

DB1

1

FIRST
EDITION



THE FROZEN STAR



PACESSETTER
GAMES & SIMULATIONS





The Frozen Star

A DragonBane Adventure

Contents

Introduction	4
Wandering Monster Chart.....	5
Maps	12-15
New Monsters	16
New Magic Items	17



Pacesetter Game & Simulations
2699 Katie Lane
Milford, Michigan 48380

pacesettergames.com

3031

First Printing, June 2014
Special North Texas RPG Con Edition

Second Printing, November 2016

©2014, 2016
Pacesetter Games & Simulations

Credits

Designer: Bill Barsh

Cover Illustrator: Lloyd Metcalf



The Frozen Star



This adventure module is designed for use with the **First Edition Advanced** game and is completely compatible with the **OSRIC™** game system. The scenario is best played with six to eight first level characters. A cleric or paladin is required for play. At least three fighter-types are suggested as there are several encounters with strong combat elements.

The adventure is set in the **Darkland** (campaign setting), using the **DragonBane Campaign Supplement**. However, the adventure can be inserted to most settings with minor alterations. A free download of the **DragonBane Campaign Supplement (lite)** is available at pacesettergames.com.

The scenario finds the PCs taking up the quest to find and restore the Frozen Sun which will restore the power of one of the forgotten gods. By releasing this lesser god, the PCs are taking the first step in starting a revolution against the tyrannical rule of the Dragon Lords.

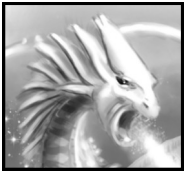
The adventurers are novice level characters that have been recruited in secret to complete a dangerous mission.

The profession of adventurer has been outlawed by the Dragon Lords, and the PCs are among a very small, and very secret group.

Recently, a monk discovered a secret room within a devastated abbey. His master, on his death bed, conveyed the information on the location of the room and how to enter. Within the chamber, the monk discovered a dagger with a blade of ice. Strange ruins decorated the silver pommel of the dagger and the monk was told the *ice dagger* was the key that would open the first lock of the chains that binds the civilized races.

The *ice dagger* can be used as a key to open portal the leads to the Tower of the White Flame, wherein the Frozen Sun has been entombed in a prison of ice.

The portal is located in the base of glacier that lies several days travel from the village of Salyet (Adventure Start). The PCs must travel to the portal, use the *ice dagger* and infiltrate the Tower of the White Flame. Once inside the tower, they must find the find the Frozen Sun and release it from its ice prison.



The Frozen Star

Adventure Start

The PCs have been summoned to a secret meeting where they are tasked with taking the *ice dagger* to the portal of the glacier. From there, they are to enter the Tower of the White Flame and release the Frozen Sun.

The PCs are equipped (any general equipment from the *Player's Handbook* is allowed). The PCs are given horses and camping equipment. The trek to the glacier will take four days and take the PCs through a heavy wood. Winter has come and snow covers the ground. A steady snowfall will continue throughout the adventure.

There are no set encounters in part of the adventure. However, it is possible that the PCs encounter wandering monsters. Roll twice per day (morning and evening) using the **Outdoor Wandering Monster Chart** (see below). Each wandering monster can only be encountered one time.

The PC that carries the *ice dagger* receives *protection from cold* (per spell). Also, any good-aligned creatures within a 20' radius gain +2 to all saves versus cold-based attacks and damage is reduced by 1d4.

Glacier

G1 Chillfang

DM's Description: The woods begin to thin and open to a large, shallow valley. A short distance from the woods, the towering cliff wall of a massive glacier faces the south. From the protection of woods, the PCs can see the entrance of the ice caves. Only a few trees and a small patch

of birch trees break the bleakness of valley between the woods and the glacier.

A young white dragon, Chillfang, is resting within the birch trees. It is the dragon's job to guard the gate, but since no one ever approaches, the job is simply tedious. While the dragon is not on guard, it is not oblivious to movement within the valley. It will confront all intruders and gleefully attack those approaching the gate.

This dragon is quite young but it is also incredibly arrogant. It has no fear of mere humans and demi-humans.

White Dragon, Winter AC 3; HD 6; hp 12; #AT 3; Dmg 1d4 claw / 1d4 claw / 2d6 bite; SA breath weapon, spell: *chill bind*, fear; SD Immune to cold; MV 120/300; AL CE; Thaco 13; EXP 525 +6 per hp.

1. Entrance to the Caves

The glacier lies before you. Across an open plane dotted with a few pines and a copse of birch trees you see the entrance to the caves of the ice portal. At the center of the glacier you see a cave framed by two stone statues of frost giants, one male and one female.

DM's Description: This is the entrance a series of tunnels and caves that leads to the Ice Gate. The Ice Gate will transport anyone who enters to a platform beneath the Tower of the White Flame.

Outdoor Wandering Monster Chart: Roll 1d6 with a "6" resulting in an encounter. No encounter can be repeated. Roll twice per day (morning and evening). Details on these monsters can be found in the New Monster section of the DragonBane Sourcebook or see the free PDF download at pacesettergames.com.

1. Ice Skeleton (1d3) AC 7; HD 1+1; hp 6; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons, suffer 2x damage from heat attacks; MV 120; AL N; Thaco 19; EXP 14 +1 per hp.
2. Snow Coyote (1d4) AC 8; HD 1; hp 8, 5, 4, 3; #AT 1; Dmg bite 1d4; SA None; SD Immune to cold damage; MV 150; AL N; Thaco 19; EXP 14 +1 per hp.
3. Frost Elemental AC 6; HD 2; hp 12; #AT 1; Dmg touch or shard 1d3; SA frost touch: save vs. paralyzation 1d4 rounds 1 damage per round; SD Immune to cold damage; 2x damage from fire; MV 60; AL NE; Thaco 16; EXP 65 +2 per hp.
4. Frostbeast AC 5; HD 3+2; hp 16; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA ice poison with bite, save vs. poison or be slowed for 1d4+1 rounds; SD Immune to cold; MV 120; AL CE; Thaco 16; EXP 150 +4 per hp.



The Frozen Star

The statues will not animate and are only decorative. However, the PCs will discover, as they approach, piles of bones (various animals and humanoids) lying close to the cave entrance. The caves are home to a family of yeti.

2. Yeti Cavern

DM's Description: This cave is the primary lair of a family of yeti that prowl the glacier. The younger yeti dwell in this cave. They will, most likely, detect the approach of the PCs and they will hide in the chamber (under piles of snow and ice and behind some boulders). The yeti will attack any intruders. If a battle takes place in this room, the two elder yeti in location 3 will come to investigate in 1d3+1 rounds.

Under a pile of bones, the yeti have collected 131 gp, ten pieces of jade worth 10 gp each and 12 **+1 arrows**.

Yeti (4) AC 7; HD 1+1; hp 8, 6, 5, 3; #AT 2 or 1; Dmg claw 1d4 / claw 1d4 or bite 1d6; SA ice poison with bite, save vs. poison or be slowed for 1d4+1 rounds; SD Invisible in winter climate, impervious to cold, take 2x damage from fire; MV 150; SZ L; AL N; EXP 81 +2/hp; Thaco 18. They carry no treasure.

3. Adult Yeti Cavern

DM's Description: This cave is home to two mature yeti. They will investigate any activity in location 2. These two have a nest and inside the PCs will find 189 gp, 300 sp, a silver ring inset with a ruby worth 150 gp, and two *potions: healing, fire resistance*.

Yeti (2) AC 6; HD 2+2; hp 15, 13; #AT 2 or 1; Dmg claw 1d6 / claw 1d6 or bite 1d8; SA ice poison with bite, save vs. poison or be slowed for 1d4+1 rounds; SD Invisible in winter climate, impervious to cold, take 2x damage from fire; MV 150; SZ L; AL N; EXP 150 +4/hp; Thaco 18. They carry no treasure.

4. The Chamber of Warmth

A thick cloud of fog emanates from this chamber. It is significantly warmer in this area than anything you have felt in days. Water drips from thousands of ice stalactites hanging from the ceiling.

