

ICE MAIDENS OF THE FROZEN HORN

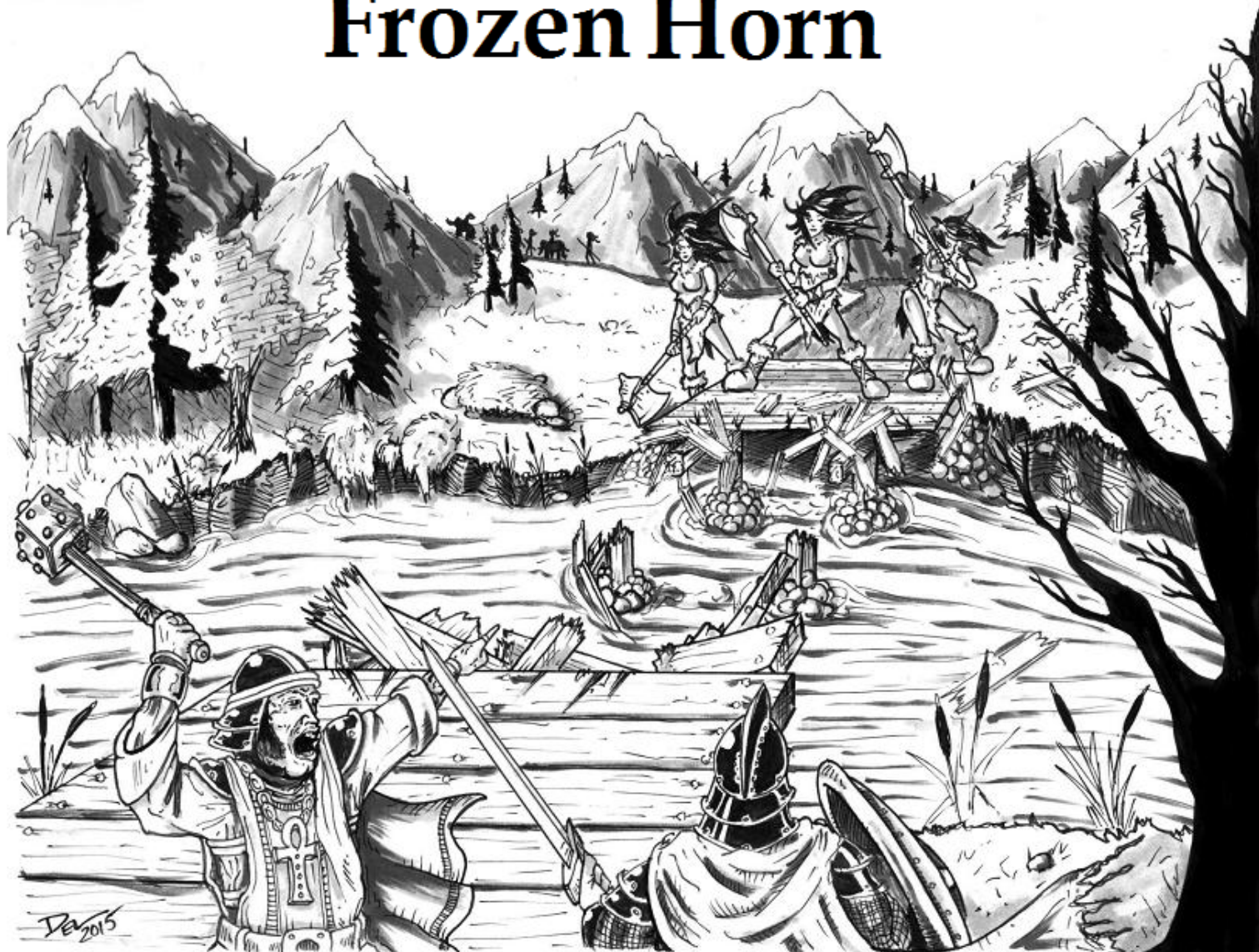


by rc pinnell

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*This product is designed for Basic-Expert Dungeons & Dragons rules. It is the first of a two-part Tournament adventure meant to be run for multiple groups yet it can easily be used as a 'one-shot' or incorporated into a campaign setting. It includes detailed DM maps showing the possible encounter locations, and a identical Players' map that shows much less information. Insert maps appear throughout the text to assist the DM, and prerolled characters are provided as well. If you wish to continue the adventure in the second part, keep a lookout for the release of *The Shrine At The Top Of The World**

Ice Maidens Of The Frozen Horn



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ICE MAIDENS OF THE FROZEN HORN

INTRODUCTION

Ice Maidens of the Frozen Horn is part one of a two-part adventure that concludes with **The Shrine at the Top of the World**. Both of these are designed for use with the 1981 Expert Rules released by TSR *back in the day*. If you have the BECMI set of rules instead, do not lament, you may use it in place of the 1981 manual. These adventures are not intended to be run with the Advanced D&D rules; doing so will require you to make some adjustments between the mechanics found in Advanced rules, and those used in the design of these adventures. Be prepared to do the work.

