



INTO THE FROZEN WASTE

A Short Adventure for Four 7th-Level Player Characters

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Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.



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Into the Frozen Waste is a short D&D adventure for four 7th-level characters. Including a barbarian, ranger, druid, or other character familiar with outdoor settings in the party would be helpful, but it isn't necessary. This adventure can be incorporated into any style of campaign, but it takes place in subarctic terrain—in the frigid water and on icy plains, as well as in snowfields and treacherous crevasses.

Preparation

You (the DM) need the core books, including the *Player's Handbook*, *DUNGEON MASTER's Guide*, and the *Monster Manual*. This adventure also uses monsters from *Oriental Adventures* and *Monster Manual II*, though all statistics for such creatures have been provided for your convenience. Familiarize yourself with the immoth from *Monster Manual II*, along with the rules for cold weather and water-based combat from the *DUNGEON MASTER's Guide*, before beginning play.

To get started, print out this module, including the map. *Into the Frozen Waste* uses a modified version of "The Water Level" map and "The Farthest Reach" map from the Map-a-Week feature on the D&D® website. The original for "The Water Level" map can be found at: http://www.wizards.com/dnd/images/mapofweek/Water_Level_lo.jpg

The original map for "The Farthest Reach" can be found at: http://www.wizards.com/dnd/images/mapofweek/map_loverview72dpi.jpg

Adventure Background

Agarathar is a druid noted for his explorations of the frozen tundra and fjords common to the northern climes. For many years, he helped to map out little-known pathways in this inhospitable land, which offers a bounty of wealth in natural resources.

Five years ago, Agarathar set forth on another mission, following a tip he had received from some of the nomads who wandered the tundra. He charted his way along the icy shorelines, seeking out a wizened sorcerer who was said to live in a frozen fortress. Sensing that the weather would hold out, he set off in his small keelboat.

After a grueling month of travel, Agarathar managed to locate the sorcerer's home, which was actually fashioned out of a gigantic iceberg situated in the middle of an arctic lake. The weather turned foul, forcing Agarathar to take refuge inside the iceberg-fortress

Scaling the Adventure

Into the Frozen Wastes is designed for four 7th-level PCs, but it can be modified for parties of different sizes or levels. The character levels of the main antagonists can be raised or lowered, and subordinate creatures can be added or removed. Consider adapting the adventure as follows:

Four 5th- and 6th-level PCs: Run the adventure as written, but with the following changes:

- In Encounter 1, take away two of the dire wolves.
- In Encounter 2, take away one triton and one water elemental.
- In Encounter 5, take away two of the steam mephits.
- In the ice-fortress, replace the frost salamander in area 2 with two polar bears. In area 7, remove one of the ice mephits. Replace the *glyph of warding* in area 12 with a pit trap. In area 9, remove two yeti.

Four 8th- and 9th-level PCs: Run the adventure as written, but with the following changes:

- In Encounter 1, replace the dire wolves with two winter wolves.
- In Encounter 2, increase the number of tritons to five, and use an equal number of water elementals.
- In Encounter 5, increase the number of steam mephits to seven.
- In the ice-fortress, add two polar bears in area 9. In area 7, add two more ice mephits. Give Zilrus one actual level of sorcerer and an *amulet of natural armor +2*.

Four 10th- and 11th-level PCs: Run the adventure as written, but with the following changes:

- In Encounter 1, replace the dire wolves with five winter wolves.
- In Encounter 2, increase the number of tritons to five, and use an equal number of water elementals. Make one of the tritons a 2nd-level cleric.
- In Encounter 5, increase the number of steam mephits to seven.
- In the ice-fortress, add two polar bears and an additional yeti in area 9. Give Zilrus three actual levels of sorcerer, an *amulet of natural armor +2*, and a *ring of protection +3*.

without scouting it out ahead of time.

In this icy fortress, he found the fabled sorcerer, who was delighted to have some company in his cold and isolated realm. The sorcerer, who called himself Zilrus, welcomed his visitor and invited him to stay for as long as he wished. In fact, the “sorcerer” was really a strange and enigmatic being called an immoth, who used magic to mask his true nature from visitors.