DM's Description: This chamber is occupied by a mist elemental (see **New Monster** section) that serves the winter drake. It will remain in "water" form on the floor until the PCs enter. It will then form and attack. It will also send plumes of water toward the ceiling which will dislodge ice stalactites. The stalactites will fall at a rate of 1d4 per round. They have a thaco of 20 and inflict 1d3 damage. The mist elemental has no treasure.

Mist Elemental (1) AC 8; HD 4; hp 18 #AT 1; Dmg drowning; SA None; SD magic weapon to hit; MV 60/180; SZ L; AL N; EXP 215 +4/hp; Thaco 15

5. Ice Slide

DM's Description: This chamber has an icy floor that is worn smooth. It is also pitched toward the north wall. The angle of the pitch is severe. A PC that falls, will slide into the wall and suffer 1d4 damage. A corpse, encased in ice, lies against the north wall.

The corpse is that of a human fighter that perished from exposure long ago. He is encased in ice but has the following possessions: *chain mail +1*, a *long sword +1*, and a *frost cloak* (see **New Magic Items** section).

6. Ice Fountain

A fountain made of ice is set against the south wall of this chamber. The fountain is formed by jagged pieces of ice. A thin pillar of ice stretches from floor to ceiling within the fountain. What appears to be water flows along the surface of the pillar and into the bowl of the fountain.



The Frozen Star

DM's Description: Drinking the water from the fountain will bestow complete cold resistance for 24 hours. The magic water will retain its magical properties if transported.

Cold resistance grants the PC complete resistance to natural cold, a +4 to saves against magical cold-based attacks (spells, breath weapons, etc.). Additionally, all cold-based damage is reduced by one point per die regardless of the save result.

7. Drakkan

DM's Description: The entirety of this room is difficult to see as snow and wind blast throughout. The snow and wind originate from the Ice Gate set against the east wall.

The gate is guarded by two white drakkans. They will question intruders and request the password, "Starfrost." Failure to answer correctly will result in an attack by the drakkans. If one is killed, the remaining drakkan will retreat through the gate to raise the alarm at the ice towers.

Drakkan, White (2) AC 6; HD 2; hp 10, 8 #AT 3 or 1 ; Dmg claw 1d2 / claw 1d2 / bite 1d4 or by weapon [battle axe 1d8]; SA ice poison with bite, save vs. poison or be slowed for 1d4+1 rounds, breath cold cone (per burning hands) for 4 damage (save applicable); SD Impervious to cold, take 2x damage from fire; MV 60/180; SZ M; AL CE; EXP 215 +4/hp; Thaco 15

8. The Ice Gate

DM's Description: A jagged ring of ice forms a large circle in the center of the east wall. No amount of magic or effort will allow the PCs to see through the gate. Any who enter the gate will be transported to location 9—a platform beneath the ice tower. A matching gate at location 9 will return the players to this location.

Any PC that is in the presence of the *ice dagger* can enter the gate. Note, if the PC carrying the *ice dagger* enters the gate first, none can follow. He must wait for the others to enter first and then follow.

9. The Ice Gate

DM's Description: A raised platform rests on the top of the glacier. Snow is falling heavy and the wind is strong. Vision is reduced to 60' maximum. The platform rises two feet above the glacier's surface. A foot of fresh snow covers the glacier surface. (*Note, this location only appears on the Glacier Map.*)

A pack of snow wolves patrol the surface of the glacier. They have been trained to howl prior to attacking intruders. The wolves are not accustomed to anything actually fighting back and if one or more of their number are killed they will retreat and not be encountered furthermore in this adventure.

Wolf, Snow (6) AC 7; HD 1+1; hp 8, 7, 6, 5, 4, 3; #AT 1; Dmg bite 1d6; SA None; SD Invisible in winter climate, impervious to cold; MV 150; SZ M; AL N; EXP 50 +2/hp; Thaco 18. They carry no treasure.

Ice Towers

Three large pinnacles of ice project from the base of the glacier. A large central tower is flanked by two shorter towers. The surface and composition of the towers is ice. The towers are connected by ice bridges. Each tower radiates a soft blue light which illuminates the glacier in a 100 yard radius from the central tower. Also, all of the interior chambers of each tower is illuminated (no artificial light is required for clear vision). The ice that makes up the towers is impervious to heat and fire as a result of the star heart (location 21).

A harsh and strong wind blows about the towers with gusts reaching more than 50 mph. A PC that attempts to climb any of the towers will be buffeted by this wind and flying shards of ice (inflicting 1 hp damage per round). The climbing rate of a properly equipped PC (including a thief) is 10' per round. The small towers are 150' tall and the central spire is 250' tall. The ice bridge connecting the second level of the towers is 50' from the glacier surface. The ice bridge connecting the third levels is 100' from the glacier surface and the ice bridge on the fourth level is 180' from the glacier surface.



The Frozen Star

The drakkan that inhabit the towers occasionally send one their number outside to fly around the towers. These patrols are irregular and occur 3-5 times in a 24 hour time period. This patrol will only occur if the PCs attempt to scale the towers; most likely, the drakkan will be reacting to the PCs' intrusion.

1. West Tower Entrance

DM's Description: There is no door to the tower as an arched portal allows entrance. Snow drifts into the tower, which is bare of furnishings. Four large piles of drifting snow stand near the entrance.

2. Drakkan Guards

DM's Description: This chamber is a simple guard chamber with some basic furniture (table, four chairs, side table) and a single weapon rack containing four battle axes. The axes are standard weapons. Two drakkan guards sit at the table gnawing on several well-chewed reindeer shanks. The drakkan are not particularly observant - duty at the towers is always uneventful.

Drakkan, White (2) AC 6; HD 2; hp 10, 8 #AT 3 or 1 ; Dmg claw 1d2 / claw 1d2 / bite 1d4 or by weapon [battle axe 1d8]; SA ice poison with bite, save vs. poison or be slowed (per spell) for 1d4+1 rounds, breath cold cone (per *burning hands*) for 4 damage (save applicable); SD Impervious to cold, take 2x damage from fire; MV 60/180; SZ L; AL N; EXP 215 +4/hp; Thaco 15. The 10 hp drakkan wears bracers made of gold worth 200 gp. The 8 hp drakkan wears two gold ear ring worth 20 gp each.

3. Storage

DM's Description: The drakkan guards store their food in this chamber. The carcasses of several reindeer and a bison are all that can be identified.

4. Barracks

DM's Description: The room is the barracks for six drakkan. Two are stationed at location 2 at all times. Two will always be here, resting, eating, or sleeping in this cham-

ber. The remaining two are patrolling at the second level ice bridge (location 8).

If the drakkan survive the initial PC attack, or they are otherwise forewarned, they will move to location 8 and alert the other guards.

The room contains six beds with matching wall lockers. The carcass of a moose hangs from a chain at the center of the room. The wall lockers contain the skins of various animals and horns. These are trophies. A human skull is prominently placed on a shelf of one of the wall lockers. Each locker contains a pouch with 2d12 gp and 4d10 sp. One of the lockers has a false bottom which conceals a gold scroll tube (500 gp) that holds a scroll of three magic-user spells: *magic missile*, *detect magic*, and *jump*.

Drakkan, White (2) AC 6; HD 2; hp 11, 7 #AT 3 or 1 ; Dmg claw 1d2 / claw 1d2 / bite 1d4 or by weapon [battle axe 1d8]; SA ice poison with bite, save vs. poison or be slowed (per spell) for 1d4+1 rounds, breath cold cone (per *burning hands*) for 4 damage (save applicable); SD Impervious to cold, take 2x damage from fire; MV 60/180; SZ L; AL N; EXP 215 +4/hp; Thaco 15

5. Trap Door Chamber

DM's Description: A trap door in the ceiling provides access to location 6. The trap door is five feet square and open. The drakkan simply fly through the trap door to access the second level of this tower. Otherwise, the chamber is bare.

6. Access to Second Level A

DM's Description: A trap door in the floor provides access to location 5. The trap door is always open. Otherwise, the chamber is empty.