'Ice Maidens' is meant to be played by a group of characters of levels 8 to 12. The party should include all the core classes and races: cleric, fighter, magic user, thief, dwarf, elf, halfling; the group can double up on them, but no more than 9 characters should be included. (Optionally, if you have access to BECMI Companion rules and your players have a Druid, Avenger, Knight or Paladin character they wish to play, you may allow it.)

This adventure is meant to be run as a tournament. You should remove--or ignore--the optional encounter areas if they slow it down. Doing so concentrates the players' goal on simply chasing down the Ice Maidens in the shortest amount of time. If run as such, you should set a time limit of no more than 3 hours per playing group. No scoring is required, other than keeping a diligent track of each group's time to complete the objective. Pre-rolled characters are included in this product as an aid regardless the style you choose to run it.

If run as a one-off or a tournament, it is up to you to determine the spells known and equipment possessed by the characters. If you incorporate it into your own campaign, such is not likely an issue.

BACKGROUND

The Halfling village of Rockfoot has been raided by a band of giant women from the nearby snow-capped mountains. Riding a pack of strange, fur covered pachyderms, the invaders could easily have destroyed the entire village. But even with most of the buildings demolished and the militia decimated, the theft of the Crucible of Blackflame makes clear the marauders intent, for once the relic was in their hands the giants quickly departed, rushing back to their mountain realm.

The ruling leaders of men, dwarves and elves have allied in response to the plight of the halfling survivors; troops have been sent to rebuild and guard the village, and mercenaries to track down those responsible for the attack. But the earliest that such will arrive could be weeks. The characters --as it just so happens-- are near enough to the village to see it being attacked; close enough to realize the marauders are giants, but not close enough to rush to the scene and prevent the assault.

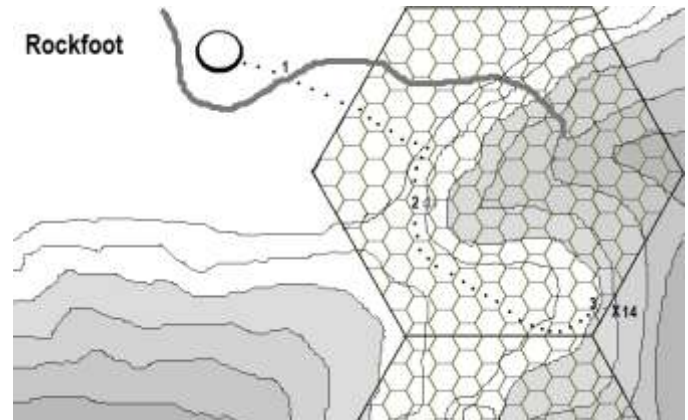
GETTING STARTED

After witnessing the attack, characters arrive later that day. Going through the village, they walk through the carnage rendering what aid they can. They are soon approached by two diminutive figures: the village Clan-master and the Keeper of the Relic.

The halfling leaders confirm that they were attacked by frost giantesses, and plead with the characters to pursue those responsible and to bring back their precious relic. Unaware as yet of the aid coming from the outside communities, a reward is offered to the characters: 100,000 GP for the party and the title of honorary clan member for each!

Once agreed, the characters may make pursuit of the fleeing giants at their decided pace; the tracks of their prey being easy to see and follow, head south east, toward the river (see the following wilderness map).

For Campaign play the following 3 encounter/events can be utilized to give the players some challenges before the core of the adventure begins. If you are running this as a tournament, you may ignore these, and place the characters at the tunnel opening marked on the map; using this option, the characters are roughly 1 day behind the fleeing giants.

