

Advanced Master Adventures

Game Adventure

Deadly Ice

By Mario Barbati



Hired to escort a man through Frozen Orc Pass, home to the infamous Frozen Scimitar Orcs, events soon change for the adventurers into a truly frightful ordeal.
Will you be able to solve this desperate situation?



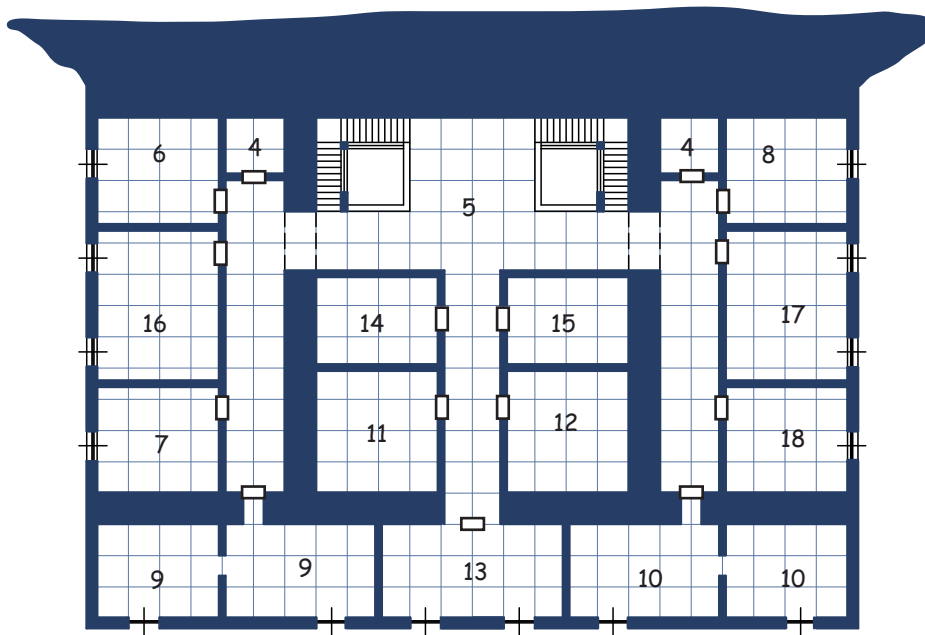


The Fang

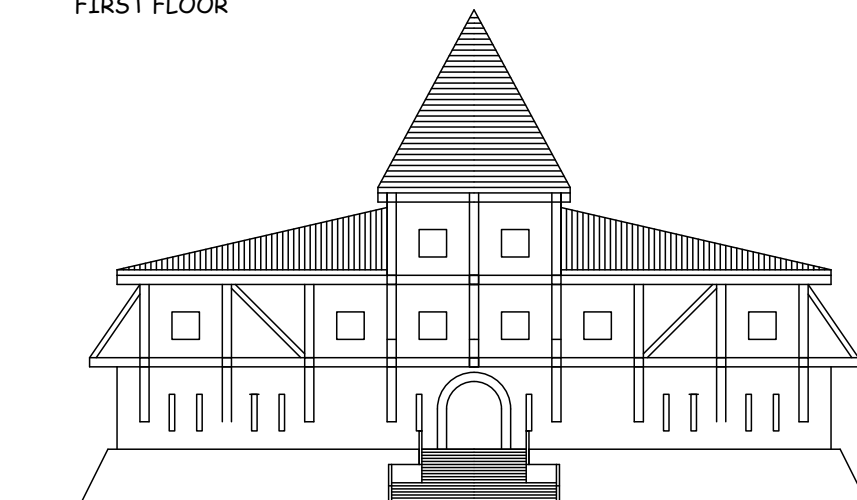
one square = 5ft.

- 1, Common Room
- 2, Kitchen
- 3, Larder and Warehouse
- 4, Toilets
- 5, Hallway
- 6,7,8, PC's Room
- 9, Numidas' Apartment
- 10, Gnep's Apartment
- 11, Zenobia's Room
- 12, Griska's Room
- 13, Asper's Room
- 14, Storeroom
- 15, Laundry
- 16, 17, 18, Empty Rooms

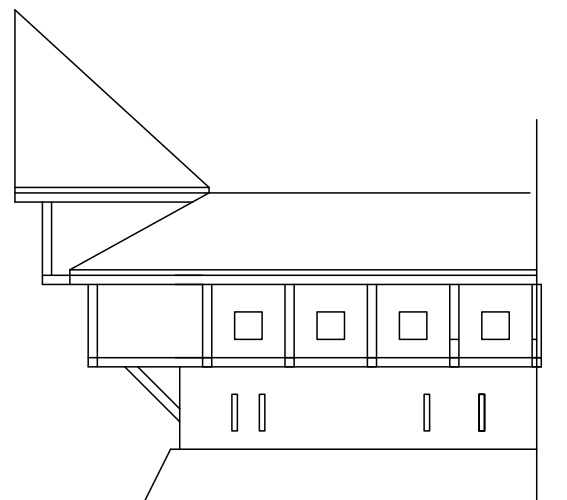
GROUND FLOOR



FIRST FLOOR



FRONT ELEVATION



SIDE ELEVATION

Advanced Master Adventures

Adventure Module for 4-5 Characters of Levels 4-5

Deadly Ice

By Mario Barbati



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Introduction

Deadly Ice is an adventure for four 4th- to 5th-level characters. This adventure is generic, and may be easily inserted in your own campaign world. Referees have plenty of room to customize the adventure as many of the NPCs move around as a result of player character actions.

Adventurers leave from Areneis and continue through the Frozen Orc mountain pass, where they adventure in the cold climate. The adventure features a mix of half investigation, half dungeon crawl; furthermore, five new monsters and three new magical items are included.

Featured in this adventure is the Fang, an exotic inn where the crux of the adventure takes place. This inn, and its' characters, could also be separated into their own stand-alone scenario and be used in other adventures.

Deadly Ice is best faced by a well-balanced, neutral or good aligned party of adventurers. Though not necessary, a dwarf or a person who understands dwarven in the party may prove useful.

Adventure Background

Griska has fled from the mountain city of Halgabok, where he stole the Kuk Globe from a minor wizard. With strong ties to the city guard, the wizards made life impossible for the rakish Griska-forcing him into Frozen Orc Pass.

In the midst of the pass, Griska was hit by a sudden snowstorm, and the man took shelter in a small cave. Unfortunately, a patrol of Frozen Scimitar orcs took shelter in the cave as well. Griska, without access to his magic, sunk into the shadows at the rear of the cave, hoping for the right moment to escape.

At dawn, Griska peeked from his hiding spot; seeing a single orc near the cave mouth, he cautiously moved past the guard, trying to pass undetected. In the moment as Griska stole past the orc, the orc took notice of Griska and make move to alert the rest of the sleeping orcs. With a lucky strike, Griska slashed the throat of the orc before it could make a sound. As Griska quickly finished killing the guard, he noticed the markings on the orc's armor-the orc was clearly a high-ranking member of the Frozen Scimitars.

In a predicament, Griska fled headlong into

the white snow, praying to his god that his was wrong and that he had nothing to fear. As the horns sounded, he knew his fate-he was hunted by the Frozen Scimitars orcs.

For two days, Griska avoided being spotted, stealing from cave to cave, and moving only during the day when the pass was brightest to keep him from the eyes of the orcs. Another snowstorm hit the pass, and Griska forced his way through the snow, hoping that the cold would get him before the orcs' blades.

As his vision blurred from blinding snow and the cold stole his strength, a phantom of hope appeared: the Fang was barely visible ahead of him; the Fang is known for its remote location and its survival amongst the savage orcs of the pass. With no choice, Griska knocked at the inn's doors

Adventure Synopsis

The adventurers begin in Areneis, just south of Frozen Orc Pass. An old dwarf approaches to hire them for a mission; the adventurers are asked to escort a single man through Frozen Orc Pass to the dwarven citadel of Kurum-Dam.

The dwarf tried to accomplish this himself but his party of dwarves was pushed back by continuous conflicts with orcs in the pass; it's his belief that a group with little or no dwarven members may not raise the suspicions of the orcs and get the man through. Stolypin is to be escorted and he is very key to the dwarves of Kurum-Dam, as he's a "noser."

If the party accepts the job, they are free to gather some information from rumors floating about in the city before leaving. Once in the pass, characters spot orcs several times, though the orcs seem to take no interest in the party. After several days into the pass, a sudden snowstorm forces the characters to take refuge at the Fang.

Griska has arrived mere hours at the Fang before the characters, and in the night, the thief exchanges his mind with Stolypin's by use of the Kuk Globe, hoping to save his life from the hunting party of orcs. After the exchange, Griska takes his new body to a nearby dwarven tomb, hiding out for a while before fleeing.

Player characters awake and are confronted by the mystery of Griska's body with Stolypin's mind, just as this discovery sets in-the elite guard of the orc king Kdank arrive to take possession of the thief Griska's body for the honor of their

king and the fallen prince-the orcs say that Griska murdered the king's firstborn.

Characters may attempt to gain some time before Stolypin in Griska's body is taken back for to the orc king and killed, in order to rescue Stolypin's body.

Performing some investigation at the inn, the party carefully acquires information about Griska, discovers his notebook and other tracks left behind by the man. In the end, they discover that a local guide has taken him to the dwarven tomb nearby. The party may learn more about this Tomb of Deadly Ice than Griska did before they start following him.

Even as the party pursues Griska into the tomb, the orc elite may follow them should the party behave poorly to them. The tomb keeps an ancient evil, and the nervous Griska may involuntarily awake it.

The Tomb of Deadly Ice contains ancient mysteries, and careful characters may discern its secrets and its legends, granting chances that might otherwise slip away while the party tries to catch Griska and reverse the Kuk Globe exchange. Should the party take too much time, they might have to see to a "last minute rescue," as Stolypin is taken by the orcs to be executed.

Using This Module

Deadly Ice is an adventure that features a balance of roleplaying, puzzle solving and combat. A well-balanced, neutral or good aligned party of characters work best, but not strictly necessary-as the party may have other motivations to act (such as strictly gaining wealth).

Sections to be read aloud are featured in boxed text, and may be paraphrased or omitted. You should adapt the text to match the style of adventuring that your players are comfortable with.

This adventure module is divided into events and locations. Events are triggered by time or by situations that arise (such as a character that asks a specific question or that heads to a location, even meeting a certain NPC). Events are numbered, but they may not occur in order, as one event with a higher number may happen before one with a lower number. Locations are numbered as well, but these are features or places the characters may visit over the course of the adventure (for example: a dungeon room).

Note on Ability Checks

At certain times in the adventure, characters may have to make an Ability Check.

The player rolls a d20. If the result is equal to or less than the PC's ability score in the area called for in the check (Strength, Wisdom, Dexterity, etc.), the check succeeds. A check may have a modifier (-1, -2 etc), the modifier is applied to the ability score before the check is made.

Placing this Adventure in Your Own Campaign

The adventure is set up using a mountain pass that is patrolled by orcs, in a cold clime, with a dwarven citadel just beyond the pass.

In extreme cases, you can substitute these features with an equivalent environment. For example, a jungle dominated by a tribe of lizardfolk could work well. The Fang can be placed in the midst of this jungle and the party might have to take shelter from a sudden torrent of rainfall. The dwarves could be easily replaced by another race as long as their reasoning for hiring the party is sound.

The dwarven deity Urmaus may be replaced with another, even simply changing the name makes adaptation easy. Though if you choose to do so, you should change the backstory of the adventure's locations to match.

Scaling the Adventure

This adventure is designed to challenge four characters of around 4th- to 5th-level. The adventure may be adapted easily to better suit slightly lower, or slightly higher, level parties.

A 2nd- to 3rd-level party should face a slightly less challenging dungeon. By reducing the number of monsters in the tomb, the adventure can still entice the party without overwhelming them. Two of the ice warriors should be removed, and the stones hidden elsewhere in the dungeon; Griska only awakens one of the ice warriors. To facilitate a decent challenge you may reduce his rogue levels with little to no effect on adventure play. Orcs of the White Wolves would be reduced in number while Zandkros would still bear a staff of lightning bolts to assault the inn.

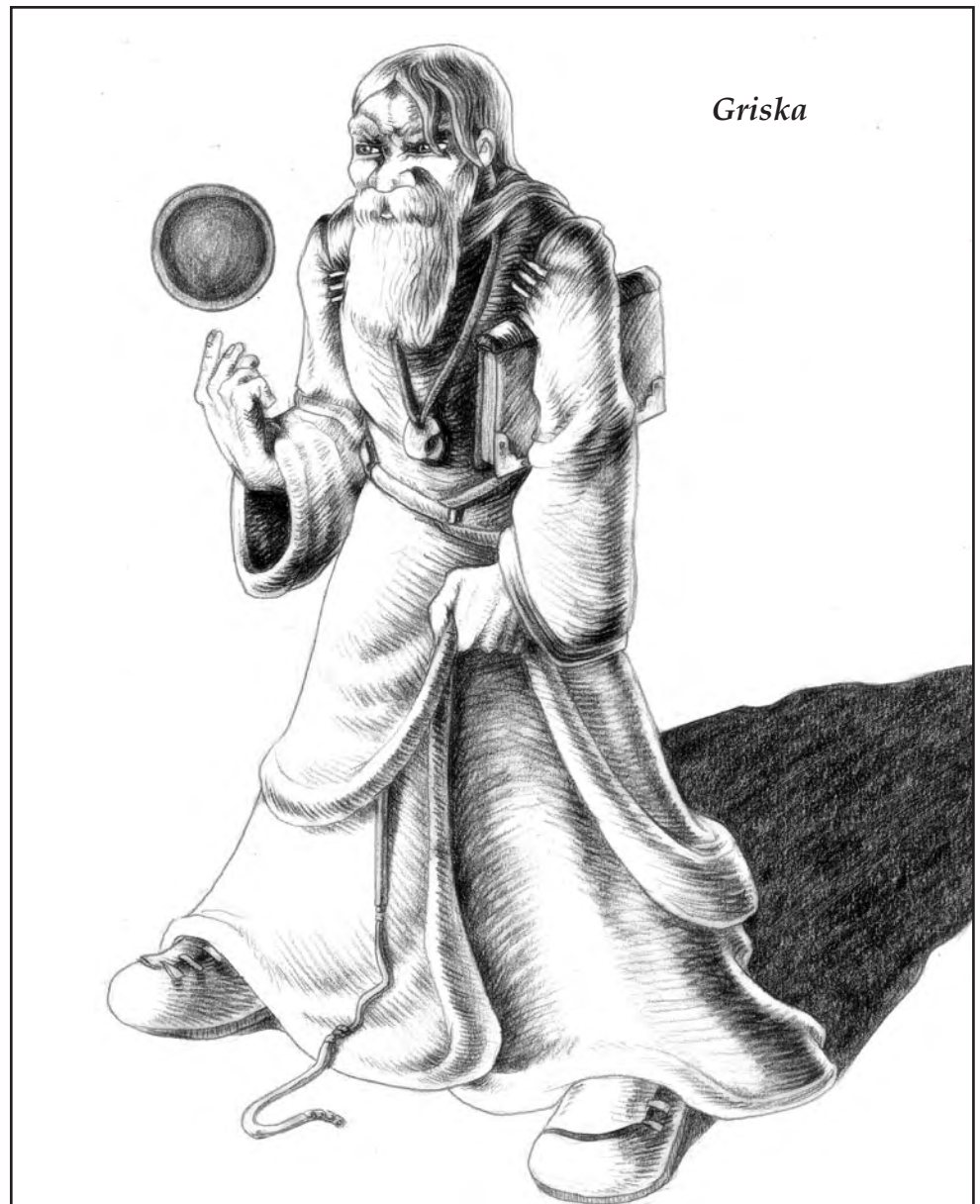
The 6th- to 7th-level party may want a stronger challenge in this adventure. Increase the number of key guardians and increase the hit points of the other monsters, including the icelord. Griska may remain at the same level, but you may equip him with curative potions and other wondrous items or wands, such as a brooch of shielding or a wand of magic missiles. Increasing the orcs hit points should be enough, if not, increase the elite hit dice by one (while leaving Kashen and Zandkros as they are).

Scaling the adventure for levels higher than 7th is possible, but you should consider the basic structure of the adventure before attempting it. Time for this adventure is crucial, and should the party devise or possess quicker traveling methods, such as a carpet of flying, the adventure collapses. At higher levels, planning and reading

over the adventure text to see the possible pitfalls might lie is a must. Just leveling up the monsters may not be enough, even though doing so is certainly easy to do. For example, you may increase the Magic Resistance to the icelord and add to the ice warriors, as fire-based magic might destroy them easily. A good idea is raise the Type level of the undeads (the icelord should be of type VIII for example). Griska might have stolen some other magical items along with the Kuk Globe; so increasing his rogue levels might be an explanation.

Adventure Hooks

The adventure's main hook is described in Event 0 of Chapter One. The alternate hooks described here may better suit your party and easily allow a transition into the adventure.



- The party is traveling through Frozen Orc Pass when, in a sheltering cave, they find a group of dead dwarves. These dwarves wear signs of fighting to the death against an overpowering number of foes. The arrows that riddle the corpses leave no doubt: orcs.

Exploring this cave, they find a terrified Stolypin. In his horrid accent, he begs to be taken to Kurum-Dam where they will be richly rewarded. He explains the battle as a massacre, with himself only escaping because he fell unconscious from fright and the orcs believed him dead.

- A distant relative to a dwarven member of the party meets the party in the city of Areneis. He explains the trouble of trying the pass, and requests that the party take Stolypin to Kurum-Dam for him. It appears that this cousin of the dwarven party member has taken ill, and cannot make the journey. He wishes to make sure that a member of his family upholds the honor of taking the "noser" to the citadel and failing will only bring the family shame

Too Many NPCs?

