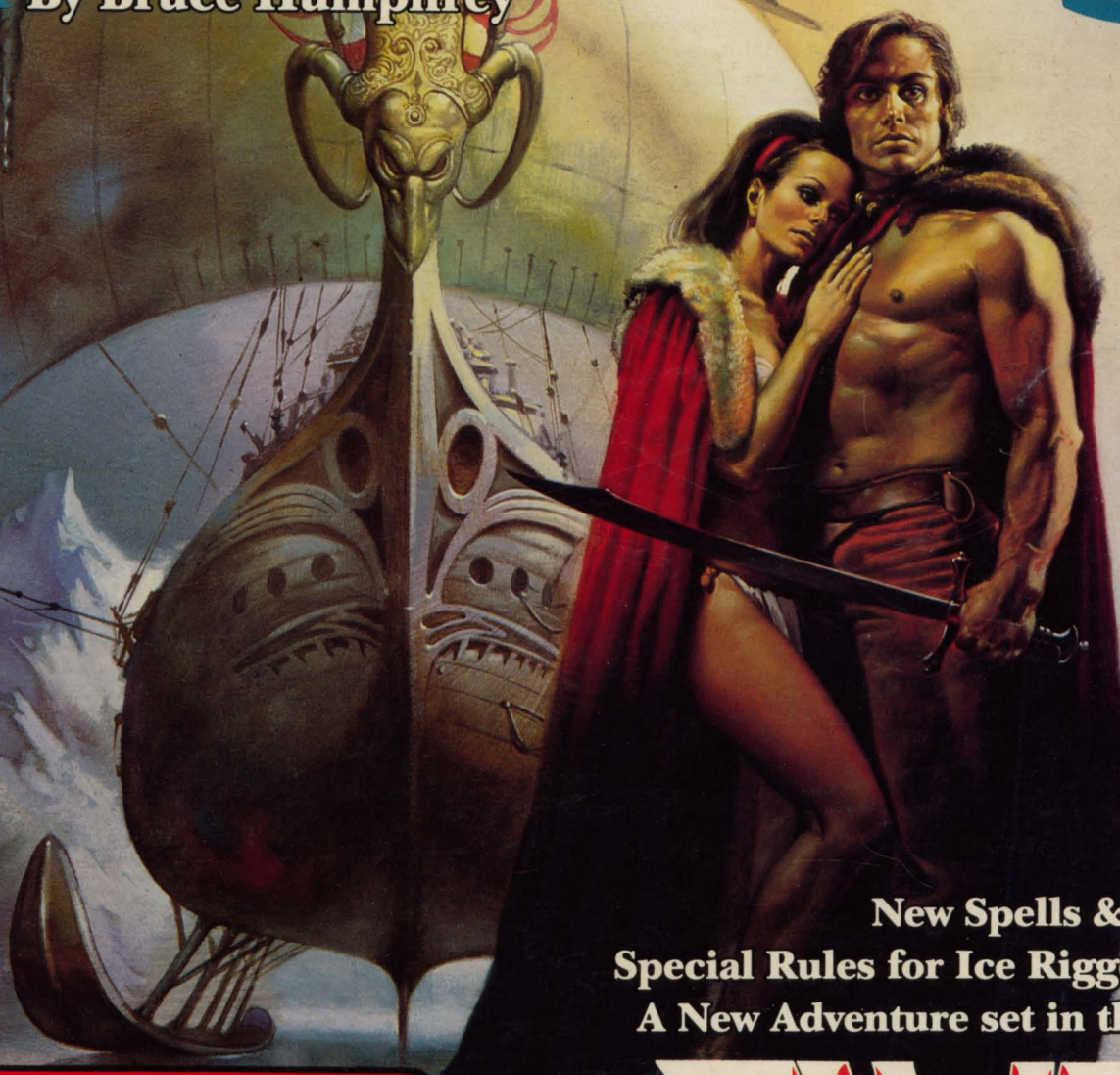


ICE ELVES

By Bruce Humphrey



New Spells & Monsters
Special Rules for Ice Rigger Combat
A New Adventure set in the Land of

ELVES

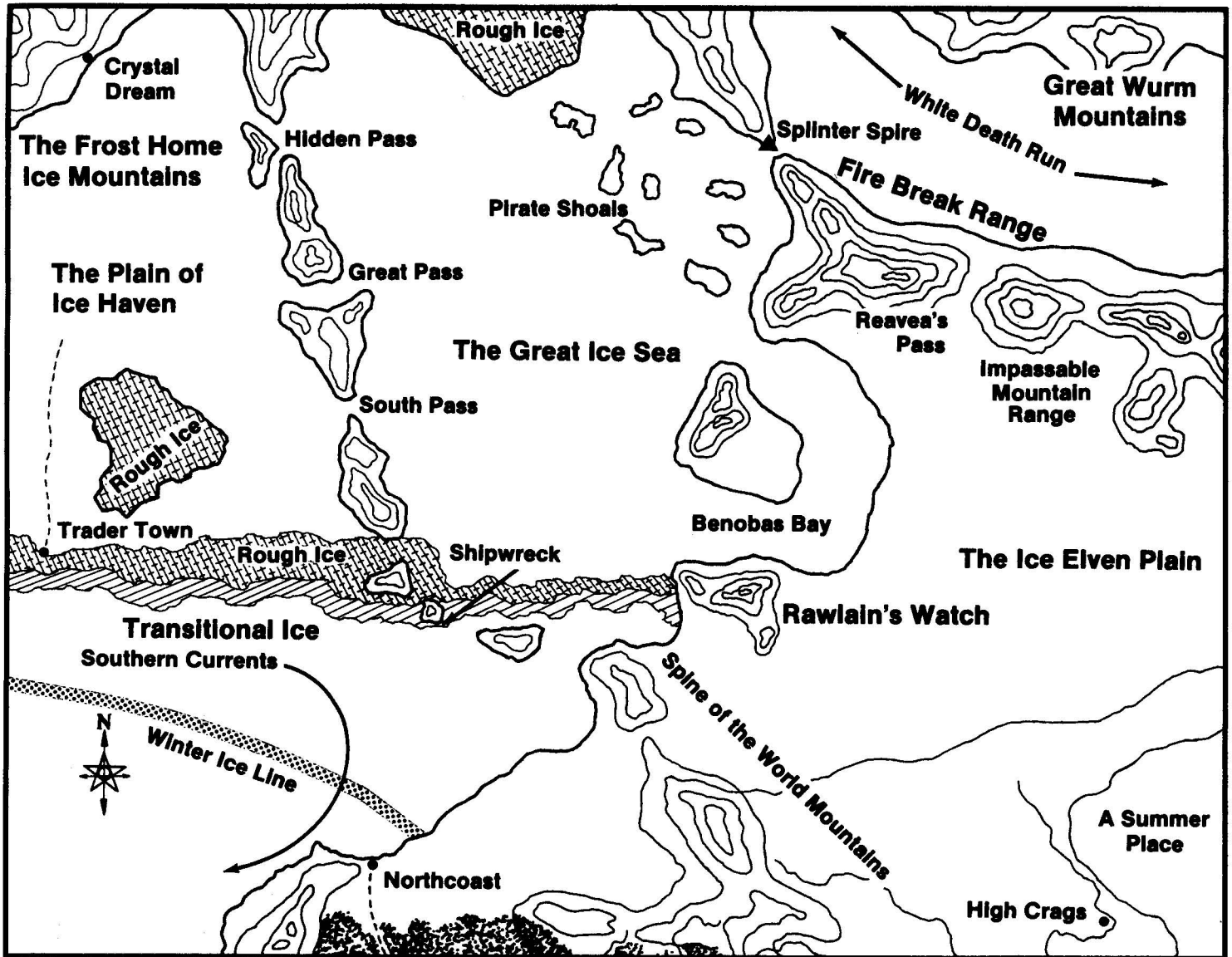
Presented by the editors
of Role AidsSM for use with
ADVANCED
DUNGEONS & DRAGONS[®]
role-playing game.

ADVANCED DUNGEONS & DRAGONS is a registered trademark of TSR, Inc. This use of TSR's trademark by Mayfair Games is not approved by TSR.

BORIS ©78

Ice Elves

The Frozen North



Scale  = 15 miles

Table of Contents

Surviving in the Arctic	3
Gamemaster introduction	7
Player Characters	7
Players' Introduction	8
The Shipwreck	8
Traversing the Floes	9
Glaciers	10
Transitional Ice	12
View from the Crest	15
The Ice Elves	15
Ice Rigger game	Pullout
Crystal Dream	18
Pirates' Spire	24
Inside Splinter Spire	29

ICE ELVES

Author: Bruce Humphrey

Editor: Jeff R. Leason

© 1985 Mayfair Games Inc.

Cover Illustration: © 1978 Boris Vallejo

Interior Illustrations: Teanna Lee Byerts & Gerald O'Malley

Maps: Jim Clouse

ALL RIGHTS RESERVED. *No part of this book may be reproduced in any form or by any means, except for the inclusion of brief quotations in a review, without permission in writing from the publisher. Permission is granted to the purchaser of this book to copy the maps and histories for personal use, provided that none of the copies are sold or traded.*



and Role Aids are trademarks for roleplaying aids and adventures published by Mayfair Games Inc.

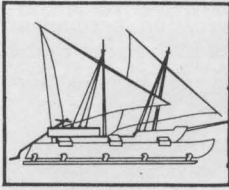
All characters in this book are fictitious. Any resemblance to actual persons, living or dead, is purely coincidental.

ISBN: 0-912771-55-0

Manufactured in the United States
Published simultaneously in Canada

Mayfair Games Inc. • P.O. Box 48539 • Niles, IL • 60648

Surviving in the Arctic



The odds of surviving in the Northern Wastes are probably not as bad as you might think. Common sense, basic survival knowledge, and the will to live

will increase your chances of survival. Learn to work with nature, not against it.

Players should keep a written record of their character's protections from cold: clothing, heat sources, spell, and/or shelters.

Also, they should keep the records of their character's HTK of cold damage and HTK of regular damage separate since each type is healed differently. However, both types of damage are to be combined when figuring a character's total damage.

HEAT LOSS

The following heat loss rules should be used when characters are in any polar adventure. The following values are based on 0 degrees of temperature and 20 mph winds, for a wind chill factor of -40 degrees. For other wind speeds or temperatures, subtract/add 1 HTK of damage for each increase/decrease of 10 degrees or 10 mph of wind speed.

For each turn (10 minutes) of travel or 6 turns (1 hour) of sleep, each character loses one HTK, (i.e. 6 HTK per hour when awake). Modifiers to this rule are listed below.

Natural Healing

HTK loss from cold must be arrested before a character can heal naturally (by resting).

Natural healing of cold damage occurs at a rate of 1 HTK per hour spent in a warm environment.

Healing spells and potions have double the normal effects on cold loss.

Shelter

Being in a shelter reduces HTK loss by 1/2 (3 per hour or 1 for every two hours the character is asleep).

Any spell that creates an air tight barrier (any of the Wall spells, or spells like Prismatic Sphere and the Tiny Hut) has the same effect.

Heat

Anything that generates more heat than four torches will cut cold loss damage in half. Characters must be within 3' of a small fire (campfire, Flaming Sword), or within 10' of a large fire (bonfire, Wall of Fire, Fire Elemental) in order to benefit from the fire's heat. Small fires can warm only two characters at a time.

A fire combined with a shelter will negate point loss from cold as long as the character is in a heated shelter.

Spells

These heat spells will lessen cold loss:

Chariot of Fire: Negates cold for those in the chariot.

Fire Elemental: Treated as a large fire, but only moves 3"/turn.

Heat Metal: The heated metal cannot be worn, but acts as a large fire for one hour.

Affect Normal Fires: Makes a small fire large, but halves the duration of the fire.

Any spells or items which adapt or protect characters from cold negate all further HTK losses from cold. Following is a list of these magics:

Polymorphs (to polar creatures), *Potions of Invulnerability*, *Oil of Ethereality*, *Rings of Protection*, *Rings of Warmth*, stasis or hibernation (*Statue*, *Feign Death*) spells, *Resist Cold*, and *Wind Walk*.

Spells can also change the environment. *Control Winds:* Eliminates the continual wind for the spell's duration, reducing cold loss damage by 3 HTK.

Control Weather: Can make the area of affect comfortable, even in non-winterized clothes.

Control Temperature: If used to its maximum, it also eliminates damage caused by cold loss for the spell's duration.

Clothing

Characters are assumed to be wearing winter clothing. If the characters are wearing non-winter clothing, they will lose 12 HTK, instead of the normal 6 HTK.

If the characters supplement their normal clothing with furred animal-skin cloaks, hoods, masks, boots, and gloves, their cold loss damage will be halved (to the normal loss of 6 HTK).

Remember that clothing, heat, or shelter can only reduce up to 3 HTK of cold damage each.

MOVEMENT

Travelling on foot through the snow or ice, halves normal movement.

The following tips should be used in arctic conditions.

1. *Directions:* You should know the direction in which you were originally travelling and the location of your final destination. Use constellations and landmarks as often as possible to determine direction.

2. *Thin Ice:* When you must cross thin ice, take off all armor, lie flat, and slither on your stomach; this will distribute your weight evenly.

Movement: 2"/turn.

3. *Skis:* Skis are the fastest and most energy-saving way to travel, but they are nearly useless in deep or loose snow, and are almost impossible to make without the proper tools or magic.

Movement: Normal movement plus up to 18"/turn (GM discretion) for downhill.

4. *Snowshoes:* Snowshoes are the best mode of transportation in deep or loose snow, but they tend to be slow and exhausting.

Snowshoes can be made from animal ribs, sticks, or green willow branches. Thin rope, leather straps, or gut can be

used to lash the snowshoe frame together.

Movement: -2" from normal movement.

5. *Skates:* Skating is the fastest self-propelled mode of transportation on the ice. However, a character must be proficient in skating in order to use skates.

Movement: 15"/turn

COMBAT

On ice, a character must make a save vs. Dex or slip and fall (taking 1 HTK of damage) for each round in combat, or when missing a physical melee attack.

Melee combat on ice is at -2 to hit.

Melee on snow is at +1 as snow slows dodging.

CLOTHING

1. Heavy clothing and low temperatures have effects other than HTK loss. If animal-hide cloaks are worn, subtract one (-1) from the AC of the wearers, as well as one (-1) from Dex.

2. Mages and clerics take twice as long to cast spells which require somatic *hand* gestures, due to heavily gloved hands.

3. Clothing should be worn in layers. The outer layers should be made of a water- and windproof hide.

4. Tight clothing causes the body to lose heat rapidly. If characters are wearing tight clothing, they will take 1 additional HTK of cold damage due to heat loss.

5. If you start to sweat, loosen your clothing (open your collar, wrists, or front) to allow the moisture to evaporate. Sweat is dangerous, due to its cooling affect on the body.

6. Your life may depend on your ability to use your feet and hands. Keep your hands and feet covered and as dry as possible.

Feet and hands can be kept warm by putting them under the armpits, between the thighs, or against the ribs.

To make sure your feet stay comfortable, wear boots that are a size too big, so that you can wear at least two pairs of socks.

Placing grass, moss, or feathers between two pairs of socks will help keep your feet warm and dry.

7. Always keep your head and face covered. A good deal of your body heat is lost through the head. Heat loss due to exposure of the head and face does double damage.

Making Clothing

Hooded cloaks take one hour (6 turns) to make (the hood must cover the character's face and head).

Gloves and boots take two game hours to make.

Neglecting any one of the aforementioned items (cloaks with hoods, gloves, or boots) results in the loss of 1 additional HTK of damage.

If characters leave any areas exposed for a turn, the exposed area will become numb.

Animal fat that is spread over exposed areas (one use per area), will protect that area as if the area was covered, for 2 hours.

FUEL

Many different types of fuel are available in the far north: animal blubber, birch bark, lichens, coal, dried grass, and driftwood. In certain areas of the arctic, however, the only fuel will be animal fat. Five pounds of blubber will burn for several hours, and the burnt blubber leftover is edible.

Some natives burn blubber using seal bones as a wick. They start by making a small pyramid pile of bones; then they soak a small rag with blubber oil, light the rag, place it inside the bone pile, and carefully lay the blubber on top of the bone pile. The flames render the oil from the piece of blubber, and the oil drips onto the heated bones which starts a fire.

A blubber oven can be made from a pot helm. First, punch holes in the helm. Build a wick from a piece of canvas, dry tundra moss, or a piece of sealskin (with the hair side up). Soak the wick in oil, light it, and place it under the helm. Then, as the helm heats up, place the blubber on the helm. The blubber oil dripping into the heated air in the helm will burn hotter than it does when blubber is placed directly on a wick without a helm.

ARCTIC AILMENTS

This section tells everything *known* about the listed ailments. Please note that if a cleric with the proper spells is available he/she should heal the ailing character, for

divine healing is much quicker than natural healing.

Frostbite

Exposure to extreme cold for long periods of time may cause frostbite.

Symptoms of frostbite are coldness in the affected skin, followed by numbness. The frostbitten area is at first red, then pale or waxy white.

Sometimes there is no pain in frostbitten skin, and therefore you may be unaware of having it.

For treatment of frostbite, follow these rules:

1. Remove wet or tight clothing from the frostbitten area. Do not forcibly remove frozen boots or clothing.
2. Place the frostbitten areas against the warmest body parts (the chest, inner thighs, and armpits).
3. If possible, thaw the frozen area in warm water.
4. Do not apply snow or ice to the area, this will worsen the frostbite.
5. Keep the frostbitten area as immobile as possible; do not exercise or massage the frozen area.
6. Frostbite may cause blistering and peeling just like sunburn; do not break or open the blisters.

If a character has blisters he will receive -1 on his to hit and to damage rolls. If the blisters are broken open the character receives a -2 on these rolls.

7. Check the affected skin often.

If all of the steps above are followed, the affected character will not become gangrenous.

nous. However, for each one of the steps omitted, there is a cumulative 5% chance of becoming gangrenous.

For every 10 HTK of cold damage sustained, any exposed body parts will become frostbitten, with a resulting permanent loss of two HTK and a 25% chance of the affected area becoming gangrenous (rotting).

The frostbitten area also affects the character in the following ways:

Face: Frostbite causes 1D4 points of Appeal to be lost.

Hands: -1 to hit, -1 to damage, and if the affected character hits, he has a 20% chance of dropping his weapon.

Feet: Lose 1D4 points of Dex. Double the normal chances to fall.

If the affected areas are not attended to in two days, they will become gangrenous, and will have to be amputated.

The only ways to replace gangrenous and amputated body parts is by a Regeneration or Wish spell.

If characters lose 50% or more of their HTK due to cold loss, allow them to make saves vs. their Stamina. A successful save results in halving cold loss damage. This is considered to be an attempt by the characters' cooling bodies to fight off the cold.

Frostbite can be cured by a Cure Disease spell. However, if it reaches the gangrenous (or rotting) stage, only a Regenerate or Wish spell can save/replace the affected area.

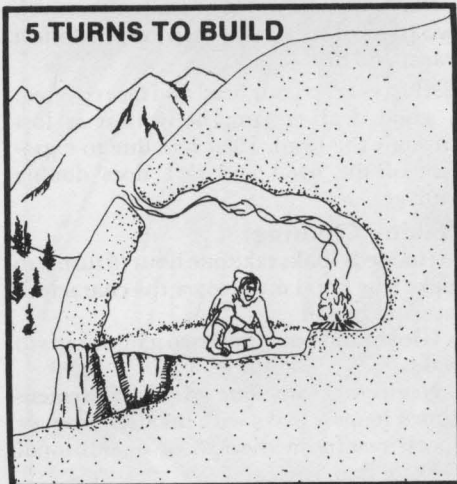
SHELTER

There are two types of shelters: natural and man-made.

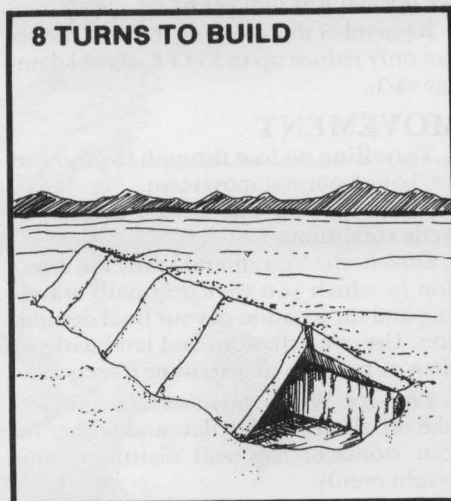
Natural shelters range from caves and crevices to overhanging rocks, etc.

Man-made Shelters should be kept small so that the heat inside lasts longer.

To insure heat ventilation, make sure that the shelter is windproof. There must always be a way for fresh air to get into the shelter to prevent gas (or stale air) poisoning. This is accomplished by leaving a



SNOWDRIFT CAVE



SNOW TRENCH

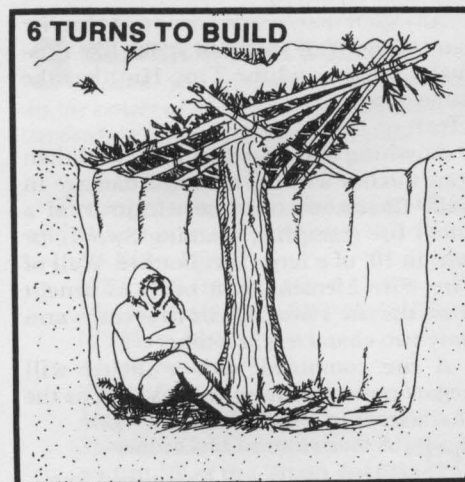
small crack near the bottom of the shelter to allow fresh air to enter, and by leaving a small crack in or near the ceiling to allow stale air to escape.

If the surface you are on is packed ice or rock, build up the ice, snow, rocks, or whatever to form a shelter. Building up is sometimes easier than digging in.

One of the simplest shelters to build is a hollowed out, hard-packed snowdrift. Even a hole in the snow will provide temporary shelter.

If you are building a shelter of ice or snow blocks, the cracks between the blocks can be stuffed with triangular pieces of snow and finished off with light snow rubbed into the remaining space. The snow functions as a binder and will become stronger than the original snow blocks.

A Create Water spell halves the time to build a wall of snow, while a Flaming Sword halves the time it takes to cut a wall from the ice.



TREE-PIT SHELTER

Trench Foot

Trench foot is caused by exposure to cold and wet. The condition gets worse when the feet are kept still or left in tight boots.

Symptoms of trench foot include: clumsiness in walking, tingling and aching, and a redness and swelling of the feet.

Trench foot can be prevented by avoiding inactivity of the feet and keeping them warm and dry. Treat trench foot as you would frostbite.

Characters affected by trench foot get a -2 to movement.

Trench foot can be magically healed by a Cure Light Wounds spell.

Mortal Cold (Hypothermia)

Mortal Cold occurs when the body loses more heat than it produces.

The symptoms are: uncontrollable shivering, difficulty with speech and thinking, and blue puffy skin.

When Mortal Cold strikes, act immediately, it can be fatal. Run and jump around, and move the affected limbs around to create body heat. Have the character drink any hot liquid available, and go to the nearest shelter or fire as quickly as possible.

If a Haste spell is cast on a character suffering from mortal cold, he will be able to survive for 1D6 turns longer, but he must be taken to a warm shelter when this time is up.