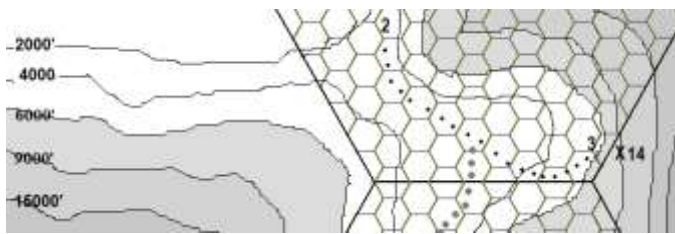


WILDERNESS ENCOUNTERS(Optional)

1. A BRIDGE NOT TOO FAR. When the characters reach the north side of the river at this location they will see the remains of a make-shift bridge. About 30 feet wide, it extends a mere 20 feet into the river and ends abruptly, splintered to bits. A span on the other side of roughly the same proportion is separated by the rushing river--at a span of about 60 feet. On the far side can be seen 3 large shapes, apparently still hacking with great axes at what remains of the bridge. Left behind to slow down any pursuers, these frost giant females will die doing so. (HP: 35,33,32)

Crossing the river and engaging the giantesses is sure to take up a large amount of time. You should encourage--if not insist that--the characters rest after combating them. If, however, they decide to continue on, night will fall 1 hex before they reach the wilderness hex, 2. With their mounts and themselves exhausted, they will be able to see smoke on the side of the mountain ahead of them; but being a day behind the fleeing maidens, they will have to wait till morning to reach the source of it and investigate.

2. UP THE MOUNTAIN TRAIL. About 11 miles southeast of the river crossing, the characters will begin their climb up the mountain-side. While the elevation and incline in this section isn't extreme, movement is hampered enough to reduce the party's rate to 3/4 their normal.



At this specific location (2) they will come across the remains of a campfire. A ring of stones 8 foot across is filled with the blackened remains of several large tree limbs. If searched, they will discover the charred corpse of a female giant; she had evidently been injured by the militia, in the raid upon the halflings and died sometime between then and when the giantesses stopped to make camp here. Oddly, a metal tube survived her cremation, and if found, will provide the characters with a partial map of the tunnels used by the Maidens. (This map is similar to your tunnel map, and is marked as 'Player's Map' in the pages before the adventure.)

The pass between two major mountain ranges continues more or less south-southwest, but 3 miles beyond the camp the trail turns to the southeast. The trail splits about halfway (6 miles) after the turn, with one trail going southerly, and the other continuing southeast. The southern trail appears to be made of the mastodons; no humanoid footprints accompany these. The southeastern trail is exclusively humanoid--and large; the giants got off their mounts and headed into the mountains for some reason. Their tracks go another 6 miles before turning and going upward, heading northeast to the opening of a great tunnel in the mountain(3).

For campaign play, the mastodons were led away by 2 giant maidens, while the bulk of their war party went into the tunnels. This was done in an attempt to split up any following group. If the characters follow the mastodon tracks, they will eventually catch up with the wooly creatures (HP: 68,66,65,63,61,59,57,55, 3x53,3x51,49,47;) and the 2 giantesses (HP: 40,38). These maidens will turn the mastodons around and charge the party, throwing spears and axes as the pachyderms attempt to stampede over the characters.

3. TUNNELS OF TERROR. This is the northern entrance to the tunnel system that the characters must negotiate. A large hole in the side of the mountain here spans 30 feet across, and arches to a height at its peak of 35 feet. A line of rope appears to have been strung across this at a height of around 20 feet. Nine 1 foot lengths of cord dangle beneath, with the heads of halflings attached to them; those having been members of the village militia of Rockfoot. The whole is a trap, devised to bring down an avalanche of boulders upon anyone taking the line down. If a thief or cleric fail to detect this, the resulting cascade of stones will rain down upon the entry, striking anyone within a 40 foot radius of the opening. Such will cause 3d10 damage to each person in the area of effect(roll for each character caught); a *dodge* check (rolling one's dexterity or less on a d20) will avoid half the damage. The trap can be avoided, but not defused.

TOURNAMENT SECTION

If you opt to run this as a tournament, then you need to begin with BACKGROUND and first 3 paragraphs of GETTING STARTED. Ignore the river reference and simply deliver the characters to location 3, where the tunnel entrance starts. Thus, you can forego all the Background and (optional) wilderness encounters. At this point, it has taken the characters 1 day to reach the tunnel, and they are behind the fleeing frost giantesses; whose daily locations are given on your map. To assist them, allow them to possess the map described in wilderness encounter 2, as if they stopped there en route, and discovered the item.

As the characters will most likely be on mounts, you will be dealing with a move rate of 120'(40') for both the characters and the giantesses. Since the Maidens know the tunnel system well, they will take the most direct route to the exit location. They will pause for water and food breaks during their 12 hour march, and stop to rest for the night at the end of each day.

