

SUNDERED SKIES



THE ICE TOWER

BY KEVIN ANDERSON





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◆ DISASTER! ◆

Where: Gateway

When: Anytime after the characters reach Seasoned Rank.

The approach to Gateway is dangerous; errant rocks from the Shattered City swarm erratically through the void. Most of the larger ship killers have been dealt with, either by cannon fire or charges, but the danger is still there. Some of the rock fragments can cause untold damage.

Normally we would suggest the GM ignore this danger, only highlighting it occasionally just to remind his players of the dangers of life in the skies. However in this instance we are going to ask you to do something we would never normally suggest. We want you to cheat!

The hook of this scenario involves the heroes becoming crewmembers of another ship. For this to happen, their ship must either be destroyed or damaged beyond a simple repair. What follows is only a suggestion; the object is to temporarily deprive the heroes of their hard won skyship. If circumstances arise which offer an opportunity to run this scenario without such a contrivance, then use that instead, even if it means moving the starting location of the scenario.

The heroes are returning from a particularly fruitless excursion into the Shattered City, when they are struck by a rock during the approach to Gateway. This rock causes three Wounds, on the resultant Critical hit rolls, use the table below, and refer to the Critical Hit chart in *Savage Worlds*. The col-

lision occurs even if they employ a pilot to bring their ship in. They are able to get a refund on the piloting fee, though.

D6	Result
1	Engine
2	Locomotion
3	Controls
4-6	Chasis

Unfortunately for the heroes, their disaster couldn't have happened at a worse time. Gateway is desperately short of the materials needed to repair their ship, and it might take weeks or even months for them to come in from another island.

The heroes sponsor, Hawke—or some other merchant if they are on bad terms with him—steps in and makes them an offer: he will get their ship repaired, and even pay for the repairs. In return he asks the heroes to accompany one of his business partners upon a scavenging mission to the Draining Sea. Hawke is a little vague on the details, himself; “Skiller has directions to a ruin upon the sea” is all he knows. Skiller is preparing to depart soon and the heroes will find him at the docks.

Asking for Skiller at the docks gets directions to the frigate *Mirabelle*. The ship is a hive of activity as sailors load crates and barrels. Tethered behind the frigate is a Cloudskiff named *Rosie*. Hailing the ship, the heroes are soon invited aboard by Skiller himself.

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SKILLER'S TALE

Very few have heard the legend of the Ice Tower. Fewer have dared to seek it. None have returned! —*Tales of The Draining Sea*.

Skiller has heard good things about the heroes from Hawke and ushers them into his cabin to tell them his tale over drinks.

"Many years ago, I was trading in the Ice Isles amongst the orc tribes. I befriended one small tribe in particular, the Ice Claw, and became a member of the tribe. One day while I was absent, hunting for food on the Draining Sea with the tribal warriors, a rival clan attacked the tribe's homeisle. Outnumbered and without many of their warriors, my adopted clan was slain.

"Returning to the camp, we found the massacre. Among the dead was their battlepriest, mortally wounded, but not yet dead. With his final words, he made me pledge to stop the returning warriors from seeking vengeance, as the attackers were too many. He asked me to take them to a neighboring island where they could join another clan. I promised to do as he asked, and he rewarded me with an old skin map."

Pausing, Skiller pulls a battered and worn skin from his tunic and unrolls it upon the table. The map (provided as a player hand-out on page 23) depicts The Draining Sea. Stylized houses are drawn here and there about the edge of the map signifying ice mines and clans. Inland from the Northeast edge of the Draining Sea is an area labeled 'the Ice Sea'. Roughly central of the Ice Sea is a third shape, with a stylized castle upon it, labeled 'Palace of Ice?'. Scattered about the Ice Sea are 13 irregular shapes; one of these is labeled 'Ice Tower'.

Skiller continues.

"I pondered long and hard on this map and the notes upon it. After many years, I encountered a songpriest

who sang a tale of the Battlelord. In essence this tale related how the Battlelord resided within a tower of ice while he and his worshippers raised a permanent palace of iron hard ice. Once the palace was completed, the god abandoned the tower, never to return

"I believe that this map shows both the Palace and the Ice Tower. The surrounding water is ice, melted by the Battlelord's rage; the islands are composed of harder, glacial ice, like the tower and palace. I am looking for a few more hardy souls to accompany me to the Ice Tower. Within we may find relics touched by the god, himself; our fortune and our legends will be made. Are you with me?"

SKILLER'S PLAN

Skiller's plan is as follows; *Mirabelle* will sail to the Draining Sea and moor up along the North East coast, where members of the Ice Bear clan will meet them. The orcs will portage the *Rosie* across land—a distance of some 39 leagues, or about 100 miles—where she can be launched into the sea. *Rosie* will allow the heroes to navigate the Ice Sea and approach the Tower. On their return, the orcs will escort them back to the *Mirabelle*.

The crew positions the heroes fill can be decided by their skills and abilities. Skiller, if needed, can pilot *Mirabelle*, but ideally, a hero should fill that position. Other heroes should act as shipboard priests, healers, or gunners.

The *Mirabelle* is set to depart in a week. The heroes can use the time to attempt to pick up any items they may want or need. Skiller also gives them 10 cogs to have a drink or two on him, to welcome them to his crew.

THE BAR

Chances are the heroes will end up in a bar sometime during the week before the *Mirabelle* sets sail. Those who succeed at a Notice roll see an elven bard trying to entertain the

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busy hostelry. He is obviously nervous and is trying to cover his nerves with expansive arm movements. His voice is good, and he is singing a ribald tune called “*Sally and the Skyler Man*.”

If the heroes keep an eye on the bard they will see his flailing arms knock a pitcher of beer from a drunken dockworkers hand. The furious man grabs the elf and flings him across the room—smashing into the heroes’ table. The elf looks beseechingly at the characters and groans, as the dockworker advances upon him.

If the heroes do not help—check those hindrances—the elf is soundly beaten and thrown out of the bar. Those who choose to help may attempt to defuse the situation or fight. The latter choice sparks a bar brawl. The dockworkers use fists and clubs and will run if anything larger than a dagger is pulled. Each brawler will surrender once they are Shaken.

Once the fight is over, the elf introduces himself as Eldeer. If the heroes take the time to talk to him, they will discover he is also part of the expedition. If they just let him go on his way, then they will make this discovery as the ship sails.

‡ **Eldeer, Elven bard** See page 20.

‡ **Dockworkers** (1 per heroes +2) See page 19.

THE EXPEDITION

EQUIPMENT

Aside from the normal gear a ship carries for ad hoc repairs and day-to-day living, the *Mirabelle* also carries:

- 24 tree trunks (for rollers)
- 30 barrels of skyler guts (to grease the rollers)
- 8 ice axes (see page 5)
- 20 blankets
- 20 fur throws
- 10 ceramic flasks of oil
- 10 sets of flint and steel
- 5 hooded lanterns (like a bull’s-eye lan-

tern but with a hood that can be shut to keep the wind out) 200 yards of rope in 20-yard lengths

- 3 grappling hooks
- 10 yards of sail cloth
- 4 shovels
- 4 picks
- 20 sleeping canvases
- 20 torches
- 10 water skins
- 10 sets of altitude attire

THE CREW

The crew of the *Mirabelle* consists of two distinct groups. Everyone has a role on the frigate, but a smaller group will also form the scavenging crew who will investigate the Ice Tower. There are ten human sailors, a cat wildling named Lean, the two orc brothers, Karag and Volrog, an elven Songpriest, Eldeer, and finally, Skiller himself.

The salvaging crew consists of Skiller, Volrog and Karag, Eldeer, and the heroes.

A player handout can be found on page 24 which details the stats the heroes need to know about these characters when the crew get into combat.

TALKING TO THE CREW

The heroes may wish to question the crew during the voyage to the Draining Sea. For the GM’s convenience we have detailed all they know below:

Human Sailors: All the sailors know is they are due a single share of salvage from some big ruin, inland on the Draining Sea. All they have to do is get the *Mirabelle* to the Sea’s shore.

Lean: This cat wildling joined the crew after unsuccessfully stowing away at Heartland. Rather than being beaten and put overboard as he had witnessed stowaways being treated on so many elven ships, Lean was accepted as a crew-member and soon became the ships mascot. Skiller has earned the wildling’s undying loyalty.

Volrog and Karag: The orc identical twins have been with Skiller for years, but only know of the events with the Ice Claw tribe

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from what Skiller has told them. They say that they have gone on several salvage runs with their captain, and he is a skilled, resourceful adventurer.

