

Blizzard Iceberg

C&C Adventure

For 4-6 Characters, Levels 6-8

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Blizzard Iceberg

By Brian Miller

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CK's Background

Generally, Albino Sasquach also known as "Yeti" or "Abominable Snowmen" are considered mythical creatures; however, that's only because, much like they're southern cousins, they're nearly impossible to spot even if you know where to look. With or without large numbers they're sheer strength and icy breath weapon makes them a sizable threat and what's worse, they're ravenously hungry predators who consider humanoid flesh a delicacy. The yeti aren't just the run of the mill variety of Sasquach. They're just a bit larger and tougher (with 6 hit dice) and have a vicious bite (1d6 damage) compared to the average Sasquach. To survive the Yeti attack, characters must avoid being separated and fight as a team or be picked off one by one by the abominable forces of "Frostbite", the Yeti chieftain.

The yeti live in ice caves on an iceberg permeated with a labyrinth of tunnels and caverns (both above and below water level) and crevasses. They've been attacking a small igloo town of were-seal Eskimos. The attacks began with 1 yeti scout, but they've been doubling their numbers each night. When the party arrives, the attacks are up to 4 yetis. Each night a blizzard from the north provides cover for the yeti attack.

Expanding the Adventure

For additional adventures, the CK may wish to expand on the vast maze of ice caves which permeate the entire iceberg.

Rumors

Each character starts with 1 rumor they heard in town before heading out to sea in their boat. Unfortunately, the party never learned whether the rumors are true or false so it's up to the characters to find out for themselves, whereupon the CK can remind the party of the rumor. Roll a d12 to determine each rumor.

1. Icebergs with holes will soon crack apart. (False, they could be like that for years before finally breaking up.)
2. Igloos are the homes of cannibalistic Eskimos. (False, but true in the case of the crazy Eskimo hermit.)
3. White dragons like to attack during blizzards. (Oh, so very true.)
4. Beware of carnivorous whales in the northern ocean. (False, it's the giant walrus that are man-eaters.)
5. Don't chew on ice cubes. (True, they can crack your teeth and some are made of lamp oil, but false when required to cast a spell.)
6. Don't eat yellow snow. (Oh so very true.)

7. Vikings have been known to make villages on icebergs. (True, but not on this particular iceberg.)
8. A half storm giant and half frost giant lives in the north and summons blizzards. (True, but not the blizzard in this adventure.)
9. "Snarl! Chomp!" means "Stay out of my cave" in polar bear language. (True, but it also means "Nuts, I've been spotted" in yeti language.)
10. Polar bears can be found wherever you find penguins. (False, normally they don't inhabit the same areas, but true in this adventure the giant penguins feed on polar bears.)
11. Frost giants like to bury themselves in the snow near icy boulders and wait in ambush. (False, Yeti use that tactic.)
12. Don't trust a snowman you didn't make. (False, except in the case of "Ice Heart" the snow elemental.)
13. Beware of the polar worms! (True, but not in this adventure.)
14. Don't lick yellow ice. (Generally true, but false since "Legendary Yellow Ice" is a large yellow diamond that bestows permanent magic properties upon any who lick it.

Player's Introduction

You traveled north across the ocean on a merchant ship and come across the southern tip of an iceberg that's 7 miles long and 3 miles wide. The entire iceberg is porous like Swiss cheese. Its surface has many deep crevasses, both open and covered with snow, and the faces of its cliffs are permeated with caves above sea-level where saltwater trapped inside the ice melted a labyrinth of tunnels and caverns. Some of the caves are vast and some run deep, well below sea-level, to subterranean saltwater rivers that flow in and out of the lower 9/10^{ths} of the iceberg, fed by the ocean currents.

The iceberg has sheer 100 ft. cliffs on its east and west sides, but to the south, a series of ladders placed against a staircase of ice shelves allows you to climb from your boat to a snow-covered plateau on top of the floating iceberg. There you find Igloo town, the only burg on the berg. North of town there's a gradually rising slope that looks like a snow-covered rocky mountain side only the boulders are made of ice instead of stone. The slope rises northward for 4 miles, reaching an altitude of 900 ft. before ending abruptly in a 1000 ft. drop off to the ocean.

As you reach Igloo town, a huge storm front rolls in from the north. It's bitter cold even for the middle of winter. Within minutes, a blizzard has created whiteout conditions, making it impossible to see more than 30 ft. in any direction. Due to poor visibility and frostbite conditions, your forced to seek shelter. Any one of the 10 igloos in town would provide a nice warm place to ride out the arctic storm.

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Random Encounters

Normally, wandering monster encounters only occur outside Igloo town on a 1 in 6 chance every turn. However, during a blizzard, roll 1 random encounter check for each round the party remains in town but outdoors rather than seeking safety inside an igloo (see *The Igloo Town*).

Roll a d10 for each encounter.

1. 1d6 Polar Bears (roaming through town looking for food)
2. 1d6 Albino Sasquach (scout patrol)
3. 1d100 Penguins (waddling around looking to peck a fight)
4. 1d8 Were-seal Eskimos (hunting for fish and penguins, coming back from the east or west edge of the iceberg)
5. 3d4 Cold Spirits (causing frost bite)
6. 1d12 Gangrenous corpsickles (attacking by reaching out of the snow from a buried crevasse)
7. 3d10 Snow Gulls (trailing snow as they fly)
8. CK's choice or NPC (See pre-generated characters).