Characters will not be as tired as if they were on foot, but their mounts will be; the uneven floors of the tunnels, their varying widths, and the lack of sun light will require the characters to strictly control their animals to achieve the best performance out of the beasts. A 12 hour day is *pushing it* under the conditions within the tunnels. However, the only way that the characters can overcome the giantesses is to Force March their mounts, and avoid encounters and wrong turns; luck will have a bearing on the latter, while player-character wisdom will dictate if the former is successful.

Should the characters use the Forced March, their move rate as a group will be 180'(60') for the day; but, they will have to rest the animals for the entire following day. They can, however, choose to walk, pulling the animals along by the reins during this time.

As mentioned, wrong turns and encounters will surely slow the characters down. Their map is incomplete, and it does not show any natural obstacles, or if monsters dwell within the tunnels. If either of these consistently slows the party, they will fail. But, do not assist them in overcoming or avoiding either. It is their race to catch the giantesses--not yours!

The giantesses will leave clear and easy to follow tracks. But following them is not, necessarily, the wisest choice.

DM's Map

small hex = 2 miles

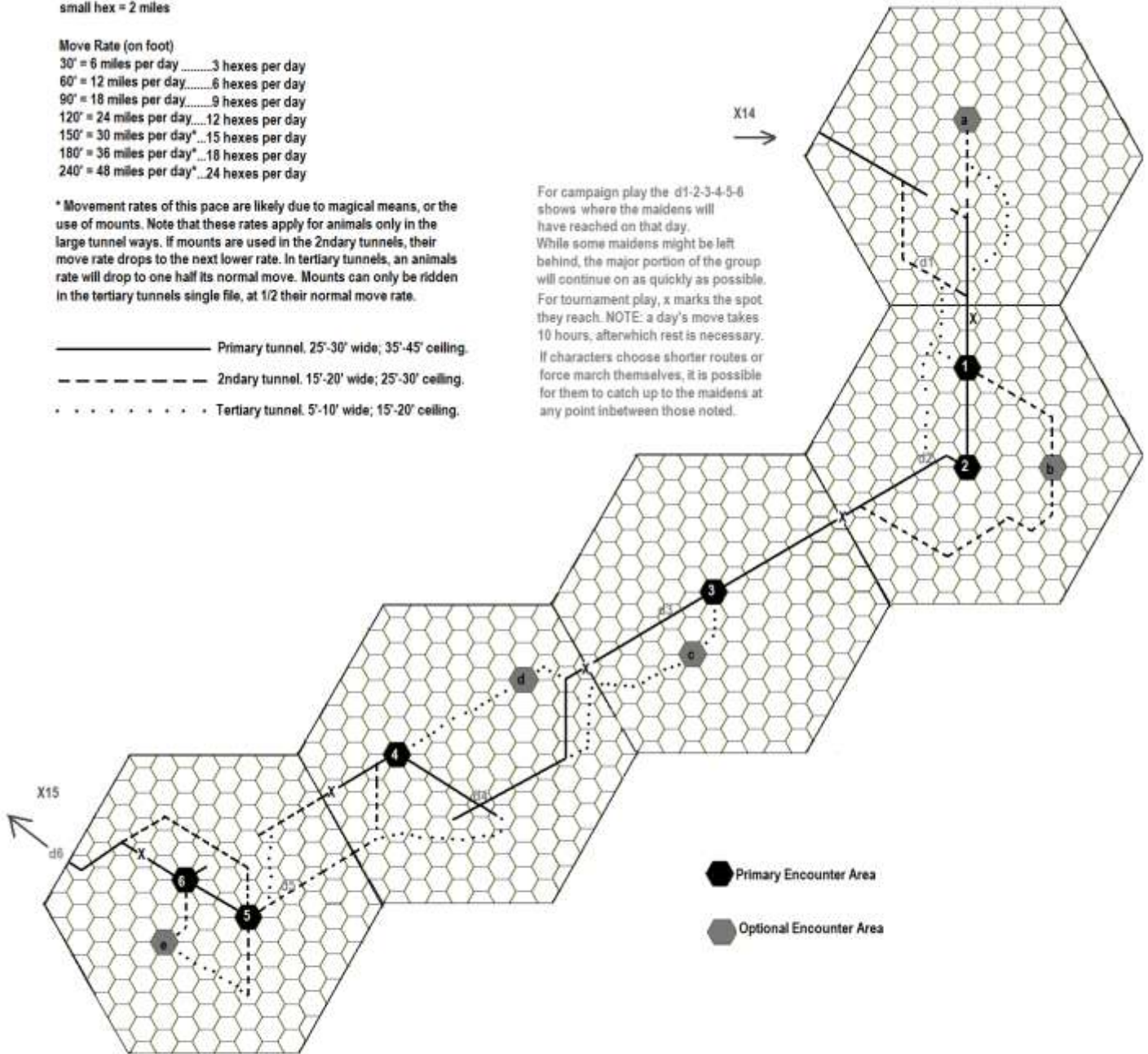
Move Rate (on foot)