This adventure features a number of friendly and fiendish NPCs. Ten of these characters have been selected as vital to the adventure's story, and they might pose a challenge for the referee to keep track of. Eliminating one of these characters may cause a hiccup in the adventure's flow, so removing them should be no light decision. If keeping track of these characters becomes too troublesome, divide them into broad categories. Each of the characters in the categories behave similarly, thus act accordingly towards the player characters in much the same manner as others in their category.

Stolypin: a troubled man; the "noser" that the party is requested to escort through Frozen Orc Pass.

Asper, Harer and Darer: the innkeepers; helpful with what they know, but seek mostly to preserve their inn and livelihood.

Numidas, Gnep: inn guests; helpful with some information, but not willing to seek out adventure or follow the adventurers.

Zenobia: inn guest; unwittingly involved with the unfolding adventure and a possible ally should the party behave properly.

Kashen and Zandkros: orc tribe elites; a challenging pair of orcs should the party

behave poorly or mislead them.

Griska: wizard-thief villain; as a result of his actions, Griska is nervous and hostile, he acts intelligently but not above rash actions that he believes better his cause.

Chapter I, The Fang

Events

Event 0, The Errand

This event happens at the beginning of the adventure.

While sitting quietly in your favorite inn in the city of Areneis, drinking goblets of fair wine and eating dried fruit along with some bits of seasoned cheese, you see an elderly, austere dwarf approaching.

"Good evening, noble sirs. My name is Agamar-I'm the seventh cousin of King Hradroom of the dwarven citadel of Kurum-Dam. May I speak with you for a moment?"

Well, I'm in a bit of trouble and I need group of adventurers for a dangerous mission. You see, I was trying to escort a man through Frozen Orc Pass. My fellows and I tried to make the journey three times, but we were forced back because we were dwarves. Warriors from the Frozen Scimitar tribe, lousy orcs and their king Kdank, killed all in our party save myself and this man. I think that an all dwarf party will not make it through the pass. I'm terribly old and alone now, and the man must make it to the citadel soon. I'd prefer a younger, more able, party to get him to Kurum-Dam, so I can pay 500 gold pieces now, and give you a note for 1,500 more once the man is safely to the citadel. What do you say?"

If the characters ask why the man is so important, read:

"The man to be escorted is named Stolypin. He's not a noble nor is he a merchant-truth be told, I believe he's a little dupe-but he's a 'noser.' Nosers are a unique lot, there's maybe two or three of them the world over.

They're able to determine the potency of the Spirit of the Black Dwarf's famous liquor simply by smelling over a closed barrel. We dwarves of Kurum-Dam are the leading producers of the liquor in the world, so you can guess how valuable the man is to us."

Once the PCs accept, Agamar introduces them to Stolypin, who is sitting at a nearby table. For information on Stolypin and how to roleplay him, refer to his entry in the NPC section.

Event 1, Gathering Information

This event occurs when the characters go around the town asking for more information.

Additional information is available in the town of Areneis, though a Charisma check may be required.

-The Dwarven Citadel of Kurum-Dam
Innkeepers and some others confirm that the dwarves of Kurum-Dam are good folk. They have good relations with all their neighbors, barring of course the orcs of the pass. The citadel is at least six days through the pass from here.

-Frozen Orc Pass

This is the sole mountain pass in a range of a hundred miles from here. Largely avoided except by those in a hurry to get through to Kurum-Dam. Most of the caravans travel around the pass rather than risk its' dangers. Passable only by foot, the ground is too treacherous for mounts or wagons.

Most of the wilds of the pass are controlled by orcs. Other dangers come in the form of the climate itself, as the pass's temperatures are very low and wind sweeps constantly through the pass.

Rumor holds that a strange inn, the Fang, survives in the middle of the pass, offering refuge for those who find it. Said to be run by a family of dwarves, the orcs have tried more than once to destroy it, but they've always failed.

-The Frozen Scimitar Orc Tribe

The Frozen Scimitar orc tribe is one of the most frightful tribes of the area. King Kdank ruthlessly leads this tribe, ruling over the mountain pass with an iron fist. Tribal patrols often assault those who dare to cross the pass, always attacking with great force if those crossing are dwarves.

With a rigid militaristic structure, the tribe has situated their headquarters in a cavern complex among the snowy cliffs of the pass. More than once, the tribe has tried to extend its might and conquer Kurum-Dam, always being pushed back by the dwarves and their king, Hradroom.

Event 2, The Journey

This event covers the first two days of the journey.

Travelling in the pass is slow due to the snow and the rocky ground. If the referee wishes, he can use the random encounter table provided on the box to break up the monotony of the pass. Note: the orcs do not engage in fighting, as they are all hunting Griska.

Also, during this leg of the journey, characters have the chance to get to know Stolypin. Referees should refer to Stolypin's character description. Stolypin is an insomniac, walking around during each night, sometimes more than once. He accepts any surveillance that the PCs may want, but states that there's no real need, as he will not go far.

Event 3, Sightings in the Snow

This event happens at dawn of the third day of the journey.

While the party is making ready for this day of the journey, one of the characters notices two dark shapes over a low, nearby hill. One of the shapes is tall and mighty, the other is crouching and holds something

that resembles a staff. Before the characters can challenge or race toward the shapes, the figures fade into the snow.

Immediately after this, the weather gets worse. Clouds loom overhead; the skies darken and gray as the temperature drops. Flurries of snowflakes blur down and the wind picks up as visibility drops to mere feet.

In this snowstorm, the characters cannot find any shelter and are forced to continue onward. The storm reduces visibility and makes ranged combat nearly impossible. If the characters are well equipped and protected, they should make one Constitution check per hour of exposure (0 modifier, -1 per previous check); those who are not must make the check every 10 minutes. Failed checks result in 1d4 points of damage. Characters have an eight-hour walk before reaching the Fang.

Event 4, The Fang

This event happens about eight hours after Event 5.

When cold has nearly frozen your bones and hope seems distant, a building becomes visible, thrusting like a jagged tooth from the surrounding crags. You realize that the rumors of the Fang must be true.

Though your body shakes in desire

for warmth, you can't help but notice the position of the inn, hanging to the rocky cliff. The inn seems easily defensible from those inside, while making it a nightmare to would-be attackers. As if that wasn't enough, dark shapes of guard- and watchdogs spring from rock to rock, as if demonically possessed.

A welcoming dwarf appears, leading you safely to the inn, kicking away the dogs before they attack. Darer, as he introduced himself, climbs the slick stairs that head up towards the inn's common room. He then closes the massive oaken door-banded with dwarven steel-behind you. As the sound of the lock fades, you notice a few patrons seated about the room and the warming fireplace is set in the rocky wall. Though the fireplace resembles a giant axe pointing down, you can't help but be warmed in its presence.

Seeing your near-frozen state, Asper-the dwarven proprietor of the Fang-both welcomes you and brings some hot delicious soup. Letting your eyes wander the room as the soup returns warmth to your bodies, you notice the room has a drinking bench along its northern side with a small number of tables tidily arranged in room's middle with a few patrons seated there-an elven male and human female. There are no windows along the walls, only arrow slits and the bound oaken door seems the only way in or out. It seems that the inn was built using the side of the mountain as a building point, even now you see that the fireplace seems carved from the rocky wall of the mountain itself. Next to the fireplace, two stairways climb to the inn's upper floors.

Seated at the tables are Numidas, an elven ambassador, and the local ranger, Zenobia. Also found around the common area are Darer and Asper, referees should refer to their NPC entries should the PCs decide to interact with them. PCs shouldn't have too long to meet with the NPCs, as they probably need to recover from their ordeal in the snowstorm.

Asper assigns rooms (6, 7, 8), with two beds in each, for the party. The other

Random Encounter Table

Roll 1d6 every six hours, if a 1 is rolled an encounter takes place, roll again on the table below:

- 1- Winter Wolf (1-2)
- 2- Snow Troll (1-2)
- 3- Bear Cave (1-2)
- 4- Frozen Scimitar Orc Patrol (1-6, plus 1 sergeant)
- 5- Frozen Scimitar Orc Patrol (2-12, plus 1 sergeant)
- 6- Frozen Scimitar Orc Patrol (3-18, plus 1 sergeant)

Winter Wolf: AL N; MV 18"; hp 32; AC 5; HD 6; #AT 1; Dmg 2d4; SIZE L.

Cave Bear: AL N; MV 12"; hp 38; AC 6; HD 6+6; #AT 3; Dmg 1d8/1d8/1d12; SA Hugs for 2d8; SIZE L.

Snow Troll: AL CN; MV 12"; hp 28; AC 4; HD 4+4; #AT 3; Dmg 1d6/1d6/1d4; SA Blinding breath; SIZE L.

Frozen Scimitar Orc: AL LE; MV 9"; hp 5; AC 6; HD 1; #AT 1; Dmg 1d8.

Frozen Scimitar Orc sergeant: AL LE; MV 9"; hp 16; AC 6; HD 3; #AT 1; Dmg 1d8+1



rooms are being remodeled and are too cold for guests to stay in. The PCs may be protective of Stolypin, and may wish to share a room with him. Asper ensures worried PCs that nothing can happen in his inn.

Event 5, The Exchange

This event occurs the first night of the PCs in the Fang, a few hours before dawn. This event forms the basis of the remaining adventure. Referees may consider this the starting point of the real adventure if they want to insert this module into an ongoing campaign.

As the party arrived at the inn, Griska noticed that the *Kuk Globe* was glowing and saw Stolypin appear within it. Griska sees this as a lucky break, as he knows that he's being hunted by the orc tribe and quickly sets up a plan to use this to his advantage.

Griska leaves the common room and casts *invisibility*, spying on the party to learn passwords and what protective spells may

be used to protect Stolypin. After the party retires to their rooms, he waits a few hours before stashing some of his possessions (forgetting his notebook) and heads into the now deserted common room. Griska sits near the fireplace and imbues a *potion of sleep*, but just before falling asleep, he uses the *Kuk Globe* to exchange minds with Stolypin. Griska, now in Stolypin's body, wakes in the room with a devilish smile. Depending on what measures the party took in guarding Stolypin; Griska may have to elude the party's notice.

Here are some suggestions:

- Griska is aware of any protective spells that the party may have cast, and easily avoids triggering them (i.e.: he knows the passwords, or the trigger locations). He leaves a rolled up blanket in the shaped of a man in his place should the party wake and look over at his bed.
- If the party mounts a guard, Griska tells the guard that he's just going for a walk. Griska overheard Stolypin saying something like, "I'm so tired that I will

even sleep tonight." Griska is good at getting the horrid accent down, if a little rough. Should the guard follow him, Griska walks around the inn and when the two are alone, he casts *hold person*, gives the held guard a *sleep potion* and stows them in the southernmost toilet room (4). If there are any other guarding characters, Griska returns to the room, and does the above actions on the remaining guards, but leaves them in the room. He's trying to be certain of a time advantage should the party decide to follow him.

- If only one of the party members is guarding Stolypin, Griska casts a *hold person* spell from his bed and then follows the actions detailed above.

After leaving the room successfully, Griska goes to his now-sleeping former body to recover his equipment, including the *Kuk Globe*. He then wakes Zenobia, paying her to escort him to the nearby dwarven tomb she mentioned earlier. Zenobia is unaware of the exchange, and treats Griska as a regular, if pushy, customer. Concerned about the time of morning, she and Griska

leave the inn at dawn, while it is still snowing. Referees should begin to keep track of time from this point on.

Event 6, Things Get Worse

This event happens as the PCs discover the disappearance of Stolypin or when he wakes up in the common room few hours after Griska's departure.

Screams are coming from the common room, easily recognizable as Stolypin's. As you reach the room, a man is in hysterics looking around the room wildly. You then notice it was this man that was screaming, as Stolypin's voice comes from this man's throat. "This isn't happening! This is not my body! I'm not me. What happened? Dear gods, help me please."

Stolypin is a nervous wreck, having woken in Griska's body-his screams bring the inn's owners and the elf Numidas to the common room as well. Allow a little time for the party to gather their wits about the exchange, to discover any still ensorcelled party members-but before the party can truly ask any questions about the night's events, read the following.

Suddenly, with a loud thunderous roar, the massive oaken door explodes inward in a thousand pieces and smoke fills the room. As the smoke begins to dissipate, you see a powerful orc, covered in plate armor with a white wolf fur draped over its shoulders; in its hands is a frightfully jagged scimitar.

The orc appears to be uncommon; you guess this from the markings on the armor and its calm, leveled demeanor. Standing behind this orc are ten more orcs also wearing white wolf furs, there is also a smaller orc-its hands wrapped around a long staff.

The dwarven proprietor and his kin snarl bearing loaded crossbows, and the elf has crouched behind a table, drawing back an arrow in his longbow. No one moves; these orcs obviously make formidable foes.

The armored orc steps forward and

thrusts a finger at the man with Stolypin's voice. "There you are bastard, now you will pay your deed. You are to be tortured at Slaughters Rock, before the eyes of our king. Soldiers, take him! And if you others want to live, you will stand back as we come only for this murderer."

The armored orc is Kashen, captain of the White Wolves-the elite guard of King Kdank. The orc with the staff is the King's Sorcerer Zandrkos. The orc sorcerer has cast a sleep spell on the dogs outside, and broke the inn door with lightning bolt spells. These orcs are frighteningly tough opponents for the party and the inn's NPCs. If the party starts to edge towards a fight, let them overhear one of the dwarves muttering, "The White Wolves. The king's elite guard. We may be doomed, but we'll go out valiantly."

If the party chooses not to fight, they have a chance to speak to the orcs. Party members may try to convince the orcs that the true person they hunt is not in the body Stolypin occupies, but is elsewhere. PCs may notice that Kashen defers in communication to the sorcerer Zandrkos, and they may wish to speak directly with him instead. Zandrkos is unconcerned with mind switching, only with gaining the favor of his king and Kashen obeys Zandrkos loyally.

Players should roleplay the event and decide what their characters do. Allow Charisma checks for character that choose communication over combat. Add any additional modifiers that seem relevant based on information or lies given by the party.

The orcs may believe that Stolypin remains in the inn even if the party should sneak him away. The orcs remain guarding the inn until the ruse is discovered. If the party is hesitant, or seems untrustworthy, the orcs use every means possible to take Stolypin back before their king.

Talking with the orcs may have several different results, but no matter the outcome, the orcs do not allow Stolypin to be taken away. The most likely results of speaking with the orcs are:

- Charisma check failed or lie discovered: The orcs don't believe a word the party said and take Stolypin back to Slaughters Rock. He is to be killed within 24 hours.
- Diplomacy check successful or lie

accepted: The orcs are leery about the party's words, but allow 24 hours for the party to investigate or likewise make arrangements for Stolypin's affairs. The orcs during this time surround the inn, and keep a close watch to be certain that Stolypin is not taken away or tries to flee. (See Event 10 for further information.)

PCs looking for a fight find more than then they bargain for should they anger the orcs, or strike first.

Elite Orcs: AL LE; MV 9"; hp 20; AC 1; HD 3; #AT 1; Dmg 1d8+3; SA poisoned scimitars. STR 18/50, DEX 15, CON 15; plate and shield, scimitar (1d8 + poison), shortbow with 10 arrows (1d6 + poison);

Kashen: AL LE; MV 9"; hp 43; AC 1; HD 6; #AT 1; Dmg 2d4+4; SA poisoned morning star. STR 18/76, DEX 16, CON 16, CHA 13; plate and shield, morning star (2d4 + poison), composite shortbow with 10 arrows (1d6+4 + poison);

Zandrkos: AL LE; MV 9"; hp 12; AC 2; HD 4; #AT 1; Dmg 1d6; SA quarterstaff; INT 17; *Bracers of Armor* AC 2; *Staff of lightning bolts* (5d6, 10 charges)
Spells (3/2) 1st level: *Detect Magic*, *Magic Missile*, *Sleep*. 2nd Level: *Detect Invisibility*, *Web*

While the orcs have no interest in fighting, they do not back down from their position. Should the party attempt to form up, Zandrkos casts *web*, cutting off the party from protecting Stolypin. He commands some of the orc guards to take the man away. The rest of the orc guard form defense positions around Zandrkos and fight aggressively until the guards with Stolypin get away. The orcs accept the party's surrender to end the fight.

Event 9, Investigating

This event happens when the party begins to investigate the inn and looks for clues as to who exchanged minds with Stolypin and where he may have gone. Probably the first thing the party does is look for clues on Stolypin, seeing if Griska left behind anything after the exchange. All that is found is an empty vial, which contained the sleeping potion. By looking around the inn, party members can learn more about Griska, his nature and his destination.

Characters looking around outside discover that it has just stopped snowing and that no tracks are visible. The party may decide to question the inn's guests and owners for anything that may be useful, or

explore the inn to further their knowledge. Occupied rooms need permission to enter, and Asper protects the rights of his guests by not allowing the party to treat them threateningly. Asper tells party members looking for absent NPCs that Zenobia is not to be found.

Referees should refer to the inn's location section to see what may be found in what room, this also lists the occupied rooms. The inn's NPCs are as helpful as they can be, but none will leave the inn to help their adventure.

The following information may be gleaned by the NPCs, and depends on the questions asked by the party and which NPC they ask:

- Who is the man whose body Stolypin occupies (Asper, Darer and Harer): Griska arrived a few hours before the party did. He said he got lost on his way towards Areneis. He called himself a businessman, though he was unspecific as to what kind of business. He stayed a short time in the common room before retiring to his room. (Room 12)
- What did Griska do while there (Numidas): Yesterday evening, Griska was meeting with Zenobia in the first-floor corridor. Numidas didn't catch what they were saying, but Griska was very interested in what she had to say. (She was telling Griska about the dwarven tomb, but characters can only guess.)
- Who is Zenobia (Asper, Darer, Gnep and Harer): Zenobia is a solitary ranger, and a good woman. She has lived here in the Fang for about a year and makes her living hiring herself out a guide for visitors to the inn. She is well regarded by the inn's usual customers.

- Who is Gnep (Asper, Darer and Harer): Gnep is another person that resides at the Fang. An odd gnome, he spends most of his time locked away in his room conducting strange experiments. While he appears quite crazy, he's not evil and he's regular with his rent.