Stats for Wandering Monsters

Polar Bears (Their vital stats are *hd 4d8, hp 24 each, ac 14, mv 30 ft., neutral*. Their prime attributes are physical. They attack with a double claw clash causing 2d4 damage or a bite inflicting 1d6 damage. . They take -1 point per hit die of cold damage and have twilightvision.)

Albino Sasquach (Their vital stats are *hd 6d8, hp 36 each, ac 14, mv 40 ft. or 30 ft. swimming, neutral evil*. They attack with 2 claws or smashing fists causing 1d6 damage each. If both claws hit, they automatically rend the target for 1d6+1 extra damage. They can breathe a gust of frigid air causing 2d8 damage or half if a dexterity saving throw is made, but can't breathe and bite in the same round. They're immune to cold. They can move on top of snow or without sinking in or making noise and can move across ice without slipping. They can climb cliffs as a 6th level Ranger and move silently as a 6th level rogue. They're invisible in blizzards and can blend with any snow-covered surface. They have a 1 in 4 chance of surprising opponents when attacking. They take -1 point per hit die of cold damage. They have twilightvision and blind sense which allows them to hear any movement within 60 ft. and smell any creature within 60 ft. Their treasure includes the following: 6 trinkets per yeti – see *Trinkets Table 1* random magic item – see *Treasure Table* - for every 3 yetis.)

Penguins (Their vital stats are *hd 1d4, hp 3 each, ac 12, mv 10 ft., neutral*. Their prime attributes are physical. They attack with a bite causing 1d2 damage. . They take -1 point per hit die of cold damage. They have twilightvision.)

Were-seal Eskimos (Their vital stats are *hd 3d8, hp 18 each, ac 16, mv 30 ft., neutral*. Their prime attributes are physical. They attack with a harpoon spear inflicting 1d10 damage + 1d4 damage when removed or a bite causing 1d6 damage. Any creature bitten must make a constitution save of 12 or catch Were-seal Lycanthropy. They take -1 point per hit die of cold damage. They have twilightvision. Their treasure includes the following: 6 trinkets each – see *Trinkets Table*.)

Were-seal Lycanthropy Disease – To cure lycanthropy requires a cure disease or the application of belladonna (in which case the target gets another constitution save), but the victim must be treated within 48 hours or the disease is no longer curable. Every full moon, lycanthropic creatures froth at the mouth and are overcome with the rage, attacking any living creature they encounter at +3 to hit and damage.

Cold Spirits (Their vital stats are *hd 6d4, hp 18 each, ac 20, mv 40 ft. flying, chaotic evil*. Their prime attributes are mental. They attack with a cold breath causing 3d4 frost bite damage. They are always invisible except in the presence of fire in which case they appear as a light blue vaporous cloud. They are immune to cold but take +1 point per hit die of heat or fire-based damage. They can possess snow to create a Snow Elemental – see *Evil Snowman* – or a Yellow Snow Elemental – see *Crevasse of Yellow Snow*. Once defeated, the cold spirit escapes from the snow elemental and can't create another one for 1 round. They have a spell resistance of 10 and thermalvision up to 60 ft.)

Gangrenous Corpsickles (These zombie humans froze to death on the south shore after their ship collided with the iceberg during a blizzard. Their vital stats are *hd 4d8, hp 24 each, ac 16, mv 30 ft., neutral evil*. Their prime attributes are physical. They attack with two fists causing 1d6 damage each plus 1d8 cold damage. Any creature touched must make a constitution save of 12 or catch gangrene disease. Roll a d4 to determine which limb is touched where 1=left arm, 2=right arm, 3=left leg and 4=right leg. Each time they attack there is a 1 in 6 chance that a limb breaks off. They are immune to cold. They have thermalvision up to 60 ft. and life vision up to 60 ft. Their treasure includes the following: 3 trinkets each – see *Trinkets Table*.)

Gangrene Disease - The skin on the affected body part becomes black and the appendage becomes useless until the disease is cured and 8 points of magic healing is applied. The creature loses 1 strength and constitution point per day until dead.

Snow Gulls (Their vital stats are *hd 2d4, hp 6 each, ac 17, mv 40 ft. or 60 ft. flying, neutral*. Their prime attributes are physical. They attack with a bite causing 1d3 damage plus 1d4 cold

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damage. When flying, a flurry of snow trails behind their tail feathers. They have a spell resistance of 12, are immune to cold. They have twilightvision and thermalvision up to 60 ft..)

Igloo Town

The igloos are 20 ft. diameter and 10 ft. tall and contain many penguin pelts, polar bear furs and yellow ice cubes made of oil from penguin fat. Each igloo is populated by a were-seal Eskimos. They only speak seal language. The Eskimo clan has a total of 5 magic items (with each hidden in a different igloo) which they are only willing to give to the party in exchange for saving them from a yeti attack.

