing each other at the midpoint of their travel by mere inches. Any PCs in the room when the blades are released must make a successful Dexterity check at a -4 penalty to avoid being hit. Those failing their check suffer 10-40 points of damage. PCs rolling 30-40 points of damage have a 20% chance of being either beheaded or cut in half by the blades (50% for either), resulting in their immediate deaths.
4. **FALLING BLOCK:** The door at the end this branch of the hall is false and firmly anchored to the wall. The door is coated in strong glue similar to that of a mimic. PCs touching such are stuck fast, and can only break free with a successful bend bars roll. A mere segment after the door is touched, a 10-foot cube block of stone detaches from the ceiling, crushing any beneath it for 10-40 points of damage. The only way to avoid the block is to first free one's hand from the door and then make a successful Dexterity check at a -3 penalty.
5. **RAINBOW BRIDGE:** The door at the end of this branch of the hall is false, and opening such triggers a **prismatic spray** spell. If activated, all PCs (up to 7) standing in the east-west hall are subject to the effects of the powerful dweomer. The frost giant jarl created this trap in honor of Bifrost, the Rainbow Bridge, which extends from the world of mortals to that of the gods in Norse mythology.
6. **DRAGON'S HEAD:** The walls of this 40-foot diameter chamber are bare save for the life-sized white dragon head jutting from the middle of the far wall. It is coated in a 1-inch thick layer of crystal-clear ice, making the features of the polar wyrm easily visible. 10 feet into the room the PCs can make out a series of massive rune-like characters carved onto the floor. They translate from the frost giant tongue into Common as: *I have a frozen heart that mine enemies say can never be thawed. I say those with such feelings haven't any sense left in their heads.* The only way to proceed beyond this room is to cast a fire-based spell at the dragon head, melting the ice encrusted thereon. Doing so causes the entire 10-foot wide section of wall containing the dragon's head to sink into the floor, revealing the 20-foot long hallway ending at area 7. The ice on the dragon head is 100% resistant to normal fire and can only be affected by the magical variety.
7. **DANCING HAMMER OF THE NORTH:** At the north end of this hallway is yet another false door, behind which is found a 3-foot deep recess. Mounted to the wall of this cavity is a massive **two-handed dancing battle hammer** sized for a frost giant. After the door is opened, the magical weapon flies from its mount and attacks the door opener. For purposes of hit determination, the weapon has the following statistics: AC 0; MV /120 ft.; attacks as 10 HD monster for this encounter and as a normal dancing

weapon if wielded; hp 30; #AT 1; Dmg 2-12 + special; SA +1 "to hit" on 1st round, +2 "to hit" on 2nd round, +3 "to hit" on 3rd round, +4 "to hit" on 4th round (sequence then repeats); SD ignores attacks dealing less than 4 hp of damage).

8. **EATERS OF THE DEAD:** This massive octagonal room is devoid of any features save for the massive bronze portal along the east wall and the two 15-foot tall emaciated, hunched-over creatures that stand motionless along both the north and south walls. They resemble gaunt frost giants with pallid gray skin and long, ebon claws. Such were frost giants that were expelled from their clan on account of their cannibalistic habits. Upon dying, these abominations arose as ghouls. They were captured soon after Harald Hardrada's death and convinced by his frost giant clerics that their crimes in life would eventually be forgiven by Odin if they stood guard over their jarl's tomb until such time as a champion came to claim **Wormbane**. They have been trapped here for centuries awaiting this champion, and are convinced that one of the PCs is such. As soon as the PCs reach the midpoint of the room, the cunning frost giant ghouls pounce, fighting to the death. (Jarl Harald's cleric failed to inform the ghouls that this champion was to be kept alive). Apart from their increased size, HD, and damage potential, the frost giant ghouls conform to the statistics and abilities of their human counterparts.
- Frost Giant Ghouls** (4) (AC 6; MV 90 ft.; HD 10+1-4; hp 70 each; #AT 3; Dmg 1-8, 1-8, 4-12; SA Paralyzation; SD Immune to sleep or charm spells; turned as ghost; AL CE).
9. **POOL OF FRIGID DEATH:** The hallway from the south opens onto a 40-foot diameter room with no apparent exits. In the middle of the floor is a 20-foot square pool enclosed by a 2-foot high rune-festooned lip. The waters therein are 20 feet deep and comfortably warm. At the bottom of the north wall of the pool is a 5-foot diameter tunnel that extends straight ahead for 30 feet, exiting along the bottom south wall of a similar pool in area 10. Being as the waters of the pool are crystal clear, the PCs can see several shining coins of assorted type totaling 1,000 gp along the bottom. Each is minted with a depiction of Jarl Harald Hardrada on one side and that of his beloved brand **Wormbane** on the other. These treasures should clue the PCs into the fact that what lies before them is an offering pool, and that they should make a contribution of their own. If the PCs deposit coins or gems into the pool totaling 1,000 gp in value, then they can safely negotiate the waters therein. However, if such is not done before entering the pool in this room or that in area 10, then they activate a ring of invisible magical runes when they are halfway through the connecting tunnel. (Taking any of the coins already at the bottom of the pool also triggers the trap). Any passing by the active runes trigger a **cold of cold** spell whose area of effect covers all of the water in both pools and the connecting tunnel. (9-36 +9 points of cold damage; save vs. spells for half damage). PCs still in the water at this time are truly doomed when such instantly freezes into a solid block of ice, trapping them in place and suffocating them. Without aid of magic, it will be at least seven days before the ice melts into water again.
- Merciful GMs may wish to provide a more overt clue for their PCs. In such cases, have the runes on the lip of the pool translate from the frost giant tongue into Common as: *A generous offering unto the Gods of the North can lead to much gain.*
10. **WOLF OF WINTER:** The 5-foot diameter tunnel from area 9 exits along the bottom south wall of the 20-foot square, 20-foot deep pool in this room. At the bottom of the pool are 1,000 gp worth of various coins. The pool here functions exactly like that in area 9, meaning that the PCs are in for a rude surprise if they take any of the coins in the water. PCs exiting the pool see a stone



statue of a winter wolf three times larger than normal along the north wall of a 50-foot wide by 40-foot long chamber. Its head is low to the ground, well within reach of the PCs, and its mouth is wide open. An inscription has been engraved on the floor directly before the fearsome eidolon, which translates into Common from the frost giant tongue as: Even the great Wolf of Winter cannot survive on hate alone. If the PCs examine the cavity behind the slaving jaws of the statue, they find some dried blood. Both the dried blood and the inscription should clue the PCs into the fact that the Wolf of Winter requires an offering of freshly-spilled blood. PCs depositing 8 hp worth of blood spilled from their veins into the mouth of the statue causes it to sink into the floor, revealing a 10-foot wide by 10-foot long opening in the wall. If either an insufficient amount of blood is deposited or none is offered whatsoever, then 2 rounds later the statue animates into a real winter wolf standing 10 feet high at the shoulders, which immediately attacks the PCs, fighting to the death. (It even pursues the PCs as they flee to other areas of the tomb). Thankfully, the winter wolf's animation also reveals the opening along the north wall to the corridor beyond.

Colossal Winter Wolf (AC 5; MV 180 ft.; DH 18; hp 100; #AT 1; Dmg 6-24; SA Frost breath; AL N (E)). SA—The frost breath of this winter wolf causes 10-60 points of damage, which it can employ once every four rounds.

11. ENCYSTED IN ICE: The door from the east opens onto a 50-foot diameter cavern with rough-hewn walls, ceiling, and floor, all of which are coated in a thick layer of ice. Hanging from the middle of the south wall is a 15-foot diameter mask of the frost giant jarl Harald Hardrada. As soon as the PCs step 10 feet into the room, the entrance door slams shut and locks. At the same time, the magical iron mask partially animates, and the booming voice of the jarl starts reverberating off the cavern walls. The mask asks the following two questions in the language of the majority of PCs present in the room:

1: "Brave warriors and good steel possess it; humans lack it. What do I speak of?"

2: "What can be as cloudy as a winter day or as clear as a pane of glass, yet fragile like a human's offer of truce?"

The answer to the first question is "strength" or "mettle" and the answer to the second question is "ice." For every round (real time) that the PCs waste in correctly answering the two questions, a 5-foot thick layer of ice accretes on the roof of the cavern. Being as the ceiling is a mere 15-feet overhead, the PCs have 3 rounds to make good their escape from the room before being crushed to death by the accreted ice, no save. Answering both questions in the time allotted results in a rough-cut doorway materializing in the middle of the south wall and the door along the east wall unlocking.

12. TEST OF HONOR: The corridor from the north opens onto a 30-foot square room with massive iron cauldrons standing at all four corners. In addition, a large iron-banded oak chest sits in the middle of the floor. If the PCs examine the front of the chest, they find an inscription in Giantish saying: Take what you need and nothing more. PCs attempting to open such find it to be both locked and trapped with a poison needle. (Those pricked must save vs. poison at a -2 penalty or die). Within the chest is a bed of 40 pp, atop which rests a closed leathern bag with pull string and four stoppered clay jars. The bag contains flint and steel and the jars contain equal amounts of magical oil. If the PCs pour exactly one jar's worth of the magical oil into each of the four cauldrons and then set such alight with the flint and steel provided or some of their own, then a doorway materializes along the middle of the west wall.

It is best that the PCs heed the inscription on the chest, for doing otherwise by taking more than what they need to solve the puzzle of the room, meaning the magical oil and the flint and steel, will have disastrous consequences. If removed from the chest, each pp explodes for 1 hp of fire damage 1 turn later. (Save vs. magical fire for half damage). Make sure to note beforehand which PCs are carrying the trapped pp, and how many of such coins are being stored in a given backpack, **bag of holding**, etc.

