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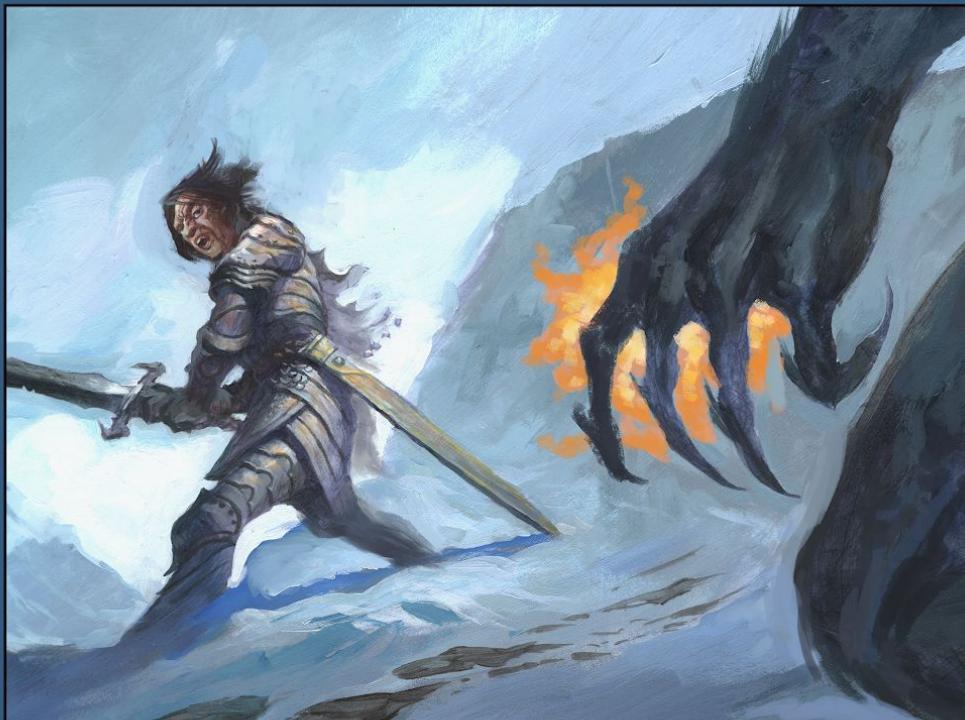
FOR OSR ROLEPLAYING GAMES

Dungeon Module TPK1

Abandoned Glacial Rift of Blurut of the Crepuscular Claw

inspired by Adventure Bot

MODULE FOR CHARACTER LEVELS 4-6



The frozen lands are dominated by Blurut of the Crepuscular Claw and he has laid plans to expand his reign and dominate the realms. Can the adventurers infiltrate his lair and thwart Blurut's plans before he unleashes his final assault?

This module is a ready-made scenario for OSR role-playing games.



Abandoned Glacial Rift of Blurut of the Crepuscular Claw

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Overview

In the elder days, when the climate was much warmer, a kingdom arose that dominated the northern lands. They accumulated great wealth, much of which was stored in the mighty fortress of Kizod Gardolan, in the era before the Age of Great Winters buried the kingdom under ice and snow. The region was ungoverned and fell into barbarism. Over time tribes formed, to scratch a living off the unforgiving land. Eventually this kingdom was forgotten, but legends persist of the ancient fortress and its treasures, lying hidden under the glacier.

Other Rumors

Several rumors can draw adventurers to the environs of the frozen north.

The Glacial Rift Opens: Many adventurers have sought the ruined fortress of Kizod Gardolan, but for centuries it seemed to be inaccessible, buried under the glacier. But this year an unusually warm spring thaw seems to have uncovered an entrance into the ice. One expedition has already tried to penetrate the fortress, but have not been seen since. A visiting fisherman, who hails from the northern town of Ice Rock, claims a sole survivor staggered into town. Before he perished of gangrenous wounds and frostbite, he whispered of unnamed horrors lurking under the Glacial Rift. Could this be an entrance to the buried ruins of Kizod Gardolan?

Jarl of Icerock: A recent outbreak of predation by arctic creatures has plagued the small northern town of Icerock. The local jarl, short of men, refused to send forces into the wilderness to hunt down the creatures. A call has gone out to any adventurers hardy enough to withstand the freezing climate to beat back these monsters. Rewards are guaranteed.

The Rise of Blurut: Another rumor tells that a minor warlord known only as Blurut (pronounced bloo-ruht) is gaining influence in the area, and that he wields a device known as the Crepuscular Claw that gives him strange powers. He has somehow organized the yeti into a band of marauders, who are normally more withdrawn and solitary in nature.

Journeying North

Unless the GM wants to start a campaign in the north, adventurers are likely to begin in a more southern part of Hawksmoor, and then travel to the port town of Icerock.

