



# The Inexplicable Ice Tower of Inverlock Isle

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NEW BIG DRAGON  
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## For Character Levels 8-12

### For the Players

The rolling green fields of Orlea, normally aglow with soft sunlight, are blanketed with gray. Clear blue skies have given way to the dismal haze of threatening dark clouds that drizzle cold rain and sleet over the area.

The source of this recent and everpresent gloom is a mysterious tower of ice on a small island in the center of Inverlock Lake. The slender, frosty peak supposedly emerged from the ground and over a few weeks has risen to a height of well over 500'.

No one seems to really know what the tower is or why it appeared (see **Local Rumors**), but whatever is happening can't be good.

### For the DM

The source of the tower is trouble-maker named Itrmor. He is just a malicious high-level magic-user with a love for magical machinery and a penchant for drama—an egotist with no other motive than his own amusement. He chose the area because he likes mutton and they have sheep.

### Numbered Encounters

Inverlock Lake lies among the rolling green hills of Orlea. It would be a pastoral vision if not for the steeple of bluish white ice spiring from the center of Inverlock Isle, the small island set in the middle of the lake. What makes this truly inexplicable is that Orlea is situated in a temperate area that, even in the coldest of winters, rarely sees snow.

An icy dark column of mist seeps from the top of the tower and a low humming sounds echoes from it. Ripples on the surface of the water reflect the gloom and despair of the gray skies above. Something is awry.

#### Inverlock Lake

A thin sheet of ice covers the water. It is only strong enough to bear the weight of a few lbs., but is easily cracked and broken away.

A small dock on the edge of the lake. A small ice-covered boat tied to the dock sits deep in the water. With the ice over the entire boat, it will only support 50 lbs. without sinking.

Another small boat, upside down on the shore. It's hull is covered with thin sheet of ice. With the ice on the hull, the boat will support up to 300 lbs. without sinking.

With the ice completely removed from the boats, each will carry 500 lbs.

#### Outside the Tower

The tower and all of its parts (including the doors and steps inside) are composed of a

frosty blue ice. The ice is not transparent enough to see through and only mildly affected by fire. Attempts to "melt" it (even with strong fireballs) would take forever.

The entire tower seems to "hum."

The icy double doors at the entrance to the tower are unlocked and will creak if opened.

#### 1. Level 1: Entry Chamber

The humming is louder inside and seems to have lulled 2 sabre-tooth tigers (hp: 38,36) to sleep at the bottom of the steps leading to level 2. The tigers are light sleepers and the creaking door will wake them.

The first step on the stairs to level 2 will trigger a magical trap that summons 2 invisible stalkers (hp: 30, 29). They will appear just inside the doors to the south and their task is to kill any intruders that are present.

#### 2. Level 2: Frost Giant Lair

The humming grows louder with each level.

2 frost giants (hp: 55,41) reside here with 6 winter wolves (hp: 33,26,26,25,24,19).

If the PCs managed to sneak past the sabre-tooths and have not engaged the invisible stalkers, the giants will be eating dinner at the table in the middle of the room and the wolves will be waiting table-side for scraps. If sufficient noise (combat) was made on level 1, the giants will have weapons in hand.

A chest to the E holds the following: 5000 g.p., **-1 sword (cursed)**, **+1 chain mail** (human-sized), **+1 shield** (human-sized).

#### 3. Level 3: Frost Salamander Lair

The humming grows louder still.

The walls of the room show evidence of a battle. Nicks and pocks in the wall appear to have been caused by fireballs.

3 frost salamanders (hp: 62,48,47) attack.

The frozen corpse of a human lays against the wall to the southwest. There is nothing of value on his person.

Tucked at the edge of the wall on the floor to the east, a small leather pouch contains a moonstone (250 g.p. value) and a piece of obsidian (25 g.p. value).

#### 4. Level 4: Itrmor's Residence

Standing ready in the middle of the room is Itrmor (see **NPCs**), a pale-skinned, white-bearded, nasty-looking old man who wears a heavy glistening white robe trimmed in sparkling blue. He is flanked by 2 sabre-tooth tigers (hp: 43,38), ready to attack at his command.

Itrmor will entertain questions from the PCs, to a point. Should they threaten him or make any hostile indication, Itrmor will

release the tigers and command them to attack. He will then cover his head with the hood of his **snow robe** (see **Magic Items**) becoming invisible, then engage in combat.

A chest to the north is trapped with fire (10' radius, 4d8 on failed save). Inside the chest there's nothing but a ledger of Itrmor's accounts, showing him deep in the red (the tower has cost him greatly). The chest has false bottom hiding a white velvet bag holding 5 bloodstones (1,000 g.p. value each).

#### 5. Level 5: Itrmor's Lab

The hum now seems to be more of a grinding sound emanating from the ceiling above.