13. WATCH YOUR FOOTING: The corridor from the north opens onto a 70-foot long and 40-foot wide lozenge-shaped cavern with rough-hewn walls. An archway is located along the far wall to the south. Spanning the floor of the cavern, which lies 60 feet below the level of the entranceway, is a series of 2-foot diameter flat-topped stalagmites. There are twenty such stalagmites in total. Each is located roughly 5 feet away from its nearest neighbor, and there are roughly nine rows of three or four stalagmites each spanning the length of the cavern. The first and last row of stalagmites lies 5 feet away from either archway. The goal of the PCs is to jump from one stalagmite to the next until they reach the exit along the south wall. Unfortunately, several of the stalagmites have been scored in places, weakening them. Should one of these weakened stalagmites be jumped onto, which are indicated with an "X" on the map, it collapses under the feet of the PC in question, sending him to the floor of the cavern unless a successful Dexterity check at a -4 penalty is made. (Roll for falling damage). A successful check indicates that the PC was able to jump onto a randomly determined adjacent stalagmite just in time, possibly requiring yet another check if such should be weakened as well. PCs examining the stalagmites closely can detect the score marks along the length of a weakened column with a successful Intelligence check at a -2 penalty. (Dwarf PCs can instead choose to check for unsafe stonework). This entire cavern is under an anti-magic ward that prevents travel-related spells such as **fly** and **teleport** from functioning.
14. TOMB OF HARALD HARDRADA: The door along the north wall opens onto a roughly octagonal chamber that is 60 feet long and 50 feet wide. Four life-sized granite statues of the great frost giant jarl Harald Hardrada line both the west and east

walls. They miss the roof overhead by a mere 4 feet. Along the south bend of the room sits an impressive granite sarcophagus measuring 23 feet from end to end and 8 feet from side to side. All along its length runes spell out the many military victories of the great jarl. (The GM is free to describe such in detail if desired). The most significant message inscribed onto the sarcophagus translates from Giantfish into Common as: In spite of his many victories, Lord Harald Hardrada was unable to defeat his most hated foe, the White Worm of the North. May the great jarl's future champion finish what he could not.

The massive granite lid of the sarcophagus can only be lifted by two PCs simultaneously making their lift gates roll. For bashing attempts, treat the lid as having an armor class of 2 and 200 hit points. The moment that the sarcophagus is touched, the ice mummy (see below) of the frost giant jarl becomes imbued with undead life. It patiently waits inside, wishing to see if its future champion is able to accomplish such an insignificant task as lifting the lid of the sarcophagus, at least when compared to defeating the White Worm. However, it grows tired of the PCs' efforts if they still haven't lifted or destroyed the lid by the fourth round. At such time, it tosses the lid against the south wall, shattering it into pieces, afterwards crawling out of the sarcophagus to challenge the PCs to a fight to the death with his beloved brand **Wormbane** (see details below). If the PCs defeat Jarl Hardrada, he utters the following to his slayer with his dying death: "*You are my chosen champion. Take Wormbane and defeat the dread White Worm.*" Afterwards, he lays the brand at the feet of his chosen champion and then crumbles into a heap on the floor, his task complete.

Ice mummies are similar in every respect to normal mummies with a few notable differences: They have more HD, do much more damage, generate a constant aura of cold, are impervious to both normal and magical fire, and do not have the ability to rot flesh. The cold aura affects all those within a 10-foot radius of the ice mummy, and causes 1-4 hp of damage per round. The mummification process for an ice mummy is quite different from that practiced by desert peoples to preserve the remains of their kings. In the case of the ice mummy, the dead body of the frost giant is first quick frozen so that all cellular deterioration is arrested. Afterwards, several runic spells are cast over the body, which both imbues the body with undead life and prevents the ice crusted thereon from melting, the latter becoming hard as steel. The creature appears as a normal frost giant except for the coating of ice and the bluer tinge to the skin. The only people ever to possess the magical formula for the creation of an ice mummy were the runecasters of King Harald Hardrada, and they took their secrets to the graves with them several centuries back.

Ice Mummy of Harald Hardrada (AC 2; MV 60 ft.; HD 15+2-7; hp 93; #AT 1; Dmg 7-42 (10-45 with Wormbane); SA Fear, cold aura in 10-foot radius; SD +1 or better weapons to hit, immune to sleep, charm, hold, fire- and cold-based spells, impervious to poison and paralysis; turned as lich; AL LE). Possessions: **Wormbane, helm of comprehending languages and reading magic, +1 ring of protection.**

PCs crawling inside the sarcophagus can locate the hidden compartment on its bottom with a successful search for secret doors. Within the hidey-hole lies the following: 7,000 gp worth of assorted gems, 8,000 gp worth of assorted coins, a **figurine of wondrous power** (marble wooly mammoth), a **horn of collapsing**, a **horn of Valhalla**, and a **tome of clear thought**.

Wormbane: This two-handed sword +3 was made by the human wizard Vhombi 500 years ago for the frost giant jarl Harald Hardrada, and has an Intelligence of 12, an Ego of 18, empathy, and is of neutral alignment. The special purpose of Wormbane is to kill the White Worm, and is a +4 weapon when fighting the horrible creature. Its primary abilities are to **detect**

magic in a 10-foot radius and to automatically size itself to the proportions of its wielder. It has the following extraordinary powers: **strength** 1/day and **negate magic resistance** with a successful hit 1/day for 1-4 rounds. Its special purpose power is **confusion** for 2-12 rounds. The sword does not interfere with the actions of its wielder irrespective of his or her alignment. However, it constantly urges its wielder to seek out the White Worm, and attempts to dominate him should he flee from the presence of the dread beast. It crumbles into worthless metal filings the minute that the White Worm is slain, its special purpose having been achieved.

B. THE GATED PASS

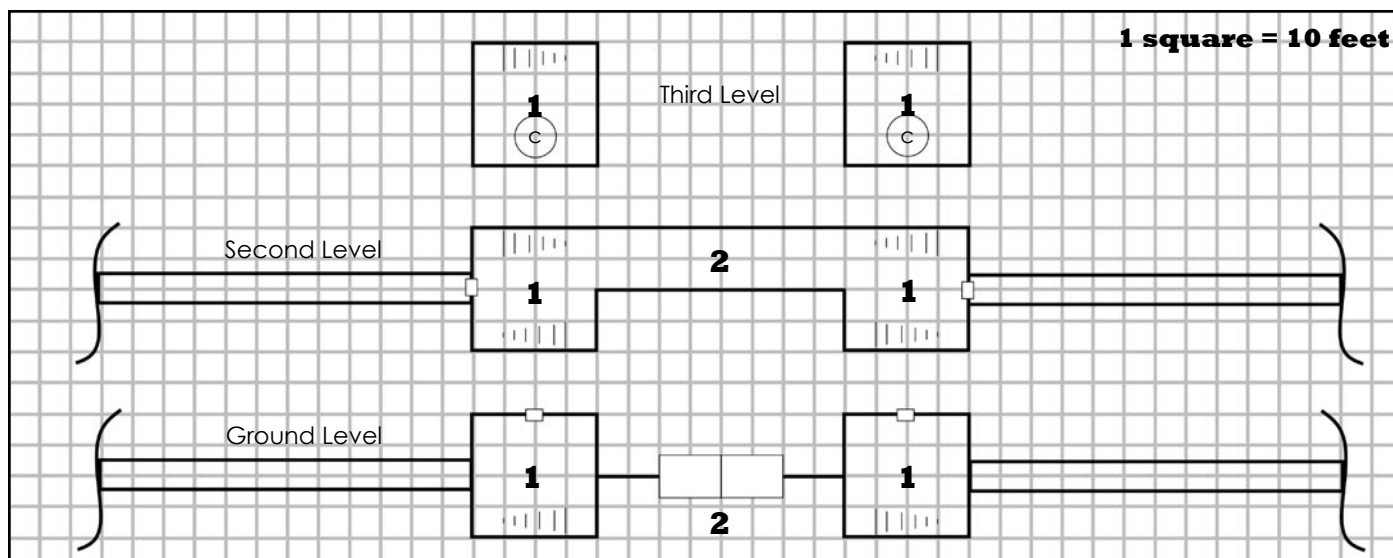
The arctic plain the PCs have been trudging through finally ends in a 40-foot high crenellated wall of closely-fitted basalt blocks. A nearly three-mile-long wall connects the two mountain ranges to the west and east. The middle of the wall is broken by two square towers separated from each other by 50 feet or so. They soar into the air for nearly 60 feet, and are connected by tall double-doors of solid steel half as tall as the main wall. PCs coming within 200 yards of this area can make out two or more giant humanoids standing guard atop each tower.

The two frost giant guards manning each tower, along with almost every other semi-intelligent or greater creature north of the gated pass, are under the permanent charm of the White Worm, being unfailingly loyal to their master. Being as the guards never slack in their duties and are each outfitted with a set of **eyes of the eagle**, they most likely notice the PCs' approach unless they are **invisible**, camouflaged, or flying. Should none of the above circumstances apply, then the guards have only a 1-in-6 chance of being surprised themselves, and surprise the PCs 5 times in 6. Once aware of the PCs, the frost giant guards do not parley and immediately start hurling their boulders, afterwards switching over to their **javelins of lightning**. (The roof of each tower has a supply of ten large boulders apiece and four javelins of lightning at any given time).

Even if the PCs somehow overcome the guards, they are still faced with the formidable task of breaking through the 20-foot tall and 20-foot wide double-doors spanning the two towers. The doors are triple-locked and barred on the inside with a massive plank. Even when opened, it requires a combined Strength of 75 to push the doors inward. The guards open the doors by operating two magical windlasses attached to long steel retracting chains, which multiply the torque applied by a factor of 6. This means that a single frost giant guard, or a PC with a Strength of 13, can easily get one of these doors open. That being said, picking the locks on the doors from even the inside is no easy task being as the three keyholes lie 10 feet above the ground, with the massive wooden bar 2 feet further up. For bashing attempts, each door has an armor class of -2 and 1000 hp. To make matters worse, five trained winter wolves stand guard outside the entrance doors, which immediately attack any intruders coming within 50 feet of the wall. If the PCs manage to scale the wall, they find a 10-foot wide parapet on top, which is covered by a 10-foot high crenellated wall. (Defenders behind the wall enjoy the benefit of 90% cover, giving them a +10 armor class bonus). The moment the parapet is walked on by a non-giant, a booming **alarm** spell goes off, alerting the guards on the towers to the presence of an intruder. (They arrive on the scene 2-4 rounds later to investigate the disturbance).

1. **GUARD TOWER:** Each 60-foot tall and 40-foot square guard tower is accessed by a locked steel door along its lower north wall. Stairs zigzag up the interiors of each tower, connecting their three levels. (Each level has 20-foot high walls). The two guards per tower are quartered in the lower room, which contains nothing more than two rude cots and a table for passing the time with card and dice games. The second level of each tower, contains three barrels of water and poor quality meat, and three bins of preserved elk meat. Locked steel

MAP OF THE GATED PASS



doors on this level of the towers connect with the parapets. The third level of each tower contains a reserve supply of 50 boulders, which can be easily hoisted up to the guards on the roof through the 15-foot wide locked trapdoor in the ceiling. (Requires a successful lift gates roll to push open). The roof level of both towers, as stated previously, is where the frost giants stand guard with their supply of ten large boulders and four **javelins of lightning**.

Frost Giants (2 per tower) (AC 4; MV 120 ft.; HD 10+1-4; hp 65 each; #AT 1; Dmg 4-24; SA Hurling rocks for 2-20 hit points; SD Impervious to cold; AL CE). Possessions: **eyes of the eagle**.