Eldeer: An elven bard—not a songpriest. He seems amazed his first ship position is on a ship with a mission, which may go down as one of the greatest, recorded in the Songvaults. He is not a Boughbreaker, but is vaguely sympathetic to the wildling's plight.

SKILLER'S SECRETS

Skiller hasn't been entirely truthful with the heroes. For the GM's convenience, detailed below is the true story of Skiller's time with the Ice Claw Tribe.

Skiller did meet the Ice Claws through his trading expeditions. What he hasn't shared with the heroes is his wife, Mirabelle, and his daughter, Rosie accompanied him on his trading expeditions, and they were also adopted by the tribe. Tragically his family stayed with the tribe when he accompanied the warriors on their hunting trip. His wife and daughter were killed alongside the rest of the tribe.

The attacking tribe was called the Cracked Shield, a fanatical tribe of zealots who were tasked by the Battlelord to keep the ice around his palace free of the unworthy. The Cracked Shield patrol the ice plains of the Draining Sea. They waylay anyone they encounter and "test" them to see if they are worthy of approaching the Battlelord's Palace. These tests are frequently fatal.

The Cracked Shield also frequently raid other tribes—winnowing the weak, they call it. The tribe members only pay lip service to the diplomatic duties of the Battlelord's worshippers instead choosing to revel in the glory of combat.

As requested by the Ice Claw's Battlepriest, Skiller did ferry the surviving tribe members to a neighboring friendly tribe. However two of those warriors, twin brothers named Karag and Volrog chose to join his crew instead. The three have voyaged together for years, but have never forgotten the wrongs done them by the Cracked Shield Clan.

NEW WEAPON

Type	Damage	Cost	Weight	Rarity	Notes
Ice Axe	Str+d8	250	10	U	AP 1; Parry -1

An Ice Axe differs from a battle-axe in that the blunt back of the blade is replaced by a sharp pick. The Armour Piercing and Parry modifiers are only applied if the pick is used to attack rather than the blade. An ice axe gives a +1 bonus to Climbing rolls.

Skiller intends to take the items pillaged from the Ice Tower and publicly hand them over to the Battlepriests of the Arena on Shadowhaven. The Cracked Shield Clan will be humiliated, and all will know they have failed in their appointed task. There is even a chance the Battlelord's rage will reawaken and he will destroy those who failed him so. Skiller and the orcish brothers will finally be avenged for the death of their kin.

VOYAGE TO THE DRAINING SEA

Detailed below are a series of encounters you can use during the voyage. Two of these are compulsory if you want to use this adventure as written (think of them as mini plot points), others are optional but serve to add flavor and spectacle to the voyage.

The compulsory encounters are **Pirates**, and **The Wreck of the Spirit of Knowledge**. The optional encounters are **Elf Overboard**, **Icefall**, and **Skylers Ahoy**. They are detailed below in the order we think they should be encountered. Feel free to include any other encounters, which you feel would enhance your game.

PIRATES

Four weeks into the voyage, the *Mirabelle* comes under attack by pirates. These wretches, having failed at everything else, have even failed at this villainous pursuit. They operate from a Cloudskiff, pompously named *Deathbringer*. The truth is these pirates haven't successfully taken a ship in

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months and are on the verge of starvation. Even though they are horribly outgunned and out manned. This is their last chance.

As luck would have it, their first fusillade of cannon fire misses the *Mirabelle*, but succeeds in shredding the nets deployed behind the frigate (yes, we are asking you to cheat again, for the sake of the story). Let the rest of the battle play out as it will.

! **Pirate Captain** *Sundered Skies* page 161.

! **Pirates (7)** *Sundered Skies* page 161.

AFTERMATH

Luckily the ship's nets have been bountiful lately, and the holds are full of food harvested from the skies. Unfortunately, Skiller

announces, rather shamefacedly, he had to make some very difficult decisions when stocking the ship and does not carry any spare nets. It was a financial decision; the *Rosie* had to be waterproofed, which proved to be very expensive.

Food isn't short yet. However, unless they restock, the ship will be on short rations for the return trip. Skiller insists they continue and stop to re-supply, when they depart the Draining Sea, at one of the Ice Islands - reminding everyone the Ice Tower will make them all rich.

SKYLERS AHOY

Three weeks later, call for a Notice roll. Those successful see what looks like a large amorphous mass moving towards the *Mirabelle*. The mass is revealed to be a large flock of non-predatory sky-lers.

Following the flock, and only visible once it has passed, is a single, pure white skyler. Seeing this, the sailors stop what they are doing and fumble in their pockets to retrieve cogs (one asks to borrow a cog from a character on deck). The cogs are flipped into the void using the left hand, and then each sailor draws a circle around his heart three times and mutters "Lady of the Winds, bless me this day, I beseech you."

A Common Knowledge (-2) roll (heroes with a skysailor or Windpriest background lose the penalty), or asking a sailor, reveals white sky-lers are viewed as unlucky. Casting a coin into the void and asking for a blessing from the Lady averts the ill luck.

It is up to the Game Master what effect not following this ritual has on a hero. Possibly, the hero starts the next session with one less benny.

ELF OVERBOARD

Two weeks after the encounter with the white skyler, one of the heroes is awakened from his sleep by screaming and something thumping on the hull of the ship.

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Investigating discovers Eldeer, the clumsy elf. It seems that a sudden eddy in the winds caught him unawares, and he fell overboard. Luckily, he routinely tethers himself to the ship with a coil of rope, so he can be easily retrieved. He thanks his rescuers enthusiastically.

WRECK OF THE SPIRIT OF KNOWLEDGE

Three weeks later, the ship is suddenly seized by a wind current, which quickly propels the ship upward. Three days after this another frigate is spotted caught in the same updraft. The ship is in a bad state, her sails are ripped, and her hull is rent. She is just drifting in the current, so coming alongside her is an easy maneuver.

She proves to be the *Spirit of Knowledge*. A successful Common Knowledge roll allows a hero to recall she is the ship of the famous glowborn explorer, Galken. A raise recalls Galken was last seen leaving for the Ice Isles and the Draining Sea. Skiller knows of Galken and can fill in any knowledge gaps the heroes may have.

If the heroes explore the wreck, use the notes below. Details of Galken's ill-fated expedition can be found on page 22.

Upper Decks – frost covered, scarred, scratched, and holed in several places. A half dozen frozen, broken bodies lie about the deck. The crew who were not murdered when the 'Burning Madness' took hold fell victim to the demonic Wildlings (see Skitters in the Dark on page 8). Their corpses were further battered by a series of minor icefalls as the ship drifted beneath the Draining Sea.

The Helm – the ship's wheel has been wrenched from its post and jammed against the port rail. The ship's Waysphere has been shattered, and the water within has frozen.

Lower Decks – the mid-deck has a thin coating of ice, making footing unsteady; any sudden moves (such as combat) require an Agility roll to keep your balance. A Snake Eyes result sends the victim sprawling/prone.

The doors, walls, and floors all show signs of being hacked and cut. Bodies lie in the corridors, bludgeoned or stabbed to death. The cabin furniture is splintered

and wrecked, strewn throughout the decks. Searching through this will discover Junk value salvage.

Aft Room – the aft room on the mid-deck is where Galken and Ragnar made their final stand. The door has been hacked apart, but a makeshift barricade blocks the opening. Clearing the barricade requires a successful Strength (-2) roll.

As the door is cleared a figure lurches forwards and tries to push past the heroes. The figure was once glowborn but now half of its head is missing and its flesh is decayed—the undead remains of Galken. It holds a large bottle against its body. Galken fights savagely, however, if the heroes move aside, it ignores them, and makes its way to the upper deck and hurls the bottle into the void. With his goal achieved Galken collapses to the deck lifeless.

A search of Galken's corpse finds a flintlock pistol holstered on its belt and a strangely twisted metal amulet upon a leather cord around its neck. This is half of the key to the lower reaches of the Tower of Ice (see page 12). It is extremely important for the heroes to have the key for the adventure to continue later. If they do not search Galken, find another way to get them this half of the key.

A second corpse lies in the aft room, dead from a self-inflicted pistol shot to the head, the gun still held in its lifeless hand. The body wears a Chain Hauberk (enchanted to only weigh 13lb) and has a long sword sheathed at its side. In a pouch on its belt is a Woundseal potion.

The bottle the revenant clutches contains fragments taken from Galken's journal (see page 22.). The rest of the journal cannot be found.

Those looking for salvage in the room find two fine short swords, worth 150 cogs each, and six bottles of Elven wine, worth 25 cogs each.

✴ **Galken, undead revenant.** See page 20.