- The igloos are arranged with 9 in a circle and the 10th in the middle. All of the entrances face inwards except for the 9th igloo which contains a crazy frost giant hermit who thinks he's an Eskimo. They're friendly unless attacked but if communication isn't established they assume the party to be Viking raiders and attack them on sight to prevent their supplies from being stolen. If asked, the Eskimos can identify the geographical features on the rest of the iceberg though they only know about inhabitants that live on the surface (except for the yeti who they fear).
- The frost giant has a flat arch on his nose from a blow he took at an early age, which made him crazy. He was left behind by a war galleon of frost giants after trying to save creatures they were attacking (due to his lawful good alignment). He's extremely cramped sitting in his igloo on top of the body of the were-seal shaman who died from a polar bear attack. The hermit hopes to bring him back to life after he gains another level. His igloo moves around every time he stands up and walks, and whenever he turns around before sitting down, the entrance faces a different direction. He is willing to help the party with spells, but won't leave Igloo town.

9 Were-seal Eskimos (*Their vital stats are hd 3d8, hp 18 each, ac 16, mv 30 ft., neutral. Their prime attributes are physical. They attack with a harpoon spear inflicting 1d10 damage + 1d4 damage when removed or a bite causing 1d6 damage. Any creature bitten must make a constitution save of 12 or catch Were-seal Lycanthropy. They take -1 point per hit die of cold damage. They have twilightvision. Their treasure includes 6 trinkets each – see Trinkets Table.*)

Were-seal Lycanthropy Disease – To cure lycanthropy requires a cure disease or the application of belladonna (in which case the target gets another constitution save), but the victim must be treated within 48 hours or the disease is no longer curable. Every full moon, lycanthropic creatures froth at the mouth and are overcome with the rage, attacking any living creature they encounter at +3 to hit and

damage.

Chill, the Frost Giant Hermit (*He is 15 ft. tall. His vital stats are hd 10d10, hp 80, ac 18, mv 40 ft., lawful good. His prime attributes are physical. He attacks with spells or a weapon causing 4d10 damage or 2 fists causing 2d8 damage each. He can cast spells as a 6th level wizard and 8th level cleric. He has energy resistance of 10 points of cold damage per round. He has twilightvision and darkvision up to 60 ft. His treasure includes the following: 3 random magic items – see Treasure Table and a scroll with a total of 8 new cleric and wizard spells – see New Spells.*)

Evil Snowman

The snowman was built by a were-seal Eskimo then possessed by a cold spirit to become a snow elemental. It attacks as soon as anyone approaches within 150 ft. An Icy Heart Gem (see *New Magic Items*) is hiding in the middle of its center snowball.

Cold Spirit (*Its vital stats are hd 6d4, hp 18, ac 20, mv 40 ft. flying, chaotic evil. Its prime attributes are mental. It attacks with a cold breath causing 3d4 frost bite damage. It's always invisible except in the presence of fire in which case it appears as a light blue vaporous cloud. It's immune to cold but takes +1 point per hit die of heat or fire-based damage. It can possess snow to create a Snow Elemental – see Evil Snowman – or a Yellow Snow Elemental – see Crevasse of Yellow Snow. Once defeated, the cold spirit escapes from the snow elemental and can't create another one for 1 round. It has a spell resistance of 10 and thermalvision up to 60 ft.*)

Ice Heart, the Snow Elemental (*Its vital stats are hd 8d8, hp 48, ac 15, mv 0 ft., chaotic evil. Its prime attributes are physical. It attacks by casting a Snowball Flurry spell - see New Spells. It's immune to cold but takes +1 point per hit die of heat or fire-based damage. and has thermalvision up to 60 ft. His treasure includes the following: the Ice Heart – see New Magic Items.*)

Flight of the Polar Bears

Here a pack of 12 polar bears are fleeing 3 Gargantuan Penguins. The polar bears are hungry and will attack if attacked or once the gargantuan penguins have been defeated. The gargantuan penguins will attack anything in their path.

Polar Bears (*Their vital stats are hd 4d8, hp 24 each, ac 14, mv 30 ft., neutral. Their prime attributes are physical. They attack with a double claw clash causing 2d4 damage or a bite inflicting 1d6 damage. They take -1 point per hit die of cold damage. They have twilightvision.*)

Gargantuan Penguins (*These penguins are 30 ft. tall. Their vital stats are hd 30d4, hp 90 each, ac 14, mv 30 ft., neutral. Their prime attributes are physical. They attack with a bite causing 8d4 damage. Any creature bitten with a natural roll*

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of 20 is swallowed whole. They have energy resistance of 20 points of cold damage per round and have twilightvision. The stomach of the 3rd gargantuan penguin holds a were-seal Eskimo skeleton with a wand of cold beams – see New Magic Items.)

The Buried Crevasse and the Ice Bridge

Here a 61 ft. deep crevasse is covered over with snow. Characters not probing the snow as they walk have a 4 in 6 chance of falling into the crevasse and sustaining 6d6 damage from the fall (rather than automatically dying since snow at the bottom cushions their landing).

- Several buried ice bridges extend across the crevasse but characters must dig through the snow to find them. Each character that digs must make a wisdom check of 20 or better to find the hidden ice bridge.