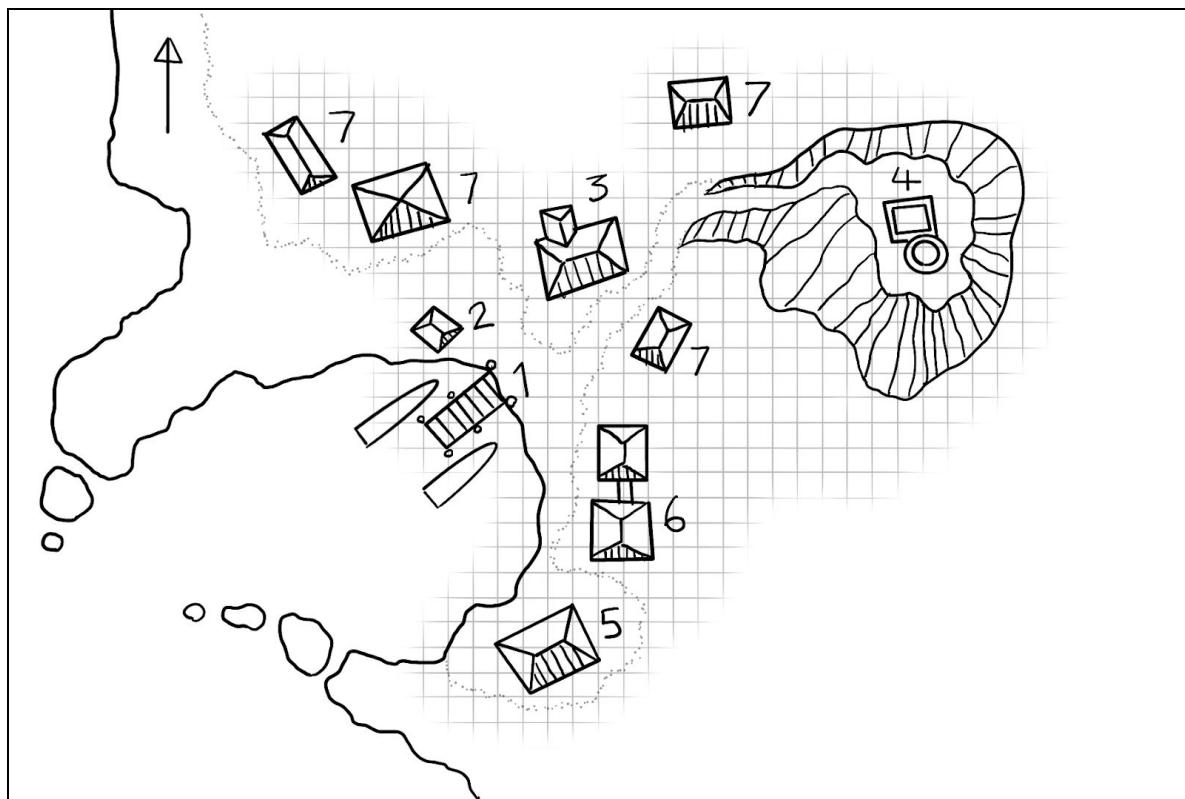
Passage north by sea is easily acquired. Sea captains will pay 2 gp or more for crew mates. Many merchants go north to trade goods from the southern cities for large cargoes of fish or furs. They are always seeking souls adventurous (and foolish) enough to take the dangerous route. After a cold voyage across stormy seas, followed by several hours of hard labor unloading goods on the docks, the adventurers will be free to look for adventure in Ice Rock.

The town of Icerock is described below. Adventurers who seek out the Jarl can confirm that he's paying a bounty for monsters. Those who hang around at the tavern will be able to find

directions to the Glacial Rift. The GM may also opt to have the players meet any local NPCs (see below), buy supplies, and so on.

The trek from the docks of Icerock to the Glacial Rift need not involve anything momentous until it gets near the Frostwood. GM's may want to expedite the adventure up to that point.

Icerock



Each square = 20'

Ice Rock (or Eisstein, as it's called in the local dialect) is the northernmost settlement of the region. A natural port, it lies just south of the Icetrag mountains, whose snowy peaks are visible on the horizon. It began as a guard post on a prominent rock overlooking the icy tundra to watch for northern incursions, and eventually grew into a small town.

Ice Rock's main exports are mammoth and polar bear furs, and fish. Lots of fish. Trade ships come into port about once a month during the late spring and summer months. The port is frozen over from late fall to spring.

In the winter, when the tide is out, brave residents dig under the ice to uncover caves filled with shellfish. This is dangerous work, as the ice above may collapse, or the tide may come in rapidly. These rare and delicious winter shellfish are highly prized in the south, and fetch a high price. The oysters of Ice Rock are also prized, for they often produce a particularly fine pearl, whose properties are greatly desired by alchemical and arcane researchers and spell casters.

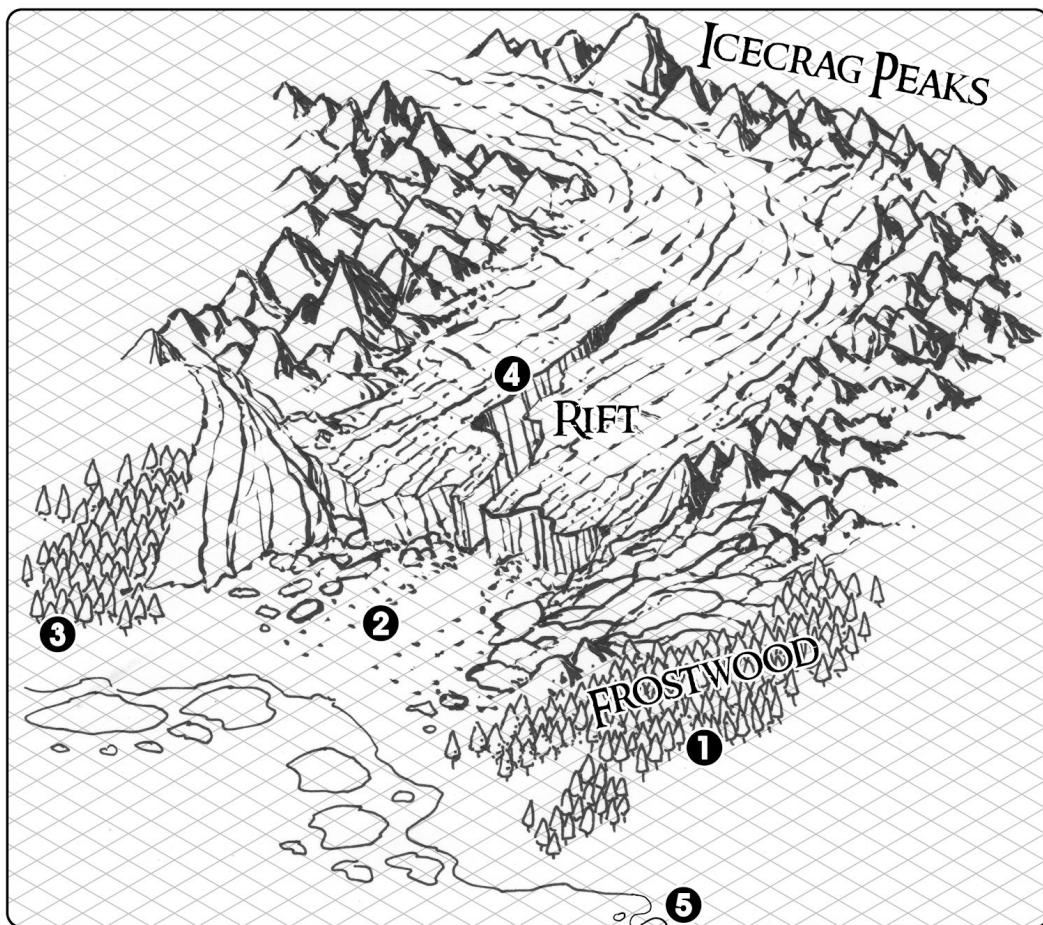
1. Docks: 1-2 ships and 3-18 fishing boats.
2. Fishing Huts: Also used to store the day's catch. Very smelly!
3. The Mammoth & Pearl Tavern: Filled with fishermen, the Jarl's men, and dock workers.
4. The Jarl's Keep: Home of Jarl Tostig, his wife Yrsa, and 3d6 warriors.
5. Mayor's Mansion: The home of Mayor Bursa, also the city's richest merchant.
6. General Store: This shop is well stocked with imported goods during the summer, but runs low by winter. Sometimes barbarian warriors or rangers come to trade furs.
7. Peasant Homes: The peasantry work the Jarl's fields in the summer, but many are also hunters and trappers.