In his guise as an elderly human sorcerer, Zilrus hosted the druid for several weeks, picking his brain for all manner of lore, gossip, and history. In exchange for this information, Zilrus provided Agarathar with some maps of the local area that he had drafted, as well as some minor magic items. Zilrus invited Agarathar to return as often as he liked, suggesting that any trade goods, minor magic items, and other people he chose to bring along for company would be most welcome as well.

The relationship continued on good terms for a few years, until Agarathar was asked by his order to explore another region of the ice floes far from the immoth’s lair. On his

half-elf named Cilarelis, because he wanted her to meet the mysterious being about whom he had talked so much.

Much to Agarathar’s surprise, his news that he would not be able to visit Zilrus for a long time was met with extreme displeasure. The angry sorcerer captured Cilarelis and imprisoned her deep within the iceberg-fortress. He then revealed his true nature to the druid and presented his terms: He would return Cilarelis when Agarathar returned with a band of people, certain magic items, and an odd collection of rather mundane items. Zilrus also warned the druid not to inform his companions about the true purpose of the trip, and he made it clear that any deceit or attempts to attack him would mean the death of Cilarelis.


Realizing that he could do little to rescue his love himself, Agarathar returned to the small port town of Bethra that had been serving as his base of operations. When the adventure begins, he has already begun sending out word that he seeks adventurers to accompany him on a journey, and he has made deals with a number of merchants and sages to acquire all the books, scrolls, and other items that Zilrus has demanded. Agarathar is desperate to get his wife back, so he has every intention of fulfilling Zilrus’s demands to the letter. Secretly, however, he hopes that the adventurers he hires will assist him in killing the greedy and duplicitous “sorcerer,” thus granting him the revenge that he craves.

Adventure Hooks

The PCs may encounter Agarathar either while traveling the ice floes or upon entering Bethra. If this setup does not suit the needs of your campaign, the characters can become involved in any of several other ways:

- Agarathar has sent out several messages to various traders, requesting a large quantity of goods. The PCs could be part of a caravan already heading up to Bethra when they hear about Agarathar’s offer.
- The PCs could hear about the “strange sorcerer” of the ice floes from the various nomads in the area. The natives claim that this individual is capable of providing whatever information or magical aid the characters might need. For instance, if the PCs let it be known that they need some precious information or a *remove curse* spell, the nomads advise them that the “sorcerer” can provide it.
- One of the characters belongs to the same order (which could be an explorers guild, druid society, or any other group that’s appropriate) as Agarathar does.

final trip to the ice fortress before beginning his new assignment, Agarathar took along his new wife, a lovely



The order receives word that the druid is looking for help, and the character is asked to give whatever assistance he or she can.

Beginning the Adventure

Into the Frozen Wastes consists of five timed encounters and a fortress exploration. The first encounter covers the characters' initial meeting with Agarathar. The second involves an attempt to destroy the party's boat which, if successful, forces the group to make its way to the immoth's fortress overland. The next two encounters take place when certain trigger events occur. The fifth encounter occurs when the PCs find the ice-fortress of the immoth, Zilrus.

Because there are only a few encounters in this adventure, the Encounter Levels are slightly higher than normal. You might wish to add extra encounters by using the Building Wilderness Encounter Tables on page 133 of the *DUNGEON MASTER's Guide*.

Encounter 1: The Attack and the Meeting (EL 7)

The characters arrive in Bethra, a small but prosperous town that is one of the last stops on the way to the true wilderness. Read the following aloud.

You have been traveling through the stark hills for several days. The trip has been uneventful, although at times you heard growling and thought you saw vague figures lurking among the jagged and snowy rocks around you. Just at dusk, you catch sight of civilization in the distance.

Bethra is a rugged but bustling town nestled between a small mountain and the gray-looking sea. Behind each house is a little corral of cattle, sheep, and exotic-looking pack animals. The townsfolk are sauntering about doing their evening chores, seemingly oblivious to the winter chill in the air. The town seems to have a sizable fleet of fishing boats, most of which are now moored for the evening.