- 30' = 6 miles per day3 hexes per day
- 60' = 12 miles per day.....6 hexes per day
- 90' = 18 miles per day.....9 hexes per day
- 120' = 24 miles per day.....12 hexes per day
- 150' = 30 miles per day*...15 hexes per day
- 180' = 36 miles per day*...18 hexes per day
- 240' = 48 miles per day*...24 hexes per day

* Movement rates of this pace are likely due to magical means, or the use of mounts. Note that these rates apply for animals only in the large tunnel ways. If mounts are used in the 2ndary tunnels, their move rate drops to the next lower rate. In tertiary tunnels, an animals rate will drop to one half its normal move. Mounts can only be ridden in the tertiary tunnels single file, at 1/2 their normal move rate.

- Primary tunnel. 25'-30' wide; 35'-45' ceiling.
- - - - - 2ndary tunnel. 15'-20' wide; 25'-30' ceiling.
- Tertiary tunnel. 5'-10' wide; 15'-20' ceiling.

For campaign play the d1-2-3-4-5-6 shows where the maidens will have reached on that day. While some maidens might be left behind, the major portion of the group will continue on as quickly as possible. For tournament play, x marks the spot they reach. NOTE: a day's move takes 10 hours, afterwhich rest is necessary. If characters choose shorter routes or force march themselves, it is possible for them to catch up to the maidens at any point inbetween those noted.



small hex = 2 miles

PLAYERS' MAP

Move Rate (on foot)

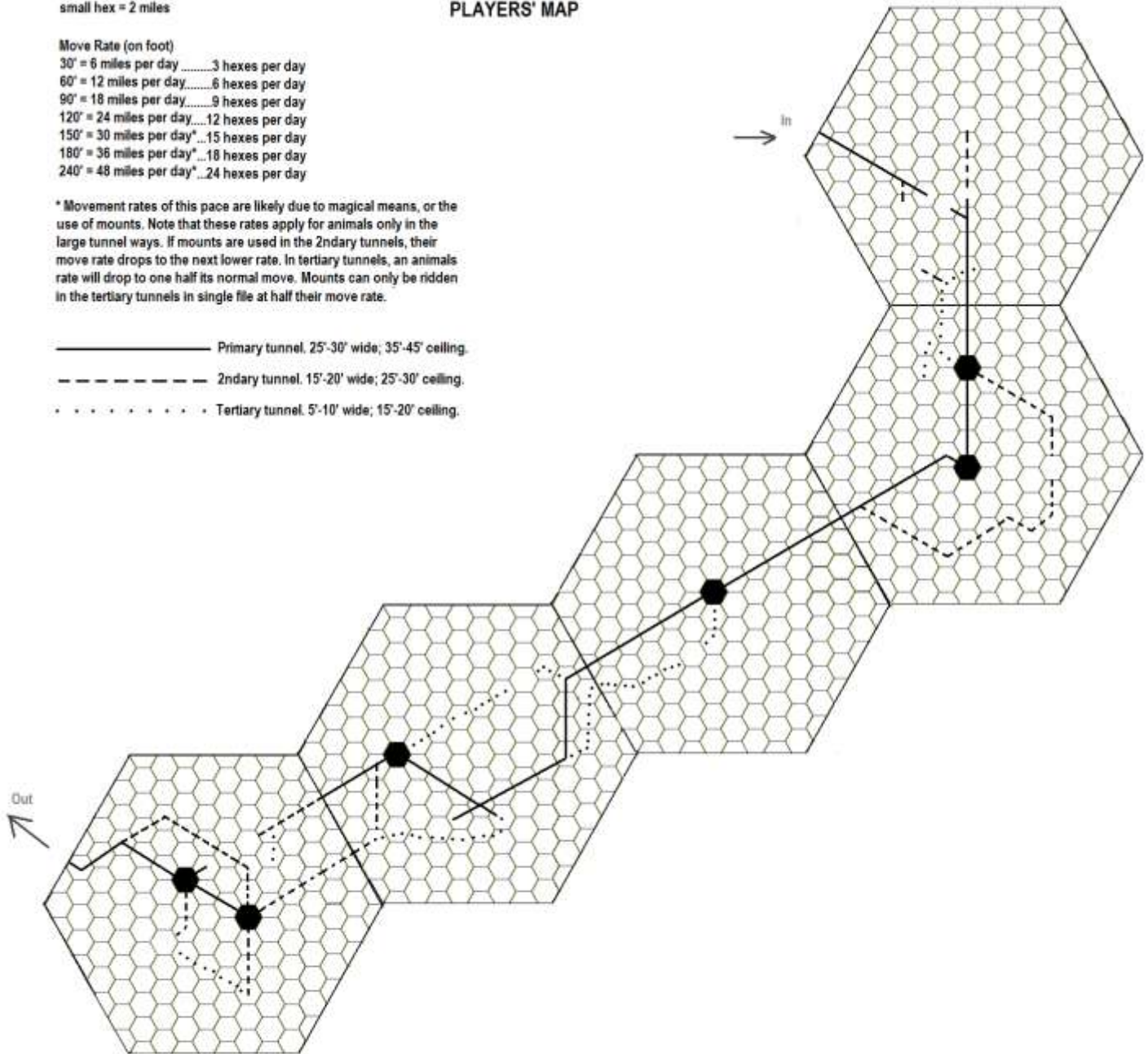
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———— Primary tunnel. 25'-30' wide; 35'-45' ceiling.