Snow Blindness

Snow blindness is caused by glare from the snow. It can occur even on foggy or cloudy days.

The first symptom is noticeable when ground contours cannot be differentiated; this is followed by a burning in the eyes. Later, the eyes hurt when subjected to any light. Being snow blind affects your to hit roll by -2.

If stricken by snow blindness, stay in complete darkness until your eyes are back to normal.

Wearing a piece of wood, leather, or other material with narrow eye slits cut in it at all times will protect characters against snow blindness.

Glare can also be reduced by blackening your nose and cheeks with soot.

A Cure Blindness spell will negate the effects of snow blindness. However, this spell will not make a character immune to snow blindness.

Bleeding

Blood thins out in cold weather and takes longer to clot. Since blood creates warmth throughout the body, blood loss can become critical.

When a character loses 10% of his total HTK, he will lose 1 additional HTK per round due to thinned blood.

Wounds should be bandaged tightly enough to stop the bleeding, and loosened when bleeding has been controlled.

If possible, keep the body and the limbs comfortably warm.

If bleeding continues, raise the bleeding area and apply pressure to the wound.

As a last resort (for severe bleeding from an arm or leg), apply a tourniquet immediately. Once applied, the tourniquet must be left on, despite the possibility of losing the limb, since no replacement for lost blood will be available.

If a limb is lost, it cannot be restored by any means except a Regeneration or Wish spell.

Cold Water

If a character is immersed in water, he loses 4D6 HTK per round that he is immersed. For every 1/4 of his body that gets wet, a character takes 1D6 HTK of damage.

This makes water an effective weapon (two pints will wet 1/4 of a human-sized body).

Hygiene

In the arctic cleanliness is important. If body washing is not possible, try to keep the face, hands, armpits, crotch, and feet clean. If these body parts are not kept clean, subtract 1 (-1) from Appeal for each week they are unwashed.

Every night before going to sleep, remove your boots and dry, rub, and massage your feet.

Do not sleep in wet socks, put them next to your body to dry. If you have no fire and your boots are wet, stuff them with dry grass or moss to help dry them more quickly.

Do not be afraid to expose your body when ridding it of body wastes. The exposed areas will not be exposed long enough to hurt you.

Bury your garbage and body wastes far from your shelter and water supply.

Sunburn

Getting arctic sunburn is possible on both cloudy and sunny days, and should be considered dangerous.

Animal fat rubbed on the skin helps to prevent sunburn. Also, a stubby beard will protect your face against sunburn.

If sunburned, keep the affected area moist with animal oils and stay out of the sun.

Sunburned characters will receive a -1 to Dexterity (GM's discretion).

Gas Poisoning

Gas poisoning is a great hazard in the arctic. To someone subjected to extreme cold, the desire to get warm and stay warm often overrides common sense.

In temporary shelters, only use fires for cooking. Any type of fire in a poorly ventilated shelter can produce a dangerous amount of odorless gas.

To get rid of smoke and poisonous gas created by fires, leave the top of the shelter open; make another opening (for fresh air) close to the ground.

If you are in a shelter and begin to feel drowsy, get some fresh air.

If your party is sleeping in a closed, heated shelter, one man should stay on

watch for indications of gas vapors.

A yellow flame indicates the presence of gas.

If a person is overcome by gas poisoning, he must make a save vs. Poison or pass out for 1D10 turns.

If possible, use the spell Neutralize Poison as soon as possible.

If a character is subjected to this gas for more than 5 turns, he/she will die.

Water and Other Liquids

Supplies will freeze as easily as characters do.

Carrying liquids close to the body will prevent them from freezing. Oil in flasks will not freeze, but holy water will freeze and burst its container within one hour. Wine freezes at a much lower temperature than water, but will do so in this adventure (within four hours).

Water can be obtained by cutting a hole in the ice or by melting ice.

Approximately 50% more fuel and time are required to obtain a given amount of water from snow than from ice.

Snow can be eaten, but if you eat snow follow these rules:

1. Allow the snow to thaw enough to be molded into a long stick or ball.

Do not eat snow in its natural state, it will cause a weakening sickness instead of relieving thirst. (This sickness will cause the affected character's Strength to be reduced by 1 (-1) for 1D4 turns.)

2. Do not eat crushed ice, because it may cause injury to your lips and tongue.

3. If you are hot, cold, or tired, eating snow will chill your body (causing plus 2 (+2) to cold loss damage for 1D4 turns).

4. The milky water from a glacial stream can be drunk only after it has been allowed to sit for five hours.

All water, with no exceptions, should be boiled.

There is a 10% chance that any water found in the arctic, that is not boiled before it is imbibed, will cause the imbiber to become ill and incapacitated for 2D20 turns (he will also lose 2 (-2) points of Strength).

This sickness, however, may be cured by a Neutralize Poison spell.

5. Any surface that is heated by the sun's light can be used to melt ice and snow, like a flat rock or dark water-proof hide.

6. Don't eat discolored snow.

FOOD

Your chances of finding food in the arctic depend on the time of the year and your location.

Arctic shores are normally clear of all animals and plants, but even north of the timberline, where mice, fish, and grubs are not readily available, you can find enough food to stay alive.

Storing and Preserving Meat

If a large animal is killed or an abundance of smaller game is found, you should store or preserve some of the meat for future use. Freeze the meat as quickly as possible.

During the summer months, meat and game should be kept in a cool shady place. A hole in the ground will work nicely.

Cure meat by hanging it in strips in trees where the wind and sun can reach it.

Meat should be hung at least 15" from the ground to be out of the range of most flies.

In some areas, it may be necessary to protect your supplies from scavengers like bears or wolverines. This can be done by hanging your supplies at least 15" from the ground.

Fish

All coastal waters are rich in sea life.

There is little poisonous seafood in arctic waters; the black mussel is poisonous, however.

Fish can be caught by hand, hooked, netted, speared, or stunned by a rock or club.

Cod will swim up to investigate strips of cloth or bits of metal or bone, and may also be caught through a hole in the ice. (The chances of catching fish should be decided by the GM.)

Land and Sea Mammals

1. Caribou may be very curious. There is a 5% chance of coaxing them close to you by waving a cloth and crawling slowly toward them.

2. There is a 10% chance of bringing a wolf to you by imitating a four-legged animal.

3. Mountain goats and sheep are wary and hard to get close to. However, they can be surprised (20% chance) by getting above them and moving quietly downwind while they are feeding.

4. Bears are normally bad-tempered and dangerous, but a wounded bear is even more dangerous and should not be followed into cover.

The polar bear is a tireless, clever hunter with good sight and an extraordinary sense of smell.

5. Rabbits often run in circles and return to the place where they were scared. If a rabbit

is running, whistle, there is a 10% chance that it will stop.

Snares are efficient for catching small land game.

6. During the winter and spring seals, walruses, and polar bears are found on ice floes in open water.

7. Seals should be stalked with care. Keep downwind of them and avoid sudden movements.

If a bearded seal appears to move, stand up quickly and shout; there is a 20% chance that the seal will become frightened and lie still, allowing you to spear it.

Bearded seals rest on ice floes and are found in large numbers where the ice is broken by current holes and tidewater cracks.

8. Walruses are usually approachable by water only, but they are among the most dangerous animals in the arctic and should be avoided.

ENVIRONMENTAL HAZARDS

Blizzards

In most regions of the world, weather conditions can cause great inconvenience; in the arctic, weather can kill.

Blizzards are common in the arctic and often form giant snowdrifts that can bury a man in a very short time.

If at all possible stay under cover during blizzards. Pay careful attention to weather conditions at all times.

There is a 10% chance per day that a blizzard will occur.

Snowfields and Glaciers

The quickest way to get down a steep snowfield is to slide down on your feet, using a staff about 5' long as a brace, digging into the snow to stop from falling. Your staff may also be used to check for crevasses.

Crevasses are generally found on glaciers at right angles to the direction of glacier flow. It is usually possible to travel around them, since they seldom ever run completely across the glacier.

Avalanches

If you get caught in an avalanche, try to keep your head above the surface of snow.

An avalanche is like a *snow river* and a swimming stroke will keep you on the surface. Move around in a horizontal position.

If you are completely covered by snow, create an air pocket around your head by placing your hands on top of your head. This will leave room in which you can maneuver.

There is a 5% chance per turn of an avalanche occurring, while in a avalanche area (GM discretion).

Floes, Slush, and Melting Ice

Arctic spring brings the hazard of melting ice and break-ups. Attention, concentration, slow movement, and common sense will help you avoid these hazards.

If you fall through the ice (save vs. Dexterity), spread your arms out immediately. It is difficult to climb back onto the ice, but not impossible.

Using your legs and arms for leverage, attempt to *roll* out of the water.

If the ice continues to break, work your way towards shore or firmer ice.

Icebergs

Icebergs, which are constantly in the process of melting, melt faster below the water's surface.

Icebergs become top-heavy and fall over. Avoid pointed icebergs. For shelter at sea seek out low, flat-topped icebergs.

Whiteout

Whiteout is caused by overcast skies against snow-covered ground, which makes it difficult to judge distance and the nature of the terrain.

All creatures caught in a whiteout are blinded for one turn unless they possess ultravision. Unsheltered characters can only see 2' in all directions.

Cold Water

When submerged in icy water, get out as quickly as possible, for icy water drains HTK from your body very quickly.

In all cold-weather situations, pay particular attention to protecting your hands, feet, head, ears, and nose. Half of your body heat can be lost through these areas of the body.

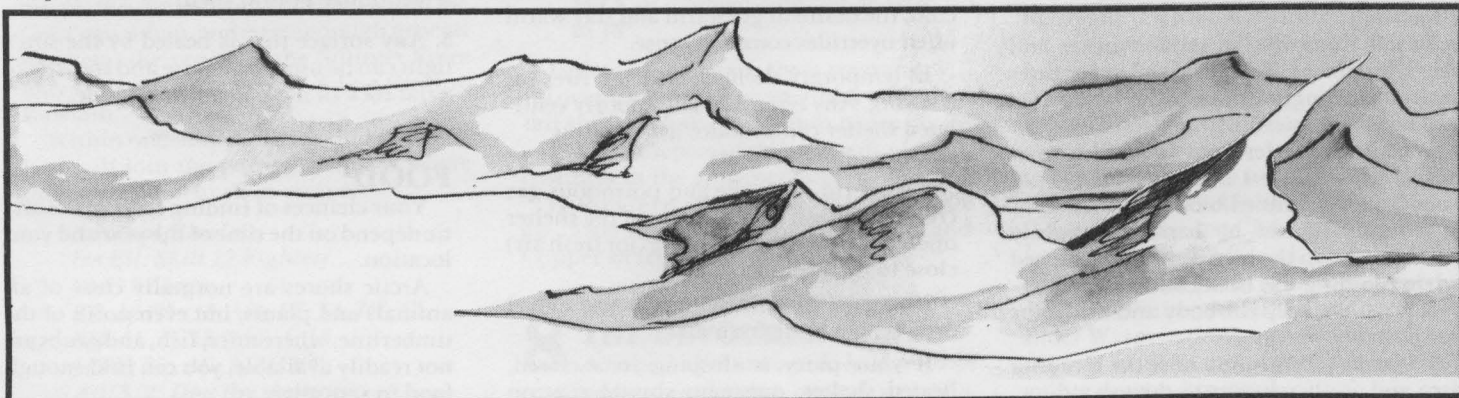
For each quarter of the body drenched in water, take 1D6 HTK of damage.

NATIVES

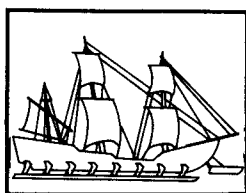
There are very few natives in the Far North.

The Ice Elves, Clan of the Bear, and the Northern Herders are friendly to people of good or neutral alignment.

The Ice Pirates and the Clans of the Wolf and Snake are hostile toward most people.



Gamemaster Introduction



This adventure is for 4-6 characters of skill levels 7-9. You may use either the characters included in this module, or your own. You should include one

cleric and one magic user in the party. Several magic items per character will be useful, but magic items will not cause characters of low skill level to function as high skill characters.

The map for this adventure is a continuation to the north of the map presented in the Mayfair Games booklet *Elves*. You do not need that booklet for this adventure.

Ice Elves may be somewhat different from the modules you have GMed in the past. It emphasizes the environment, one of the major obstacles to the player characters' success. Throughout the module, you are given descriptions and rules for the bitter arctic cold. You should remember that the characters are *never* really warm throughout the adventure. Mention the cold frequently, and record the precautions that the characters take against it.

The way in which cold effects magical responses, and basic rules for survival have been generalized so you can better incorporate these conditions into your own campaign. Optional rules for the ice rigger battle are included in case you wish to simulate other ice rigger battles realistically.

During the adventure, remember the following facts:

Polar Creatures

Polar animals and monsters are usually very susceptible to heat and fire damage. Many will flee in fear (standard saving throw) if they are presented with a large fire, fire spell, fire illusions, or attacked with a burning torch. However, this applies to only those creatures with Animal intelligence (Intellect 1) and under 6 dice.

Pirates

The pirates in this adventure are irreligious but they are very superstitious. They dread demons and undead. Illusions which prey upon these fears are saved against at -4 vs. Spells. The pirates are also extremely greedy, and may be bribed or distracted by sufficient wealth (roughly 300 gp each). The pirate community survives by preying

on the weak, even among its own members; wounded pirates are often robbed and then cat out onto the ice. As a result, the morale of pirates in groups of four or less is low.

Elves

The Ice and Wood Elves survive by working together. They use everything and sacrifice a great deal for their friends and allies. They expect nothing less from those who aspire to be their friends, or who ask for aid. The lives of the elves are hard, but their love of children and beauty makes life more bearable.

The Adventure

There are several parts to this adventure. The initial polar survival and glacier sections are representative of polar dangers, both natural and bestial. The Ice Rigger Combat section must be played using the boardgame provided in the middle pull out section of this module. From there the adventure goes to the Elf city, Crystal Dream. After the raid there, the characters should pursue the pirates to the Splinter Spire. You should be familiar with each section of this module, in order to present the information correctly and make consistent judgements.

Player Characters

Ogland, Dwarf, Skill 8 Fighter

ST: 17 (+1, +1), IT: 11, IN: 9
SM: 15 (+1), D: 14, A: 9
HTK: 53 (9D10), AC: 0,
M: 6", Att: 3/2, Dm: (by weapon)
Align: Neutral/Good
THACO: 10
Weight: 152 lbs, Height: 4'2"
Weapons: Dwarven Hammer
Armor: +1 plate mail & +1 shield
Magic Items: None
Specials: None

Churachel, Elf, Skill 9 Mage

ST: 13, IT: 18, IN: 10
SM: 8, D: 16 (+2), A: 12
HTK: 21 (9D4), AC: 0
M: 12", Att: 1, Dm: (by weapon)
Align: Lawful/Neutral
THACO: 19
Weight: 125 lbs., Height: 5'6"
Weapons: dagger
Armor: None
Magic Items: Bracers of Defense: AC 2,
Staff of the Magi (12 chgs).
Specials: Spell books: Magically
shrunk for easy transport.
Spells: 4/3/3/2/1
1st: Affect Normal Fires, Burning
Hands, Magic Missile x 2.

2nd: Continual Light, Locate Object,
Rope Trick.

3rd: Fireball, Fly, Tiny Hut x 2
(Mnemonic).

4th: Mnemonic Enhancer, Wall of
Fire.

5th: Conjure Elemental.

Sullen the Silent, Human, Skill 9 Monk

ST: 16 (+1 dam), IT: 9, IN: 15
SM: 17 (+3), D: 16, A: 11
HTK: 35 (10D4), AC: 3
M: 23", Att: 2, Dm: 3D4+1 (open
hand), 1D6+3 (+2 staff),
Align: Lawful/Good
THACO: 16
Weight: 160 lbs., Height: 5'4"
Weapons: +2 staff
Armor: None
Magic Items: Ring of Spell Storing
Specials: Abilities: A—G

Magister, Human, Skill 7 Cleric

ST: 16 (+1 dam), IT: 10, IN: 17*
SM: 13, D: 9, A: 14
HTK: 32 (9D8), AC: 2
M: 6", Att: 1, Dm: (by weapon)
Align: Lawful/Good
THACO: 10
Weight: 210 lbs., Height: 6'1"
Weapons: Mace of Disruption

A armor: +1 plate mail & +1 shield

Magic Items: Rod of Absorption (5
chgs), Potion of Extra-Healing (3D8
+3) x2.

Specials: None

*Insight of 17 gives additional spells
(included below).

Spells: 5/5/3/1

1st: Cure Light Wounds x 3, Resist
Cold x 2.

2nd: Augury, Slow Poison x 2, Spirit-
ual Hammer x 2.

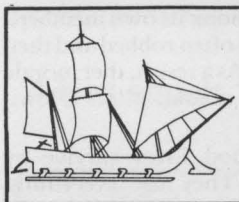
3rd: Animate Dead, Create Food and
Water, Cure Disease.

4th: Cure Serious Wounds.

Stalker, Human, Skill 8 Ranger

ST: 16 (+1 dam), IT: 13, IN: 15
SM: 16 (+2), D: 8, A: 17
HTK: 46 (9D8), AC: -1,
M: 6", Att: 3/2, Dm: (by weapon)
Align: Chaotic/Good
THACO: 10
Weight: 185 lbs, Height: 6'3"
Weapons: Flaming Sword
Armor: chain mail & +3 shield
Magic Items: Light Healing Salve
(1D4+1), Healing Salve (2D4+2)
Specials: None

Players' Introduction



Read the following information to the players:

You have been hired as guards for Captain Rendalorn, an explorer who is journeying north to

investigate the Polar Ice Cap. Rendalorn is checking out rumors that the Polar Ice Cap is threatened with a major thaw.

Rendalorn is a dark complected, middle-aged man with a three inch scar under his left eye. He speaks in a deep commanding voice that carries throughout the ship. His men think highly of him, and never question his judgements.

Rendalorn says "You'll need t'buy good winter equipment. Since I hired you, 'tis my responsibility to make sure you don't freeze t'death, so I'm givin' each of you 100 gp t'cover the cost of your equipment."

You are escorted to the best store in Northcoast by two of Rendalorn's crew members. They tell you, "We'll be awaitin' for yee next door at the Ivory Griffon Tavern. Come an' git us whin yer ready." Your two escorts leave, and a rotund storekeeper approaches you and asks what you need.

GM NOTE: At this point, tell the players that they can get any gear they need, and give them a rundown of the items below.

The Welcoming

Read the following to the players:

You are escorted to Rendalorn's ship, where Rendalorn is awaiting you. "Welcome to the Winterhawk. She will be your new home for the next few months," he says. "She and her crew are the best around!"

"Since the preparations at the city of Northcoast took so long, we are sailing north late in the fall," Rendalorn says. "I

am concerned that the northern seas will freeze early, giving us a difficult journey over the expanded icepack. I have ordered the crew to press north with all speed in hopes of cutting our over-ice travel time. The trip to the Polar Ice Cap will take a fortnight, if all goes as planned."

As Rendalorn readies the various new crates of food and tools, he says "Try to get a good night's sleep. Keep your equipment close at hand. It will help keep you warm, and it will be handy if we run into trouble." You are taken to your sleeping area below decks, where you quickly fall asleep.

GM NOTE: If the characters talk to the crew, they will be told the following:

"Thar' many dangers when travelin' in the Shiftin' Sea! The floes are e'er movin' and unforgivin'. If it weren't fer th' Cap'n, we wouldn't be asailin' here. Rendalorn is th' best Cap'n around."

Winter Equipment and Costs

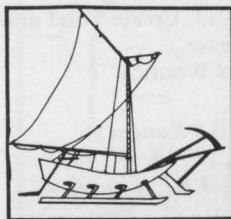
Prices are subject to change depending on the Game Master's campaign.

Costs	Equipment
7 gp	Parka: Made of Polar Bear hide, with wolf fur around the hood, cuffs, and bottom hem.
2 gp	Boots: Seal hide boots lined with fur.
5 gp	Goggles: Eye protection made from carved walrus bone, and the flesh-like eye covering from a sharcctic.
1 gp	Gloves and Mittens: Seal hide, lined with rabbit fur.

5 sp	Scarves: Knit or fur.	150 gp	Sled: Comes with six trained sled dogs. Movement: 18".
12 gp	Snowshoes: Wood, gut, and leather. Movement: -2 from normal movement.	10 gp	Toboggan: Holds 2 people comfortably (can hold 3 people snugly). Movement: 6" to 18" (GM discretion).
15 gp	Skis: Wooden skis with leather straps, poles included. Movement: Normal plus up to 18" (GM discretion).	50 gp	Sleigh: Holds 4 people. Movement: Variable.
2 gp	Tarpauline: 10' x 10' canvas tarp for covering supplies or for use as a shelter top.	5 sp	Smudge Pot: A clay pot used to carry and preserve hot embers.
2 gp	Winter Hat: Seal hide, lined with rabbit fur, also has ear flaps.	1 sp	Grease: For body covering to repel cold and sun (two applications).

The Shipwreck

ABOARD SHIP



The characters will be on board Rendalorn's ship for 4 days. On the fourth night, the ship will be sunk. Every morning, Rendalorn will tell them a story

pertaining to one of the following topics. Allow the players to chose which topic they want to hear about. After the players have chosen the topics, they are interested in, go to the appropriate descriptions, and read them aloud.

Rendalorn's Stories

1. The Evil in the North,
2. Ice Elf Spells,

3. Ice Elves,
4. The Crouak Monster,
5. Transitional Ice,
6. Surviving in the Arctic.

Story Descriptions

Read the following chosen topics to the players:

1. There is an evil group of humans who wish to rule the great northern wastes. These humans are in league with frost giants and the great arctic Wyrms.
2. Rendalorn teaches your mage the following three, skill 1 Ice Elf Spells:
Freezing Hands: Freezes 1D6 gallons of water, or does 1D4 HTK of damage, on touch. Add one HTK or gallon of

water for every skill level of the caster. If the water that is being frozen surrounds a creature, that creature must save vs. Paralyzation or be immobilized for 1D6 rounds. **Time to Cast (TTC):** 1 segment. **Range:** Touch.

Chip: Creates a crack through 1 cubic foot of ice per round. This effect continues for 1D12 rounds. The affected ice crumbles into fine snow when it sustains 1 HTK of damage or more. The effected ice must be contiguous. **TTC:** 3 segments. **Range:** Touch.

Resist Cold/Warmth: Affected creature becomes inured to heat or cold (not both) in most normal conditions (-20 degrees, up to torch fire). This

spell also provides +2 protection from the corresponding types of magical attacks. Lowers cold loss base to -20 degrees (F) in arctic conditions. *TTC*: 1 turn. *Range*: Touch. *Duration*: 1 hour per skill level of the caster.

3. There is a race of elves living in a vast city of ice. These elves have adapted to the arctic cold and do not need heavy winter clothes. The Ice Elves are in league with half-man, half-polar bear creatures.
4. There is an evil creature, known as the Crouak that lives in a boiling lake. This monster can be summoned by very powerful mages. The summoners control the Crouak by a fragile mind link.
5. The Transitional Ice, an area of impermanent ice between the great Ice Sea and the ice floes of the Shifting Sea, consists of natural and magical dangers. Few creatures have ever gone there and lived.
6. If a character gets lost in the arctic, he should head for the highest point around to get a better view of the surrounding terrain. He should always build a shelter out of ice or snow, keeping it small and making sure to keep it ventilated.