Cargo Hold – fighting here resulted in the hold being flooded, as water barrels were shattered. Ice thickly coats the floor. Search-

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THE BURNING MADNESS

Burning Madness is an ergot-like fungal disease, which infects cereals. It causes a high temperature and weakness for 10 to 20 hours, after which the victim hallucinates for as long as 25 hours, before slipping into a coma, which can last several days.

Most don't survive the hallucinatory period, as they often fall into the void, either accidentally or due to the misguided belief they can fly, or enter into a homicidal rage.

If infected foodstuffs are ingested, a character must make a Vigor (-2) roll or become infected. Each hour thereafter, they must make a further Vigor (-2) roll or take a level of Fatigue, which can render them unconscious but not kill them. Ten or so hours after falling unconscious, the victim awakens and begins seeing things, they will believe the visions are real and cannot be persuaded otherwise. If something is perceived as a threat (and most things are) the sufferer will go berserk (as the edge) and attack. A dozen or so hours later, the victim slips into a coma, which may last as long as a week. When he awakens, he is free of the disease. Wildlings are immune to the Burning Madness.

ing the hold discovers several sealed crates of supplies. Skiller is extremely pleased, as these will bolster the faltering stores. Two crates of salted meat, one of grain, and a barrel of the strong orcish ale called Choke.

The grain is infected with the fungal disease called the Burning Madness. See page 8 for more information.

SKITTERS IN THE DARK

The half dozen wildling crewmembers were unaffected by the madness which afflicted the rest of the crew, and they took refuge in the rigging away from the insane crew. The *Spirit of Knowledge* was truly damned though, for not long after the last infected crewmember died, the ship passed by one of the portals to hell, and possessing demons seized the wildlings.

The skitterlings should be played as an unknown threat for as long as possible. The creatures will only launch an all out attack when they outnumber the heroes. Describe the sound of their claws on the ice, like rats running in the walls, to unnerve the players before attacking. The skitterlings do not suffer any penalties from the icy decks, due to their claws.

✦ **Skitterlings** (6) See page 21

ICEFALL

As the *Mirabelle* nears the Draining Sea a huge chunk of ice separates from the massive iceberg and hurtles through the void. Caught by a vicious cross wind the ice crosses paths with the frigate. Draw a card from the Action Deck to determine the size of the icefall as detailed in *Sundered Skies* on page 152.

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Approaching the Draining Sea is always an awe-inspiring experience. The Island is in fact a titanic iceberg of a size, which almost boggles belief. The void is rent with the ominous sound of cracks and booms, as the ice shifts and splinters, occasionally dropping massive chunks of ice into the void.

In the distance can be seen the occasional red/orange glow from the ever present fires at the orcish ice mines. As the *Mirabelle* approaches the landmass, they see a makeshift jetty and a couple of dozen figures awaiting them.

The voidglow is captured by the ice and directed at the incoming ship. The heroes must make a Spirit (-2) roll or gain a level of Glowmadness. This is caused by the unique qualities of the ice in this particular part of the Draining Sea, creating a lens which effects only those in the void. Those on the surface are safe from this particular danger. Don't bother to check for Skiller and his crew. Assume they succeed.

THE MEETING

The waiting group are orc warriors and goblin slaves of the Ice Bear tribe, which Skiller has contracted to aid the. Some of the heroes may have misgivings about the enslaved goblins, but the expedition needs them to progress to the Ice Sea.

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♣ **Tarhog, orc leader** see page 22.

♣ **Azghar, orc champion** see page 19.

♣ **Orc warriors** (12) see *Sundered Skies* Page 159

♣ **Goblins** (20) see *Sundered Skies* Page 151

PORTAGE

Once the initial greetings are dealt with, the goblins unload the tree trunks from the *Mirabelle's* hold and smear the skyler guts over them to grease them. The *Rosie* is pulled ashore and heaved up onto the rollers. Ropes are attached to the skiff, and then the goblin slaves heave the boat forward. The now empty rollers at the back of the ship are manhandled around to the front, and the action is repeated.

The overland journey to the Ice Sea will take approximately 12 days. Going is slow, but on the plus side, the heroes do not have to carry their gear, which can all be loaded in the Skiff.

TERRAIN AND TEMPERATURE

The terrain of the Draining Sea is solid ice with a covering of snow, which varies in depth from a few inches to several feet. Temperatures vary between 10-20°. As one approaches the Ice Sea, the temperature rises to between 20-34° and the ice around the water has no snow cover, but a thin film of water.

ENCOUNTERS

For each day of travel, draw a card from the Action Deck. If it is a face card, then roll on the table below to see what the heroes have encountered. If a Joker is drawn, the goblins have been particularly motivated that day and shave an extra day off the travel time.

D10	Effect
1	Large Crevasse
2	Ice Bridge
3-4	Hidden Crevasse
5-6	Natural Creatures
7	Ice Elementals
8	Ice Worms
9	Blizzard
10	Cold snap

Large Crevasse: A wide crevasse splits the tundra ahead, with no way to get the skiff across. A detour of an extra day is required.

Ice Bridge: A wide crevasse splits the tundra ahead; there is a bridge of ice across it. Draw another card:

♣ The bridge gives way as soon as two people have crossed, leaving them stranded. An extra day's travel is required to rejoin the party.

♠ The bridge gives way after a number of people equal to the value of the card cross (the Skiff and goblins count as 10 people). A Jack is an 11, a Queen a 12, a King a 13, an Ace a 14, and a Joker is a 28. If the bridge breaks, an extra day's travel is required to rejoin the party. If the Skiff falls down the crevasse it becomes lodged between the narrowing walls and must be hauled out and repaired, taking two days.

♥ The bridge cracks but does not break if crossed slowly.

♦ The bridge is solid and will not break under any weight.

Alternatively, the party may elect to avoid the crevasse completely and add another day to their journey.

Hidden Crevasse: A random Wild Card runs the risk of falling into one of the smaller crevasses, which cross the tundra. Make a Notice (-2) roll to spot and avoid it, otherwise the character must make an Agility (-2) roll to avoid falling in. On a failure draw another card:

♣ or ♠ - 10 yard fall, damage 1D6+5.

♥ or ♦ - 20 yard fall, damage 1D6+10.

Natural Creatures: Draw another card and look at the suit.

♣ A pack of 2d6 wolves (use the stats in *Savage Worlds* rulebook)

♠ A hungry bear (use the stats in *Savage Worlds* rulebook)

♥ A swarm of ice crickets envelops the party. The swarm is so large it takes four rounds to pass by. It attacks as a swarm each round (use the stats in the *Savage Worlds* rulebook). After the swarm passes, the heroes see the goblins happily devouring still wriggling crickets.

♦ A hero plunges several feet through the snow and ice, into a nest of Ice Grubs. The nine-inch long creatures do no harm, and are

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considered a delicacy by goblins. The hero is treated like a lord by the goblins for the rest of the journey.

Ice elementals: A pair of these spirits abruptly rises up from the snow and ice, check for surprise.

❧ **Ice Elementals** (2) See *Sundered Skies* page 157.

Ice Worms: A trio of these nasty critters burrows up from beneath the party.

❧ **Ice Worms** (3) see page 20

Blizzard: The Temperature drops as the wind rises, snow billows around, and visibility drops drastically. The blizzard lasts for 1d3 days, during which Vigor rolls are made at a -1 penalty.

Cold Snap: The temperature drops sharply to 0° for a day, Vigor rolls are at -2 during this period.

THE VIGILANT

If the terribly stark conditions of the Draining Sea weren't bad enough, the party includes a crazed cultist who harbors a deep hatred of orcs.

The Vigilant are a cult of vengeance who refuse to forget the orcs' barbaric past. It is a small, but dedicated cult, which initially set out to sway public opinion. When this failed, they turned to more direct, and violent, methods—causing riots, vandalizing orcish businesses, and outright murder. Most members are elves, dwarves, or drakin Chosen who have been influenced by the indoctrination of their elders and mentors.

Eldeer was raised as a vigilant from birth and although he plays the part of the bumbling bard, he is in reality a highly skilled killer. This masquerade has eroded his sanity over the years, to the point where the walls between his personalities have started to erode. The trials and tribulations of the voyage of the *Mirabelle* have furthered this mental erosion. Now, surrounded by his life-long enemies, he has finally snapped.

Although insane, Eldeer is cunning and attempts to hide his crimes, however his kill spree will be his undoing.

Detailed below are Eldeer's activities during the journey to the Ice Sea. Obviously, the heroes' investigations might disrupt him, especially if the party includes an orc.

