

THE TEMPLE OF THE ICE GODS



AN ADVANCED DUNGEONS AND DRAGONS
ADVENTURE

By Joseph A. Mohr

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INTRODUCTION

Long ago there were rumors of strange lights in the skies over the Barbarian Lands to the north of Zanzia. These rumors have been ignored as natural phenomena such as the “northern lights” known to exist in some arctic areas. But these rumors persist. There have also been stories, passed down for generations among the barbarian tribes that live in that frozen wasteland, about a powerful tribe that was much farther advanced than all of the others. There were stories of magic devices that allowed this tribe to even raze mountains and destroy vast areas of land in a single moment. And stories of a powerful ice god that bestowed great magic on the shamans of that tribe.

Recently there have been reports of these strange lights again over the lands north of Zanzia. There are reports that one of the barbarian kings is preparing for war upon Zanzia. Normally this is of little concern to the king as Zanzia is a civilized county with a powerful army. But these stories about magic have caused his advisers to suggest caution. So he sent teams of explorers to the area north of the Dragon Teeth Mountains to investigate these reports. None have returned.

There have also been reports lately of psychics being drawn to an area north of the Dragon Teeth. So far none of these psionics have returned either.

DUNGEON MASTER'S NOTES

This adventure is written to be a possible sequel to my previous adventure entitled “Flayers of the Mind.” There are many

creatures in this adventure which have psionic abilities. A group of adventurers are not required to have psionics themselves in order to conclude this adventure successfully. Nor are they required to have completed “Flayers” in order to enjoy this one.

Obviously creatures that detect psionic activity (or magical abilities which duplicate psionic abilities) they will react accordingly and may attack with their own psionic abilities. Creatures that the party encounters may or may not initiate psychic forms of attack when an encounter begins. That is for you to decide. In many instances the creature would not normally assume that a psionic attack would be preferable to another form of attack. Not every creature in the known universe, or even in the creature’s known universe, have psionic abilities.

Like my previous adventure I would suggest a level range of 8th to 10th level of experience with a solid mix of classes and abilities. Psionic abilities are not required but might be useful. Facing creatures with psionic abilities might result in encounters where the creature has a distinct advantage due to it’s own psychic abilities.

THE BARBARIAN LANDS OF DUNAR

This adventure takes place in the frozen wasteland of a country known as the Barbarian Lands. This land is an arctic region where, even during summer months, there is always a thick layer of snow on the ground. Temperatures are always well below freezing in this arctic land. There is no one single ruler of this land. Many diverse tribes of barbarians vie for control of this land. No one king is powerful enough to declare

himself the ruler of all.

Barbarians themselves are basically “Berserkers” from the Monster Manual page 67. Clothing in this land consists of thick animal skins and furs. Most barbarians choose to dual wield but some choose one single weapon (often a pole arm or two handed weapon) to which they gain the +2 bonus instead.

CONVENTIONS USED IN THIS ADVENTURE

As in my previous adventures all statistic blocks will end with a reference to the manual or compendium where the monster full statistics and descriptions may be found. I prefer to give full stat blocks in my adventures rather than just give a short monster description because that is the way I prefer it when I run my own games. I like everything at my fingertips and in one place.

The notations used are as follows:

MM	=	Monster Manual
MM2	=	Monster Manual 2
FF	=	Fiend Folio
MONM	=	2 nd Edition Monstrous Manual
TOH	=	Tome of Horrors (followed by volume number)
UA	=	Unearthed Arcana
DMG	=	Dungeon Master Guide
PHB	=	Players Handbook

ADVENTURE HOOKS

The players may be drawn into this adventure by several means. Some

possibilities include:

1. The king has commissioned yet another expedition to find out the source and meaning of these strange lights in the northern skies
2. The adventurers feel drawn to this place north of Zanzia (if they have psionic abilities)
3. The adventurers hear the stories about a powerful civilization that once lived in these frozen lands to the north and the great magic that they wielded along with the current stories about the strange northern lights now. Bards in Barrowmar and across Zanzia certainly know and tell about the stories of these powerful tribesman that once ruled much of the continent. The ancient Dunars once ruled all of the continent of Dunar where both Zanzia and the Barbarian Lands exist. They disappeared long ago and no one knows what has become of them.

TRAVEL IN THE BARBARIAN LANDS

Travel in the frozen wasteland is a dangerous business. Snow drifts and blizzards are dangerous enough on their own. But the local inhabitants are far more dangerous. And the indigenous animals and monsters that live there are an extreme

hazard to all who visit.

Travel from the capital of Zanzia is perilous at best. It will take eight days by horse just to get to the Dragontooth Mountains on the Zanzian side of the border. Travel to the source of the northern lights will take the adventurers another eight to ten days.

Once crossing the border into the Barbarian Lands the adventurers will soon come across a ruined stockade fortress which was once the home of a powerful barbarian tribe known as the tribe of the white bear. This fortress appears to have been burnt to the ground and all of the inhabitants have been slain. Their corpses are on the ground as the adventurers arrive.

Random encounter rolls should be made by the DM for each day of traveling. Such a roll should be made twice daily. A roll of 1-3 on a D10 will indicate an encounter.

Random Encounters in the Dragon Teeth Mountains (Zanzian side)

1. Wyverns
2. Ancient White Dragon flying overhead
3. Ancient White Dragon swoops down to investigate adventurers
4. Ancient White Dragon swoops down and attacks
5. Roc
6. Griffin Pack
7. Frost Giant Patrol
8. Barbarians (raiders)

Random Encounters in the Barbarian Lands

1. Yetis Ambush
2. Barbarians (hunting)
3. Remorhaz

4. Ice Worms
5. Blizzard
6. Snow Drift
7. White Pudding
8. Frost Giant Patrol
9. Mastodons
10. Barbarians (raiders)
11. Strange lights and sounds in the skies
12. Strange lights and sounds in the skies

Barbarians

Whether they are raiding or hunting a typical group will be encountered wearing thick animal skins. Groups that are hunting will typically have spears. Groups that are raiding will typically be dual wielding swords and axes or swords and swords.

Berserkers (20): AC 7; MV 12; HD 2-7 hp; HP 5 each; # AT 2 (or 1 at +2 to hit); Dmg by weapon (hunters have spears, raiders have two long sword or a long sword and battle axe); SA dual wielding with no penalty; AL N; MM page 67.

Leader: F2; AC 7; MV 12; HP 18; carries a two handed sword (which he uses at +2 to hit); AL N; MM page 67.

Blizzard

Storms occur often in these lands. A blizzard can strike suddenly and end just as suddenly. When a storm strikes one best get under cover and wait it out. Those who choose differently find getting lost easy. There is a 50% chance per hour of getting separated and lost from others traveling with a person if they continue moving instead of using good sense. There are no tracks to find in such a storm.

Frost Giants

These giants are a hunting party from a large castle atop a mountain in the Dragon Teeth range. They hunt both sides of the border. Ice worms are a delicacy among their peoples.

Frost Giants (6): AC 4; MV 12; HD 10 +1-4; HP 44 each; # AT 1; Dmg 4-24; SA hurling rocks for 2-20 hp damage; SD impervious to cold; AL CE; MM page 44.

Griffins

This pack live in the mountains and hunt far from their nest.

Griffins (7): AC 3; MV 12/30; HD 7; HP 30 each; # AT 3; Dmg 1-4/1-4/2-16; AL N; MM page 50.

Ice Worms

The ice worms which are indigenous to the Barbarian Lands are much like their cousins the Purple Worm. These worms are found frequently in this frozen land and love to tunnel under the snow and appear rather suddenly after bursting out of the snow banks in front of their prey.

Unlike the purple worm this version is white and this gives them an advantage over prey in the snow. Surprise is a distinct possibility when encountering these creatures in this snow bound land.

Ice Worm (1): AC 6; MV 9; HD 15; HP 75; # AT 1 and 1; Dmg 2-24 (bite)/2-8 (stinger); SA swallow whole with a hit greater than 20% over the required number to strike; SA poisonous stinger that it may wield against only those creatures behind it (save or die); SD white coloring allows it surprise on 1-4 out of 6 in snow conditions; AL N; MM page 80 modified.

Mastodons

These woolly mammoths wander the arctic land looking for plant life to devour. Loud noises or strange lights may cause them to stampede. Normally they are not aggressive but they will defend themselves aggressively once provoked.

Mastodons (12) : AC 6; MV 15; HD 12; HP 50 each; # AT 5; Dmg 2-16/2-16/2-12/2-12/2-12; AL N; MM page 65.

Remorhaz

These polar worms are a mated pair that are out hunting for food. Their lair is a cave not far from where they are encountered but finding it would be extremely difficult for the adventurers due to the constant snow covering tracks.

Remorhaz (2): AC 0 (overall)/2 (head)/4 (underside); MV 12; HD 12; HP 50 each; # AT 1; Dmg 6-36; SA swallow hole on a natural 20; SD weapons striking it from behind suffer extreme heat damage and persons striking it from behind suffer 10-100 points of damage from this heat; AL N; MM page 82.