Ice Lake

As the party approaches the edge of the lake, a colossal 100 ft. long walrus breaks through the ice and attacks. It's lair is in an vast air-filled cavern connected by a 'J'-shaped tunnel at the bottom of the lake. The cavern has an exit cave that leads to the base of the west cliff of the iceberg with a huge opening just beneath water level.

Colossal Walrus (*Its vital stats are hd 30d8, hp 180, ac 25, mv 40 ft. or 60 ft. swimming, neutral. Its prime attributes are physical. It attacks with a bite causing 10d6 damage. Any creature bitten with a natural roll of 18 through 20 is swallowed whole. It has energy resistance of 30 points of cold damage per round and has twilightvision. It's belly contains a yeti skeleton with the following treasure: a belt of delusion with frost giant strength – see New Magic Items.)*

The Snow Fort of the Frozen Vikings

This 200 ft. by 200 ft. snow fort was built by 10 Vikings many ages ago. The Vikings were later frozen by the white dragon and still stand as icicles in the courtyard. Otherwise, the place is abandoned. A total of 30 trinkets (see *Trinkets Table*), a suit of yeti fur armor (see *New Magic Items*) and 1 random magic item (see *Treasure Table*) can be found on the frozen Vikings (but only recovered after thawing them out). Several Crates of penguin pelts and polar bear furs and 3 barrels of blubber oil can be found in a snow covered pit in the ruins (which may be detected as a secret trap door).

Crevasse of Yellow Snow

This crevasse is used by the yeti for relieving themselves. Six Cold spirits have turned the excrete into ammonia snow elementals which attack any who attempt to cross the crevasse without adding more urine.

6 Cold Spirits (*Their vital stats are hd 6d4, hp 18 each, ac 20, mv 40 ft. flying, chaotic evil. Their prime attributes are mental. They attack with a cold breath causing 3d4 frost bite*

damage. They are always invisible except in the presence of fire in which case they appear as a light blue vaporous cloud. They are immune to cold but take +1 point per hit die of heat or fire-based damage. They can possess snow to create a Snow Elemental – see Evil Snowman – or a Yellow Snow Elemental – see Crevasse of Yellow Snow. Once defeated, the cold spirit escapes from the snow elemental and can't create another one for 1 round. They have a spell resistance of 10 and thermalvision up to 60 ft.)

6 Ammonia Snow Elementals (*Their vital stats are hd 8d8, hp 48 each, ac 15, mv 0 ft., chaotic evil. Their prime attributes are physical. They attacks by casting a Yellow Snowball Flurry spell - see New Spells. They're immune to cold but take +1 point per hit die of heat or fire-based damage. They have thermalvision up to 60 ft.)*

Snow Mountain

The Icicle Caves, Lair of the Albino Sasquach

Thirty caves in the base of the mountain slope serve as the homes for a total of 24 yeti. Characters who enter the caves are likely to get lost in the labyrinth of interconnecting caves unless they use a find the path spell. The yeti are encountered with 1 to 3 in each cave and attack immediately when sensing intruders. After defeating 10 or more yeti in the ice caves, the party will discover the collapsed entrance to an ice cavern containing a frozen pool on top of which rests the Legendary Yellow Ice (see *New Magic Items*). The entrance can be dug out magically or in 100 man hours.

Albino Sasquach (*Their vital stats are hd 6d8, hp 36 each, ac 14, mv 40 ft. or 30 ft. swimming, neutral evil. They attack with 2 claws or smashing fists causing 1d6 damage each. If both claws hit, they automatically rend the target for 1d6+1 extra damage. They can breathe a gust of frigid air causing 2d8 damage or half if a dexterity saving throw is made, but can't breathe and bite in the same round. They're immune to cold. They can move on top of snow or without sinking in or making noise and can move across ice without slipping. They can climb cliffs as a 6th level Ranger and move silently as a 6th level rogue. They're invisible in blizzards and can blend with any snow-covered surface. They have a 1 in 4 chance of surprising opponents when attacking. They take -1 point per hit die of cold damage. They have twilightvision and blind sense which allows them to hear any movement within 60 ft. and smell any creature within 60 ft. Their treasure includes the following: 6 trinkets per yeti – see *Trinkets Table* 1 random magic item – see *Treasure Table* - for every 3 yetis.)*

Snow Mountain Cliff, Cave of the White Dragon

There's a 100 ft. diameter cave 500 ft. down the 1000 ft. cliff on the north face of the iceberg. The cave is 500 ft. in diameter and serves as the

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lair of a white dragon. The dragon attacks all who dare to enter or approach his lair.