Day 5 Sleep Cycle: Eldeer kills an Ice Bear orc, and hides the body in a crevasse. The disappearance is discovered upon waking and causes great alarm amongst the orcs.

Day 7 Sleep Cycle: Eldeer murders two more of the Ice Bears and leaves the bodies in their tent. He lays a blood trail to the one of the heroes' tents, in an attempt to frame them and avert suspicion from himself. Tarhog, in an attempt to appease his men, demands that the heroes prove their innocence in single combat against his champion, Azghar. If the hero is successful, the orcs calm down but are still suspicious. If the hero fails, it provokes a full attack by the orcs on Skiller's party.

❧ **Azghar, Ice Bear Champion.** See page 19.

Day 9 Sleep Cycle: Eldeer slays another orc but bumbles the killing of a second, who survives and alerts the camp. Enraged by the killings, and the party seemingly shielding the murderer, Tarhog orders his orcs to attack.

❧ **Tarhog, orc chieftain.** See page 22.

❧ **Eldeer, Vigilant murderer.** See page 24.

❧ **Orc Warriors** (8 max). See *Sundered Skies* page 159.

The violence disturbs and frightens the goblin slaves and they must be convinced to work for Skiller and the heroes. If they are promised their freedom or one of the heroes provided them with an ice grub feast, convincing them is decidedly easier.

THE ICE SEA

The depleted party can continue the journey to the Ice Sea and will arrive there eventually.

The sea is caused by the Battlelord's rage. The glacial ice of his home is reinforced with magical spells, which radiate his rage out across the Draining Sea.

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The Ice Sea is not a natural body of water, and cannot help bring Lightbringer back to his former self, Oceanius.

THE CRACKED SHIELD CLAN

As the party set about constructing a ramp with which to launch the *Rosie*, they hear a hunting horn in the distance. A Cracked Shield patrol has spotted them and is force-marching their way.

The orcs will take only ten minutes to be upon the party, and launching the skiff will take significantly longer—the orcs must be dealt with. The goblins run away at the sight of the orcs and hide in snowdrifts. If the heroes are on good terms with them, they promise to wait for the *Rosie's* return.

‡ **Cracked Shield Warriors** (15). See *Sundered Skies* page 159.

A REAL SEA VOYAGE

The heroes are about to embark on one of the first sea voyages seen in the *Sundered Skies* for millennia. As such, rules not normally applied to a *Sundered Skies* game should be detailed:

Boating: Sky sailing is in essence similar to sailing on water. *Rosie's* ballast rails, which help change the altitude setting of a skyship, have been removed, but everything else is familiar, if unintuitive.

Reduce all Boating skills by one die type (e.g. Boating d10 becomes Boating d8) for skill rolls using watercraft. Those who's skill is reduced below d4 are unable to adapt to the strange new sailing.

Swimming: Islanders have no need or opportunity to learn to swim. Their Swimming skill defaults to d4-2, as normal.

Cold and Water: The Ice Sea is only fractionally above freezing. Anyone falling in must make a Vigor roll with a -2 penalty as they enter the water, and every ten minute thereafter. Failure earns a level of Fatigue. They will probably drown long before they freeze to death, though.

Armor: Armor is particularly dangerous in water; any armor's bonus is subtracted from all Swimming rolls. This is in addition to any penalties from encumbrance. Ignore magical bonuses when figuring this penalty, and use the typical Toughness bonus for its type.

Character may decide to leave their armor stowed, donning it only when battle looms. Leather and hide armor typically takes 1d6 minutes to properly fit. Chain takes 2d6 minutes. Plate mail requires 2d6 x 5 minutes to properly attach.

Discarding armor requires a number of rounds equal to twice the armor's bonus. Discarding plate mail, for example, takes six full rounds. Again, ignore magical bonuses.

Firearms: Any time powder gets wet, roll 1d6 per shot; each shot is ruined on a d6 roll of 2-6.

ENCOUNTERS ON THE ICE SEA

The voyage will take a base length of five days, modified by possible events. Each day, draw one card; if it is a Face card, an event occurs. If a joker is pulled, shave a day off the voyage.

♥ or ♦ **Blizzard:** Weather conditions are influenced by the Battlelord's mood. His anger causes icy winds and blizzards to scythe across the sea. Typically lasting for one or two days, wise sailors drop anchor and wait the storm out. If the party continues to sail apply a -2 penalty to all rolls, and call for vigor rolls to avoid Fatigue.

♣ or ♠ **Iceberg:** A rogue iceberg crosses paths with the *Rosie*. Call for a Notice (-2) roll for all those on deck, Success gives the pilot a +2 bonus on his Boating roll to avoid the berg. Failure means the ship grazes the iceberg and takes 3d6 damage. Everyone onboard must make Agility rolls or fall. Those who roll a natural 1 (snake eyes for Wild Cards) are thrown overboard.

THE PALACE OF ICE

If the party is foolish enough to approach the Ice Palace, they see a massive iceberg, which has been carved into a citadel. The walls of the Place reflect the glow as a blind-

SUNDERED SKIES

THE KEY TO THE TOWER OF ICE

The two pieces of twisted metal found on the corpses of Galken and Vincel are actually two halves of a key to the doors within the Tower of Ice. The two pieces fit together, but to do so requires a Smarts (-2) roll, and a half hour of fiddly, frustrating work.

ing, but warming light. Silhouetted against this light, a large powerful figure can be seen striding back and forth atop the battlements.

If the *Rosie* doesn't turn back, she attracts the attention of the rage-filled god. The Battlelord ceases his pacing and turns his gaze upon her. All aboard must make a Guts (-2) roll or be overcome and paralyzed with fear. Allow all to make further rolls every 10 minutes until they break free of their terror.

A sudden storm strikes the ship. Use the blizzard rules on page 10. However, this blizzard cannot be waited out, and surrounds the palace for two days sailing time.

THE TOWER OF ICE

Eventually, the party will come within sight of the Tower of Ice. Originally constructed from hard, glacial ice, it has, over the centuries, been buried by ice and snow until only the battlements can be seen jutting above the covering mound.

THE GRAVE

Call for a Notice roll, those who succeed spot a strangely shaped ice column on the seaward side of the mound. Investigating reveals a frozen male human corpse strapped upright to a wooden post facing the Draining Sea.

The corpse had suffered a massive chest wound, which was expertly bandaged. Stuffed inside the armor are several pieces of parchment, pages torn from a journal (see page 23—Vincel's journal). The corpse's left hand

is clenched tightly around something. Unfortunately, the fingers must be snapped off to discover what it is—a twisted piece of metal similar to that found on Galken's body.

THE MOUND

The ice on the mound around the tower is treacherously slippery. Sudden movement, such as combat, requires a successful Agility roll to keep upright.

Entry into the tower is via a large, shuttered window, in what would have been the upper story of the tower; the shutters appear to be locked from the inside. The Shutters have Object Toughness of 14 and can be destroyed with Cutting or Bashing weapons. Alternatively a successful Strength (-4) roll will force the shutters apart.

Successfully gaining entry into the tower in single round surprises the ogres—the last two “survivors” of Galken's expedition—within. Failure alerts the ogres, and they burst out of the tower to attack the heroes. Remember everyone, including the ogres, must make Agility rolls every round to stay upright on the mound. Horrifically, the ogres have hammered bone and metal spikes through their frozen feet, giving them a +2 bonus to this roll.

✴ **Ogres (2)** See *Sundered Skies* page 159.

UPPER STORY

Beyond the window is a circular chamber, almost the diameter of the whole tower. Opposite the window is a pair of enormous ornate doors, bound in iron. A strangely angular keyhole sits dead center on the doors.

The chamber also contains a pile of bones, probably from skylanders, two piles of rags piled into sleeping mounds, four ice weapons, a large club (Str+d8 damage, degradable), and three icicle spears (Str+d6, Parry +1, Reach 1, requires 2 hands).

The door is, of course, locked and is magically augmented to render it completely impervious to harm. Only the modular

THE ICE TOWER

key, the halves of which were found on the corpses of Galken and Vincel, can open the door.

The door opens onto a narrow landing and stairs that spiral down around the tower, descending some 50' before ending at an arched opening into the Watch Post (see below).

THE WATCH POST

The Watch post has six large windows, which allowed those within to have an unrestricted view of the Draining Sea around the tower. Ice has forced its way through the windows creating jagged spikes, which must be negotiated with care. The frozen corpse of a Provider is slumped over one of these spikes. Opposite the stairs the heroes have descended is another set of stairs spiraling down deeper into the tower.