Roc

A pair of mated Rocs live in nest on a ledge on a very tall peak in the Dragon Teeth Mountains. They hunt far from their nest and will swoop down to investigate or attack anyone or anything that looks like it might offer a decent meal for it's mate and young. A single roc watches over the eggs and young while the mate goes hunting. Only one will be encountered at a time.

Roc (1): AC 4; MV 3/30; HD 18; HP 100; #

AT 2 or 1; Dmg 3-18/3-18 (talons) or 4-24 (beak); SA swoop and snatch victims; AL N; MM page 82.

Snow Drift

These drifts can be extremely hazardous to a traveler. Often these snow banks are light powdery snow over hard packed ice.

Sometimes these drifts cover crevices or canyons or dangerous pits that cannot be seen or detected until someone has fallen into them. Such an encounter should be treated as a pit trap of 20-60 feet deep with no spikes or trap doors. One who falls in, however, may suffocate unless dug out of the pit by others. There will be no damage from the fall itself. Powdery snow may be considered the equal of quick sand for these purposes. A check against one's constitution on 3D6 should be made each round. The first failure will indicate the person is now unconscious. A second failure means death.

Strange Lights and Sounds in the Skies

Strange bright lights and a loud explosion can be heard coming from a tall peak at the far north end of the mountain range but well on the Barbarian side of the Border. Strange colors can be seen in the night sky. Ice can be heard cracking in the distance. Once the adventurers see these lights they will know exactly what direction to travel to find them.

White Dragon, Ancient

This ancient white dragon has a cave deep in the Dragon Teeth Mountains. She is out hunting for food and treasure. Anyone who looks like an interesting meal she may swoop down and investigate. Should she attempt to attack she may use her breath weapon or may just attempt to snatch a rider off of his horse and fly away with her prize.

White Dragon, Ancient (1): AC 3; MV 12/30; HD 7; HP 49; # AT 3; Dmg 1-4/1-4/2-16; SA breath weapon (frost); AL CE; MM page 34. She cannot speak or use spells. Her lair is well hidden and far away from where she hunts.

White Pudding

These dangerous predators closely resemble a patch of snow. So closely, in fact, that they can rarely be distinguished from such snow until far too late.

White Pudding (1): AC 8; MV 9; HD 9; HP 60; # AT 1; Dmg 7-28; SA 50% chance of being mistaken for a patch of snow; SA dissolve animal and vegetable matter in a single round; SD immune to acid, cold, poison; SA split in two by strikes from weapons or lightning bolts; AL N; MM2 page 102.

Wyverns

This mated pair of wyverns are out hunting to feed their young which are at home in their cave near the top of a tall peak in the Dragon Teeth.

Wyverns (2): AC 3; MV 6/24; HD 7+7; HP 30 each; # AT 2; Dmg 2-16/1-6; SA poison; AL NE; MM page 102.

Yeti's Ambush

This group lies in ambush in the deep snows. They will attack anyone or anything. They are hungry and are desperate for food. Due to their white fur they have a distinct chance of achieving surprise. You can calculate the percentage chance of sighting them from the MM or give them a base chance of achieving surprise due to their

ambush. My suggestion would be 1-4 out of 6.

Yeti (5): AC 6; MV 15; HD 4+4; HP 20 each; # AT 2; Dmg 1-6/1-6; SA On a natural 20 it grabs and hugs an opponent for 2-16 damage per round (chill touch); SD natural camo; SD impervious to cold; AL N; MM page 103.

THE NORTHERN DRAGON TEETH MOUNTAIN RANGE

After traveling to the site of these strange lights in the skies the adventurers will find the razed barbarian stockade. Beyond the stockade is a large lake. A thin layer of ice covers the lake but it is quite deceptive. Anyone walking on this ice will soon find themselves flailing in the icy water.

KEY

1. Razed Stockade

This barbarian town has a burnt wooden stockade surrounding it. The buildings and structures appear to have been burnt to the ground by some powerful force. Dead bodies are everywhere strangely preserved by the cold weather. Little of value can be found here other than food and normal weapons. The entire population has been destroyed.

2. Glaciers

Thick icy glaciers cover most of this area making it nearly impassible.

3. Glaciers

Thick icy glaciers cover most of this area making it nearly impassible.

4. Small Ship

A small galley sits at the southern shore of the frozen lake. A peculiar metal blade at the bow appears to be used for breaking the ice. This ship is the equivalent of a small galley. Several sets of oars are available and a crew of six can easily row the boat across the lake. The small ship also has a sail and can be sailed across as well.

5. Lake

This lake has treacherous rocks as well as a creature that lives in the lake. On a 1-5 out of 12 the creature in the lake will be encountered directly. On a 6-11 the creature will be seen in a distant part of the lake but will not approach. On a 12 it will not be seen nor encountered at all.

The creature is a dragon turtle and it loves to capsize boats.

Dragon Turtle (1): AC 0; MV 3/9; HD 12; HP 60; # AT 3; Dmg 2-12/2-12/4-32; SA capsize ships and boats (95% for small ships like the one on the lake); SA breath weapon (steam); AL N; MM page 34. It's lair is deep below the frozen lake.

Should one wish to visit that lake (and have the magical means to do so) they will find a simple cave with the following treasures: 12302 gold pieces, 5423 platinum pieces, the wooden carved figurehead of a medusa that clearly came from the bow of a ship, a marble statue of a barbarian king worth 1500 gold pieces, a **bastard sword +2/+3 versus cold using or dwelling creatures**, a large

pearl necklace which appears to have been worn by a giant of some kind worth 7500 gold pieces and a **spear +3/+4 versus flying creatures**.

6. High Frozen Peak

This high frozen peak appears to be the source of the strange lights and sounds. A cave entrance can be seen near the top of the peak.

7. Cave Entrance to the Temple of the Ice Gods

This opening is the entrance into the temple. There are no lights, signs or warnings here.

THE TEMPLE OF THE ICE GODS

The cave entrance appears no different than any other frozen cave. However, those with psionic abilities, will sense the presence of others of their kind within the caves and in the area. They will feel some tingling sensation but will not be sure exactly who might be present or how many. They may not realize exactly what it is that their senses are detecting.

Random encounters should be rolled twice daily inside the caves. If the priests of the temple have been dispatched there will be no encounters in the space ship itself. If they priests have not been dispatched then an encounter will be with them alone.

A roll of 1-3 out of a D10 will indicate an encounter.

In the Caves

1. Mind Flayers

2. Remorhaz
3. Yeti
4. Mutated Ochre Jellies
5. Alien Species
6. Temple Priests
7. Temple Priests
8. Temple Priests
9. Intellect Devourer
10. Temple High Priestess

In The ship

1. Glammos
2. Temple Priests and High Priestess (if she is alive she will be encountered again in the ship. If she and three separate groups of priests have been dispatched then ignore this roll and roll again.

If the ship's alarm system has gone off then the lights will flash and a klaxon will sound and the security robot will find the adventurers within 1-10 rounds. When the alarm is set off roll a random encounter roll to see if any others come to investigate.

See **Security Robot** at the end of this adventure for statistics.

Security Robot (1): AC -5; MV 18/24 (short duration emergency speed); HD 16; HP 100; # AT 2 (pincers) or 2 (grenades) or 2 (blasters) or 1 (hug); Dmg 2-20/2-20 (pincer arms) or grenade damage (see grenade descriptions below) or 5D6 (blasters) or 3-30 (Hug); SA if two pincers hit same person robot hugs the person for 3-30 hit points damage per round thereafter until dead; SA can fire grenades or shoot blasters as needed; SD immune to sleep, charm, poison, mind affecting magic, paralysis; AL N; NM see below.

Psionic Use

Certain creatures have been drawn to this site due to the psionic activity of the creatures and species that inhabited the space ship as well as the priests of the temple.

If Psionics are used in the caves an encounter should be rolled each time this occurs. A roll of 1-5 out of 10 will indicate an encounter.

1. Mind Flayers
2. Intellect Devourer
3. Brain Mole
4. Ice Devils
5. Alien Species (Glammos)
6. Roll Twice

Brain Mole (1): AC 9; MV 1; HD 1 hp; HP 1; # AT 0; Dmg 0; SA psionic attack; AL N; Psionic Ability: 121 point attack, attack/defense modes: b/none; MM page 11.

Glammos (1): AC -5; MV 24; HD 16; HP 105; # AT 3; Dmg 2-12/2-12/3-18; SD 90% resistant to fire, lightning, poison, acid, cold; AL CN; NM see below.

This creature is enraged about being taken from it's home long ago by the Dunars.. Now that it is free it is looking to take it's wrath on any living creatures that it finds.