Ice Rock is found at location #5 on the map below.

Northern Wilderness

The region north of Icerock is populated by hardy cold weather animals, yeti, and scattered native tribes who've acclimated to the harsh climate.

GLACIAL RIFT



Glacial Rift Map scale is 1 mile per square.

Locations

The Glacial Rift map depicts the region around it. The numbered locations are described below.

Weather

Roll 1d6 each day for prevailing conditions:

1. Light breeze and light snow
2. Strong breeze and heavy snow
3. Icy Wind
4. Sleet
5. Ice Storm
6. Cold Snap

Heavy snow will slow movement by 50% or more. Either light or heavy snow will cover up existing tracks, but makes new tracking easy while the snow is fresh on the ground.

Icy winds and ice storms (if caught in the open) and cold snaps count as very cold weather. Exposure to very cold weather can inflict temporary daily damage of 1d4 points (or 2d4 points if unprotected by cold weather gear) on a failed DC 15 saving roll. These points are quickly recovered (one every turn) in a warm environment, such as a hut or cave with a fire. If left untreated for more than three days, however, it will turn into frostbite, making the damage permanent. If untreated for longer, it can turn into gangrene; at the GM's option, this may become lethal in 2-5 days (1d4+1) regardless of hp remaining.

Encounters in the Wilderness

Check occasionally (e.g., every four hours moving or each night camped); encounter is 1 on 1d6 in open or mountains, or 1-2 in the woods or within 2 miles of the Glacial Rift.

Wandering Monsters - Wilderness

1. Arctic Foxes (1d2)
2. Berserkers (1d6+1)
3. Caribou (herd animals) (5d6)
4. Elemental, Water, Frozen (1)
5. Ice Mephit (1)
6. Wolverine, Frost (1)
7. Air Devil, Frost (1)
8. Lynx, Giant (1d2)
9. Owl, Giant (1)
10. Polar Bear (1)
11. Rabbit, Snow, Giant Carnivorous (1d2)
12. Saber-toothed Tiger (1d2)
13. Sea Lion (1d4)
14. Toad, Giant Frost (1d3)
15. Treant, Pine (1d3)
16. Tribal Warriors (human) (3d6)

17. Wolves (1d10)
18. Wolves, Winter (1d2)
19. Wooly Mammoths (1d4)
20. Yeti (1d6)

Note: If traveling in the southern half of the Frostwood, roll 1d20+4 for an encounter, and treat any roll of 21-24 as an encounter with a war party of 2-7 yeti.

GMs should consult the **Monsters** section for descriptions of new or changed monsters, or those (such as yeti) whose local behavior is important to the adventure. Sea Lions and Water Elementals may be most likely to be located near the coast; GMs may otherwise wish to reroll.

1. Frostwood

This frozen, apparently dead forest of giant pine trees is buried in deep snow, and most of the trees are covered with ice. It's woods are still home to some arctic animals, but the southern woods are infested with yeti, and the western portions have many Pine Treants living there. The Pine Treants are generally neutral, but are cantankerous when disturbed, and even a hint of fire, such as a torch, can turn them into an enraged mob. This could be troublesome if a party shelter in the Frostwood during a cold snap or ice storm! The evil-tempered yeti are smart enough to stay clear of the Treants, preferring to mostly forage and camp in their southern regions.

2. Abandoned Camp

This is the remnants of a camp that appears to have been hastily evacuated. There are signs of a struggle, blood in the snow, tents are torn apart and looted. The cold remains of a fire contain charred, gnawed-on caribou bones. There are strange singe marks on the tundra grass and nearby rocks. Yeti tracks are all around; if followed, these will lead north east, eventually reaching the glacial rift at #4.

3. Arctic Tribe Camp

The northern barbarian tribes have a few scattered camps in the region of the Rift, and this is one such site. It's up to the GM whether it will be occupied by a small hunting party of 1d4+1 tribal warriors, a sizable band of 4d6 tribespeople including women and children, or perhaps even a single hardy individual such as Bjorn the Arctic Ranger (see below). The arctic tribal barbarians hunt for fish and seal, and forage for roots and berries. Occasionally they'll even chase down a wooly mammoth. They are hardy people and not particularly favorably inclined towards strangers. With generous offerings and a peaceful demeanor, or bravely rescuing any tribesmen who are in trouble (e.g., some hunters menaced by a giant wolverine or yet war party), it is possible to gain the trust of a tribe. They may then provide sustenance, a place to shelter from extreme weather, or valuable information. They've been contending with the recently empowered yeti over the past few months, and have been holding their own, but at great cost.