The corpse is Leith, yet another member of Galken's expedition. He was slain by the three cold spirits, which haunt the room. These frigid ghosts will attack all who enter the room; using the ice spikes, they will disappear and reappear to launch surprise attacks. They pursue the heroes deeper into the tower, but cannot pass through the door above.

❧ **Cold Spirits** (3) see page 19.

THE DROP

The stairs from the watch post wind down around the tower and descend over 100 feet before ending abruptly at a sheer drop into darkness. The lower floors of the tower have collapsed into a massive cavern.

The drop to the cavern below is over 100', however a slope of icy debris reduces the drop to "only" 50' below the stairs. The slope is steep but manageable.

Two passages can be seen from the base of the stairs; however the catastrophe, which struck the tower, has made getting to them problematic at best. The first passage is 3" away from the stairs; the other is a further 2" beyond the first. Both passages end in stout, wooden, unlocked doors. One of these doors opens into the testing chamber, the other leads into the Council Chamber.

INSIDE THE TOWER

The tower's interior is intensely cold, requiring Vigor Rolls every 2 hours; failure means the hero gains a level of Fatigue. If someone is foolish enough to touch the icy walls with bare flesh, they are frozen to the wall, and must be cut loose with a dagger, which inflicts 2d4 damage that ignores armor. Furthermore, any action involving the affected part of the body suffers a -1 Penalty for the next hour, including Pace.

Void light diffuses into the tower through the ice—lighting conditions are considered Dim. Any light brighter than a candle is reflected back at the party by the strange lens-like qualities of the ice. This is very disorientating and applies a further -1 penalty to all actions which require sight.

THE MURALS

Two murals are encased within the ice of the chamber above the drop.

The first mural depicts a massive pitched battle between members of all the races of the Skies. No discernible sides can be seen. Central to the mural is a looming figure clad in black armor. A massive shield, battered and rent, is upon one arm whilst his other wields a huge sword, which is hacking through multiple opponents with each swing. The figure's face is turned away from the viewer.

The other mural depicts a large circular chamber with ice blue walls, into which have been cut shelves, laden with massive tomes and books. A massive round table of dark wood dominates the room. Around the table sit or stand the gods of the skies. From the left of the mural and proceeding clockwise around the table:

A blue-robed, motherly, heavily-pregnant woman—The Lifemother.

A golden haired and beautiful man, dressed in fine clothing. His eyes shine with either mirth, or madness, depending on from which angle he is viewed—The Lord of Festival

SUNDERED SKIES

A figure as much machine as man, its strange form prevents it from sitting, and it stands behind its chair—The Artificer.

An empty chair covered in dust. A large raven perches on the back of the chair—The Alpha.

An androgynous figure, it is impossible to say where the figure ends and its chair starts. It even appears to have formed the table at which the gods sit from its body—The Wild.

A figure blazing with voidglow, strangely a shallow pool of water has formed at its feet—The Lightbringer.

A beautiful woman clad in diaphanous robes, which seem to reach out of the mural towards the observer—The Lady of the Winds.

A thin, black clad figure, its features hidden by a deep cowl, a skeletal hand emerges from its robes and is resting upon the table. The wood here is moldy and rotten—The Rotting One.

A final chair arm and leg is partially visible but the mural has been destroyed at this point — The Battlelord.

TESTING CHAMBER

It was here the Battlelord brought selected members of the warriors constructing his palace to test their mettle in battle. The God refused to let his warriors skills slip because of neglect.

The walls of this 40' by 40' ice chamber are scarred and pitted. The floor has alternating areas of smooth, slippery ice and rougher areas, as well as pits and balancing beams. The room is filled with crude humanoid dummies, which bear the marks of being repeatedly struck with weapons. Some are set into the floor, while others swing from chains set into the ceiling. Weapon racks—mostly empty—line the walls.

On the far side of the chamber stands the 12-foot tall battle golem with which the god tested his followers. As the heroes enter the chamber it starts walking towards them. Once activated, it will not stop until it is defeated. The golem will follow the characters throughout the Tower of Ice—and beyond, if necessary.

The uses of the pits and beams are up to the players and Game Master. A beam can be climbed in one combat round with a successful Agility roll; the golem cannot follow or attack a character upon a beam. The pits are 10' deep; falling into one causes 2d6 damage. The smooth ice requires an Agility (-2) roll to be traversed without falling prone. The golem can be tricked out onto the ice.

The weapons in the racks include:

A magical throwing axe, with a +2 bonus to hit and damage.

An ironwood bow, which requires a Strength of d8 to pull and does 2d8 damage.

An iron flail—it has a magical +4 bonus to hit and damage, however each successful blow decreases the bonus by one until the flail becomes a normal, if well-made, weapon.

A non-magical long sword, and battle-axe.

THE RAGE

The Testing Chamber walls have absorbed the rage, anger, and humiliation of all those who have failed their god's test, and it is awakened again by any combat which takes place here. Each hero must succeed at a Smarts roll or go berserk, as per the Edge. Anyone taking a Wound must make the roll again. Those who have the Berserk Edge automatically succumb to the rage.

✶ **Battle Golem** See page 19

THE COUNCIL CHAMBER

The gods themselves have met in this chamber to discuss their plight and their plans. The Battlelord chaired the meetings in his role as a peacekeeper—or peace enforcer. He ensured that conflict was kept to the purely verbal.

This circular chamber is the one depicted upon the mural outside. The shelves are now empty, but everything else is as depicted. Arranged around the dark wood table are nine overly large chairs. Each has a symbol carved into its back.

Starting from the chair directly in front of the door, and proceeding clockwise, the symbols are:

THE ICE TOWER

A shield, its surface split by a wide crack—The Battlelord, A teardrop—The Lifemother, A harp—The Lord of Festival, A toothed wheel—The Artificer, A raven—The Alpha, A tree—The Wild, No symbol—The Lightbringer, A feather—The Lady of the Winds, and finally, a skeletal hand—The Rotting One.

Upon the Lifemother's throne is a small blue crystal vial with a carved sapphire stopper. Within the vial is a small amount of liquid that has a metallic sheen. Each drop of this liquid serves as both a Wound Seal and a Mother's Restore potion. There are five such drops within the vial.

THE CAVERN

The cavern beneath the Tower of Ice is enormous, much larger than the base of the tower itself. The ice floor is pitted and riddled with holes, each about 20' in diameter. The far walls also appear to be holed, although it is impossible to tell, at this distance, the diameter of the tunnels.

Investigating the cavern soon finds what appear to be the remains of icy eggshells as well as six intact, slime-covered eggs—a foot high and eight inches in diameter. The heroes are attacked by ice worms as they investigate the eggs.

Once two of the ice worms have been dispatched, their "parent"—an enormous Ice Wurm burrows up through the floor and attacks the heroes.

Call for a Notice (-2) roll each combat round, from every hero present. Success spots the hilt of a large sword blade stuck in the wyrms' side. To retrieve the sword requires a successful Agility roll to get close to the sword, followed by a successful Strength (-2) roll to pull it free. Pulling out the sword causes an automatic wound upon the wyrms. The sword is Woundweaver.

The cavern is further destabilized by the combat and the burrowing ice wyrms. Chunks of ice fall from the ceiling whenever a combatant draws a 2 or a 3 from the Action Deck. If this occurs each hero must draw another card. The suit of the card determines the effect:

WOUNDWEAVER

This great sword gifts its wielder with the Improved Block and Mighty Blow edges, as well as granting a +1 to hit and damage.

- ♣ The hero must make an Agility roll or be struck for 2d8 damage.
- ♠ The hero must make an Agility roll or be struck for 2d6 damage.
- ♥ The hero must make an Agility roll or be struck for 2d4 damage.
- ♦ The wyrms are struck for 2d8 damage.
- ♠ **Ice Wurm** See page 20
- ♣ **Ice Worms** (6) see page 20.

ESCAPING THE TOWER

The death throes of the ice wyrms are so violent, they threaten to crush the heroes. It will only be a matter of time until the cavern collapses, taking the Ice Tower with it.

Fortunately the ice quakes have actually served to make the climb back up to the tower easier. A series of collapses has created a series of jagged cracks and ledges in the wall of the cavern. The stairs back into the tower are 6" above the heroes' heads (use the climbing rules found in the *Savage Worlds* rulebook). In addition, have each player draw a card from the Action Deck each round they are climbing. On a deuce, an ice chunk has struck them for 2d6 damage. They must succeed at a Strength roll opposed by the damage inflicted or fall back into the cavern.