7. Ice Dragon

DM's Description: The drakkan have created a shrine to their patron white dragon god in this chamber. A statue, carved from ice, represents their dragon god - an ancient white dragon. The statue is 1/10 actual size. Within the statue, at the location of the heart, is a large sapphire (500



The Frozen Star

gp value). The only way to retrieve the sapphire is to shatter the statue.

8. Ice Bridge

DM's Description: Two drakkan mill about this area, occasionally venturing out onto the ice bridge leading to the central tower (location 9).

Drakkan, White (2) AC 6 (5*); HD 2; hp 9, 7 #AT 3 or 1 ; Dmg claw 1d2 / claw 1d2 / bite 1d4 or by weapon [battle axe 1d8]; SA ice poison with bite, save vs. poison or be slowed (per spell) for 1d4+1 rounds, breath cold cone (per *burning hands*) for 4 damage (save applicable); SD Impervious to cold, take 2x damage from fire; MV 60/180; SZ L; AL N; EXP 215 +4/hp; Thaco 15. *The 9 hp drakkan wears a *ring of protection +1*; the 7 hp drakkan has pouch containing 25 small pieces of jade worth 10 gp each.

9. Central Tower Entrance - Second Level B

DM's Description: Snow covers the floor closest to the ice bridge in this room. Projecting from small piles of snow are large bones, antlers, and shredded furs. A very old snow spider lairs on this level of the tower and the drakkan give it free range therein. The drakkan have come to feeding the creature as it relieves their responsibility of patrolling this area.

10. Empty Chamber

DM's Description: This chamber is empty.

11. Snow Spider

DM's Description: A very old snow spider (see **New Monster** section) lairs in this chamber. The spider occasionally moves between rooms on this level, but most often is found here or at location 9. The chamber is filled with large chunks of ice and snow spider will remain motionless amongst the ice until a PC moves too close, then it will strike. If the PCs simply look into the room and them move on, the snow spider will attempt to follow them and attack with surprise.

Under a pile of snow the treasure the snow spider has amassed: 210 gp, 300 sp, a silver bracelet encrusted with ruby chips (500 gp value), a +2 *staff*, a *potion of the troll* (see **New Magic Item** section) and a *potion of extra healing*.

Snow Spider (1) AC 7; HD 3+1; hp 14 #AT 1; Dmg bite 1d4 or freezing web; SA ice poison, freezing web; SD immune to cold attacks; MV 120; SZ L; AL NE; EXP 215 +4/hp; Thaco 15

12. Secret Guardian

DM's Description: This room appears to be empty. However, within a small, darkened crevice along the northeast wall holds a large, white topaz. The gem is disk-like in shape. If used as an eyepiece, the user can detect secret door automatically. When used more than once per day, the user will go blind for 2d12 turns per use.

13. Spiral Ice Stair

DM's Description: A spire staircase made of ice leads to a trapdoor in the ceiling of this chamber. A stair near the top is trapped. If triggered, all of the stairs will shatter. Any PCs on the stair will and suffer 1d4 damage. The trapdoor leads to location 15.

14. The Frozen Priest

DM's Description: Kneeling in the center of this room is a priest of the White Flame. The man has been frozen for nearly 50 years when he attempted to free the Frozen Sun. His dying act was to praise his god, and in return the body of the priest has become a shrine. No evil creatures can enter this chamber.

The priest holds a staff as if offering it to some invisible being. Any who touch the staff are healed 2d4+2 hp. A PC may only be healed in this manner once per day.

If the priest is defiled in any way (i.e. the staff is removed), a flash of light will explode in the chamber and the priest and the staff will vanish. Any healing the PCs may have received will be revoked.



The Frozen Star

15. A Frozen Cube

DM's Description: This room is empty. A trap door in the floor leads to location 14. The east wall is transparent and appears very thin. Beyond the thin ice wall, a number of platinum coins (21) and a silver ring inset with three rubies float in midair in the chamber beyond. The thin ice wall is actually a frozen outer layer of a huge gelatinous cube. If broken away or melted, the cube will be freed and it will move to attack. The cube will suffer 2d4 damage from whatever process is used to shatter/melt the "ice" wall.

Gelatinous Cube (1) AC 8; HD 4; hp 30 #AT 1; Dmg 2d4; SA Paralyzation; SD None; MV 60; AL LE; Size L; Thaco 15; EXP 150 +4 per hp. Contains 21 pp and a *+1 ring of life protection* (see **New Magic Item** section).

16. Pool of the Frozen

DM's Description: A two foot deep pool covers the entire floor area of this chamber. The water is magically cold and inflicts one hit point of damage to anyone who touches it. In the center of the chamber is a statue of the goddess Loviatar. The statue stands facing the south end of the chamber. The *ice dagger*, regardless of how it is being carried, will fly to the open hand of the statue. The stature will take on the real physical form of Loviatar and speak to the PCs. It will say, "Follow me and free my light. I am Loviatar." The avatar (with the dagger in hand) will immediately disappear.

Any creature that enters the water, and is not resistant to cold, will suffer one hit point of damage and be reduced to half movement. Furthermore, the floor beneath the water is ice and extremely slippery. Any movement across the surface requires a dexterity check or the PC will into the water. This dexterity check must be made for each 10' moved.

17. Empty Chamber

DM's Description: This chamber is empty. A wide corridor leads to an ice bridge. The ice bridge crosses over to location 18, which is in the east tower.

18. Teleportation Chamber

DM's Description: The walls, ceiling, and floors of this chamber are formed by white granite. There are no markings or even seams in the granite. The chamber has the ability to teleport those within its confines to location 19 if they each hold a snow diamond - the symbol of the white dragon god, Iariklinast. This effect occurs three rounds after entering the chamber. However, it is unlikely the PCs will have these gems.

Loviatar has enchanted the chamber so that any who speak the phrase, "I am Loviatar," will be transported to location 19.

19. Teleportation Chamber

DM's Description: This chamber is identical to location 18 with two exceptions: one, it transports those who have a snow diamond to location 18, and two, Loviatar has not enchanted the chamber.

20. Ice Fog

DM's Description: A thick fog shrouds this chamber. The fog is benign but it does hide a circular stair that leads to location 21.

21. The Frozen Sun

DM's Description: This level of the tower is completely open to the elements. It is bare but for covering of snow. At the center, a large, irregularly-shaped block of ice, is the only feature. The ice is dark - almost black - and unnaturally resilient. The ice cannot be damaged by physical means. However, if a good cleric or a paladin touch the ice, it will begin to melt. However, for each round the PC touches the ice, he will suffer one damage (no save allowed). The ice will fail to contain the heart of the southern star when it has absorbed five hit points. If two or



The Frozen Star

more PCs (clerics or paladins), the absorbed hit points are cumulative.

One round after the PCs touch the ice, Starfrost, an ice drake will arrive and attack the PCs. Starfrost will attempt to target a PC that is touching the black ice. The avatar of Loviatar will appear at the beginning of the battle. The avatar will not interfere in the battle, but if any PCs are killed, it will immediately resurrect that PC (system check roll is required). That PC may re-enter the fray after one round.

If the black ice is destroyed while Starfrost is present, he will suffer 2d6 damage from the heat of the release heart of the star. The drake will immediately flee and not return.

The avatar will remain until the star is released, but provide no further aid. However, after the star is released the avatar will address the PCs.