- What is the Deadly Ice Tomb, and what is its location (Asper, Darer and Harer): Party members may ask the dwarves this after they discover that the tomb may be a destination for Griska. The tomb is said to be a legend, as none has ever found it. Said to be the resting place of ultimate evil and must not be disturbed, but that is just the legend.

Event 10, Orcs Survey the Inn

This event happens as the orcs survey the inn.

The orcs have made camp outside the front of the inn. The sentry patrols have five orcs on duty at a time, one sentry posted outside the inn door and the other four guards walk in pairs around the other sides. Zandkros has also cast *detect invisibility* to make certain that none leave without the orcs' knowledge.

Any leaving the inn are stopped, and the sentry calls over Kashen and Zandkros. Kashen looks them over, seeing if any disguise has been used, while the sorcerer uses magic to ensue that those leaving are not taking Griska's body with them. If nothing is detected, the orcs let the characters pass. If a ruse is detected, or a disguised Stolypin tries to pass, the orcs seize him immediately and take him to Slaughters Rock, leaving the party 24 hours to save Stolypin.

Should the party secret Stolypin out of the inn or somehow fool the orcs, the orcs discover the trick after 2d6 hours when the orcs enter the inn for food and some ale. The orcs then pursue the party by following their trail. (See Chapter 2, Event 2 for further details.)

Locations

The Fang, History and Overview

Nader Greyaxe, father of Asper, built the Fang as his private stronghold. Though the old dwarf made a pact with the orc tribes. Nader didn't fully trust the orcs to keep to their agreements, and the conditions of the pact have been lost in the flow of time.

It's said that the Fang was built to take advantage of underground mines that Nader discovered (this mine is outside the scope of this adventure). Though not confirmed by any evidence, it is rumored that a dwarven wizard architect assisted Nader in the Fang's construction.

The orcs have tolerated the inn, and for many of them now it has become an unusual feature of the area that attracts small numbers of caravans and adventurers. It is this reason that the orcs have not destroyed the Fang, which some feel the tribes could do by attacking en masse.

The Fang was built in an unusual shape, viewed from afar the inn resembles a gargantuan fang protruding from the mountain cliffs. Its three-story building has its ground floor rising slightly above

Asper



Darer



Harer



the surrounding pass. The eastern side of the inn rests against the cliff face, its other three sides exposed to the pass. A wide stone stair leads to the inn's sole entrance—a massive oaken door braced by a stone frame.

The ground level is made entirely of stone, finely crafted by dwarven hands. This level also has no windows but arrow slits on all three sides. These arrow slits make defense of the inn easy, and allows the defenders to cover nearby areas.

The first floor is crafted of sturdy oak, and has windows protected by iron bars. This floor juts out from the front of the inn, as does the second floor, giving the inn its distinctive appearance.

The sole feature of the second floor is Darer and Harer's bedroom. Over this floor, there is a pointed roof with a circular window. The window is actually a blind hole with a giant axe carved into it.

All room descriptions are keyed for after the exchange of Griska and Stolypin. Should the party explore before then, alter the room descriptions accordingly.

1, Common Room

This is the main room of the inn's ground floor, and has three stone arches supporting massive oak beams above. The eastern side of the room is made up of the exposed rock face of the mountain, and has been polished to a glasslike appearance.

Dominating the room is the giant fireplace, set into the eastern wall. Resembling a double-bladed axe head pointing down, the fireplace is a dwarvencraft masterpiece of stonework. Between the two stone blades lies the fire pit, and the carved axe handle makes up the chimney. The chimney is only two feet wide, and has ten iron grates placed at various heights along its length. On both sides of the fireplace, there are two staircases that lead to the upper floors.

There is a large patchwork of furs placed in front of the fireplace, and several other hunting trophies hang on the walls. The main area has several wooden tables and chairs. Long chains hang from the ceiling suspending large oil lanterns above that illuminate the room in yellowish light.

Along the northern side of the room, beneath a stone arch, lays an oaken stretch that makes up the bar along with some stools where the inn's ale is served. Behind the bar, closer to the kitchen, is a large concealed drawer where two heavy crossbows, a light crossbow, a bunch of quarrels, a battleaxe, a dwarven urgrosh, and a heavy mace are at hand for the innkeepers, should the need arise.

Behind the bar is a shelf lined with various forms of alcohol, including the Spirit of the Black Dwarf. Just beyond this shelf is an area where Fang Stout ale is brewed—a large bronze still and other tools are tidily stored here.

Arrow slits are found along the perimeter walls and are closed by an oaken scuttle. The double door to the south is the sole entrance to the inn. An exceptionally sturdy door of oak reinforced with dwarven steel. The door is always locked, and never left open for any reason. A great wooden beam blocks the door from the inside.

2, Kitchen

The kitchen is Asper's domain. He keeps the room clean and tidy at all times.

A large fireplace stands along the eastern wall. Though much simpler than the one found in the common room, it is highly functional. A thick iron bar crosses the flames and various cooking pots are hanging from it.

A huge marble workbench stands in the middle of the room covered by all manners of plates, pots, knives and other kitchen tools. On the northern wall there is a great shelf containing dry goods and spices. The southern wall is entirely covered with hanging pots, griddles, pans, and skillets of every size and type.

Early in the morning, the innkeepers usually bring those items being cooked for the day from room 3 to the kitchen. At night, the kitchen's stout door is closed and locked.

3, Larder and Warehouse

The larder is always closed and locked with the keys found on the belt of Darer Greyaxe.

This room's temperature is very low and is usually filled with all kinds of food. The temperature keeps the food preserved longer and keeps away rats. Most of the foods are items that have long shelf lives; there are some crates of salted herring, salted meat and pork as well as barrels of good red wine. Barrels of oil are sacked on a palette beneath a waxed cloak. Crates filled with small spice jugs are found here as well. Sacks of grain, flour and cereal are stacked on palettes next to cases of dried fruit along the southern wall.

A huge sunken barrel sits in the eastern wall. The barrel has three-quarters of its length in the bare rock and connects to a tiny stream that keeps this barrel filled with fresh water.

Along the western wall, copious amounts of wood is stacked alongside of crates of tools like axes, hammers, nails, saws and the like. These items do not block off the arrow slits.

4, Toilets

The two rooms are guest and innkeeper alike. The small rooms are always clean and tidy, with crockery washbasins, buckets filled with spring water and lots

The Fang Stout Ale

Fang Stout is produced in small batches by the inn staff. 5.5% alcohol by volume, the ale has an ink-like black stout body that forms a brownish foam head when served. Usually, the barkeep runs a small blade or axe across the mug, taking off part of the foam head before the stout is served.

Fang Stout is brewed constantly, as its flavor is quickly lost if stored for lengthy periods. The Greyaxe family has handed down the recipe from generation to generation. It is said that the dwarves use unique mushrooms that grow in a nearby cavern and other secret ingredients in the brewing process.

The brewing process has granted the ale special properties against cold hazards. A mug of this brew consumed per hour cures 1d2 points of subdual damage from the cold.



Numidas

of clean towels. The hole in the floor is connected to a duct system dug into the rocky wall. The locked doors have keys provided.

5, Hallway

There is an open space where the two staircases converge. Lanterns hang from the ceiling and furs cover the floor. Three arches open the north, south and west.

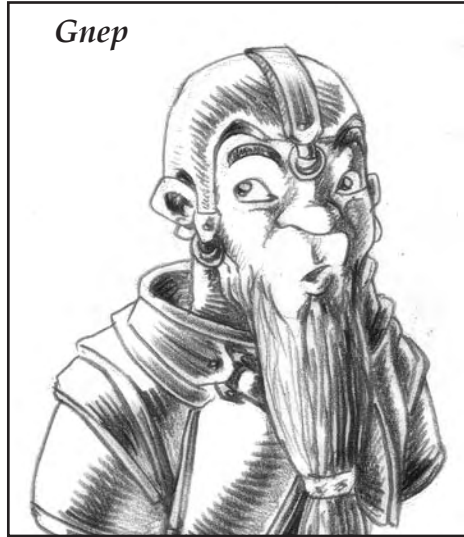
6,7,8, PC's Room

These tidy and clean rooms are for the party. Each room has a wardrobe, a chest, two beds and a small desk with three chairs. White furs carpet the floors near the beds. Small fireplaces, already lit, warm the room. Each bed has a few towels lying on them. A single window, with strong iron bars and two oaken scuttles, decorates each room's wall. The scuttles can be closed from the inside with an iron bolt. The rooms have their keys in the door's keyhole already.

9, Numidas' Apartment

This is a finely furnished, two-room apartment. The air is touched by the scent of distant woods.

The first chamber is a parlor, two soft couches and some armchairs covered in deep blue velvet. A small table is in the center of the room, topped with a small silver brazier from which a tiny tail of smokes emanates. The floor is covered by a colorful patchwork of furs. Along the eastern wall, an ornate fireplace hosts a small still-burning fire. The walls are adorned with tapestries depicting ancient dwarven battles.



Gnep

In the other room has a four-poster bed with silk sheets and white fur blankets. A great wardrobe with finely carved doors covers the entire northern wall. Inside the wardrobe there are some fine elven clothes. A small desk stands against the western wall, covered with sheets of parchment. Some parchments bear the royal sigil of the elven king of Er-Nomvel. Readers of elven guess that these papers are the credentials of elven ambassador Numidas El-Norvel.

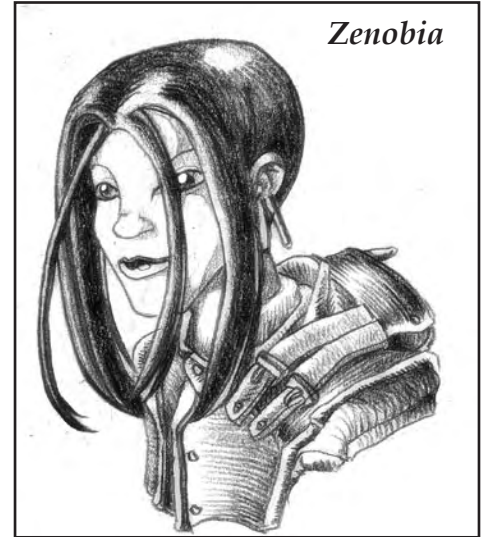
10, Gnep's Apartment

The first room to this two-room apartment is a mess. A mass of paper, strange unfinished objects and other materials are amassed in the corners and litters everywhere else. The walls are covered by paper and parchment bearing projects, drawings, sketches, formulas, nonsensical writings and the like. Even the floor and part of the ceiling bear the same things, scratched with coal and chalk.

If not driven elsewhere, Gnep is here and does not give much attention to the PCs. Gnep is intent on designing something vitally important.

Within this room, there is a single sheet of paper with a map to the Deadly Ice Tomb. Drawn by Zenobia, Gnep managed to obtain this map while he was asking for some ink from Zenobia's room last night.

While Zenobia was getting the ink, Gnep was struck by a fantastic formula that he had to write down immediately using the only piece of paper available-the map-and part of the desk. Gnep was kicked out by the enraged Zenobia, the map being thrown behind him. Picking up the map, Gnep forgot almost immediately about



Zenobia

the event and continued writing on the map. Once he returned to his room, Gnep dropped the map and started writing on the wall.

The map is next to impossible to find unless the entire party spends six hours searching. If the party says that they are searching for the map, after six hours allow them to make a WIS check to see if they discover the map. Characters searching for the map after visiting Zenobia's room and uncovering her special colored papers (slight pink hued) allows a WIS check (+3) per character every hour. If successful, give the players Handout 1.

The second room is dominated by a huge mechanism. The "Nut Tron," as Gnep calls his machine, is an ensemble of metal pieces, nails, wooden boards, ropes, gears and springs is ran on an engine based on vapor (another Gnep produced invention). The Nut Tron is designed to automatically crack the shells of nuts, and Gnep is trying to get the machine to work properly. His current results have been nuts crushed into dust and sections of exploded machinery, which has caused him to rebuild.

Lying forgotten in the corner is a sack containing 500 platinum pieces.

11, Zenobia's Room

The door to Zenobia's room is locked and she has taken the key with her. The room appears clean and tidy. There is a wardrobe, bed and desk with a wooden chair. A chest sits at the foot of the bed. Hot coals are seen in the room's fireplace.

In the wardrobe there are some clothes, but nothing more. The bed is made and orderly. The chest is locked (Open Lock DC 25) and contains a leather armor wrapped

Fang Pricelist

Drinks (per mug or glass)

Ale, common	5 cp
Ale, strong	6 cp
Ale, Fang Stout	8 cp
Wine Red Ruby	2sp
Wine White	3sp
Spirit of the Black Dwarf	1gp

Food (per portion)

Salted Herrings and vegetables	4sp
Mountain Goat with spices and honey	5sp
Seasoned cheese and dry fruits	5sp
Salted pork in red wine	6sp
Porridge	1sp
Almond Pie	1sp

Lodging (per night)

Two beds room	2gp
Four beds room	3gp
Single bed room	1gp
Suite (two room)	5gp

in an oiled cloth, a short sword is kept keened and a small pack contains some herbs. The herb is myreoma, if swallowed it cures 2d4+5 points of damage and there are five doses. This equipment is Zenobia's reserve gear.

Found on the desk are quills, a bottle of sepia ink but no papers. If the characters closely examine the surface of the table, a successful Search check (DC 15) reveals that the surface has been scratched with strange writings and mathematical formula. This was the work of Gnep in his visit last night in his frantic desire to write down his flash of insight (see Gnep's Room for more details), this clue could lead the party to search Gnep out and question him.

Zenobia's desk has two drawers, both closed and locked. In the first drawer, several maps are gathered. These maps are of the surrounding area, each drawn by Zenobia's hand. While each map does not have labeling that would help the party looking for possible destinations, the maps may prove useful once they have discovered Griska's destination. Every map is on pink hued paper.

The second draw contains piles of blank paper of the usual pink hue. Party members looking for sheets that may have been under another sheet while it was being written on making a successful WIS check (+4) find a sheet that may be useful. Rubbing a pencil or bit of charcoal over the sheet reveals a mess of nonsensical writings (Gnep's formula) and one name in a different, clearer hand, "Deadly Ice Tomb."

12, Griska's Room

This room is locked and Griska currently has the key. Griska left the room hurriedly to avoid detection and took only things he considered essential. In this messy room are a bed, chest, desk and wardrobe. The doors of the wardrobe are open, the chest lies upside-down and blankets are scattered across the floor. Something has been burned in the fireplace, but all that remains is ashes.

Near the wardrobe, some clothes are dropped on the floor. In one of these clothes pockets a small notebook can be found; hand the players Handout 2.

13, Asper's Room

This is the innkeepers' room. The room is actually made of two stories, as a little wooden staircase leads up to Room 19 where Darer and Harer sleep. The room is very comfortable and furnished in true dwarven style. A four-poster bed lies against the western wall, between the two windows.

Two large bookcases are found along the southern and northern walls, containing books on various philosophies. These books once belonged to Asper's father, Narer. Party members looking for information about the "Deadly Ice Tomb" must spend an hour and make a WIS check (+2). Success brings the party Handout 3, failure results in an hour wasted fruitlessly. Characters may attempt another search, but each search takes up an hour worth of time.

An oaken footlocker at the foot of the bed contains all of Asper's clothing. A suit of dwarven-sized full plate armor stands in one corner of the room, well maintained by Asper himself. A collection of dwarven weapons hangs from the eastern wall. The small stone fireplace in the room is always burning to heat the room.

14, Storeroom

The door to this room is always locked, the keys are held by the innkeepers. Stored in this room are items that are used in the inn on the numerous shelves-blankets, towels, sheets and pillows. There are additional pottery, mugs and some chairs.

15, Laundry

A pitch-coated wooden pool is kept in this room. Ten feet in diameter and about five inches deep, the pool is emptied into a small duct in the northern stone wall.

A large iron grate stands next to the pool where heated rocks are placed to dry linen that hangs above it on wires that cross the room. The room is steamy and the floor slightly slick.

16, 17, 18, Empty Rooms

These inn rooms are being refurbished, some work is done to polish the stone and oil the wooden walls. These rooms have their windows open, while keeping the room well ventilated; it also makes the rooms impossibly cold. Keys to the doors are found in the doors' keyholes.

19, Harer and Darer's Bedroom

(Not mapped)

This bedroom is clearly divided into two areas, one clean and tidy while the other is a mess.

The tidied area belongs to Harer. Near the tidied bed is a stack of books taken from Asper's room. A footlocker contains some clothing, a vial of blessed water and a holy symbol of Urmaus (a dwarven god).

The other area is Darer's. Scattered across his bed are clothes and a dwarven flute lies on a pillow. Darer's area is only messy, not dirty.

The ceiling contains a locked trapdoor and leads to a small loft above. Asper holds the key to this lock.

20, Loft

(Not mapped)

This loft stores the various effects of the Greyaxe family. Many of the items belong to Asper's dead wife. The room is cold and damp.

Chapter II, The Deadly Ice Tomb

Background Information

The legend that the party may have learned is mostly true. What this legend does not say is that the royal vizier named Sargun was an evil necromancer. He defeated the evil King Grebdax, sending him through the gate for the sole purpose of controlling and using him later.

Having been turned evil by a powerful and dark entity, the king and his guardsmen would become powerful undead at Sargun's command after their death. Sargun, after the defeat of the king, ordered

the dwarves to build the Deadly Ice Tomb. The necromancer instructed a group of benevolent dwarven clerics on how they were to keep the bodies of the king and his guard once they were dead.

Sargun planned on keeping the undead king and his retinue in stasis until he could find a way of controlling them. Everything unfolded according to Sargun's plan: the bodies were entombed in five different crypts, the magical stasis stones were placed in these crypts, and the dwarven clerics, unaware that they played into the necromancer's plan, set the stones and magically sealed the tomb.

Sargun remained at the tomb complex in his room trying to create a magical item that would control the undead king. Unfortunately, the clerics discovered the plot and faced the necromancer in an epic battle. At the end, both the clerics and necromancer lay dead.