2. **GATEHOUSE:** The space between the two towers functions as a gatehouse. The lower roof of the gatehouse is 20 feet overhead, and the room above it is level with and accessed from the second level of the guard towers to either side. Drilled into the lower roof are several murder holes from which the tower guards can pour boiling oil onto the heads of intruders. To facilitate such, the upper room of the gatehouse contains three barrels holding 100 gallons of oil apiece and one magical cauldron. The cauldron can heat up to 20 gallons of oil to its smoking point in a mere round. It rests on a wheeled, adjustable cradle that allows it to be easily moved anywhere along the floor and then tipped forward to spill its deadly contents. The boiling oil causes 4-24 points of damage on the first round due to the massive quantity of it deposited on the victim(s), 2-12 points of damage on the second round and 1-6 on the third round. The upper roof of the gatehouse is level with that of the second floor of the two towers. (Locked doors lead into this level of the gatehouse from the connecting walls of the two towers). As stated previously, five winter wolves stand guard outside the entrance to the gatehouse, which attack intruders coming within 50 feet of the walls. Lastly, another set of locked steel double-doors open onto the lower room of the gatehouse from the north.

Winter Wolves (5) (AC 5; MV 180 ft.; HD 6; hp 30 each; #AT 1; Dmg 2-8; SA Frost breath; AL N (E)).

C. THE CITADEL ENVIRONS

Once over the walls of the fortified pass, the PCs see a continuation of the arctic plain. However, three miles or so to the north they espy a wide inland bay extending out to the frigid waters of the surrounding sea. Floating in place in the middle of this bay, a mile

away from its southern coast, is an iceberg that soars into the air for almost 300 feet and averages 400 feet in diameter. Extending out into the bay from the arctic plain are five piers, to which are berthed three long and relatively slender vessels of some sort. It is obvious that the massive iceberg is inhabited, for two more piers extend out into the bay from its south face.

The valley making up the unhappy hunting grounds of the White Worm extends for six or seven miles east to west. The tip of the inland bay is five miles north of the gated pass at area B. The bay, which is roughly V-shaped, cuts into the arctic plain from the sea for over two miles and averages 2 ½ miles wide, with relatively narrow strips of land separating its outer edges from the mountain ranges to the east and west.

Before going into hibernation, the White Worm placed all of the more dangerous animals and humanoids residing in this valley under a permanent **charm monster** spell, and patrols of such still attack intruders on the spot and fight to the death. The original thralls of the White Worm, which includes all of the frost giants and a few of the sorcerers stationed at his citadel, have been alive for at least 500 years. Moreover, the charm placed on these original thralls was so strong that they have been passing it on to their offspring for centuries. All such creatures and their progeny have also been blessed with everlasting life—but not invulnerability. (They can be harmed and killed normally). In other words, the aging process in such creatures was permanently stopped but not reversed.

While in the valley, the GM should check for wandering monsters for every hex crossed by the PCs. There is a 6-in-10 chance per check that a random encounter occurs. When an encounter is indicated, roll a d4 and then consult the following table:

Wandering Monsters

1). 3-4 **Frost Giants** (AC 4; MV 120 ft.; HD 10+1-4; hp 65 each; #AT 1; Dmg 4-24; SA Hurling rocks for 2-20 hit points; SD Impervious to cold; AL CE).

2). 5-8 **Winter Wolves** (AC 5; MV 180 ft.; HD 6; hp 30 each; #AT 1; Dmg 2-8; SA Frost breath; AL N (E)).

3). 2-4 **Yeti** (AC 6; MV 150 ft.; HD 12; hp 70 each; #AT 2; Dmg 2-12, 2-12; SA Stare, squeeze; SD Impervious to cold; AL N).

4). 1-3 **Polar Bears** (AC 6; MV 120 ft.; HD 10; hp 60 each; #AT 1-8, 1-8, 2-20; Dmg 1-8/1-8/2-20; SA Hugs for 3-18 hp; AL N).

D. THE CITADEL OF THE WHITE WORM

As the PCs near the southern edge of the bay, they see that the three boats anchored to the pier there have a length of 30 feet and a beam of 7 feet. Each has a tall, sweeping prow and features the clinker construction typical of Norse vessels. Several small steel shields line the sides of each ship, with two sets of oars in locks between them. Up close, the PCs see that the massive iceberg in the middle of the bay contains several structures along its top that appear to be the remnants of houses in a variety of architectural styles from several periods of history. A large section of the top of the iceberg has been artificially smoothed-over, from the center of which erupts a globular lump of either crystal or ice mounted onto a tripod-like apparatus. Waves of ice particles shoot from the 15-foot diameter sphere in all directions, which the PCs will probably deduce is responsible for the freak drop in temperature the Northern lands have been experiencing over the past few weeks.

Where the iceberg meets the water the PCs can just make out a 50-foot deep and tall recessed area along its otherwise jagged face. The back of the recess has been obviously shaped by man for it is perfectly smooth and perpendicular to the surface of the water. Jutting from this indentation are two more piers that extend out onto the water, with another of the Norse rowboats tethered thereto.

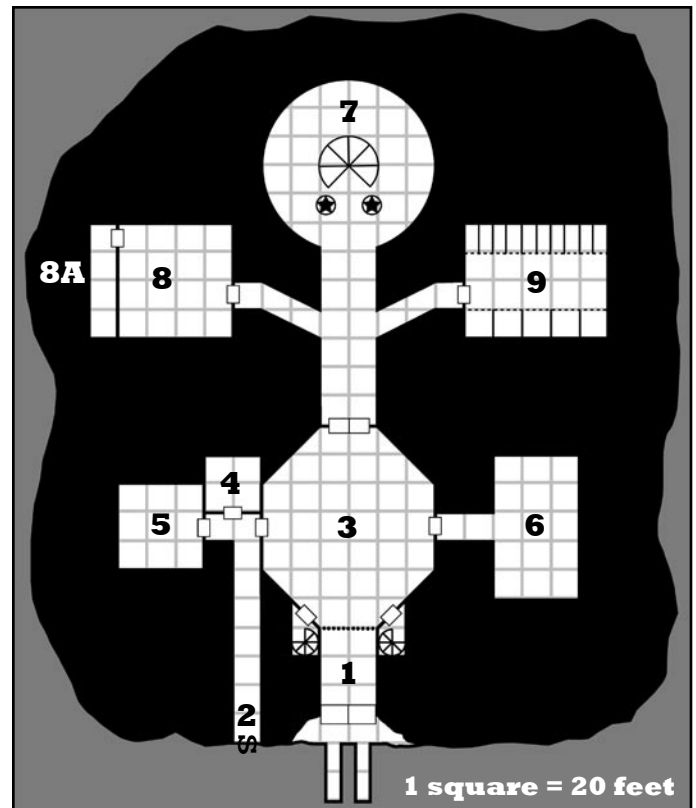
The Norse-type rowboats anchored to the piers on both the iceberg and the outer bay require a minimum of two people to reach maximum speed. They are very seaworthy and easy to operate with at least two rowers on board. The boats can also be operated by a single person, but such requires quite a bit more effort and limits their maximum speed to 1 knot. The iceberg making up the citadel of the White Worm lies about a mile from the bay's shore. This means that it takes the PCs 6 turns to reach the iceberg at minimum oar and half that time at maximum oar. Of course, the PCs are also free to swim over to the iceberg but such is not recommended being as waters of the bay are near freezing. PCs immersing themselves in the water go into shock a round later and perish if allowed to remain therein for another 4 rounds. PCs going into shock can only be revived with a quickly spoken **cure light wounds** spell, which revives them no worse for wear. Those remaining in the water beyond the first round of exposure can also be revived by the above procedure but they automatically lose 20% of their current hit points per round immersed after the first. The statistics for the rowboats are as follows:

Rowboats: (SZ Large (seats 10); MV 1 knot/2 knots for 10-20 rounds (maximum oar); AC 2; 3 hull points each; SD sinks in 1 turn).

The iceberg containing the citadel of the White Worm is constructed of magical ice generated by the crystal atop the tower. As such, the exterior of the iceberg has the hardness of steel and cannot be affected by weapons of less than +3 enchantment, which deal only half damage. Furthermore, it cannot be affected by normal fire, only the magical variety. All of the chambers and corridors of the citadel are made of this same ice, and are perfectly smooth. They are also warded against any form of extra-dimensional travel such as that afforded by the spells **teleport**, **phase door**, and **passwall**. However, these restrictions do not apply to extra-dimensional travel within the confines of an individual corridor or room, just to the spaces between them. The best way for the PCs to make their approach is under the cover of darkness or by way of **invisibility** spells. Otherwise, they are sure to be spotted by the red dragon sentinels posted at area 1, which immediately attack any intruders (cf.).

Dungeon Features: Except where noted otherwise, all of the rooms and corridors in the citadel have 50-foot high flat ceilings. All doors are 20 feet tall and 10 feet wide, and constructed of magical ice with the hardness of iron. The doors on level 1 are all locked, with each frost giant quartered thereon possessing a master key to open such. These doors are so heavy that they require a Strength score of 25 to open. (Two PCs working in tandem can combine their Strength scores to accomplish such). The doors on levels 2 and 3 are all sealed with the spells **wizard lock** and **hold portal**. The only means of

LEVEL ONE OF THE CITADEL



opening these doors, short of breaking them down with brute force, is to cast thereon either two **knock** spells, two **dispel magic** spells, or one of each. These particular doors, while as large and as strong as those on level 1, have been hollowed out so that the human sorcerers on levels 2 and 3 can more easily get them open. Secret doors are hidden on both sides. Unless noted otherwise, secret doors pivot about their centers when the correct wall location is depressed. They must be pushed outward to open. Affixed to the ceiling of each and every corridor and chamber in the citadel is a 1-foot diameter chunk of rough-cut crystal with a **continual light** spell cast thereon, which bathes its space in a bluish glow.

Level One of the Citadel

1. **GATEHOUSE:** Up close, the PCs can clearly make out the 50-foot tall and 40-foot wide double-doors in the recessed area on the outside of the citadel, not to mention the two piers jutting therefrom into the bay with attached rowboat. (See above for statistics on this boat). 50 feet up the face of the iceberg and 100 feet to either side of the entrance is found a cave. These caves are 50 feet wide and almost 200 feet deep. Lairing within each is a red dragon sentinel charmed by the White Worm to watch for approaching intruders. With their keen eyesight, they can easily spot any small- to medium-sized boats on the water and flying PCs for a distance of $\frac{1}{4}$ mile. When their prey is spotted, the two dragons fly out of their caves and immediately let loose with their breath weapons. If the PCs still appear to have some fight left in them after their roasting, then the dragons swoop down and deliver a vicious attack with their claws. They repeat this routine until either they or their opponents are slain.