- - - - - 2ndary tunnel. 15'-20' wide; 25'-30' ceiling.

. Tertiary tunnel. 5'-10' wide; 15'-20' ceiling.



PRIMARY ENCOUNTER AREAS

There are 6 of these within the tunnels. Encounter 3 is the only one that cannot be avoided by taking alternate routes. The others can. You may strengthen each of these if you determine doing so is required; weakening each if that, also, is called for. You can use diagrams and illustrations of your choosing to deal with each encounter hex; including your own maps, published dungeon Geomorphs, or other sources (such as the tunnels shown in the TSR adventures D1-2&3.) Complete information regarding the monsters/creatures to follow should be gathered from the available source. If you wish any of them to possess treasure you should determine what that might include.

There are no Wandering Monster Encounters in tournament play.

HEX 1. 3 CAECILIA

AC6 HD6 (HP: 42, 39, 36) M60'(20') ATK1 D1-8 SA F3 MO9 NEUTRAL
30' long, this is a giant wormlike creature. On a natural roll to hit of 19 or 20, the beast will have swallowed their prey whole; the victim taking an additional d8 of damage each round, until it or he is dead. Attacks inside the beast are limited to a dagger, with penalty attack rolls of -4 to hit.

HEX 2. 4 FROST GIANTESSES

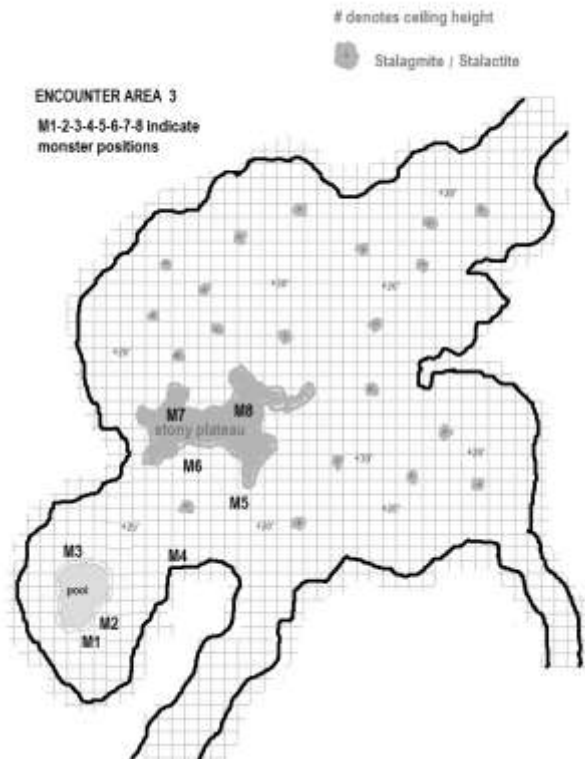
AC4 HD10+1 (HP:71,67,63,59) M120'(40') ATK1 D4-24 SAF10 MO10
These Chaotic 18' tall Maidens will be laying-in-wait within a large chamber behind rocky cover. Upon sighting anyone following they will rise up and throw 2 boulders each; range of 200', for 3-18 hp of damage each. After which, they will rush to attack with their giant battle axes.