"Gelid Hoarfrost", Adult Male White Dragon
(His vital stats are *hd 12d12, hp 120, ac 24, mv 40 ft. or 150 ft. flying or 40 ft. swimming, chaotic evil. He attacks with 2 claws causing 1d8+4 damage each. When flying he also attacks with his 2 rear claws. He has a cold gas breath weapon which extends in 60 ft. line or a 30 ft. cone causing 12d8 damage - unless a dexterity save of 16 is made for half, or he can bite for 4d6+4 damage. He can constrict a single target with his tail, holding it with a strength of 20. While constricted, the target automatically takes 2d6+4 tail damage each round and his other attacks automatically hit. His primes are both physical and mental. She has spider climb and water breathing and can polymorph to humanoid form once per day for 1d6 hours. He's immune to cold, has a spell resistance of 20, and deepvision up to 120 ft. His treasure horde includes the following: 24 trinkets – see Trinkets Table – and a gauntlet and helmet of frost – see New Magic Items – and 3 random magic items - see Treasure Table - and 5d6 X 1000 gold, silver and copper pieces.)*

Ending the Adventure

Once the party has successfully cleaned out the Albino Sasquach lair (assuming they weren't eaten), they're free to return to their boat and head back to town to rest up for their next adventure or train for their next level. Before reaching the mainland, while traveling through the woods the party should automatically encounter 1d4 wandering monsters from the random encounter list provided at the beginning of this adventure.

New Spells

Igloo 3rd Level Wizard
CT 1 R 150 ft. D instantaneous
SV none SR yes Comp V,S,M

When this spell is cast, a 10 ft. tall and 20 ft diameter igloo of ice appears at the target location. The material component of this spell is an ice cube. If cast at a creature, the igloo forms over the creature but can't entrap them in the ice.

Ice Fist 2nd Level Wizard
CT 1 R 150 ft. D instantaneous
SV none SR yes Comp V,S,M

This spell is similar in effect to burning hands except that a fist of ice strikes the target (causing 1d2 damage +2 hp per level of the caster) rather than fire. The material component of this spell is an ice cube which must be chewed when the spell is cast.

Cold Beams 2nd Level Wizard
CT 1 R 150 ft. D instantaneous
SV none SR yes Comp V,S,M

This spell is similar in effect to magic missile except that beams of cold strike the target (causing 1d4 +2 hp of damage per level of the

caster) rather than light beams. The caster can create 1 cold beam for every 2 levels of the caster. The material component of this spell is an ice cube which must be chewed when the spell is cast.

Icy Form 3rd Level Cleric
CT 1 R 450 ft. D 1 turn/level
SV none or int neg SR yes Comp V,S,M
This spell temporarily turns the target's body into ice, giving them 10 hit points of cold resistance per round for the duration of the spell but rendering them more susceptible to heat or fire-based attacks in which case the target sustains +1 damage per hit die. Unwilling targets can make an intelligence save to negate the spell. A shatter spell causes 4d6 damage to a creature in icy form. The material component is an ice cube which must be eaten while casting the spell.

Animate Snow Man 3rd Level Cleric
CT 1 R Touch D permanent
SV none SR yes Comp V,S,M
This spell animates a normal snowman as a snow golem with 2 or 3 hit dice depending on whether 2 or 3 snowballs were used to construct it. (Its vital stats are *hd2d8 or 3d8, ac 10, mv 0 ft., neutral. It attacks with 2 stick arms causing 1d4 damage each. It has thermal vision up to 60 ft.*) The material component is a snowman.

Veins of Ice 2nd level Cleric
CT 1 R Touch D 1 turn/level
SV none SR yes Comp V,S,M
While under the effect of this spell, the target gains +10 on charisma saves versus fear. The material component is an ice cube which must be eaten while casting the spell.

Snowball Flurry 3rd Level Wizard
CT 1 R 50 ft. D instantaneous
SV special SR yes Comp V,S,M
This spell creates and fires 1 snowball for each level of the caster with each snowball causing 1 point of cold damage. Each snowball can be aimed at a different target, and targets receive a dex check to avoid being hit by the snowball. The material component is a snowball. If a yellow snowball is used, the snowballs become yellow snowballs which also causes 1 point of poison damage each. If a slushball is used, the snowballs become slushballs which also cause 1 point of scratching damage each. If an iceball is used, the snowballs become iceballs which also cause 1 point of impact damage each.

Purify Yellow Snow 1st Level Cleric
CT 1 R 50 ft. D permanent
SV none SR yes Comp V,S,M
This spell purifies 1 cubic foot of yellow snow per level of the caster, removing all contaminants in the snow. The material component is a white snowball.

New Magic Items

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+3 Gauntlet of Frost

This perpetually frost covered gauntlet causes 1d6+3 damage per hit and can cast an Ice Fist spell (see *New Spells*) 3 times per day, and confers energy resistance to 10 hit points of cold damage per round.

EPP value: 10000, GP value: 40000

+3 Helmet of Frost

This perpetually frost covered helmet increases the wearers head ac by 3 and can cast an Ice Form spell (see *New Spells*) 3 times per day each, and confers energy resistance to 10 hit points of cold damage per round.

EPP value: 10000, GP value: 40000

Ice Heart Gem

When held in a fist, this heart shaped yellow diamond confers the protection of *Veins of Ice* (see *New Spells*) upon the wearer and can cast Snowball Flurry (see *New Spells*) 3 times per day each

EPP value 4000, GP value 16000

Frozen Oil Ice Cubes

Though not really magic, these ice cubes made of oil created from penguin and other blubber can be lit to sustain a fire until they melt after 10 rounds.

EPP value 500, GP value 2000

Wand of Cold Beams

This wand functions similarly to a wand of magic missiles except that it casts cold beams instead of light beams. Each charge fires 3 cold beams causing 1d4+2 damage each. When discovered, the wand has 10 to 20 charges.