Ice Devils (2): AC -4; MV 6; HD 11; HP 45 each; # AT 4; Dmg 1-4/1-4/2-8/3-12; SA once per round can use following abilities: fly, wall of ice, detect magic, detect invisible, polymorph self, gate (two bone devils (70 % chance) or another ice devil (30% chance) with 60% chance of success; SA one per day can cast ice storm; AL LE; Psionic ability: 166 points; Attack/Defense Modes: C, D/F, G, H; MM page 22. These

creatures were sent by their master (Dispater) to explore these caves after hearing about reports of the strange lights and psionic activity here.

Intellect Devourer (1): AC 4; MV 15; HD 6+6; HP 30; # AT 4; Dmg 1-4 (x4); SA often attack by surprise when possible; SA can attack physically and psionically at the same time; SD immune to normal weapons; SD +3 weapons or better do only 1 hit point damage to them; SD bright light will scare them away; SD protection from evil keeps them at a distance; SD fireballs are just bright light to them; SD lightning bolts cause them 1 hit point damage per die of damage; SD death spell has 25% chance of success; SD power word kill slays them; AL CE; MM page 54.

Mind Flayers (2): AC 5; MV 12; HD 8+4; HP 36 each; # AT 4; Dmg 2 each; SA Mind Blast; Magic Resistance: 90%; AL LE; Psionic Ability: 275 each; Attack/Defense Modes: B/FGH; MM page 70.

Mutated Ochre Jellies (3): AC 8; MV 6; HD 10; HP 50 each; # At 1; Dmg 4-16; SD lightning bolts divide them; SD immune to cold attacks but fire does normal damage; AL N; Psionic Ability: 80; Attack/Defense Modes E/none; MM page 75 modified.

Radiation from the ship has changed these creatures into what they have become now. Like a gray ooze they have developed limited psionic ability.

Remorhaz (1): AC 0 (overall)/2 (head)/4 (underside); MV 12; HD 12; HP 50 each; # AT 1; Dmg 6-36; SA swallow hole on a natural 20; SD weapons striking it from behind suffer extreme heat damage and persons striking it from behind suffer 10-100

points of damage from this heat; AL N; MM page 82.

Temple High Priestess (1): C9: AC 0; HP 125; wears thick white robes; like her priests she has been mutated by exposure to the radiation of the ship and has enhanced constitution and hit points as a result; she carries a strange ray gun which she uses in combat; spells known: **cure light wounds, bless, curse, cause fear, command, light, know alignment, silence 15' radius, hold person, chant, resist fire, dispel magic, prayer, feign death, cure serious wounds, detect lie.** She has an 18 Wis and a Con which cannot be measured in mortal terms. Her alignment is neutral. Psionic Ability: 250. Attack/Defense Modes: all/all. Under the white robes she wears a suit of plate mail made of some kind of light weight material which is unknown to the adventurers. The mail is still normal AC 2 armor. She wears a **ring of protection +2** and a **ring of fire resistance.**

Around her neck is a strange object. It appears to be a square piece of material with a thin leather like cord. The square is blue in color. The material that the square is made of is unknown to the adventurers. This square is the key that unlocks the airlock door to the space craft which is behind the altar in area 13. The airlock is area 14 on the map.

The ray gun she holds is a laser pistol with 12 charges on it. Once it is fully discharged it can be recharged only by plugging it into the power cells in the space ship. Unless the players intend to camp here indefinitely they will be unable to recharge the pistol or any other weapons found in the ship. They will also have to figure out how to charge it from the power cells which will not be within their sphere of knowledge. She is quite

proficient in the use of the pistol and can fire it two times per round (as a berserker she gains +2 to hit since she is using only one weapon). See Laser Pistol description at the end of the adventure. It does 2D6 damage.

Temple Priests (5): C4: AC 7; HP 28 each; each is a berserker with two attacks in combat; Dmg by weapon (each carries two flails or two maces or a flail and a mace); spells known: **command, cure light wounds, light, hold person, silence 15' radius.** Psionic ability: 100 points. Attack/Defense Modes: C/I, J. Mm page 67 modified. Each of them wears thick white robes. Each has been mutated by exposure to radiation from the ship. This mutation is in the form of increased constitution which has resulted in additional hit points. Alignment neutral.

There are three groups of these priests in the caves. One of these groups will always be with the high priestess wherever she is encountered.

Yeti (6): AC 6; MV 15; HD 4+4; HP 20 each; # AT 2; Dmg 1-6/1-6; SA On a natural 20 it grabs and hugs an opponent for 2-16 damage per round (chill touch); SD natural camo; SD impervious to cold; AL N; MM page 103.

KEY TO THE TEMPLE OF THE ICE GODS CAVE LEVEL

The caves are dark and cold. No light exists in any room unless otherwise stated. Winds can be heard howling outside of the caves as another blizzard erupts shortly after entry.

1. Entry into the Caves

The cavern is thick with ice. Strange pulsing blobs appear suddenly out of the tunnels in front of the adventurers. They are mutated ochre jellies.

Mutated Ochre Jellies (3): AC 8; MV 6; HD 10; HP 50 each; # At 1; Dmg 4-16; SD lightning bolts divide them; SD immune to cold attacks but fire does normal damage; AL N; Psionic Ability: 80; Attack/Defense Modes E/none; MM page 75 modified.

Radiation from the ship has changed these creatures into what they have become now. Like a gray ooze they have developed limited psionic ability.

2. Intersection of Tunnels

This intersection of tunnels seems to be a frequently visited place. Footprints can be seen in the snow trailing every direction. A random encounter roll should be made at this time.

3. Remorhaz Lair

This cavern is the lair of a mated pair of Remorhaz along with their eggs. The eggs are partially buried in a pile of snow which has been scraped into this chamber by the parents. Buried beneath the snow are the other treasures of the creatures: 2523 gold pieces, 4323 electrum pieces, a **sling of seeking +4** and a frozen **potion of extra healing** (which can be thawed out and will still have a 75% chance of working correctly).

Each of the two eggs is worth 5000 gold pieces.

Remorhaz (2): AC 0 (overall)/2 (head)/4 (underside); MV 12; HD 14 and 12; HP 96 and 50 ; # AT 1; Dmg 6-36; SA swallow

hole on a natural 20; SD weapons striking it from behind suffer extreme heat damage and persons striking it from behind suffer 10-100 points of damage from this heat; AL N; MM page 82.

4. Intellect Devourer Lair

A solitary intellect devourer has taken up residence here. He was drawn to the caves because of the psionic activity here and he feeds off of other creatures that come to these caves for the same reasons.

Intellect Devourer (1): AC 4; MV 15; HD 6+6; HP 30; # AT 4; Dmg 1-4 (x4); SA often attack by surprise when possible; SA can attack physically and psionically at the same time; SD immune to normal weapons; SD +3 weapons or better do only 1 hit point damage to them; SD bright light will scare them away; SD protection from evil keeps them at a distance; SD fireballs are just bright light to them; SD lightning bolts cause them 1 hit point damage per die of damage; SD death spell has 25% chance of success; SD power word kill slays them; AL CE; MM page 54.

He has carved a niche into the wall of this cave and has hidden his treasures there. A close inspection of the cave may reveal this concealed area (normal concealed doors check). The treasures include: a ring made of gold with a sapphire in the center worth 7250 gold pieces, a scroll of two magic user spells: **stone shape**, **animal growth** and a **bag of transmuting**.

5. Lava Pool

This chamber is warmer than others in the caverns. This one has an open pool of lava bubbling out of the mountain itself. The room is well lit from the glowing lava.

Around the chamber are strange and primitive drawings of men hunting strange elephant like creatures with spears.

The pool of lava is hiding no creatures or objects. This might be a safe place to rest should one need one. Or it might not. Random encounters here are only on a 1 out of 10 as few choose to visit here.

6. Pool of Water

This chamber has an open pool of water bubbling from the heat. The water is safe to drink but is extremely hot and will damage anyone attempting to do so unless they allow it to cool. The damage is 1D6.

Drinking from this water, however, has a side effect. Anyone doing so may gain temporary psionic ability (unless they already possess such ability). These abilities will last for 1-3 days and then will disappear. Roll a saving throw versus poison. Those who fail the saving throw will then determine a base psionic ability score as defined in the PHB on page 110. The person will automatically succeed on the check to see if they have psionics. Just determine the score and the disciplines, if any, that they have gained temporarily.

The temporary psionic abilities given by the water will only last outside of the pool of water for one hour. After this the water will no longer give this temporary effect.

Anyone already possessing psionic abilities who drinks the water should also save versus poison. Should they fail the saving throw then their abilities are temporarily enhanced for 1-3 days. They will automatically gain one major and minor discipline for the duration of the effect as well as 1D100 additional psionic ability points (total).

This water has been affected by proximity to the unusual radiation leaking from the space craft and this has caused this temporary psionic effect.

7. Stone Bridge

A stone bridge crosses a river of molten lava. The lava glows from it's intense heat and this lights up the bridge and tunnels nearby. The bridge appears to be ancient and very primitive. It may well have been here for hundreds of years or longer.