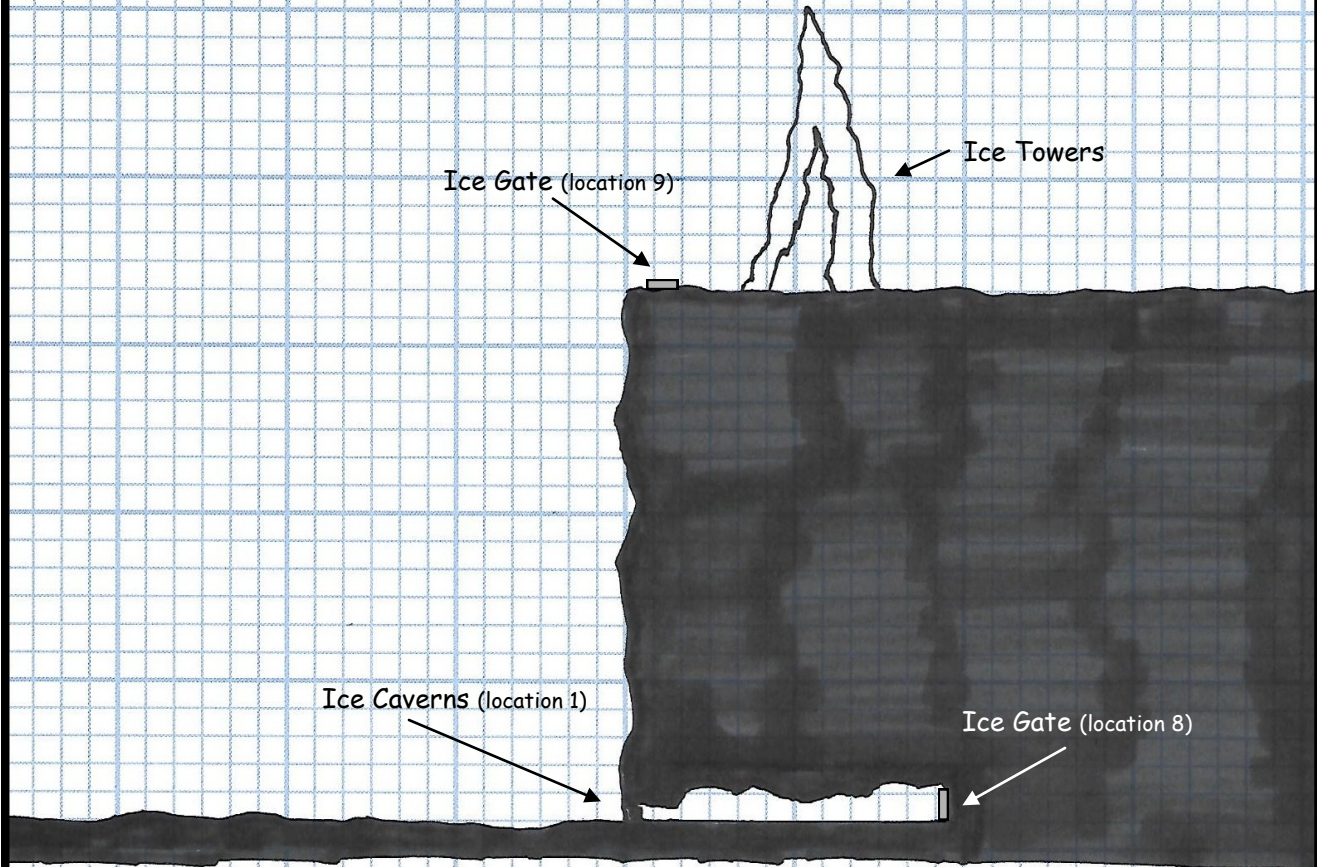
"You have freed the heart of the Southern Star and given me the chance to regain my power from Iariklinast! When the star shines again in the night sky, the magic that has created this unnatural winter will fade. As will the wards that protect her Temple. You have released the winds of destiny that will form a storm and destroy that false god. Return to your village and await my envoy."

Drake, Ice (1) AC 4; HD 4; hp 22 #AT 3 or 1; Dmg claw 1d4 / claw 1d4 / bite 1d6 or by weapon; SA Ice spray for 2d6; SD magic weapon to hit, immune to cold attacks; MV 6"/18"; SZ L; AL CE; EXP 300 +4/hp; Thaco 15. The ice drake wears silver necklace studded with 20 snow diamonds. The necklace is worth 2,000 gp and each snow diamond is worth 100 gp.

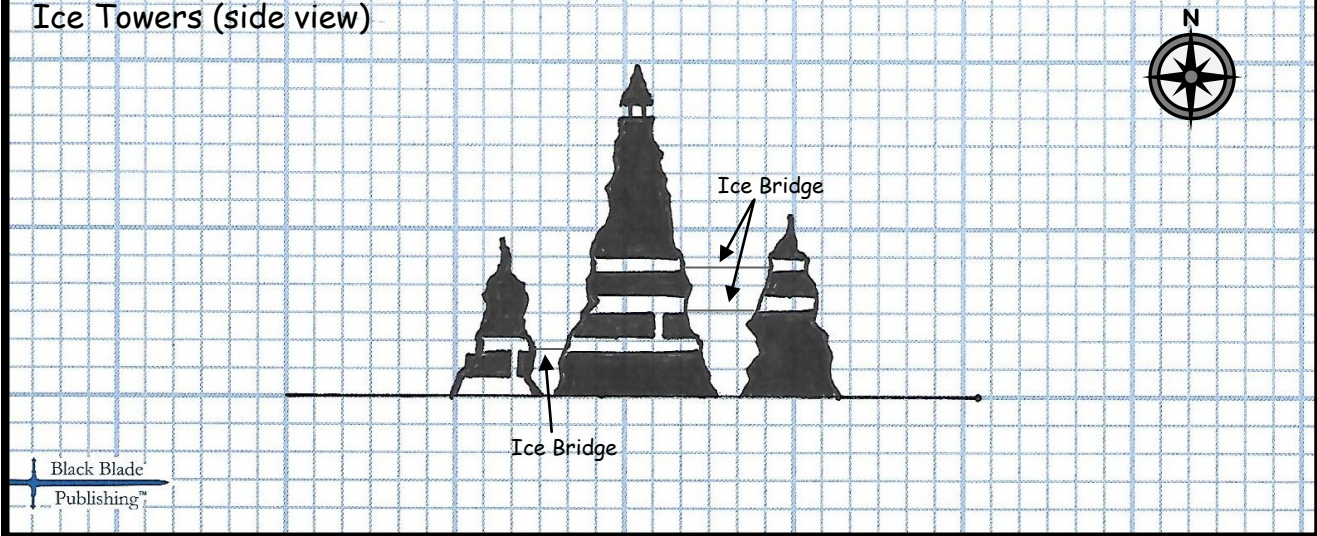


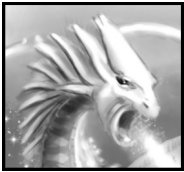
The Frozen Sun - Glacier & Ice Towers

Glacier (side view)