HEX 3. 8 TROLLS

AC4 HD6+3 (HP: 39,38,37,36,35,34,33,32) M120'(40') ATK3 D1-6/1-6/1-10 SA F6 MO10(8*) CHAOTIC

Stationed about this large chamber (see following map) these creatures act in servitude to the giantesses. They will fight to the death, and have no useable knowledge to the party. They are afraid of fire, and their morale is * regarding its presence. If damaged, they can regenerate 3 hp per round 3 rounds after being injured; fire damage cannot be regenerated. A pair of these beasts stand watch upon a rocky plateau that rises roughly 6 foot above the cavern floor. A pool of fresh water is located in the southwestern portion of the cavern.



HEX 4. 10 GIANT BATS

AC6 HD2 (HP: 16, 2X15, 2X14, 2X13, 3X12) M30'(10')/180'(60') ATK1 D1-4 SA F1 MO8 NEUTRAL

It is 5% possible that these will be Giant Vampire Bats. If such is the case, their bite will inflict paralysis unless a successful save is made; failure renders the victim unconscious for 1d10 rounds. If the bat can reach its victim, it will then drain his or her blood at a rate of 1d4 per round; anyone drained of all blood must save vs. Spells, or become an undead creature 24 hours after death.

HEX 5. 12 OGRES

AC5 HD4+1 (HP: 33, 30, 3X28, 3X26, 4X24)M90'(30')ATK1 D1-10 SA F4 MO10 CHAOTIC

Like the trolls, these 8 to 10 foot tall brutes are in league with the giantesses. The two leaders (M1, M2 above) will attempt to surrender if over half of their group is slain. They know that the giantesses do not reside in the tunnels, but atop the great mountains to the west. They have over heard the giantesses speak of their leader, a powerful witch, and a holy shrine high in the icy peaks. If spared, they swear to the party that they can guide the group to this locale. (Note: taking the two prisoner and dragging them along may affect the characters' move rate.)

HEX 6. 4 CHIMERA

AC4 HD9(HP:56,53,49,46)M120'(40')/180'(60')ATK5+ D1-3/1-3/2-8/2-8/3-12 +special SA F9 MO9 CHAOTIC

Each is a monster with 3 heads(goat, lion, dragon) with the fore-body of a lion, hindquarters of a goat, and wings of a dragon. The dragon head can breathe fire in a 50' long cone for 3-18 hp of damage. It will bite or breathe with 50/50 chances of either.

THE GIANTESSES (See Hex 2 for stats)

HP: 75, 73, 71, 69, 67, 65, 63, 61, 59, 57

If the Maidens are overtaken at any point along the way, they will turn and attack the characters. If they are defeated the characters will have won, and can return the *Crucible of Black - Flame* to the halfling village of Rockfoot for their reward.

CAMPAIGN OR OPTIONAL ENCOUNTERS

There are 5 hexes (a-b-c-d-e) that might come into play during a Tournament, or used during a *one-off* or campaign game. In any of these cases, encounters within them are optional and up to you to implement or not. The following are suggestions only, with only 3 of them noted (*) as recommended for tournament use. You are free to ignore these and substitute encounters of your own preference.

1. 1 Black Pudding (HP: 70) Expert Rules, p28
2. 1 Cyclops (HP: 91) Expert Rules, p29 *
3. 3 Basilisk (HP: 49,47,45) Expert Rules, p28
4. 8 Minotaur (HP: 48,47,46,45,44,43,42,41) Basic Rules, p39 *
5. 8 Apes, White (HP: 32,31,30,29,28,27,26,25) Basic Rules, p30 *

In campaign play these *might* possess treasure.

TOURNAMENT CONCLUSION

As previously stated, once/should the characters overcome the giantesses and defeat them, they can take possession of the relic of the halflings and return it to them.

However, should multiple groups succeed in doing so, then in order to **win**, the group doing this in the shortest amount of time should be crowned the winner. Naturally, should the Maidens manage to escape out of the exit location, they will disappear into the wilderness valley between the mountain ranges, heading west to their beloved home--the Horn!

Should no group complete the mission within the allotted time, (3 hours) you can, as an option, award points for defeating creatures along the way, and the group with the highest score "wins." If a more detailed award system is to your liking it is up to you to find one that meets your requirements.