EPP value 5000, GP value 20000

Legendary Yellow Ice

This 10 ft. artifact is a yellow diamond that resides on an iceberg and can't be removed. Any attempt to magically or physically remove it breaks the diamond in half whereupon the iceberg quakes with tremors for 10 turns then also splits in half. After 10 turns, both sides of the iceberg capsize whereupon the yellow diamond instantly melts upon coming in contact with salt water in the ocean. While intact, anyone licking the diamond receives a permanent innate ability or immediate effect rolled randomly on the following table. The diamond can only affect each character once. Roll a d12 to determine the random ability or effect.

1. Gains teleport 1/day
2. Gain 1 point of strength
3. Gain 1 point of dexterity
4. Gain 1 point of constitution
5. Gain 1 point of intelligence
6. Gain 1 point of wisdom
7. Instant death (may lick again if raised)
8. Gain 1 point of charisma
9. Gain permanent icy form (see *New Spells*)
10. Gain 3d8 permanent hit points
11. Permanent veins of ice (see *New Spells*)

12. Cold Breath 10 ft. for 3d8 damage 3/day

13. Turn target to ice by gaze (wisdom save versus petrification allowed) 3/day

14. Gain 1 Wish (can counter 1 bad effect)

15. Lose 1 strength (may lick again)

16. Lose 1 dexterity (may lick again)

17. Lose 1 constitution (may lick again)

18. Lose 1 intelligence (may lick again)

19. Lose 1 wisdom (may lick again)

20. Lose 1 charisma (may lick again)

EPP value 1 level, GP value 0 (irretrievable)

Belt of Delusion with Frost Giant Strength

This belt deludes the wearer into believing they're a full-size frost giant while actually conferring frost giant strength (22 or +5 to hit and damage) upon the wearer.

EPP value 5000, GP value 20000

+3 Yeti Fur Armor

This armor has a natural ac of 14 (or 17 with its magical bonus), allows the wearer to blend with snow and gain invisibility in a blizzard, and reduces 1 point of cold damage per hit die.

EPP value 4000, GP value 16000

New Monsters

ALBINO SASQUATCH A.K.A. ABOMINABLE SNOWMAN OR YETI

NO. ENCOUNTER. 3-8

SIZE: Medium (8 ft.)

HD: 6 (d8)

MOVE: 40 ft.

AC: 14

ATTACKS: Claws x2 (1d6) and bite (1d6)

SPECIAL: Rend, Breath Weapon, Immunity, Snow Walk, Ice Walk, Climbing, Hiding, Stealth, Twilightvision, Blind Sense

Albino Sasquatch are a northern cousin of Sasquatch but are typically stouter than the average Sasquatch (having 6 Hit Dice instead of 5) with a nastier temper, but are similar in most other respects. They rumored to travel in packs led by a yeti chieftain appropriately known as "Frost Bite".

Rend – If both claws hit in the same round, they rend for 1d6+1 extra damage.

Breath Weapon – Can breath a gust of frigid air causing 2d8 damage or half if a dexterity saving throw is made. Can't breath and bite in the same round.

Immunity – Takes -1 point per hit die of cold damage.

Snow Walk - Can move on top of snow without sinking in or making noise.

Ice Walk – Can move across ice normally without slipping.

Climbing – Can climb cliffs as a 6th level Ranger.

Stealth – Can move silently as a 6th level rogue.

Hiding – Invisible in blizzards and can blend with any snow-covered surface.

Blind Sense – Can hear any movement within 60 ft. and smell any creature within 60 ft.