8. River of Lava

This river of lava flows underneath the stone bridge and crosses from east to west. It seems to flow from in and out of the mountain around the caves. Anyone foolish enough to enter the lava will take 2D8 damage per round as a result.

9. Low Ceiling Cavern

This low ceiling cavern is barely discernable at all. The entrance is only about a foot wide and a foot tall and requires climbing over the ledge of the stone bridge in order to enter. The low ceiling opens up to three feet after sixty or so feet. The only inhabitant of this cave is a brain mole which is scurrying around in the darkness.

Brain Mole (1): AC 9; MV 1; HD 1 hp; HP 1; # AT 0; Dmg 0; SA psionic attack; AL N; Psionic Ability: 121 point attack, no defense; attack/defense modes: b/none; MM page 11.

The creature has no treasure of it's own but there are skeletal remains here of a temple priest that crawled into this cave many years ago. The priest was deranged and suffering

from many wounds. Around his neck is a **necklace of mind shielding**.

10. Dead Adventurers

This chamber seems to be filled with dead explorers and adventurers. Some of these men and women would appear to be the expeditions sent by the king of Zanzia. All of the bodies are well preserved from the cold air in these caves. All of the bodies have been stripped of any armor, weapons or other valuables. The bodies seem to be stacked as if done by intelligent creatures.

11. Mind Flayers

This chamber has become the short term residence of a party of Illithid. These mind flayers have been drawn from the Underdark to these caves because of the intense psionic activity here. They are looking for the source of this activity but have not yet located it.

Mind Flayers (4): AC 5; MV 12; HD 8+4; HP 36 each; # AT 4; Dmg 2 each; SA Mind Blast; Magic Resistance: 90%; AL LE; Psionic Ability: 275 each; Attack/Defense Modes: B/FGH; MM page 70.

One of the creatures wears a **necklace of adaption**. Another carries a metal scroll tube with druid spells: **fire storm, control winds, turn wood**. The third wears a human skull tied to the belt around his robe. Inside of the skull is a large ruby worth 5000 gold pieces wedged where it cannot get loose or fall out of it. The creature itself is unaware that it is there and it will only be found if the skull is searched. The fourth mind flayer has strange golden rings around each of its four tentacles. Each of the rings is worth 500 gold pieces.

12. The Altar to the Ice Gods

Strange chanting can be heard coming from this chamber. On a roll of 1-3 out of 6 very intense strange lights and sounds will be seen and heard coming from this chamber.

In this room are several priests of the temple worshiping in front of a stone altar. Behind this stone altar is a peculiar looking metal door. It has a slit in it and to the side is a strange glowing circle. On the altar are many offerings from the priests of the temple to their metal god beyond it. The priests will rise up and defend their god and temple from the invaders once they are discovered. If the high priestess has already been slain then only the priests will be here (unless three groups of them have also already been slain).

Temple High Priestess (1): C9: AC 0; HP 125; wears thick white robes; like her priests she has been mutated by exposure to the radiation of the ship and has enhanced constitution and hit points as a result; she carries a strange ray gun which she uses in combat; spells known: cure light wounds, bless, curse, cause fear, command, light, know alignment, silence 15' radius, hold person, chant, resist fire, dispel magic, prayer, feign death, cure serious wounds, detect lie. She has an 18 Wis and a Con which cannot be measured in mortal terms. Her alignment is neutral. Psionic Ability: 250. Attack/Defense Modes: all/all. Under the white robes she wears a suit of plate mail made of some kind of light weight material which is unknown to the adventurers. The mail is still normal AC 2 armor. She wears a **ring of protection +2** and a **ring of fire resistance**. She carries a **laser pistol** (2D6 damage) see stats below at the end of the adventure. It can be fired twice per round (at +2 to hit as she is a berserker using only one weapon).

Around her neck is a strange object. It appears to be a square piece of material with a thin leather like cord. The square is blue in color. The material that the square is made of is unknown to the adventurers. This square is the key that unlocks the airlock door to the space craft which is behind the altar in area 13. The airlock is area 14 on the map.

The ray gun she holds is a laser pistol with 12 charges on it. Once it is fully discharged it can be recharged only by plugging it into the power cells in the space ship. Unless the players intend to camp here indefinitely they will be unable to recharge the pistol or any other weapons found in the ship. They will also have to figure out how to charge it from the power cells which will not be within their sphere of knowledge. She is quite proficient in the use of the pistol and can fire it four times per round (as a berserker she gains +2 to hit since she is using only one weapon). See Laser Pistol description at the end of the adventure. It does 2D6 damage.

Temple Priests (5): C4: AC 7; HP 28 each; each is a berserker with two attacks in combat; Dmg by weapon (each carries two flails or two maces or a flail and a mace); spells known: **command, cure light wounds, light, hold person, silence 15' radius**. Psionic ability: 100 points. Attack/Defense Modes: C/I, J. Mm page 67 modified. Each of them wears thick white robes. Each has been mutated by exposure to radiation from the ship. This mutation is in the form of increased constitution which has resulted in additional hit points. Alignment neutral.

The Stone Altar

The altar is primitive and is not magical. Many offerings have been placed upon the

altar. These offerings include: A nearly perfect blue diamond worth 10000 gold pieces, a platinum arm band inlaid with pearls worth 7500 gold pieces, a frozen potion of frost giant strength (75% chance it will work fine once thawed), a jeweled ceremonial dagger with a black pearl in the pommel worth 3750 gold pieces, three rocks (these are **bullets +4**) and pair of **boots of dancing**.

The Metal Door and Glowing White Disc Behind the Altar

The door to the space ship will not automatically open. Putting a hand on the glowing disc will also not open it. Only placing the blue card which hangs around the priestess neck will open these doors. Passwall can bypass the door as perhaps other types of magic. The doors cannot be forced nor can they be cut through or destroyed by normal or magical weaponry. They are made of a metal not of this world. And they are nearly indestructible by the means available to the adventurers. Once the card is placed next to the glowing disc the doors will slide silently open and stay open until the card is placed near the glowing disc on the other side.

13. The Ice Gods

The priests worship this strange metal object which has changed the fortunes of their tribe. These barbarians have found this space ship and have been mutated by the unusual radiation leaking from the power cells of the ship. Despite leaking for thousands of years these cells are still quite powerful.

KEY TO SHIP LEVEL **ONE**

The space ship itself is well lit. Strange lights seem to emit from the ceiling of the interior. How these lights are powered or what strange magic operates here is a mystery to the adventurers. The strange magic that opens the doors is also baffling. Clearly the blue card is an important device.

After the initial entry door to the airlock all other doors in the ship will open automatically when approached unless locked from inside. All doors have the same white disc next to the door in which the key may be swiped to open it if it is locked. The blue card provides entry to any door which is locked from the inside. The only exception to this is the armory which requires a red key. This door is locked. Opening it by force will set off the internal alarms of the ship.

DM NOTE

Even with divination magic and magical comprehension of language there is zero change of the adventurers truly understanding the controls of the ship, the use of the computers or the engineering systems. Not only are these things technology that the adventurers do not understand but they are designed by an alien species that thinks far differently than humans and humanoids from this world. Any attempts to operate these devices will be merely trial and error. Individual weapons, however, can be learned. Practice will improve the use of them.

1. Airlock One

This small room seems to be made of strange metal never seen before. In fact, all of the areas of this strange place seem to be made of these metals. Two metal doors lead from this room.

2. Computer Room

This room contains the on board computer system for the ship. All important functions of the ship are controlled from this computer. Life support, security, weapons and defensive systems, navigation and other systems run programs from this station. A terminal and desk sit against one wall of the room. The computer system itself sits separately in the room. Cables, printers and other related things sit on a small table to the right of the desk. A swivel chair sits in front of the terminal. A decayed skeleton sits on that chair. It does not appear entirely....human. The hands have only four fingers. The skull seems strangely misshaped.

Naturally the adventurers will not understand what the devices they are seeing are. They merely look like boxes with strange glass windows and little buttons on a panel.

Anyone touching the keyboard for the computer will cause the computer screen to light up. Strange runes appear on the gray box. These runes appear to be lighted somehow and move when keys on the keyboard are touched.

Should some magical means of comprehending languages be used the computer seems to be asking for a password. After three attempts to enter a password an alarm will set off overhead. The lights across the ship will begin flashing. And a security robot will begin patrolling. It will come here first to investigate and will then search out the intruders. Strange words can be heard throughout the ship. A comprehend languages will reveal the words "Intruder alert!" being repeated by some unseen voice.

Should one gain control of the computer somehow they could perhaps fly this ship if they knew how. Or they could attempt to use the onboard weaponry as the temple priests have been attempting. These on board lasers have been the cause of the strange lights seen in the night sky. The priests have been attempting to cut through the mountain to extract their god (the ship) from it's mountain prison.

3. Airlock Two

This is the other airlock for the ship. This side faces sheer rock and there is no way to leave the ship from this side.