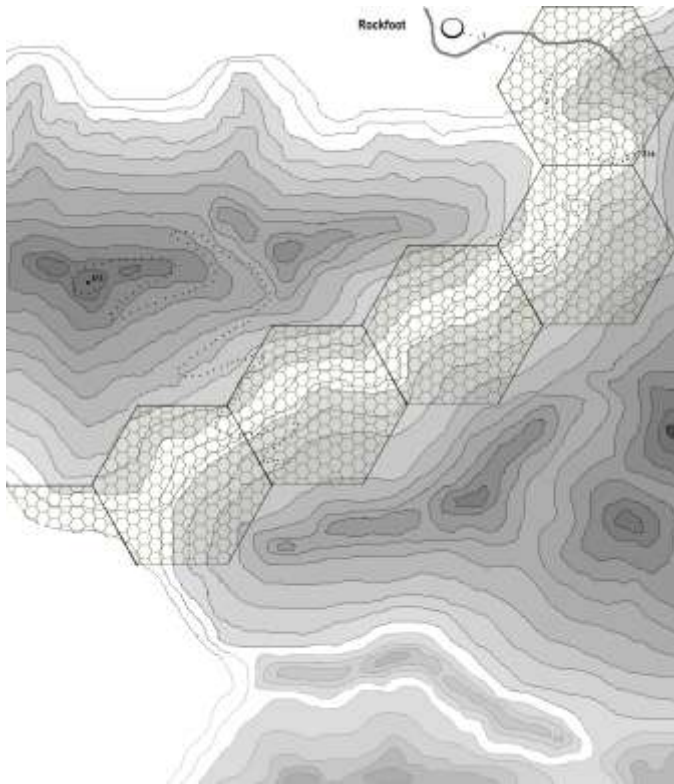
NON-TOURNAMENT CONCLUSION

Important note: If you anticipate conducting the second half of this adventure--**The Shrine At The Top Of The World**--it is preferred that you do not allow the characters to catch up to the frost giant Maidens...at all! Their exit out the mountain will lead characters across the wide valley, and up a steep mountain trail. En route, they will deal with animals, obstacles and events before they reach the summit, and home of the Maidens. This is revealed in the *Larger Area Map* to follow.

It is possible, however, for the characters to defeat the giantesses, retrieve the relic and continue on to the next adventure, if that is your and their desire. In which case, the halflings will throw a grand festival upon the return of their most cherished artifact, as the characters dance, drink and make merry throughout its duration. After which, you may urge the players/characters to continue on--seeking out the lair of the giantesses--using other means and motives to encourage them.

Rumors of great treasure are always tied to giant lairs; perhaps the halflings are aware of some legend regarding a mythical weapon given to the giantesses by their deity. Revenge is also, always, a good motivation; should one of the characters have died during the adventure, this might incite the characters to seek out the giantesses' lair. Create your own incentives.

LARGER AREA MAP



You may allow the players to equip the characters in nearly any normal item that you deem within reason according to their levels; including mounts and provisions.

AFTERWORD

Never having designed a Tournament adventure before my only guideline has been one source--TSR modules. But seeing the complexities of the C1, A1 and others, I felt compelled to create a simpler style of play, and Tournament book-keeping. Which make sense, as the adventure is meant for Expert characters, rules, and possible insertion into someone's BX campaign world. If it has failed to *deliver*, I hope the intention behind it can still be embraced, and nurtured back to life by those that find something about it to their liking.

Everything within this adventure can be altered by you, the DM. I encourage you to personalize it, add to it, delete that which you feel slows or bogs it down.

FOR MORE ABOUT THE ARTIST

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TOURNAMENT CHARACTERS

The following are provided for your use. You may allow your players to run these, or include them as NPC to strengthen the characters' party.

1. **Cleric-8** HP40 AL Lawful AC3 (*leather +1, Shield +2*) M 120'(40')
S13 I12 W17 D13 C14 CH14 ATK 1 DAM. *mace, +1* Spells: 3-3-2-2-1

2. **Dwarf-9** HP60 AL Lawful AC0 (*plate +1, Shield +1*) M 120' (40')
S17 I10 W11 D14 C16 CH10 ATK1 DAM. *hammer +2*

3. **Elf-6** HP30 AL Neutral AC3 (*chain mail +1, shield*) M120' (40')
S15 I15 W10 D17 C14 CH13 ATK1 DAM. *bow+1, sword* Spells: 2-2-2

4. **Fighter-9** HP63 AL Neutral AC0(*chain mail+2, Shield+2*) M120'
(40') S18 I9 W9 D14 C17 CH9 ATK1 DAM. *sword+2*

5. **MU-10** HP30 AL Lawful AC6(*Ring protection+2*) M120'(40')
S9 I18 W14 D14 C9 CH13 ATK1 DAM. *dagger* Spells:3-3-3-3-2

6. **Thief-10** HP33 AL Neutral AC4(*Ring protection+2*) M120'(40')
S14 I14 W14 D16 C11 CH17 ATK1 DAM. *sword+1*