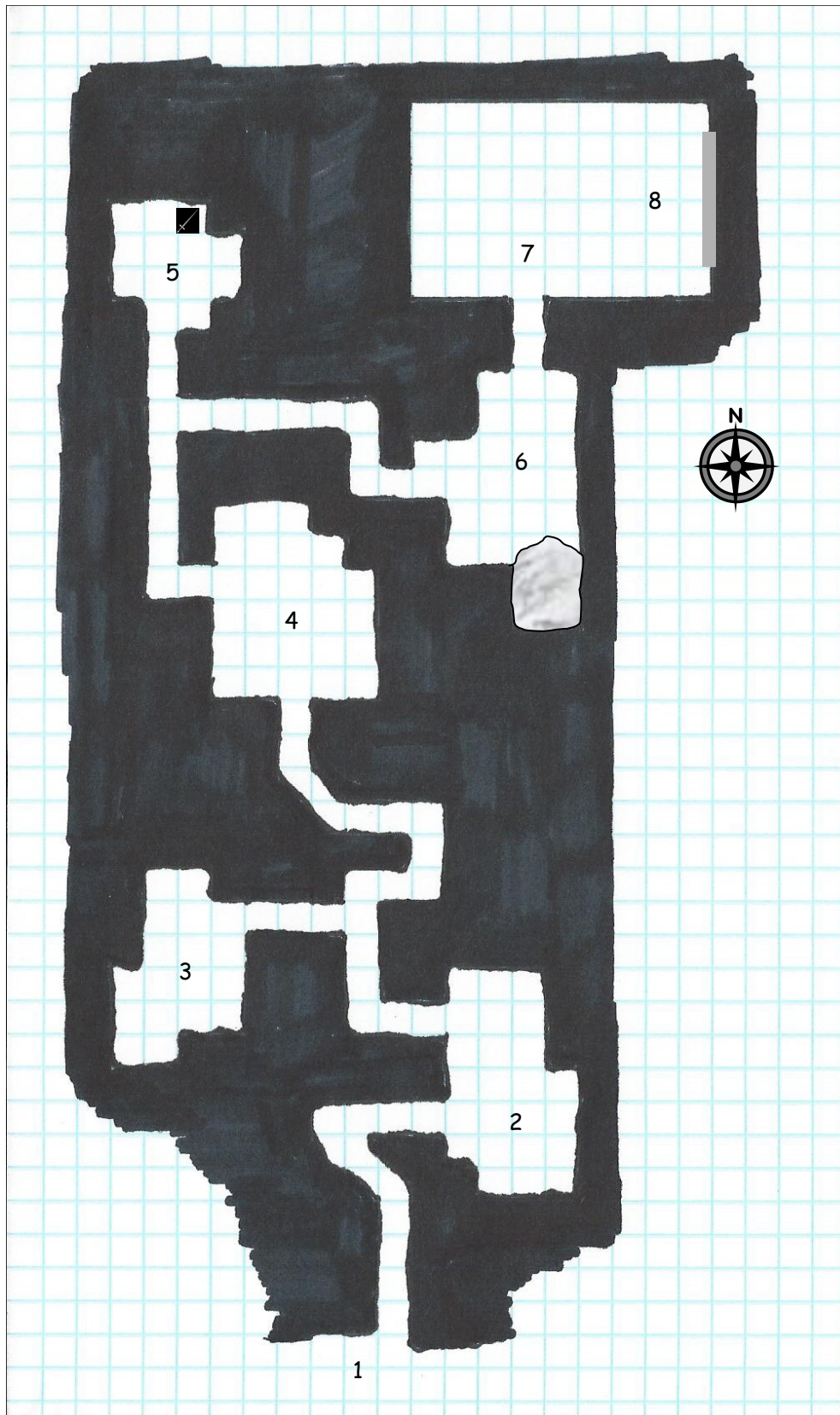


Ice Towers (side view)