Once the heroes reach the tower, it is just a case of running up the stairs and then out of the window. The tower is shaking, and ominous cracks start to appear in its walls. In truth, it will not actually collapse until the heroes have exited the tower, but this doesn't stop a cruel Game Master from quietly counting down or using a stopwatch.

SUNDERED SKIES

THE COLLAPSE OF THE ICE TOWER

As the characters emerge from the tower onto the mound of ice surrounding it, a massive tremor knocks everyone from their feet, and the tower starts to sink and fall in on itself. The ice shelf upon which the heroes stand starts to crack and break apart, leaving them no choice but to hurry to the *Rosie* and cast off.

As the skiff makes haste away from the shore, the tower finally completes its disintegration. Water is thrown over a 100' feet into the air, and the *Rosie* is swamped with icy water. Everyone onboard takes 2 Levels of Fatigue, which can be soaked with a Vigor roll without using a benny.

THE RETURN TO THE MIRABELLE

The journey back to the shore of the Ice Sea should be uneventful and quiet. The wave has sent any icebergs spiraling away from the path of the *Rosie* and even the rage of a god has been momentarily forgotten as his attention is drawn to the collapse of his old home.

The launch site of the *Rosie* has been overrun and destroyed by the orcs of the Cracked Shield. Spoiled supplies have been strewn across the ice, and the rollers used to portage *Rosie* here have been hacked apart. There is no sign of the goblins whether or not they promised to wait.

The party has no choice but to trek back across the icy tundra to the *Mirabelle's* makeshift dock. The Journey will take a base time of 12 days, as the *Rosie* will not slow them down. Use the same encounter chart (found on page 9) to determine encounters on the journey inland. Chances are the party has no food, so they may start to starve.

THE MIRABELLE REVISITED

Five days into the trek, the party spots what appears to be a ruin in front of them. As they get closer they discover it is a wreck of a ship—The *Mirabelle*!

Inexplicably, the frigate has smashed into the pack ice after attempting to fly above the island. She must have spiraled

up and out to gain altitude above the Draining Sea and then plummeted down in a suicidal dive. Why anyone would do this is a mystery.

Her stern is crushed and splintered and there is a jagged tear along her side. The masts have snapped and lie forlornly on the ice some half a mile behind her. Four bodies lie crumpled on the ice, surrounded by large red stains.

If Skiller is still with the party, he falls to his knees when he first sees the wreck of the *Mirabelle* and howls into the sky “*NO! I will not have my revenge taken from me*” before curling into a ball. Any character tending to Skiller hears him muttering “*Mirabelle, Rosie, I'm sorry, I'm so sorry,*” over and over.

The players may eventually coax out Skiller's back story and plan. His final fate depends on the players' reactions—if they agree to his plan, he recovers quickly fairly, willing to give what aid he can to escape the island. If they more-or-less ignore him, he becomes sullen and withdrawn. Eventually, he attacks any strange orcs he encounters.

Searching the wreck takes most of a day. The ship is beyond repair—even if there was a way to launch her into the skies. Only five sailors' bodies are found, killed by stabbing and slashing weapons, and not the crash. In one of the aft cabins, the wildling, Lean, lies badly wounded.

Allow each hero to make a Notice roll. Each success and each raise allow them to discover something potentially useful within the wreckage. The Game Master should let each player decide what they have found, but be prepared to overrule their choices as common sense dictates. If food stuffs are selected, enough is found to feed the party for a day. However, the Game Master should draw a card from the Action Deck each time supplies are chosen. On a Face card, the supplies are infected with the Burning Madness, and a hero may become infected.

THE ICE TOWER

CHOICES

The heroes only have two obvious choices to try and escape the island.

- * Seek out the Island Hopper left behind by Galken's expedition.
- * Journey to an orc mining camp, and either steal a boat or buy passage on one.

THE GALKEN ISLAND HOPPER

This is the easiest option. Galken's journal states they docked near an outcrop of ice that was shaped like a big cat about to leap. A successful Common Knowledge (-2) roll will recall seeing such an outcrop as the *Mirabelle* approached the Draining Sea, three days counter-clockwise from where the *Mirabelle* originally docked.

Finding this distinctive outcrop will take a base time of 4 days to find. Use the encounters system detailed on page 9 to see what—if anything—the party encounters during the journey. Don't forget to keep track of the supplies the party carries.

THE CAVE

Once the outcrop is located, there is only the problem of getting down below the outcrop and into the shallow cave where the hopper waits. Two successful Climbing rolls are required to safely climb down and into the cave. Failure drops the climber into the void, unless they were securely fastened to a rope. Once one Hero makes it down with a rope, the others can descend safely.

Unfortunately for the characters, the cave is now home to void bats, which fight ferociously to protect their lair. The bats attack as soon as they detect an intruder. This will probably mean one hero must fight alone as his comrades race down the cliff face to join him.

THE ISLAND HOPPER

The island hopper appears to be in good condition, albeit fouled by bat droppings. The hopper can be launched into the void and rowed to Firsthome in three days of hug-

LEAN'S STORY

The wildling has suffered 3 wounds.

He relates how five days after the group left, most of the crew came down with an illness, they complained of feeling weak and burning up. They had little choice but to take to their bunks. The following night they went berserk, yelling about demons stalking them, and attacked their crewmates. One of the madmen attacked Lean, but he escaped and hid.

Lean is unsure what happened next; all went quiet, save the occasional scream. Then he felt the *Mirabelle* moving, looking out of a porthole he saw the Draining Sea recede from view. The vessel climbed and circled around before abruptly diving. That is all he recalls; he has blessedly forgotten the fear and terror of the actual crash.

ging the coast. From there, passage can be arranged to Gateway through one of Hawke's business associates.

✦ **Void Bats** (5) see page 22.

AN ORC MINING CAMP

The nearest orc mining camp is a base four day trek clockwise from the landing point of the *Mirabelle*. By the time the party have reached the shore and then followed the coast, they will have traveled for five days. Use the encounters system detailed on page 9 to see what—if anything—the party encounters during the journey. Don't forget to keep track of the supplies the party carries.

As fate would have it, the Cracked Shield Tribe maintains this walled and fortified camp. Word of the heroes' trespass has gotten back to the rest of the tribe, and they are looking for blood.

THE WALLS

The mining camp is surrounded on three sides with a wooden palisade. The fourth side is open to the void on the edge of the island. Six towers act as both lookout posts and attack positions—one at each corner

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plus two at either side of the large gate in the wall opposite the edge. The towers are each manned by 2 orcs armed with crossbows in addition to their normal weapons. The towers provide Medium Cover.

‡ **Cracked Shield Warriors** (12). See *Sundered Skies* page 159.

THE COMPOUND

The compound contains only three structures. Ten dire wolves roam the compound.

‡ **Dire Wolves** (10). See page 159.

GOBLIN HUT

A large, wooden shed building is home to 40 goblin slaves. At anytime 20 are working the mine while 20 rest here. As luck would have it four of the goblins who

accompanied the heroes to the Ice Sea are sleeping in the shed and may help the heroes convince the others to aid them, especially if their freedom is promised.

MINE HEAD

Little more than a crude roof over a wooden winch, four goblins are stationed here at all times to man the winch and pull up or lower the wooden platform. In addition to this crude elevator, there is a wooden ladder running down the side of the vertical shaft. Details of the mine itself are not included here; sensible heroes will not venture into the mine.

A large brass bell hangs from a post next to the winch. If this is rung reinforcements will arrive within two minutes in the form of 10 more warriors. Five minutes later, another ten warriors led by an orc berserker emerge from the mine

Cutting the elevator ropes and smashing the ladder will prevent any reinforcements arriving for fifteen minutes, as another path to the surface must be found.

‡ **Cracked Shield Warriors** (20). See *Sundered Skies* page 159.

‡ **Berserker Orc**. Use Azghar's stats on page 19.

THE WHARVES

Jutting out from the island are two wharves. Two orc skiffs are tethered to one, while an orc frigate is moored at the second. As is the norm for orcish vessels, they have no sails, and must be rowed.

AFTERMATH

And so ends the expedition to the Ice Tower, probably not the most profitable of the heroes scavenging trips, but they got to travel to places very few people ever have and experienced things they may wish they hadn't. If nothing else, they have probably gained a ship, which can be sold. The profits from the sale



THE ICE TOWER

must be divided into three shares, one for Skiller, one for Hawke and the final share for the heroes,

Despite the seeming failure of the trip, Hawke is true to his word and their ship is repaired and refitted, free of charge.