4. Stairs

This spiral stair case is the only way to get to the upper deck from inside of the ship. The stairs are metal but seem to have some sort of strange sandy material on each step which prevents slipping.

5. Crew Quarters

This room has a bed and a great deal of damage from some kind of energy blast. Where another bed used to be there is a large hole through the metal which appears to have been caused from some kind of explosion. There is a great deal of debris in this room along with bones from the residents of this room. A piece of a red plastic card can be seen on the floor but it is no longer useable without the other piece which has long been destroyed.

6. Crew Quarters

Two beds sit side by side here. Beside one of them is a metal frame with some kind of faded painting in it with no visible image

remaining. The two beds are still made up and have sheets on them.

A close inspection of the beds may reveal the presence of a hidden stun grenade under the mattress.

7. Engineering

This large room has substantial blast damage in the rear corner of the room. Some kind of explosion there has caused a large irregular hole in that corner of the ship. Two sets of skeletal remains which do not appear quite human are scattered on the ground near this blast area.

A strange creature seems to float in the air in this room. This creature is metallic looking and square. It has a head made of some kind of clear material with strange dials moving inside of it. The creature does not seem to take any notice of the adventurers at all. This creature is an engineering robot. It will ignore the players unless it is attacked or someone intentionally damages one of the engines or the fuel cells or the engineering station.. Then it will defend itself or the ship.

Engineering Robot (1): AC 2; MV 12; HD 7; HP 30; # AT 2; Dmg 2-12/2-12; SA none; SD immune to charm, poison, mind affecting magic, paralyzation; AL N; NM see below.

A strange corner desk has many lights, buttons, switches and other glowing things. A large object near that desk appears to have several nodes for which the purpose is not clear. This is the power cell for the ship. Laser and blaster pistols can be recharged from this station if one knows how to do so. The temple high priestess knows the method but none of her priests do. Should someone

attempt to do this there is a 5% chance of success and a 50% chance of causing the laser pistol or blaster pistol to explode from overcharging it. This will cause 6D6 damage to all within a 20 foot radius when this occurs.

Each individual weapon has a plug which can be attached to the nozzles on the power cell to recharge. This must be discovered by the adventurers on their own if they want to recharge weapons.

Three nuclear cells are lined up in a row in the center of the room. Should any of these be tampered with then all in the room will receive a major exposure to radiation. Just staying in this room more than a turn will cause a minor exposure to radiation as one of the cells is leaking.

On the far end of the room is a large device which is the star drive for the ship. At the rear of the ships near the blast damage is the impulse drive. The impulse drive was damaged in the blast which is the reason that the ship crash landed here almost a thousand years ago. The few survivors of that crash were the ancient Dunars that once ruled this continent long ago.

Should a player be exposed to radiation use the following tables to determine the effects of it.

Major Exposure to Radiation

01-25	Minor radiation poisoning - loss of 3 points of constitution and strength for 2-6 weeks. Bed ridden for that duration.
26-50	Major radiation poisoning - loss of half of constitution and strength for 2-6 weeks.

Bed ridden for that duration. System shock roll. Failure means death.

51-75	Minor mutation
75-90	Major mutation
91-100	Instant death from radiation poisoning

Minor Exposure to Radiation

01-50	No effect at all
51-75	Minor mutation
76-99	Major Mutation
00	Death from radiation poisoning

Minor Mutation Table

01-25	Roll again to determine if character has psionic abilities. Failure means no mutation has occurred
26-30	Reduction in primary attribute by one point
31-40	Improvement of primary attribute by one point
41-90	Player grows wings that will not allow flight, scales, an extra finger, an extra toe, cat eyes that do not actually change night vision or some other visible change but no actual tangible benefit
91-00	If player has psionic ability roll again to determine if they still have these abilities

Major Mutation Table

01-10	Player gains an extra arm and an extra attack but loses 3 points of charisma
11-20	Player gains an extra leg and additional 4 feet of

	movement rate but loses 3 points of charisma		
21-50	Player grows wings that fly, scales that improve armor class by one naturally, cat eyes that give night vision, eagle eyes that give extended vision or some other modification with an actual tangible benefit		down. An unseen voice overhead begins counting in a strange alien language from ten to one. At one....the fuel cell explodes and the ship goes up in a mushroom cloud along with the entire mountain. Everyone in a two mile radius dies in the blast or from radiation damage soon afterwards.
51-60	Player gains incredible strength (18/00 if not a fighter or 19 if a fighter)		
61-70	Player gains incredible constitution (+2 to existing)	11-60	Nothing happens. No important keys or switches get pushed.
71-80	Player grows two antenna from their forehead. This gives them the telepathic ability to communicate at great distances (one direction) with anyone that they personally know	61-74	The engines fire but the ship does not move as it is wedged inside of the mountain. The players can feel the ship rumbling underneath them but nothing ends up happening. After a few minutes, however, the heat from the engines becomes unbearable as the flames are trapped inside of the mountain. Until the engines are turned off the heat inside of the entire ship will quickly become unbearable. A second roll of this range stops the engines.
81-90	Person begins slowly dying from radiation poisoning and loses 1 point of constitution per day until dead at zero.		
91-00	Player begins shedding skin and will die in 1-20 days after losing too much of it and bleeding out.		

The Engineering Station

Playing with the computerized station can be dangerous. But it is inevitable that some players may try anyway despite the obvious dangers of it. Roll the results randomly from the following table as any attempts to use the systems will be random at best as they clearly will not understand the functions.

01-10	A computerized count down begins. A second roll of this number range ends the count
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The heat inside of the ship will cause those wearing armor to take one hit point of damage per round until the engines are shut off. Breathing will become difficult as well since the smoke inside of the mountain will become intense. Each

round one must make a saving throw versus constitution on 3D6 or fall unconscious.

75-00 A roll in this range causes the overhead alarm system to go off. The lights will begin flashing and a klaxon will sound continually. A security robot will come to investigate this intrusion.

8. Crew Mess

A table made of some kind of strange metallic material sits in the center of the room. Chairs circle the table. Skeletal remains sit on two of these chairs and do not appear quite human in shape. A small hole in the wall appears to be from some kind of explosion. On the table itself are strange looking triangular objects which are soft and can be torn open. Inside of these packages are tasteless foods that are bland but seem to equivalent to iron rations. There are twenty of these packages on the table and a box in the corner with another one hundred of these packages. Each is the equivalent of one day of iron rations.

9. Conference Room

A long table with uncomfortable chairs sits in the center of the room. A strange screen sits against one wall and has strange runes lit up on it. A comprehend languages spell will reveal that the runes indicate that the ships is under a red alert and that an enemy vessel is approaching. Later the runes indicate that hits have been taken in engineering and in the crew quarters and mess hall. A later entry indicates a hit in the cargo bay.

No skeletons are present in this room which might indicate that no one was present here during the emergency that led to the ship crashing here.

The viewing screen has a slot where a metal disc may be placed. If the metal disc from the captain's quarters is placed here a message from the ancient Dunars can be seen and heard.

“Welcome to the Antares primitive ones. Your species has not yet reached the stars but ours is from a world which is just a point of light in your night sky. We conquered your world long ago but I am the last of my peoples and this will be my final message. I am dying. Radiation leaking from my ship is finally ending my life. This ship was damaged in a battle near your planet and we crashed here to avoid certain death. All of my crew is now gone. I bid you farewell and wish you well in your endeavors.

10. Bridge

This large area has two chairs facing towards a clear window in the front of the ship. Some minor blast damage appears near the front of the ship. A desk with many lights and switches can be seen on one side of the room and a smaller one can be seen on the other. In front of the two chairs at the front are control panels which are lit up. Skeletal remains sit at all of the stations. None of these seem human in shape or form.

Touching any of the control panels or pressing any buttons or throwing any switches has a random chance of causing something to happen using the following table:

01-25 Alarm is set off. Security robot will come here to investigate and then go on patrol for intruders

26-40 Engines will fire. Roll again to shut engines off again. This will have the same effects listed previously in the engineering section of this adventure.

41-50 Ship weapons will fire. Entire ship will shudder. Rock will be blasted away in front of the ship. Cloud of smoke will fill the mountain complex for 1-10 rounds causing smoke inhalation effects mentioned previously in the engineering section.

51-00 Distress signal will be sent from the ship. An alien ship will come to investigate and will arrive in 10-100 years. Strange alien voice will be heard going out on the ship's communication device. Comprehend languages will reveal that the voice is saying "The Antares is under attack. We have taken substantial damage. We are going down on a habitable planet with nothing but primitive species living here. We need rescue. You can find us at the following coordinates....."

One of the skeletons at the front of the ship wears a blue control badge that opens the airlock door similar to the one in possession of the high priestess. At his hip is a holster but it has no weapon remaining in it. This

was the laser pistol used by the high priestess.