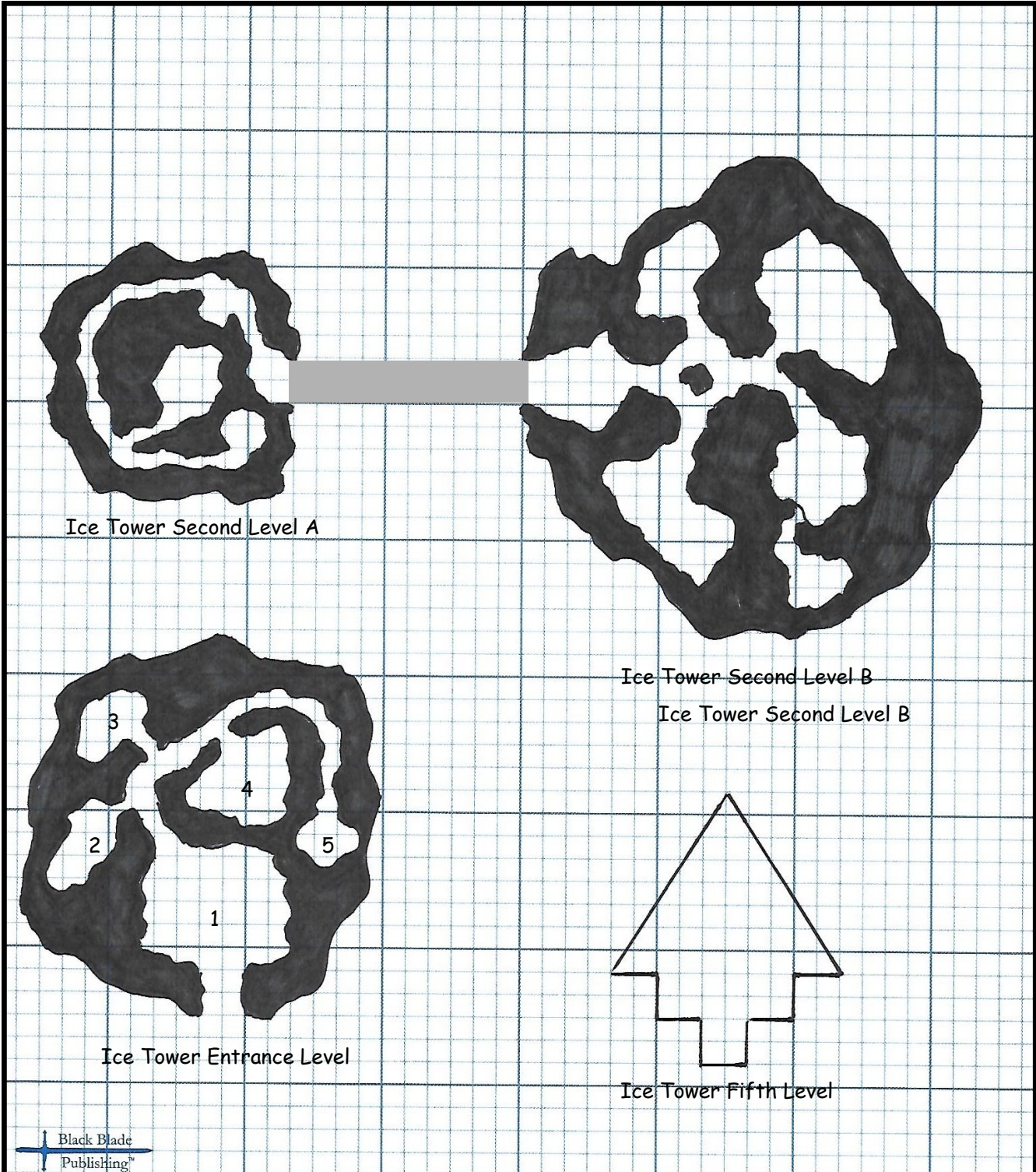


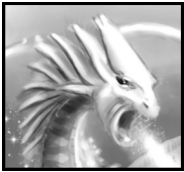
The Frozen Sun - Ice Caverns



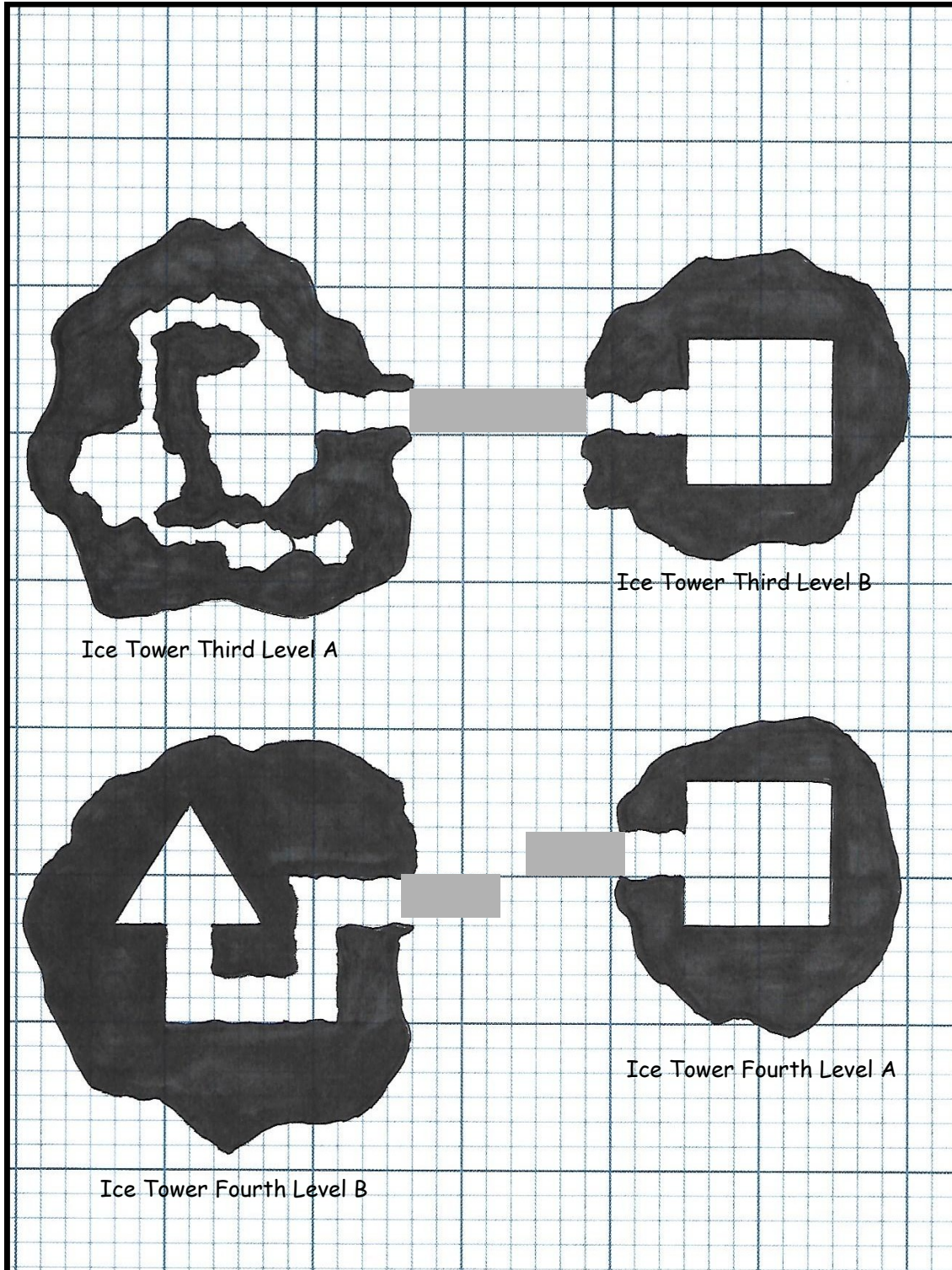


The Frozen Sun - Ice Towers





The Frozen Sun - Ice Towers





The Frozen Star

Drakkan, White

Frequency: Rare
No. of Appearing: 1d10
AC: 7
MV: 60/180
HD: 2
% in Lair: N/A
Treasure Type: None
No. of Attacks: 3 or by weapon
Damage: claw 1d2 / claw 1d2 / bite 1d4
Special Attack: poison, breath weapon
Special Defense: Impervious to cold
Magic Resistance: None
Intelligence: Low
Alignment: Chaotic Evil
Size: M
Psionic Ability: Nil

White drakkan appear much like any other of their species, but are entirely white in color. Their eyes are blue and their wings are bat-like. They are the weakest of the drakkan types and generally do not wear armor or carry weapons. When they do use weapons, it is almost always a battle axe. They never use missile weapons of any kind.

A white drakkan injects a poison that slows the victim (per spell) for 1d4+1 rounds. Additionally, a they can breath a cone of frost (same area as *burning hands* spell) once per day for four points of damage (save vs. breath weapon for half damage). White drakkan suffer double damage from fire-based attacks.

Mist Elemental

Frequency: Rare
No. of Appearing: 1
AC: 8
MV: 60/180
HD: 4
% in Lair: N/A
Treasure Type: None
No. of Attacks: 1
Damage: special
Special Attack: special
Special Defense: magic weapon to hit
Magic Resistance: None
Intelligence: Low
Alignment: N
Size: L
Psionic Ability: Nil

Often confused as a lesser water elemental, these creatures appear as near solid wisps of water or fog. They can move through the smallest openings and fly at a rate of 180 when in their thinnest form (however, they cannot attack in this form). The mist elemental attacks by surrounding its target and smothering it in water, which as the effect of drowning. No to hit roll is required; the elemental only need move with its target. The victim suffers 1d4 damage after the first round of contact. After four rounds of contact, the target must save vs. poison each round or die immediately. Otherwise, the target can perform any physical action that does not require vocalization.



The Frozen Star

Ring of Life Protection

These magical rings have the same properties as the standard ring of protection. They can bestow +1 to +5 protection. Additionally, the rings provide protection from the various powers of undead (level drain, paralyzation, charm, etc.). The undead protection must be activated and lasts for a duration of 2d4 rounds. It can only be activated once per day.

Value: 1,000 gp plus 1,500 per +1 bonus

Frost Cloak

This cloak is made from the skin of a polar bear and lined with seal fur. It provides complete protection from nonmagical cold and partial protection from magical cold. The cloak will negate the first 10 hit points of any cold-based attack or effect per round. Once per day, for three rounds, the wearer can attack a target in melee combat with two claw attacks per a polar bear. He attacks as a 6 HD creatures (thaco 13) and inflicts 1d8 damage per strike.

Value: 3,500 gp

Potion of the Troll

When consumed the imbiber gains the strength and regenerative properties of a troll. His melee attacks gain a +6 to hit and damage. He also regenerates 3 hp per round for the duration of the potions which is 2d10 turns. However, there is a 5% chance per round the imbiber will contract troll fever and go berserk - attacking any living thing it can see. The fever expires when the potion's duration ends or he is the (unwilling) recipient of a cure disease spell.

Value: 1,000 gp

DRAGONBANE: THE FROZEN STAR

CHARACTER NAME: Valkare

ALIGNMENT **Chaotic Good**
 CLASS **Fighter** LEVEL **1** RACE **Human**
 STRENGTH **16** BONUS TO HIT/DAMAGE **+0/+1** OPEN DOORS **1-3d6** BEND BARS/LIFT GATES **10%**
 INTELLIGENCE **13** MAX. SPELLS **N/A** PERCENT KNOWN **N/A** BONUS LANGUAGES **+3**
 WISDOM **9** SPELL ADJ. **N/A** SAVE BONUS **+0**
 DEXTERITY **14** REACTION BONUS **+0** DEFENSE BONUS **-0**
 CONSTITUTION **15** HIT DIE ADJ. **+1** SYSTEM SHOCK RESURRECTION **91% / 94%**
 CHARISMA **13** REACTION ADJ. **+5%**

HIT DICE **1d10**

HIT POINTS **11**

MOVEMENT BASE **12"**

ARMOR TYPE **Chain mail / Shield** MAGICAL BONUS **+0** DEXTERITY BONUS **-0** ARMOR CLASS **5**
 WEAPON #1 **Battle Axe** DAMAGE **1d8/1d8** BONUS TO HIT/DAMAGE **+0 / +1**
 WEAPON #2 **Hand Axe** DAMAGE **1d6/1d4** BONUS TO HIT/DAMAGE **+1 / +2**
 WEAPON #3 DAMAGE BONUS TO HIT/DAMAGE

WEAPON ATTACK CHART

Weapon	AC	10	9	8	7	6	5	4	3	2	1	0	#AT
#1: Battle Axe		10	11	12	13	14	15	16	17	18	19	20	1
#2: Hand Axe +1		9	10	11	12	13	14	15	16	17	18	19	1

<u>MAGIC ITEMS</u> +1 Hand Axe
<u>EQUIPMENT CARRIED</u>

<u>SPECIAL ABILITIES</u>
<u>NOTES</u>

<u>SAVING THROWS</u>
Paralyzation
Poison / Death 14
Petrification
Polymorph 15
Rod/Staff/Wand 16
Breath Weapon 17

DRAGONBANE: THE FROZEN STAR

CHARACTER NAME: Savirrelle

ALIGNMENT Lawful Good

CLASS Paladin

LEVEL 1

RACE Human

STRENGTH 14

BONUS TO HIT/DAMAGE +0/+0

OPEN DOORS 1-2d6

BEND BARS/LIFT GATES 7%

INTELLIGENCE 11

MAX. SPELLS N/A

PERCENT KNOWN N/A

BONUS LANGUAGES +2

WISDOM 14

SPELL ADJ. N/A

SAVE BONUS +0

DEXTERITY 17

REACTION BONUS +2

DEFENSE BONUS -3

CONSTITUTION 14

HIT DIE ADJ. +0

SYSTEM SHOCK RESURRECTION 80% / 85%

CHARISMA 17

REACTION ADJ. +5%

HIT DICE 1d10

HIT POINTS 10

MOVEMENT BASE 12"