The entrance doors are triple-locked and barred on the inside with a massive plank. Even when unlocked and unbarred, the doors require a combined Strength of 100 to get them to open inward. For bashing attempts, each door has an armor class of -2 and 2000 hp. The frost giants in area 3 open the entrance doors by operating two windlasses attached to long steel

chains. A single frost giant, or a PC with a Strength of 18, can open one of these doors using such a tool. That being said, picking the lock on the doors from even the inside is no easy task being as the three keyholes lie 10 feet above the floor and the massive wooden bar 2 feet further up. As if that wasn't enough, the north end of the gatehouse behind the entrance doors is blocked by a portcullis of square bars fashioned of the same magical ice as the walls of the citadel. Such is raised by a steel lever along the southeast wall of area 3. And then there are the murder holes drilled into the ceiling of this room, through which is poured boiling oil onto the heads of intruders from the room above, area 1A.

Average Ancient Red Dragons (2) (from level 2's caves) (AC 3; MV 90 ft., 240 ft. flying; HD 10; hp 80 each; #AT 3; Dmg 1-8, 1-8, 3-30; SA Breath weapon; AL CE).

- 1A. **BOILING OIL REPOSITORY:** This room lies 25 feet above area 1, and conforms to it in every dimension with the exception of the several murder holes drilled into the floor. This area is reached via the twin spiral staircases adjoining. Stacked along the south wall are five huge barrels filled with 100 gallons of oil apiece. In the middle of the floor are two magical cauldrons that rest on adjustable, wheeled cradles that allow them to be moved about the room and then tipped forward to spill their deadly contents. Each cauldron can heat up to 20 gallons of oil to its smoking point in a mere round. Should intruders attempt to bash down the entrance doors to the citadel, then one of the frost giants from area 3 races up the circular staircase to this room and heats up the oil, hopefully getting a chance to dump it on the intruders in the room below. The boiling oil causes 4-24 points of damage on the first round due to the massive quantity of it deposited on the victim(s), 2-12 points of damage on the second round and 1-6 on the third round.
2. **SECRET ENTRANCE:** 40 feet west of the main entrance to the citadel is found a 15-foot high by 10-foot wide secret door. It is unlikely that the PCs will find this secret door because there is nothing so much as a landing leading to it from the bay. The frost giant guards in the barracks, area 5, sometimes use this secret door when they wish to go for a swim in the freezing waters of the bay. The secret door is visible from the inside of the tunnel winding up to the main hallway adjoining areas 3 and 5. From outside the iceberg, however, its rough surface perfectly blends in with the surrounding walls of ice.
3. **MAIN HALL:** This octagonal chamber is of absolutely awesome dimensions, being 120 feet wide and 140 feet long! The walls feature ice carvings in raised relief depicting the White Worm conquering various and sundry worlds far- removed from our own. The engravings are set off from the surrounding white walls with a slathering of frozen blood. In one design the White Worm is found in what looks like a desert world dominated by tall pyramidal buildings. Scores of humanoid reptiles bow at its feet. In another carving the White Worm is surrounded by queer crystalline creatures that are vaguely humanoid, with buildings in the background constructed along the lines of a clearly alien geometry. In yet another of the scenes the White Worm is doing battle with a corpulent, gilled humanoid topped with the head of what can best be described as an octopus or squid. Membranous, bat-like wings frame the White Worm's fearsome opponent. The GM is free to describe other scenes from either the weird and science-fantasy literature of the pulp era or perhaps from his home campaign, thereby setting the scene for further adventures.

A portcullis comprised of thick bars of magical ice blocks off the southern wall of the room while double-doors of the same material stand along the far wall to the north. The latter are protected with a **glyph of warding** that can be bypassed by uttering a simple password, which all of the frost giants on

level 1 know. Those failing to do so before touching the doors are electrocuted for 36 points of damage. (Save vs. spells for half damage). To either hand of the portcullis is found one of the windlasses needed to operate the entrance doors at area 1. (The lever needed to raise and lower the portcullis is located alongside the windlass on the east wall). Single doors are found along the middle of the east and west walls. Lastly, two archways along the southeast and southwest walls lead to spiral staircases winding up to area 1A.

What most competes for the PCs' attention is the massive, already-loaded ballista in the middle of the room, which is manned by two frost giants. (A tall bin to the right of it holds twelve additional bolts). The dread weapon is mounted to a base allowing it to be rotated a full 360 degrees. It can be fired once every 4 rounds by a crew of two giant-sized humanoids, having a maximum range of 320 feet and dealing 4-24 hp of damage against small to medium-sized targets. The PC standing directly in front of the double-doors receives the full impact of the bolt should it connect, being treated as having an armor class of 0 regardless of his or her actual armor class. With all appropriate modifiers factored in, the ballista hits this PC on a roll of 13. A third frost giant stands near the east door holding a long chain-link leash, with three slavering winter wolves attached thereto. He unleashes the wolves and then rushes to attack as soon as the ballista bolt is fired by his two companions, hoping to occupy the PCs while the massive weapon is reloaded.

Any battle in this room alerts the inhabitants of areas 5 and 6, who arrive on the scene 1-3 rounds later. (See descriptions of said areas for exact arrival times).

Frost Giants (3) (AC 4; MV 120 ft.; HD 10+1-4; hp 65 each; #AT 1; Dmg 4-24; SA Hurling rocks for 2-20 hit points; SD Impervious to cold; AL CE).

Winter Wolves (3) (AC 5; MV 180 ft.; HD 6; hp 30 each; #AT 1; Dmg 2-8; SA Frost breath; AL N (E)).

4. **PRIVY:** A series of 2-foot diameter privy holes dot the floor of this room. The holes all open over a 20-foot diameter shaft that drops several hundred feet to meet up with the waters of the bay. Being as frost giants have less than ideal sanitary habits, the smell in this room is almost unbearable to humans and demi-humans, having the same effect in game terms as a ghastr's carrion stench.
5. **GUARD BARRACKS:** Strewn about the floor of this massive room are fifteen giant-sized beds covered with smelly winter wolf pelts valued at 300 gp apiece if cleaned. In the center of the room are four crude giant-sized tables and chairs of sturdy oak that are used for gaming. Attached to the north wall are twenty hooks holding the sacks that the frost giant guards quartered here use to store their valuables. Ten such sacks are currently in use, holding between 200-500 gp worth of assorted jewelry, coins, and gems. Along the west and south walls are mounted the heads of several fearsome arctic creatures such as polar bears, winter wolves, elk, yeti, polar worms, and even that of a particularly ugly fire giant. Both the hooks and heads are mounted at eye level for a frost giant, meaning 15 feet off the floor.

At any given time there are 4-6 frost giants either relaxing or sleeping (50% chance for either) in this room when the PCs arrive. (The remaining guards quartered here, of which there are ten in total, are either outside the citadel on patrol or are on guard duty in area 3). Any sounds of battle in area 3 immediately alert the inhabitants of this room. Those sleeping arrive on the scene 3 rounds later while those merely relaxing accomplish the same in only 1 round.

6. **KENNEL:** Chained to the east wall of this foul-smelling room are five winter wolves and the hellhound taken from the fire giant whose head adorns the wall of area 5. The chains are long enough to allow the canines to reach anywhere in the room. The keeper of the animals can usually be found sitting at his desk along the south wall. Along the middle of the north wall is a currently closed trough containing several pounds of meat cut from the bodies of an assortment of creatures ranging from polar bears, elk, and yetis to even a human magic user. The latter had managed to sneak into the citadel, **invisibly** via the secret door at area 2, before being detected by the preternatural senses of the winter wolves at area 3. The wolves immediately consumed the choicest cuts from the adventurer's body, being his internal organs and haunches, before they were called off by the animal keeper in this room. Over the past week, the remaining bits of the hapless, albeit succulent, adventurer have almost been exhausted, with only his head remaining in the trough.

Frost Giant (AC 4; MV 120 ft.; HD 10+1-4; hp 80; #AT 1; Dmg 4-24; SA Hurling rocks for 2-20 hit points; SD Impervious to cold; AL CE).

Winter Wolves (5) (AC 5; MV 180 ft.; HD 6; hp 30 each; #AT 1; Dmg 2-8; SA Frost breath; AL N (E)).

Hell Hound (AC 4; MV 120 ft.; HD 7; hp 40; #AT 1; Dmg 1-10; SA Breathe fire; SD Surprise 4 times in 6, surprised 1 time in 6; AL LE).

7. **FIRST FLOOR STAIRCASE:** This circular chamber has a diameter of nearly 120 feet. A 40-foot diameter circular staircase with 1-foot high and 2-foot long steps dominates the center of the floor (there are a total of 50 steps along the staircase between each level of the citadel). Two statues of yeti twice their normal size stand before the staircase, which winds up to areas 10 and 19, connecting the three levels of the citadel. If a password is not spoken before coming within 10' of the eidolons, then they animate into two living yeti that fight the intruders to the death. After the guardians' task is done, they resume their positions before the staircase and become quiescent again.

The section of staircase between this room and area 10 above is trapped. Every fifth step is trapped with a **reverse gravity** spell, which, if stepped on, sends the PC "falling" toward the roof of the staircase 150 feet overhead, resulting in 15-90 hp of damage.

Yeti (2) (AC 6; MV 150 ft.; HD 12; hp 70 each; #AT 2; Dmg 2-12, 2-12; SA Stare, squeeze; SD Impervious to cold; AL N).

8. **DINING HALL:** This massive chamber is dominated by the two oak tables spanning almost the entire length of the floor. One was obviously designed for giants, standing 7 feet off the floor and being 15 feet wide and nearly 60 feet long. The other table, which is used by the sorcerers from level 2, is of the same dimensions except that it rises only 4 feet off the floor. These sorcerers, being of average Strength, need the frost giants' assistance to open the massive and heavy door to this room and any other on this level, much to their annoyance.

Seven high-backed oak chairs of the appropriate dimensions surround both tables. On either side of the door along the west wall, which opens onto area 8a, are three 8-foot tall and 4-foot wide oaken barrels with taps protruding from their middles. Three contain 750 gallons of low quality mead, the other three a like amount of melted snow. In the evening hours, there is a base 30% chance that the PCs interrupt 1-2 frost giants or sorcerers (50% chance for either being present) enjoying their dinner. During the day, there is only a 20% chance to encounter a like number of either party grabbing a quick bite.

(These frost giants are not subtracted from the totals listed for the various giants posted in the citadel; they are merely frost giants returning from their patrols outside the citadel. Being as there is a set amount of sorcerers on the level 2, which never leave the citadel, subtract any such defeated here from the totals listed for area 15).

- 8A. **LARDER:** Recently-obtained animal and humanoid corpses are stored here. This room currently contains the corpses of four yeti, three elk, and one polar bear.