SHIPWRECK

Read the following to the players:

Everything is going smoothly, when on the third day of your journey, a winter hawk falls to the deck of the ship. Crawley, the first mate, runs over to the dead hawk and picks it up. He pales and takes a step back. Shakily he fingers a silver medallion that is suspended on a thong around his neck. He stiffly walks over to Rendalorn and says, "Cap'n 'tis a bad omen, a damned bad omen!"

"Tis just a dead hawk; get back to your duties," Rendalorn retorts.

That night incense was burned to ward off the evil spirits.

Late on the fourth night, you are jolted awake to find the rigger shuddering and grinding against something. Immediately after the rigger grinds to a halt, you hear a

voice shout "All hands on deck!"

GM NOTE: If the characters stay below deck read them Paragraph B below. If they go on deck read the following:

"The rigger has been surrounded by ice floes," Rendalorn shouts. The wind is whistling through the rigging, drowning out the rest of Rendalorn's orders. He staggers across the ice-slicked deck, signaling you over the side of the rigger, and onto the nearest floe. He turns to go below deck, yelling about getting his own gear. As the rigger shudders again, you hear the sound of splintering wood. Rendalorn comes up from the hold carrying an armload of equipment.

GM NOTE: If the characters are still on board the rigger when Rendalorn reappears on deck, read the following to the players, if not go to Paragraph C.

Rendalorn immediately drops his equipment, and yells "You'll only be in the way here, so be off with ya!"

GM NOTE: If the characters stay below decks, read the following:

B. *Rendalorn comes to you and says, "The Winterhawk is in great peril, you must go overboard to the nearest ice floe where you'll be safe. Take your equipment with ya, and do so with your god's speed. I'll get my supplies from below decks, and see what I can do here. Now be off with ya, you're of no use to me here."*

GM NOTE: The party will only have enough time to get their equipment onto the floe. There are no spells that the characters can cast that will aid the rigger or the crew, and if any character remains on board ship, he will be thrown over the side for 3D6 HTK of damage. Read the following to the players:

C. *With your gear all around you, you see Rendalorn cast a Continual Light spell on the main mast, and another on the far side of the rigger. With the spell's light you can see the struggles of the rigger's crew. The shifting ice batters the hull, staggering the rigger under the weight driving against it.*

In the fading light of the sunset, enhanced by the spells, you see Rendalorn reappear several times, only to disappear

back below decks. The constant thunder and grinding of the floes deafens you.

The crew is busily prodding the ice and reefing sails, trying to back the rigger out of nature's trap. Yard by yard, they draw away from your floe, but other floes close in on the rigger.

Suddenly, there is a thunderous boom from the far side of the rigger, and the hull lifts against the ice. Rendalorn bursts from the hatch below decks. He shouts out something, but his voice is muted by the thundering of the floes.

Smoke billows out through the open hatch and the split seams in the hull. The crewmen scramble to the rail, but too late. A red fireball lifts the rigger almost out of the water, then slams it back down onto the ice. Shards of wood shower you, and fire and smoke shroud the wreck. The smell of burning oil and flesh fill the air.

The Aftermath

GM NOTE: At this point ask the players what they want to do. If they check for survivors, they will find none. Also refer to the cold loss table and explain to the characters that they are now losing HTK due to heat loss. Then ask the players what precautions their characters are going to take for the night. If the characters want to make a shelter from the wreckage, allow them to do so. During the night there will be no encounters.

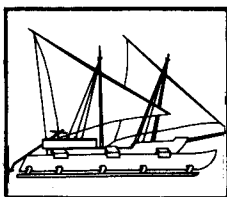
Read the following aloud:

In the pale morning light, you circle the wreck. The bitter wind cuts through you as though your fur cloaks are tissue, and whips the black smoke of the burning ruin into an ashen cloud. The rigger's remains look like the ragged carcass of some giant insect, trod upon by an angry god.

The shards of wood scattered by the explosion are frozen solid, and the larger planks are rimed with ice. Half-way around the wreck you find Rendalorn. He has been severely burned, and his limbs are frozen solid. Frozen in his arms is a leather bound book.

GM NOTE: If the party takes the book and reads it, photocopy or give them the section entitled *Surviving In the Arctic*, which is included in the front of this

Traversing the Floes



Travel time to the glacier (one mile) takes one hour, during which time the characters will cross six floes, jumping from floe to floe seven times.

Floes are generally flat tables of ice, that are thicker and stable near the glacier (due to the cooler air there), but thinner and more dangerous away from it. Some floes are icebergs calved (split off) from the glacier, and look like large hills in the

Shifting Sea. Travel in this stable area is simple compared to the rest of the Sea.

There is a one in eight chance of a random encounter on each floe and when crossing from floe to floe. Use the Shifting Sea & Transitional Ice Encounters given below for these random encounters.

Should the players attempt to head in any direction other than the glacier, read them the following:

The floes near the glacier appear to be larger and stabler than the floes leading away from the glacier.

GM NOTE: Any direction other than toward the glacier leads into unstable ice, where, when leaping from floe to floe, each character must successfully save vs. Dexterity or fall into the sea, taking 4D6 HTK of damage per round spent in the freezing arctic waters.

The floes leading away from the glacier are extremely fragile and small, so the party must cross from one to the next twice per round. Travel time per mile is tripled (three hours). Any magical attack which does more than three dice of damage (18 HTK) has a 50% chance of disintegrating

the floe where it takes effect.

Characters can go as far as they like in any direction without coming to any *landmark* other than the glacier or edge of the Transitional Ice.

Twice every turn, and once when they are crossing gaps between floes, roll for random encounters and remark on the barren coldness of the Shifting Sea.

The edge of the Transitional Ice is an ice shelf about sixty feet high, unclimbable by man and thief alike. If the characters still manage to reach the shelf (via magic), proceed to *View From The Crest* (page 15).

During the day on the floes, and any time while in the glacier, heat loss damage is reduced by 1 HTK of damage per hour.

SHIFTING SEA & TRANSITIONAL ICE ENCOUNTERS

Roll 1D8 at every floe (6 floes in all) to determine which encounter occurs.

Die Roll	Encounters
1-2 (1D4) Polar Bear(s)	AC: 6, HTK: 37 (9D8), M: 12" Align: Neutral, Intell: Animal Att: 3 Dm: 1D10, 1D10, 1D6 THACO: 12 Special: Hug: If both paws hit, the polar bear will hug for an additional 3D6 HTK of damage, fights 1D4+1 rounds after reaching 0 HTK, but dies

immediately at -13 HTK. Surprises 50% of the time due to camouflage. Bears can swim and will pursue the party, following the scent trail.

Butchering: Bear hide coats (water-proof, two character-hours skinning, three coats total from each), fat for six uses from each.

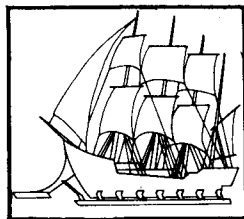
- 3 (1D4+1) **Snow Apes**
AC: 6, HTK: 22 (5D8), M: 12"
Align: Neutral, Intell: Low
Att: 3 Dm: 1D4, 1D4, 1D8
THACO: 15
Special: Rend: If both hands hit the same opponent, the ape does an additional 2D8 HTK of rending damage. Snow apes hide under snow drifts, awaiting prey, and will surprise the party on a roll of 1-4 on a D6.
Butchering: Two coats and fat for three uses, two character-hours to butcher for each ape.

- 4 (1) **Killer Whale**
AC: 5, HTK: 87 (13D8), M: 15"
Align: Neutral, Intell: Animal
Att: 2 Dm: 3D8
THACO: 7
Special: Any character standing at the edge of a floe or jumping from floe to floe will be attacked (1-4 chance on 1D6 of surprise in such situations). Jumping characters must save vs. Dexterity or fall into the water (for 4D6 HTK of damage per round in the wa-

ter). Killer whales grab their prey in their mouths and take it under water. Whales will sink when they are killed.

- 5-6 (1D6) **Lion Seals**
AC: 7, HTK: 25 (5D8), M: 12"/6"
Align: Neutral, Intell: Animal
Att: 2 Dm: 2D8 (bite), 1D6 (tail)
THACO: 15
Special: Lion seals have become omnivorous hunters due to harsh conditions and will pursue the party until all party members are dead. Lion seals attack as Killer Whales.
Butchering: Seal coats (water-proof, two character-hours skinning, two coats each), fat for eight uses.
- 7 **Whiteout**
All creatures not possessing ultravision are blinded for one turn by blowing snow, which turns the ground and sky milky white. Unsheltered characters can see only 2' in all directions. All combat in a whiteout is at -3 to hit. Whiteouts last for 1D6 rounds.
- 8 **Snow blind**
The sun comes out and any character whose eyes are unprotected must save vs. Poison or become blind for as long as the eyes are unprotected, plus 1D4 turns. Protection consists of either goggles or a face mask which leaves only a small visual field. A Cure Blindness spell negates the blindness but does not offer any further protection.

Glaciers



When the characters reach the glacier, read them the following information:
A 30' wide ledge of ice lies at the foot of the glacier's face. The glacier itself is two hundred feet high.

There is a constant rain of ice shards from the glacier's face. You can see four cave-like openings, each about 50' above the ice ledge. Small rivulets of water trickle from the dark mouths, freezing in milky miniature waterfalls.

Below the cave openings, the glacier is very rough, with many protruding rocks, crevasses, and ledges. It appears that you can climb up to any of the caves. Above the caves the face is very sheer and unstable—almost pure ice. Most of the falling ice comes from this level.

GM NOTE: Each turn on the ledge or face of the glacier, each character must save vs. Dexterity or get hit by falling ice for 2D6 HTK of damage. Once every hour there is a major fall of ice, which is preceded by rumbling sounds and vibrations centered on the fall area. If these warnings are ignored, the character with the highest Intellect

must save vs. his Intellect. If that character fails his save, the party will be buried under the fall for 4D10 HTK of damage each and thrown into the water for an additional 4D6 HTK of damage per round spent in the water.

The ledge extends from the ice-covered stone cliff on one side to a similar spire on the other. A character climbing to one of the cave entrances must save vs. Dexterity once during his climb, or fall (taking 2D6 HTK of damage). Thieves need not check for falling, but will climb at only half of the normal percent when climbing above the caves.

Ice Caves

If the party climbs to the caves, read the following to the players:

The cave is a rough, twisting tunnel formed by melting and collapsing ice. The center of the cave's floor has a stream of water about a half-inch deep flowing toward the cave mouth. The walls are wet, slick, and milky white in color. Piles of fallen ice block sections of the floor. It is dark in the cave; you cannot see anything without a light source.

GM NOTE: A single torch sheds enough light for the entire party, as its glow reflects from the glazed walls.

Larger caves have dozens of stalactites hanging from the ceiling. Remains of other stalactites lie broken on the floor.

ICE CAVE RANDOM EVENTS

Roll 1D6 once per melee round to determine if an Event occurs. A roll of a 1 indicates an Event. Also, roll for an Event if a spell is doing more than 3 HTK of damage (18 HTK).

Die Roll	Events
----------	--------

- 1 **Meltoff:** Water from melting ice at the top of the glacier bursts through fissures near the party. All characters are drenched and tumble 50 feet toward the nearest cave mouth (less 15' per point of Dexterity over 15). Characters washing out of the cave mouth take 2D6 HTK of damage falling to the ledge. This is the Polar version of a flash flood.
- 2 **Cave ceiling collapses:** Sections of the ceiling in a 10' area begin turning gray, accompanied by popping and crackling sounds, one segment (six seconds) before it collapses. All characters take 3D6 HTK of damage

(halved if save vs Dex is successful) and are buried for a turn unless they state that they are fleeing the area.

- 3 **Stalactite breaks:** With a snapping sound, a stalactite breaks from the ceiling and smashes to the floor. All characters must save vs. Breath Weapon or take 1D10 HTK of damage from ice shards. Damage can be completely avoided if at least one character keeps watch above the party. Reroll this encounter if the party is in a tunnel.
- 4 **Floor collapses:** One segment (six seconds) before the collapse the characters will feel vibrations and hear cracking. 1D6 x 10' squares, centered on the party will collapse. If the party leaves the affected area, no one will be injured. Characters who are caught in the collapse area take 2D6 HTK of damage and fall into the resulting 10' deep pit.
- 5 **Calving:** The party feels vibrations and hears a rumbling sound. A crevasse splits open, widening 5' per

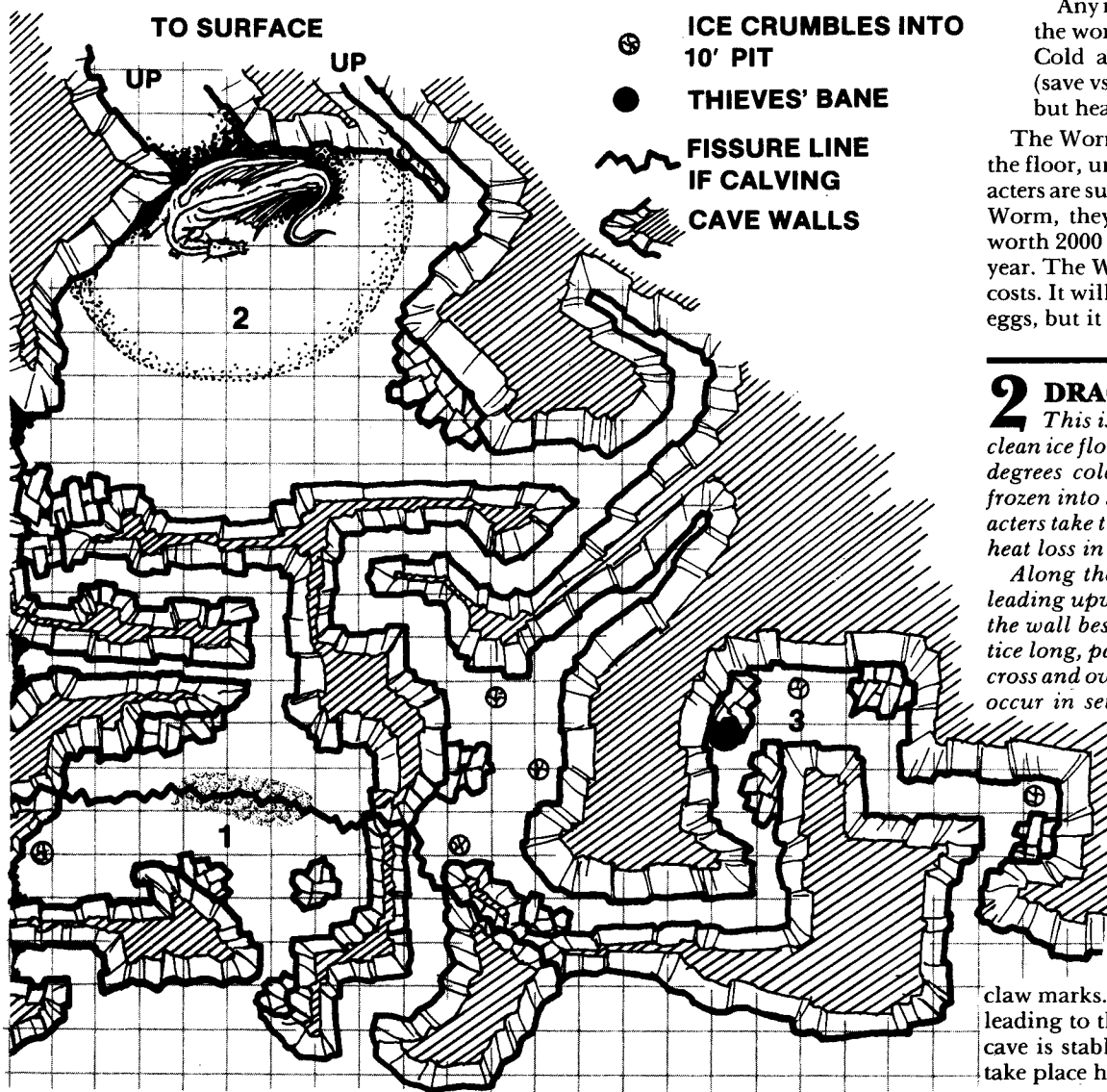
segment. The characters feel the ice moving beneath their feet. The portion of the glacier they are on is separating from the rest of the glacier and will eventually form an iceberg.

If the characters do not jump across the crevasse within three segments, they will take 5D6 HTK of damage and find themselves in water at the foot of the new glacier face (taking an additional 4D6 HTK of damage per round spent in the water). Characters leaping the crevasse after it has widened to more than 10' must save vs. Dexterity (less 5' for every 5' wider than 10') or fall into the crevasse. Any character who falls into the crevasse will take 2D6 HTK of damage and come to rest on a ledge 20' down.

Calving will only occur within 50' of the glacier face and will only take place once. Roll again if the party is not within 50' of the glacier face.

- 6 **Combination:** Two of the above, one causing the other.

THE ICE GLACIER



A 20' area suffering one Event is safe from further Events. While in the Ice Caves, characters lose 1 less HTK of damage per turn due to heat loss.

GLACIER ENCOUNTERS

1 THE WORM'S LAIR.
You see a dark shape under the ice floor. It is nearly as long as this cave.

* * *

If any character(s) remain in this room for 5 or more rounds, or if a character chips at the ice or casts any spell, a Great Polar Worm will burst through the floor, screaming its challenge and sending ice crashing in all directions.

Great Polar Worm

AC: 2, HTK: 67 (14D8), M: 12"

Align: Chaotic Neutral, Intell: Low
Att: 1 Dm: 6D6 (bite)

THACO: 8

Special: A To Hit roll resulting in a 20 indicates that the worm has swallowed its prey (any man-sized or smaller object) for 6D10 HTK of damage per turn.

Any nonenchanted metal that strikes the worm will turn brittle and shatter. Cold attacks do half or no damage (save vs. Spells for half or no damage), but heat attacks do double damage.

The Worm will be in its nest, just under the floor, unless it is disturbed. If the characters are successful in destroying the Polar Worm, they will find two gem-like eggs, worth 2000 gp each, that will hatch in one year. The Worm will protect its eggs at all costs. It will not attack anyone holding the eggs, but it will pursue them.

2 DRAGON'S LAIR

This is a huge cavern with a smooth, clean ice floor. The temperature is about 10 degrees colder here. Pools of water have frozen into sheets of ice on the floor (characters take the normal HTK damage due to heat loss in this room).

Along the far wall you see an ice ramp leading upward. Just inside the cavern, on the wall beside the tunnel mouth, you notice long, parallel scorings in the ice. They cross and overlap, but you can tell that they occur in sets of four matched, inch-deep tracks. Similar scorings mark the floor. In front of a large tunnel to the north, you see a huge pile of ice and bones.

* * *

Unless the characters are quiet, and remain at least 20' from the pile, it awakens to become an ancient white dragon. The scorings are its claw marks. Behind the dragon is a tunnel leading to the surface. This dragoncooled cave is stable, and no random events will take place here.

White Dragon

AC: 3, HTK: 56 (7D8), M: 12"/30"

Align: Chaotic Evil, Intell: Low

Att: 3 Dm: 1D4, 1D4, 2D8

THACO: 13

Special: Breath weapon (56 HTK). No spells. Wakes if anything (spell or creature) passes with 20' of it (note the Awareness Line on the map). The dragon will use its breath weapon if the majority of the party does not melee it, or after it is attacked with a spell.

The dragon is lying on a pile of huge bones, mostly mastodon bones, each weighing 1000-4000 gp and worth 100-600 gp. Also in the pile are a +1 shield, a frozen elven cloak, and scattered coins (1500 gp, 300 ep, 2000 sp, and 4500 cp). All treasure requires 3 turns to pry out of the ice.

3 RUBBLE ROOM

This cave is not much more than a

large tunnel, choked with stones, and ice. In the northeast, northwest, and middle of the area going south, you see humanoid corpses frozen in the floor.

* * *

At the B locations, the characters find frozen corpses. At the area marked T there is a white form that appears to be a snow drift.

Thieve's Bane

AC: 1, HTK: 25 (4D8+3), M: 3"

Align: Chaotic Neutral, Intell: Low

Att: 6 Dm: 1 HTK + special,

THACO: 15

Special: Gibbering: When anyone or anything larger than a dagger comes within 5' of the Thieve's Bane, it will start speaking gibberish. This causes all characters within 10' to save vs.

Spells, at -2, or become confused as a 7th level Druidic Confusion spell.

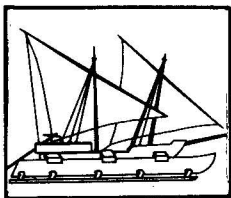
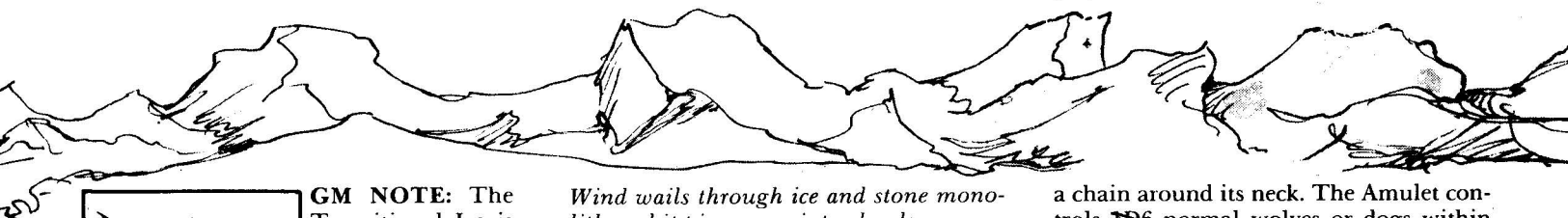
This pile is one of the clean-up crew, and a distant relative to the Black Pudding. It dissolves metal, but surprisingly enough, it doesn't eat flesh.

If the characters leave through any of the exits (from room 2), read to them the following:

The tunnel climbs higher and becomes lighter as the sun penetrates the transparent ice of the glacial shelf above you. Finally, you feel a breath of fresh wind, blowing flakes of snow across your faces.

You climb a final slope and find yourselves amid hills of snow and ice. You have reached the surface of the glacier and are now in the Transitional Ice.

Transitional Ice



GM NOTE: The Transitional Ice is an empty arctic desert. While the characters are travelling here (for 2-3 days), roll for random encounters once early

in the morning, once at night, and once just before dawn. Use the Shifting Sea and Transitional Ice encounters listed on page 10 for these encounters.

GM NOTE: The Transitional Ice Encounters last until the players meet the Ice Elves (see *A View from the Crest*)

As the characters progress and are subjected to the bitter cold, let them discover new survival techniques, interrupting only to remind them of their loss of HTK due to the cold. If their attention wanes, (i.e. they haven't had any action encounters) choose one of the *Location Encounters* below, but do not repeat any. Use them sparingly, as these encounters are used throughout the Transitional Ice trip.

The climb to the glacial crest takes 3 hours. The normal heat loss damage of 6 HTK per hour occurs while the characters are in the Transitional Ice. At the end of this time, read them the small boxed section at the bottom of page 14.