NEW MONSTERS & IMPORTANT NPC'S



AZGHAR

Tarhog's right-hand orc and a sadist, He viciously beats the goblin slaves for the slightest misdemeanor.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d8, Fighting d10, Guts d8, Intimidation d10, Notice d8, Stealth d8, Taunt d8, Throwing d8

Charisma: -6

Pace: 6; **Parry:** 6 ; **Toughness:** 9(2)

Hindrances: Bloodthirsty, Greedy, Outsider

Edges: Improved Nerves of Steel

Gear: Chain Hauberk (+2), Knife (Str+d4), Great Axe (Str +d10, AP 1, Parry -1, requires 2 hands).



BATTLE GOLEM

The Battlelord constructed this golem to test his followers periodically. Even though their efforts were bent towards constructing his palace, he couldn't let their martial skills slip.

The Golem was left here by the god and now roams the tower.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+6, Vigor d12

Skills: Fighting d8, Notice d6

Pace: 8; **Parry:** 8; **Toughness:** 15 (3)

Improved Sweep

Special Abilities:

- * **Arcane Resistance:** +2 Toughness against magical attacks.

- * **Armor +3:** Plate mail.

- * **Giant Sword:** Str+d10, AP 1

- * **Improved Sweep:** The golem can attack all adjacent foes.

- * **Large Shield:** +2 to Parry. +2 to Toughness against ranged attacks

- * **Size +4:** Toughness +4

- * **Construct:** +2 to recover from Shaken. No extra damage from Called Shots. Immune to disease and poison. No Wound Penalties. Fearless.

COLD SPIRITS

These terrible shades are ghosts of the frozen dead, who now seek to drain warmth from the living.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidate d12+2, Notice d12, Stealth d12+4

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities:

- * **Ethereal:** Cold Spirits are immaterial.

- * **Fear-1:** Cold Spirits have terrible frost ravaged features.

- * **Fleet-Footed:** Cold spirits roll a d10 as their running die.

- * **Paralysis:** Those Shaken or wounded by a cold spirit must make a Vigor role or be paralyzed for 2d6 rounds.

- * **Drain Warmth:** Each round a Cold Spirit may drain the warmth from a paralyzed victim, with opposed Vigor rolls. If the victim fails he takes 1 Level of Fatigue.

- * **Immunity:** Cold Spirits are immune to all save ice weapons and spells.

DOCK WORKERS

Burly humans with tattoos and scars, they talk tough and play rough.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Intimidation d6, Notice d6, Throwing d6

Hindrances: Mean

Edges: Brawny

Charisma: -3

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: Fists (Str), crude clubs (Str+d4)

DIRE WOLVES

Dire wolves are very large and feral wolves, often used by orcs as attack dogs.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

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Skills: Guts d8, Fighting d8, Intimidation d8, Notice d6

Pace: 10; **Parry:** 6; **Toughness:** 6

Special Abilities:

- * **Bite:** Str+d6.
- * **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- * **Fleet-Footed:** Dire wolves roll d10s.



ELDEER

Eldeer is an Elven Bard—not a song-priest—good looking and easy to get on with. He is a friend to all and absolutely useless in combat. Or so it seems. In truth he is a member of The Vigilant; a cult of vengeance who refuse to forgive the orcs for their past. Eldeer heard rumors of Skiller's quest and signed on hoping to sow discord amongst the orcs of the Ice Isles.

Note: Eldeer is a Wild Card, however his statistics in the players' section do not show this. If he is wounded whilst under the players' control the referee should ensure that he is never actually killed.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d10, Guts d8, Intimidation d8, Knowledge d8, Notice d8, Persuasion d8, Shooting d10, Stealth d8, Streetwise d8, Taunt d6

Charisma: +2;

Pace: 6; **Parry:** 9; **Toughness:** 7(2)

Hindrances: All Thumbs, Vengeful

Edges: Acrobat, Alertness, Attractive, Quick,

Gear: Elven Leather (+2), Rapier (Str+d4, +1 Parry), Dagger (Str+d4), Elven potions (Reflexes, and Vigor).



GALKEN, UNDEAD REVENANT

This revenant is hell bent on throwing its notes into the void.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities:

- * **Claws:** Str+d4.
- * **Tougher than Hell:** Every time this creature is put down, roll a d6, on an even

number, the revenant revives one round later with 3 Wounds

- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Fearless. Called shots do no extra damage. No Wound Penalties.
- * **Weakness (Head):** Shots to the head do +2 damage.

ICE WORMS

These 3'-long, white worms are the ravenous offspring of the Ice Wurm. Their tooth-filled maws are venomous, for extra horror.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6

Pace: 0; **Parry:** 5; **Toughness:** 5 (2)

Special Abilities:

- * **Armour+2:** Thick hide.
- * **Bite:** Str+d4
- * **Burrowing (4"):** The worm can disappear and reappear on the following action anywhere within 4". Roll the worm's Stealth opposed by the target's Notice. If the worm is successful it attacks with a +2 bonus to attack and damage.
- * **Immunity:** Cold
- * **Size -2:** These slender worms are only 3' long.
- * **Small:** Due to their small size, anyone targeting a worm suffers a -2 to their attack rolls.
- * **Poison:** If a victim is wounded or Shaken by a worms bite he must make a Vigor(-2) roll or take a level of Fatigue.
- * **Weakness (Fire):** Fire based attacks do +2 damage.



ICE WYRM

This massive, leprous white, segmented worm is 40' long and 15' across. Its enormous mouth is lined with teeth, which work to drag prey into its gullet.

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d12+10, Vigor d12

Skills: Fighting d6, Guts d8, Notice d10, Stealth d10

Pace: 0; **Parry:** 5; **Toughness:** 20(4)

Special Abilities:

- * **Armour +4:** Scaly hide.
- * **Bite:** Str+d8.
- * **Burrow (20"):** The wurm can disappear

THE ICE TOWER

and reappear on the following action anywhere within 20”.

- * **Hardy:** The wyrm does not suffer a wound when Shaken twice.
- * **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking
- * **Size +8:** The wyrm is over 40’ long and 10’ in diameter.
- * **Slam:** The wyrm can rise up and crush its prey beneath its massive body. Use the Cone Template. The wyrm rolls its Fighting and adds half its Size to the roll, the victims oppose this with their Agility. Unsuccessful victims suffer 4d6 damage.
- * **Weakness (Fire):** Fire based attacks do +4 damage.

KARAG & VOLROG, ORC ADVENTURERS

Karag and Volrog are twin brothers of the Ice Claw clan. Like Skiller, they are obsessed with revenge against the Cracked Shield clan.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d10, Vigor d8

Skills: Boating d6, Fighting d8, Guts d8, Intimidation d8, Notice d6, Persuasion d8, Stealth d4, Streetwise d8, Taunt d6

Charisma: -2

Pace: 6; **Parry:** 7; **Toughness:** 9(2)

Hindrances: Outsider, Vengeful

Edges: Berserk, Combat Reflexes

Special Abilities:

- * **Vengeance Obsessed:** If either of the brothers see an orc sporting the tribal markings of the Cracked Shield Clan, they must succeed a Spirit (-2) roll or fly into a berserk rage.
- * **Gear:** Coin Vest (+2), small shield (+1 Parry), battle axe Str+d8

LEAN, CAT WILDLING SAILOR

Lean unsuccessfully stowed away some years ago. Skiller discovered him and offered him a place onboard the *Mirabelle*. The crew look upon the wildling as their lucky mascot.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Notice d8, Shooting d8, Stealth d12, Streetwise d6, Taunt d8, Throw d8

Charisma: +2

Pace: 8; **Parry:** 5; **Toughness:** 4

Hindrances: Curious

Edges: Acrobat, Charismatic, Fleet-Footed, Luck

Gear: Dagger Str+d4

SAILORS, HUMAN

The crew has been with Skiller for months. They know that Skiller lost his family on a trading mission to the Ice Isles but don’t know the details.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d6, Guts d6, Notice d4, Repair d4, Shooting d6

Charisma: +0

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Short Sword (Str+d6), Furs

SKILLER

Skiller is an experienced scavenger, and captain of the *Mirabelle*. Seemingly very amiable and easy going, but this is a façade hiding a cold, seething hatred beneath.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d10, Climbing d6, Fighting d8, Guts d8, Notice d6, Shooting d8,

Charisma: +0

Pace: 6; **Parry:** 6; **Toughness:** 7(2)

Hindrances: Vow (Will destroy the Cracked Shield tribe), Overconfident, Stubborn

Edges: Ambidextrous, Command, First Strike, Florentine, Two Fisted

Gear: Coin Vest (+2), Short Sword Str+d6, Dagger Str+d4

SKITTERLINGS

Skitterlings are demon-possessed wildlings. Three foot tall deformed caricatures of the wildlings they once were, covered in scales and spikes. Once possessed the wildling cannot be saved. Skitterlings are stealthy, ravenous, and remorseless killers.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Climb d8, Fighting d6, Guts d6, Notice d6, Taunt d8, Stealth d10, Throwing d8

Pace: 5”; **Parry:** 5; **Toughness:** 4

Special Abilities:

- * **Bite:** Str+d4

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- * **Fear:** make a Guts check or roll on the Fright table.
- * **Immunity (Magic):** No magic, whether divine or arcane, affects them.
- * **Small(-1):** These twisted creatures are only three feet tall.