ARMOR TYPE Chain mail

MAGICAL BONUS +0

DEXTERITY BONUS -0

ARMOR CLASS 5

WEAPON #1 Long Sword

DAMAGE 1d8/1d12

BONUS TO HIT/DAMAGE +0 / +0

WEAPON #2 Long Knife

DAMAGE 1d4/1d6

BONUS TO HIT/DAMAGE +1 / +1

WEAPON #3 Light Crossbow

DAMAGE 1d4/1d4

BONUS TO HIT/DAMAGE +2 / +0

WEAPON ATTACK CHART

Weapon	AC	10	9	8	7	6	5	4	3	2	1	0	#AT
#1: Long Sword		10	11	12	13	14	15	16	17	18	19	20	1
#2: Long Knife +1		9	10	11	12	13	14	15	16	17	18	19	1
#2: Long Knife*		12	13	14	15	16	17	18	19	20	20	20	1
#4: Light Crossbow		8	9	10	11	12	13	14	15	16	17	19	1

MAGIC ITEMS

+1 Long Knife

Potion of Healing

EQUIPMENT CARRIED

SPECIAL ABILITIES

Uses two weapons:

Long Sword / Knife

NOTES

SAVING THROWS

Paralyzation

Poison / Death 14

Petrification

Polymorph 15

Rod/Staff/Wand 16

DRAGONBANE: THE FROZEN STAR

CHARACTER NAME: Gruenna

ALIGNMENT Neutral Good

CLASS Fighter

LEVEL 1

RACE Human

STRENGTH 18/50

BONUS TO HIT/DAMAGE +1/+3

OPEN DOORS 1-3d6

BEND BARS/LIFT GATES 20%

INTELLIGENCE 9

MAX. SPELLS N/A

PERCENT KNOWN N/A

BONUS LANGUAGES +1

WISDOM 13

SPELL ADJ. N/A

SAVE BONUS +0

DEXTERITY 15

REACTION BONUS +0

DEFENSE BONUS -1

CONSTITUTION 16

HIT DIE ADJ. +2

SYSTEM SHOCK RESURRECTION 95% / 96%

CHARISMA 12

REACTION ADJ. +0%

HIT DICE 1d10

HIT POINTS 12

MOVEMENT BASE 12"

ARMOR TYPE Studded Leather / Shield

MAGICAL BONUS +0

DEXTERITY BONUS -1

ARMOR CLASS 5

WEAPON #1 Broad Sword

DAMAGE 2d4/1d6+1

BONUS TO HIT/DAMAGE +1 / +3

WEAPON #2 Javelin

DAMAGE 1d6/1d6

BONUS TO HIT/DAMAGE +1 / +3

WEAPON #3

DAMAGE

BONUS TO HIT/DAMAGE

WEAPON ATTACK CHART

Weapon	AC	10	9	8	7	6	5	4	3	2	1	0	#AT
#1: Broad Sword		9	10	11	12	13	14	15	16	17	18	19	1
#2: Javelin		9	10	11	12	13	14	15	16	17	18	19	1

MAGIC ITEMS

Javelin of Lightning (1)

EQUIPMENT CARRIED

SPECIAL ABILITIES

NOTES

SAVING THROWS

Paralyzation

Poison / Death 14

Petrification

Polymorph 15

Rod/Staff/Wand 16

Breath Weapon 17

DRAGONBANE: THE FROZEN STAR

CHARACTER NAME: Aine-Haurice

ALIGNMENT *Lawful Good*

CLASS *Fighter / M-U*

LEVEL *1/1*

RACE *Elf*

STRENGTH *13*

BONUS TO HIT/DAMAGE *+0/+0*

OPEN DOORS *1-2d6*

BEND BARS/LIFT GATES *4%*

INTELLIGENCE *15*

MAX. SPELLS *11*

PERCENT KNOWN *65%* BONUS LANGUAGES *+0*

WISDOM *10*

SPELL ADJ. *N/A*

SAVE BONUS *+0*

DEXTERITY *19*

REACTION BONUS *+3*

DEFENSE BONUS *-4*

CONSTITUTION *15*

HIT DIE ADJ. *+1*

SYSTEM SHOCK RESURRECTION *91% / 94%*

CHARISMA *11*

REACTION ADJ. *+0%*

HIT DICE *(1d10 + 1d4) /2*

HIT POINTS *8*

MOVEMENT BASE *12"*

ARMOR TYPE *Chain mail*

MAGICAL BONUS *+0*

DEXTERITY BONUS *-4*

ARMOR CLASS *1*

WEAPON #1 *Short Sword*

DAMAGE *1d6/1d8*

BONUS TO HIT/DAMAGE *+1 / +0*

WEAPON #2 *Long Bow*

DAMAGE *1d6/1d6*

BONUS TO HIT/DAMAGE *+4 / +0*

WEAPON #3

DAMAGE

BONUS TO HIT/DAMAGE

WEAPON ATTACK CHART

Weapon	AC	10	9	8	7	6	5	4	3	2	1	0	#AT
#1: Short Sword		9	10	11	12	13	14	15	16	17	18	19	1
#2: Long Bow		6	7	8	9	10	11	12	13	14	15	16	2

MAGIC ITEMS

+1 Arrow (3)

Scroll: *Magic Missile*,
Jump

EQUIPMENT CARRIED

SPECIAL ABILITIES

NOTES

SPELLS

Burning Hands

SAVING THROWS

Paralyzation

Poison / Death 14

Petrification

Polymorph 13

Rod/Staff/Wand 11

Breath Weapon 15

DRAGONBANE: THE FROZEN STAR

CHARACTER NAME: Jalline

ALIGNMENT *Chaotic Good*

CLASS **Thief**

LEVEL **1**

RACE **Half-Elf**

STRENGTH **10**

BONUS TO HIT/DAMAGE **+0/+0**

OPEN DOORS **1-2d6**

BEND BARS/LIFT GATES **2%**

INTELLIGENCE **14**

MAX. SPELLS **N/A**

PERCENT KNOWN **N/A**

BONUS LANGUAGES **+4**

WISDOM **15**

SPELL ADJ. **N/A**

SAVE BONUS **+1**

DEXTERITY **16**

REACTION BONUS **+1**

DEFENSE BONUS **-2**

CONSTITUTION **15**

HIT DIE ADJ. **+1**

SYSTEM SHOCK RESURRECTION **91% / 94%**

CHARISMA **12**

REACTION ADJ. **+0%**

HIT DICE **1d6**

HIT POINTS **7**

MOVEMENT BASE **12"**

ARMOR TYPE **Leather**

MAGICAL BONUS **+0**

DEXTERITY BONUS **-2**

ARMOR CLASS **6**

WEAPON #1 **Long Sword**

DAMAGE **1d8/1d12**

BONUS TO HIT/DAMAGE **+0 / +0**

WEAPON #2 **Dagger**

DAMAGE **1d4/1d3**

BONUS TO HIT/DAMAGE **+0 / +0**

WEAPON #3

DAMAGE

BONUS TO HIT/DAMAGE

WEAPON ATTACK CHART

Weapon	AC	10	9	8	7	6	5	4	3	2	1	0	#AT
#1: Long Sword		11	12	13	14	15	16	17	18	19	20	20	1
#2: Dagger		11	12	13	14	15	16	17	18	19	20	20	1

MAGIC ITEMS

Periapt of Proof Against

Poison +2

Potion of Healing

EQUIPMENT CARRIED

SPECIAL ABILITIES

+4 strike from behind

2x damage back stab

NOTES

THIEF ABILITIES

Pick Pockets 40%

Open Locks 30%

Find Traps 20%

Remove Traps 20%

Move Silently 15%

Hide in Shadows 15%

Hear Noise 10%

Climb Walls 85%

Read Languages 0%

NOTES

SAVING THROWS

Paralyzation

Poison / Death 13

Petrification

Polymorph 12

Rod/Staff/Wand 14

Breath Weapon 16

DRAGONBANE: THE FROZEN STAR

CHARACTER NAME: Taezin

ALIGNMENT Neutral Good

CLASS Magic-User

LEVEL 1

RACE Human

STRENGTH 9

BONUS TO HIT/DAMAGE +0/+0

OPEN DOORS 1-2d6

BEND BARS/LIFT GATES 1%

INTELLIGENCE 18

MAX. SPELLS 18

PERCENT KNOWN 85

BONUS LANGUAGES +7

WISDOM 14

SPELL ADJ. N/A

SAVE BONUS +0

DEXTERITY 11

REACTION BONUS +0

DEFENSE BONUS -0

CONSTITUTION 16

HIT DIE ADJ. +2 SYSTEM SHOCK RESURRECTION 91% / 94%

CHARISMA 12

REACTION ADJ. +0%

HIT DICE 1d4

HIT POINTS 6

MOVEMENT BASE 12"