This room is bare except for six levers made of ice protruding from the floor. These levers engage/disengage the gears on level 6 (see detail drawings 2 and 3). Each is a slightly different tint/shade of blue, with 1 being the lightest and 6 being the darkest. All of the levers are pulled in the same direction except for number 6 (the darkest).

#### 5. Level 6: Machine Room

This level houses the six gears that power the magical machine. Each gear corresponds to a lever on level 5, going from darkest/largest (gear 6) to lightest/smallest (gear 1).

All of the gears are engaged and moving, except gear 6 (the largest). If gear 6 is engaged, it will spew unimaginable amounts of ice and snow into the air.

All of the gears must be disengaged from the smallest to largest order (from 1 to 6). If disengaged in the wrong order, the gears will "jam" and the tower will begin to shake and crack. It will completely self-destruct in 19-24 (d6+18) rounds (3-4 minutes).

If all gears are disengaged or the machine self-destructs, a remorhaz (hp: 46, as 8 HD monster) will be summoned to level 1.

Given months, the tower will melt away. The quickest way to eliminate it is to destroy it.

### Leveling Up This Adventure

Additional ice toad encounters (see **Monster Stats**) may be added to the waters of the lake surrounding the tower and frost giants may be added to **Wandering Monsters**.

The HD/hps for the remorhaz (see number 4), may be increased to as many as 14 HD.

Wortin (see **NPCs**) may be used as an ally to Itrmor and added to encounter 5.

### Local Rumors

Roll 1d12 per local encountered to determine which rumor that local has heard. Every third local encountered will share 2 rumors (roll twice, ignoring duplicates).

1. The gods were angered when local graziers sacrificed the weakest of their herds instead of the strongest. (F: they did do this, but this is not the reason the tower has appeared.)
2. It's a strange, but normal, geological phenomenon that happens once every couple hundred years. (F)
3. It's a magical phenomenon that happens once every couple hundred years. (F)
4. It's always been there. It's only recently people have started to notice it. (F)
5. A tribe of frost giants has moved in and are raiding the area. (F: Itrmor employs frost giants, but only as guards.)
6. Crazy magic-user-mumble-mumble-leave me alone. (T)
7. Tower? What tower?
8. The tower shot up out of an old diamond mine and threw little bits of diamond all over the area around it. (F)
9. A similar volcanic tower has sprouted up not too far from the ice tower. (F)
10. The tower and the weather are both just illusions. None of it really exists. (F)
11. It's a cult. That's all I'm going to say. (F)
12. Wortin, an evil cleric of some renown, knows something about the tower, but he won't talk. (T/F at DM's discretion)

## Wandering Monsters

### Area Around Inverlock Lake

At DM's discretion. (It is suggested that any Wandering Monster list include ice toads and winter wolves.)

## Monster Stats

**Invisible Stalker:** HD:8; AC:4; AT:1 (4d4); M:18; ST:F/2: invisible; surprises on 1-5 (on 1d6).

**Giant, Frost:** HD:10+1; AC:4; AT:1 weapon (4d6); M:12; ST:F/10; hurl rocks (3d6); immune to cold-based attacks.

**Remorhaz:** HD:8; AC:0(overall)/2(head)/4(underside); AT:1 bite (6d6); M:12; ST:F/8; swallows prey whole on "to hit" roll of 20.

**Salamanders, Frost:** HD:12; AC:3; AT:4 claws (1d6 ea.)/1 bite (2d6); M:12; ST:F/12; radiates cold 20' (1d8 to all in radius); immune to cold-based attacks.

**Tiger, Sabre-tooth:** HD:8; AC:6; #AT:2 claws (2d4+1 ea.)/1 bite (1d10); M:15; ST:F/3.

**Toad, Ice:** HD:5; AC:4; AT:1 bite (3d4); M:9; ST:F/3; able to radiate cold (3d6) in 10' radius once every other round; immune to cold-based attacks.

**Wolf, Winter:** HD:6; AC:5; AT:1 bite; D:2-8, M:18; ST:F/3; cold breath (6d4, 1/2 damage on successful saving throw) once per 10 rounds; immune to cold-based attacks; +1 pt. per die of damage from flame-based attacks;