4. Glacial Rift

The glacier extends as far as the eye can see, filling the entire valley between the massive Icecrag mountain ranges. The face of it is a sheer cliff extending hundreds of feet up. While there are many crevasses, there is one enormous gaping rift near the center. This entrance is craggy and dangerous, but following it inward will lead eventually to the ancient buried fortress.

5. Ice Rock

The village of Ice Rock (as described above) lies on the sea coast.



The Glacial Rift Crevasses



Dungeon Walls: Hewn Ice (Climb DC 25).

Dungeon Floor: Hewn Ice (slippery, +5 to Balance and Tumble DC).

Temperature: Cold! Unprotected creatures must succeed on a saving throw every hour (DC 15, +1 per previous check) or take 1d4 points of non-lethal damage; a creature that takes any non-lethal damage from cold exposure suffers from hypothermia and is fatigued.

Illumination: Most areas have phosphorescent fungus growing on the walls and floors creating shadowy light, those without dark vision can navigate but will have -1 to attacks.

Wandering Monsters (Check occasionally, e.g., each turn; roll of 1 on 1d6)

1. Yetis (1d3)
2. Tribal Warriors (2d4 foraging/scouting)
3. Wolverines, Frost (1d2)
4. Ice Mephits (1d3)

Area #1

The cavernous entrance to the rift is a long upward-sloping incline. It narrows down to barely the width of a human walking sideways, and even then it is a tight fit. The sides are sheer, and unclimbable without special equipment; DC20 to climb.

Astute players may note that this entrance is far too small for yeti to squeeze through, and there is likely another hidden entrance elsewhere (see area #16).

Area #2

Old burnt out torch stubs litter the floor of this cave. An impenetrable pile of rubble fills the left side of it. A Frost Wolverine has made this place her lair, she has 1-4 pups, and will viciously guard her nest. The pups will hide behind their mother. If she falls they will attack for one round, then try to flee. Note that the pups do not yet radiate lethal cold.

Scrawled on the wall near the nest entrance are letters in common script that say "If anyone finds this beware of..." the letters trail off and are unintelligible.

After the fight, if attempts are made to dig through the rubble, it will just keep falling down and filling the space, possibly falling on the diggers causing 1d6 damage. Digging through from the other side is less difficult; enough of the passage can be opened for a humanoid to squeeze through.

This is only as far as the previous lost expedition made it. They were grievously injured by the wolverine bitch and fled back to their camp. Which turned out to be an ill-fated decision.

Frost Wolverine: HD 3 (hp 17); AC 6[13]; Atk 1 bite/claw (1d6+3); Move 12; Save 14; CL/XP 4/120; Special: Musk, +4 to hit bonus, Immune to cold, Radiate cold (1 hp damage each round within 5' radius of a frost wolverine).

Frost Wolverine Pup: HD 3; AC 6[13]; Atk 1 bite/claw (1d6+3); Move 12; Save 14; CL/XP 4/120; Special: Musk, +4 to hit bonus, Immune to Cold, Radiate cold (chill to touch, no damage).

Treasure: None, but adult frost wolverine hides sell in the town for 10-60 gp each.

Area #3

There is a large block of muddy ice, 12 ft. high, standing in the middle of the room. Mysterious runes are written on the south wall. A flight of steps, carved in ice, leads south. Bits of rubble and chips of ice are scattered about the chamber.

The runes are in draconic script. If translated, they say "Nine steps forward, seven steps back". If read out loud, the block of ice, part of which is actually an enraged water elemental, melts. It forms an icy pool from which the angry elemental attacks. The elemental will also attack if the ice is chipped or melted, but adventurers will get a free attack to inflict damage on it first.

Water Elemental (8HD): HD 8; AC 2[17]; Atk 1 strike (3d6); Move 6 (Swim 18); Save 8; CL/XP 8/800; Special: overturn boats.

Treasure: Searching the room reveals a sack of 200 gp in the rubble, perhaps dropped by a fleeing adventurer.

Area #4

The long entrance to this icy chamber is extremely tight, and characters will have to walk single file. Some scraps of wood and a drinking horn litter the floor, but otherwise it seems empty.

On the horn in ancient runes is carved the phrase "You cannot kill it with magic".

Once inside the chamber, the floor is extra icy: it's really a thin sheet that covers a crack in the ice. Anything larger than a halfling that steps on it will cause the ice to break (see trap, below).

It will require a climb check to get out.

Moisture slowly seeps down the wall. Over time, it will create a new thin sheet over the crack, reactivating the trap, if adventurers return to the Rift a week or more later.

⑤ Pit Trap: location trigger DC 20 Save avoids; 10 ft. deep (1d6, fall); Search DC 20

Area #5

This is the central cavern where the yeti who are gathering in the Rift live. At all times there will be 2d6 adult Yeti and 1d4 juveniles (only fight if cornered).

Yeti: HD 5; AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

Juvenile Yeti: HD 2; AC 6[13]; Atk 2 fists (1d3); Move 14; Save 16; CL/XP 4/120; Special: Immune to cold, hug, fear.

Treasure: 2d6 mammoth hides (20 lbs. each) worth 40 gp; 125 cp.

Area #6

This is one of the towers of the ancient fortress of Kizod Gardolan, emerging through the ice.

A dilapidated throne sits in the middle of the room. On it is a gold crown embedded with red gems. Caltrops are scattered around on the floor surrounding the throne.

Careful observation will spot small holes in the ceiling and walls. If a caltrop is disturbed 1d4 small darts in the ceiling and walls will fire arrows coated with a necrotic poison:

⑤ Dart Trap: location trigger DC 15 to notice; Save avoids; roll to hit (as 2 HD monster); a hit does 1d2 damage and poison. If anyone is poisoned, save or be infected by a gangrene-like blight that slowly eats away the flesh. This causes 1 point of damage per day until healed by a cure disease or similar effect.