9. **TORTURE CHAMBER AND PRISON:** This great room is lined on either hand with several barred cells. Crumpled humanoid forms lie within two of the miserable cubicles. Along the far wall to the east can be seen a varied assortment of instruments used in the practice of torture. The inventory of such is as follows: two open iron maidens, a long stretching rack, a table littered with all manner of saws, knives, prongs, needles, and bowls, and a magical cauldron similar to that found in area 1A, which is used to heat up the instruments.

The gaoler/torturer is a powerful female ice devil by the name of Sherazan. When the PCs arrive, she is at the table preparing her deadly instruments so that she can give the inhabitants of cells "A" and "B" their daily dose of torture (cf.). (These poor prisoners are forced to make do in the interim with little more than a hole in the floor for waste management and a hard oak bench for sleeping). Sherazan attacks the PCs on sight and tries to incapacitate but not kill them, thereby reserving them for later torture. However, if the PCs prove too formidable, she is not averse to slaying them outright.

Ice Devil (AC -5; MV 60 ft.; HD 11; hp 60, #AT 4; Dmg 1-4, 1-4, 2-8, 3-12; SA +2 or better weapon to hit, at will - fly, wall of ice, detect magic, detect invisible, polymorph self, gate 2 bone devils (70%) or 1 ice devil (30%) (60% chance of success), ultravision 60 ft.; SD regenerate 1 hp/round, radiate fear 10-foot radius; AL LE). Equipment: **+1 ring of protection**, keys to all of the cells.

- 9A. **CELL OF RUGGERT:** In this cell lies an elven magic user named Ruggert. He is near death being as all of his limbs have been surgically removed during his many torture sessions. The ice devil torturer in area 9, being quite the sadist, has made sure that the wounds were carefully cauterized to prevent infection. The magic user is literally nothing more than a torso, and begs the PCs to kill him should they approach his cell. His possessions, like those of his companion in cell "B," are being stored in the last cell along the north wall, "C." Lastly, Ruggert's cell has been specially prepared for magic-using prisoners, and has a permanent anti-magic ward in place that prevents any spells and magic items from functioning therein.

Elf Magic User (AC 2; MV 120 ft.; MU 8; hp 2; #AT none; Dmg none; SA spells, though none currently memorized; SD 90% resistance to sleep and charm, 60-foot infravision, surprises 4 in 6; S 12 (2), I 17, W 13, D 14 (1), C 11, Ch 13; AL CG).

- 9B. **CELL OF BRONWIN:** In this cell is a dwarven fighter, the adventuring companion of the elven magic user in cell "A." The only reason the fighter has been kept alive is because the torturer in area 9 enjoys the challenge of his torture. So far, the dwarf has yet to cry out during one of his daily torture sessions. As of today, he has only one finger remaining on his left and right hands, his right eye, and two toes on his left foot. He is near death from starvation for the only provender offered him has been his own severed digits along with those of his fellow prisoner, which he has been naturally reluctant to consume. If offered food and fully healed, which will require several powerful spells, the dwarf will be happy to join the PCs' party and will be intensely loyal.

Dwarf Fighter (AC 1; MV 120 ft.; F 8; hp 4; #AT none; Dmg none; SD +4 to saves vs. wands, staves, rods, and spells, 60' infravision, surprises 4 in 6; S 17 (4), I 12, W 14, D 14 (1), C 16, Ch 11; AL NG).

9C. STORAGE CELL: This cell contains the loot stolen from the prisoners in cells "A" and "B." The latter's possessions consists of **plate mail +2**, a **battle axe +2**, a **potion of heroism**, and 1,500 gp. The former's possessions consists of **bracers of AC 2**, a **dagger +1**, a **staff of striking** (8 charges), **scrolls of ice storm**, **lightning bolt**, and **blink**, 1,200 gp, and a spell book containing the following spells:

- First - **charm person**, **shield**, **magic missile**, **sleep**
- Second - **ray of enfeeblement**, **mirror image**, **web**
- Third - **lightning bolt**, **fireball**, **dispel magic**
- Fourth - **minor globe of invulnerability**, **invisibility 10-foot radius**

Level Two of the Citadel

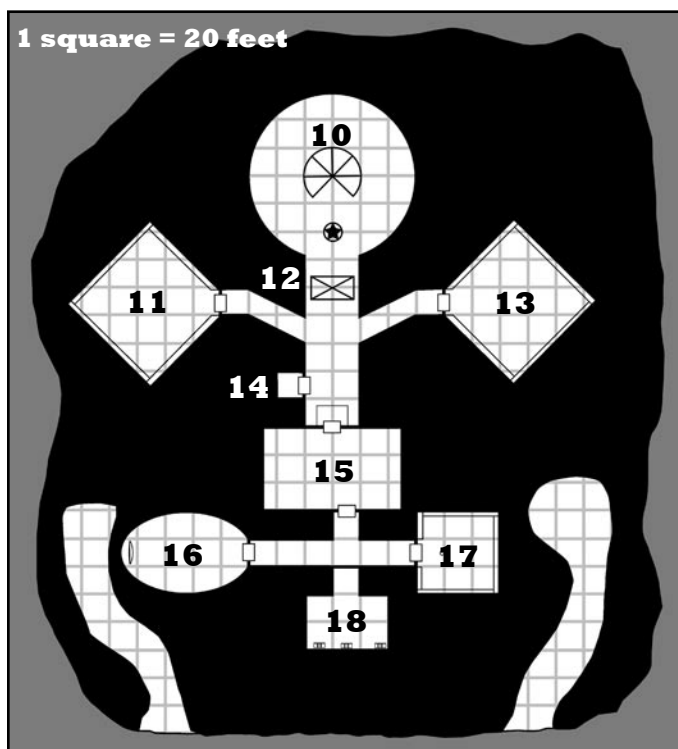
Tracking Enemy Movement: The magic users stationed on this level are wont to move about from room to room during the day. From the hours of 12 A.M. to 7 A.M., however, they are always found in their quarters, area 15, sleeping. During the day, there is 50% chance that 1-6 of the magic users are relaxing in area 15 when the PCs first arrive on this level. The remaining wizards, in this instance, are all performing the same task in area 11, 13, 16, or 17. (Randomly determine which of these rooms is currently being used). If none of the magic users are present in area 15 when the PCs arrive on this level, then they are all in one of the four abovementioned rooms. However, the above rules are ignored if the PCs arrive at the citadel between the hours of 5 P.M. and 8 P.M. In this instance, all of the sorcerers from this level are at area 23 (cf.) attending a weekly ceremony where a randomly determined victim is selected to become the meal of the White Worm. Regardless of where they are encountered, the magic users do not parley with the PCs under any circumstances and fight them to the death, for the charm put on them by the White Worm prevents them from acting otherwise.

10. SECOND FLOOR STAIRCASE: This circular chamber has a diameter of nearly 120 feet. A 40-foot diameter circular staircase with 1-foot high and 2-foot long steps dominates the center of the floor (there are a total of 50 steps along the staircase between each level of the citadel). Standing before the archway to the south and facing the staircase is the statue of a medusa wearing a cowl. It is bowing its head, making the face within the hood difficult to make out from the stairs. If a special password is not spoken before coming within 20-feet of the statue, its spring-loaded head swings up to face the stairs. Even though the body of the statue is simple stone, the head within the hood is that of a live medusa in temporal stasis, which is released from such should the password not be spoken. Those staring at the face have the same chances of being turned to stone as with a regular medusa. The statue can be manually reset by the wizards in area 15 by simply pushing the cowl forward again, locking it in place. Once this is done, the temporal stasis is reactivated. Every time the statue is activated, an **alarm** goes off in area 15, alerting the magic users therein who immediately begin preparing themselves for the intruders by casting an assortment of abjurative spells.

The section of staircase between this room and area 19 above is trapped. Every fourth step is trapped with a **ray of enfeeblement** spell, which is activated when stepped on.

11. LIBRARY: All four shelves of this diamond-shaped room are absolutely bursting with dusty old tomes. In the middle of the room are three 15-foot long and 6-foot wide oak tables, each of which is surrounded by six comfortable chairs. Standing

LEVEL TWO OF THE CITADEL



before the table nearest the door, waiting to assist the patrons coming to this room, is a librarian with the upper body of a beautiful six-armed woman with pendulous, exposed breasts and the lower body of a serpent. Such a creature is a Marilith, of course, which attacks any person entering her library other than the six sorcerers quartered in area 15. Conveniently located on a special scabbard running down her graceful back are six scimitars, which she immediately unsheathes to deal with the PCs, fighting to the death. Though she would prefer to deal with the PCs herself, she is not averse to gating in some friends from the Abyss should the need arise.

After the PCs have dealt with the librarian they are free to examine the shelves. The hundreds of books on the shelves deal with a wide variety of subjects concerning the various worlds and dimensions the White Worm has visited and sometimes conquered over the centuries. The books are written in a multitude of strange languages, with about half of them being penned in the Common tongue of the Northern lands. These latter tomes contain writings of such a blasphemous nature that for every fifteen perused, the reader has the same chance of going mad as per a **symbol of insanity**, with one exception: a save vs. spells at a -2 penalty to avoid the effects is allowed. Interspersed amongst the horrid rites described in the various books written in the Common tongue are bits of the information described in the background section of the adventure. For every fifteen such books perused, the reader learns two paragraphs of information from said section. Furthermore, for every 30 books looked through, regardless of the language they are written in, the reader has a 20% chance of discovering a scroll containing a random 1st-7th level magic user spell (10 in total). Unfortunately, should a scroll be indicated inside the book looked through, there is a further 50% chance that it is trapped with **explosive runes** at caster level 14.

Marilith (AC -7/-5; MV 120 ft.; HD 7+7; hp 45; #AT 7; Dmg 2-8, 1-8, 1-8, 1-8, 1-8, 1-8; SA at will—cause darkness, charm person, levitate, read languages, detect invisible object, cause pyrotechnics, polymorph self, project image, gate; SD +1 or better weapon to hit; MR 80%; AL CE).

12. **BLADES OF SPINNING DEATH:** This square on the map is trapped, and the only way to avoid such is to walk along the surrounding 2-foot wide ledge. PCs stepping on the trapped area cause a trapdoor to swing open, depositing them in a 20-foot deep pit unless a successful Dexterity check at a -3 penalty is made. To make matters worse, a ring of magical runes span the midpoint of the pit, and those passing such on their way down activate the **blade barrier** trap at the pit's bottom unless they make a save vs. 14th level magic.