KEY TO SHIP LEVEL

TWO

As on the previous level the rooms here are all lit by some strange panel in the ceiling and all doors open automatically except for the door to the armory and the gun locker in the armory. This door requires a red security key. All of the red security keys are long destroyed.

1. Stairs

The spiral stairs from ship level one arrive in this small room.

2. Medical Bay

This room has a strange symbol painted on the floor in a circle. What this symbol represents is a mystery. Use of magical means to determine the nature of the symbol may reveal that this is a place of healing.

There is a flat table in the room which seems to be about the size of a person. A small table with wheels on it has metal instruments on it. There seem to be sharp knives in different sizes as well as other tools which have no apparent function.

A strange device on the wall near the table has an arm which can be moved to the table and a switch on it. Another strange device appears to have a viewing screen with strange runes as well as a keyboard in front of it. When the switch is turned on the arm a light extends from the arm about six inches. This light seems able to cut through virtually anything. If removed from the arm the light no longer works. This is a laser scalpel.

There are several cabinets in the room as well. Strange cloth in rolls seem to fill many of these spaces. There also appear to be several vials of liquid and many strange devices which have a sharp metal point and some kind of clear tube with a plunger at the end of them. The vials of liquid are medications. They come in several colors.

- Blue - This liquid causes immediate sleep which lasts for 3-6 turns.
- Red - This liquid causes accelerated healing. The recipient will heal 2 points per turn for 2-24 turns.
- Green - This liquid cures all forms of disease (other than lycanthropy)
- White - This liquid cures all forms of blindness
- Purple - This liquid replenishes psionic ability points at a rate of 10 per round for 2-8 rounds.

There appear to be 2-12 vials of each of these liquids. The effects of these liquids will have to be found by trial and error by the adventurers. Each liquid is one single dose.

3. Armory

The door to this room will not open when approached. The blue card will also not open this door. Only an intact red ley can open this door. The door can, however, be forced open. The roll for this action is the same normal roll for opening a stuck doorway.

Forcing open the door will cause the ship's internal alarm to begin. The security bot is actually inside of this room with the armory so it does not need to travel far to find the intruders.

Security Robot (1): AC -5; MV 18/24 (short duration emergency speed); HD 16; HP 100; # AT 2 (pincers) or 2 (grenades) or 2 (blasters) or 1 (hug); Dmg 2-20/2-20 (pincer arms) or grenade damage (see grenade descriptions below) or 5D6 (blasters) or 3-30 (Hug); SA if two pincers hit same person robot hugs the person for 3-30 hit points damage per round thereafter until dead; SA can fire grenades or shoot blasters as needed; SD immune to sleep, charm, poison, mind affecting magic, paralysis; AL N; NM see below.

In addition to the security bot there is a rack with three blaster pistols and a laser rifle. All of these weapons are fully charged. Getting to these weapons will be difficult, however, as the robot will immediately be moving towards the doorway the moment it is forced.

A box sitting against the wall has four sleep gas grenades and two explosive grenades.

There is a small irregular hole in the outer hull which is blast damage from some kind of explosion.

4. Cargo Bay

This enormous room has several signs of blast damage in multiple places. Clearly this area took the brunt of whatever damage was done to this craft. There are several crates made of some kind of flexible but durable material. There are a few barrels made of some kind of metal not of this world which are lined up near the blast damage. Against

the far wall there are five strange containers with strange runes marking them. And in the center of the room there are two containers with different markings on them.

Crates

These containers once contained food. The food, however, has long ago rotted away.

Barrels

These barrels contain water which is rancid.

Bio Contaminant Containers

These containers contain biological and chemical weapons in large quantities for clearing away indigenous populations from worlds that might need to be conquered. These weapons are no longer effective after nearly a thousand years. The liquids inside smell rank but will no longer harm anyone.

The markings outside are warning labels that could be determined by divination or language comprehension magic.

Nuclear Material Containers

These containers are filled with nuclear material. Prying open one of these containers could expose the adventurers to radiation. Use the tables above for determination of the effect of opening these. Opening one of these is a major exposure.

The markings outside are warning labels that could be determined by divination or language comprehension magic.

5. Hallway

This is just a passage way linking several rooms.

6. Crew Quarters

Six beds are lined up in this room. All of the beds are made. A search of the room may reveal a hidden compartment in the wall. An incendiary grenade is hidden in that compartment.

7. Restroom

This strange room has three strange receptacles with clear doors that open outward. In these receptacles there are knobs on the wall which can be turned. When one is turned cold water enters the receptacle from a spigot high on the wall of that small receptacle. When the other one is turned warm water pours out.

Also in the room are two small rectangular devices against another wall. These also have two knobs that pour hot and cold water into a basin about thigh level.

There are also six other devices which appear to be places to sit. Yet they have an open space beneath them and a lever. When the lever is pulled a loud sound is made and water swishes into the device and down into a hole that disappears.

Another strange device appears to be a large flat receptacle with knobs that also pour hot and cold water and can be held in the receptacle.

The purpose of these strange devices is a mystery to the adventurers.

8. Stasis Tubes

Four strange devices are located in this room. Each contains two clear green tubes. Several of these tubes appear to have been crushed in the crash landing of this ship. Th

greenish glass has broken and the inhabitants of the tubes are now skeletal remains. There are eight stasis tubes. Five are broken and the inhabitants are now dead. Two appear to have opened and the inhabitant has escaped it's fate. The last remaining one is still occupied. Strange lights and symbols seem to indicate that this tube is still functioning normally and the creature inside of it looks as if it is still alive.

The creature inside looks humanoid, more or less, but is solid green in color and has bright yellow glowing fingertips.

Should anyone play with the dials or switches on this tube there is a random chance of results:

- | | |
|-------|--|
| 01-25 | The creature inside rises suddenly and seems to be in some kind of distress. It begins convulsing. It's hands reach for it's chest. And it suddenly dies. |
| 26-75 | The creature inside begins moving slowly and the tube covering it begins sliding forward. The creature rises out of it's stasis tube. |
| 76-00 | All of the lights on the tube shut off. Suddenly the creature convulses. It has seconds to live unless the adventurers can break through the container and rescue it. The container has 50 hit points and is AC 2. |

The creature is a **Shorma**. It will communicate with the adventurer's telepathically. It is a very strong psionic and

was captured long ago by the Dunars and place in stasis on this craft. It is not hostile but it will defend itself should it be attacked. If it is treated well it will answer any questions that it knows. It does not know how to use the devices on the ship or fly it. Nor does it know how to use the weapons of the Dunars. What it does know is that the Dunars dissected another Shorma and it fears them greatly. It does not know what has become of the Dunars or if there are any remaining. It does know, however, that other species were captured by the Dunars and were on board this craft.

He will gladly accompany the adventurers until the end of this adventure and will then set off to see as much of the world as it can on his own.

Shorma (1): AC 6; Mv 12; HD 8; HP 40; # At 1; Dmg 1-6; AL LG; SA lay hands ability; Psionic ability:500; Attack/Defense Modes: all/all; NM see below.

DM NOTE

This creature's intense psionic power is what draws other psionics here to investigate. They can sense this creature from afar even when it is not specifically using it's powers.

9. Captain's Quarters

This room has a bed and a desk. The bed is made. The desk has papers on it which have faded over time and are not readable any more. A skeleton of a strange humanoid sits in a chair at the desk. Around the waist of the skeleton is a belt made of strange material. In a holster on the belt is a **blaster**

pistol with 5 shots remaining (one was used to commit suicide).

Between the mattress and the sheets of the bed is a strange metal disc. Should this disc be brought to the conference room and placed in the viewing screen a message from the ancient Dunars can be seen.

ENDING THE ADVENTURE

The players may determine that they have completed the objectives of this adventure at several points. These points might include:

1. When the ship is cleared out and everything is dead
2. When they have discovered and seen the video of the ancient Dunars and have discovered that this is their space craft
3. When the temple priests have been destroyed

NEW WEAPONS

Laser Pistol

This short barreled device is easily held in one hand. When fired a thin light emits from the barrel and easily cuts through metal. Anyone hit by the device takes 2D6 damage. Each firing takes one charge from the pistol. The pistol holds 12 charges. It can be recharged only from the power cells of the

DM NOTE

It is probably inevitable that the players will want to take the ship out of the mountain. There is no way physically or magically available to them to remove a space craft of hundreds of tons which is stuck deep inside of a mountain covered in snow and ice. It will not fit in their bag of holding. They may choose to try to make this ship their new home base. That might work for a little while but they are going to get kind of bored living in a frozen wasteland in the middle of nowhere. Random encounters should become extremely frequent as other creatures come to investigate. The power cells of the ship are failing as the cells are leaking radiation and have been for some time. Constant exposure to this radiation over time will require further rolls on the mutations tables and will eventually result in death. In fact, returning to the ship to recharge weapons may also require these rolls.

ship in the engineering section. There is no penalty for firing at short range, -4 to hit at medium range and -8 to hit at long range. One with no proficiency or practice with the pistol fires at -4 to hit. It takes at least five practice shots with the pistol to develop some modest proficiency with it (-2 to hit). Short range is 10'. Medium range is 20'. And long range is 30'. This weapon can be used once per round (unless it is a fighter or berserker in which they can use it as many times as their level allows).

