

ICE RIVER BATTLE

your ears are met by the sound of rushing water, and you squint against the glare of reflected sunlight. the mountain river has begun its spring thaw, the frozen surface breaking up into ice floes of varying size, all being carried downstream.

with your enemy in sight, you have no choice but to venture out onto the treacherous ice, struggling for balance as you fight for your lives.

Ice River Battle is the first of Adamant Entertainment's *VENTURE 4TH* line. This product features a unique setting for a combat encounter, providing full-color printable tiles usable for miniatures, as well as special rules governing the location.

THE TILES

Pages 3 through 10 of this PDF feature full-color tiles for you to print out and use with miniatures. The tiles are gridded in one-inch squares. The tiles include:

Page 3: Shore A (usable as either shore)

Page 4: River (so that you can make the river as wide as you wish)

Page 5: Shore B (usable as either shore)

Page 6: 1-, 2-, and 3-Square Ice Floes

Page 7: 4-Square Ice Floes

Page 8: 5- and 6-Square Ice Floes

Page 9: 7- and 8-Square Ice Floes

Page 10: 9- and 12-Square Ice Floes

You can print as many of the tiles as you wish, making the river as long or as wide as suits your encounter, and featuring as many ice floes of whatever sizes you prefer.

THE RULES

There are two ways to play the Ice River Battle encounter: Flowing or Static.

Static is the basic method. Under this version, the river is barely flowing, and so the ice floes do not move. The Game Master places the floes where he or she wishes at the start of the encounter, and they remain there for the entire encounter.

Flowing is more complicated, and can be played with two variations.

In the first variation, the Game Master rolls a d6 at the beginning of the encounter. All ice floes move downstream this number of squares at the beginning of every turn.

In the second variation, different sizes of floes move at different speeds, as they are carried by the river according to their weight. The size categories are:

Small: 1-, 2- and 3-Square Ice FloesMedium: 4-, 5-, and 6-Square Ice FloesLarge: 7- and 8-Square Ice FloesHuge: 9- and 12-Square Ice Floes

The movement rates are:

Small: 6 squares Medium: 4 squares Large: 2 squares Huge: 1 square

As an option, Game Masters can choose to have ice floes travel erratically, rather than in a straight line.

• When a Player Character moves onto an ice floe, they need to make a Dexterity check to avoid falling into the river. The DC for this check is 15 for Small and Medium floes, and 10 for the more stable Large and Huge floes.

• Any Player Character falling into the river may drown (use the drowning rules of whichever edition you're playing), and will also take 1d4 points of cold damage, every turn. Assuming a character can swim (or even float -- not a given, in armor), climbing back onto an ice floe is a DC 25 task.

• Moving on ice floes large enough to support movement is considered movement through difficult terrain. If a PC wants to move at their regular speed, they will need to make a Dexterity check for every square moved, as if they were moving onto a floe for the first time (as above). Falling while not on an edge will not result in falling into the river, but rather dropping prone, and the movement ends. The PC can attempt to rise next turn. • Attacking an ice floe directly can result in the floe splitting into two floes of half size (a 12-square floe becomes 2 6-square floes, a 7-square floe becomes two 3-square floes, etc.). A 1-Square floe is destroyed entirely. To achieve this, you need to do reduce the floe's HP to zero. A floe has 20 HP per square in size.

• Heat-based attacks (*fireball*, *flaming sword*, etc.) do double damage if used directly against an ice floe, and if used against a target located on an ice floe, the floe itself will take 1/2 of the damage as a collateral effect. (for example, a fireball strikes an orc on an ice floe, doing 20 points of damage. The ice floe itself takes 10 points.

• Conversely, cold-based effects can "heal" damage to ice floes (at 1 HP for every 2 damage points done), and can even make floes bigger by one size class, if used against an undamaged floe.

• The effects of other magics should be judged situationally by the Game Master.











































































