At first, read the following information to the players:

The Transitional Ice is a shifting desert of snow drifts, valleys, ice spires, and occasional towers of stone marking mountainous islands that are buried under the ice.

Wind wails through ice and stone monoliths, whipping snow into clouds.

1 THE SPEAR MOUND

Ahead and to the right of your party you see a mound of snow with six spears sticking up out of it. They are arranged in a circle and are encased in rime (whitefrost).

* * *

Disturbing the spears or walking on the mound causes six Eskimo Zombies to rise from the snow and attack with the bone-tipped spears.

(6) Eskimo Zombies

AC: 7, HTK: 16, 13, 12, 10, 9, 7, (2D8),

M: 6", Align: Chaotic/Neutral

Intell: None, Att: 1

Dm: 1D8 (claw), 1D8+2 (spear),

THACO: 16

Special: Sleep, charm, hold, and cold spells have no effect on these zombies. Holy water does 2D4 HTK of damage per vial. They can be turned as mummies, and they have a 40% chance of surprising the party.

They are dressed in ragged (unusable) parkas. One zombie (16 HTK) has a necklace of wolf teeth and has tatoos on his face and arms. If he is still "alive" after two rounds, he will jerkily stagger to the summit of the hill and call up a frost elemental, which will appear during the next round and attack the party until either the party is killed, or the zombies are destroyed.

The zombie with 11 HTK has a carved bone amulet in the shape of a full moon on

a chain around its neck. The Amulet controls ~~1D6~~ normal wolves or dogs within 50'. ♪

2 WOLVERINES BURROW

You see a fresh hole in the ice; it appears to be an animal's burrow.

* * *

This is the freshly dug burrow of a Giant Wolverine.

(1) Giant Wolverine

AC: 3, HTK: 32, (4D8), M: 15"

Align: Neutral,

Intell: Animal

Att: 3 Dm: 1D6/1D6/2D4

THACO: 10

Special: Musk: Any target to the rear of the wolverine is squirted with musk (2'x2'x6' area); target must save vs. Poison or be blinded for 1D8 hours, and his Strength and Dexterity are halved for 2D4 turns in any case due to nausea.

The wolverine will lie in wait for the party to go by, it will then jump on the back of a random party member (40% surprise).

The wolverine recently ate the flesh of one of the frozen dead and ingested a Ring of Spell Storing. The following spells are stored in the Ring: **Clerical:** Flame Strike, Cure Serious Wounds. **Mag:** Dispel Magic, Monster Summoning V. **Illusionist:** Emotion (which has driven it mad and causes it to attack with +3 to hit). It attacks the party until either it or the party dies.



Butchering: Butchering the wolverine will take 30 minutes and will provide a coat for one character and fat for two uses.

3 THE ICE FIEND

The wind starts to rise. You begin losing one additional HTK each minute. 100 feet ahead of you, a mist-enveloped man-sized blue-white glow stands in an opening next to a man-high ice boulder. A creature with mandibles and globular glowing eyes climbs out onto the snow, wrapped in a swirling grey cloak. The wind changes from wailing to maniacal laughter.

* * *

This is an Ice Fiend.

(1) Ice Fiend

AC: -4, HTK: 52, (11D8), M: 6"

Align: Lawful/Evil,

Intell: Very, Att: 4

Dm: 1D4, 1D4 (hands), 2D4 (mandible), 2D6 (tail),

THACO: 10

Special: Regenerates: 1 HTK per melee round, and is only affected by magical weapons, magic resistance 40%, Strength 18/06 (+1 to hit, +3 to damage).

Spells: Fly, Detect Invisible, and Wall of Ice, each 3 times daily. Each spell takes it one segment to cast.

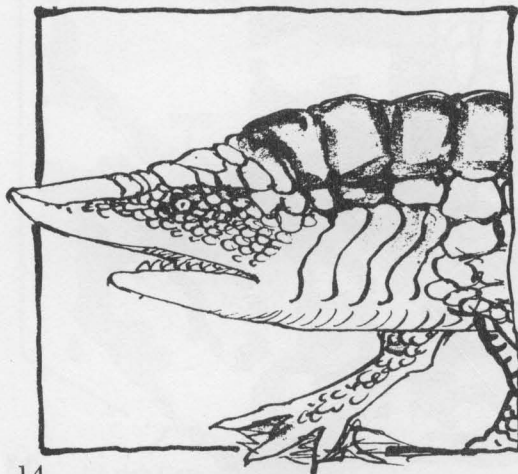
If the Fiend takes 20 HTK of damage in one round (or when it goes below 20 HTK), it will cast an Ice Storm on the party.

For each successful attack on the fiend, it will retreat 10' towards its home. If it is forced to retreat into its lair, it will cast spells until all of its spells are used. It will then block up the hole with a boulder. Water may be poured over the hole, sealing the fiend in.

If a character enters the Ice Fiend's lair, read the following section aloud:

You see a vast expanse of ice, and you feel as if the wind itself is doing damage to you.

GM NOTE: Anyone entering the hole sees a vast expanse of ice, and takes 2D6 HTK of damage each round (minute). No measures can circumvent the effects of this enchanted cold.



Plugging up the hole stops the wind and sudden drop in temperature, which are the equivalent of the dreaded polar *Famimia*, the winds which kill even Ice Elves. The radius of this wind effect when the lair's opening is clear, is 100 ft.

4 THE FROZEN DEAD

As you come over a small hill, you see three humanoid figures squatting in a 30 ft. clearing. They are gathered around a pile of wood, and seem to be warming themselves. They are wearing ragged tunics that barely cover their bluish skin. They seem to be talking to one another, but you cannot hear anything over the wailing wind. You are 30' safely hidden and 30' away from them.

* * *

These creatures are Frozen Dead; undead that still believe themselves alive.

(3) Frozen Dead

AC: 2, HTK: 32, 28, 25, (6D8)

M: 9", Align: Chaotic/Evil,

Intell: None, Att: 2

Dm: 1D4 (claw), 1D6 (cutlass)

THACO: 13

Special: Paralysis: Each character who is hit by a Frozen Dead must save vs. Paralyzation or become paralyzed for 1D4 rounds.

If the Dead are immersed or drenched with three or more gallons of water, they will become immobilized for 4D4 days.

In their confused undead state, the Dead imagine that they are sitting in front of a roaring fire. They will attack anyone who passes through or casts spells in the clearing.

Under the pile of wood is a dark spot beneath the ice. About two feet down are the piled remains of an ancient wreck, in which there is a chest. It is frozen shut and it will require 15 HTK of damage to force it open. There is a fragile glass sculpture inside the chest worth 2500 gp (destroyed if the chest is smashed open), a +1 Ring of Protection, and a Potion of Cold Resistance (see below).

Potion of Cold Resistance: When spread over a character's body, this oil prevents all normal cold damage for a period of 4 hours and reduces magical cold damage by half.

5 FROST ELEMENTAL

Your party is enveloped in a blowing storm of ice.

* * *

This storm is created by a Frost Elemental.

(1) Frost Elemental

AC: 4, HTK: 47 (8D8), M: 12"/14"

Align: Neutral, Intell: Low

Att: 1 Dm: 2D8, THACO: 12

Special: Attacks: Freezing wind, white-out, and freezing touch. +1 or better weapon to hit.

This Elemental makes its home here and will not pursue the party out of its 50' x 50' area. The Frost Elemental will be in a snow covered jug and it has a 50% chance of surprising the party. Frost Elementals turn into powdered snow when they are killed.

6 CHURNING SNOW

The ground ahead of you is writhing and churning in a 30' area.

* * *

If the party goes within 10' of the churning area, three Sharctics will burst out of the snow and attack them. If the party circumvents the area disregard this encounter.

(3) Sharctics

AC: 2, HTK: 39, 32, 22 (8D8)

M: 21" Align: Neutral, IT: Animal

Att: 3 Dm: 2D6/2D6/2D10

THACO: 12

Special: None.

A relative of the landshark, Sharctics burrow in ice and snow. They are solitary hunters that attack everything that moves and eat anything that seems even remotely edible. Their low armor class is due to the thick layer of ice that gathers on their skin, which cracks and falls off during combat.

These three sharctics were embroiled in a territorial dispute, but at the arrival of the party, broke off the dispute for a quick meal.

7 ICE CAVERN

You fall into an ice cavern. You see that this cavern is part of a huge crevasse complex that extends to the north.

* * *

This cavern is covered with a half-inch plane of ice. Anyone heavier than 150 lbs. will break through the ice, creating a 20' diameter hole. Anyone who falls into the cavern will take 3D6 HTK of damage.

The crevasse complex extends north for miles. The characters can travel north for an hour in the crevasse. In 1 hour they will have walked 2 miles.

For every turn the characters spend traveling in the crevasse, roll 1D6. On a roll of a 1, check the Glacier Random Events Table, ignoring the *Calving* and *Melt-off* results. Do not roll for wandering creatures while the party is in the crevasse.

The Stone Island

Read the following to the players:

In front of you you see an island consisting of boulders 5' to 50' in diameter.

GM NOTE: This island is easily climbed, and holds no danger for the party. If the characters climb to the crest of the island, go to the next section *View From the Crest*.

View from the Crest



Read the following information to the players:

Reaching the top of the stone island, you look north to see a pillar of smoke rising from an area of gray, discolored ice. In front of you, snow and ice stretch as far as you can see.

GM NOTE: The party must now cross nearly twenty miles of bare snow and ice. This will take them two to three days (rest-time included), travelling at about 1 mile every 6 turns (1 hour). All cold rules and the various random and location encounters and events are in full effect. Characters take 6 HTK of damage per hour due to heat loss.

The characters should travel to the north toward the smoke, since the smoke is the first sign of intelligent life that they have encountered).

After the first day the fire will burn out, and the smoke will disappear, but the party may still follow a fairly straight northerly route by watching the grey line of ice they are approaching.

If the characters travel north, read the following aloud:

You have travelled for a day, and the last whiffs of smoke disappear. However, you still see the grey line of ice from which the smoke was coming.

GM NOTE: If the characters are still in the Transitional Ice after three days, allow the Ice Elves from the rigger to rescue them (see below for details on the Ice Elves).

The Ice Elves

Read the following to the players:

The Ice Sea is a seemingly endless span of permanent ice. You are in the snowy foothills of the Transitional Ice, slowly descending to the Ice Sea.

Rounding the last spire of ice, you see a huge ship perched on large skate-like blades, resting at the edge of the first snowy hills of the Transitional Ice. The vessel is anchored to the ice by dozens of ropes and pitons. You see stocky, scantily clad humanoids swarming on the ship's deck. These humanoids have light-colored hair, varying from silver to light red, and pointed ears. On deck with these humanoids are half human, half bear, centaur-like creatures.

Far out on the ice, near the horizon, a sail marks the approach of another bladed ship.

GM NOTE: The stocky humanoids are Ice Elves. They are short and adapted to the bitter cold of the far north. Their hair is light-colored, generally yellow, brown, light red, or silver. Their eyes are pale, ranging from blue to grey to gold. They wear comparatively light clothes, even in the

coldest weather, and lose HTKs to cold only when the temperature is -60 degrees F or lower. They are, however, very susceptible to heat, taking double damage from fire, and finding temperatures around 50 degrees very uncomfortable.

The rigger on the horizon is manned by the Elves' deadly enemies, the pirates. Three days ago, the Elves fought and destroyed a pirate rigger about 10 miles north of here. It was the burning of this rigger that the party saw. Soon after, the Ice Elves saw the smoke from the wreck of the party's expedition, and sailed south to investigate.

Presently, the Elves are preparing to send an expedition on foot to find the source of the smoke.

The Elves will notice the approaching party within two rounds. The Ice Elves are the party's only means of escaping from this vast arctic waste. If the characters hide and are not discovered for half an hour (3 turns), the Elves will see the approaching pirate rigger and prepare for battle.

The pirate ice rigger has tracked the Elves and is readying to attack at the first opportunity.

The elven rigger is crewed by 12 Lawful Good Ice Elves. Once the party approaches, or is discovered, they will be greeted by the Ice Elf Captain.

The Meeting

Read the following to the players:

A finely dressed elf walks up to you and says, "Greetings, I am Santee, Captain of this fine rigger. You had something to do with the smoke we saw to the south; is this not correct?"

GM NOTE: The Captain will wait for a response, and then continue on. Read the following to the players:

"Three days ago we had a battle with a pirate rigger. We destroyed them and came south. Would you like to come with us to our city? You can get supplies there, and possibly go south to High Craigs with our merchants."

If the party agrees to go with the Elves, the Captain will say the following:

"Let us go below deck where you can warm yourselves and get a good meal." As you and Captain Santee go below deck, you hear an elf shout, "Elfbane". The crew immediately climbs aboard ship and turns the rigger around to face the approaching rigger.

There are two large objects under tarps which seem to be the crew's main interest.

If the party does not want to go with the Elves, read them the following:

"If you stay in this desolate region, you will surely die," Santee says, "if not by the pirates that pursue us, then by the harsh weather."

GM NOTE: The Elves will be friendly to the characters, but will not allow them free reign of the rigger. The term *Elfbane* refers to the pirates, and their elf killing swords.

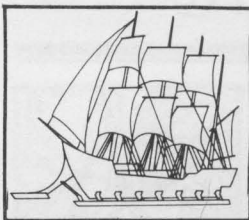
The Elves will ready themselves for the oncoming battle. To fight-out the battle, a board game has been included in the middle of this module. The GM should familiarize himself with the Ice Rigger Battle Boardgame before you start the battle; this will make the transition to the boardgame much easier for the players.



Ice Rigger Battle



THE ICE RIGGER BATTLE



Read the following information to the players:

The elves head for the mountain pass into their lands, but slow down before reaching the pass, allowing the pirate rigger to cut them off.

The pirates, with a larger rigger, move faster than the elves, although the elven

rigger should be faster than a comparable pirate rigger. Captain Santee mutters something about wind elementals as the pirates close to within firing range.

GM NOTE: The Elves' rigger is a war rigger posing as a merchant rigger. It is equipped with a catapult and a ballista. Each elf has a bow. The pirate rigger is equipped with two catapults and one ballista. Each pirate carries a bow.

The Battle Begins

Read the following to the players:

Immediately, all the Ice Elves clutch their throats, then fall down—fast asleep!

GM NOTE: The pirates have used their secret sleep dust formulated to knock out only Ice Elves. Turn the playing board over and play the boarding party as it attacks the stricken Elf ship. Only the player characters are unaffected by the dust. See pirate stats at the end of this section.

The Ice Battle.

The battle scenario included in this book has some special rules beyond those on the playing board.

1. The pirates start with an 8 Dice Air Elemental adding one (+1) to their movement.

Magic Items: A Staff of Elementals (one charge summons one of any type elemental, 6 charges).

Spells: 4/2/1

1st: Jump, Magic Missile, Push.

2nd: Invisibility, Darkness 15' radius.

3rd: Lightning Bolt.

Human Pirate, Skill 7 Mage

AC: 3, **HTK:** 19, **M:** 12",

Att: 1, **Dm:** 1D4 (weapon),

THACO: 19 **Align:** Lawful/Evil

Weapons: Dagger

Armor: Unarmored, but behind a wooden wall (AC: 3).

Magic Items: Ring of Feather Fall.

Spells: 4/3/2/1

1st: Magic Missile x 4.

2nd: Invisibility, Mirror Image.

3rd: Lightning Bolt x 2.

4th: Ice Storm.

(11) Human Pirates, Skill 3-8 Fighters

AC: 7, **HTK:** see below, **M:** 12",

IT: Average

Att: 2, **Dam:** 1D6+1 (axes).

The elves remove the two tarps, revealing a catapult and a ballista, taking the pirates completely by surprise. The elves' will get to first attack.

GM NOTE: A pirate mage is commanding an air elemental to help propel the pirate rigger.

If the elves try to escape by conjuring a similar elemental, the second pirate mage will cast an additional elemental, reinforcing their first elemental and giving the pirates better speed again.

2. The pirates have a special sleep dust that effects only the Elves. They have three charges and will begin firing after they have scored their first mast or blade hit. The gas only has to score a strike to effect the Elves, it does not have to hit a crew member.

3. Once the Sleep gas has taken hold, the Pirates will board the ship. All pirates, except the mages cross to the elf rigger (refer to the listing below).

If 8 pirates are killed, the remaining pirates will retreat back to their own rigger, unless the party is down to half of its original members.

Align: Neutral Evil,

THACO: see below

The leader has an elfbane sword (triple damage vs. elves for 3D8 HTK). Pirates cross to elf rigger in any order and attack individual characters in pairs.

Pirates:

1) Skill 3, **HTK:** 11, **THACO:** 18

2) Skill 3, **HTK:** 14, **THACO:** 18

3) Skill 3, **HTK:** 15, **THACO:** 18

4) Skill 3, **HTK:** 17, **THACO:** 18

5) Skill 3, **HTK:** 17, **THACO:** 18

6) Skill 3, **HTK:** 12, **THACO:** 18

7) Skill 4, **HTK:** 23, **THACO:** 18

8) Skill 4, **HTK:** 20, **THACO:** 18

9) Skill 5, **HTK:** 34, **THACO:** 16

10) Skill 7, **HTK:** 37, **THACO:** 16

11) Skill 8 (captain), **HTK:** 59,

THACO: 14

GM NOTE: The statistics for Ships, pirates, elves and others given within this module can be changed, and the board-game can be played with ships with different statistics.

PIRATES

Pirate Mages: The Staff wielder commands his Air Elemental to attack (8 Dice, 34 HTK). It will fly to the Elven ship once the two ships are locked together and try to throw the characters overboard. The other mage casts Magic Missiles (up to four spells) at meleeing characters, Lightning Bolts at any characters who kill more than two pirates, and an Ice Storm on anyone who directly attacks him (with spell or weapon).

If the staff mage is wounded and loses concentration on the Elemental, the Elemental will turn on him and attack him by breaking the staff over his head. The staff has six charges left and the explosion it causes (6D6 HTK of damage) will start a fire.

Human Pirate, Skill 5 Mage

AC: 3, **HTK:** 19, **M:** 12",

Att: 1, **Dm:** 1D4 (weapon),

Align: Lawful/Evil

THACO: 20

Weapons: Dagger

Armor: Unarmored, but behind a wooden wall (AC: 6).

During the battle the characters may do anything they want to do except operate the rigger.

The Victory

Elves' Victory

If the party defeats the pirates and captures or destroys the pirate rigger, continue reading. If the pirates win the battle, go to the following section, *Pirates' Victory*.

The party will be treated as befits their amount of aid in the battle.

If a character manages to capture the Elfbane sword, the Elves will treat that character with honor. If he pledges to des-

troy the blade (or give it to the Elf King) the elves will treat him as a brother.

Now, go to the next section, *The Elven City, Crystal Dream*.

Pirate's Victory

If the pirates win the battle, any elves and characters still alive will be taken prisoner. If the characters do not escape, they will awaken in three days to the sound of battle. The pirate rigger is losing in a battle with three Ice Elven riggers.

The party and the captured Ice Elves will be freed and taken to the Elven city, Crystal Dream.

Read the following to the players:

You are captured and thrown into the pirate rigger's hold. Your feet and hands are chained.

On the third day since your capture, you are awakened by loud cheers. After a few minutes, an elf comes down the stairs toward you.

"You are free," he says. "We have defeated the pirates and are now on our way to Crystal Dream. Please come with me." You go with him to his ship where he gives you food, clean clothing, and a medicine that makes you warm and sleepy.

The next thing you know, you are called to the deck. Before you is a magnificent city carved out of a mountain of ice.

Crystal Dream



Read the following to the players:

Upon your arrival at Crystal Dream, you are led through a crystal gate in the side of an ice mountain.

The remainder of the elven crew tells the gate keepers of the pirate attack, and the good news of your safety spreads. Immediately, a crowd of several hundred Ice Elves gathers around you.

GM NOTE: If any character has *Elfbane*, the elves will keep a respectful distance away from him, but they will remain extremely festive.

Continue reading the following to the players:

The caverns of the Ice Elves seem to be partially natural and partially elf-made. Crafted sections appear to be melted rather than carved.

Most walls are white, but some have been dyed bright colors. Some wall sections are opaque, others transparent, and in some areas the ice within the walls seems to swirl and leap in beautiful designs. The walls do not meet the angles at the floor or ceiling, but instead blend and curve from one surface to the next.

Great pillars of ice, skillfully sculpted to resemble tree trunks or huge braids of hair,

stretch from the spacious floors to the high ceilings. Relief sculptures have been carved in many walls. The ceilings glow as sunlight reflects through the ice, brightly lighting the elf caves.

The caves themselves are comparatively warm, though you notice that the ice does not melt. Although cool to the touch, the walls are not cold. You see a blue sheen over the white of the ice in many places.

The elves of the city are well dressed and fed. Many wear bright clothes, but few wear armor or carry weapons. As the elves gather around, you notice that there are two distinctly different types of city elves. One group consists of Ice Elves, and the other seems to be Wood Elves. The latter are taller and generally thinner with darker features. Each Elven race is equally friendly, greeting you cheerfully.

Amongst the elves are many elven dogs, large shepherd types, which bounce around the crowd. You also notice several centaur-like creatures at the fringe of the crowd. These have human torsos which are connected to huge, shaggy bear bodies. These creatures appear friendly, but are shy.

You are led through a variety of chambers, all similar, but individual in appearance.

GM NOTE: If the party was victorious against the pirates, capturing the pirate

rigger or *Elfbane*, the characters are led in triumph to a feast.

After the feast the party is led directly to the King. Otherwise, they are fed and lodged for two days before gaining an audience with the King.

Read the following to the players:

While awaiting your audience with the King, you are given free reign of the City.

You sleep in a stadium-sized family communal living area: divided only by low, movable walls of cloth. Occasionally you see bear-centaur children romping with elven youngsters.

GM NOTE: If the party explores Crystal Dream, read them the following:

Crystal Dream, is a vast complex of rooms, including greenhouses (where plants magically grow out of the ice), storage rooms filled with southern lumber and textiles, shops, and manufacturing areas.

Elf King, Barandan Caslothel

Read the following to the players:

You are escorted to the throne room which consists of plain ice walls where occasional trophies of hunting or war and scattered tapestries and wall hangings are hung.

A bas-relief mural spanning the north wall tells the tale of a long, bitter journey by a tribe of elves. A statue stands against the east wall.

The King stands before his throne.

Strangely, in this realm of ice and bitter winds, the king is a Wood Elf. His hair is streaked with grey, though this seems to be more from care than from age. He is unarmored, but a long sword leans against his throne, ready at hand.

The King signals for his court to leave, and only two of his personal guards remain. **GM NOTE:** If a party member has *Elfbane*, the King will wait expectantly for it to be offered to him. If it is not offered to him, he will begin talking.

Read the following to the players:

"Welcome good folk. I hope your welcome here has been all you could wish for. As you might expect, we get few visitors here with whom to practice our hospitality.

"I am certain you have many questions, but listen first to my story; it may answer your questions before you have need to ask them. Afterwards, I have a proposition which you might find of value.

"Some centuries ago, an evil human mage gathered a following by the sheer force of his personality and power. He planned to carve out a kingdom from the elf lands near Oakheart. He was defeated in battle by Wood Elves, and he and his people fled north.

"After many hardships, the mage and his people founded a kingdom along the southern edge of the Great Ice Sea.