13. **SCRIPTORIUM:** This diamond-shaped room features 10-foot tall shelves on all four walls, each of which contain several rolls of vellum, a varied assortment of pots holding rare inks, all manner of exotic quills, and eight magical reference books. The whole lot could easily fetch the seller 7,000 gp in any large city where magic is practiced. The eight volumes of reference material, it should be noted, do not allow the magical devotee to learn any new spells unless intensely studied for several years, and are not magical in any way. In the middle of the room are two 30-foot long and 10-foot wide oak tables, each of which is surrounded by ten comfortable chairs along its length.

As can be guessed, this room functions as a scriptorium where the sorcerers on this level pen new magical scrolls. Scattered on the shelves amongst the blank sheets of vellum and incomplete or incorrectly- worded scrolls are the following useful items: **scrolls of protection from devils, protection from undead, protection from cold, cursed polymorph self** (reader is liquefied into putrescent matter, resulting in his or her immediate death), **cloudkill, cone of cold, project image, and death spell.**

The sorcerers on this level have protected their treasures herein with a rather unique trap, for hanging from a metal rod on the ceiling, 15 feet into the room, is an arras with a **symbol of death** painted thereon. It is currently furled, but unrolls should a special command word not be spoken as the door opener is making his way inside. Such occurs as soon as the intruder has stepped 5 feet into the room. It is almost impossible to avoid looking at the symbol because the arras containing it spans the entire width of the room and extends down to the floor, as indicated on the map.

14. **PRIVY:** A series of 1-foot diameter privy holes dot the floor of this room. The holes all open over a 20-foot diameter shaft that drops several hundred feet to meet up with the waters of bay. Being as the sorcerers who use this privy practice good hygiene, it doesn't bear the awful stench of that of the frost giants on level 1.

15. **WIZARDS' QUARTERS:** Just past the north door to this gray-carpeted room is a welcome mat in the form of a trained trapper. The monster, on account of its gray coloring, is nearly indistinguishable from the carpet and surprises the PCs 5 times in 6. It waits until at least two PCs have walked over it before enwrapping and suffocating them. There are a total of twenty crude cots spread about this massive room, six of them currently in use by the magic users quartered here. If the PCs triggered the **alarm** at area 10, then the six magic users, should

they be present, immediately begin casting an assortment of spells on their persons in anticipation of the fight to come. (Such are italicized on the magic users' spell lists). In this instance, the magic users cannot be surprised and surprise their opponents 5 times in 6.

Trapper (AC 3; MV 30 ft.; HD 12; hp 84; #AT 4+; Dmg 4+AC of victim; SA Smothers to death engulfed prey in 6 rounds, surprises 5 in 6; SD Fire and cold resistant; AL N).

Doneril, Human Magic user (AC 2; MV 120 ft.; MU 14; hp 39; #AT 1; Dmg by weapon; SA Spells; S 10, I 18, W 12, D 11, C 11, Ch 16; AL LE). Possessions: **bracers of defense AC 2, necklace of missiles** (one 5-dice, two 3-dice), **dagger +1, wand of lightning.** He has memorized the following spells:

- First (5): **defect magic, light, read magic, shield, shocking grasp**
- Second (5): **acid arrow, darkness 15-foot radius, mirror image, ray of enfeeblement, web**
- Third (5): **dispel magic, fireball, haste, hold person, phantasmal force**
- Fourth (4): **black tentacles, fear, polymorph self, polymorph other**
- Fifth (4): **cone of cold, feeblemind, interposing hand, magic jar**
- Sixth (2): **death spell, disintegrate**
- Seventh (1): **power word, stun**

Dalaki, Human Magic User (AC 1; MV 120 ft.; MU 13; hp 36; #AT 1; Dmg by weapon; SA Spells; SD +4 to saves vs. mind-influencing spells, +3 to all other saves; S 13, I 17, W 15, D 12, C 13, Ch 15; AL LE). Possessions: **bracers of defense AC 4, ring of protection +3, staff of striking** (8 charges), **dagger +1, scrolls of ice storm and gust of wind.** He has memorized the following spells:

- First (5): **light, magic missile, protection from good, shield, sleep**
- Second (5): **darkness 15-foot radius, invisibility, levitate, mirror image, ray of enfeeblement**
- Third (5): **dispel magic, fireball, hold person, lightning bolt, slow**
- Fourth (4): **confusion, curse, minor globe of invulnerability, polymorph other**
- Fifth (4): **cone of cold, feeblemind, telekinesis, teleport**
- Sixth (2): **death spell, disintegrate**

Baacki, Human Magic User (AC 2; MV 120 ft.; MU 12; hp 29; #AT 1; Dmg by weapon; SA Spells; SD +2 to all saves; S 10, I 17, W 12, D 10, C 11, Ch 16; AL LE). Possessions: **bracers of defense AC 4, ring of protection +2, staff of striking** (10 charges). He has the following spells memorized:

- First (4): **charm person, jump, light, magic missile**
- Second (4): **invisibility, scare, strength, web**
- Third (4): **dispel magic, fireball, gust of wind, hold person**
- Fourth (4): **fear, fumble, polymorph self, wall of ice**
- Fifth (4): **cone of cold, interposing hand, monster summoning III, telekinesis**
- Sixth (1): **globe of invulnerability**

Ud Lux, Human Magic User (AC 7; MV 120 ft.; MU 12; hp; 31; #AT 1; Dmg by weapon; SA Spells; SD +4 to saves vs. mind-influencing spells, +3 to all other saves; S 13, I 17, W 15, D 12, C 13, Ch 15; AL LE). Possessions: **ring of protection +3, staff of striking** (8 charges), **dagger +1, scrolls of levitate, lightning bolt, and gust of wind.** He has memorized the following spells:

- First (4): **charm person, magic missile, protection from good, spider climb**
- Second (4): **darkness 15-foot radius, mirror image, ray of enfeeblement, scare**
- Third (4): **blink, dispel magic, flame arrow, hold person**



Fourth (4): **confusion, curse, minor globe of invulnerability, polymorph other**
Fifth (4): **animate dead, conjure elemental, feeblemind, teleport**
Sixth (1): **flesh to stone**

Vermis, Human Magic User (AC 2; MV 120 ft.; MU 11; hp 32; #AT 1; Dmg by weapon; SA Spells; SD +2 to all saves; S 10, I 17, W 12, D 10, C 11, Ch 16; AL LE). Possessions: **bracers of defense AC 4, ring of protection +2, staff of striking** (10 charges). He has memorized the following spells:

First (4): **light, magic missile, protection from good, sleep**
Second (4): **detect invisibility, mirror image, scare, strength**
Third (4): **fireball, fly, lightning bolt, suggestion**
Fourth (3): **confusion, minor globe of invulnerability, polymorph other**
Fifth (3): **cone of cold, interposing hand, wall of iron**

Loirel, Elf Magic User (AC 2; MV 120 ft.; MU 10; hp 31; #AT 1; Dmg by weapon; SA Spells; SD 90% resistance to sleep and charm, 60 foot infravision, surprises 4 in 6; S 12, I 17, W 13, D 14, C 11, Ch 13; AL CG). Possessions: **bracers of AC 2, dagger +1, staff of striking** (8 charges), **scrolls of ice storm, lightning bolt, and blink**, 1,200 gp. He has memorized the following spells:

First (4): **charm person, jump, magic missile, sleep**
Second (4): **mirror image, ray of enfeeblement, shatter, web**
Third (3): **dispel magic, haste, hold person**
Fourth (2): **curse, fear**
Fifth (2): **interposing hand, telekinesis**

The chest along the middle of the east wall, which is locked and protected with **explosive runes** at caster level 14, contains the following communal property of the magic users in residence: 7,000 gp in assorted jewelry, gems, and coins, a **necklace of adaptation, a periapt of health, a phylactery of monstrous attention, and the spell books of the six magic users** stationed in this room, which contain only those spells on their lists.

16. PRACTICE ROOM: Mounted to the west curve of this massive ellipse-shaped room is a 15-foot square **mirror of life trapping**, which the wizards on this level often-times activate to practice their spells on the creatures trapped within. This particular mirror contains a mere four cells, three of which are occupied by trapped demons (a vroock, a hezrou, and a glabrezu). Anyone coming within 80 feet of the deadly device and looking therein must save vs. magic or be sucked inside the one available cell. Unfortunately, should more than one PC stare into the mirror, thereby exceeding its maximum occupancy, a randomly determined demon is released from its cell and attacks the remaining PCs without mercy. Being as the curved walls of this chamber along with the entrance bear enchantments that have bound the three demons within its confines for centuries, they fly into a rage when released from the mirror, attacking the PCs until slain. If they happen to destroy or scare the PCs out of the room, they bide their time until one of the magic users on this level comes through the door. What they do to the unsuspecting magic user afterwards is best left unsaid.

Vroock (AC 0; MV 120 ft., 180 ft. flying; HD 8; hp 48; #AT 5; Dmg 1-4, 1-4, 1-8, 1-8, 1-6; SA At will—darkness 5' radius, detect invisible objects, infravision, telekinese 2,000 gp weight, teleport without error, gate in type I demon (10% chance of success); MR 50%; AL CE)

Hezrou (AC -2; MV 60 ft., 120 ft. flying; HD 9; hp 38; #AT 3; Dmg 1-3, 1-3, 4-16; SA At will—cause fear (as wand), darkness 15' radius, detect invisible objects, infravision, levitate (as 8th level magic user), telekinese 3,000 gp weight, teleport without error, gate in type II demon (20% chance of success); MR 55%; AL CE)

Glabrezu (AC -4; MV 90 ft.; HD 10; hp 60; #AT 5; D 2-12, 2-12, 1-3, 1-3/2-5; SA At will—cause fear (as wand), cause pyrotechnics, darkness 10' radius, infravision, levitate (as 10th level magic user), polymorph self, telekinese 4,000 gp weight, teleport without error, gate in type I-III demon (30% chance of success); MR 60%; AL CE)

17. LABORATORY: Along all of the walls of this 60-foot square room are tall shelves containing a wide assortment of alchemical apparatus such as empty potion bottles, jars of reagents, and various spell components such as picked monster parts, powdered semi-precious gems, etc. (There is a 70% chance that 1-3 turns spent searching the shelves turns up 1-2 samples of any given spell component the PCs may need). Two long tables in the middle of the floor contain further alchemical appurtenances such as alembics, crucibles, tongs, etc. As can be guessed, the various items in this room are used to brew magical potions, oils, and ointments by the magic users in residence.