Your arrival draws a small amount of attention, but it's obvious that adventurers are not an uncommon sight to these people. As you enter the town proper, you notice several posters plastered on the sides of buildings. They all say the following:

STALWART COMPANIONS NEEDED!

Individuals of exceptional skill needed to assist in the transportation of goods.

Experience in the frozen wastes crucial!

Extremely Generous Pay!

Inquire at the Orca Pub."

A few moments later, you hear panicked screams coming from the area where you entered. You catch a glimpse of shaggy figures sprinting through the darkness, snapping at anyone nearby.

Creatures: The characters have been followed by a pack of dire wolves.

☛ **Dire Wolves (4):** hp 42, 45, 48, 52; *Monster Manual*, p. 57.

Tactics: The dire wolves are desperately hungry due to the lack of game at this time of year. They have become bold enough to come into town, and a small pack of them is now attacking some of the townsfolk, who put up only a feeble defense. The wolves attack the weakest-looking people first, but they quickly turn their attention to anyone who attacks them. They are too hungry to give up the fight, so they continue attacking until slain.

If things begin to go badly for the PCs, the townsfolk quickly muster a small contingent to help kill off the marauding dire wolves. If the PCs do not go to the aid of the victims, each wolf kills one person and drags off the corpse to eat.

Development: When the last of the dire wolves has been killed, the townsfolk offer any PCs who helped their profound thanks.

Agarathar, having heard the commotion, came out of the pub during the fracas to see what was going on. He was just as startled at the appearance of the dire wolves as everyone else was. Once he saw the adventurers taking care of the beasts, he decided to sit back and watch how well they handled the situation. Read the following aloud if the party finishes off the wolves, with or without aid.

A tall, weatherbeaten man emerges from the cheering and thankful crowd. He is dressed in simple and rugged clothing. Long, white hair frames his tanned face, which is wreathed with a beaming smile.

"Well done! Well done!" he says. "I must say, that was the most impressive display that I have ever seen. Caravans coming to town have been plagued by those foul beasts for most of the season." The man pushes the carcass of one of the dire wolves with his foot, revealing how thin it was. "Food is scarce up here at this time of year, as

you might imagine. But this is the first time they've dared to come into Bethra.

"My name is Agarathar. You may have noticed some of the posters I've placed around town. You definitely fit the bill for the kind of companions I'm seeking. Tell me, could I interest you in a job?"

Regardless of the characters' response, Agarathar asks them to join him at the Orca Pub and offers to pay for their lodging, meals, and drinks. If they agree, he makes them comfortable at the pub and then starts into his pitch to convince them to work for him.

Agarathar states that he's looking for hearty folk to accompany him along the fjords. His mission is to deliver some desperately needed supplies to an old man who lives alone in the tundra. Agarathar is very frank when it comes to the difficulty of the journey, explaining that the group will be far from any town or help. He offers 500 gp per character, plus an additional 1,000 gp per character upon the group's return to Bethra.

If asked why he's being so generous, Agarathar explains that he is making a lot of money from this trip and is willing to pay whatever it takes to get his cargo to its destination safely. He is evasive in describing his client, however, stating only that he is a "wise but elderly sorcerer" whom he has known for many years. If the characters are still reticent, Agarathar adds that the sorcerer is willing to contribute additional money and "items of power" for anyone willing to help deliver the supplies.

If the characters agree to assist him, Agarathar is overjoyed—in fact, his enthusiasm might put some people off. A successful Sense Motive check (DC 15) reveals that Agarathar seems a bit too forceful in his sincerity, but characters may ascribe that fact to his obvious desire to ensure that he gets to his destination with all of his cargo intact. He wants to leave as soon as possible but is willing to wait until the characters are fully healed from any wounds they might have sustained during the fight with the dire wolves.