"Eventually, their mage-ruler came to the end of his life, but refused to die, becoming a lich, priest-lord of his people, who were becoming known as pirates.

"In the Great North War, we surprised and scattered the pirate army, and besieged their stronghold. We razed the pirate city and imprisoned the lich lord in his own citadel. After this, the pirates fled north.

"One of our fleets destroyed the pirate fleet in the battle of Benobas Bay, and the elf Admiral Rawlain slew the great pirate Lord Lerofen. Rawlain then tried to defeat the new pirate stronghold to the north, but he never returned.

"In the two centuries since the disappearance of Rawlain, we have grown in numbers, and made friends with the Andursine clan of bear-centaurs.

"I, being but a captain and mage, planned and coordinated the creation of Shaper, the Frost Gem. With Shaper, we made Crystal Dream what it is today."

"That is my story. Now, for a very important question. In preparation for a surprise attack by our fleet we ask that you spy out the approaches to the pirate stronghold, the Splinter Spire. If you aid us, we will reward you handsomely and, after our battle with the Spire, we will give you free passage to Trader Town, where you can ship south to Northcoast.

"If you do not wish to aid us, you will be able to catch a rigger going south from here, but you will have to wait until our battle is over.

In either case we must act now, before the last of the warm weather ends."

The Attack on Crystal Dream

GM NOTE: Some traitorous elves have

brought a huge pirate raiding party into Crystal Dream. The pirate contingency is 150 men strong. Before the raid is over, the pirates will be scattered throughout the city.

Read the following information to the players:

To your surprise the statue along the east wall slides to one side and two elves enter. Both of them are heavily armored and have their swords drawn.

"What business have two counsellors in the royal treasury?" growls the King. "Gwilliam? Khardef? What do you mean by this?"

"Old fool," replies one, placing a helm on his head. "First you lead us to this forsaken land of ice and snow. Then, you would have us fight a war to keep it, and be indebted to scum such as these adventurers besides. We suspected that you intended to ask their aid, but now we've found an explanation for your blundering ways."

A crowd of men emerges from the same doorway that Gwilliam and Khardef came through. The men are putting on jewelled armor and they all grip elven weapons. They look like the pirates you fought earlier.

The King turns to you and says in a wrathful tone, "I'm afraid that I have brought you here only to die at the swords of cowards and traitors. If there are other pirates here, they have undoubtedly found their way into the city as well. We are undone."

As if in answer, you hear fighting in the next room.

"Trapped...perhaps," growls the King, glaring at the two elves. He motions his two personal guards to his side and picks up his sword.

The King and his two guards charge the traitors and the traitors' cohorts.

GM NOTE: At this point, ask the players to state their actions. 736, 320

King Barandan Caslothel

Wood Elf, Skill 9 Fighter/Skill 7 Mage

ST: 17 (+1, +1), IT: 16, IN: 11,

SM: 15 (+2), D: 13, A: 15

HTK: 53, AC: 9,

Align: Lawful/Good

THACO: 8 (with sword).

Weapons: +3 Sword of Power (see Magic Items for description).

Armor: None

Magic Items: +3 Sword of Power: If an opponent who is fighting the wielder of this sword rolls a 1 on his To Hit roll, the Sword of Power strikes his opponent's weapon and destroys it. This sword destroys enchanted weapons.

Ring of Regeneration, Ring of Defense: Causes one attack, on the King, per round, to miss, at a cost of one charge. It currently has 5 charges.

Jaromall Longlimb, King's Guard

Ice Elf, Skill 8 Fighter

ST: 18/09 (+1, +3), IT: 13, IN: 10,

SM: 14, D: 16 (+2), A: 9

HTK: 45, AC: 2

Align: Lawful/Good

THACO: 11 (with sword).

Weapons: +2 sword

Armor: +1 chain mail

Magic Items: None

Lorrendel Talltree, King's Guard

Wood Elf, Skill 8 Fighter

ST: 18/09 (+1, +3), IT: 14, IN: 11,

SM: 12, D: 16 (+2), A: 12

HTK: 47, AC: 2,

THACO: 11 (with sword).

Weapons: +2 sword

Armor: +1 chain mail

Magic Items: None

Jaromall and Lorrendel are blood brothers who have been training together for nearly a century. They will fight to the death for the King.

Gwilliam Greenheart, Traitor

Wood Elf, Skill 7 Fighter

ST: 13, IT: 11, IN: 9,

SM: 12, D: 14, A: 16

HTK: 37, AC: -3,

THACO: 12 (with sword).

Align: Lawful/Evil

Weapons: +2 Sword of Cold (see Magic Items for description)

Armor: +2 plate mail & +1 large shield

Magic Items: +2 Sword of Cold: This sword does double damage to fire-using/dwelling creatures.

Wand of Lightning Bolts (3 chgs): Gwilliam will use it only if the King and guards are dead.

(4) Pirates

Human, Skill 4 Fighters

HTK: 17, 18, 20, 22, AC: 4,

THACO: 19 (with sword)

Align: Lawful/Evil

Weapons: +1 long sword

Armor: +1 elven chain mail

Magic Items: None

(2) Pirates

Human, Skill 6 Fighters

HTK: 31, 34, AC: 1,

THACO: 17 (with sword)

Align: Lawful/Evil

Weapons: +1 long sword

Armor: +1 plate mail

Magic Items: None

Shkarn Fralco

Human, Skill 8 Fighter

ST: 15, IT: 13, IN: 15,

SM: 11, D: 9, A: 10

HTK: 46, AC: 0,

THACO: 14 (with sword)

Align: Lawful/Evil

Weapons: +2 two-handed sword

Armor: +1 plate mail

Magic Items: +1 Ring of Protection, Cloak of Blending.

If a battle begins to go badly, Shkarn will attempt to sneak around to the rear of the party.

Restaim Icemaster, Pirate Chief

Human, Skill 12 Mage

ST: 13, IT: 18, IN: 15,

SM: 12, D: 16, (+2) A: 17

HTK: 25, AC: 4,

THACO: 15 (with dagger)

Weapons: +1 dagger

Armor: None

Magic Items: Wand of Frost (12 chgs),

Staff of Power (15 charges). Restaim

uses Magic Missiles (4D4+1 each),

Lightning Bolt (8D8), and Cone of

Cold (8D4+8).

Spells: 4/4/4/4/1

1st: Burning Hands, Charm Person,

Magic Missile x2.

2nd: Continual Light, Invisibility,

Mirror Image, Stinking Cloud.

3rd: Dispell Magic, Haste, Invisibility

10' Radius, Slow.

4th: Dimension Door, Ice Storm, Poly-

morph Self, Wall of Ice.

5th: Animate Dead, Conjure Elemental,

Cone of Cold, Teleport.

6th: Globe of Invulnerability.

At this point, the players should play the King and his two guards in addition to their own characters

If the characters and good elves kill five or more of the enemy humans/elves, the remaining raiders will flee into the treasure room, then down the tunnel beyond the room, and out onto the ice ledges (see

Crystal Dream map). In doing so, they will cave in the tunnel behind them (as noted on the map). On their way through the treasure room, a pirate will grab Shaper, a magical ice-manipulating gem.

Read the following to the players:

The King says, "Do not pursue them, they no doubt have Shaper and can bring the tunnels down on you. Yes, Shaper, the Frost Gem that helped to create, and now sustains our city. Without it, Crystal Dream will crumble. Anyone who possesses Shaper can command ice to do as he wills; thus he could be the greatest power in the North.

"But I think I know how the pirates entered the Crystal Dream. If you wish to recover Shaper for us, you must go now. Find the raiders before they escape. Tell the guards to direct you to the Viewing Room. Show them this." He slips an ice ring from his thumb and gives it to the leader of your party. "The guards will know that I gave you this, for if this ring was forcibly taken from me, it would melt. Go now with your god's speed."

There are several holes in the doors, and an axe blade protrudes through its stout beams. A single metal bar holds the doors closed.

The Ice Elf turns toward you, with his sword held defiantly across his body. "So, traitors," he says. He is trembling, but whether it is with fear or rage is not apparent. "You have killed our king. You must pass me before you can open these doors, and I say you shall not pass."

* * *

This is Variol, a young Ice Elf guard.

Variol

Ice Elf, Skill 4 Fighter

ST: 14, IT: 13, IN: 13,

SM: 10, D: 16 (+2), A: 13

HTK: 18, AC: 4,

THACO: 17

Align: Lawful/Good

Weapons: long sword

Armor: chain mail & shield

Magic Items: None

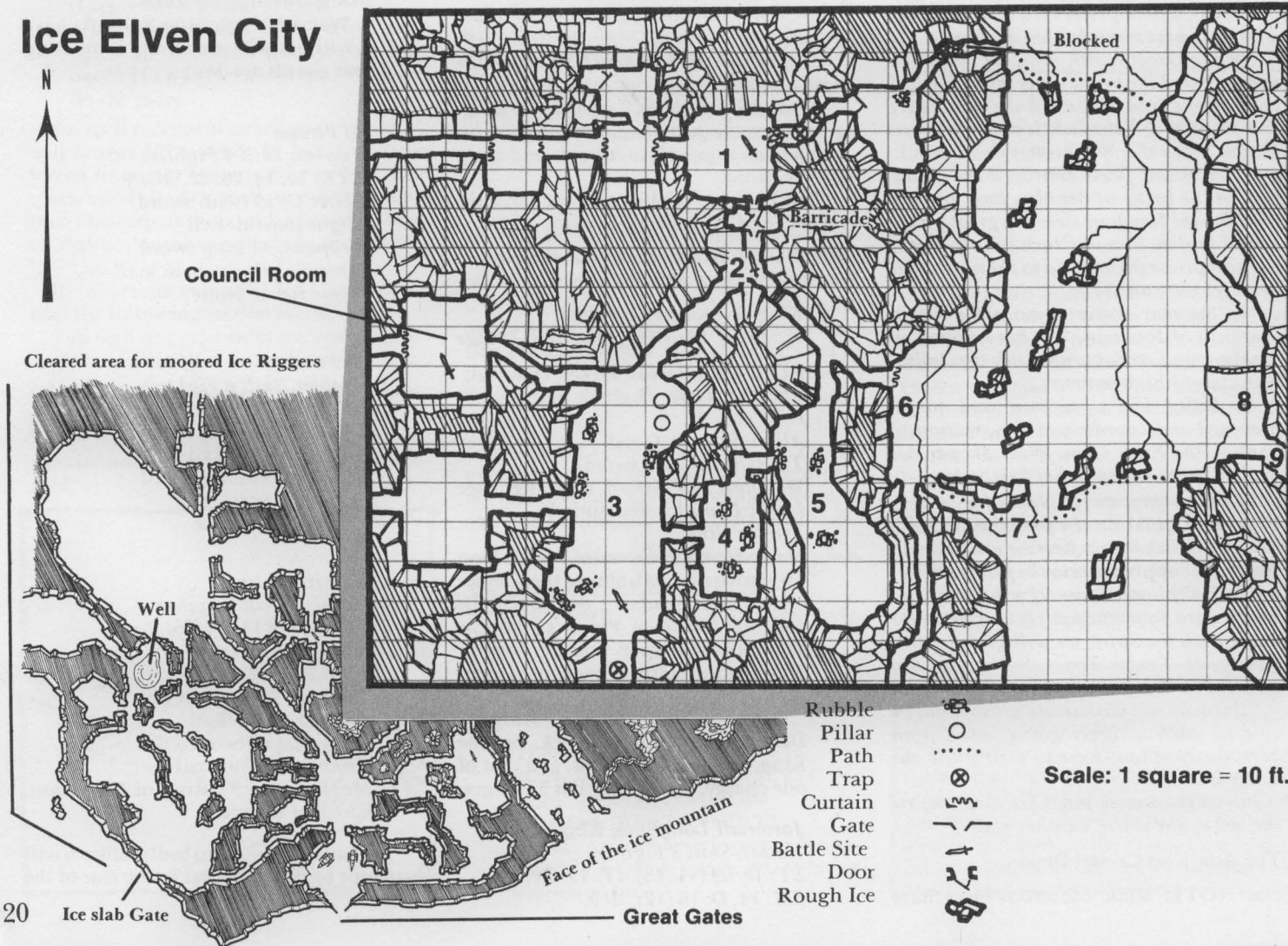
Physical Description: Variol is tall (5'8") and thin (135 lbs) for an Ice Elf. He is young, brave (but feels that he is a coward), and a good fighter, though he is unsure of his skills.

Variol was told by his father, who is fighting beyond the doors, to hold the doors closed at all costs.

1 BATTLE IN THE CORRIDOR

Going south through the double doors you see a young, lone Ice Elf guarding a second set of double doors, through the sounds of battle can be heard.

Ice Elven City



If shown the King's ring, Variol will aid the group in any way possible, including leading them to the Viewing Room (Room 6).

Beyond the doors is a one-sided battle. Four elves fight nearly a dozen pirates. Bodies lie scattered everywhere.

(4) Elves

Ice Elves, Skill 6 Fighters

HTK: 24, 18, 14, 8,* AC: 5,

THACO: 16

Align: Lawful/Good

Weapons: long swords and throwing axes

Armor: chain mail hauberks

Magic Items: None

*Current HTK after sustaining wounds.

Jorell, Variol's father

Ice Elf, Skill 9 Fighter

ST: 17 (+1, +1), IT: 12, IN: 10,

SM: 17 (+3), D: 15, (+1) A: 13

HTK: 75, (39)* AC: 2

THACO: 10 (with sword)

Align: Lawful/Good

Weapons: +1 long sword

Armor: +1 chain mail & +1 shield

Magic Items: Ioun Stone: Vibrant purple, stores 2-12 levels of spells.

*Current HTK after sustaining wounds.

(11) Pirates

Humans, Skill 4 Fighters

HTK: 16 (+5), 11 (+3), 8, 6, 3*

AC: 7, THACO: 18

Align: Lawful/Evil

Weapons: axes

Armor: studded leather

Magic Items: None

*Current HTK after sustaining wounds.

If the pirates lose more than four of their number, read the following to the players:

The remaining pirates retreat to a barricade around the corner where they are joined by six other pirates.

The surviving elves drag their wounded and unconscious fellows north, behind the doors, which they bar once the pirates have left.

Variol grips his father, explaining about your party and the King's ring.

Variol's father says, "It is time to prove yourself, Variol, so do as the King bids."

Variol says to you, "I know of a way to bypass the regrouped pirates. Ahead is the Banquet Hall. We must go there at once. Follow me."

2 BANQUET HALL

As you approach the Banquet Hall, you can see many pirates in the room. Sounds of battle come from the south end of the hall, where thirty pirates are fighting nine elves. Similar sounds echo down a corridor which, Variol whispers, leads to the council room.

At the corner of the room you can see the shoulder of a pirate guard. In the center of the Hall is a group of three pirates confer-

ing. They are wearing fine clothes, armor, and jewelled weapons.

Messengers from side corridors dart in and out, carrying orders to the three pirates.

Wailing and faraway cries underscore the battle going on throughout the City. The bodies of elves and pirates are scattered throughout the Hall.

* * *

This room is the main command center for the raiders.

Pirate Guard

Human, Skill 3 Fighter

HTK: 12, AC: 5,

THACO: 18

Align: Lawful/Evil

Weapon: two-handed battle axe

Armor: chain mail hauberk

Magic Items: None

During the first round of combat he shouts a warning.

The group of three finely dressed individuals in the Hall is the command group for the attack on the City.

Ralcaris

Human, Skill 8 Mage

ST: 9, IT: 18, IN: 11,

SM: 8, D: 16 (+2), A: 12

HTK: 28, AC: 8,

THACO: 19

Align: Lawful/Evil

Weapon: dagger

Armor: None

Magic Items: None

Spells: 4/3/3/2

1st: Burning Hands x 2, Magic Missile x 2.

2nd: Invisibility, Pyrotechnics, Stinking Cloud.

3rd: Fireball x 3.

4th: Fire Shield, Wall of Fire.

Malunem Shorcul, Pirate Leader

Human, Skill 8 Fighter

ST: 18/89 (+2, +4), IT: 15, IN: 12,

SM: 11, D: 14, A: 16

HTK: 45, AC: 3

THACO: 12 (with sword)

Align: Lawful/Evil

Weapon: +1 Elfbane long sword,

Lament

Armor: plate mail

Magic Items: None

Halorid Vornsund, Pirate Monk

Human, Skill 6 Monk

ST: 15, IT: 9, IN: 15,

SM: 12, D: 15, A: 12,

HTK: 19, AC: 6, M: 20"

Att: 3/2 (open hand), Dm: 2D4

THACO: 18,

Align: Lawful/Evil

Weapons: (3) Javelins (+3 hit, 1D6+5 dam)

Armor: None

Magic Items: None

Special Abilities: A, B, C, and D.

(4) Pirates

Human, Skill 5 Fighters

HTK: 28, 25, 22, 19, AC: 4, M: 6"

THACO: 16

Align: Lawful/Evil

Weapons: battle axes

Armor: banded mail

Magic Items: None

These three pirate leaders are standing at the spot marked A on the map and are directing the fighting and guarding the treasure that is being delivered by other raiders.

At the south end of the Hall, thirty pirates (standard, as above) are fighting with nine elves (see below).

(9) Wood Elves, Skill 5 Fighters

HTK: 16—average (including wounds)

AC: 10, M: 12"

THACO: 16

Align: Lawful/Good

Weapons: long swords and throwing axes

Armor: None

Magic Items: None

GM NOTE: If the party moves stealthily, they will have a base 50% chance of moving through the Hall, and the same chance of surprising the pirate leaders.

Unless the command group is wiped out in two rounds, the pirates from the battle in the south of the Hall will aid their fellows. Three of these standard pirates will join the combat each round, until all three of the leaders (mage, fighter, and monk) are killed. Once the leaders are killed, the pirates will scatter, and within half an hour the news of their dead leaders will cause all of the pirates to flee the City.

3 THE LIBRARY

You see three standard pirates burning books and torturing two ancient Ice Elf librarians. The walls are lined with wooden shelves, and broken tables are scattered around the room.

* * *

The pirates here do nothing against the party, unless they are attacked, and are generally cowardly.

4 THE ARBORIUM

This greenhouse is where the elves grow trees and vegetables. Seven standard pirates have a pair of Ice Elven women trapped in the south corner of this room. The women, who are bravely warding off five of the pirates with their staves, are shielding a bear-centaur child behind them. The other two pirates are chopping down plants and setting trees on fire. They will not notice the party unless the party attacks.

Special magics (Potions of Fertility) cause the plants to grow in the ice floor.

* * *

This room is where a major portion of the city's food is grown.

(2) Ice Elf Women
 Skill 1 Fighters
 HTK: 8, 8, AC: 10, M: 12"
 Att: 2/round, Dm: 1D6,
 THACO: 20
 Align: Lawful/Good
 Weapons: staves
 Armor: None
 Magic Items: None
 Specials: None

These two elven women are gardeners.

5 NORTH CORRIDOR

You hear voices muttering in the west corridor. You have circled around the barricade behind the pirates there, who are talking about attacking the throne room.

6 THE VIEWING ROOM

You see two pirate guards standing beside the two entrances to the Viewing Room. "The Viewing Room is an open lounge overlooking the glacial ice chasm that runs beside the City," Variol whispers. "This is usually a beautiful view. The chasm reflects light in a rainbow of colors. The walls and spires twist and flow in natural shapes." Now, however, all you see is an ominous, silent fissure littered with elf bodies.

At the south edge of the viewing platform is a rough-hewn path that leads down and circles behind a large ice column. Ice chips and broken tools indicate that this path was recently carved.

"We must kill the guards and find out where the path leads us," Variol says.

* * *

If the characters check the elf bodies, they discover that three of them are Ice Elves that are sleeping. The other two are Wood Elves that have been killed with axes.

(2) Pirate Guards

Human, Skill 7 Fighters
 HTK: 37, 34, AC: 3, M: 6"
 Att: 1, Dm: (by weapon)
 THACO: 14
 Align: Lawful/Evil
 Weapons: long swords
 Armor: plate mail
 Magic Items: None
 Specials: None

These two guards are guarding the raiders' entry and escape route.

7 THE ICE COLUMN

The floor of the chasm is 50' below the Viewing Room. Following the path

behind the pillar, you come out onto an ice platform that has been carved from the column.

* * *

Any character that steps onto this platform is immediately attacked by an Ice Golem.

If any character steps onto the platform, read the following aloud:

When you step onto the platform, you are surprised by a humanoid figure of ice that is rising out of the floor.

(1) Ice Golem

AC: 3, HTK: 50 (5D10), M: 6",
 Align: Neutral,
 IT: Non
 Att: 1 Dm: 3D6,
 THACO: 13

Special: Shards: There is a 1 in 4 chance of the Golem casting shards. Shards attack in a path 10' wide by 30' long leads away from the Golem. The shards do 4D4 HTK of damage to those characters who fail their saving throws vs. Breath Weapons. A successful save indicates the character has avoided the shards completely

The Golem is controlled by a 1" blue cube located on the eastern end of the platform. The cube weighs 1 gp and can withstand 7 HTK of damage before it is destroyed. If the cube is destroyed, the Golem will also be destroyed.

The characters have a 10% chance of seeing the cube.

Anyone holding the cube is protected from the Golem, but cannot command it.

The Golem can only move on the platform.

If the party is successful in destroying the Golem, or have figured out a viable way past it, read the following to the players:

Beyond the platform, in the far wall of the chasm, is a gaping hole that leads to a tunnel. The edges of the hole appear to be melted. There is a chamber to the north where several men and elves are arguing loudly.

GM NOTE: The tunnel leads to the pirates' mustering chamber and also to the hidden plain on which the raiders' riggers are moored.

8 THE MUSTERING CHAMBER

You see that the passage you are walking through ends in an archway to the northeast. Through the archway you see a huge rough-hewn hall which contains those pirates that fled from the throne room, six other regular pirates, three traitorous elves, and a pirate mage.

The mage is holding a gem, scintillating in shades of green and blue, that is nearly a foot in diameter. The elves are arguing with the mage about the gem.

* * *

The mage and elves are arguing over the gem, Shaper.



(3) *Traitorous Elves*

Wood Elves, Skill 5 Fighters

HTK: 40, 35, 27, AC: 5, M: 9"

Align: Chaotic/Neutral

Att: 1, Dm: (by weapon),

THACO: 15,

Weapons: long swords

A armor: chain mail

Magic Items: None

Specials: None

Harley Eaorl, Pirate Mage

Human, Skill 8 Mage

ST: 12, IT: 16, IN: 13,

SM: 7, D: 18, (+4) A: 13,

HTK: 23, AC: 6, M: 12"

Align: Lawful/Evil

Att: 1, Dm: (by weapon)

THACO: 19,

Weapons: wooden staff, dagger

A armor: None

Magic Items: Wand of Wonder (6 chgs)

Specials: None

Spells: 4/3/3/2

1st: Charm Person, Magic Missile, Shield, Shocking Grasp.

2nd: Invisibility, Mirror Image, Stinking Cloud.

3rd: Fly, Lightning Bolt, Slow.

4th: Polymorph Self, Wall of Ice.

If the party is spotted, the traitorous elves and pirates will charge.

If the party attacks first, they will have a 50% chance of surprising the raiders.