Events

Event 1, Griska's Actions

These actions happen when Griska and Zenobia arrive at Crow's Rock, about two hours from the time they left the Inn. Griska plans on laying low before making his way to the city of Areneis. He and the ranger arrive at Crow's Rock and discover the passage behind the frozen waterfall; heading inside, a snow troll in the passageway ambushes them. They force the troll to retreat to his lair, but the pair is injured and does not pursue. The two then cross the bridge, but half way across, Griska stabs Zenobia and pushes her over the bridge.

Griska then heads into tomb's actual entrance, looking for a quick route to take. In learning that the northern entrance is magically protected, Griska doesn't want to press his luck. He drink his *gaseous form potion* and moves through the portcullis, beginning his search for a safe spot to hide. Griska avoids the guardians, and moves through the keyhole leading into the king's chambers.

Spending about an hour in exploration, Griska eventually drinks another *gaseous form potion* (if available), finds the secret trap door and leaves the room. He explores the corridor, and enters two of the crypts (19a and 19b). Knowing nothing of the tomb's history, the thief grabs two of the *Stones of Agamath*. Upon leaving the two crypts, Griska spots the awakened ice warrior and realizes his mistake. Quickly

fleeing, Griska darts toward the king's crypt blocking the door behind him. Knowing now not to touch the Stone, Griska explores the crypt, looking for a good place to rest and regain spells so he may avoid the undead that hunt him.

Should Griska flee, the adventure may be over. Referees may have Griska captured outside the tomb and taken to Slaughtering Rock if the orcs have not taken Stolypin especially if Zandkros is outside Crow's Rock. Referees may change the plot enough that the adventure could continue with Chapter 3.

Event 2, Pursuing Orcs

This event happens should the PCs have left the inn with Stolypin. Should the party decide to take Stolypin with them, the orcs pursue them. Referees should determine when the orcs realize that the party has taken Stolypin. Typically, the orcs examine the inn every 2d6 hours to be certain their detainee hasn't fled the building. Should Kashen or Zandkros decide to inspect the inn themselves, it could be even earlier.

The orcs do not waste time killing the inn inhabitants nor do they interrogate them. Zandkros knows that his body will be sacrificed at Slaughtering Rock should he not bring the murderer before the king, so the orcs set out after the party.

Referees should determine how much time the orcs take to get to the tomb. The party may have hidden their trail, but because of the recent snowfall, this is no easy task. PCs may try walking along the rocky edge of the mountains, its crags and fallen rocks. In this manner of travel, picking up their trail have a modifier of -30% for rangers. Those characters using spells (such as *pass without trace*) leave no trail until the spell's duration ends, when they start leaving a trail again. In the latter case, the orcs separate into teams of four, each group searching in the cardinal directions in circling form until they discover a trail.

Should the orcs discover the entrance to the tomb, Zandkros and five other orcs remain outside to ensure no one escapes without notice. Kashen and the remaining orc guards enter the tomb, looking for the party. They continue following the party's trail, eventually either catching up with the party or facing some of the enemies that the party sneaked by.

When the orcs encounter the party they attack, whether or not Griska is with them—either in Stolypin's body or his own. The

orcs allow no chance for explanations or misleading information. Should the party be battling other foes, the orcs single out party members, trying to defend Griska's body—whether the party has completed an exchange of minds or just have Stolypin tagging along in Griska's body. At the first opportunity, the orcs take the thief's body to Slaughtering Rock for execution. Should the party surrender the thief's body, the orcs take him away.

Event 3, Griska's Tactics

Use this event when the PCs encounter Griska in the dungeon. Depending on where the party encounters Griska, he reacts to best suit his plans.

Room 20: If Griska is encountered here, it may mean that it is the first day of pursuit. As he has used many of his spells and resources, referees must account for this usage in Griska spell availability. Of his repertoire, he has used *web* in his fight with the snow troll, other spell used may include: an *invisibility* spell, to avoid detection at the inn; two *gaseous form potions*, both in the dungeon and inn; and an *hold person* spell, to make certain his escape was easy. Should he have not had difficulty leaving the inn, most of these spells are still ready for use. However, in his battle with the snow troll, Griska has taken 15 points of damage and now is currently at 35 hit points.

If Griska hears the party approaching or fighting from outside the door, he quietly unblocks the door. Hiding behind one of the statues. As the party enters the room, he casts *unseen servant* from his scroll and lifts the *Stone of Agamath* from its socket, hoping to escape as the party deals with the icelord.

Characters could hear a low muttering off to one side where Griska is casting the spell. Party members not close to the silver statue with the Stone could see the stone moving towards the hidden Griska. Catching the Stone, Griska makes his way out of the room, possibly knocking over something to prevent the party from following to close on his heels. If this tactic is unavailable to Griska and he is closed in on, he casts *web* to delay the party, attempting to flee. Griska fights only if cornered.

Griska uses the *Kuk Globe* as a last resort, and only if Stolypin is with the party. If Griska sees his defeat, he lowers his head in surrender and places his hands in his pockets. As he utters the command phrase—"All I need is your body, all you

need is my mind"-he returns to his original body, hoping to surprise the PCs and flee. Characters that read his notebook may know the meaning of the phrase and may guess what Griska is attempting. Griska only uses this tactic is desperation, as it leaves him without his possessions-spellbook, components, and even the *Kuk Globe*. In his own body, Griska realizes that he again is the target of the orc's hunt.

Any Other Room: Should Griska be encountered in any other room this may mean that a day has passed. He regains his spells and some hit points, fleeing from Room 20. Griska attempts to follow the same path out as he did going in, but first explores a little in Room 17. Griska ends his gaseous form as he enters Room 10.

Run encounters with Griska normally keeping in mind that the thief is attempting to avoid confrontations and is making himself hard to detect as possible. If cornered, Griska unleashes attack spells and even uses the *Kuk Globe* as described above. Griska knows that the party needs him alive, and he uses this to his advantage.

Locations

These locations are described as if Griska has passed through the area before the party. Referees should adjust the descriptions should this not be the case. Unless otherwise noted, all areas are dark and the party may have to use their own light sources.

1, The Crow's Rock

(Not mapped)

This appears to be an unusually shaped rock- a huge crow with an open beak. From the beak, a glistening waterfall hangs frozen as it descends towards a small, frozen lake.

Walking across the lake is dangerous, anyone walking across without precautions must make a DEX check or fall down. Characters weighing more than 120 lbs. have a chance to break through the frozen surface (30%) and into the icy cold water beneath (DEX check to avoid falling in). Falling into the water causes an immediate 1d4 points of cold damage and an additional 1d4 points every minute from hypothermia. Characters falling into the water need to change clothes and dry themselves off or they suffer the same damage every ten minutes.

Characters could walk next to the rocky cliff face, hanging to it with hands or pitons and rope. If the party travels just by clinging to the rock face, they must make Climb or DEX checks to avoid falling. Using climbing gear, allow the party to avoid the check. The distance from the shore to the waterfall is roughly 120 ft.

Hidden behind the waterfall is a passage. Characters looking at the ice flow near the passage notice that the ice there has been chipped away. The snow trolls living in the

dungeon have enlarged it so that they may exit easier and hunt.

2, The Dark Trail

This tunnel leads into the mountain about 100 ft. The passage seems natural, even if the floor has been frequently used. In ancient times, the dwarves used this tunnel to carry materials and tools for building the tomb complex.

The tunnel floor is covered with mud. A

Snow Troll



WIS check reveals various footprints in the mud. Another WIS check discerns the types of footprints and other information. Two human-sized footprints lead further inward and several larger sized footprints lead outward.

The larger sized footprints belong to four snow trolls that went hunting in the morning, they return at sunset. The human-sized footprints belong to Griska and Zenobia.

Halfway down the passageway, two side tunnels appear on opposite sides of the tunnel. Characters may discover evidence of a fight and some reddish blood in the mud and on the wall. Griska and Zenobia fought a snow troll here (see Location 3). The humans' footprints continue northward, and the other sets of footprints split equally down the two side tunnels.

3, Snow Trolls Lairs

Three snow trolls dwell in this cavern. Every day at dawn, two snow trolls go out to hunt. One troll remains to defend its cavern.

The cavern is dark and empty save a great hole in the ceiling-the true lair of the snow troll is in this second story of the cavern. As the trolls are great climbers and jumpers, they usually cling to the hole's edge and lift themselves up with their powerful arms, exiting has them usually jump down with no damage. The hole is about 10 ft. from the cavern floor and has a diameter of 15 ft. Characters looking into the darkened hole need to make WIS checks to notice the remaining troll.

The snow troll hides in the shadows of the upper cavern and waits for the party to enter, having detected them by scent. Any

bearing fiery torches or other open flames receive a snow troll's breath as it tries to extinguish the offensive flame, it then jumps in the midst of the party and attacks.

Snow Troll: AL CN; MV 12"; hp 28; AC 4; HD 4+4; #AT 3; Dmg 1d6/1d6/1d4; SA Blinding breath; SIZE L.

The upper cavern is the snow trolls lair. There are few bones scattered in the floor as the trolls throw their remaining meals into the crevice (Location 4). Three rough beds lie near the cavern walls. Under one there is a small sack containing a moss agate (8gp), 40 gp, and a potion of *cure light wounds* (eastern cavern), or a golden yellow topaz (500gp), two tiger eye turquoise (7gp), and a *potion of sleep* (western cavern).

Along the northern side of the cavern there is a pile of stones, bones and wood that seem to fill in a hole in the wall. The trolls sealed a passageway leading into the tomb complex so that they could avoid being attacked by the undead and other creatures that dwell there. It takes a half an hour of work to clear the passageway.

4, The Crevice

The dark trail ends at a stone bridge. This bridge crosses a large crevice, the bottom of which lies 40 ft. below. Obviously of dwarven manufacture, characters can see the perfect stone joints and superb stonework. Two handrails on the bridge are carved with grim-looking dwarves that raise a stout wooden beam over their heads. The stones of the bridge resemble axeheads that cross each other. The ceiling is 30 ft. above the bridge and the walls are rocky and rough. Characters attempting to scale the walls face a Climb check or a DEX check.

The footprints continue across the bridge, but halfway only a single set of footprints remains. Searching the area where the two sets end they find some traces of blood on the right-side handrail. This is where Griska attacked Zenobia and pushed her over the rail.

Zenobia lies at the bottom of the crevice, unconscious. Every hour the referee should roll to check if Zenobia regains consciousness (1 in 10 chance). If she does, she cures herself (with Myreoma), climbs out of the crevice and heads back to the inn. Referees should also determine if she encounters the PCs during these action. Should Zenobia not wake in 8 hours, she falls victim to the whitemonks (see Location 5).

The characters should be able to guess that something has happened here, but in order to see Zenobia's body, they must have a light source capable of lighting the crevice bottom.

The crevice floor is littered with thousands of bone. Here is where the snow trolls throw the remains of their kills, some with bits of flesh still on the bone. The smell of decay is strong in the air. A small passage to the northeast leads to a small cave (Location 5) where a nest of whitemonks dwell-they feast on the remains tossed down by the snow trolls. Currently, several of these disgusting creatures are waiting for Zenobia to die before feasting on her remains. From the bridge, a low, saw-like sound can be heard.

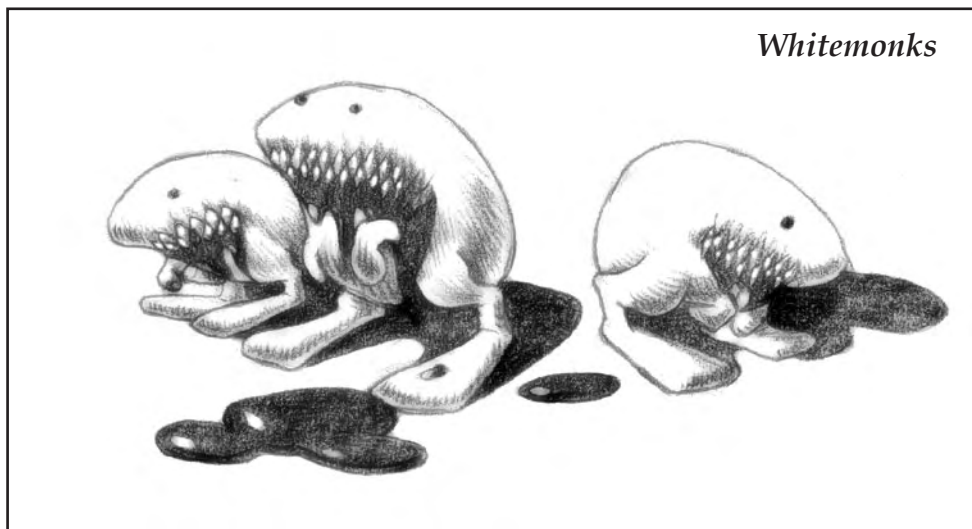
Whitemonks stay away from light sources, but they swarm if they see their food being taken away.

Whitemonks (15): AL LN; MV 6"; hp 2 each; AC 6; HD 1-4 hp; #AT 1; Dmg 1d2; SA Swarm; SIZE S.

If the characters rescue and heal Zenobia, she relates her journey with Griska-though she doesn't know his name as he spoke very little during their journey-and his vicious attack. He called himself a treasure hunter and paid well for her services. He surprisingly stabbed her and shoved her over the handrail. She just remembers his cruel eyes disappearing in the darkness.

5, Whitemonks' Lair

A narrow, 2 foot wide, passage runs 20 ft into a small cave. This cave is the lair of the disgusting whitemonks. There are numerous bones scattered over the floor and the smell of decaying flesh floods the stagnant air. Characters entering this cave



require a poison saving throw (+5) to keep them from becoming nauseated.

Whitemonks (15): AL LN; MV 6"; hp 2 each; AC 6; HD 1-4 hp; #AT 1; Dmg 1d2; SA Swarm; SIZE S.

6, Entrance Area

Past the bridge, the path widens and a high ceiling cavern is revealed.

By the flickering light of your torch, you see a massive archway that once may have been beautiful. Two giant pillars of carved stone flank a wide opening before you, raising to a height of about 30 feet. The pillars resemble two mighty armored dwarves who sustain the lintel over their heads. Before the opening, lies the remains of two stone doors that once were fixed to the massive archway.

This is the entrance to the tomb complex. The doors fell under their own weight years ago, now lie facedown, in several pieces, in the chamber they once opened into. On the facedown side of the doors, an inscription may provide a useful clue to the crypts beyond. Should the characters turn every piece over and reconstruct the door's facade like a puzzle they can make out something, after an hour's worth of work. Characters able to read dwarven can read the lettering easily, otherwise a thief must make a Read Languages check to discern a single word, "Grebdaq," which seems to be a person's name.

The inscription reads: "This is the tomb of the evil king Grebdax, if you have no reason to be here, stay away."

The footprints continue through the archway into the chamber beyond.

7, Way Room

Once the entrance room for the tomb complex, this circular room is made of fine stone. In the center of the room stands an empty circular pool, ten feet in diameter with a stone edge rising two feet above the floor. Along the edge, dwarven runes can be seen.

The inscriptions are written along the pool's edge, facing west, north and east. If the characters cannot read dwarven, a thief may attempt a Read Languages check to determine what the runes say.

The runes facing west say, "Come with us, and pray to Urmaus the Stoneforger. We are the builders of the stone and keepers of the secret forge." The inscriptions facing north read, "An ancient dead evil rests here. Dwarven law cannot be ignored and we keep the one once great king. His name once opened the doors, now these doors must remain shut." The runes facing the east read, "The last days of evil were spent this way. A regal life still deserves a regal death."

To the west, where the clerics of Urmaus once lived along with the necromancer Sargun and the builders of the temple, stands a stone door with a stylized image of a hammer with an anvil in the background. The door is trapped with a glyph of warding, affecting those who do not utter the pass phrase, "I pray to Urmaus the Stoneforger." The door is locked as well.

To the north, where the crypt itself lies, is a massive stone door engraved with magical runes. Magically sealed with no lock, the only way-other than breaking it down or casting dispel magic to open the door is to have a dwarf speak the name of the evil king Grebdax.

To the east, where the king and his lieutenants were imprisoned awaiting their demise, stands an iron portcullis and another room and raised portcullis can be seen through the bars.

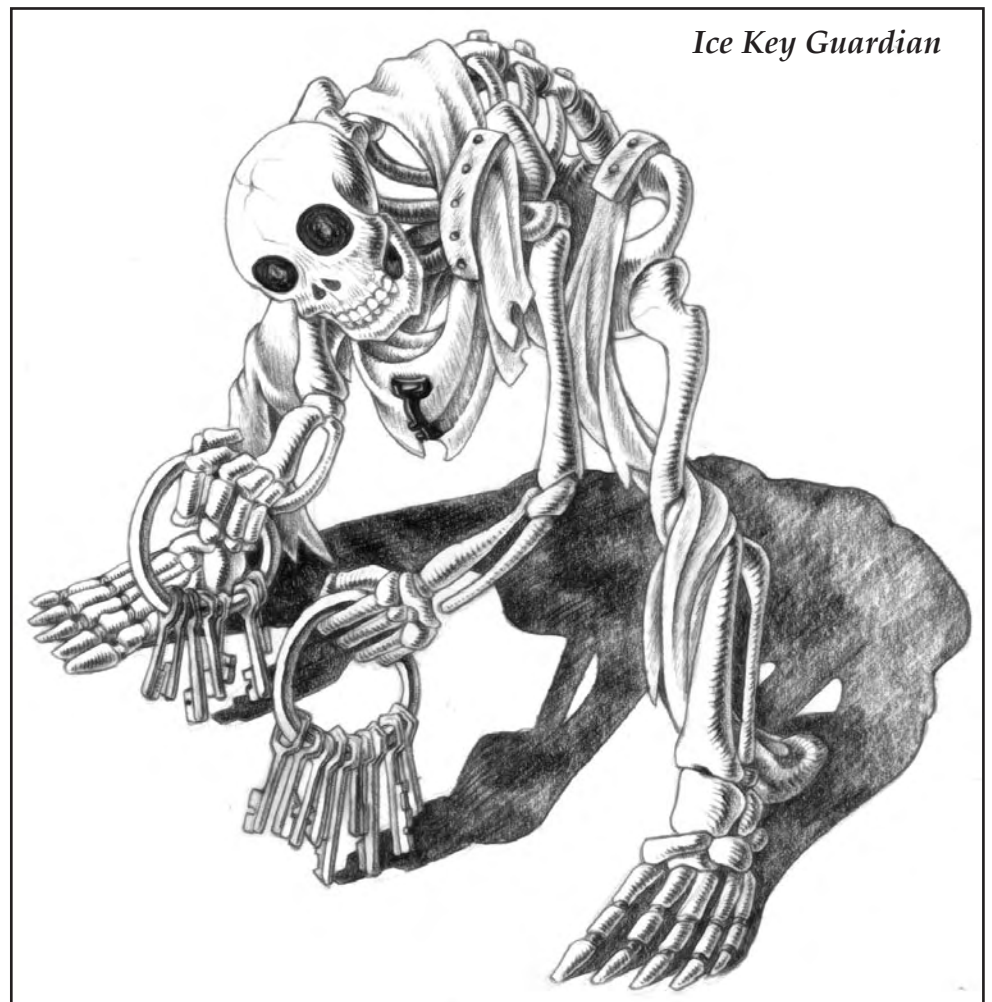
Those following the footprints here notice that they are harder to detect as the room is no longer muddy. The footprints circle the pool several times before vanishing. Griska used gaseous form and traveled through the portcullis.