➤ **Agarathar:** Male human Drd 4; CR 4; Medium-size humanoid; HD 4d8+8; hp 26; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Atk +5 melee (1d8+1/x3, masterwork longspear), or +4 melee (1d4+1/19–20, dagger), or +4 ranged (1d6, sling or 1d4+1/19–20, dagger); SQ animal companion (Sasha), nature sense, resist nature's lure, trackless step, woodland stride; AL N; SV Fort +6, Ref +2, Will +10; Str 12, Dex 13, Con 14, Int 12, Wis 18, Cha 16. Height 6 ft. 2 in.

Skills and Feats: Animal Empathy +7, Concentration +5, Diplomacy +7, Handle Animal +6, Intuit Direction +11, Knowledge (nature) +6, Profession (sailor) +9, Spellcraft +4, Swim +5, Wilderness Lore +8; Iron Will, Scribe Scroll, Track.

Animal Companion: Agarathar has an advanced eagle named Sasha for an animal companion.

Nature Sense: Agarathar can identify plants and animals (their species and special traits) with perfect accuracy. He can determine whether water is safe to drink or dangerous.

Resist Nature's Lure: Agarathar gains a +4 bonus on saving throws against the spell-like abilities of fey (such as dryads, nymphs, and sprites).

Trackless Step: Agarathar leaves no trail in natural surroundings and cannot be tracked.

Woodland Stride: Agarathar may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Druid Spells Prepared (5/4/3; save DC 14 + spell level): 0—*detect magic, detect poison, know direction, light, resistance*; 1st—*animal friendship, cure light wounds, magic fang, pass without trace*; 2nd—*flaming sphere, produce flame, resist elements*.

Possessions: Masterwork leather armor, large wooden shield, masterwork longspear, dagger, sling, twenty sling bullets, three scrolls of *cure light wounds*, scroll of *calm animals*, *ring of warmth*, *potion of blur*, *potion of swimming*, *potion of cure light wounds*, *Quaal's feather tokens* (anchor, fan), snowshoes, ice crampons, winter clothing, keelboat.

Agarathar is a weathered but attractive man in his mid-forties. He wears well-worn but comfortable clothing that seems lighter than the weather and temperature would require. He is in remarkably good shape for a man his age, and he loves being out in the hinterland. Agarathar is as much at home piloting his boat as he is wandering the frozen ground of the tundra.

➤ **Sasha:** Male advanced eagle; CR —; Medium-size animal; HD 3d8+6; hp 19; Init +1; Spd 10 ft., fly 80 ft. (average); AC 12, touch 11, flat-footed 11; Atk +4 melee (1d4+2, 2 claws) and –1 melee (1d6+1, bite); SQ low-light vision; AL N; SV Fort +5, Ref +4, Will +3; Str 14, Dex 13, Con 14, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +8, Spot +8 (or +16 during daylight).

Low-Light Vision: Sasha can see twice as far as a human in starlight, moonlight, torchlight, and similar low-light conditions.

👑 Bethra (Small Town): Conventional; N; 800 gp limit; Assets 4,000 gp; Population 1,000 (96% human, 2% halfling, 1% elf, 1% other races).

Notes: Bethra is a frontier town, so it lacks many amenities. It has numerous taverns for such a small town, and there are no churches at all—most of Bethra's infrastructure is geared toward fishing and trapping, along with upkeep and entertainment for the citizens. The town boasts a working shipyard, storage facilities, a drydock, a municipal building, two blacksmiths, and a general supply store.

Encounter 2: The Voyage (EL 8)

Upon boarding Agarathar's small boat, the characters discover that they must cram themselves and their gear in alongside the various crates and chests that line the hull. The druid has also brought aboard three pack mules, which have been specially trained not to panic on a boat, even should it encounter choppy water.

The party sets out at dawn. Agarathar does the vast majority of the sailing, but he appreciates any help that the characters might wish to provide, such as taking the helm for a short time and maintaining the ship (no skill checks required).

If his cargo is endangered, Agarathar becomes extremely agitated and surly, yelling at anyone nearby and showing a much darker side of himself. Once the danger has abated, he apologizes profusely for his behavior but falls into a sullen funk for several hours afterward.

