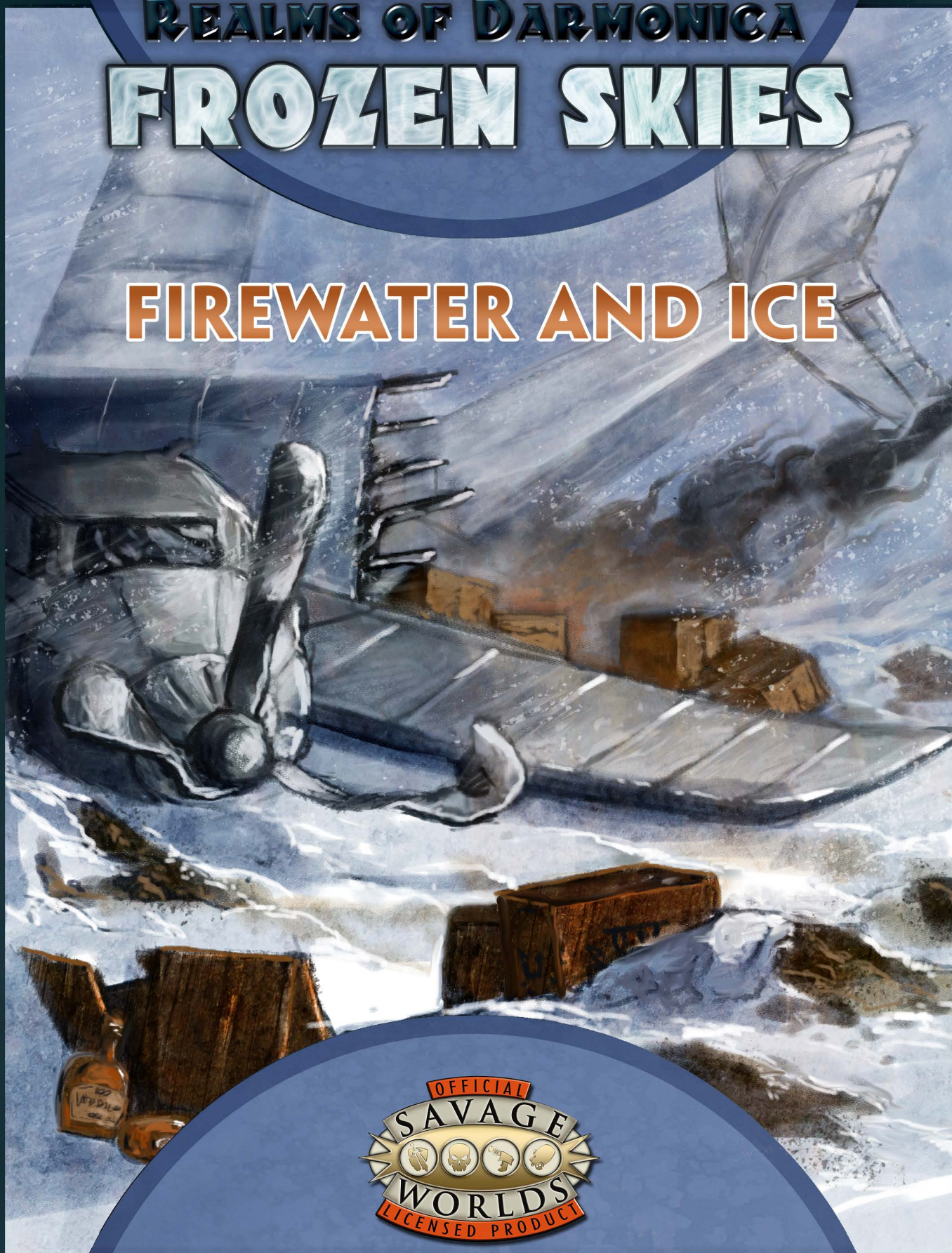# REALMS OF DARMONICA
FROZEN SKIES

FIREWATER AND ICE

Firewater and Ice

A Crime Lord needs a shipment of contraband recovered from the icy Alyeskan wilderness.

The Ferret has a problem.

A plane carrying a shipment of whiskey, destined for some rich toff, has gone down close to the dreaded Chillwynd Marches. The deadline for delivery is fast approaching and there are others who are interested in the cargo for their own ends. If something isn't done soon it'll be disastrous for his future business dealings.

Luckily there's a crew looking for work.