8, Guard Post

This chamber served as an old guard post. Remains of old furniture is still visible. Any character entering this room or the corridor ahead provokes the four ice key guardians into attacking. The undead try to immobilize the party, surrounding them and attacking one party member at a time.

Ice Key Guardians (4): AL NE; MV 9"; hp 14; AC 6; HD 3; #AT 1; Dmg 1d8 (keyring slam); SA Blocking Ice.

Should the icelord in Location 20 not be destroyed, these guardians reform in 1d4 days.



Ice Key Guardian

One of the keys on the key ring of each guardian opens a door to the rooms in Location 9. Along the north wall there is a panel disguised as one of the wall bricks (Find Traps or WIS check). Once opened, the panel reveals two rusted levers. One of these levers is raised and jammed-broken beyond use, this lever once controlled the eastern portcullis. The other lever controls the western portcullis, but after raising the portcullis, the mechanism jams keeping the portcullis in a raised position.

9, Lieutenants' Chambers

Each of these chambers once housed King Grebdax's lieutenants. Each room is separated into two areas: a parlor and a bedchamber. The doors to these rooms are made of stone and are locked except for the door to Location 9A, which lies broken on the floor. Each door has a covered peephole that may be opened on the outside.

Each parlor has dusty remains of once luxurious furniture, rotten wooden armchairs, shelves with books that crumble to dust once touched, and brass bars that once held ornate tapestries affixed to the wall. Each bedchamber has a four poster bed rotting in the center, along with some armchairs and other useless furniture.

In Location 9A, the parlor has a crack in the southern wall. This crack leads to Location 3, where the snow trolls have filled in the crack near their lair with bones, rocks and other material. It takes half an hour worth of work to clear the passage.

10, King's Chambers

The stone door leading into this area is locked. The key to this door, a large brass key, is found in the hands of the ice key guardians in Location 11.

These chambers were the king's, and are similar to those of his lieutenants, except that someone has recently searched the rooms. Tracks are evident on the dust-covered floor, Griska ended his *gaseous form* here after entering through the keyhole. In the bedchamber, the characters notice that the wardrobe and bed have been moved and partially destroyed. Against the western wall on the floor is a tile that hides a dusty passageway that has been dug with bare hands. The passageway leads to trapdoor in Location 18. It was dug by the captive king in an unsuccessful escape attempt before his death.

11, Guards' Quarters

The wooden door of this chamber is almost

rotten, and crumbles to the floor once touched. In this room there are four chilling ice key guardians, they attack those who enter the room.

Ice Key Guardians (4): AL NE; MV 9"; hp 14; AC 6; HD 3; #AT 1; Dmg 1d8 (keyring slam); SA Blocking Ice.

In the key ring that they hold, keys to the Armory (Location 12) and the brass key to the King's Chambers (Location 10).

This chamber was once the guards' quarters. Remains of eight wooden beds are visible along the floor. Some footlockers are found throughout the room, one of them (referee's choice) contains three steel vials with potions of cure light wounds. The potions are old but still usable.

12, Armory

A locked stone door protects the ancient armory. The armory is well-preserved, even though many things, especially items with wooden parts, have crumbled to dust. Two racks can be found holding weaponry, while another holds armor.

The two racks with weapons are still functional and contain: two battleaxes, a battleaxe masterwork (+1 to hit), two dwarven battleaxes, three warhammers, a *longsword* +1.

The armor rack contains still wearable but all dwarven sized suits of armor: three suits of chainmail, two masterwork chain shirts and a *chain shirt* +1.

13, Clerics' Rooms

These chambers once lodged the cleric that guarded the king until his death. The interiors of these rooms are covered with dust, but almost intact. In each room there are small beds, wardrobes, desk, bookshelves and a couple of armchairs. The wood is rotted, but remains upright until touched. Papers found here crumble into dust when handled.

In the corner of the rooms, there are small stone altars with a carved bas-relief. This relief depicts a giant, heavily armored dwarf holding aloft a great warhammer. Several dwarven figures are kneeling and praying before the dwarven giant. A dwarven rune reads, "Urmaus, the Stoneforger."

Room 13D has a crack in the southern wall that leads to the westernmost snow troll lair (Location 3). A footlocker in Room 13C contains two stoppered potions of *resist cold*.

14, Common Room

This room was both the kitchen and cantina for the complex. A large fireplace lies along the southern wall. A long wooden table occupies the center of the room, over which lies scattered pottery. Some shelves hold bronzed plates, rusted kitchen utensils and the like. The fireplace flue runs out of the mountain, after climbing 200 feet.

15, Temple of Urmaus

This was once a small temple dedicated to the dwarven god Urmaus. Two rows of finely sculpted pillars support a vaulted ceiling, nicely crafted by dwarven hands. On the floor, before the entrance, where the corridor ends, there is a phrase sculpted (in common): "Welcome to the house of Urmaus, if you do not belong to our race, please stay out."

On the north wall there is an alcove where towers a statue of a heavily armored dwarf who holds a warhammer raised over his head, as if he was hitting the anvil that lies before him. The lifelike statue is 30ft. tall and seems to scrutinize everyone enters the room. The statue is made of hard brown stone with marble and granite inserts. The warhammer it wields is false. The hammerhead is made of painted wood as it is the haft. The haft is painted too and it is actually a *Staff of Agamath* (see New Magical Items section). The evil necromancer Sargun hid his magical artifact here, fearing his plot has been discovered. However a mere sight it is not enough to notice the difference between the wood and the stone. A character must touch the staff or the hammerhead to discover it.

The statue is protected by an ancient spell used by the Urmaus Clergy. Any time a non-dwarf touches the statue a shimmering image of the statue itself seems to overlap the statue; the image shouts: "blasphemous!" and drops quickly his warhammer on the head of the unfaithful. The target must make a saving throw vs breath weapon or suffer 2d8 points of damage. The hammer is a spell, and continues to hit the target until he is no longer touching the statue. When the statue is no longer touched the image fades and disappear. Multiple touchers trigger always one "attack" per round, the referee must choose randomly the target.

The haft is fastened to the statue hands by a series of painted wires, using a lasso to grab the stick and pull it down is not enough and might result in breaking the staff.

On the north wall, disguised as a bas-relief, there is a secret door, behind the door there is a small corridor that leads to the necromancer room.

16, Sargun's Room

This was once the room of the evil necromancer. Here happened the last epic fight that ended with the death of both the necromancer and the good clerics. Four clerics entered the room, surprising the necromancer and attacking him. The evil wizard fought as a wildcat, even trying to maim a cleric with his bare hands. At the end, only one dying cleric remained and the very badly injured necromancer. The cleric put all his strength in his last spell and turned the necromancer into dust; but the effort slew the cleric who died few seconds later.

The door of the room is still broken open

and over the doorway lays the skeleton of an armored dwarf, the last good cleric. The room shows the signs of an ancient fight. A thick layer of dust covers everything and many broken objects lie scattered over the floor. Scars and burns appear everywhere: on the walls, on the floor and on the ceiling. Over the north wall there is a large black burn and on the floor near it lays many pieces of broken furniture: the necromancer remains. In various spots of the chamber may be recognized the remains of other three dwarves; of these three bodies remains nothing but a pile of burned bones and melted armor and weapons.

The armored dwarf wears dwarven plate mail and still grasps in his hand a *warhammer* +1; in one of his pockets a potion of *cure light wounds* may be found.

Nothing more remains of the room except

rubble and debris. However a secret niche can be found on the west wall. The niche has a trap, an hail of needles. Anyone attempting to open the niche without disarming the trap must save vs breath weapons or suffer 2d4 points of damage from needles.

Inside the niche there is a book and two scrolls. The first scroll is a letter, written on yellow paper, probably intended for one of the Sargun's minions which has never been sent. The other scroll is a *fireball*. The book is one of the necromancer's spellbooks. The book contains an *explosive runes* spell on its first page. A *dispel magic* is needed to neutralize the spell. The spellbook contains ten spells chosen by the referee.

If the PCs read the letter and are able to comprehend dwarvish, give to the players the Handout 4.

17, Corridor of Lore

The temperature in this area is below 32 F. Two rows of finely carved pillars run as far as the eye can see. A thick layer of dust lies untouched on the floor. The walls of this corridor have many bas-relief carvings that present the tale of King Grebdax.

The carvings begin from the southwest corner of the corridor and progresses in a zig-zag pattern shown on the dungeon map. This pattern is actually engraved in the floor, but is impossible to see without shifting the dust. Referees should note which display the party is looking at and use the descriptions that follow, unless the party uncovers the path and takes that route.

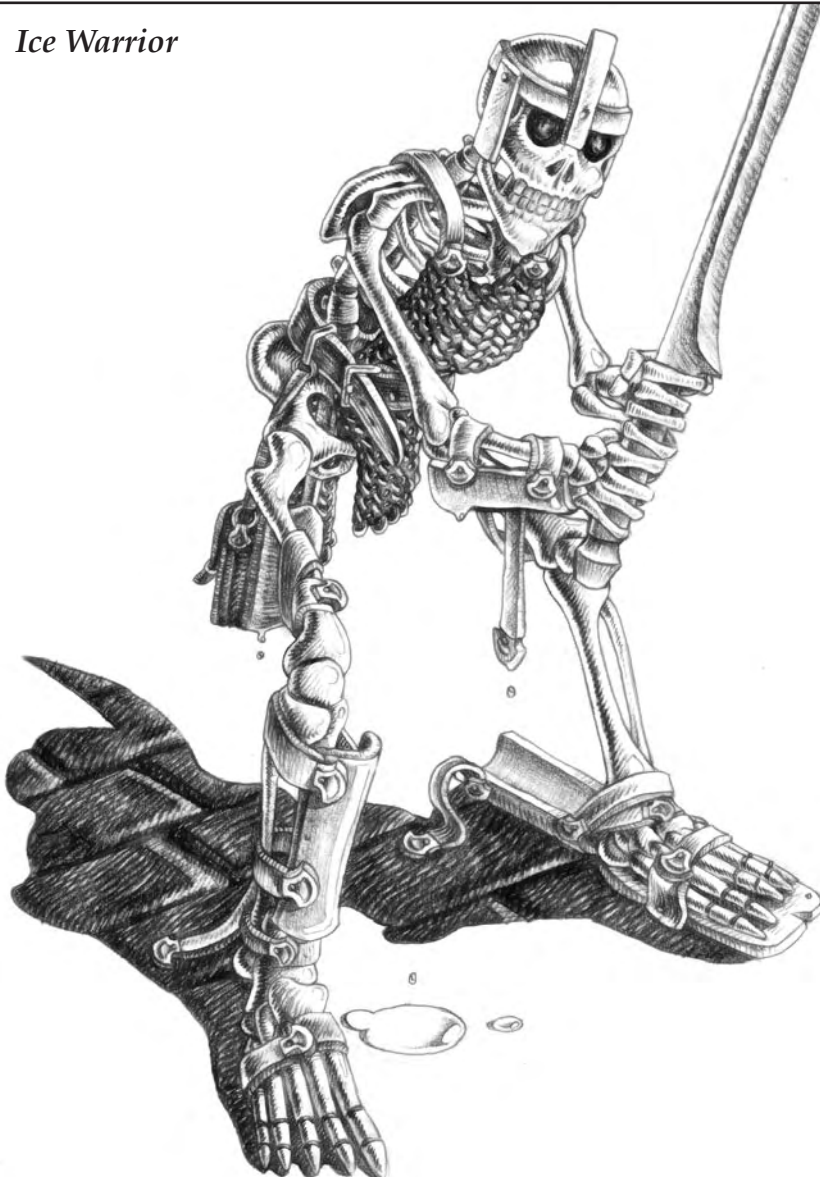
A- This scene depicts a dwarven citadel besieged by hundreds of creatures, probably orcs. You can see an armored dwarf with a battleaxe slaughtering the creatures and dropping their bodies from the walls of the citadel. Near this figure there is another dwarf with raised hands, grasping a staff.

B- This scene shows some dwarves entering a fortified keep or a dwarven citadel, and orcs raising their weapons to the sky, as if celebrating a victory.

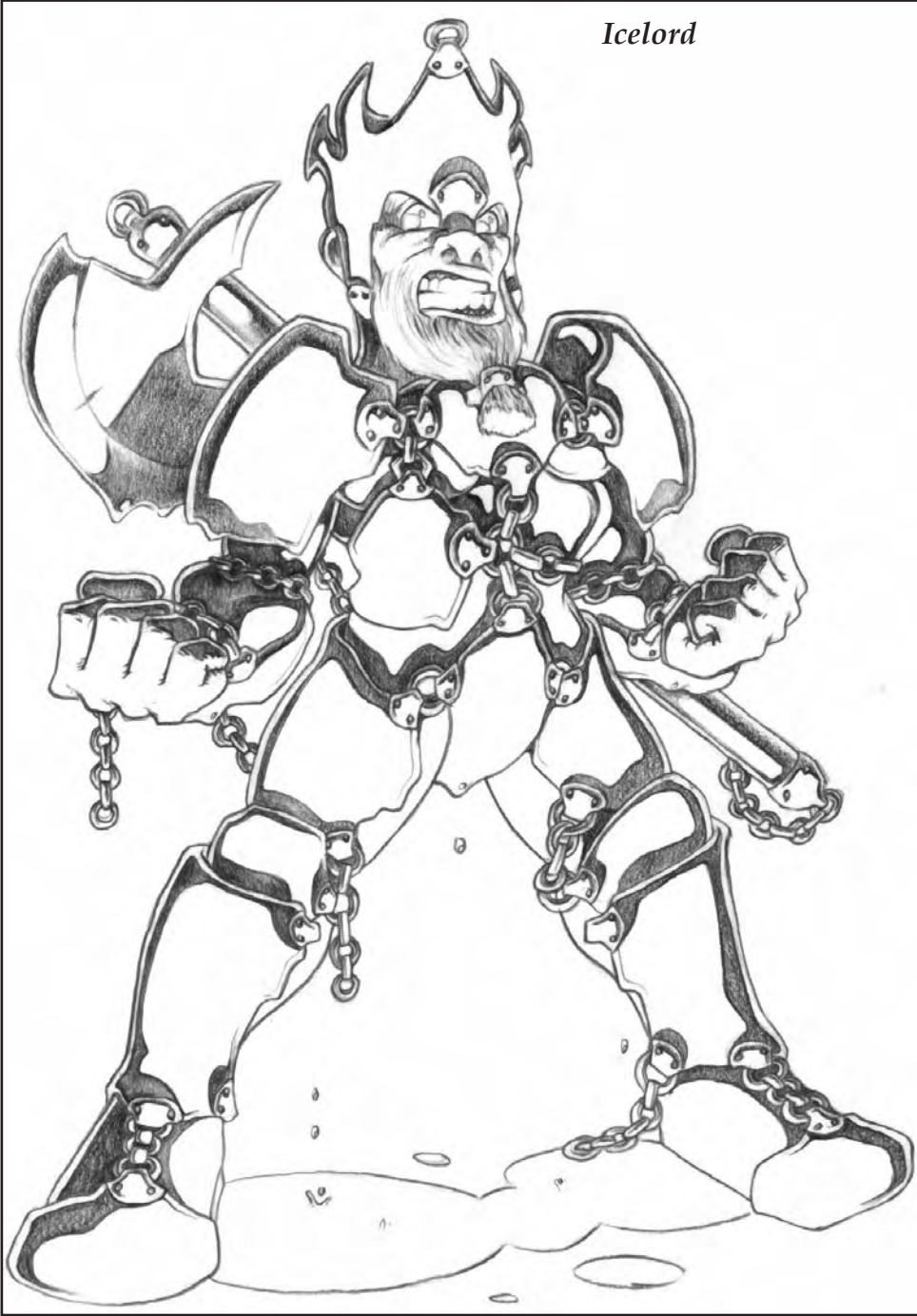
C- This scene depicts an armored dwarf and some other warriors entering into a some kind of magical portal. A crouching dwarf dressed in robes looks on at the scene.

D- This scene shows a group of armored dwarves exiting from some kind of magical portal.

Ice Warrior



Icelord



E- The bas-relief shows a dwarven army defeating thousands of orcs. The dwarven army is lead by an evilly smiling armored dwarf.

F- This scene depicts dwarves that praise a king. An armored dwarf sits upon a throne and is surrounded by other armored dwarves and one dressed in robes.

G- This scene shows an armored dwarf that smiles while eating and drinking. On the background there is a window through which can be seen more armored dwarves with whips in their hands that enslave suffering people.