Laser Rifle

Damage from the laser rifle is the same as for the pistol. 2D6 damage. Each firing takes a charge and it has twelve charges. The penalties for ranges are different for this device. It is made for long distance shooting and not short range combat. The penalties are -6 for short range, -3 for medium range and no penalty for long range. Short range is inside of ten feet. Medium range 10 to 20 feet. Long range is 21 feet to 100 feet. Maximum effective range is 100 feet. One with no proficiency or practice with the pistol fires at -4 to hit. It takes at least five practice shots with the pistol to develop some modest proficiency with it (-2 to hit). This weapon can be used once per round (unless it is a fighter or berserker in which they can use it as many times as their level allows).

Blaster Pistol

The blaster pistol is a short range weapon only. At medium and longer ranges it is totally ineffective. It can only be used one time per round regardless of the skill of the user. A shot from the pistol does 5D6 damage to the target. If the target is wearing armor the person must make a save versus petrification or the armor is destroyed. A +1 is given per magical bonus point of the armor. Shields of less than +3 are automatically destroyed by the blast. The gun only holds six shots. Once those shots are used it cannot be fired again until the pistol is recharged in some manner. The maximum range of the pistol is twenty feet. One with no proficiency or practice with the pistol fires at -4 to hit. It takes at least five practice shots with the pistol to develop some modest proficiency with it (-2 to hit). This weapon can be used once per round (unless it is a fighter or berserker in which

they can use it as many times as their level allows).

Grenades

Only one grenade can be used per round. Maximum effective throwing range is 25 feet.

Sleep gas

All those in a 20 foot radius from the blast point must save versus petrification or go to sleep for 2D4 rounds.

Poison Gas

All those in a 20 foot radius from the blast point must save versus poison or begin suffering 1D6 damage per round for 2D4 rounds thereafter.

Explosive

Anyone in the immediate blast area takes 5-10 points of damage from the explosion (save versus petrification for one half damage.) All armor and weapons exposed to the blast must save versus petrification or be destroyed. Saving throws for armor and weapons gain a +1 bonus per point of magical bonus for the weapon or armor. The radius of the blast is twenty feet from the blast point. All those in that radius must also save versus petrification a second time to determine if they are stunned for 1D4 rounds.

Incendiary

Anyone in a 20 foot radius of the blast point must make a saving throw

against death magic or take 1D6+2 fire damage per round for 2D8 rounds thereafter. A saving throw indicates one half damage is taken. Armor and weapons must make appropriate saving throws versus fire damage from the intense heat.

Stun

All those in a 20 foot radius from the blast point must make a saving throw versus petrification at -2 or be stunned and helpless for 2D4 rounds thereafter.

NEW MAGIC ITEMS

Necklace of Mind Shielding

This device prevents the user from either using psionic attacks or being attacked by psionics while worn around the neck. No psionic abilities of any kind can be performed while wearing the necklace including psionic disciplines. Spells which simulate psionic abilities, however, can still be cast while wearing this necklace.

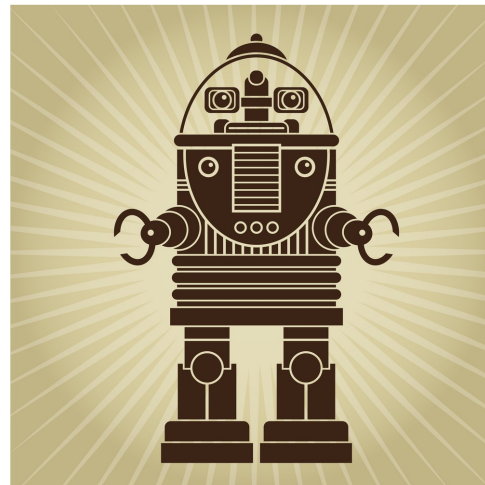
NEW MONSTERS

Engineering Robot	
Armor Class:	2
Move:	12
Hit Dice:	7 (30 hit points)
No. Of Attacks:	2
Damage/Attack:	2-12/2-12
Special Attack:	none
Special Defense:	none
Magic Resistance:	none
Alignment:	N
Size:	M

This robot is designed to operate and maintain the engineering systems of the ship. It is not an attack robot but does have some limited combat abilities. It will defend the engineering systems and fuel cells when necessary. It will also defend itself when needed.

The only method of combat for the robot is it's two pincer arms which will attempt to strike or pinch any opponents. The robot is immune to mind controlling magic, illusions, sleep, charm, paralysis, stunning, poison, and other similar effects.

The robot carries many tools inside of it which can easily be deployed for repair work.



Glammos	
Armor Class:	- 5
Move:	24
Hit Dice:	16
No. Of Attacks:	3
Damage/Attack:	2-12/2-12/3-18
Special Attack:	none
Special Defense:	90% resistant to lightning, fire, cold, acid or poison
Magic Resistance:	see above
Alignment:	CN
Size:	M



This alien species comes from a desert world far from this one. This creature was kidnaped from it's home world and taken to this one in a stasis tube. It has recently escaped it's stasis when the stasis tube stopped working. Somehow the creature survived despite the failure of the machine.

Now it is angry and seeking revenge on it's captors. It does not really know who or what captured it and will take it's revenge on whoever it finds.

The creature has very long arms and legs and walks hunched and on all fours. It can, however, stand upright and will do so in combat so as to use it's powerful arms to strike with. It also has extremely strong jaws and sharp teeth in which it can bite and rip at the skin of it's opponents in combat. It has very tough leathery skin. The skin is so tough, in fact, that it gives the creature extreme resistance to the elements as well as to striking blows from enemies. The creature moves incredibly fast and can climb like a spider when necessary. It has the ability to leap great distances of twenty feet or more which gives it the opportunity to surprise enemies in combat despite them seeing it at a distance.

The creature is intelligent but not overly so. While it understands what has been done to it the creature has no psionic abilities like the other alien species in this adventure. Spells involving charm or illusion may work on the creature or may not depending upon it's saving throws. The creature does have a spoken language which consists of screeches and screams which do not seem language like when heard by humanoids of this world. It is possible to communicate it by magical means but it is unlikely to listen to the excuses of the people it finds. It does not remember the Dunars appearance from so long ago. To this creature anyone it finds must be it's tormentors.

The Glammos does not understand how to use any of the weapons, devices or systems aboard the space craft.

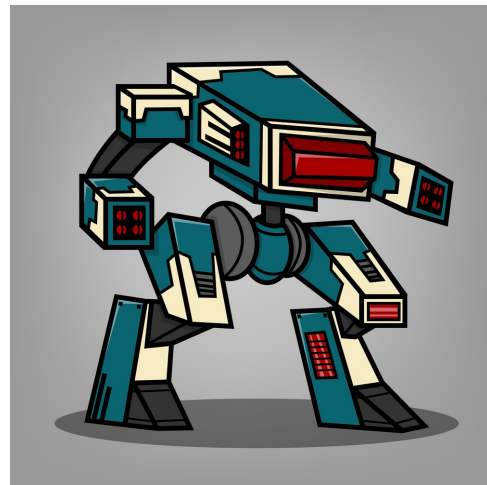
Security Robot

Armor Class:	- 4
Move:	18 / 24 (temporary emergency speed)
Hit Dice:	16 (100 hit points)
No. Of Attacks:	See below
Damage/Attack:	See below
Special Attack:	See below
Special Defense:	none
Magic Resistance:	none
Alignment:	N
Size:	M

The security robot deploys automatically when the ship's alarm is set off. If the ship is in flight the robot will deploy if the air lock has been violated by a boarding action. On the ground the alarm will go off when anyone attempts to log into the computer unsuccessfully, attempts to access any of the

control panels without proper authorization or opens up the weapons locker without proper authorization or by force.

The robot is a dangerous opponent. It has heavy duty armor plating giving it a great deal of protection. It has incredible strength and stamina (equal to STR 25 and Con 20). It also has several forms of attack that it can employ. It can only, however, use one form of attack in any given round. But some of those forms of attack can be done multiple times in one round.



These attack forms include:

Two incredibly strong arms which can strike an opponent in melee or grab them in a pincer movement or grab an opponent close for a crushing hug. The strike from these arms does 2D10 damage each strike. If both strikes hit the same opponent the robot has grabbed that opponent and will hug on the next round for 3-30. It will continue this crushing hug each round (with no requirement for a to hit roll) until death occurs. To break from this hug a combined strength of over 25 is needed for a chance to succeed. A roll of 6D6 versus this combined strength number is required for escape.