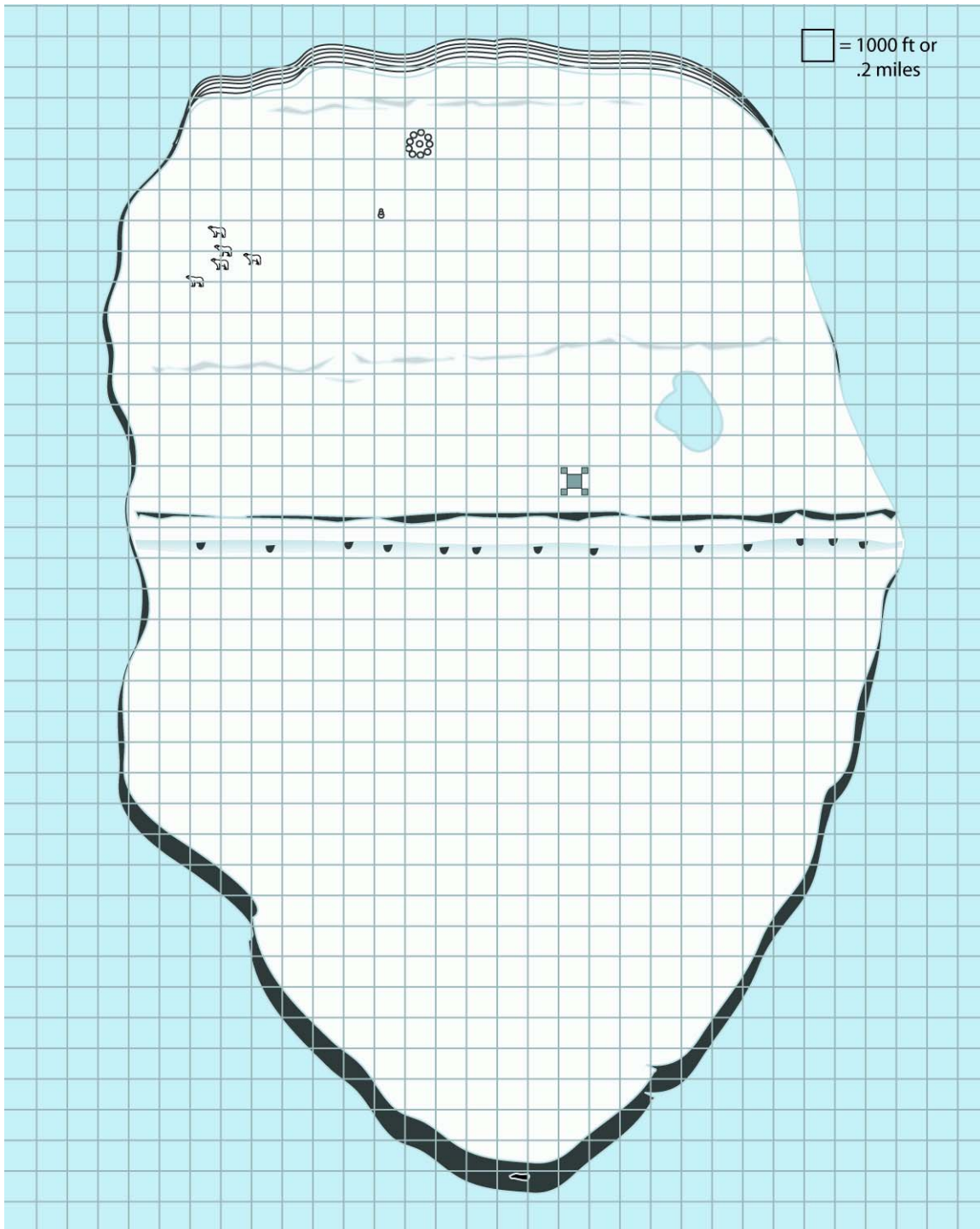
Blizzard Iceberg

C&C Adventure

For 4-6 Characters, Levels 6-8

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Map of Blizzard Iceberg



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Trinkets Table

Trolls carry many strange but often useful things in their pouches and pockets (when they have any). Each Troll carries 1d6 trinkets from the following chart. Roll a d20 for each trinket.

1. Roll on the Treasure Table
2. A Gargantuan penguin pelt (6 ft. section) worth 100gp
3. A polar bear fur worth 40gp
4. A hide bag of fish
5. Cold weather gear
6. 50 ft. of rope (for binding prisoners)
7. 10d6 gold coins and 10d6 silver coins and 10d6 copper coins
8. A pearl necklace (worth 50gp)
9. A small bag of 20 tiny silver figurines (worth 1gp each)
10. A bag of frozen oil ice cubes (see New Magic Items) for starting fires
11. A pair of snow shoes.
12. Two chunks of flint (for starting a fire)
13. A large flask of wine (for warming the tummy).
14. 100 ft. of light Sinew rope (as light and bulky as 50 ft. of normal rope)
15. A bag of bone filleting knives
16. A small bag of 6 gold dice worth 5gp each.
17. A serrated harpoon spear (causes 1d10 damage and 1d4 damage when removed)
18. Tiny vial of white dragon urine (for covering scents or scaring away animal predators)
19. A compass
20. An ice pick (for carving igloo blocks)

Treasure Table

This table was created for use with this adventure but may also be used for equipping NPCs or freshly rolled up Player Characters. Note that random spells on magic weapons and armor are never higher than 3rd level and are only useable 3 times per day.

Roll a d100 (percentile) for each item.