For the first few days, the journey goes smoothly. The seas are relatively calm, and a steady wind pushes the boat along the coast. Agarathar sticks close to the shore, since the occasional mist and fog rolling in from the sea make it easy to stray off course. The coastline is beautiful, in a stark and rugged way, and the druid chatters endlessly about various birds, rock formations, and other details of the landscape.

In the evening of the second day, the weather starts to turn blustery and cold. Whitecaps begin to form, making it more difficult to steer the boat. After several

hours, Agarathar asks one of the PCs to take the helm so he can rest a bit, claiming that he's completely exhausted.

If a PC agrees to steer the boat, Agarathar falls asleep immediately. Keeping the boat on course is quite difficult, requiring a Profession (sailor) check (DC 25) every 10 minutes. Failure indicates that the boat is drifting closer to the rocky shoreline.

While the wind and current contribute to the steering problem, there is more to the situation than meets the eye. A band of tritons has been following the boat since the storm began. These extremely territorial creatures are furious that a boat has dared to sail so close to their home. One of them has quietly slipped a rope over the prow of the keelboat and has been using a summoned Small water elemental to tow the vessel toward the shore, hoping to dash it on the rocks. The tritons have also summoned three other Small water elementals to travel with them in case of trouble.

Every character who is awake can attempt a Spot check (DC 15). Anyone who succeeds notices the rope leading off into the dark and frigid water.

If the characters raise an alarm or cut the rope (hardness 0, hp 2), the tritons attack.

Creatures: The boat is under attack by four tritons and four Small water elementals.

👉 **Tritons (4):** hp 16, 18, 19, 20; *Monster Manual*, p. 178.

👉 **Small Water Elemental (4):** hp 11, 13, 13, 16; *Monster Manual*, p. 84.

Tactics: Two of the tritons, staying far enough away from the boat that the crashing water and darkness keep them hidden from view, pelt the characters with crossbow bolts. The three water elementals not towing the boat leap aboard and attack the characters.