On the south is a stuck stone door (break DC 28; hard 8, 60 hp). Opening it will reveal a solid ice-filled chamber. This can be impenetrable (blocked by hundreds of feet of ice) or, if the GM wishes to develop further levels of the fortress below the glacier, it could be breachable by a few hours of careful tunneling, a disintegrate spell or lightning bolt, or similar measures.

Treasure: The crown is a brass ring coated with gold worth 1 gp. Most of the gems are worthless rhinestones, but one of them is an uncut ruby worth 40 gp.

Area #7

This room looks like it may have been occupied at one time, but now is filled with garbage and remains of half eaten animals.

Treasure: Searching through the offal reveals an ill-fated fighter wearing rusty chainmail, with one silver glove (a Glove of Dexterity, +1 to Dex, worth 2,000 gp), and a fine unicorn-leather belt pouch worth 75 gp, with 150 gp in it.

Area #8

This is the entrance to the warrens. There are shredded bloodstained clothes on the ground and a large wooden box.

Treasure: The box is embedded in the ice and is difficult to get out, a lot of noise will be made removing it and opening the lid. Opening the box will alert the nearby Giant Frost Toad in area #9, which will arrive to investigate. Inside the box are heaped 3,000 copper coins (worth 30 gp).

Area #9

In this cave is a pile of bones (from some unlucky juvenile yeti). It is the lair of a Giant Frost Toad. If it were not alerted and killed in area 8, it will be squatting here. There's a 50% chance it is sleeping.

Giant Frost Toad: HD 2 (hp 12), AC 6 [13]; Atk 1 bite 1d6; Move 6; Save 16; CL/XP 4/120; Special: Poison.

Treasure: A small blue pearl (40 gp, or twice that to an alchemist).

Area #10

A careful search of this cavern reveals a crude trap door covering a vent in the ceiling. The passage behind it is wide enough for a fully-armored human to use without difficulty. Rungs cut into the ice lead to the top of the Glacial Rift. This is the entrance most often used by yeti.

Area #11

The top portion of the ancient fortress of Kizod Giardolan breaks through the icy floor here. Visitors will notice the icy rocky walls have been replaced by fine worked stone.

Most of the ruins still lie buried in impenetrable ice, but rooms 11-13 have thawed, apparently by unnatural means.

Area #12

An empty chamber of fine-worked stone. A sense of foreboding fills the stale, frosty air.

Area #13

This stark black room is disturbingly silent and cold. Small platinum disks are embedded in the pitch-black stone walls, 20 in each wall (80 total), each about 4 inches in diameter. A glass orb on a short pedestal sits in the center of the room, and a smoky figure swirls inside of it.

Each platinum disk is worth 50 gp, and can be pried out of the wall with a knife at a rate of one per round. However, if any disk is touched or removed, the door snaps shut and locks, and a terrible trap is triggered.

⑤ Necromantic energy-draining crushing wall trap. If triggered by character action, the north and south wall will each begin to close, at a rate of 5' per round. As they are closing, anyone who is touching or within 1 foot of either wall feels a horrific sense of cold (akin to the touch of a wraith or wight), and suffers 1d6 necromantic damage each round.

If the orb is smashed, the walls will stop closing in, but a ghostly apparition within is unleashed! It will cry out with an unholy moan, and attack.

If nothing is done, each closing wall will eventually stop within 1 foot of the central orb, leaving a small gap. Of course this is close enough that everyone huddled within that narrow space will take 1d6/round from the energy drain from one or the other walls. Also, if there are more than six people in the party, they will also be squashed together, crushed for a further 1d6 damage each round.

Long ago a wizard by the name of Vexarkizius was seeking isolation and temporarily made his lair here. He first studied the arcane lore left by the earlier inhabitants of the fortress, even raising forth and trapping a ghost of one of its ancient rulers. Then, as if to warm his frozen soul against the chilling truths he learned, he began to research the most powerful incendiary magic he could. While he long ago passed away, his belongings and necromantic traps and experiment remained, frozen in the ice.

Apparition (HD 5, hp 25, AC 10 [19]; Atk 1d8 touch; Move 12; Save 12; CL/XP: 5/200, Special: ghostly touch Save or be chilled to the bone, taking a further 2d8 Subdual damage).

Treasures: Scrolls of Fireball and Pyrotechnics, 500 gp, a Wand of Flame; a rotted, half-burned journal written in draconic runes that is Vexarkizius' diary (readers get the above information and also learn the command word for activating the Wand of Flame, which is "sunspark"). The wand has 12 charges (each can unleash a 6d6 fireball, save halves damage, or create any Pyrotechnics effect).

Area #14

This chamber has a raised dais carved out of the ice, next to an exit to the east. The southern exit leads to a jagged hallway, filled with dozens of broken crevasses that monsters can hide behind.

Area #15

A huge male yeti, two female Yeti and four of their whelps make their lair here. The females are also extremely dangerous, aggressively defending their nest and seeking fresh food for their young. The yeti whelps will fight only if cornered.

Rubble fills the north east wall. There is a gentle grade down in that direction.

The male yeti is the notorious Blurut the Marauder, who resides here when not out raiding. The females are his personal harem. (The other yeti in #5 also owe allegiance to him.) Note that he is wearing a strange artifact - the Crepuscular Claw.

At GM's option, the rubble can be dug through in six man-hours to reach area 16.

Blurut the Yeti: HD 5 (hp 32); AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 9/1100; Special: Immune to cold, hug, fear; magic item (the Crepuscular Claw).

Female Yeti: HD 5 (hp 23, hp 25); AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 9/1100; Special: Immune to cold, hug, fear; magic item (the Crepuscular Claw).

Treasure: Piled up are nine wolverine and mammoth pelts each worth 10-60 gp each, seven blue pearls worth 100 gp each (twice that to an alchemist), and sacks holding 700 gp.

Area #16

Rubble fills the east side of this rough hewn chamber. An egress leads to the top of the glacier. It is slippery and steep. DC 20 to climb.