H- This scene shows a dwarf dressed in robes, surrounded by warriors, that fires a lightning bolt toward another dwarf.

I- This scene shows a row of five chained dwarves that are moved toward a mountain. A dwarf dressed in robes leads the group surrounded by armored guards.

18, Halls of the Dead

The corridor here is wider than in other areas and dust covers the floor. Should the party come here from Location 17 and turn towards the right, a WIS check reveals some dust disturbed over the trapdoor

with clear footprints leading towards crypts 19A and 19B.

If Griska is in Location 20, the characters hear loud banging against a stone surface as the ice warriors try to enter that room. Otherwise the ice warriors stand silently in front of that chamber.

Those following the footprints leading to the two crypts may spot additional footprints leading towards Location 20. As they turn the corner near the king's crypt, they are spotted by the undead. Using their chill metal ability, they attack immediately.

Ice Warriors: AL NE; MV 9"; hp 20; AC 4; HD 3+3; #AT 1; Dmg 1d8 (battleaxe); SA Chill metal; SD Armor skid.

19, Ice Warriors Crypt

These four crypts hold the remains of Grebdax's lieutenants. They were transformed into ice warriors after their death, but are held in stasis by the *Stones of Agamath*. The doors to the crypts are not locked, but are closed. The temperature here is colder than in the rest of the complex.

Though covered with a thick layer of dust, a stone sarcophagus is visible on a two-step raised platform. Four candleholders surround the sarcophagus, the candles unlit.

In front of the platform stands an elaborate bronze sculpture resembling a cross-legged dwarf seated with his arms raised to the sky, holding a stone. The stone is deep blue with black hues-one of the *Stone of Agamath*.

The stone may be easily removed from the hands of the sculpture, but doing so frees the warrior from inside its prison sarcophagus. The lid falls with a loud clatter and the four candles light all at once-filling the room with a dreadful light. The ice warrior attacks the character holding the stone, trying to prevent the stone being replaced in the dwarf-statue's hands.

Ice Warrior: AL NE; MV 9"; hp 20; AC 4; HD 3+3; #AT 1; Dmg 1d8 (battleaxe); SA Chill metal; SD Armor skid.

If the icelord in location 20 is not destroyed, the ice warriors reform in 1d4 days. Should the stone be replaced while the ice warrior is inside the crypt, the ice warrior is pulled back inside the coffin with all damage healed, otherwise he pursues the intruders. Ice warriors can sense if their king is threatened and run to help him.

Should the characters open the sarcophagus lid before removing the stone, they discover the remains of a warrior with a rusted battleaxe clutched to his chest. Should they scatter or destroy the bones, they reform magically, as does the weapon. The sarcophagi in the crypts are a necromantic item created by Sargun to keep the undead in stasis.

Crypts 19A and 19B have their door opened, showing tracks in the dust (Griska and the pursuing ice warriors) and the *Stones of Agamath* are not founded in the chambers.

20, King's Crypt

The double stone doors to this chamber are highly ornate, with dwarven script written upon them. Those who understand dwarven may discern the following epithet, "Here lies evil King Grebdax who turned against his own people. He deserves this grave for the good he did before darkness descended upon his reign."

The room is large and the temperature here is icy cold. If Griska is here, he has jammed the doors to keep the ice warriors away. Also see Event 3, Griska's Tactics for more detail.

The room's walls are lined with alcoves, and each alcove has a statue that depicts King Grebdax in various poses. The exquisitely carved statues are made of gray stone. In the room's center is a raised stone dais with a stone sarcophagus atop it. The lid is crafted to resemble a dwarven warrior in repose, his battleaxe across his chest and a crown placed on his brow. Four braziers surround the sarcophagus, filled with black coal. In front of the dais is an elaborate silver sculpture, depicting a dwarf with a crown on his head.

Inset into the crown is the fifth *Stone of Agamath*.

If any character removes the stone, the icelord rises immediately. As he does so, the braziers burst into light (a *light* spell) and the fearsome figure raises out of the sarcophagus-attacking everyone in sight.

Icelord: AL LE; MV 9"; hp 45; AC -10 (see New Monsters); HD 6+6; #AT 1; Dmg 1d8+3 + 1d6 (*frost battleaxe* +1); SA *Circle of cold*, *kneeling command*; SD shifting ice armor; MR 10%; Turns as undead Type VI

Should the stone be replaced while the icelord is inside the crypt, the ice warrior is pulled back inside the coffin with all damage healed, otherwise he pursues the intruders. Should the icelord be defeated, he reforms in 1d4 days. The only way to destroy him is by using the *Staff of Agamath* with all five stones inserted.

Should the characters open the sarcophagus lid before removing the stone, they discover the remains of a warrior-king with a rusted battleaxe clutched to his chest. Should they scatter or destroy the bones, they reform magically, as does the weapon. The sarcophagi in the crypts are a necromantic item created by Sargun to keep the undead in stasis.

The floor bears many trails in the dust (from Griska moving around the room) but as there are so many, it is impossible to find out which way he went while in the room.

Chapter III, Returning to the Fang

Events

Event 1, The Blackmail

Use this event if the PCs have captured Griska and are returning to the Fang. The party has Griska in tow and is returning to the Fang to deal with the orcs.

The party should try to convince Griska to hold the *Kuk Globe* to make the exchange again. Griska doesn't want to, as his original body is close to being executed or is being delivered to the orcs. If the party doesn't find a way to convince him (by a charm or other means), Stolypin may be executed.

The vile man wants to secure his personal safety before making the exchange, and he brings this up even if he is brought to the inn and the orcs wait for him. If the party agrees, they may be forced to rescue Griska. Other conditions may affect the situation, such as a good-aligned party not wanting to allow the thief to be executed and may want to save him.

If Griska resists the party, they may decide to convince the orcs that Stolypin's original body hosts the true murderer. By means of magic or other tricks, they could try this, even showing the *Kuk Globe* to Zandkros. Keep in mind that Stolypin would never agree to this, as his nosing ability would be lost.

Event 2, Toward Slaughter's Rock

This event happens if the PCs go to the Slaughter's Rock. If the party needs to go to Slaughters Rock, Zenobia (if alive) can lead them there with ease. Alternatively, one of the innkeepers could tell the party where it is. The location is near an orc citadel on the other side of the pass, a six hour walk from the Fang. Use the random encounter table from Chapter 1, Event 3, for any encounters that the party may have. Should any orc patrol discover them, one of the orcs tries to return and inform Kashen.

Event 3, The Execution

Use this event if the PCs go to Slaughter's Rock and the execution is taking place. Described here is the way that the orcs proceed through any executions. These details should be used should the party steps in and interferes.

24 hours after capturing either Griska or Stolypin in Griska's body, the orcs move to this place for the execution. All the orc tribe attends, arriving from the southern part of the pass. Over 5,000 orcs strong, this massive crowd takes their seats in the amphitheater and waits for about an hour, after which time, another column of orcs arrive.

You hear the pounding of drums and a parade of mighty looking orcs dressed with white fur cloaks appears, marching through the crowd. At this group's head, you recognize Kashen, who walks confidently, his hands wrapped with a chain around Stolypin's neck. In the center of the White Wolves, an awesome orc is seen wearing full bronze plate armor with two jagged gleaming scimitars at his belt. This orc wears a bronze helm, marked with a blue crest. At the orc's side walks the crouched sorcerer Zandkros.

The king takes a seat in front of the whole tribe, surrounded still by the watchful White Wolves. Kashen hands Stolypin's chain to a White Wolves guardsman who takes ten other warriors and heads off towards the north. Kashen joins Zandkros and seats himself near King Dkand.

After a while, several orcs begin pitching carcasses of large animals down the pit. Soon, a hideous trill noise is heard as the giant form of a white worm rises up from the pit for a second before descending to feast on the animals.

The White Wolves guardsman and the other warriors lead the captured man



down the winding trail. Five of the warriors are posted at the foot of the trail and the other five follow the guardsman in the climb to the wooden structure found above the pit (see Location 1).

Frozen Scimitar Orcs (10): AL LE; MV 9"; hp 5; AC 6; HD 1; #AT 1; Dmg 1d8.

Frozen Scimitar Orc sergeant: AL LE; MV 9"; hp 16; AC 6; HD 3; #AT 1; Dmg 1d8+1

Once at the wooden structure, the captive is tied by his wrists to a rope and is lowered slowly towards the pit floor. Three of the warriors operate the mechanism and the other two warriors with the elite guardsman look down upon the scene from the ledge.

A roar is heard from the crowd as the captive stops level with them. For a half-an-hour, the captive is dangled as the crowd lobbs rocks or rotten vegetables. Once there the rope is cut, and the man is left to his fate.

The party may take any action it wishes to. Foolish characters that wish to speak to King Kdank are imprisoned immediately. Keep in mind that Zandkros never allows any party member near the king, as this could put his actions into question in front of the king.

Locations

1, Slaughter's Rock

A natural amphitheater unfolds before the rocky cliff face. The landscape is covered with snow and the mountain seems impassable. The amphitheater faces the cliff wall and in lieu of a floor there is an open pit.

The pit is 200 feet deep and its floor is covered with bones. The pit's walls are coated with snow and ice. On one of the pit's walls there is a huge entrance to the cavernous lair of a remorhaz.

Remorhaz: AL N; MV 12"; hp 56; AC 0, head 2, underside 4; HD 9; #AT 1; Dmg 6d6; SA Swallow.

From the wall of the mountain, a precarious ledge is visibly situated just above the pit at a height of 60 feet (making a total distance of 260 ft from the ledge to the pit's bone-strewn floor). Over the ledge, a wooden structure has been built of gear and ropes. This simple geared mechanism is used by the orcs to lower those who are to be executed to the lair of the frost worm.

To reach this structure, it is necessary to either climb the mountain or use a trail that

starts over a half-mile away to the north. This trail is visible to those passing near it as it winds through the mountain and stops at the ledge where the structure is placed.

Behind the wooden mechanism housing, a small cave holds tools used by the orcs to maintain the structure. Crates are found with nails, hammers, picks, several lengths of rope, torches, lanterns and vials of oil, though all of these are covered by a large oiled sheet.

Aftermath

The adventure may end in several ways, depending on the actions taken by the party.

If they manage to make the exchange again and leave Griska to his fate, Griska may still yet pester the party as a nine-lives villain. Unknown to the party, Griska survives the ordeal above the pit, and manages to elude the frost worm using the animal carcasses in the pit. Using some of the items in the pit, he escapes and plots his revenge on the party. His plans and schemes are left to the desecration of the referee.

Of course, the adventurers may fail and not manage to save Stolypin. In this case, other adventures may be based on having to look

for another noser, or the dwarves hunting the party for their inability to complete their task-even seeing the party as trying to undermine the Spirit of the Black Dwarf operations and bring ruin to Kurum-Dam.

Griska may have escape the Deadly Ice tomb and later return to gather the *Stones of Agamath*, discovering the *Staff of Agamath* to control the undead for one of his evil plans.

Deprived of their prince's murderer, the orcs may decide to destroy the party or the Fang, or even both, in their rage. Zandkros could be set on a hunt for the party, along with members of the White Wolves.

Non-Player Characters and Foes

Griska (Human) 10 level thief / 5 level magic user: **AL CE; AC -2; MV 12"; Att 1; DMG 1d6+2; SA backstab; SD none; HP 50; STR 9; INT 17; WIS 15; DEX 17; CON 15; CHA 14.**

Thief skills: Climb Walls 99%, Hear Noise 37%, Find Traps 65%, Hide in Shadows 70%, Move Silently 70%, Open Locks 81%, Pick Pockets 76%, Read Languages 45%.
Spells (4, 2, 1): 1st Level: *burning hands*, 2x *magic missile*, *sleep*. 2nd Level: *invisibility*, *web*. 3rd Level: *hold person*

Possessions: Bracers of armor AC 3, *shortsword* +2, *short bow* +1, 20 arrows +1, *ring of protection* +2, *scroll invisibility*, *scroll hold person*, *scroll unseen servant*, *Kuk globe*, 2x *gaseous form potions* (it allows to become gaseous for 1d4+5 minutes).

Trained in a far southern thieves' guild to act as a spy, Griska soon found his way into the depths of wizardry. A greedy man by nature, his love of magic didn't stop his desires and he used his Art in the service of theft.

With thievery being almost an addiction to him, Griska cannot restrain himself when it comes to gathering a jewel or magic item here and there-especially when it lands a good deal of money or items. Griska is not foolish enough to let the desire for money to cost him his life. Well known by the city watch, Griska has been forced to move several times- least the watch imprison him or worse.

Though a good combatant, Griska prefers to use his magic to avoid confrontations. He tries to beguile and fool his enemies with subtle tricks. Very intelligent, given time, Griska can formulate very elaborate plans.

A tall and slender man, Griska has unkempt black hair and thick beard. His nose dominates his face, while his piercing clear eyes sometime seem to glow. Though hidden by his beard, Griska's mouth breaks into a gleaming, toothy smile when he's getting his way.

Griska seems to have nine lives, for more than once he has been considered dead and was not.

Stolypin (0 level fighter); **AL NG; MV 12"; hp 4; AC 7; HD 1; #AT 1 (club); Dmg 1d4. STR 9; INT 9; WIS 11; DEX 17; CON 15; CHA 9.**

Possessions: Cold weather outfit, flask of wine, 10 gp.

Stolypin is a simple man with an extraordinary ability to determine the aged potency of a liqueur by smelling the air above the barrel.

A middle-aged, slender man with a natural aptitude for jests, Stolypin speaks with a horrid southern accent. The tall blond doesn't abuse his nosing ability, only charging what he needs to make a living.

Roleplaying Stolypin is very important, at least in the first chapter of the adventure. Referees should adopt a particular speech (perhaps with a marked accent or a particular dialect) when playing Stolypin; this will prove useful when the players discover the exchange (see Chapter 1, Event 7). Moreover, during the time in which Stolypin is with the party- until they reach the inn- should make the players get familiar with the man and his "strange" habits. Stolypin usually wakes up and walks during the night, as he's suffering from insomnia; walking is the sole way to remedy this. Stolypin does this every night and this could be useful when Griska attempts to flee in Stolypin's body.

Asper Greyaxe (Dwarf, 7th level fighter): **AL NG; AC 7 (studded leather); MV 9"; AT 3/2; DMG 1d8+1 (Battleaxe); HP 72; STR 17; INT 12; WIS 13; DEX 9; CON 18; CHA 13.**

Possessions: Dwarven battleaxe, heavy crossbow, full plate, studded leather armor.

Born in Kurum-Dam, Asper never wanted to join his father in running the inn, preferring to stay at the citadel with his wife and two sons- Darer and Harer.

When his father died in mysterious circumstances, Asper inherited the Fang. Heading to the inn with the intention to sell the place and gather his father's belongings, Asper arrived and fell in love

with the building. Going inside, he saw the time and care his father put into the inn. He decided to remain and bring his family there.

About a month later, orcs attacked the inn as if they were searching for something. The dwarven family pushed back the attackers, but Asper's wife lay slain after the battle. With a heavy heart, Asper buried his wife in a secret catacomb and dedicated his life to keeping the inn.

The stout dwarf is almost bald now, his green eyes shine above his gray-sprinkled beard. He has little hair about his eyes, spotted with gray much like his beard. Asper plait his beard in three braids, often keeping the braids outside his long leather apron and soft woolen clothes. While Asper hates all orcs because of his wife's death, he understands that the orcs let him live-he's wholly aware that the orcs could attack the Fang en masse and destroy it.

The innkeeper, unlike most dwarves, is very friendly and polite with all strangers and travelers. While he doesn't admit to it, Asper tries to favor and protect his customers from being threatened without evidence.

His heavy crossbow and battleaxe, which he keeps in the common room just in case, were inherited from his father. If an assault on the inn is known about and he has time, Asper gets the full plate armor from his room.

Asper spends most of his time in the kitchen or the brewery, working all day.

Darer Greyaxe (Dwarf, 4th level fighter): **AL NG; AC 7 (studded leather); MV 9"; AT 1; DMG 1d6+1 (Flail); HP 40; STR 16; INT 14; WIS 10; DEX 11; CON 16; CHA 11.**
Possessions: Light crossbow, battleaxe, leather armor.

Darer is Asper's eldest son. Lighthearted and always smiling, Darer spends his day serving tables and talking with customers- often telling amusing tales and clever jests. He can sometimes be found playing a dwarven flute, or singing humorous ballads. Master of inventing lies and exaggerating tales, Darer often is proud of his own, make-believe accomplishments- after a good drink, he may even relate the tale of his slaying a black dragon.

Though physically slim-for his race-Darer carries much of his father's joviality in his face. Expressing unbidden joy and always quick with a grin, he wears his black beard in a single plait. He cares deeply for his

Zandrkos



Kashen



brother and tends to be overprotective of his sibling-he sees this as his duty as a good, courageous warrior.

During the day, Darer and his brother clean the inn and tidy rooms.

Harer Greyaxe (Dwarf, 3rd level fighter): AL NG; AC 7 (studded leather); MV 9"; AT 1; DMG 1d4 (warhammer); HP 26; STR 15; INT 17; WIS 11; DEX 8; CON 16; CHA 9. *Possessions:* Heavy mace, leather armor, heavy crossbow.

Harer is Asper's timid youngest son. Though he rarely speaks, he is a good worker. His secret wish is to become a monk and retire to the cloister to study ancient tomes. An introvert, Harer dislikes large crowds, which the inn is well suited for due to its location. Harer spends most of his free time in his father's room, reading through the collection of his grandfather's tomes.

Harer is small for a dwarf and not as tough as his brother is-tending to protect himself in a battle, but he doesn't hesitate to fight in order to save his family. His short brown hair and beard are flecked with red in places. Harer finds himself annoyed by his brother's protective nature.

During the day, Harer helps his brother clean and tidy rooms in the inn. At night, he may be found in the common room, serving drinks.