The robot has built in blaster pistols which can be immediately accessed by the robot arms. Each blaster pistol may be fired once in each round (two shots per round by the robot) for 5D6 damage. Any person hit who is wearing armor must make a save versus petrification or their armor is destroyed by the device. Allow +1 per magical bonus of the armor to the saving throw. Shields of less than +3 are automatically destroyed by the firing of the blaster. Each blaster has only six charges after which it can no longer be fired until recharged in some manner. These pistols may only be used at short range. At medium and long ranges they are not effective.

The robot has a built in grenade launcher. Two of each type of grenade are available for use. Two grenades (of any type in the robot) can be deployed in any round. These grenade types include: sleep gas, incendiary, poison and explosive. Those grenade types are detailed in the new weapons section.

The robot is immune to mind controlling magic, illusions, sleep, charm, paralysis, stunning, poison, and other similar effects.

Shorma	
Armor Class:	6
Move:	12
Hit Dice:	8
No. Of Attacks:	1
Damage/Attack:	1-6
Special Attack:	psionics
Special Defense:	none
Magic Resistance:	none
Alignment:	LG
Size:	M
Psionic Ability:	500
Attack/Defense:	All/All

The Shorma are a peaceful race that lives on a planet in a far away galaxy. These creatures are green and have glowing finger tips. They are powerful telepaths. And they are usually quite friendly. If forced into combat it will likely use it's psionic attacks first. It is not an effective melee fighter.

Once per day the creature has the natural ability to lay hands like a paladin. It's hands will light up completely as it does this and the heal is a full heal rather than the paladin's 2hp per level.

These creatures have the following psionic disciplines:

Minor devotions

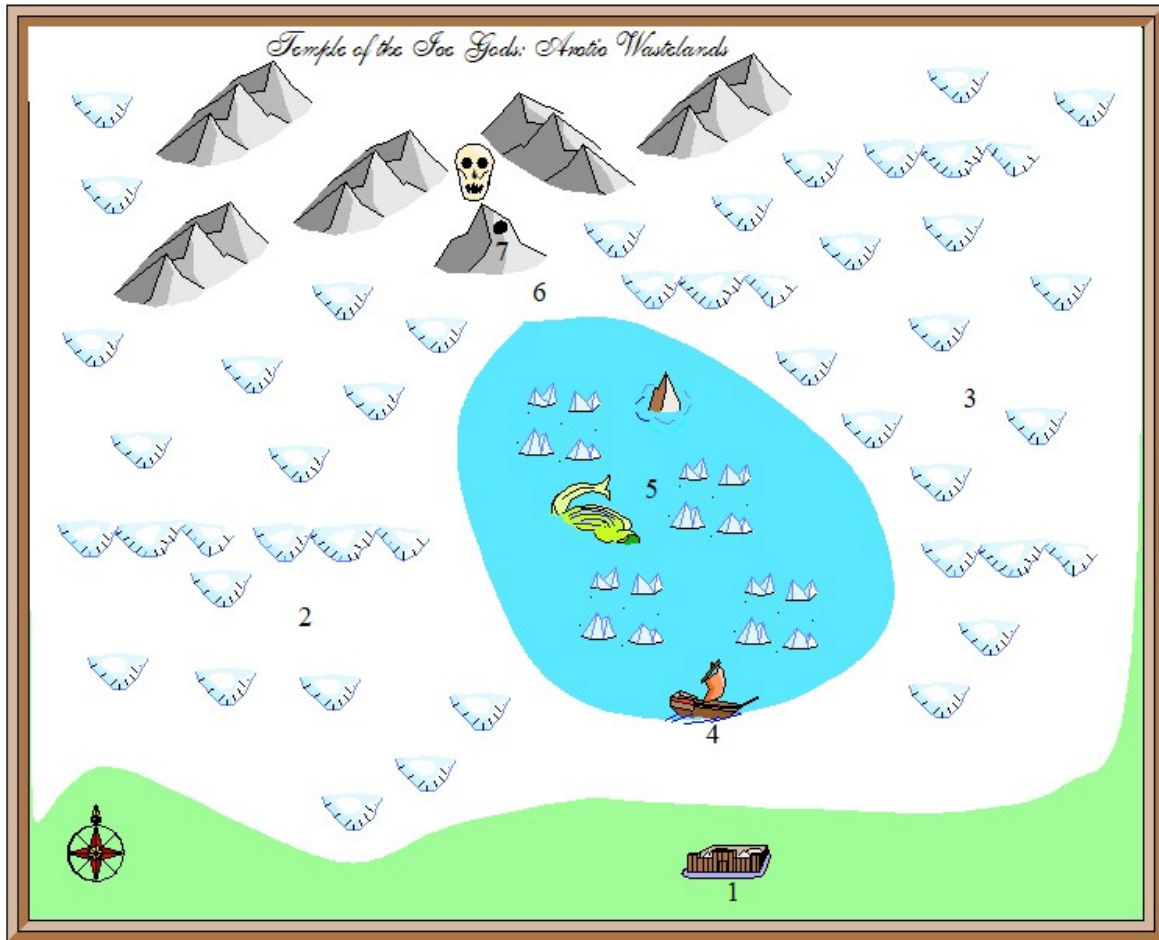
Precognition
ESP

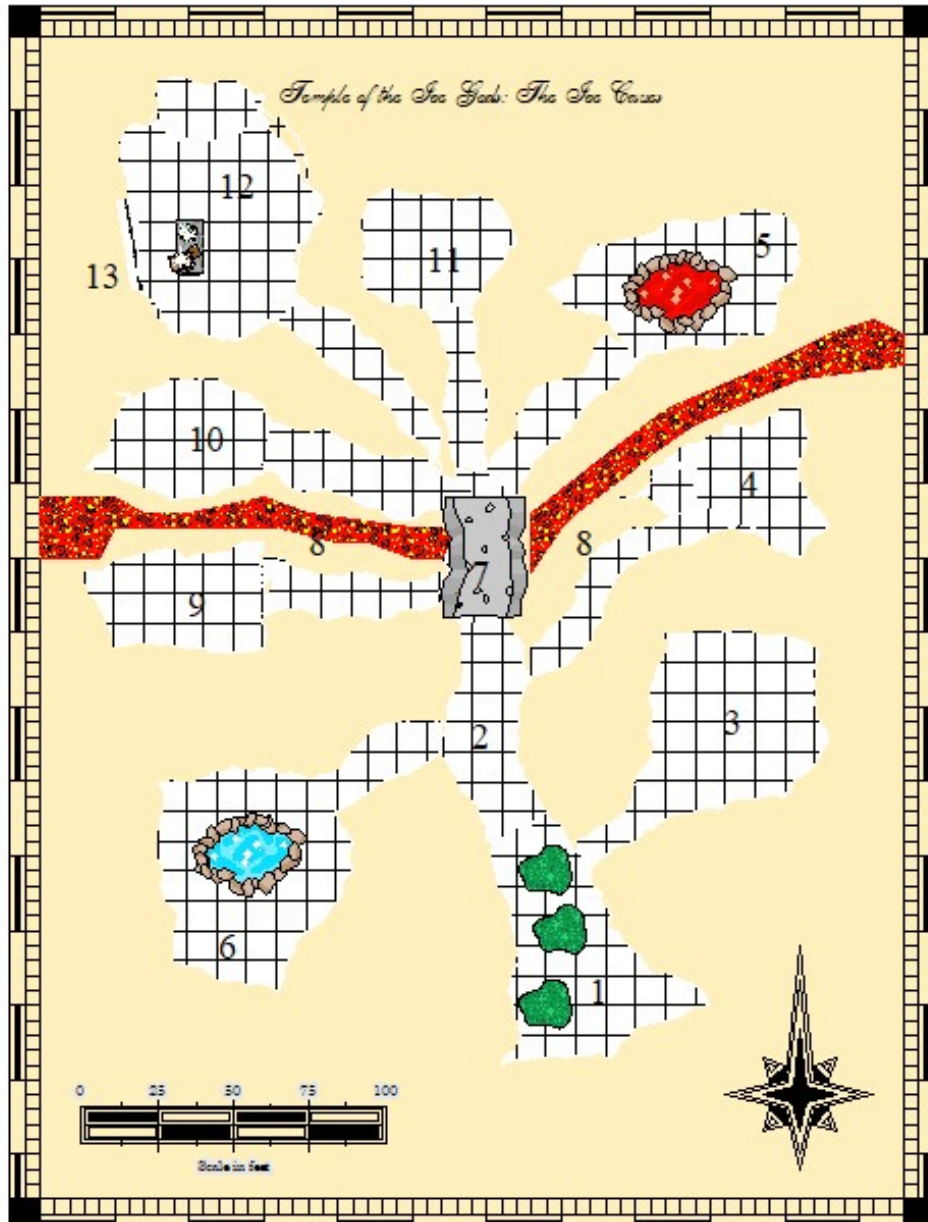
Major sciences

Telepathy



Temple of the Ice Gods: Arctic Wastelands





Temple of the Ice Gods Deck One



0 50
feet

Temple of the Ice Gods Deck Two



0 50
feet

The Ancient Dunars