TARHOG, ORC MERCENARY

Tarhog is a mercenary, who will do anything for money. This is an easy job: meet Skiller's party, portage *Rosie* across the ice fields, and get paid.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d12, Guts d10, Intimidation d10, Notice d8, Shooting d8, Stealth d8, Taunt d10, Throwing d8

Charisma: -2;

Pace: 6; **Parry:** 8; **Toughness:** 9(2)

Hindrances: Outsider

Edges: Berserk, Nerves of Steel.

Gear: Chain Hauberk (+2), Knife (Str+d4), Axe (Str+d6)

VOID BATS

These skyler are nearly as large as a full-grown human. They prey upon other skyler usually, but are not above attacking an islander if hungry enough.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d8, Stealth d10

Pace: 2"; **Parry:** 5; **Toughness:** 5

Special Abilities:

- * **Bite:** Str+d4
- * **Flight:** Void bats fly at a Pace of 12".
- * **Voidsense:** Void bats are eyeless, however they can sense things in the void. The effective range of this ability is miles, but it becomes very focused up to a distance of 10 " around them. It is impossible to surprise a Void Bat.

PLAYERS' HANDOUTS

GALKEN'S JOURNAL FRAGMENTS

... docked with the Draining Sea near an outcrop of ice shaped like one of the leaping panthers of Heartland.

...too close to the Palace, maybe we disturbed him, whatever the reason the water became rough and dangerous...

...time to record some of our thoughts on this strange habitat...

...home to more creatures than one would expect given its frozen and barren state. Examples of Bears, Wolves and many types of skyler. The water teems with life. The fish of legend, or rage given life? The orcs who live and mine the Draining Sea...

...creatures bought to the island by...

...The flying life arrived via skyler...

... eggs and the water based life likewise. More exotic creatures dwell on the Draining Sea as well; Ice...

...been infected by the Battlelord's rage, roam f...

...burrow through the tundra hunting the grubs of the ice crickets while legends tell o...

...chain is reliant upon the ice crickets, an insect found on the relatively warm edge of the Ice Sea. It has a wingspan of a foot and is...

...grubs within hibernate for many years before emerging. During this time the ice slowly moves outwards...

...9" long...

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...fish eat the grubs and smaller fish.
skylers eat grubs, crickets and the...
Bears and wolves eat the fish(?), crickets,
crickets, and if necessary...

Dakan and Korsoth seemed strangely
distant as we ventured within...too
late, his blade sliced into Vincel... no
choice but to flee...

...our haste forgot... spirits... Lieth...
fear he is dead

...not thought Vincel's injury was that
serious but he sickened and died as
we left the tower. We discussed...so
wanted to learn more of the Ice Sea, it
is fitting he should rest here.

...cannot find Vincel's half of the key
to the tower, I am sure that I took it
from his body. Maybe, after all it is for
the best. What we discovered there
should n...

...fled the Ice Sea as though the
hounds of the Battlelord themselves
were on our tail, which some might
say they were, for the Cracked Shield
had been watching over our launch
site and soon gave chase...

..nightmare chase though the snow
and ice, many times I feared for our
lives of my surviving companions
and myself. Flitter, despite being the
smallest and least resilient of us all,
launched himself aloft on his sky sail
each day to try and spy out both our
destination and those who pursued us.
Without his valiant efforts we would
have had not been able to rest and all
would have perished...

...seemed like an eternity of running,
snatching what sleep we could, and
then more running. My feet and hands
became horribly frostbitten. Finally,
we neared the coast. Brave Flitter took
to his skysail again and flew out to hail
the Spirit. By the time we reached the
edge an island hopper awaited us...

VINCEL'S NOTES:

...left hopper behind... remember
land mark...

... at long last... found the Ice Tower...
ventured within...

... some sort of watch post. Ghosts,
cold, freezing cold... no effect...
magic... less... Ragnar struck one
with a chunk of i... seemed to harm...
faded...

...astounding discovery for all. Who
would have believed that he could
suffer from such an... The whole idea
is terrifying...

...akin to cabin fever...

...carvings in the tower tell the story,
the anguish and pain...has suffered

orc mercenaries...turned on us...one
of the bas...cut me bad... fled island
leaving Orcs behind...

SKILLER'S MAP



SUNDERED SKIES

NON PLAYER CHARACTER STATISTICS — PLAYERS

Hand this page to your players, it contains the stats of all the NPC allies. Get the players to run them, the Games Master has more than enough to do already.

Mirabelle, Frigate named for Skiller's late wife
Acc/Top Speed: 2/10; **Handling:** 0; **Toughness:** 15 (2); **Crew:** 12+24

Guns: 4 Ballistae (30 shot), 2 Cannons (16 cannon balls and shot) and 2 Catapults (16 large boulders)

Notes: Heavy amour

Rosie, Cloudskiff named for Skiller's late daughter

Acc/Top Speed: 4/10; **Handling:** +2; **Toughness:** 13(2); **Crew:** 1+7; **Guns:** none.

Notes: Heavy Armor

ELDEER

Eldeer is a clumsy, young, elven bard. He is somewhat naïve in the ways of the Skies but is keen to help and entertain when he can.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge d8, Notice d8, Persuasion d8, Streetwise d6, Taunt d4

Charisma: +2;

Pace: 6; **Parry:** 4; **Toughness:** 7(2)

Edges: Alertness, Attractive

Gear: Elven Leather (+2), Dagger (Str+d4),

KARAG AND VOLROG

Twin orc brothers who are fiercely loyal to Skiller after years of 'adventuring.'

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d10, Vigor d8

Skills: Boating d6, Fighting d8, Guts d8, Intimidation d8, Notice d6, Persuasion d8, Stealth d4, Streetwise d8, Taunt d6

Charisma: -2

Pace: 6; **Parry:** 7; **Toughness:** 9(2)

Hindrances: Outsider, Vengeful

Edges: Berserk, Combat Reflexes

Special Abilities:

Gear: Coin Vest (+2), small shield (+1 Parry), battle axe Str+d8

LEAN, CAT WILDLING SAILOR

Lean Unsuccessfully stowed away some years ago. Skiller discovered him and offered him a place onboard the *Mirabelle*. The crew looks upon the wildling as their lucky mascot.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Notice d8, Shooting d8, Stealth d12, Streetwise d6, Taunt d8, Throw d8

Charisma: +2

Pace: 8; **Parry:** 5; **Toughness:** 4

Hindrances: Curious

Edges: Acrobat, Charismatic, Fleet-Footed, Luck

Gear: Dagger Str+d4

HUMAN SAILORS (10)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d6, Guts d6, Notice d4, Repair d4, Shooting d6

Charisma: +0

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Short Sword (Str+d6), Furs



SKILLER

Skinner is an experienced scavenger, and captain of the *Mirabelle*.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d10, Climbing d6, Fighting d8, Guts d8, Notice d6, Shooting d8,

Charisma: +0

Pace: 6; **Parry:** 6; **Toughness:** 7(2)

Hindrances: Overconfident, Stubborn

Edges: Ambidextrous, Command, First Strike, Florentine, Two Fisted

Gear: Coin Vest (+2), Short Sword Str+d6, Dagger Str+d4

A MYSTERIOUS TOWER OF ICE WAITING TO BE EXPLORED!

Across the hostile waters of The Draining Sea lies a frozen island on which stands the Tower of Ice. Inside this tower people speak of fabulous relics and riches beyond any heroes wildest dreams. An unlikely ally Skiller, has a map and a plan to explore this tower.

He believes that this map shows the Ice Tower. The surrounding water of the island is ice, but the islands are composed of harder, glacial ice, like the tower. Skiller is looking for a few hardy souls to accompany him to the Ice Tower. Are you with him?

Do your heroes take a chance on glory and riches or does danger await the unwary?

Triple Ace Games is proud to present *The Ice Tower*. This module is the first official adventure for the highly acclaimed *Sundered Skies*.



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