As soon as the characters are seen, the mage will form a Wall of Ice across the center of the chamber using Shaper (one melee round), create a new tunnel to the riggers (one melee round), and then head east. The wall blocks the pirates and elves from any retreat north.

If the mage is killed immediately, one of the other raiders will grab Shaper and attempt the same action.

9 THE TUNNEL

The tunnel to the east extends for about a quarter of a mile, then opens into a vast chamber. There are nearly a dozen riggers moored here. They seem to be unguarded.

* * *

The pirate guards will be alerted by the mage (or other raider) who is carrying Shaper.

Six of the pirate guards will push aside a slab of ice, revealing a hidden gate to the east. The pirates will then run outside, get into a rigger, and escape. The 30 pirate guards and the mage will be gone before the characters can get close enough to stop them.

The rest of the riggers here can be set aflame by five HTK of fire damage each.

Every turn, 2D6 standard pirates will appear from the west tunnels, carrying jewels and captives.

If the riggers are burning, the pirates will make a mad rush to them, dropping everything they are carrying.

If all of the riggers seem to be destroyed,

the pirates will rush out of the gate, where half a dozen smaller riggers are awaiting.

The overwhelming numbers of returning pirates will ensure that they recover at least a couple of riggers that have not been seriously damaged.

The Pursuit

Read the following to the players:

You arrive at the Banquet Hall, where the Elf King, with all of his wounds healed, greets you. The hall has been turned into a hospital. The King tells you the following information:

"Crystal Dream is in ruins. Its basic structure is intact, but its walls and tunnels have been collapsed, sculptures are destroyed, and piles of goods are burnt. Nearly a hundred elves of both clans have been killed, and many are missing. All but a half dozen of our bear-centaur friends have been killed or captured, and all of those remaining are wounded.

"The raiders used sleep dust to subdue our sentries and penetrate the city. Small battles involved groups of pirates, individual pirates reached nearly every area of Crystal Dream. Elven losses would have been even greater had the pirates killed the hundreds of sleeping Ice Elves. The brunt of our defenses rested on the Wood Elves, the bear-centaurs, and your party.

"If any of you are in need of healing, our clerics can spare some spells."

GM NOTE: If any of the party members are wounded, the elven clerics will cast two Cure Light Wound spells for each character.

Continue by reading the following to the players:

"I knew that some of my Wood Elven kin were unhappy in this frozen realm, and that some of the Ice Elves were displeased with our ascendancy, but I never suspected that they would turn on their own kind.

"Some of our missing citizens might be the traitors, while others may still be in hiding.

"You have done much for us, but I must ask even more from you. You have earned your trip south, now but we need you more than ever.

"We have two riggers here. My remaining fighters and I are taking the first south to rendezvous with our fleet. We are going to besiege the pirates' stronghold. Take the second rigger and a skeleton crew and follow the pirates. Find the hidden pass that they used to avoid our fleet.

"Several pirates were left behind, but before they died they told us that they used a mountain pass which the elven traitors found. They were planning to leave one pirate rigger behind for stragglers. Then the raiders could continue to their stronghold.

"Take that rigger to the pirates' Spire. Our ice rigger crew will teach you the fundamentals of operating ice riggers.

"The crew must remain at the pass to destroy it, while your party continues to the pirates' Splinter Spire.

"I fear that our fleet will be unable to take the Spire, but a small party like yours may be able to penetrate the Spire unnoticed and reclaim Shaper. We need Shaper, or our city will die in a fortnight."

GM NOTE: Make it clear to the players that this is not only a great chance for adventure and treasure, but their best chance to eventually escape from the North.

If the elf fleet is defeated, the pirates might attack Crystal Dream before the party can be ready to trek south. The characters might even be caught out on open ice by pirate raiders.

If the party agrees to help the King, read them the following information:

"We will give each of you a magic item for this adventure," the King says, "but please try to rely on stealth, and use force as a last alternative."

GM NOTE: Most magical armor and weapons (up to +3), miscellaneous items, rings (except Wish and Wizardry), potions (except Heal, all of which are being used), rods, wands, staves, and scrolls are available for the King to give to the party. Do not give them excessively powerful items, such as Wish spells or Artifacts.

Only one of each item is offered each player character because so many were stolen by the pirates and traitors. (Let the players refer to the standard rule books to choose the magic items that they want.)

After each player character has chosen a magic item, read the following aloud:

You are given supplies, Ice Elven cloaks (no cold loss under normal conditions), and shown to the rigger. As you prepare to climb aboard, the chief of the bear-centaur clan comes forward and signs that he wishes to give your party a necklace of bear teeth.

The captain of the rigger says, "The pirates took a dozen of the bear-centaur young, which is nearly all of the race. Chief Ulgaram is expressing his hope that you will be successful in saving them.

"The Teeth of Talanche have a powerful dweomer, which allows their owner to turn into a polar bear twice a day. Wear them in honor, for only two of our own people have ever worn them before."

Teeth of Talanche: The wearer of this bear teeth necklace can turn into an eight-hundred pound polar bear.

Polar Bear

AC: 5, HTK: (same as the wearer's), M: 15"

Align: (same as wearer's), IT: Low

Att: 3 Dm: 2D4/2D4 (claws), 1D10 (bite)

THACO: (same as the wearer's)

Special: Tracking: by sense of smell.

Not affected by normal arctic temperatures

As long as the wearer is wearing the Teeth, whether changed or not, he can speak and understand the polar bear language. The change lasts 6 turns, or until the wearer wishes to change back.

Pirates' Spire



Read the following to the players:

Your party's rigger follows the tracks left by the raiders. Almost immediately, the path turns east, running directly toward the mountains. Your Captain says, "Few Ice Elves have ever ventured this way. We assumed that the wall of mountains was impenetrable this far north."

As night falls, you begin to pass the sprawled bodies of dead pirates. The captain explains that the pirates throw their dead out onto the ice. Finally, in the last glow of light, you stop for the night and tie down the rigger.

In the thick insulation of the elven furs, you manage to keep warm enough to sleep.

The next morning, your rigger pushes eastward; the Captain points out the pirates' camp, not five miles from where you spent the night. There are more bodies at the pirates' camp.

As your trip progresses, you learn more and more about ice rigger sailing.

Following the tracks and the directions obtained from the dying pirates at the city, you follow a twisting path through rough ice and snow, until a pass opens ahead of you.

Scouting the area, you determine it is void of life, but the rigger is there. The pass itself has been widened and smoothed, and will take much work to destroy.

Your party climbs into the small pirate craft and slips down the eastward side of the pass. The sharp sounds of tools breaking the ice of the pass follow you out onto the Great Ice Sea.

The pirates' path is now easy for you to see. They must be no more than an hour ahead of you.

Early on the third day sails come into view ahead. Great mountains loom over the pirate riggers and sparkle in the sun. A snow-filled pass beyond and before the riggers, cuts through the mountain range. Near the northern spur of the mountain and to the north of the pass stands a black stone spire. In the morning sun, it seems to have been broken from the mountain itself. This must be the Splinter Spire.

The pirate riggers are disappearing into an ice valley carved into the snow piled about the Splinter. Several miles of snow lie between you and your goal. The track you follow dissolves in a confused tangle of criss-crossing trails.

GM NOTE: The party must now pass through another wilderness of snow and ice, similar to the Transitional Ice to the south.

If they attempt to sail to the ice valley/

road, their rigger will be destroyed in the trap area of the valley mouth (marked with an X on the map), doing 6D6 HTK of damage to each character unless a thief, checking for traps, precedes the rigger through the zone (half mile wide—2 hours).

Use the Transitional Ice Random Encounters, replacing sharactics and polar bears with the following Encounters:

(5) Ski Troops, Pirates

Human, Skill 4 Fighters

HTK: 35, 28, 27, 20, 18, AC: 8,

M: 6"/14" (on skis),

Att: 1, Dm: (by weapon)

THACO: 18,

Align: Lawful/Evil

Weapons: axes

Armor: leather

Magic Items: None

Specials: None

If the ski troops are not surprised, they will have spotted the party earlier. If the party has been spotted, only four troopers will attack, the fifth will remain on high ground to observe.

Ski troops will move at full speed through the party. They will make one attack before disappearing into the blowing snow. The characters get one range attack and one melee attack, unless they are surprised. The troopers repeat these attacks until they (the troopers) are downed (knocked off their skis on a hit doing 6 HTK of damage or more).

If all four troopers are downed, the fifth trooper will ski for the Splinter. He will be within the party's bow range (and sight) for two rounds.

The various location encounters, noted on the Spire Map cover the approaches to the tower.

When the party comes within three hexes of a location, roll 1D6. On a roll of 1 or 2 the party is discovered.

The approaches to the Splinter Spire are snowy hills and valleys. An ice road passes through this zone. The pirate riggers travel to the Spire on this road. A false road, ending in a rigger trap, heads directly toward the Spire for about half the distance.

Before the Spire is a field of ice, used to temporarily dock/park riggers.

Fixed Location Encounters Before the Spire (see map).

1 FROST GIANTS

Three snowballs (the size of bug-bear heads) seem to come out of nowhere, and hit three of you for 1 HTK of damage each. Laughing, three Frost Giants come out of hiding.

* * *

The snowballs were thrown by three Frost Giants.

(3) Frost Giants

AC: 4, HTK: 60, 48, 37, (10D8+1-4)

M: 12", Align: Chaotic/Evil

IT: Low, Att: 1 Dm: 4D6 (giant axe)

THACO: 10, Size: L

Special: Impervious to cold attacks.

The Frost Giants are easily duped. They speak some common, and if the party is friendly toward them, they will talk companionably for a while.

The giants have learned to avoid serious trouble with the pirates (the giants think that the characters are pirates). They know about the Snow Borer and the Yeti.

The giants speak of the Borer in hushed tones, mentioning its location and how much they fear it.

They play catch with the Yeti occasionally, stalking him for fun.

Their lair is a small ice cave, with a few pieces of stone furniture, copper bowls, part of a roast deer, and a pair of diamond whetstones (worth 750 gp each) in a leather bag. The whetstones are used to sharpen their axes.

2 THE YETI

You hear a horn blow and see a large, white, hairy creature run over a hill in front of you.

* * *

The horn was blown by a yeti. The party can easily track the Yeti to its lair.

Yeti

AC: 4, HTK: 27(4D8+4), M: 15"

Align: Neutral,

IT: Average, Att: 2 Dm: 1D6/1D6

THACO: 15, Size: L,

Special: Camouflage: Surprises its opponents on a roll of 1-3 on 1D6).

The Yeti has a horn on a chain around its neck. In its first round of combat, it will blow the horn to warn the occupants in the Spire. Fortunately, it also does this when the frost giants play with it. For this reason, the pirates will only send 5 ski troops to check on the alarm. The ski troops will arrive in one hour.

The Yeti's lair is a small hollow that is littered with bones. A black Cube of Frost Resistance is imbedded in the ice among the bones.

3 THE SNOW BORER

You see a ridge of snow, 6' high, approaching you.

* * *

The ridge is caused by a Snow Borer.

Snow Borer

AC: 5, HTK: 87 (15D8), M: 9"

Align: Neutral, IT: Animal,

Att: 1, Dm: 3D4

THACO: 8, Size: L

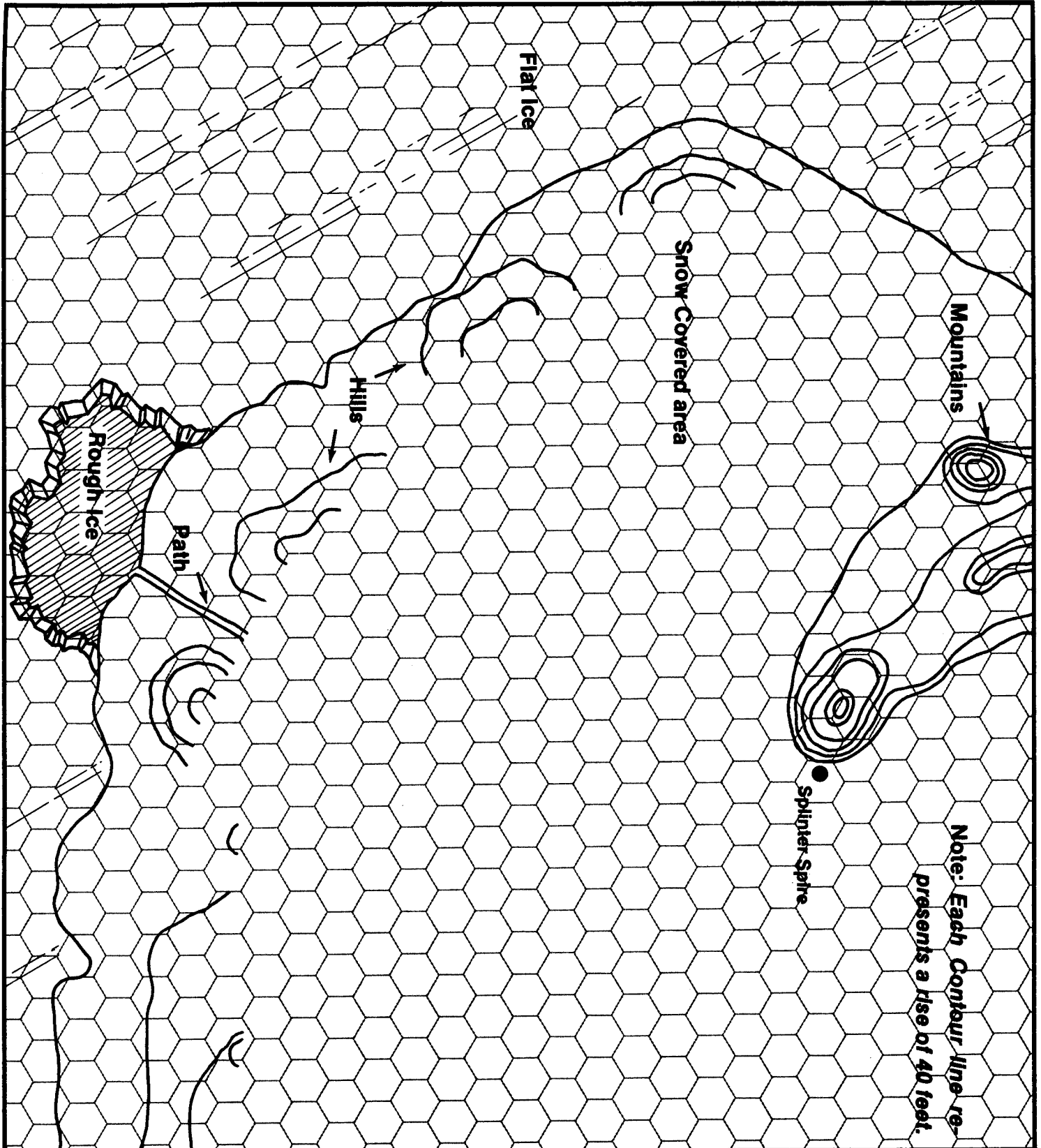
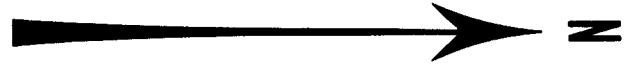
Special: None

Splinter Spire Approaches

The Players' Map

Players Note: This map represents what you can see and what the Ice Elves know about the area around the lair of the Pirates.

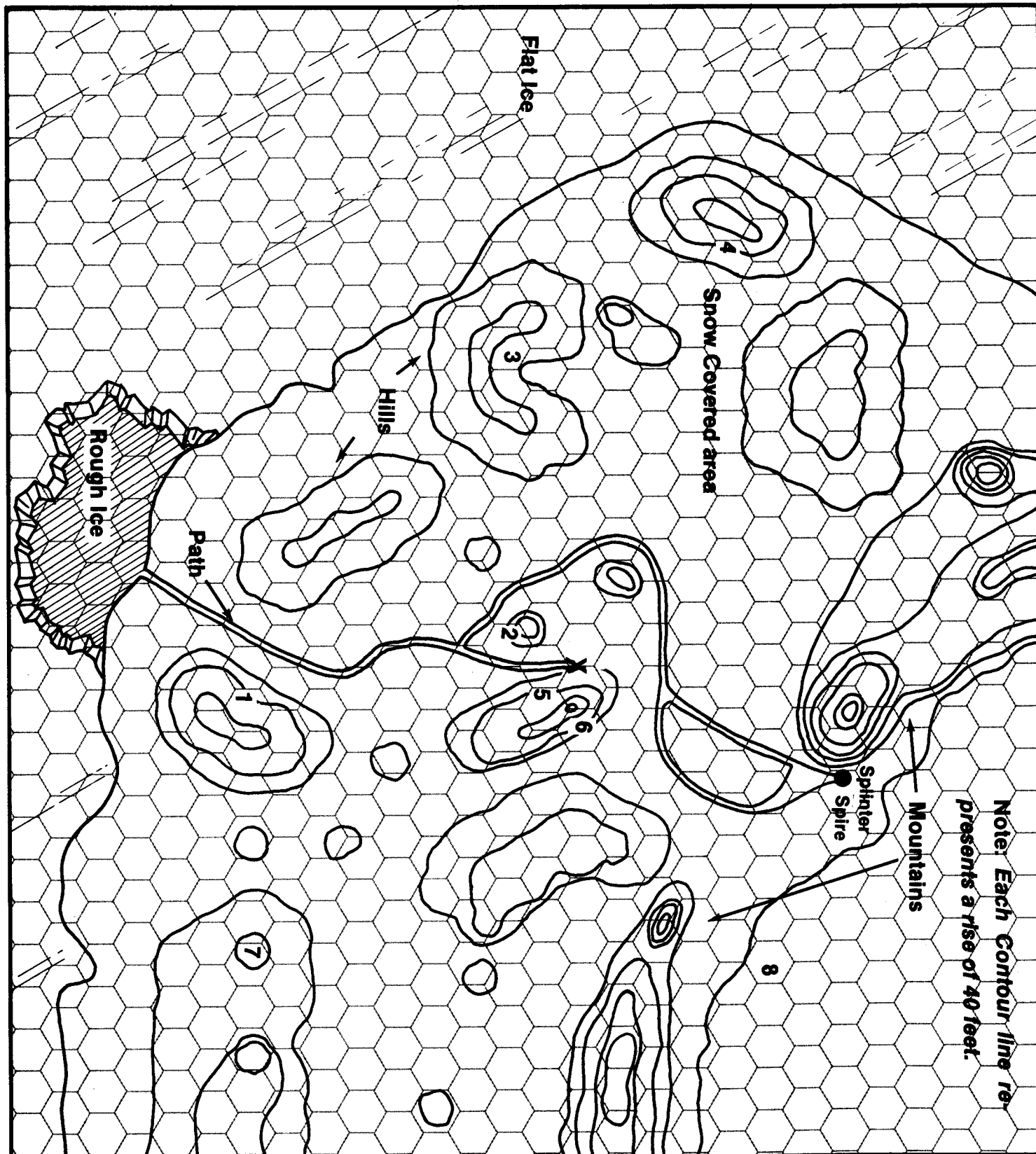
1 Hex equals 120'



Splinter Spire Approaches

The Gamemaster's Map

1 Hex equals 120'



Snow Borers travel under the snow, but their movement is marked by the approach of a 6'-high ridge in the snow.

Like its southern cousin, the Purple Worm, the Snow Borer is a large, worm-like creature, about 50'-70' long and 8'-15' in diameter. Unlike its cousin, the Borer does not swallow its prey whole, but will only eat its prey after it kills it.

4 GIANT SCORPION

This area is riddled with hundreds of holes, 3' in diameter.

* * *

This area is inhabited by a Giant Scorpion.

Scorpion

AC: 2, HTK: 78 (10D8), M: 18"

Align: Neutral, IT: Animal, Att: 3

Dm: 3D6/3D6, 4D4 (plus poison)

THACO: 10, Size: L

Special: Sting: If a character is stung by the Scorpion's tail, he must save vs. Poison or die instantly.

The Scorpion's lair is a catacomb of underground passages. The Scorpion waits for its prey to walk over the passage, then strikes through a hole in the ice.

This is truly a giant of its race, over twice the size of its ordinary giant relatives

(about 8" high at the shoulder). It sees poorly and detects its prey by vibrations in the ice and snow. It attacks anything that moves on the snow, and always attacks its prey by surprise.

5 WHITE DRAGON

As you come down the path, you see many rigger wrecks scattered in the snow on the side of the path.

* * *

This is the stomping ground for Hovalingen, a White Dragon.

Hovalingen, White Dragon

AC: 3, HTK: 48 (6D8 Old),

M: 12"/30" Align: Chaotic/Evil

IT: Average, Att: 3

Dm: 3D4/1D4, 2D8 (bite)

THACO: 13, Size: L,

Special: Breath Weapon: Does 48 HTK of damage. The dragon will use this attack on the first round.

If the party's rigger falls into the trap, Hovalingen will come to investigate. If the rigger doesn't fall into the pit, the only way the party will see Hovalingen is if they go up to his cave, which is only visible from on the hill or above it.

At the base of this hill is an ice trap (marked with an X) for enemy riggers that try to approach the Spire. Periodically, Hovalingen ambles down to see if any new vessels have fallen into the pit.

Several wrecks are already scattered in the snow on either side of the trap. Hovalingen drags any newly destroyed vessels clear of the trap, keeping the pit in clear.

Hovalingen's ice cave looks like a meat-locker. Dozens of frozen carcasses (deer, mostly, but a few elves and unwary pirates as well) are scattered around. Bones have been carefully arranged in the snow at the cave's mouth.

Hovalingen is a slave to his stomach and looks upon food as treasure. Thus, he has no normal hoard.