Zenobia (Human, 6th level ranger) : AL CG; AC 5; MV 12"; AT 2/1; DMG 1d8 (longsword); SA +6 damage vs humanoids; HP 45; STR 15; INT 14; WIS 14; DEX 16; CON 15; CHA 14. *Possessions:* Longsword, dagger, studded leather, two doses of Myreoma.

Zenobia is a fierce northern woman. Abandoned at a monastery as a newborn, she was raised by the merciful clerics there. At age 18, she decided to travel and make her own way in the world. Soon she discovered that she favored solitude, often wanting to make lengthy trips across the mountains and stay in touch with nature. Though solitary by nature, she is not above having good company while traveling about in the wilds.

Casually, she discovered that the Fang was perfect for her lifestyle. She could stay at the inn while exploring the surrounding areas, offering her services as a guide. When not with a customer, she spends her time scouting the area and making maps. Recently, she's discovered the entrance to the famed Deadly Ice Tomb. (At the time of the adventure, she discovered the long lost tomb the previous day and has drawn a rough map [see Chapter 1, Location 11, for details].)

An attractive woman of 35 years, Zenobia has long black hair flowing freely over her shoulders and deep-green eyes. Too trusting of people, her good nature sometimes gets the best of her. She is agile

and has a cat-like grace, fighting with two weapons like a dancer.

Numidas (male elf magic user 3rd level): AL LN; AC 9; MV 12"; AT 1; DMG 1d4 (dagger); HP 10; STR 9; INT 17; WIS 12; DEX 16; CON 10; CHA 16. *Spells* (2, 1): 1st Level: *detect magic*, *unseen servant*. 2nd Level: *Detect evil*. *Possessions:* Spellbook, dagger, 200gp

Numidas is the elven ambassador from El-Nomvel. Having spent lived previously in the elven realm, Numidas has had his golden sphere broken by his father's- the old and more cherished ambassador- horse accident as he was then forced into the role of ambassador.

Thrown into the troubling outside world, Numidas has fought with courage the obstacles that loomed in front of the fledgling ambassador. Now his task has been made harder: forging an alliance with the dwarves of Kurum-Dam. The task is difficult as the elven realm has ignored the dwarves' problems and looked down upon them. Even Numidas himself doesn't like the dwarves, so his task is multiplied.

Slender, but not very tall, Numidas has a clean face and deep-blue eyes. He keeps his golden hair held with an ornate, silver circlet. Though his inexperience with other races makes Numidas seem rough and arrogant; this stems from his fear that he feels towards other races and the unknown.

Gnep, (male gnome 2nd level illusionist):
AL CG; AC 10; MV 9"; AT 1; DMG 1d4
(dagger); HP 6; STR 8; INT 15; WIS 10; DEX
16; CON 10; CHA 8.

Spells (2): 1st Level: *color spray*, *phantasmal
force*.

Possessions: Spellbook, dagger, 10gp, chalk
and board.

Gnep is the inn's resident genius, or at least
that's what he says-several of the others
believe him to be completely mad. No
one knows where he came from, not even
himself- as he forgot where. Gnep stays
at the inn because he remembers being
driven away from every place that he can
remember. He uses a treasure bag to pay
for his inn room and experiments.
Currently in the midst of designing a
complex machine- one which occupies
an entire room to itself-Gnep is an absent
minded figure, constantly drawing,
making notations, when not focused on his
machine. Even talking about other subjects
has him up and doodling within seconds,
on his arm, tabletops or any scrap of paper
he can get hands on. In his distracted
state, he has even has a copy of Zenobia's
tomb map (see Chapter 1, Location 10, for
details) though he doesn't know about it.

Gnep is very pale and slim, with a big
nose and peering small eyes. His lengthy
unkempt beard has a habit of tripping
him up. Gnep stays as much as he can
in his room- if forced to another room,
he begins to scribble away with writing,
mathematical calculations. If it wasn't for
Harer- pushed by mercy- he would even
forget to eat.

Zandrkos: AL LE; MV 9"; hp 12; AC 2; HD
4; #AT 1; Dmg 1d6; SA quarterstaff; INT 17;
Bracers of Armor AC 2; *Staff of lightning bolts*
(5d6, 10 charges)

Spells (3/2) 1st level: *Detect Magic*, *Magic
Missile*, *Sleep*. 2nd Level: *Detect Invisibility*,
Web

The subtle and vicious counselor of King
Kdank, Zandkros serves his king as best
he can and never avoiding any occasion or
task that pleases the king. He loves to issue
orders and he has done everything that
he can to gain control of the king's army.
Though it took many years, he has become
the effective commander of the army.

Zandkros is tall, but his body has been
twisted by past suffered spells. Bald and
having no beard, Zandkros's face is crossed
by several scars and burns. These scars are
heaviest on the left side of his face, where
they leave his yellowed teeth uncovered.

Neither impulsive nor witless, Zandkros
tends more to think first then speak- an
unusual trait for one of his race, but this
trait has brought him far in the tribe's
hierarchy.

Kashen: AL LE; MV 9"; hp 43; AC 1; HD 6;
#AT 1; Dmg 2d4+4; SA poisoned morning
star. STR 18/76, DEX 16, CON 16, CHA
13; plate and shield, morning star (2d4
+ poison), composite shortbow with 10
arrows (1d6+4 + poison);

Kashen is commander of the king's elite
guard's- called the White Wolves. Beneath
Zandkros in commanding the king's army,
Kashen once had a rivalry with the vicious
sorcerer. Ending the power struggle by
marrying Zandkros's daughter.

Few things trouble or frighten Kashen,
brutally hard with his justice and iron
fisted with his rules. Though he may relax
in the joviality of his soldiers, he doesn't let
this get in the way with his orders. Good

at execution, he doesn't let this mindset
hamper some situations. He enjoys combat,
and when he spies a worthy opponent, he
tries to measure against them in combat- so
long as it doesn't interfere with his orders.

Kashen is a very tall orc with broad
shoulders and noticeable attitude. His
fierce, level gaze has raised fear in the
minds of many foes. His lengthy black hair
is worn in a big ponytail.

New Magical Items

The Kuk Globe

The Kuk Globe is a powerful minor artifact
designed by a long dead wizard in search
of immortality. The globe is a perfect
sphere of red-glowing crystal about four
inches in diameter. All around the sphere,
engraved in the crystal, is a phrase written
in common: "All I need is your body, all
you need is my mind."

The globe has the amazing power of
exchange the mind of two people (the
owner of the globe and a target). The Kuk
Globe only works if another creature with
the identical physical abilities (Str, Dex,
Con) is within 120 ft. When such person is
within range, the globe glows and the face
of the possible target appears in the globe.
Pronouncing the engraved phrase, while
staring at the figure in the globe, is enough
to trigger the magic. No saving throw is
allowed and the transfer could provoke
some disorientation in unsuspecting
subjects (confused for 1d4 rounds). The
transfer is instantaneous.

The target and the owner exchange
immediately all the non-physical abilities
of the owner (Int, Wis, Cha). Any class and
class dependent benefits transfer with the
mind. Any racial or physical ability (such
as a different movement, or Darkvision)
remains with the original body.

Furthermore, the Kuk Globe also grants a
nondetection aura that envelops itself and
its owner.

The Staff of Agamath

Designed by the evil necromancer Sargun,
the staff controls undead while using the
Stones of Agamath. The staff appears to be a
simple, wooden staff about 5 feet long and
1 inch thick. When wielded two handedly,
silver magical runes appear on its surface.
Using read magic spells allows the caster to
read the command phrase, "*By the power of
Agamath, I command you.*"

Staff of Agamath

No. of Stones	Effect	Duration
1	3 HD of undead creatures, no two of which can be more than 30 ft. apart;	1 minute;
2	6 HD of undead creatures, no two of which can be more than 35 ft. apart;	2 minutes;
3	9 HD of undead creatures, no two of which can be more than 40 ft. apart;	3 minutes;
4	12 HD of undead creatures, no two of which can be more than 45 ft. apart;	4 minutes;
5	15 HD of undead creatures, no two of which can be more than 50 ft. apart;	5 minutes;

Near the top of the staff, there are five sockets. Each socket can hold one of the *Stones of Agamath*, but based on the number of Stones, the staff may have more or less power.

If at least one socket possesses a Stone, the staff allows the wielder to control undead when the command phrase is uttered. The staff can be used once per day per Stone that is placed in the sockets, up to a maximum of 5 times a day.

The staff can be used as a *quarterstaff* +1, but if it is used to strike undead with all five Stones inserted, that staff can utterly destroy any cold-based undead up to 15 HD (by preventing them from reforming).

Stones of Agamath

These small wondrous items have an unknown origin. It is said that a good cleric of Urmaus crafted them in ancient times. The stones have a single power when used separately, but may be used in creating other magical items (see above). If held by a creature possessing the ability to turn undead, these stones grant a +1 bonus to the die roll. Any number of Stones beyond one grants an additional +1 bonus, never raising the bonus granted by the Stone above +4.

New Monsters

Snow Troll

FREQUENCY: Rare
NO. APPEARING: 1-4
SIZE: L
MOVE: 12"
ARMOR CLASS: 4
HIT DICE: 4+4
ATTACKS: 3
DAMAGE: 1d6/1d6/2d4
SPECIAL ATTACKS: Blinding Breath
SPECIAL DEFENCES: Regeneration
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 60%
TREASURE: Standard
INTELLIGENCE: Low
ALIGNMENT: CN

Snow trolls are ferocious predators covered in lengthy white fur. Roaming the snow-coated mountain ranges, they have adapted to their snowy environment.

Snow trolls stand about eight feet tall, with their gore splattered coats almost covering their whole body. Snow trolls eat constantly, and always are hunting more food. They are good climbers, and even move easily in the snow due to their large feet.

While hunting during daylight hours, snow trolls hide in snowdrifts and cliff walls, waiting for their prey to pass. Snow trolls are carnivorous and eat any type of flesh. Snow trolls live in mountain caves, often with a pair of mates. They speak Giant.

Combat: Snow trolls attack with their wicked claws and strike with their fanged mouth. They tend to use their breath weapon, get in close and rip an opponent apart. Snow trolls also use their breath ability to extinguish any fire-based attacks that they suffer. Fire deals double damage to a snow troll. If a snow troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. The snow troll regenerates 3 hp per round. Once every three rounds, a snow troll can breathe a stream of icy cold air into the eyes of one opponent. The opponent must be within 15 ft. and facing the troll. A Breath Weapons Save keeps the victim from being blinded for 1d4+1 rounds. The stream can be used to extinguish a normal, nonmagical medium-sized fire; to do this the troll uses a full round action.

Whitemonk

FREQUENCY: Rare
NO. APPEARING: 5-20
SIZE: S
MOVE: 6"
ARMOR CLASS: 6
HIT DICE: 1-4 hit points
ATTACKS: 1
DAMAGE: 1d2
SPECIAL ATTACKS: Swarm
SPECIAL DEFENCES: -
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 90%
TREASURE: None
INTELLIGENCE: Low
ALIGNMENT: LN

Whitemonks are tiny, rodent-like beasts that feast on carrion and bones.

Whitemonks have pea-shaped bodies without necks covered in white fur. The creature has two legs and two tiny arms—which they use to hold bones and the like while eating. Appearing to have no ears, nose or mouth—all of which are hidden by its fur—the whitemonks' tiny reflective black eyes are often the only feature seen, until the creature opens its fang-filled mouth.

Whitemonks emit a continuous low noise, like that of a dozen saws in a nearby room. They typically feed on the

remains of carcasses left behind but other larger creatures. A cowardly beast, the whitemonk fear light and fire and tries to avoid both at whatever cost.

Whitemonks are social creatures, and always act in a group.

Combat: If cornered or being denied their feasts, whitemonks typically surround creatures, trying to make their saw-like growls frightening. If that fails, they swarm.

When two or more whitemonks are fighting with a single creature of one size or larger than themselves, they can use their swarm ability. When attacking with swarm they get always a +4 bonus on attack rolls.

Ice Key Guardian (dwarf)

FREQUENCY: Rare
NO. APPEARING: 5-20
SIZE: M
MOVE: 9"
ARMOR CLASS: 6
HIT DICE: 3
ATTACKS: 1
DAMAGE: 1d8 (keyring slam)
SPECIAL ATTACKS: Blocking Ice
SPECIAL DEFENCES: See Below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: -
TREASURE: None
INTELLIGENCE: -
ALIGNMENT: NE

An ice key guardian is an undead warrior that once held the position of protector in life, raised in frozen locations with a malevolent presence nearby.

Seemingly covered in glimmering ice, these once proud guardians have been raised to continue their duties beyond their deaths. Ice key guardians may be of any humanoid stock, and tirelessly continue to hold their posts at whatever site they died in defense of.

The ice coating of the guardian makes an unnerving ice-on-ice noise as it moves and gives a -2 bonus to the creature's armor class.

Combat: Ice key guardian attacks holding the rusted set of keys that it held on to in life, slamming their frozen keys into their foes. Ice key guardians often use their blocking ability to help surround an opponent, then they hit them until they fall.

Once every three rounds, starting from the first round of combat, ice key guardians can use this devious, spell-like ability. The

Blocking Ice ability creates a block of ice on the feet of the target up to 60 ft. away (it can only affect a 5 ft. square, if used against multi-legged creatures), holding them to the floor. Any creature targeted must make a Spells save or be immobilized on the floor.

The block lasts until it melts (if the temperature is over 32F). The immobilized creature can chip away the ice, hitting it automatically. The creature trapped may also try a Strength check to break free. Immobilized creatures lose dexterity bonuses and cannot move. A magic user trapped by the ice trying to cast a spell with somatic components suffers a 20% of spell failure.

The Ice Key Guardian shares the traits of normal skeletons: it is unaffected by mental spells and piercing and slashing weapons do half damage. Fire does double damage on an Ice Key Guardian while they are immune to cold.

They are considered undeads of Type III for purposes of turning.

Ice Warrior (Dwarf)

FREQUENCY: Rare
NO. APPEARING: 5-20
SIZE: M
MOVE: 9"
ARMOR CLASS: 4
HIT DICE: 3+3
ATTACKS: 1
DAMAGE: 1d8 (battleaxe)
SPECIAL ATTACKS: Chill Metal
SPECIAL DEFENCES: Armor skid
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: -
TREASURE: None
INTELLIGENCE: -
ALIGNMENT: NE

Ice warriors were elite warriors and bodyguards that spent their lives protecting someone and have been buried with them in a frozen location.

Ice warriors appear as skeletons clad in their rusted, frost-rimed armor. Even in death, ice warriors protect the person they did in life. Menacing and grim, ice warriors have a cold light gleaming in their open eye sockets.

Combat: Ice warriors remain the fighters they were in life, and defend their boss until destroyed. Usually they cast their *chill metal* spell on the most armored opponent, then go in melee relying on their Armor Skid ability. Once per day the Ice Warrior is able to cast a *chill metal*, as per the spell. The range is 40

ft, it can affect a single target. The armor of the ice warrior is covered with a thick layer of rime. This rime is magical and belongs to the ice warrior, not to his armor. All the physical attacks that hit the ice warrior have a chance of doing no damage, because the rime makes the weapon, or the projectile, to skid away. More powerful is the blow, more likely the chance of the skid. When a hit deals damage, halve the total amount of damage and round up, then multiply by 10. This is the no-damage chance that the ice warrior has.

Example: An ice warrior is hit for 8 points of damage, the no-damage chance is 40% ($8/2 = 4 \times 10 = 40$). Roll d%, if you get 40 or less the blow deals no damage. Note that the blow is considered to have hit, so the weapon may discharge any spell stored (like shocking grasp).

The Ice Warrior shares the traits of normal skeletons: it is unaffected by mental spells and piercing and slashing weapons do half damage. Fire does double damage on an Ice Warrior while they are immune to cold.

They are considered undeads of Type IV for purposes of turning.

Icelord (Dwarf)

FREQUENCY: Rare
NO. APPEARING: 1
SIZE: M
MOVE: 9"
ARMOR CLASS: -10 (see below)
HIT DICE: 6+6
ATTACKS: 1
DAMAGE: 1d8+3 + 1d6 cold (*frost battleaxe* +1)
SPECIAL ATTACKS: Circle of cold, kneeling command
SPECIAL DEFENCES: shifting ice armor
MAGIC RESISTANCE: 10%
LAIR PROBABILITY: -
TREASURE: Standard
INTELLIGENCE: -
ALIGNMENT: LE

Once hailing from positions of power, icelords are evil undead rising from their cold crypts.

Icelords come only from those kings and princes that turned evil and were buried in a frozen tomb. Icelords hate all living creatures, but most especially, they loathe those living members of its own kind. The icelord resembles the figure they were in life, though their face is now twisted with expressions of hate. A thick layer of bluish, magical ice covers the icelord, even its hateful face. Icelords use this ice as both weapon and armor.

Combat: The icelord is a frightening opponent. Usually taking a full round action to use its *circle of cold* ability before diving into melee- targeting any living members of his kind, if present. The icelord's battleaxe is considered a *battleaxe of frost* it its hands, and adds 1d6 cold damage to every hit it scores. Icelords try to face one foe at a time to get maximum benefit from its armor. If two or more foes surround the icelord, it tries to use its Kneeling Command ability.

Once per day the icelord can cast a *circle of cold* 10 foot radius. Every creature that falls in that area must make a spell saving throw or suffer the effect of a *slow* spell. Exiting from the area ends the effect and re-entering requires a new saving throw. The circle of cold lasts for ten rounds. Once every three rounds, the icelord may utter the phrase (in its native tongue): "Kneel before your king!" This is a spell-like ability similar to a *command* spell. The commanded creature, if able to understand the language and allowed to do so, must make a saving throw vs spells or fall on his knees with the front touching the floor and staying there for 1 full round.