Lower Level

The lower level is partially submerged into the ice and is inaccessible. Areas of interest are described below. The ice is so compacted that even a fireball would hardly make a dent. If somehow the ice is melted or excavated there is little to be found, except rubble and empty rooms - unless, of course, the GM wants to develop the lower levels into their own adventure.

Extra Gonzo Traps (Optional)

The following are various traps that can optionally be added to increase the deadliness of the Glacial Rift, or to slow a party that has begun to delve into lower reaches. They generally represent leftovers from the old fortress (possibly removed and repositioned by the newly-organized yeti marauders). Perhaps they are the work of ice mephits or ice dwarves (see below)...

Confusing Tiles: The floor of this long, narrow chamber is covered with highly decorated tiles, the pattern on them is a series of swirls that induce a strange sense of vertigo. Anyone examining them must save or be affected as if under a Confusion spell. Across the far side of the room an iron-bound chest (see below) or other treasure (GM's option) is visible.

Swinging Chains: If even one step is taken into the room, a ceiling-mounted set of spiked chains is triggered, which swing back and forth. Make a Dexterity check to pass through, or be struck and take 1d4 points of damage. (Of course, characters who are confused by the mystical pattern might blunder into the path of the chains and be unable to save to resist.)

Chest of Nets and Hammers: This iron-bound chest is also trapped, physically and magically. If opened, barbed nets drop from the ceiling, and then enchanted hammers smash out to attack

any trapped in the nets, striking as a 3HD monster causing 1d3 hp damage each hit. Victims can get a Strength or Dexterity save each round to struggle or cut yourself free of the nets. Inside the chest is 2d6 gp and a scroll of magic missile. A secret compartment under the bottom of the chest conceals a ring of +1 protection.

Deadly Acid Threads: Tiny threads are strung across the room, if crossed strange glyphs on the wall begin to faintly glow. Any educated person (like a cleric or magic-user) will be able to decipher them. If read out loud, acid sprays from them save or take 1d4 damage.

Traps and XP

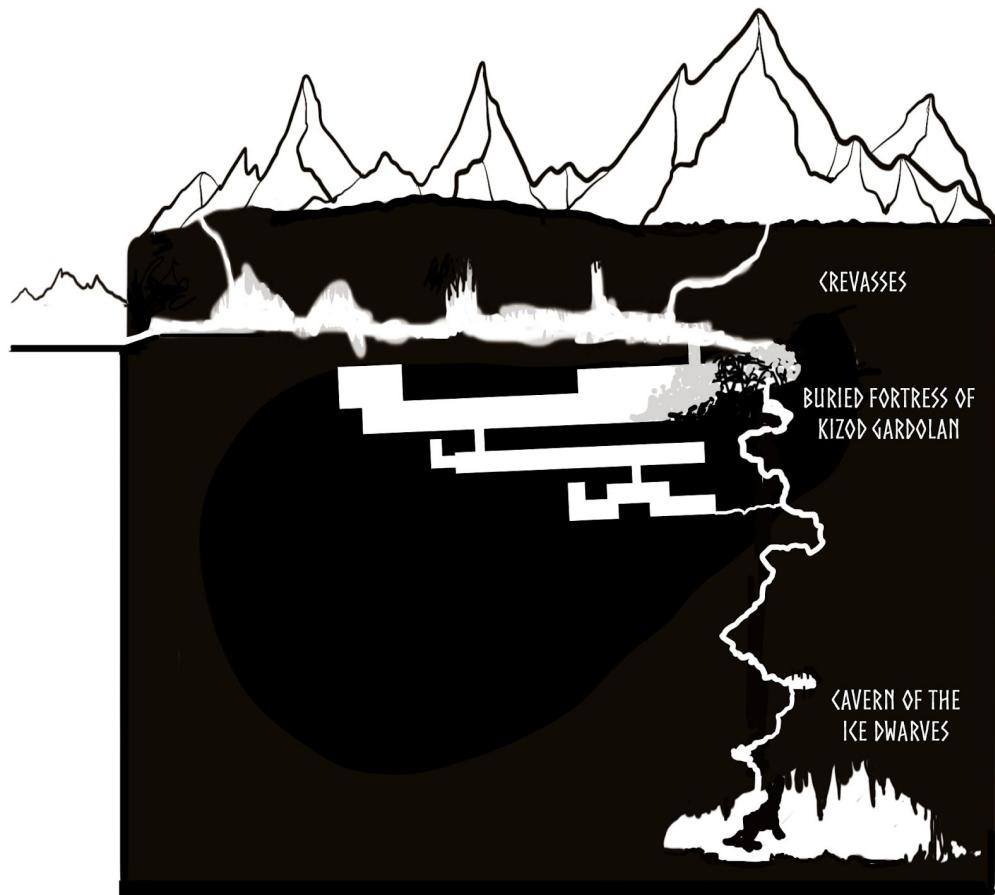
GMs should consider awarding extra XP for defeating the deadly traps in areas #6 and #13, especially if they not otherwise granting experience for treasure. Possible award: 100 xp for #6; 600 xp for #13; 100 xp each if any of the optional traps below are added and overcome.

Further Adventures

If you want to expand the adventure, here is a cut-away side view of the entire Glacial Rift showing additional subterranean levels of the ancient fortress of Kizod Gardolan, which sits at a slight angle. A deep grotto exists far below, and who knows what lurks there? Here are two adventure seeds::

Yeti legends suggest demented dark ice dwarves, who built some of the traps in the original fortress!

The northeastern region of Frostwood forest is home to reclusive ice elves who are descended from an isolated clan of drow who intermarried with the native tribes of snow elves.



NON-PLAYER CHARACTERS

These can be encountered in various locations at the GM's discretion.

Townspeople

Fisherman and Peasants: Typical names Bjorn, Skalgrim, Ragnar. Fishermen are usually armed with a dagger and a spear (actually a harpoon) or net.