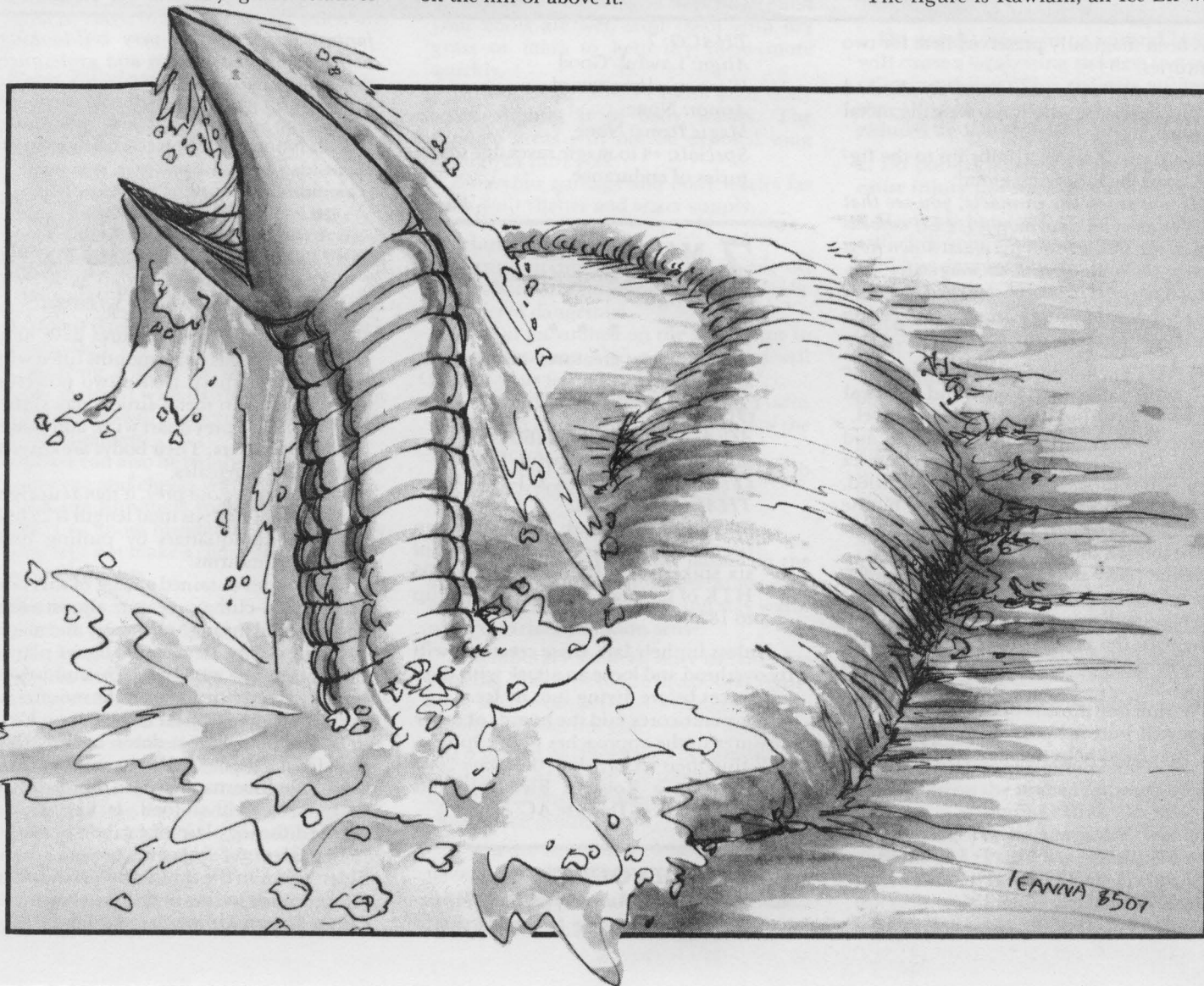
If the rigger wrecks are searched the following treasure will be found: a +2 shield, +1 plate mail, Staff of the Magi, Bag of Holding, and 5 Javelins of Lightning. Searching the wrecks will take 24 turns.

6 THE FIGURE

Looking up this rocky outcropping, you see a man-sized figure at its pinnacle. The figure is motionless.

* * *

The figure is Rawlain, an Ice Elf who





has been magically preserved here for two centuries.

The outcropping can be easily climbed by any character who is not wearing metal armor.

If a party member climbs up to the figure, read the following aloud:

As you reach the pinnacle, you see that the figure is an unarmored Ice Elf embedded in the stone. From the waist down he is stone; the rest of him is magically preserved flesh. His jaw is clenched, his eyes are cloudy, and a single tear is preserved on his cheek. He is staring at the Spire.

GM NOTE: No magic may free him as he is invulnerable to natural and magical effects of any kind less than artifact level.

Rawlain was a legendary fighter and mage, who led an attack against the pirates over two centuries ago. The attack failed, and Rawlain's fleet was destroyed, but he was taken prisoner. He was bound to this place to look on the Spire until it falls.

If the party manages to retake Shaper, rescue the centaur-bear children, kill the Gem's guardian, and create enough general mayhem, the power of the Splinter Spire may be considered to have fallen, freeing Rawlain.

Within one minute of being freed, Rawlain will join the party (no matter where they are) and help them escape.

Admiral Rawlain

Ice Elf, Skill 12 Fighter/

Skill 9 Mage

ST: 18/75 (+3, +6), IT: 14, IN: 12,

SM: 11, D: 16 (+2), A: 15

HTK: 85, AC: 8, M: 15",

Att: 3/2, Dm: (by weapon)

THACO: 7

Align: Lawful/Good

Weapons: long sword

Armor: None

Magic Items: None

Specials: +4 to magic saves due to centuries of endurance.

7 MANTICORES

You see 2 winged lions flying off to your right.

* * *

These two creatures are actually Manticores.

(3) Manticores

AC: 4, **HTK:** 47, 32, 28 (6D8+3),

M: 12"/18" **Align:** Lawful/Evil,

IT: Low, **Att:** 3 **Dm:** 1-3/1-3, 1D8

THACO: 13, **Size:** L

Special: Tail Spikes: Manticores can fire their tail spikes in four volleys of six spikes each. Each spike does 1D6 HTK of damage, and can be fired up to 18".

Unless in their lair, these creatures will fly overhead and loose an attack with their tail spikes before diving into melee.

The manticores raid the hoards of other creatures in the approaches to the Spire.

Within their ice cave lair, they have 2000 gp, 3500 sp, a Robe of Blending, and Copper Bracers of Defense AC: 5.

8 THE DEVOURER

A huge half humanoid, half serpentine creature is moving toward you at a

fantastic speed. It is very evil-looking; being somewhat human and grotesquely devil-like in appearance.

* * *

This is one of the fiercest creatures in the arctic.

Devourer

AC: -3, **HTK:** 300 (40D8),

M: 24" **Align:** Neutral/Evil,

IT: Animal, **Att:** 3 **Dm:** 3D6/3D6, 3D8

THACO: 5, **Size:** L,

Special: None

These ever hungry creatures have huge canine-type heads (with mouths filled with rows of razor-sharp teeth), two powerful arms, (ending in metal-strong claws) they use to rip their prey apart with, and snake-like hindquarters. Their bodys are covered with lizard-like scales.

When sniffing out prey, it *stands* upright to a height of 12 ft; its total length is 25 ft. It drags its hindquarters by pulling itself along with its arms.

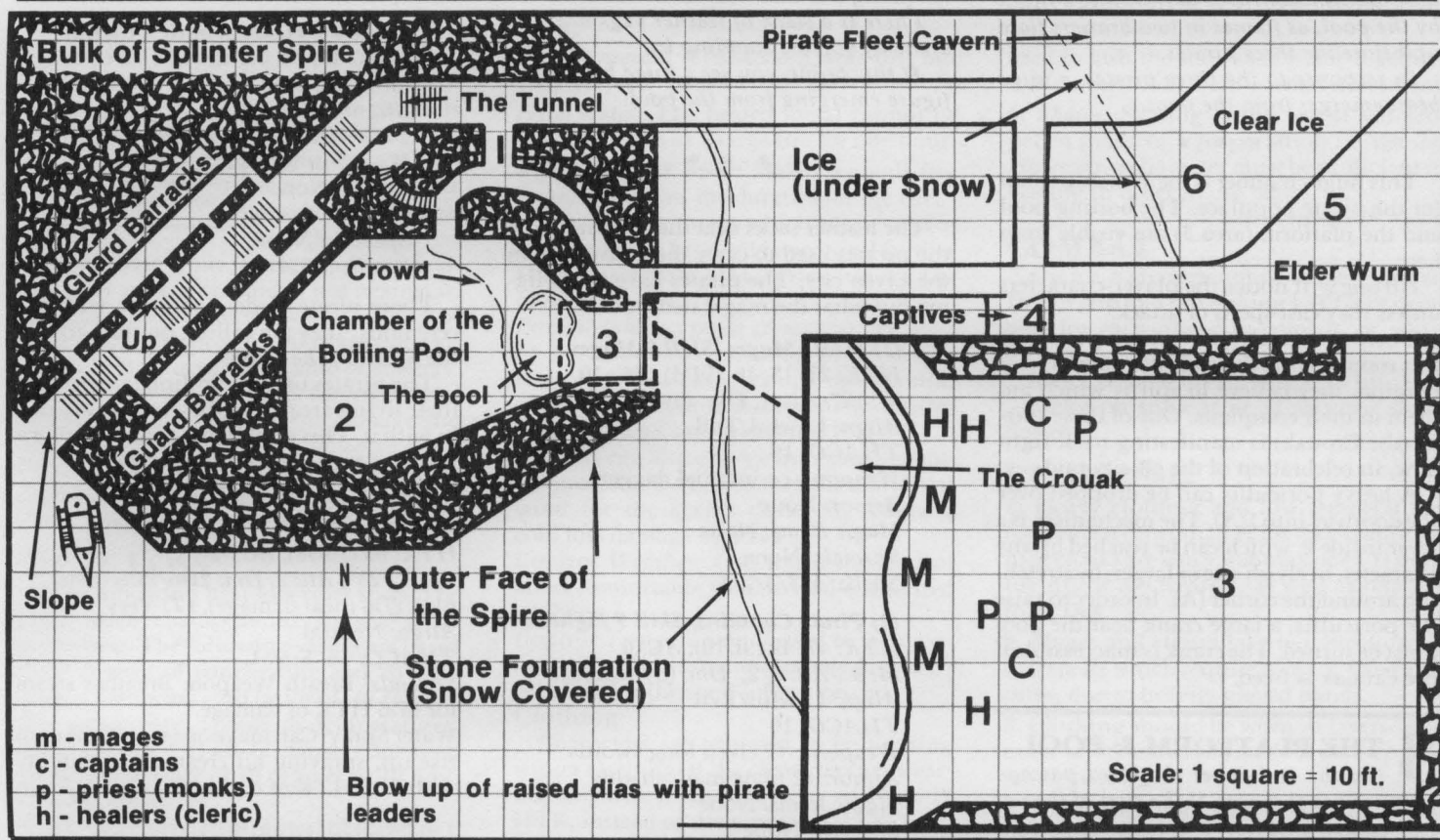
The pirates obtained an egg of this normally warm-climate creature almost a century ago, and through chemistry and magic have adapted the Devourer to the ice plains.

It haunts the eastern plain, and is prevented from venturing near the mountains or the Spire by magical means.

The pirates leave a dozen coralled caribou for it a week. Unlike its southern kin, it does not hibernate, instead it prowls listlessly in search of food. It has all but stripped the ice plain of caribou herds.

The Devourer senses the presence of the Elder Wurm in the caverns below the plain (5), and tends to stay in this area hoping to gain a dragon-kin meal.

Inside Splinter Spire



Read the following to the players:

The Spire is a featureless tower of glistening black rock. At the base of the Spire you see a huge 30' x 30' stone arch opening out onto the ice field in front of the Spire. Many blade tracks mark the field and pass into the archway.

GM NOTE: The only entrance into the Spire is through the 30' x 30' archway opening onto the ice field in front of the Spire.

There are no guards for the Spire, as they are checking various alarms raised by the guardians.

If the characters check out the archway read them the following:

The area within the arch is dark. Just beyond the arch, a tunnel slopes sharply downward, and faint crowd noises can be heard filtering up from below. There are several doorways in the walls, but all have portcullises over them. You can hear several voices beyond each of these portals.

GM NOTE: The ten portcullises can only be opened from within the rooms. The rooms beyond the portcullises are guard rooms.

(5) *Standard Spire Guards, Pirates*
Human, Skill 4 Fighters

HTK: 21 (average) (4D10), AC: 6,
M: 6", Att: 1, Dm: (by weapon)
Align: Lawful/Evil
THACO: 18
Weapons: axes, daggers
Armor: scale mail hauberks
Magic Items: None
Specials: None

If the characters listen to any of the portcullises read them the following:

You hear from 4-6 humans speaking the common language. They seem to be talking about every day chores and a poker game.

GM NOTE: The areas directly behind the ten portcullises are guard rooms. Since the pirates speak only common, it is easy to determine that each doorway has 4-6 guards behind it. A shout will bring 2D6 more guards immediately. However, the guards are not very alert to anyone going down the tunnel.

There is no need for the party to enter the Spire itself. It is mostly barracks, store-rooms and eating areas.

If the characters go down the tunnel, read the following to the players:

The floor of the tunnel is smooth ice, although the walls are stone. The interior of the tunnel has the same dimensions as the entrance arch.

As you move down the pitch black tun-

nel, the crowd noises grow.

After walking for over 100', you come to a side passage, branching to the south. The crowd noises are coming from this passage. Ahead, the main tunnel levels and brightens.

If the party continues down the main passage, go to Encounter 6, if they go down the side passage, continue reading below.

1 PASSAGE SOUTH

When you enter the passage, you are almost overwhelmed by the roar of the crowd.

There are three ways you can go; a passage to the southwest, a passage to the east (which has the sign of the red crescent on the left wall of the passage), and back to the north the way you came.

* * *

If the party goes to the east, go to Encounter 3, if they go southwest, go to Encounter 2.

2 WORSHIP ROOM

This huge chamber is filled with pirate men, women, and children, all of which are chanting, shouting, and applauding.

The floor and walls are made of stone, which is hot to the touch.

There is a boiling pool in this room, and

a platform on the far side of the pool. There are about a dozen finely dressed pirate leaders on the platform. Three of the pirates on the platform seem to be performing a ritual by the pool, as flames in two braziers flare up before the three pirates.

In response to the three pirates, a huge beast emerges from the pool.

* * *

This huge chamber is the Worship room for the pirate populace. The boiling pool and the platform (area 3) are visible from here.

No one will notice the player-characters unless they cast spells or attack.

There are nearly 1500 pirate people in this room. While these pirates have no real religion, they believe in spirits which aid them in their conquests. One of these *spirits* (the Crouak) is manifesting itself right now, in celebration of the elf city raid.

A heavy portcullis can be dropped over the doorway into 1(A). The mechanism is a lever inside 2, which can be reached by any character, of elvish size or larger, by stretching around the corner (A). In order to raise the portcullis, a large crank near the pool must be turned. The crank is inaccessible if the Crouak is freed.

3 THE PLATFORM & POOL

On the arch, over the short passage leading into this area, is the sign of the red crescent.

There are a dozen finely dressed pirates on the platform, engrossed in the ceremony, with their backs to you. Three of these pirates are performing a ritual over the pool.

On the far side of the platform is a boiling pool that separates the dozen pirates from a crowd of well over a thousand men, women, and children.

Much of the treasure taken from the elves is piled on the platform, including thousands of mixed coins, artwork, and a variety of magic items.

There is a stack of leather bags near the archway you are standing by.

At this point, you see a huge humanoid figure emerging from the pool.

* * *

The leather sacks near the door are those the pirates used to carry the treasure from the Elven city. The pirates have yet to figure out what the magic items do.

(3) Pirate Mages, Skill 9 Mages

HTK: 21, 18, 16, (9D4), AC: 10

M: 12", Att: 1, Dm: (by weapon)

Align: Lawful/Evil

THACO: 19

Weapons: ceremonial daggers

Armor: None

Magic Items: None

Specials: None

Spells: 4/3/3/2/1

(2) Pirate Captains, Skill 9 Fighters

HTK: 47, 42 (9D10), AC: 0

M: 9", Att: 3/2, Dm: (by weapon)

Align: Lawful/Evil

THACO: 10

Weapons: +2 elven long swords

Armor: +2 plate mail, shields

Magic Items: None

Specials: None

(2) Pirate Priests, Skill 9 Monks

HTK: 21, 17 (10D4), AC: 3

M: 23", Att: 2, Dm: 3D4 open hand

Align: Lawful/Evil

THACO: 16

Weapons: None

Armor: None

Magic Items: None

Specials: None

(4) Pirate Healers, Skill 5 Clerics

HTK: 18, 16, 15, 12 (6D8), AC: 10

M: 12", Att: 1, Dm: (by weapon)

Align: Lawful/Evil

THACO: 18

Weapons: staves

Armor: None

Magic Items: None

Specials: None

Spells: 3/3/1

These pirate leaders are busy with the ceremony; they are calling on the Crouak, the *Spirit of the Pool*.

The pirates use this boiling pool to heat their living areas, and their lives are tied in with it. This pool is just a small part of a vast underground Boiling Lake complex where the Crouak lives.

Crouak

HTK: 68 (10D8), AC: -2

M: 6"/23", Att: 2, Dm: 2D6/2D6 (fists)

plus 2D6 (heat damage), IT: Very

Align: Neutral

THACO: 16, Size: L

Specials: Breath Weapon: Breathes steam for 6D6 HTK of damage.

Water Spray: Can make one side of the pool rise up, spraying all creatures within 20' with 8D8 HTK of damage.

4 ICE CELL

This cell, with iron bars and a lock, holds the bear-centaur children and the elf captives from Crystal Dream. There are three elf men, 21 elf women, 17 elf children, and seven of the bear-centaur children here.

* * *

These are the only captives the pirates took. They have been mistreated, and are in no shape to help the party in combat (each is AC: 10, and has 3 HTK).

The lock may be picked normally or broken by 20 HTK of damage.

5 ELDER WYRM'S LAIR

Ahead, you see Shaper on a pedestal in the center of a large ice chamber. A huge serpentine creature is sleeping beside it.

* * *

The serpentine creature is an Elder Wyrms and Shaper is its only treasure.

(1) Elder Wyrms

HTK: 128 (16D8), AC: -1

M: 15", Att: 3, Dm: 3D4/3D4/4D8

IT: Very, Size: L

Align: Neutral/Evil

THACO: 7

Magic Items: Shaper

Specials: Cold Immolation: Affects all within 10' of the Wyrms, for 3D8 HTK of damage.





This Wyrn, like most of its brethren, has no treasure (aside from Shaper). It lives a good life as an ally to the pirates, and It has no spells.

Read the following to the players:

As you watch the Giant Wyrn for any sign of awareness, a vast shadow passes over the ice above the chamber dimming the light within. A heavy dragging sound penetrates the ice chamber. The Wyrn raises its head, looks up, and rumbles angrily.

GM NOTE: The shadow above is the Devourer stalking the ice plain.

If 50 HTK of damage or more (non-cold) are done to the ceiling when the Devourer passes over (once every round), the ice will crumble and the Devourer will fall through the ceiling into the Wyrn's chamber. A similar result can be gained by using Shaper. The Wyrn and the Devourer will then lock in mortal combat, ignoring the party.

Any characters entering the chamber when the two creatures are combating, he will suffer one random attack from either creature for each melee round spent in the chamber.

6 PIRATE HARBOR

This huge chamber, at least twice the size of the living quarters in Crystal Dream, contains dozens of moored riggers, which appear to be unguarded.

Block and tackle for hauling the riggers up the tunnel to the ice field are piled near the entrance.

* * *

This chamber is unguarded, but if any spells are cast or if the characters try to set fire to the riggers, each turn 2D4 pirate guards will enter this chamber coming from various areas of the Harbor. (A total of 36 pirates will enter the chamber.)

Getting Away

The sounds of any fight between the Wyrn and the Devourer will be muted by distance, so no alarms will be set.

Unless the pirate populace flees from the chamber of the pool, no alarm will be raised, even if a battle goes on there. Such sounds are typical of the ceremonies in the worship chamber.

If anyone is alerted, 2D6 standard pirate fighters will station themselves in the sloping tunnel.

The elf and bear-centaur ex-captives are very efficient in following orders, and will obey all directions given to them by the party members.

Once outside the Spire, the party and rescued captives may use the pirate rigger near the arch. It will barely hold all of them. No real pursuit of the group will be initiated by the pirates.

The freed elven will help guide the rigger through the ice traps at the mouth of the ice path through the Approaches. A half-day of sailing later, the party will see the elven fleet's sails ahead.

Epilog

A victorious party will earn great from the elves of Crystal Dream. A magnificent feast will be held at the City, and rebuilding with Shaper will begin immediately.

The elves will let the party keep the items they were given for the Spire Adventure, and each character will receive 2,000 gp.

If Rowlain is freed, one more magic item will be given to each character.

The bear-centaurs swear eternal alliance to the party, and the party has won the goodwill of Crystal Dream. With the help of the Ice Elves, the party can now return to the south.

How To Use This Book

Conventions include the "D" abbreviation for "die" or "dice." 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (00 is read as 100); 3D6 means roll three 6-sided dice and add the results to get the sum.

Value assumes, with medieval level of civilization, that the value of one gold piece is about \$20 in 1985 U.S. dollars. An income of 20 gold pieces (or gp) would be a very profitable day for a merchant, but 5-10 gold pieces is a more likely sum for a day's effort. Hirelings' wages are usually 10 gp per day per Skill level which raises dramatically with jobs that are perceived to be dangerous.

Armor Class works on a scale where a lower number is better. A character with no armor has AC: 10. A shield adds one step to make it AC: 9; chain mail is AC: 5; plate and shield is AC: 2.

THACO is a convenient statistic meaning "To Hit Armor Class 0." When you know the number required to score a successful hit with a D20 (or multiply by 5 to get the percentage chance of success).

For example, if Erik's THACO is 16, and the target is wearing chain mail with no shield (AC: 5), Erik needs to roll 11 on a D20 ($16-5 = 11$), or a 55 or less on a D% ($11 \times 5\% = 55\%$).

Characteristics (or Attributes, Ability Scores, or Statistics) are derived from 3D6. The lowest score for a human is 3 and the highest score is a 18 (00).

Saving Throws decide how you are affected by spells, poisons, etc. You are often required to roll a certain number of a D20 and if you succeed, the effects of the attack on your character are reduced or negated. Remember, for normal saving throws you must roll **equal to or greater than** the saving throw number to succeed.

Ability Rolls on your character's abilities or Statistics work much like saving throws. On certain occasions, your character will be directed to "save against" a basic Ability statistic.

For example, if you want to detect a lie or get further information, you may have to save on a die roll against the statistic of Insight (IN).

Roll a D20 for all saves against Ability Scores. If the number is **equal to or lower than** the Ability Score, you make your save and can tell if a person is lying or notice an important clue.

Ability rolls are often modified. If you are instructed to make an IN roll at +3, you add 3 to the die roll. For example, if your IN is 12 and you roll a 10, you still fail to save ($10+3 = 13$).

Maps: All important adventure maps are usually gathered at the end of (or middle of) an adventure and not scattered throughout the book. See Table of Contents for page number.

Reading The Entries

Each of the entries in this book has two sections. What the GM reads to the players is printed in *italic type*. This portion of the text is followed by three asterisks, as follows:

* * *

The portion of the text that tells what the GM should know is printed in regular (Roman) type.

Any information that is of special interest to the GM in conducting the adventure will be indicated by the words **GM NOTE**.

Example:

11 CASCADE *Entrance to Cavern Level II*

A small waterfall flows from a hole in the center of the ceiling. It feeds a stream that cuts through the cave and flows down the passageway to the east.

* * *

The hole in the ceiling is about 8' in diameter and it leads up vertically. The rush of falling water is not sufficient to impede a climbing attempt.

NOTE: This hole in the ceiling is the only access to Cavern Level II.

In some cases, the party will confront more than one opponent in a cave or room. When this happens, the number of attacking opponents will be shown in parenthesis before the opponents' name or monster type, as in this example:

(6) *Dire Wolves*

AC: 6, HTK: 22 each (3D8+3)

M: 18",

AL: Neutral, IT: Semi

Att: 1, Dm: 2-8

THACO: 16

Size: M

Abbreviations

AC..... Armor Class
HTK..... Hits To Kill
M... Movement in feet per melee round
/#"..... Flying Speed
//#"..... Swimming Speed
AL..... Alignment
Att..... Attacks per melee round
Dm..... Damage per attack
THACO..... To Hit Armor Class 0

Special..... Special attacks or defenses
ST..... Strength
IT..... Intellect
IN..... Insight
DX..... Dexterity
SM..... Stamina
AP..... Appeal
gp..... gold pieces
sp..... silver pieces

4/2/1..... Spells per level of spell
ft..... feet
EP..... Experience Points
Mage..... Magic User
GM..... Game Master
TIME:
Segments..... 6 seconds
Melee Round... 10 segments; 1 minute
Turn... 10 melee rounds; 10 minutes

Beyond the dark forests, beyond the ragged mountains, beyond the realm of the humans, lies a

FORBIDDING LAND OF ICE AND SNOW



ICE ELVES

First glimpsed in the pages of last year's best-selling module, ELVES, these barren plains are now brought to life. Your adventurers must trek over the frozen wastes in a

QUEST FOR THE SACRED GEM

Face the treachery of man and the perils of a hostile wilderness, command an ice rigger in mortal combat with pirates, and journey into the stronghold of the evil raiders. A blood-chilling adventure for 4-6 characters of skill levels 7-9.