Hanging from the center of the ceiling, 15 feet away from the door and 30 feet above the floor, is a thin silver chain with a fragile glass potion bottle depending therefrom. Anyone stepping more than 10 feet into the room without saying aloud a special password causes the door to slam shut and lock. At the same time, a steel dart is fired from the west well, which hits and shatters the potion bottle hanging from the ceiling, releasing a deadly aerosol of concentrated hydrochloric acid into the room. Any PCs in the room when the acid is released must make an immediate save vs. poison at a -2 penalty or die 1 round later as their lungs and the lining of their trachea is dissolved away. To make matters worse, there is a 50% chance that the aerosol of hydrochloric acid has an adverse reaction with one of the many reagents and spell components on the shelves, resulting in a massive explosion that causes 10-60 points of damage to anyone still in the room.

PCs stating that they look up at the ceiling as they make their way into the room are allowed an Intelligence check at a -4 penalty to notice the tiny, translucent potion bottle depending therefrom. (The acid itself is also clear, making it and its container extremely hard to spot, hence the penalty to the check). With luck, they notice the bottle and high-tail it out this room before it is too late.

The following complete potions can be found on the various shelves: **delusion** (appears to be a **potion of healing**), **diminution, extra healing, giant strength, poison, and speed**.

18. TREASURY: A secret door opens onto the hallway leading to this room. Along the far wall of the room sit three massive chests of metal-banded oak. Each is locked and bears a different magical trap:

Chest #1 is rigged with a **polymorph other** spell that turns the opener into a slug. Immediately afterwards, salt shoots out of the keyhole directly onto the newly-created slug, killing it in 2 rounds. It contains a **dagger of venom, a cursed sword -2, a sword +3 frostbrand, and a sword of wounding**.

Chest #2 withers away both hands of the opener unless a save vs. staves is made, as per a **staff of withering**. The designers of the trap felt it fitting because what good are precious baubles without the hands to wield them. It contains a **bowl of watery death** (appears to be a **bowl of commanding water elementals**), a **crystal ball, a figurine of wondrous power** (goat of terror), a **libram of ineffable damnation, and a periapt of health**.

Chest #3 drains the opener of 2 experience levels like a vampire. Immediately thereafter, a **ray of enfeeblement** shoots out of the keyhole. Such leaves the victim feeling weak and much less the wiser. It contains a **staff of withering** (15 charges), a **wand of frost** (17 charges), a **staff of curing** (14 charges), and a **rod of cancellation** (20 charges).

Level Three of the Citadel

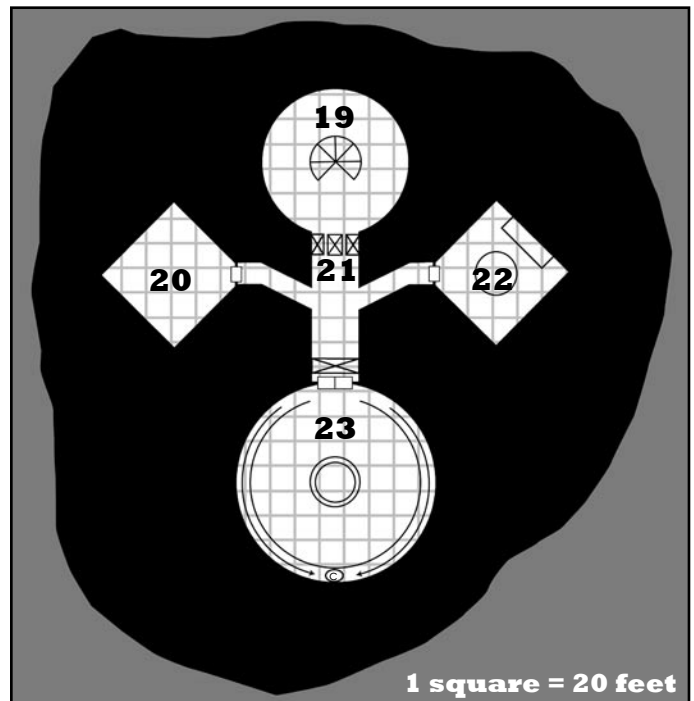
All of the floors on this level are stained a purplish red color, the result of the White Worm's blood spilling out when Harald Hardrada, the frost giant king, almost killed it several centuries back.

19. **THIRD FLOOR STAIRCASE:** The upper terminus of the spiral staircase beginning at area 10 is an austere circular chamber of massive dimensions. An **alarm** is activated in area 23 when any humanoid other than the sorcerers from level 2 steps inside this room. Such alerts the White Worm in area 23 (cf.), which immediately begins preparing itself for the intruders.
20. **VESTRY:** Fifteen scarlet robes festooned with an assortment of esoteric sigils and runes depend from an equal number of hooks along the northeast and southwest walls of this diamond-shaped room, seven widely-spaced hooks per wall. Running the entire length of the northwest wall is an ice carving showing several robed individuals bowing before a colossal worm.

After bathing in the ceremonial pool at area 22, the sorcerers from level 2 come to this room to don the ceremonial robes along the wall, afterwards making their way to the temple at area 23 to pay obeisance to the White Worm. The fifteen robes allow their wearers to attune themselves to the psychic energies of the White Worm. In game terms, the unholy vestments give the wearer the ability to safely communicate telepathically with the dread worm. Those attempting to mentally communicate with the White Worm without wearing one of the special robes, perhaps via a **crystal ball**, run the risk of going mad as per a **symbol of insanity** with one exception: a save vs. spells at a -6 penalty to avoid the effects is allowed. Due to the evil magicks used in the creation of the robes, for every hour that they are worn, the wearer moves one alignment step closer to chaotic evil unless a save against polymorph is successful.

21. **TILTING HALLWAY:** This area contains three huge pressure plates, all of which are activated when 100 lbs. or more of weight is placed on them. The only safe areas around the pressure plates are the two 2-foot wide, 20-foot long paths indicated on the map. When triggered, the entire hallway, from the terminus of area 19 to the doors of area 23, tilts forward to the south. Those standing thereon at this time slide towards the 40-foot wide and 20-foot long pit just in front of the doors to area 23. To ease the victim's descent into the newly-opened pit, holes spaced along the entire length of the hallway's ceiling open, depositing several gallons of oil onto the floor. Two segments after tilting forward, the entire hallway swings back into place, trapping the victims in a 30-foot deep pit whose last 10-feet is filled with flammable oil. The closing of the pit activates a **fire glyph of warding** located a few feet below the surface of the oil. Such action ignites the oil, causing 4-24 points of damage per round for 4 rounds before it burns out.
22. **PURIFICATION POOL:** A shallow oval pool has been dug into the floor of this massive diamond-shaped room. Running half the length of the northeast wall is a short open-faced cabinet with several divisions. Before making their way to area 20, worshippers come to this room to purify themselves in the sacred "waters" of the pool, which are nothing less than the secreted mucous of the White Worm itself. They do this by first removing all of their clothes, afterwards placing them in one of the divisions of the cabinet along the far wall, and then stepping into the oval pool and smearing the foul-smelling slime all over their bodies, which glistens and glows slightly on the skin. Doing so makes the bather 100% resistant to the almost overwhelming aura of **fear** emanating from the White Worm. The mucous of the White Worm is slightly corrosive and causes 1 hp of damage per hour if rubbed on the skin. It tingles slightly on the dermis, which is not an altogether unpleasant sensation.

LEVEL THREE OF THE CITADEL



Being as the pool in this room contains a small part of the White Worm's essence and is therefore sacred to his followers, it is protected by an invisible stalker that stands in front of the pool. It has been instructed to immediately attack any entering this area other than the sorcerers from level 2. The invisible guardian unceasingly stalks the intruders all throughout the rooms and corridors of this level until they are destroyed or driven away.

Invisible Stalker (AC 3; MV 120 ft.; HD 8; hp 40; #AT 1; Dmg 4-16; SA Surprise 5 times in 6; SD Invisibility; MR 30%; AL N).

23. **TEMPLE OF THE WHITE WORM:** A carpet decorated with star patterns leads off from the massive double-doors along the north wall to a massive circular dais in the middle of this 160-foot diameter chamber. Along the west and east curves of the massive room are ramps that wind up to a 10-foot wide gallery on the south wall that contains a trapdoor in the roof leading to the top of the iceberg and the globe of ice responsible for so much trouble (area 24A). Chained to the bottom of the west ramp are five permanently and irrevocably **feebleminded** magic users – no statistics provided, for none are really needed – the remainder of the original twelve convinced or **charmed** into joining forces with the White Worm at the start of the adventure. (See the "For the Game Master" section for further details). These pitiful creatures are to be the grim provender of White Worm, and for each consumed, the dread creature gains another level of spellcasting ability in both of its classes not to mention becoming that much more bloated. (Only one such wizard can be safely digested per day, and the number remaining when the PCs first arrive reflects the time it took them to reach this room). Seated upon the dais, which is 40-feet in diameter and made up of three 2-foot long and tall steps, is the White Worm itself. Its loathsome, corpse-white annelid body is coiled about the dais. 7-foot tall stalagmites of frozen blood are found along the north side of the dais, formed from the tears wept by the White Worm over the past five centuries as it slept. The gruesome columns have not reached their maximum height, for the crimson eyes of the White Worm continue to drip blood thereon, timed all the while to the opening and closing of the foul creature's wide, fang-lined maw.

As stated in the description of area 19, if the PCs triggered the **alarm** there linked to this room, then the White Worm is alerted to their presence. If such is the case, then the foul creature immediately begins casting an assortment of protective spells on itself, which are indicated on its spell lists with italics. The White Worm also starts casting the aforementioned spells, although it may not have ample time to cast them all, should its preternatural senses alert it to the presence of enemies. It should be noted that between the hours of 5 P.M. and 8 P.M., all of the sorcerers from level 2 are in this room attending a daily ceremony where the White Worm randomly selects one of the five wizards chained to the stairs and then consumes him whole amidst much panoply. Regardless of the circumstances, the White Worm never parleys with the PCs, and attacks them immediately. While it is battling the PCs, its mental distress telepathically alerts all of its remaining thralls in the citadel, who immediately rush to its defense. Those on level 1 arrive 4-5 rounds later while those on level 2, if not already present, arrive a mere 2 rounds later.

Should the PCs deliver a fatal blow to the White Worm, then such causes a torrent of bile-like, reddish-black blood to pour from the wound. A thick vapor wafts off of the rushing life-blood, within which can be seen the ghostly images of the White Worm's many victims over the centuries. So much blood shoots out of the wound that it eventually floods all three levels of the citadel. Following the path of least resistance, the blood starts to pour down the staircase on this level after it has spilled over into all of the rooms and corridors thereon. A mere round after the start of the flood, the floor on level 3 becomes extremely slippery, necessitating a successful Dexterity check for every 20-feet travelled. Those failing this check slip and fall on the slick floor, and waste their move for that round as they try to stand upright. If all exits are closed, level 1 becomes flooded all the way to the ceiling 2 turns after the fatal blow to the White Worm is delivered, with levels 2 and 3 flooding 2 and 4 turns later, respectively. Being as the black blood of the White Worm is opaque, it functions as a **darkness** spell with respect to those attempting to swim through it. To simplify matters, assume that the swimmer becomes disoriented and starts heading in a random direction 50% of the time for each turn of movement attempted. Of course, PCs immediately start drowning should they be caught in a totally flooded area of the citadel. The PCs can hold their breath for the number of rounds equal to their Constitution scores divided by 3. Beyond this period, they must make further Constitution checks at a -2 penalty for each subsequent round, and drown on a failed check. Any open door or exit prevents flooding, of course.