Barkeep: The bartender at the Pearl is a scarred peg-legged ex-soldier, Lodun Forkbeard. His barmaid is Ursa, a cheerful girl of mixed townsman and barbarian blood, whose father is the ranger Bjorn.

Mayor: A grasping merchant named Borsa. He has gold, and will buy and sell pearls and mammoth or monster hides; he may fund an expedition.

Store Owner: Stein Stenke, his wife Nan, and pretty daughter Lea run the general store.

Jarl Tostig: An old 4th level fighter. His men (carls) are few in number, due to losses in skirmishes with the yeti or tribesmen in prior years, hence his need for adventurers. He may be persuaded to pay a modest bounty (e.g., 1 gp per 20 xp a monster is worth) for the scalps of yeti marauders (or possibly other fierce monsters) brought back to him.

Most townspeople are HD: $\frac{1}{2}$, hp 1, AC 10, BAB 0, The Carls and Lodun may be 1st-2nd level.



Sjimpy the sad Yeti.

He's not like the other yeti, for he doesn't want to eat people. The other yeti think Sjimpy is a little strange and funny looking. He is a bit of an outcast, and just looking for a friend or a mate. Sjimpy has a poor grasp of the common tongue, but well enough that he can communicate. He may be found wandering about as he has no permanent home. While he will not outright betray the yeti clan, he is easily befriended and might be helpful. He may be found rummaging through some debris looking for food, or in a corner quietly sobbing after other yeti teased or ignored him once again. Another option might be for him to encounter adventurers caught up in freezing weather, by directing them to a sheltering cave.

Sjimpy: HD 5 (hp 20); AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug. Unlike other yeti, Sjimpy does not use a Fear attack.

Bjorn the Arctic Ranger

Tough, rugged, and individualistic, Bjorn is well known by the arctic warrior tribes, and they respect him. He is less xenophobic than most of his people, and can be befriended if one shows respect, competence, and courage. Once he is an ally, the other tribes will be helpful to the player characters. He may appear at a time the PC's are in trouble and need assistance.

Bjorn: Level 4 Human Ranger; AC 4[15]; Atk battleaxe (1d8+1) Short Bow (1d6 Range up to 15 ft.); Save 14; Move 12; CL/XP 4/120.

MONSTERS

Certain monsters of significance to the adventure and region are detailed below.

Air Devil, Frost

These minor elementals from the plane of Air resemble little whirlwinds. Although no more than a few feet in height and width, these tiny tornadoes can easily send the bulkiest adventurer flying, or blow away a sleeping camper's tent.

The victim of a successful hit by an air gust has a 2 in 6 chance of being knocked down (GMs may wish to modify the roll to take into account exceptional strength).

The violent air gusts that make up this elemental's form (and provide its name) make missile/ranged attacks difficult; improve their AC by 2 vs. missile or thrown weapons.

Air Devil, Frost: HD 3; AC 4[15]; Atk Wind Blast (1d6+1 - Range up to 15ft.); Save 14; Move 12 (18 fly); CL/XP 4/120; Special: -2 [+2] to AC vs. missile attacks.

Bear, Polar

Polar bears are even larger than a grizzly bear. When hitting with both claws, they hug for 3d6 points of damage.

Polar Bear: HD 7; AC 6[13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; CL/XP 7/600; Special: Hug.

Berserker

Amid the northern tribes there are occasionally warriors so fierce that they go into a rage in battle which gives them +2 in melee attacks. After battle they collapse in exhaustion for 2d6 hours. Otherwise, use the Warrior, Tribal statistics (see below).

Blurut

Blurut is a highly intelligent yeti. He discovered the crepuscular claw while foraging for food and winding up inside the glacial rift. With its power he was able to become the sovereign leader of the local yeti population. (See **Crepuscular Claw** in the Magic Items section). The Jarl may pay 500 gp reward for his head *if* adventurers can prove it is Blurut (e.g. taking him alive or having the Claw).

Blurut: HD 5; AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear; may use the Claw.

Fox, Arctic

Not violent but chaotic and sneaky; may lead you into other monsters or safety. Hates carnivorous rabbits!

Arctic Fox: HD 1/2; AC 7[12]; Atk 1 bite (1d2); Move 15; Save 18; CL/XP A/5; Special: Surprise on 1-3 in snow.

Mephit, Ice

Ice mephits appear as a shard of ice until they move. They are cold, aloof, demon-like elementals from the plane of air, standing about 4' tall and weighing around 30 pounds.

Ice Mephit: HD 3, AC 18; Atk 2 claws (1d3) + 1d4 cold damage, Move: 12; Save 10; CL/XP 3/90

Rabbit, Carnivorous Giant Snow

Mean, white, the size of a pig, and with very large fangs.

Carnivorous Giant Snow Rabbit: HD 2; AC 7[12]; Atk 1 bite (1d10); Move 12 (hop 6); Save 16; CL/XP 2/30; Special: Surprise on 1-3 in snow; can hop 30'.

Tiger, Sabre-Tooth

Sabre-tooth tigers are larger than normal tigers and have huge, curving, front fangs. Like normal tigers, if they hit with both fore claws, they can pull up to rake with their rear claws (2 additional attacks).

Sabre-tooth Tiger: HD 7; AC 6[13]; Atk 2 claws (1d4+1), 1 bite (2d6); Move 12 (Swim 6); Save 10; CL/XP 8/800; Special: Rear claws

Toad, Giant Frost

These sluggish, bloated creatures have antifreeze blood that is highly toxic. If wounded by a cutting or puncturing weapon, some of this blood is likely to spray out onto the attacker; save or be poisoned. The poison is not immediately fatal, but prevents normal healing and causes 1d4 points of damage per day until cured. Giant Ice Toads will attempt to swallow any victims whole (occurs on a successful hit that is a roll of 17-20, if victim is man-sized or smaller). If swallowed, the victim will perish if not freed by killing the toad. (The monster can be attacked from within (at an AC of 9[10]) but only with a short weapon such as a dagger. Anyone inside the toad's stomach takes 1d6 points of damage per round as he is digested.)