0885-733MFG06.00

ISBN 0-912771-55-0



Continued from other side.

Speed with the Skill level of the captain and points based on their Maneuverability class:

Class I—Add 5 points

Class II—Add 2 points

Class III—Add 0 points

To this number each side rolls 1D8 and adds that number as well. When all these numbers are added together, the player with the highest total may move first or may have his opponent move first. The player with initiative may always fire his weapons first, even if he has his opponent move first.

COMBAT

Combat has two forms. Missile fire and ramming/boarding. Missile fire occurs before and after the ships have moved. Ramming and boarding occur only when the ships occupy the same or adjacent spaces.

Missile combat

Each type of missile combat has a "to hit" number. If that number or higher is rolled on 1D20, the missile has struck the ship. Next, roll on the hit location table to see where the missile struck and then subtract the damage from the appropriate location.

Magic is cast according to normal casting times.

Ramming

When two ships are in the same or adjacent spaces during a turn, one or both may attempt ramming or boarding actions. The faster rigger has first choice in attempting rams or boards. If the first rigger misses or declines to ram or board, the second may try. There is a 4 in 6 chance for the elf rigger and a 3 in 6 chance for the pirate rigger to successfully ram or board. Ramming causes 4D8 HTK of hull damage to the ship rammed and 2D4 HTK of hull damage to the ramming ship.

If a boarding attempt is successful, use the Boarding Map, and see the Boarding Rules below.

Hit Location

Also use this chart for area effect spells.

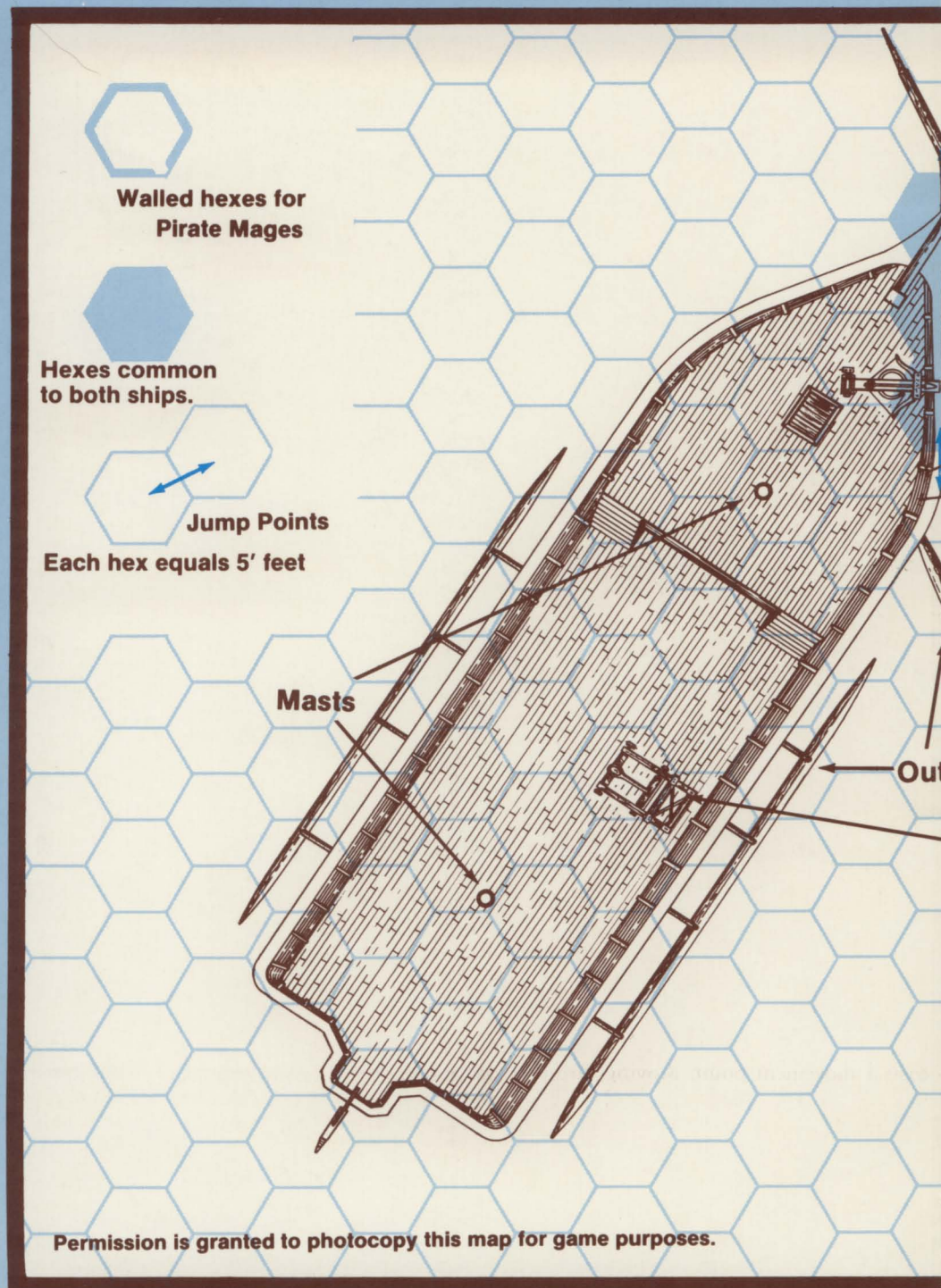
1	Hull*
2	Crew
3	Weapon@
4-5	Mast
6	Blade

**If the hull is hit, 1D4 crew members are also hit for 1D4 HTK of damage.*

@Only ballistae and catapults are damaged.

COMBAT RESULTS

Damage is subtracted from the available HTK of each location. When the HTK of any location is reduced to 0 HTKs, that location is destroyed. For example, on the first round a ballista bolt strikes a mast and causes 10 HTK of damage. Next round a catapult shot strikes the mast, causing another 8 HTK of damage. Since one mast has 12 HTK of damage, it is assumed that



the 18 HTK of damage has destroyed one mast and damaged another.

When a crew member is struck, the player must roll randomly to see which crew member is attacked and take damage off his normal statistics.

BOARDING RULES

A successful boarding attack will leave the riggers locked together. When a boarding has been made, use the above map to represent the interlocked ships.

Characters may cross between ships at the blue hexes with no loss to movement.

A character attacked while trying to jump to another ship, defends at +2 to his Armor Class, and if he is hit, he must save

vs. Dexterity (subtracting the damage for the attack from the save), or fall between the ships to the ice (taking 1D6 HTK of damage).

Places where the riggers are separated by a full hex or more may not be crossed (except by flying characters).

Ranged weapon fire has normal chances to hit, except when firing at one of the walled hexes on the pirate rigger (see ship legend). Subtract 5 from the armor class and required saving throws of anyone in these hexes. The pirate mages begin the game in these two hexes.

GM NOTE: Falling from a rigger does an immediate 1D6 HTK of damage. Also when anyone falls from a moving rigger,



there is a 30% chance that the falling character will fall under a rigger blade (for 6D10 HTK of damage, and will have a limb removed as per a Sword of Sharpness).

Anyone attacked while climbing, standing on the rail, or leaping from rigger to rigger (jump points are indicated by an ➡) must save vs Dex or fall overboard taking the appropriate HTK of damage.

ELVEN SHIP TYPES

Ice Riggers range in size from one man/one mast rams to four masted cruisers carrying hundreds.

Depending on the winds, an Ice Ship of any size can reach speeds of sixty miles an hour.

Ice Riggers are generally handled much like seagoing ships. The sense of being on a ship, however, is lost on board an Ice Rigger. Compared to water-craft, Ice Riggers are virtually silent, their only sounds being the muted rasp of the blades across the ice, which are all but overwhelmed by the rush of the wind.

Ice Riggers come in a variety of sizes, and are generally classed according to the number of masts and how many men they carry.

RAMS

Rams carry one man, have one mast, and are used only as manned torpedoes against other ships.

Speed: 12

Maneuver Class: I

Hull: 8

Crew Members: 1

Masts (HTK per mast) 1 (5)

Blades (HTK per blade) 1 (5)

Catapults: 0

Ballista: 0

Ramming Damage: 3D6/2D4*

*to rammed ship/to ramming ship.

CATAMARANS

Catamarans have two hulls, which are connected to a central platform carrying the single mast, and host two to six men on short patrols.

Speed: 10

Maneuver Class: I

Hull: 1D20

Crew Members: 2-6

Masts (HTK per mast) 1 (8)

Blades (HTK per blade) 1 (8)

Catapults: 0

Ballista: 1

Ramming Damage: 1D6/2D4*

*to rammed ship/to ramming ship.

SLOOPs

Sloops have two (20% have three) masts and carry up to twenty men; these are the workhorses of most ice fleets.

Speed: 10

Maneuver Class: I (25%) or II (75%)

Hull: 2D20

Crew Members: 1D20

Masts (HTK per mast) 2 (12)

Blades (HTK per blade) 2 (8)

Catapults: 1

Ballista: 1

Ramming Damage: 4D8/4D4*

*to rammed ship/to ramming ship.

FRIGATES

Frigates have three masts and hold as many as 100 men. Most Merchant ships are Frigates

Speed: 8

Maneuver Class: II (20%) or III (80%)

Hull: 3D20

Crew Members: 2D20

Masts (HTK per mast) 3 (12)

Blades (HTK per blade) 2 (8)

Catapults: 2

Ballista: 2

Ramming Damage: 4D8/4D4*

*to rammed ship/to ramming ship.

ICE CRUISERS

Ice Cruisers are giant ships, up to four hundred feet long, with four masts, and carrying up to 300 men.

Speed: 6

Maneuver Class: III

Hull: 5D20

Crew Members: 1D100

Masts (HTK per mast) 4 (20)

Blades (HTK per blade) 8 (10)

Catapults: 1D10

Ballista: 1D20

Ramming Damage: 6D8/1D4*

*to rammed ship/to ramming ship.

ICE RIGGER COMBAT

The combat for the Ice Elves encounter can be played two ways. The Gamemaster can read the section called *The Ice Rigger battle*. on page 16, or the Gamemaster and the players can actually play a short boardgame included here. For this game, the Gamemaster plays the Pirates of the North and the players are the Ice Elves as well as their own party. The rules for the boardgame are below.

SETUP

The only components needed for this boardgame are the hex map board included in the middle of this adventure, two four-sided dice to represent the riggers, and ten-, six-, and eight-sided dice for the combat.

The elves start on the hex marked E and the pirates start on the hex marked P.

The object of the game is to destroy the other ship either by reducing its hull points or crew points to zero. At any time a captain can strike his colors and surrender his ship.

MOVEMENT

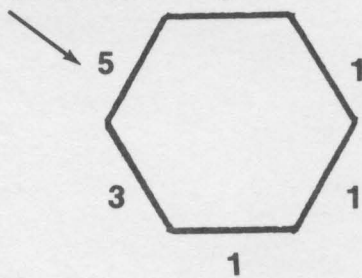
Ships move by skating across the hard packed ice. They are propelled by wind in their sails. The direction of the wind is very important to rigger sailors, for it determines the speed at which the ship can travel.

The different rates of speed due to the wind have been reflected in the movement rates of the ships. To make things easier, the wind is assumed to be constantly blowing from the same direction. Therefore moving from one hex side to another can be standardized.

Look at the movement hex below. Notice that the wind is always blowing from the northwest. The numbers around the hex are the number of movement points needed to move through that hexside.

For instance, moving with the wind directly behind you (moving southeast) costs 1 movement point. Moving directly into the wind (moving northwest) costs 5 movement points. In between those two extremes, moving through a hex side can costs 3 movement points.

Wind Direction 3



The elven ship has a base movement of 10 movement points. With the wind, the ship can move 10 hex sides. Against the wind, the ship can only move 2 hex sides.

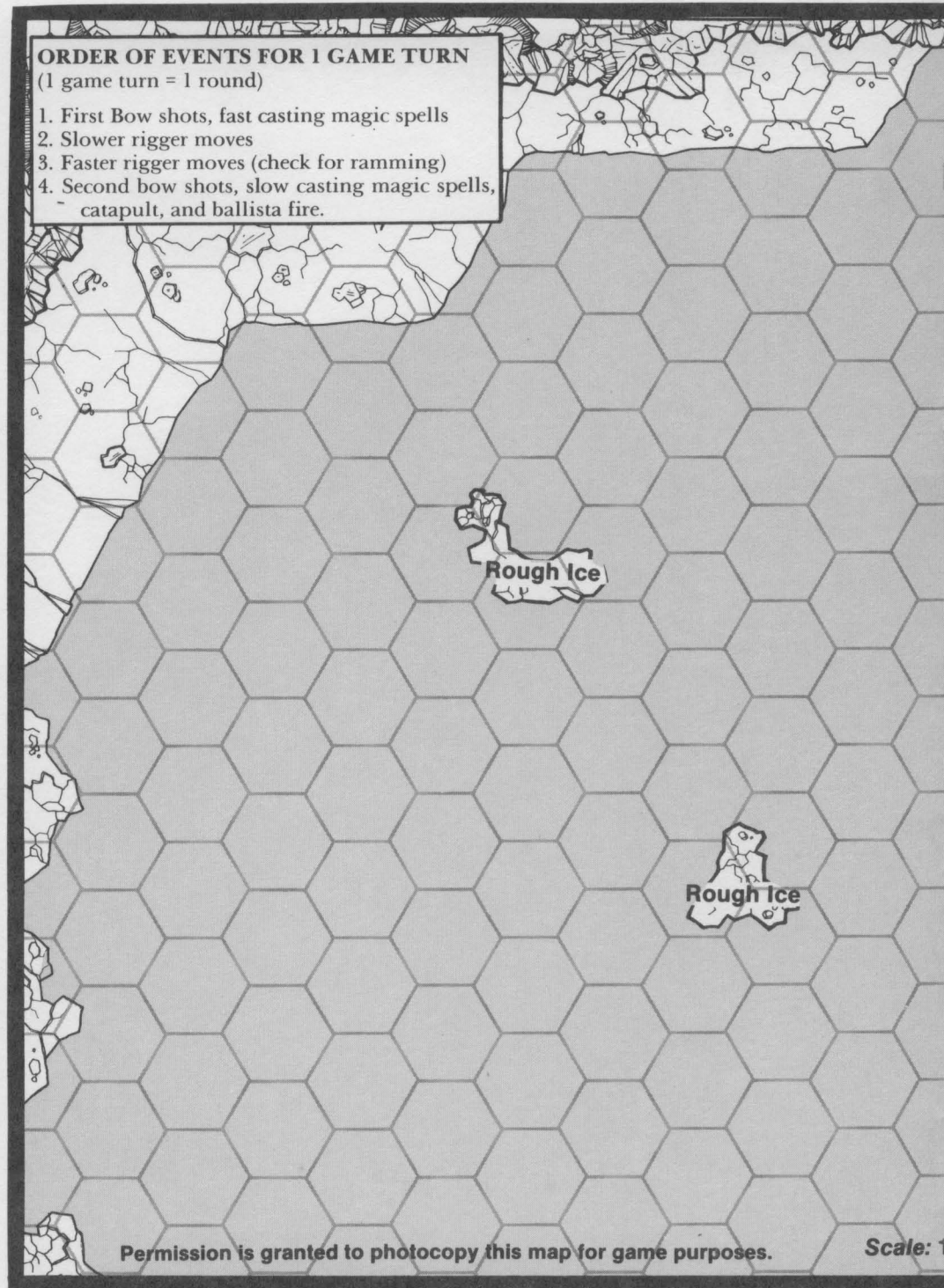
A ship does not have to move its entire movement allowance.

Going off the board

Neither player may leave the board surface.

ORDER OF EVENTS FOR 1 GAME TURN
(1 game turn = 1 round)

1. First Bow shots, fast casting magic spells
2. Slower rigger moves
3. Faster rigger moves (check for ramming)
4. Second bow shots, slow casting magic spells, catapult, and ballista fire.



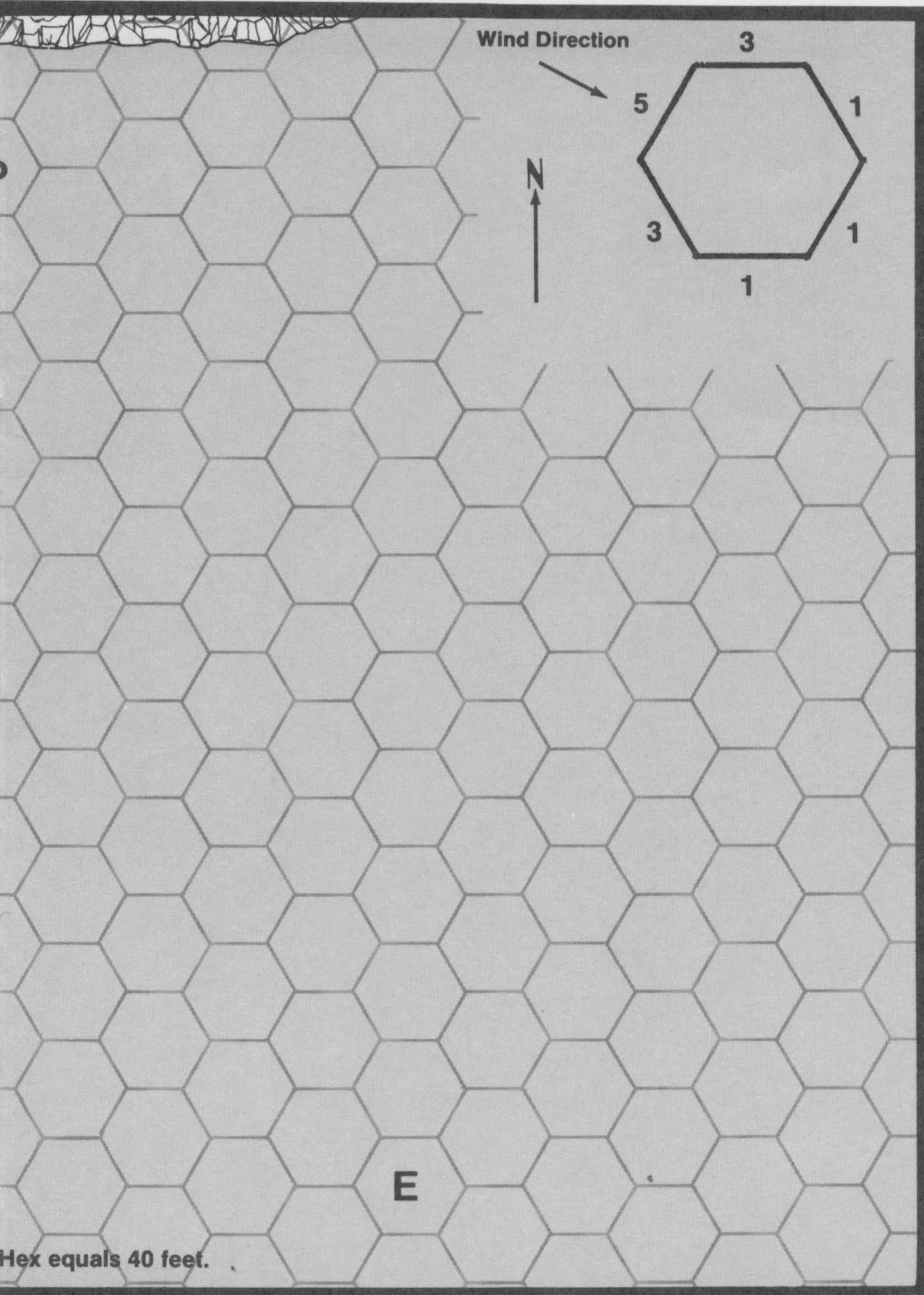
Permission is granted to photocopy this map for game purposes.

Scale: 1

The riggers and their statistics are listed below:

	Hull HTK	# of Masts (12 HTK ea)	Blades (8 HTK ea)	Catapults (6 HTK ea)	Ballistae (5 HTK ea)
ELF					
<i>Windmaiden</i>	22	2	2	1	1
<i>Speed: 10</i>					
<i>Windmaiden is a Class I Sloop</i>					
PIRATE					
<i>Frostfire</i>	31	3	2	2	1
<i>Speed: 8</i>					
<i>Frostfire is a Class III Frigate</i>					

*If the hull is hit, 1D4 crew members
@Only ballistae and catapults are dan



Weapon Chart

Weapon	To Hit No.	Range	# shots per turn	Damage
Fire Arrows	6	8 Hex	2	1D6 HTK
Catapult	17	7 Hexes	1	3D6 HTK
Ballista	15	5 Hexes	1	2D6 HTK

Hit Location

Also use this chart for area effect spells

Die Roll	Location	Die Roll	Location
1	Hull*	4-5	Mast
2	Crew	6	Blade
3	Weapon@		

are also hit for 1D4 HTK of damage.
aged.

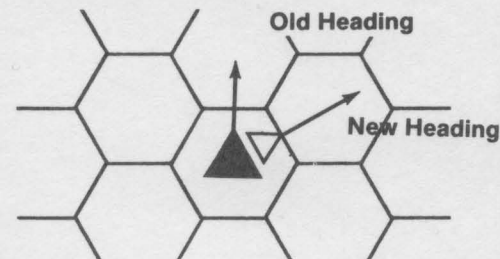
Maneuvering

A ship cannot simply turn around and head the other way. It must swing around in a wide arc. The more maneuverable a ship is, the tighter the arc can be. There are three classes of maneuverability in this game. Each one determines how many hex-sides a ship can turn during its movement phase. A ship may not turn a hex side if it is not moving.

Maneuverability Class	# Hex sides per turn
Class I	one
Class II	two
Class III	three

Examples:

This ship is a Class III. It can only make one hex side change per turn.



This ship is a Class I. It can make three moves per turn. Note that the moves can come at the beginning, middle, or end of his turn.



Terrain

Any hard object (rock or metal) larger than 10'x10' may destroy a rigger passing through the object's hex. A save of 12 must be rolled to avoid the object. For every 2 feet over 10', add 1 to the save (i.e. a 12 foot object, must roll 13 or greater, etc.). Objects 100' or longer can not be evaded.

A rigger moving into rough ice has a 2 in 6 chance, per hex, of being totally destroyed.

Movement modifiers

Modifiers	Factor
Air Elemental	+1
Control Wind Spell (per 10 mph of wind)	+1
Control Weather (per wind category)	+1
Haste and Slow Spells	No Effect
Loss of Blade (0 blades = rigger destroyed)	-2
Loss of Mast (0 masts = 0 move points)	-2

INITIATIVE

Each turn, both sides must determine who goes first. Both sides add together their

Please turn over.