NPC Capsule: The White Worm is well over 200,000 years old, and belongs to a species of extremely long-lived, highly intelligent annelids that can grow up to 200-feet in length, with an average body thickness of 20 feet. It is the last of its kind, the rest of its species having died off several thousand years ago. The White Worm has reached a length of 150 feet, and is around 18-feet wide. It physically attacks by either squeezing the life out of its victims or biting them with its fangs, which inject a paralytic poison. As if this wasn't enough, the White Worm also possesses a breath weapon of freezing cold wind. Worst of all, the dread worm, when at full power, has the spell-casting ability of a 20th level cleric and a 15th level magic user. (See below for the White Worm's level of magic use when the PCs first arrive on the scene). Its preternatural senses alert it to the presence of enemies coming within 100 feet of its body. The White Worm also generates an almost overwhelming aura of **fear**, as the spell, in a 100-foot radius, even while asleep.

Even though not a deity, the White Worm can grant its clerical worshippers spells, although none are present in the citadel at this time. (They were killed off centuries before by the frost giant jarl Harald Hadrada and his berserkers). The White Worm

performs the functions of a traditional god by acting as a conduit between its clerics and that of its own deity, which is a being of almost unimaginable power long forgotten by all save the scholars and its last remaining follower.

The White Worm (AC -2; MV 150 ft.; HD 30; hp 200; #AT 2; Dmg 6-48 plus paralytic poison (bite), 4-24 (squeeze); SA Spells, charm monster, frost breath, paralytic poison, constriction, swallow whole; SD +3 or better weapon to hit, aura of enemy detection, fear aura, spells; MR 90%; AL CE).

Clerical spells:

- First (7,7,8,8,9,9): **bless**, **curse** (x2), **command** (x2), **detect magic**, **light** (x2), **sanctuary**
- Second (7,7,8,8,9,9): **augury**, **hold person** (x2), **know alignment**, **resist fire**, **silence 15-foot radius** (x3), **spiritual hammer**
- Third (7,7,8,8,9,9): **animate dead**, **cause blindness** (x2), **cause disease**, **dispel magic** (x3), **glyph of warding**, **prayer**
- Fourth (5,6,6,7,7,8): **detect lie**, **cause critical wounds** (x4), **protection from good 10-foot radius**, **sticks to snakes**, **tongues**
- Fifth (4,5,5,6,6,7): **commune**, **dispel good** (x2), **flame strike**, **inflict critical wounds**, **insect plague**, **true seeing**
- Sixth (2,3,3,4,4,5): **blade barrier** (cast in front of the doors, on the room side), **harm** (x2), **word of recall** (x2)
- Seventh (0,1,1,1,2,2): **destruction**, **gate**

Magic user spells:

- First (4,4,4,5,5,5): **detect magic**, **magic missile**, **read magic**, **shield**, **shocking grasp**
- Second (4,4,4,5,5,5): **acid arrow**, **invisibility**, **mirror image**, **ray of enfeeblement**, **web**
- Third (3,4,4,5,5,5): **dispel magic**, **fireball**, **haste**, **hold person**, **phantasmal force**
- Fourth (2,3,4,4,4,5): **black tentacles**, **fumble**, **minor globe of invulnerability**, **polymorph self**, **polymorph other**
- Fifth (2,3,4,4,4,5): **cloudkill**, **feeblemind**, **interposing hand**, **magic jar**, **teleport**
- Sixth (0,0,1,2,2,2): **death spell**, **disintegrate**
- Seventh (0,0,0,0,1,1): **power word stun**

The White Worm has several special attacks and special defenses described below:

Paralytic Poison: Victims bitten must immediately save vs. poison at a -4 penalty or become paralyzed for 1-3 turns.

Constriction: In the same round that it bites, the White Worm can constrict its victims for 4-24 points of damage per round. It requires a combined Strength score of 60 or more to pry the worm off the victim. (Up to four PCs can aid in this effort).

Frost Breath: The White Worm possesses a breath weapon of freezing wind that functions in every respect like that of a white dragon of maximum size and age, which causes 56 hp of damage. (Save vs. breath weapon for half damage).

Charm Monster: This at will ability functions like the spell of the same name with three important exceptions: it has a range of 100 feet, those targeted save vs. spells at a -6 penalty, and is permanent until removed by a **limited wish** spell.

Swallow Whole: The White Worm swallows whole its victim on any hit that is 4 or more over the required number or on a natural 20. Such victims can be up to 8-feet tall and up to 6-feet wide. Swallowed victims must cut their way out of the worm's body within 6 melee rounds or perish. (Treat the tough interior of the worm as armor class 6). As alluded to above, the White Worm can only safely digest one victim per day, which it accomplishes in 12 melee rounds. Of course, if the victim happens to a magic user, the White Worm gains a level of ability in both of its classes up to its upper limits.

Fear Aura: This ability functions like the spell of the same name with two exceptions: it affects all those within a 100-foot

radius of the White Worm, and those in range must save vs. spells at a -6 penalty.

Aura of Enemy Detection: This preternatural ability is always active, and alerts the White Worm to the presence of enemies coming within 100 feet of its body.

The spellcasting ability possessed by the White Worm when it encounters the PCs is variable as detailed above and in the background section of the adventure. The number of spells/level available reflects the White Worm's ability as a 15th-20th level cleric and a 10th-15th level magic user. On the spell lists above, the GM is free to delete the spells of his choice to bring them in line with the current spellcasting ability of the White Worm in each class.

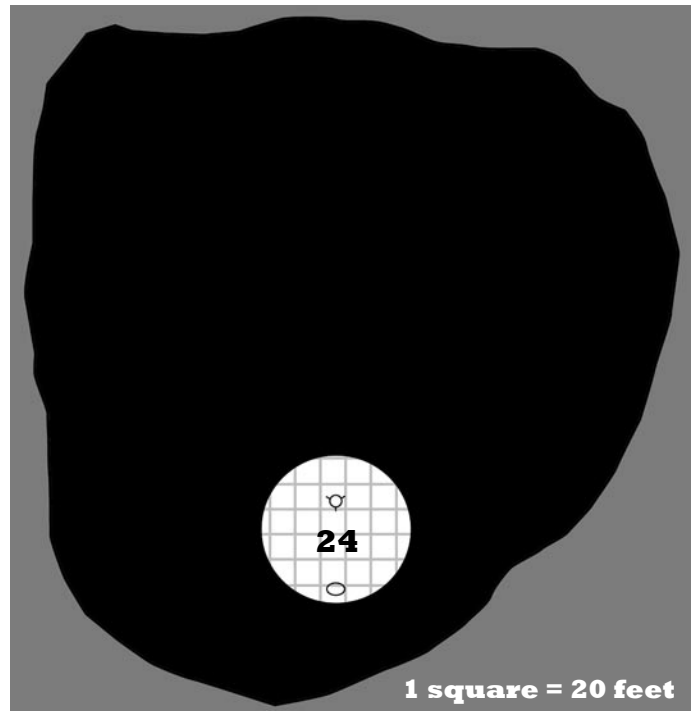
24. **ROOFTOP:** The trapdoor from area 23 opens onto the top of the massive iceberg containing the citadel of the White Worm, which is 300 feet high and 400 feet in diameter. The area surrounding the trapdoor has been artificially smoothed over, and extends for 120 feet in all directions. Any person standing thereon is offered a breathtaking view of the arctic sea to the north and the vast mountain-ringed tundra to the south. 10 feet north of the trapdoor is a 15-foot diameter spherical lump of crystalline ice, which rests on a ring of iron supported by three legs sunk deep into the ice.

During the day, the White Worm attunes its brainwaves to the harmonic frequency of the globe of ice, thereby activating the dweomer therein. After this is done, the globe functions as a crystal ball for the White Worm, giving it a bird's eye view of its entire domain out to a distance of 5 miles in any direction. The elder horror can further command the globe to zoom down to the floor of the surrounding tundra or over the surface of the arctic sea to the north. It does not allow the White Worm to see through the walls of buildings, however. The globe's other function is to channel the magical energies of both the White Worm and its sorcerer thralls, which is converted into super-cold ice particles shooting out therefrom for 20 miles in all directions, thereby lowering the temperature in the region as described in the "For the Game Master" section of the module. The magical sphere has an effective armor class of -6, has 1000 hp, can only be affected by weapons with an enchantment of +3 or greater, and is 90% resistant to spells. Further, each time a physical blow is delivered to the sphere, a surge of electricity races up the weapon used and into the body of the victim, dealing 50 points of damage! (Save for half damage). Destroying the globe immediately starts raising the temperature in the region back to normal. Such occurs at the same rate as it was previously being lowered by the magical device.

Conclusion

To even partially conclude the adventure, the PCs must, at bare minimum, disable the globe of ice atop the White Worm's citadel. Such halts the dangerous decrease in temperature the North has

THE ROOF OF THE CITADEL



been experiencing lately. Unfortunately, if the PCs fail to eliminate the White Worm, then it will eventually create a duplicate of the magical globe. Doing such requires a full decade, however. Ideally, the PCs will defeat the White Worm, for doing so renders the magical globe useless as it can only be operated by the fell creature. Of course, destroying the White Worm instantly cancels the charm placed on any of its remaining thralls, including those on patrol in the surrounding valley. Being as such were already evil to begin with, it would be ideal if the PCs eliminated or at least drove them out of the Northern lands at some point in the future.

Should the PCs have eliminated the White Worm, a feat worthy of skaldic song, then their employer in the city of Phom Thult not only gives them the balance of their fee but doubles it, such is his relief that the dread creature will no longer trouble those of his profession. If the PCs merely disabled the magical globe atop the White Worm's citadel, leaving the elder horror free to plan future evil, then their employer only gives them half of what they were originally promised, indicating that they didn't fully complete their assignment.

Here ends the quest to beard the dread White Worm in its lair. It is my hope that you and your players derived as much enjoyment in participating in this module as I did in designing it. I must make mention of the recent passing of the man who was the primary architect of this beloved pastime of ours, whose unique vision ignited the imaginations of thousands of fantasy role-playing gamers worldwide. In Memorium Gary Gygax. In ludis, veritas est.



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