Giant Frost Toad: HD 2, AC 6 [13]; Atk 1 bite 1d6; Move 6; Save 16; CL/XP 4/120; Special: Poison; Immune to Cold; Swallow.

Treant, Pine (Coniferous)

Giant (28' tall) humanoids that look like pine trees and live in subarctic forests. They are concerned only with protecting the plants of their home. They speak their own long-winded and tangled language. Far taller and more powerful than their warmer, southern cousins, a Pine Treant is a cantankerous secretive creature. They spend most of their time hibernating in the cold, but if stirred by fire they become enraged and dangerous. They will chuck their unusually large and spiky pine cones at enemies.

Their instinct is to protect nature and spread their old magic. If roused they move with implacable strength, but otherwise will often set down roots for many days or weeks.



Pine Treant: HD 10 (48hp), AC 5[14], Att 2 × fist (2d6), Ranged Att 2 x pine cone (1d8), Move 6 (2), Save 5, Neutral, CL/XP 13/2300

Walloping branches (d10+5 damage); 21 HP; 4 Armor; Reach, Forceful

- Surprise: On a 1-3, in a forest, due to being mistaken for a tree. Encounter occurs at 30 yards or less.
- Animate trees: Each individual can animate 2 trees (within 60'; may switch trees at will). These fight as treants with movement rate 3 (1').
- Immune to cold.

Warrior, Tribal

These are human barbarian hunters from a local arctic tribe, they are hardened warriors attuned to the harsh environment; usually armed with spears and axes..

Tribal Warrior: AC 6 (14), HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), BAB +1, MV 120' (40'), SV D13 W14 P13 B16 S15 (T1), ML 8, AL Neutral, XP 10, NA 1d8 (3d10)

- Arctic survival: can survive indefinitely off the land.
- Leader: May have a leader of 2nd level or higher (fighter class).
- Treasure: a handful of copper coins (2d4), hunting gear, arctic dress, food for 1d4 days.

Wolverine, Frost

These wolverines are vicious and tough, living in the world's arctic and tundra regions. Their musk is not dangerous, but the smell remains for days, and it spoils food. They attack with a +4 to-hit bonus for their ferocity, and can generate a freezing aura from around their bodies.

Frost Wolverine: HD 3; AC 6[13]; Atk 1 bite/claw (1d6+3); Move 12; Save 14; CL/XP 4/120; Special: Musk, +4 to hit bonus, Special: Immune to cold, Radiate cold (1 hp damage each round within 5' radius of a frost wolverine).

Yeti

Yetis are the "Bigfoot" of the arctic and the high mountains. Yetis are very intelligent, and can be quite malevolent. If a yeti strikes the same opponent with both fists, it bear-hugs for an additional 2d6 points of damage. Anyone caught in the yeti's arms like this must make a saving throw or be paralyzed with fear for 1d3 rounds (during which time the yeti hits automatically). Yeti are immune to normal or magical cold.

Yeti: HD 5; AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

NEW MAGIC

New Magic Item: Crepuscular Claw

This minor artifact gives the bearer +2 INT, the ability to cast Crepuscular Rays (see below) 3 times per day. Control over ice creatures. And +2 AB in melee, and strikes for 2d6 points of damage.

New Spell: Crepuscular Rays

Level: 5

Casting Time: 1 round

Range: 60'

Duration: 1-3 rounds

Components: V/S/M

Upon casting Crepuscular Rays, beams of sheer freezing darkness are emitted from the caster's hands. They strike for 2d6 damage each, against up to 2d4 opponents within 60'. Victims struck must save or be blinded for 1-4 rounds. Any ice creatures within 100' who see these rays in action must save or fall under the complete control of the caster for 1d4 days.

World of Hawkmoor

Hawkmoor is the default fantasy setting for Night Owl Workshop's fantasy RPGs. The world of Hawkmoor is an open sandbox style gonzo fantasy world inspired by old-school home brewed campaigns from the 70's and early 80's. It is generally medieval but filled with the fantastic and the weird. There are islands of civilization, frontier settlements, and large tracts of untamed wilderness. The landscape is littered with impossible ancient ruins built with forgotten technologies from a previous golden age by a lost empire that once ruled the lands. Factions now vie for survival and dominance in this chaotic world. The skies are ruled by clans of sky

lords and their flying citadels. The seas are ruled by strange fish-men. The earth is pockmarked with caverns, ruins, and dungeons that extend far below to eldritch cities and an inner primitive world. Beyond the skies the heavens are navigated by astral ships that travel to the moons and other worlds.

Conversion Notes

This game module is designed to work with a variety of OSR games. In essence, this adventure can work as is for most original edition game systems. These notes can help in adjusting and converting to your system of choice.

Difficulty Class. 3rd edition and later added the unified mechanic of defining challenges with a Difficulty Class rating (DC). This is the number on a d20 that the player needs to roll in order to overcome the challenge. Modifiers are then added to the roll, for example if it was a Dexterity check then the character's DEX modifier could be added to the roll to match or beat the DC in order to succeed.

Prior to this, editions used an Ability Check. In the example above the player would be trying to match or roll under their character's DEX score. GM could add modifiers to increase or lower the difficulty. To use this system add the difference between 10 and the Difficulty Class to the roll. For example Difficulty Class 12 would add +2 to the player's roll, making it slightly more difficult for them to roll under their character's ability score.

Ascending/Descending Armor Class

For those who grew up playing the game before the 2000's armor class was descending. The lower the better. Ascending was introduced in the 3rd edition, the math is simpler, as well as easier to explain to a new player. Still, we like our traditions. All monster statistics list ascending AC first, then classic descending AC in square brackets afterward.

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Art & Words: Thomas L. Denmark

Editing & Additional Content: David L. Pulver

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Printable Paper Figures

Cut on the solid lines

Fold on the dotted lines

Staple bottom flap for more stability

Or tape a penny to the bottom