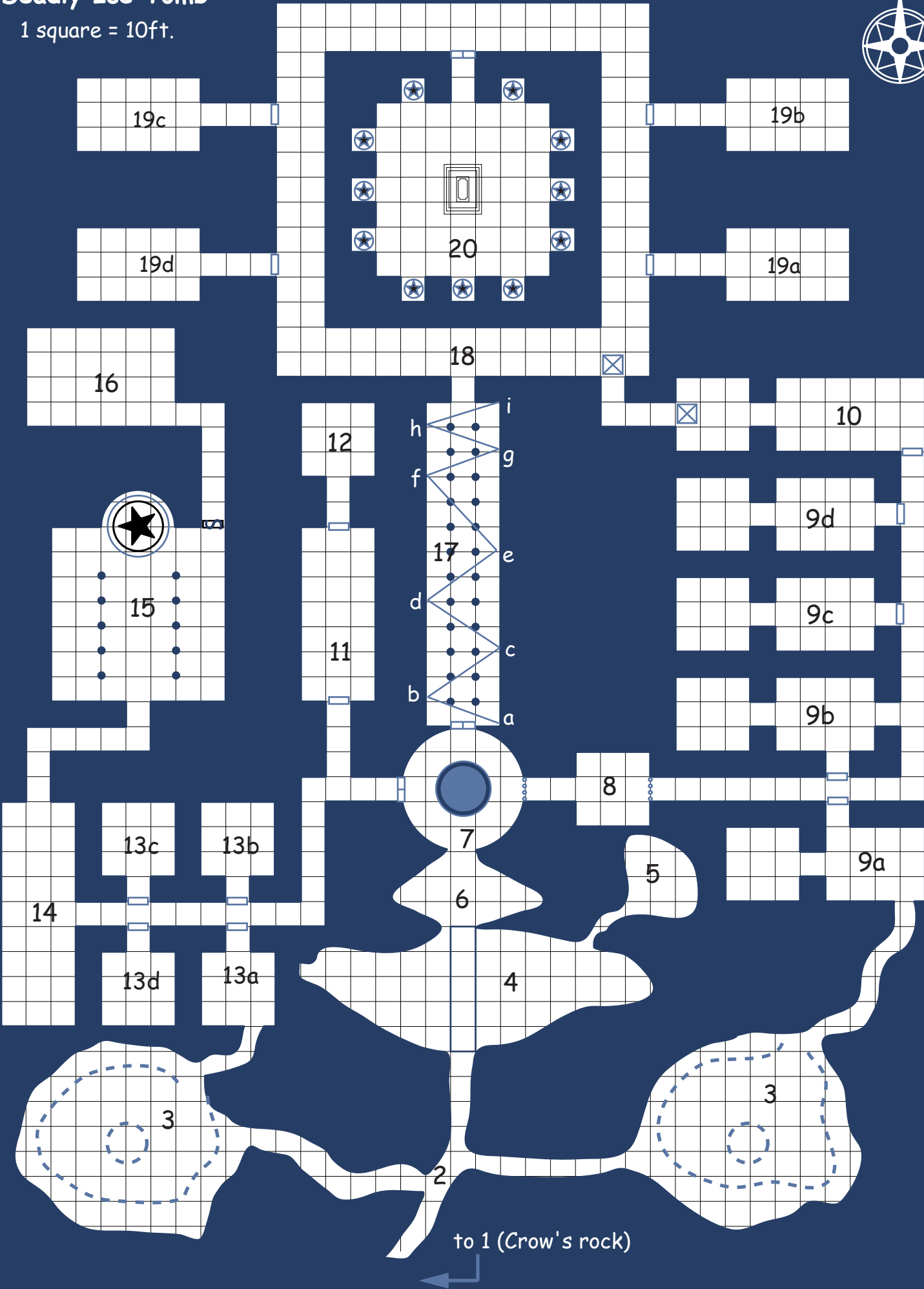
The thick layer of ice that covers the body of the icelord "shifts" each time a hit is attempted. If a single attack is made on the icelord, all the ice shifts in the point of the impact giving to the icelord an AC of -10. If two simultaneous attacks are made on the icelord, the armor divides in two parts, giving to the icelord an effective AC of -5 against each blow. If three simultaneous blows are attempted the AC would be -3, and so on. Note that "simultaneous" means that the characters must state they are attempting to hit at the same time; it is not enough to hit the icelord in the same round. The shifting ice is clearly visible to the foes of the icelord.

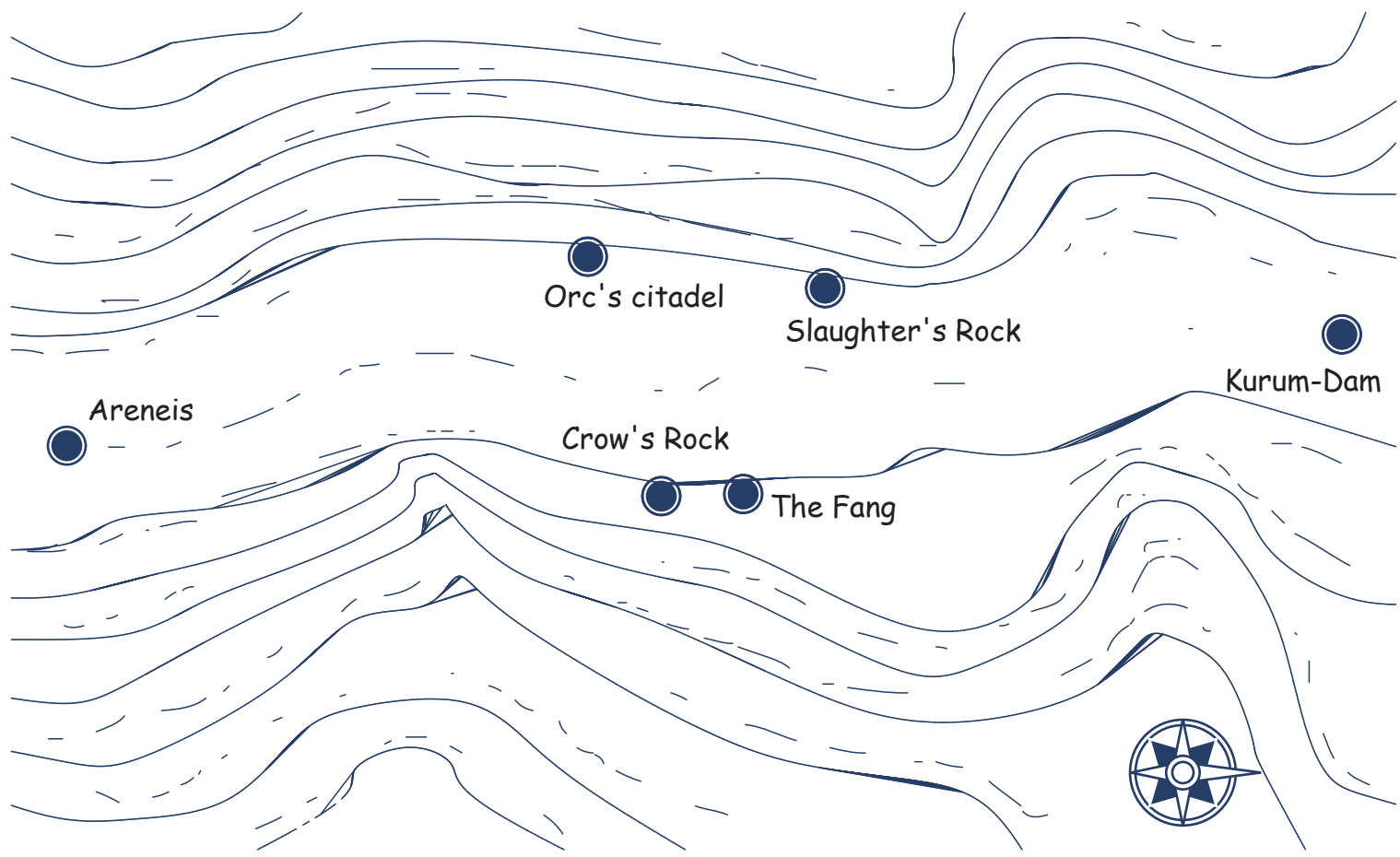
The Icelord shares the traits of normal undeads: it is unaffected by mental spells. Fire does double damage on an Icelord while they are immune to cold.

They are considered undeads of Type VI for purposes of turning.

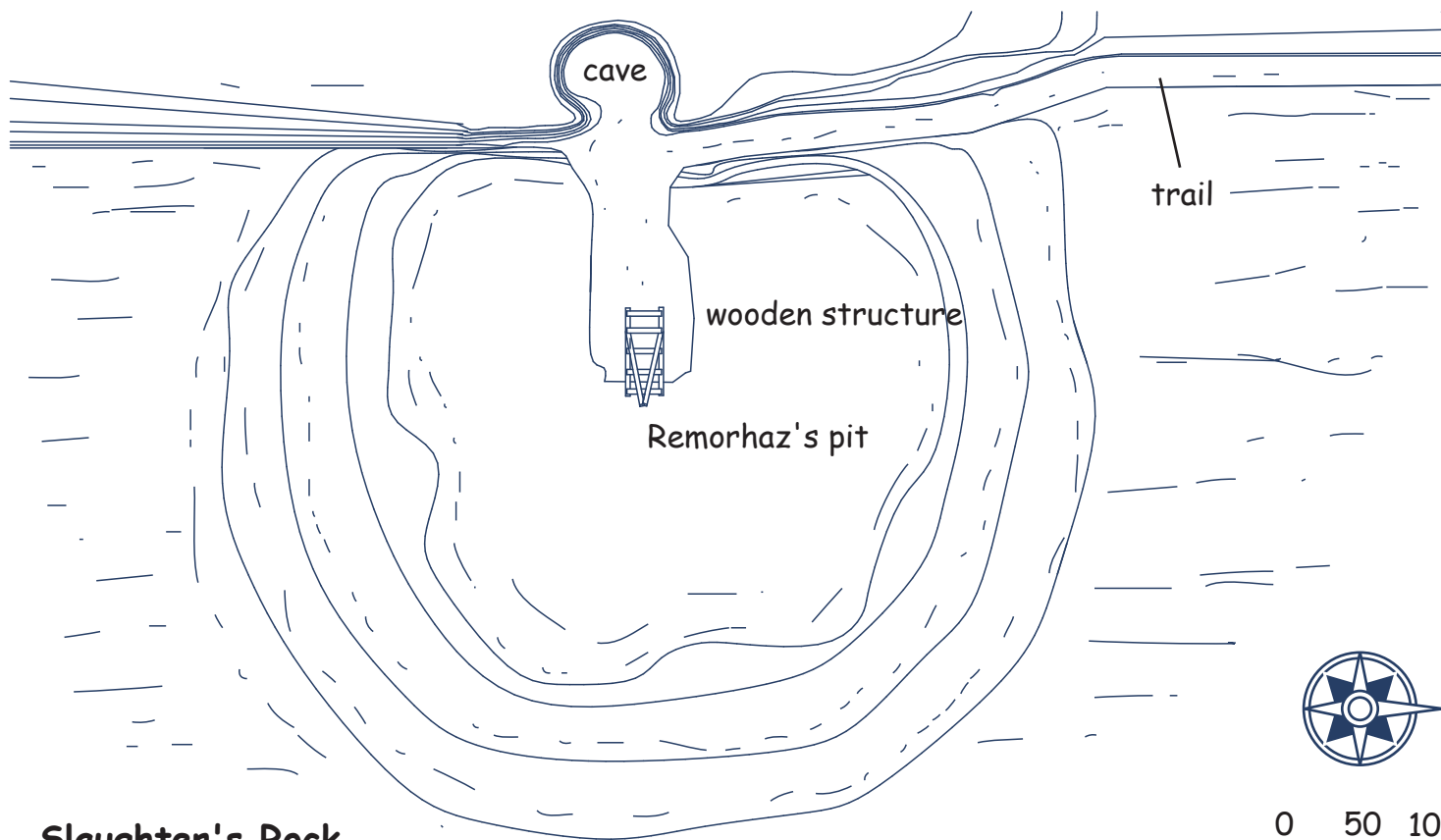
Deadly Ice Tomb

1 square = 10ft.



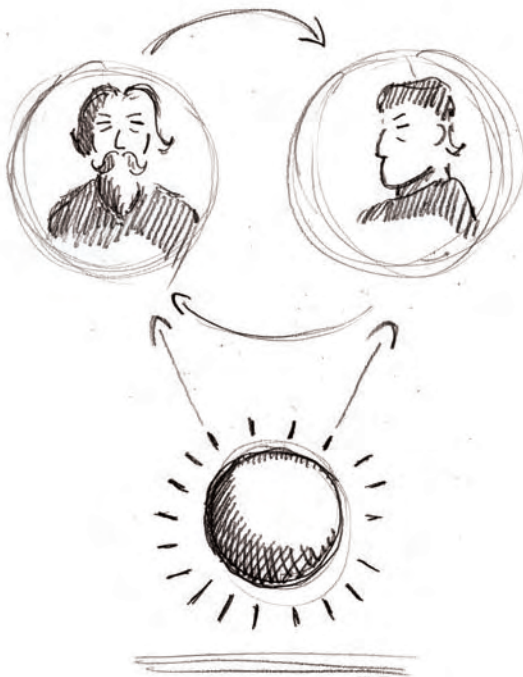


Frozen Orc Pass



Slaughter's Rock

$152 =$ $pv-1452$ $59iek m = 336/230$ $v\&i\&ip$
 $shfu = 12587 * 96 = ++56909$ $@[skks] skm = 22$
 $zx = xz = 33 - \# @$ $2/3 + sold jyp = //$ $99/2/85$
 $243\&$ $57? = 124$ $bagt = 999$ $e [kkk = \cancel{kkk} - 22]$
 $133N - dhjdu 333 = e [jd - 3258 + (98 * 485/2)] klll$
 $kll - 989 - 1 * 500 - 700 - (dhd * 25)' , m. 7 * 96 = ++5690$
 $zx = xz = 33 - \# @$ $2/3 + sold jyp = //$ $99/2/85$
 $243\&$ $57? = 124$ $bagt = 999$ $e [kkk = \cancel{kkk} - 22]$
 $133N - dhjdu 333 = e [jd - \cancel{kkk} - + - 987673]$



All I need
is your body

all you need
is my mind

FROM: "DWARVEN MYTHS AND LEGENDS"

THE LEGEND OF THE DEADLY ICE TOMB HAS BEEN LOST TO THE TURN OF CENTURIES. BE WARY OF THE INFORMATION THAT COMES FROM POPULAR FOLKLORE AS THERE IS NO WAY TO CONFIRM THE VERITY OF THE LEGENDS, JUST AS THERE IS NO WAY TO CONFIRM THE EXISTENCE OF THE TOMB EITHER.

IT IS SAID THAT AN ANCIENT, POWERFUL DWARVEN KING DEFENDED HIS PEOPLE FROM A DREADFUL INVASION. THE KING TIRELESSLY FOUGHT FOR YEARS, PERSONALLY LEADING HIS SOLDIERS INTO BATTLE. EVEN THOUGH THE DWARVEN KINGDOM WAS ON THE EDGE OF DEFEAT, THIS KING NEVER GAVE IN. WITH THE HELP OF THE ROYAL VIZIER, THE KING AND FOUR LOYAL GUARDSMEN CROSSED A MAGICAL GATE IN SEARCH OF SOMETHING THAT WOULD AID THE KINGDOM. TWO DAYS LATER, THE KING RETURNED TO DEFEAT THE ENEMY AND PEACE ENSUED IN THE DWARVEN KINGDOM. THIS PEACE WOULD NOT LAST, AS THE KING AND HIS GUARDSMEN WERE TURNED EVIL BY THEIR ORDEAL.

THE PEOPLE BEGAN TO SUFFER UNDER THE HAND OF THE KING TURNED TYRANT, AND AFTER A YEAR THE KING AND HIS GUARD SOON FACED WARRIORS LEAD BY THE ROYAL VIZIER. THE BATTLE WAS EPIC AND FIERCE, HOWEVER AT THE END, THE KING AND HIS GUARD WERE CAPTURED. THE VIZIER HAD WARNED THE WARRIORS NOT TO SLAY THE EVIL KING, FEARING THAT WHAT THE KING SAID SHALL COME TO PASS. "IN DEATH," THE KING HAD INTONED, "WE WILL BE MORE POWERFUL THEN IN LIFE." THE ROYAL VIZIER ORDERED THAT A CUSTOM PRISON BE BUILT—PART JAIL, PART SEPULCHER, THE "DEADLY ICE TOMB" WAS BUILT AND THE DWARVES INTERRED THEIR FORMER LIEGE AND HIS GUARD.

handout 3

Dear Zaimos,

My work is almost complete. The king and his lieutenants' corpses lie held, kept in stasis all these months by the five Stones of Agamath held by my sculptures. The king's form is awesome; I believe that no single man may defeat him. The staff I designed is ready, but it is still untested. Those bothersome clerics are watching me, always hovering over me like flies. I fear now that I must kill them all. For now I have left my staff in the hands in a very unusual ally- if Urmaus could see me, He would surely incinerate me! So, hold on Zaimos and await my orders, I have to clear the area before you may bring your soldiers here.

Yours,

Sargun

handout 4

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Advanced Master Adventures

Game Adventure

Deadly Ice

By Mario Barbati

While sitting quietly in your favorite inn in the city of Areneis, drinking goblets of fair wine and eating dried fruit along with some bits of seasoned cheese, you see an elderly, austere dwarf approaching.

“Good evening, noble sirs. My name is Agamar-I’m the seventh cousin of King Hradroom of the dwarven citadel of Kurum-Dam. May I speak with you for a moment?”

Well, I’m in a bit of trouble and I need group of adventurers for a dangerous mission. You see, I was trying to escort a man through Frozen Orc Pass. My fellows and I tried to make the journey three times, but we were forced back because we were dwarves. Warriors from the Frozen Scimitar tribe, lousy orcs and their king Kdank, killed all in our party save myself and this man. I think that an all dwarf party will not make it through the pass. I’m terribly old and alone now, and the man must make it to the citadel soon. I’d prefer a younger, more able, party to get him to Kurum-Dam, so I can pay 500 gold pieces now, and give you a note for 1,500 more once the man is safely to the citadel. What do you say?”

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