The Job

The characters start off waiting in Ferret's office which is situated in a side room of a hanger. Through its grimy windows, Ferret can just be seen with some of his thugs having a conversation with an aviator whose head is being held close to the spinning props of an aircraft. A Notice check (-4 for the noise of the plane) by any of the characters allows them hear the aviator shout out "*I'll pay! I'll bloody pay!*" Fortunately the aviator is released and then shown the door after a brief discussion with Ferret. After the aviator departs, Ferret enters the office.

"*Sorry fer the wait, had to have a word with a bugger that owes me coin. Buts we'll cut the pleasantries and cut right to the matter, I've gots a job that needs to be done well and done quick. A plane carrying some cargo of mine went down close to the Chillwynd Marches, I need that cargo recovered and delivered to some rich toff in Prospector's Reach. Pull it off without a hitch and I may have more work fer ya in the future. Any questions?*"

If the characters decide to ask any questions, Ferret gives the following answers;
• The cargo is whiskey, though it is best if the law doesn't find out about it.
• The plane went down close to the Chillwynd Marches, but it remains a mystery as to why.
• The Chillwynd Marches is a large, completely flat circular plain that has a ring of standing stones marking its boundary and a towering ruin known as the Monolith in the dead centre of the plain.
• Prospector's Reach is a small town located on the northern coast next to the Chillwynd Marches, mainly used by wilderness hunters and expeditions heading into the Marches.

The Crash Site

It is presumed that the characters will have access to an aircraft of their own, so it is a simple matter of flying to the area where the crashed plane is located. Due to the snow and ice, landing the characters' aircraft requires a Pilot check at a -2 penalty, though a complete failure is not as disastrous as it seems. Regardless, the characters should be able to find the crash site fairly easily; same goes for Ferret's shipment which would still be within the fuselage of the half-buried crashed plane. The main problems for the characters will be the Cold (see Hazards in the Savage Worlds rulebook) and some uninvited guests.

As the characters retrieve the whiskey, another group of people approach the crash site on a Mule tracked cargo carrier (see below for stats). This group is also here to retrieve what was on the crash aircraft, though it is up to the GM whether the group

works for one of Ferret's rivals or are just scavengers seeking to salvage what they can. They are all armed and prepared for a fight if the characters decide to treat them as foes.

The End

If the characters manage to land without too much trouble, and depending on how they dealt with the other group, they

successfully recover Ferret's whiskey and fly on towards Prospector's Reach to complete the delivery. The rich toff pays them for the delivery and offers the characters a contract to support his expedition into the Marches as well as explaining that the whiskey is to be used as an anti-freeze for his vehicles. If the characters fought with the scavengers at the crash site, it could come back to haunt them in a later adventure.

Foes

The scavengers know how rough and lawless the Alyeskan wilderness is. Each one carries a rifle both for defense and to hunt for food with. They'll be wary of the characters either because they have an ulterior motive or simply because they don't trust the characters. Should they be attacked, two will remain on the Mule to both drive and man the machine gun respectively. The others will try to use cover offered by the snow and shoot the characters from a distance.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d4, Fighting d6, Notice d6, Shooting d6, Stealth d6, Survival d8, Tracking d8
Pace: 6; **Parry**: 5; **Toughness**: 5
Hindrances: Cautious
Edges: Woodsmen
Gear: Rifle (Range 24/48/96, Damage 2d8, RoF1, AP 2), Knife (Str+d4).

Mule Tracked Cargo Carrier

Part-truck and part-tank, the Mule is a heavy, lumbering vehicle built to haul cargo over rough terrain. It is not uncommon to see a convoy of a dozen or more Mules trudging their way across the great sand seas of the southern wastes or the ice fields of Alyeska. As a rugged and relatively simple vehicle it is well liked. The lumber and mining companies of Alyeska have a few of them on hand and any serious prospector has at least one. Whilst not particularly fast, the Mule's wide width and tracks mean it can handle a wide variety of terrain whilst carrying different loads.

Acc/Top Speed: 5/8; **Toughness:** 19/17/17 (5/3/3); **Crew:** 1+15; **Cargo:** 10 tons
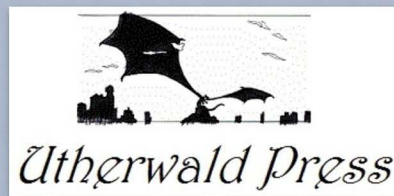**Notes:** Heavy Armour, Tracked; **Weapons:** Machine gun (Range 30/60/120, Damage 2d8, RoF 2, AP 2, Auto, Snapfire penalty).