## NPCs

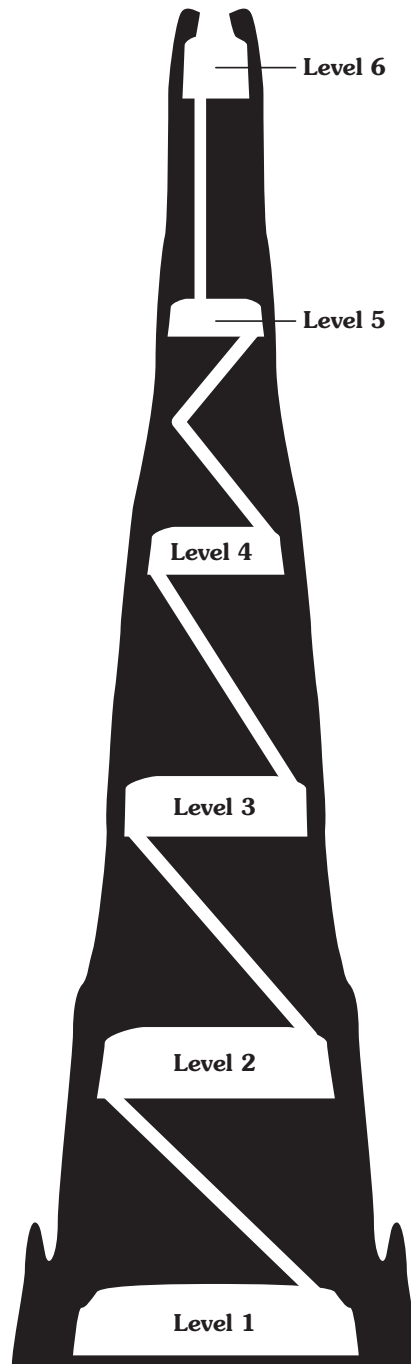
**Itrmor** (14th-level magic-user): S:11; I:18; W:12; D:17, C:14; CH:10; HP:21; AC:1; #AT:1; D: by spell or weapon, M:12; AL: lawful evil (chaotic); ST:MU/14; MI: **snow robe, +1 ring of protection; wand of cold** (10 charges); spells: *magic missile, shield, sleep, ventriloquism, levitate, mirror image, phantasmal force, web, dispel magic, hold person, lightning bolt, protection/normal missiles, charm monster, confusion, remove curse, wall of ice, cloudkill, conjure elemental, hold monster, anti-magic shell, control weather, invisible stalker.*

**Wortin** (10th-level cleric): S:13; I:10; W:15; D:11, C:12; CH:13; HP:39; AC:2; #AT:1; D: by weapon, M:9; AL: lawful evil (chaotic); ST:C/10; MI: **+1 chain mail, +1**

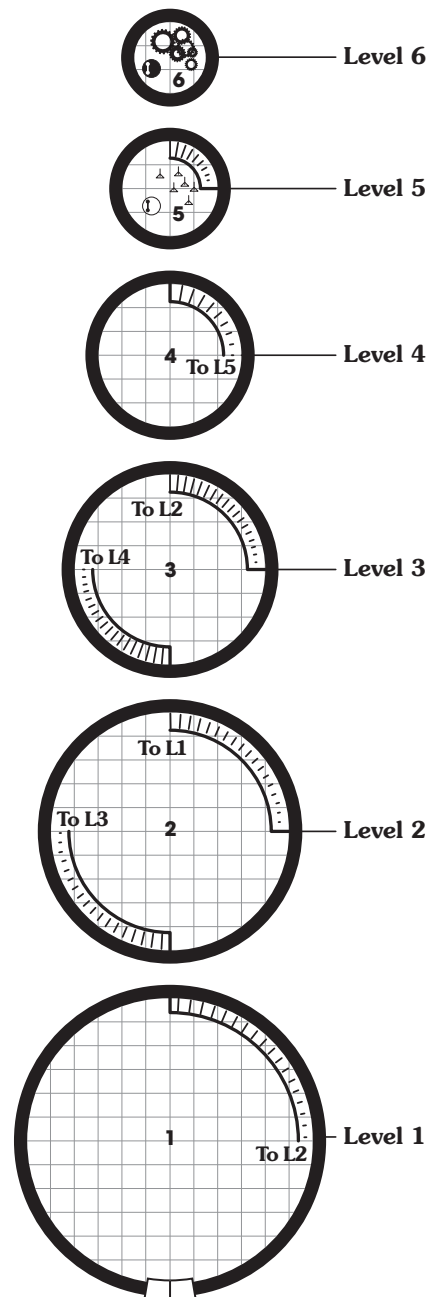
**shield; +2 mace, scroll of cure serious wounds;** spells: *44332 cure light wounds, detect magic, protection from good, remove fear, curse, hold person, resist fire, speak with animal, cure disease, growth of animals, striking, cure serious wounds, poison, protection/good 10' radius, insect plague, quest.*

## New Magic Items

**Snow robe:** This hooded fur robe of glistening white fur is trimmed with sparkling pastel blue. It bestows the following abilities to its wearer: -4 AC bonus, invisibility (when hood is "up"), fire resistance (as *ring of fire resistance*: invulnerability to normal fire, -2 from each die of damage from magical fire, +4 to applicable saving throws).



SIDE VIEW OF ICE TOWER



ICE TOWER LAYOUT