ARMOR TYPE None

MAGICAL BONUS +0

DEXTERITY BONUS -0

ARMOR CLASS 10

WEAPON #1 Staff

DAMAGE 1d6/1d6

BONUS TO HIT/DAMAGE +0 / +0

WEAPON #2

DAMAGE

BONUS TO HIT/DAMAGE

WEAPON #3

DAMAGE

BONUS TO HIT/DAMAGE

WEAPON ATTACK CHART

Weapon	AC	10	9	8	7	6	5	4	3	2	1	0	#AT
#1: Staff		11	12	13	14	15	16	17	18	19	20	20	1
#2:													

MAGIC ITEMS

Wand of Missiles (6)

Scroll: Sleep, Unseen Servant

EQUIPMENT CARRIED

SPECIAL ABILITIES

NOTES

SPELLS

Magic Missile

SAVING THROWS

Paralyzation

Poison / Death 14

Petrification

Polymorph 13

Rod/Staff/Wand 11

Breath Weapon 15

DRAGONBANE: THE FROZEN STAR

CHARACTER NAME: Palaste

ALIGNMENT *Lawful Good*
 CLASS *Cleric* LEVEL *1* RACE *Human*
 STRENGTH *13* BONUS TO HIT/DAMAGE *+0/+0* OPEN DOORS *1-2d6* BEND BARS/LIFT GATES *4%*
 INTELLIGENCE *10* MAX. SPELLS *N/A* PERCENT KNOWN *N/A* BONUS LANGUAGES *+2*
 WISDOM *18* SPELL ADJ. *+2/+2/+1/+1* SAVE BONUS *+4*
 DEXTERITY *16* REACTION BONUS *+1* DEFENSE BONUS *-2*
 CONSTITUTION *13* HIT DIE ADJ. *+0* SYSTEM SHOCK RESURRECTION *85% / 90%*
 CHARISMA *14* REACTION ADJ. *+10%*

HIT DICE *1d8*

HIT POINTS *8*

MOVEMENT BASE *12"*

ARMOR TYPE *Leather* MAGICAL BONUS *+0* DEXTERITY BONUS *-2* ARMOR CLASS *6*

WEAPON #1 *Flail* DAMAGE *1d6+1/2d4* BONUS TO HIT/DAMAGE *+0 / +0*

WEAPON #2 *Hammer* DAMAGE *1d4/1d3* BONUS TO HIT/DAMAGE *+1 / +1*

WEAPON #3 DAMAGE BONUS TO HIT/DAMAGE

WEAPON ATTACK CHART

Weapon	AC	10	9	8	7	6	5	4	3	2	1	0	#AT
#1: Flail		10	11	12	13	14	15	16	17	18	19	20	1
#2: Hammer +1		9	10	11	12	13	14	15	16	17	18	19	1

<p><u>MAGIC ITEMS</u></p> <p>Scroll: Detect Evil, Cure Light Wounds, Detect Magic</p> <p>Potion of Healing</p> <p><u>EQUIPMENT CARRIED</u></p>

<p><u>SPECIAL ABILITIES</u></p> <p><u>NOTES</u></p>
--

<p><u>SPELLS</u></p> <p>Cure Light Wounds</p> <p>Command</p> <p>Sanctuary</p>

<p><u>SAVING THROWS</u></p> <p>Paralyzation</p> <p>Poison / Death 10</p> <p>Petrification</p> <p>Polymorph 13</p> <p>Rod/Staff/Wand 14</p> <p>Breath Weapon 16</p>
--

DRAGONBANE: THE FROZEN STAR

CHARACTER NAME: **Sterrk**

ALIGNMENT **Chaotic Good**

CLASS **Fighter/Cleric** LEVEL **1**

RACE **Half-Elf**

STRENGTH **16** BONUS TO HIT/DAMAGE **+0/+1** OPEN DOORS **1-3d6** BEND BARS/LIFT GATES **10%**

INTELLIGENCE **9** MAX. SPELLS **N/A** PERCENT KNOWN **N/A** BONUS LANGUAGES **+3**

WISDOM **16** SPELL ADJ. **+2/+2/+0/+0** SAVE BONUS **+0**

DEXTERITY **10** REACTION BONUS **+0** DEFENSE BONUS **-0**

CONSTITUTION **18** HIT DIE ADJ. **+4** SYSTEM SHOCK RESURRECTION **91% / 94%**

CHARISMA **9** REACTION ADJ. **+0%**

HIT DICE **1d10**

HIT POINTS **13**

MOVEMENT BASE **12"**

ARMOR TYPE **Chain Mail**

MAGICAL BONUS **+0**

DEXTERITY BONUS **-0**

ARMOR CLASS **5**

WEAPON #1 **Broad Sword**

DAMAGE **2d4/1d6+1**

BONUS TO HIT/DAMAGE **+0 / +1**

WEAPON #2 **Hand Axe**

DAMAGE **1d6/1d4**

BONUS TO HIT/DAMAGE **+0 / +1**

WEAPON #3

DAMAGE

BONUS TO HIT/DAMAGE

WEAPON ATTACK CHART

Weapon	AC	10	9	8	7	6	5	4	3	2	1	0	#AT
#1: Broad Sword		10	11	12	13	14	15	16	17	18	19	20	1
#2: Hand Axe		10	11	12	13	14	15	16	17	18	19	20	1

MAGIC ITEMS	SPECIAL ABILITIES	SPELLS	SAVING THROWS
Potion of the Troll (regenerate 1 hp per round and gain +2 to strength, duration of 2d6 rounds)	<u>NOTES</u>	Cure Light Wounds Light Remove Fear	Paralyzation Poison / Death 10 Petrification Polymorph 13 Rod/Staff/Wand 14 Breath Weapon 16
<u>EQUIPMENT CARRIED</u>			

DB1 DragonBane: The Frozen Star is completed under version 1.0 of the Open Game License and the System Reference Document by permission from Wizards of the Coast, Inc. Additional printings will incorporate final versions of the license and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License (version 1.0): Any and all Pacesetter Games & Simulations logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, artwork, maps, symbols, descriptions, digital graphic art, and illustrations, as well as any Basic /Expert Dungeon Adventure logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, artwork, maps, symbols, descriptions, digital graphic art, and illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, all NPC, creature, and trap statistic blocks are designated as Open Game Content, as well as spell names, weapon statistics, and other elements that are derived from the System Reference Document. No art or illustration is open content.

Some portions of this book which are delineated Open Game Content originate from the System Reference Document and are copyright 1999, 2000 Wizards of the Coast, Inc. The remainder of these Open Game Content portions of this book are hereby added to Open Game Content and, if so used, should bear the copyright notice "First Edition Advanced Game Adventure: DB1 DragonBane: The Frozen Star. Copyright Pacesetter Games & Simulations 2016. Contact at pacesettergames.com."

DB1 DragonBane: The Frozen Star is © 2016 Pacesetter Games & Simulations.

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, Inc., and are used with Permission. Open Game Content may only be used under and in the terms of the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.





The age of dragons has been long and merciless. The scaled tyrants rule with an iron claw and their minions have no limitation to their deprivations. A weapon must be found to defeat the dragons and only by searching the past can the future be altered.

DragonBane: The Frozen Star is an adventure for eight characters of first to third level using the First Edition game rules.



PACESSETTER
GAMES & SIMULATIONS

pacesettergames.com

3031
©2016, Pacesetter Games & Simulations
\$12.00