1. Potion of Diminution	2. Wizard Scroll (1 spell Levels 2-4)	3. Short Staff +2 with 1 random spell
4. Pouch of Caltrops	5. Ring of Feather Falling	6. Scroll of Protection from Cold
7. Potion of Invulnerability (Fighter)	8. Chain mail +2 with 1 random spell	9. Leather +2 with 1 random spell
10. Elven Boots	11. Priest Scroll (3 spells Levels 1-3)	12. Flail +2 with 1 random spell
13. Scroll of Protection from Water	14. Sling +2 with 1 random spell	15. Oil of Disenchantment
16. Cloak of Protection +2	17. Troll Fire Skull	18. Scroll of Prot vs Elementals
19. Chain mail +2 with 1 random spell	20. Jewelry worth 850 GP	21. Potion of Animal Control
22. Bag of Holding (10000 GP capacity)	23. Chain mail +2 with random spell	24. Bracers of Protection AC 12
25. Backpack of 0 th level Spell Components	26. Potion of Animal Control	27. Scroll of Protection from Acid
28. Backpack of 1 st level Spell Components	29. 3 Arrows +2 with 1 random spell	30. Leather +2 with 1 random spell
31. Backpack of 2 nd level Spell Components	32. Staff +2 with Continual Flame	33. Potion of Sweet Water
34. Backpack of 3 rd level Spell Components	35. Ring of Jumping	36. Helmet +2
37. Mace +2 with 1 random spell	38. Sword -2 with 1 random spell	39. Gem worth 1000 GP
40. Oil of Slipperiness	41. Wizard Scroll (1 spell Levels 2-4)	42. Potion of Gaseous Form
43. Sword +2 with 1 random spell ability	44. Bag of 250 GP and a 100 GP gem	45. Sword +2 int 10 speaks 1ability
46. Potion of Extra Healing	47. Studded Leather +2	48. Leather +2 with 1 random spell
49. Wand of enemy detection (20 ch.)	50. Potion of healing	51. Scroll of Protection from Poison
52. Wizard Scroll (4 spells of Levels 1-2)	53. Chain mail +2	54. Cursed Sword +2 with detect gems
55. Leather +2 with 1 random spell	56. Potion of Growth	57. Scroll of Protection from Electricity
58. Sword +2 with 1 random spell	59. Robe of Blending	60. Priest Scroll (2 spells Levels 2-4)
61. Spear +2 with 1 random spell	62. Cursed Potion, Turn into an Yeti	63. Ring of Water Breathing
64. Potion of Invisibility	65. Chain mail +2 with 1 random spell	66. Ring of Water Walking
67. Potion of Gaseous Form	68. Shield +2 with 1 random spell	69. Potion of Healing
70. Sword +2 with 1 random spell	71. Gem with Continual Flame	72. Cursed Scroll, Turn into a Yeti
73. Potion of fire resistance	74. 5 Darts +2 with 1 random spell	75. Potion of Ogre Strength
76. Wizard Scroll (5 spells of Levels 0-2)	77. Potion of Climbing	78. Scroll of Protection from Possession
79. Two gems worth 500 GP each	80. Leather +2 with 1 random spell	81. Bag of 500 GP
82. Leather +2 with 1 random spell	83. Sword +2 with 1 random spell	84. Potion of Cure Disease
85. Priest Scroll (5 spells of Levels 0-2)	86. Potion of Flying	87. Potion of Plant Control
88. Gold Plated Sword worth 1500 GP	89. Mirror Shield worth 250 GP	90. Potion of Growth
91. Necklace worth 1250 GP	92. Priest Scroll (1 spell of Levels 2-4)	93. Priest Scroll (3 spells of Levels 1-3)
94. Robe of Protection +2	95. Ring of Regeneration 1 hp/round	96. Potion of Healing
97. Axe +2 with 1 random spell	98. Potion of Poison	99. Scroll of Prot vs Electricity
100. CK's choice (or create an item)		

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Pre-generated Characters

The stats in this section are provided to assist players in quickly generating characters for the adventure or to help the CK quickly generate NPCs for use in an encounter.

Aside from the statistics provided below, each character also receives 3 roles from the Treasure Table and 3 items of their choice from the *C&C Player's Handbook* (except animals or forms of transportation), a "Standard Adventurers Pack", and any items required to perform their class-based abilities (such as thieves tools or spell components).

Characters begin with 3000gp (2900gp in gems and the remaining 100gp in any portable denomination of coins – i.e. not all in copper). Each character also received 1 armor and 1 weapon type from the *C&C Players Handbook* both of which are upgraded to +2 magic items.

The characters listed are considered to be human but any race may be substituted as the CK permits (see *Character Races* in the *C&C Players Handbook*). Players may chose the gender of their character (or rename them), however, class, level, hp, BtH and attributes should *not* be changed. Consult the *C&C Players Handbook* for the specifics pertaining to character class and abilities.

BtH doesn't include strength bonus.

Name	Class	Level	hp	BtH
1. Mogue	Fighter	6	60	6
2. Zynth	Cleric	6	41	3
3. Kellian	Wizard	7	21	2
4. Lefty	Rogue	7	42	3
5. Xania	Ranger	5	50	4
6. Droll	Druid	5	35	3
7. Lester	Illusionist	5	20	1
8. Price	Bard	6	60	5
9. Bryce	Knight	6	54	5
10. Chuck	Monk	7	70	6
11. Nog	Barbarian	5	60	4
12. Angel	Paladin	7	56	6

Name	S	I	W	D	C	Ch	AL
1. Mogue	18	8	11	13	16	12	CG
2. Zynth	9	14	17	9	14	18	LG
3. Kellian	8	17	12	11	9	13	NG
4. Lefty	11	13	9	18	16	11	N
5. Xania	18	8	11	13	16	12	LN
6. Droll	14	10	18	10	13	10	NG
7. Lester	12	16	13	13	13	9	LN
8. Price	13	8	11	17	16	12	CG
9. Bryce	15	12	12	17	13	15	LG
10. Chuck	15	11	15	15	11	14	LN
11. Nog	17	10	11	13	18	12	N
12. Angel	15	12	13	14	10	18	LG

Standard Adventurers Pack

Contents: Backpack, 2 belt pouches, 1 week rations, tinder box, torch, silver dagger, water

skin (full), wineskin (oil), boots, spare clothes, wooden stake, small mallet, small bag, rain-cloak, 20 ft. rope, sprig of wolvesbane, sprig of garlic.

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