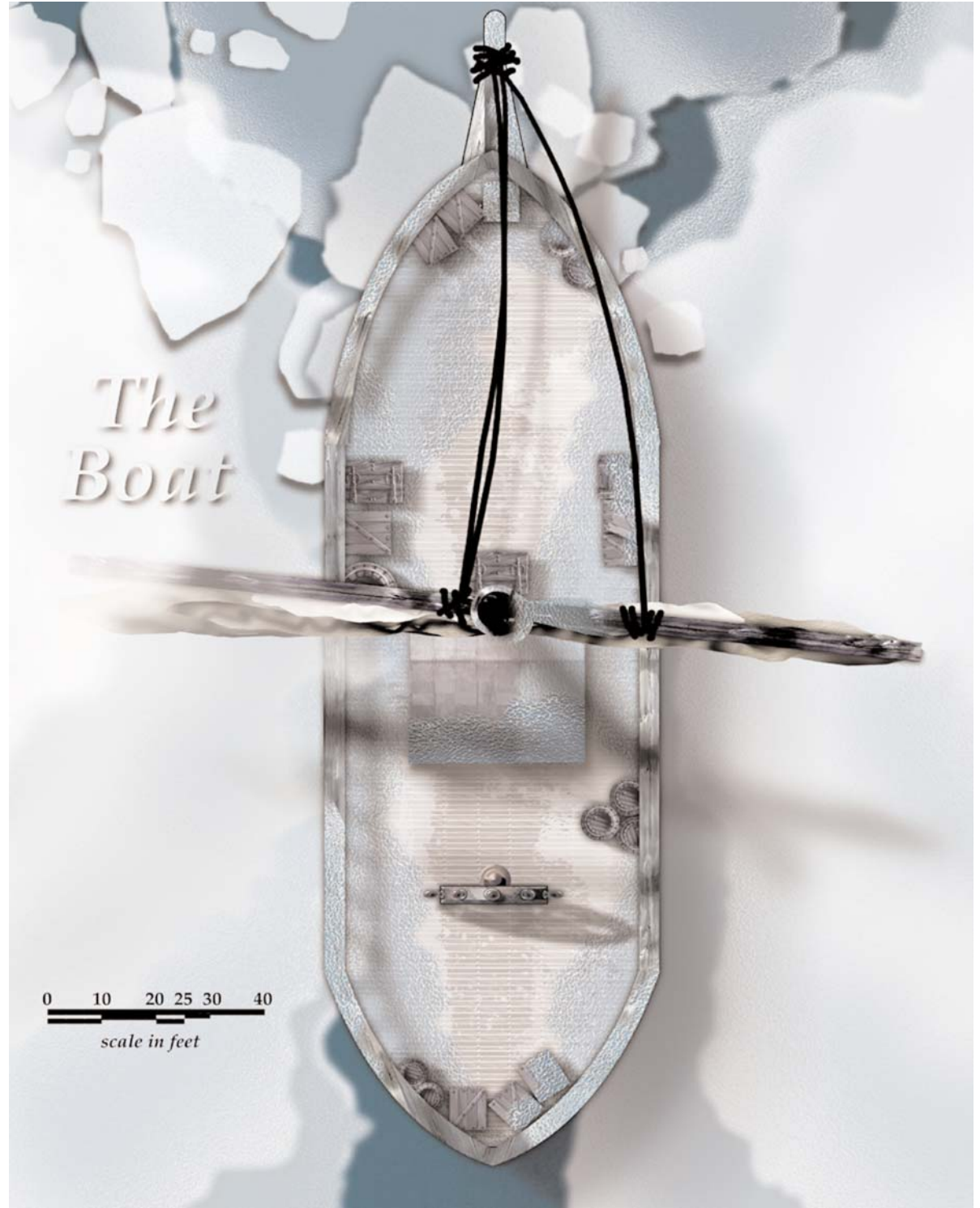
The other two tritons make their way beneath the boat and begin to attack the bottom with their tridents, attempting to deal enough damage to the hull to sink the boat. If the keelboat takes at least half its hit points in hull damage, the tritons retreat, leaving the water elementals to continue attacking the characters.

What's Inside the Boxes?

Anyone who sneaks a peek inside the boxes might be surprised to discover that they contain only books, papers on scholarly subjects, and various household items, such as glasses, tankards, plates, and utensils. All told, the value of the items is approximately 150 gp. If Agarathar catches anyone stealing a glance inside the boxes, he becomes very irate but does not reply to questions.

The Boat

0 10 20 25 30 40
scale in feet



Because of the frothing sea and high winds, any character standing in a blue square on the boat (see map) who takes 5 or more points of damage in a single attack must make a successful Balance check (DC 10) or be knocked overboard. The water is only 30 feet deep, but a character who falls into it must make a Fortitude save against the cold (see sidebar) and a Constitution check to avoid drowning (see The Drowning Rule, Chapter 3: Running the Game in the *DUNGEON MASTER's Guide*).

The Cilarelis (Keelboat): Gargantuan; Spd 5 ft./x10/x5 (clumsy); Hull wood 6 in. thick; hardness 5; hp 60; AC 1; break DC 30; Crew 4–6; Cargo 40 tons; Cost 3,000 gp; Face 15 ft. by 50 ft; Profession: Sailor.

Back on Shore

Even if the characters manage to kill or drive off the tritons and their elemental allies, they're not completely out of danger yet if the tritons have damaged the hull. Read or paraphrase the following.

With the threat of the tritons gone, Agarathar inspects the damage to the hull. "They've done a number on us," he yells over the roaring wind and pounding waves. "We're taking on too much water." He points to several wicked gashes in the hull, where water is rushing in. "I'm going to steer us to shore. Hold on to something—this could be rough."

If a character can convince Agarathar with a successful Diplomacy check that he or she is a professional sailor with a good chance of getting the craft safely to shore, the druid relinquishes the helm to that character. Otherwise, he steers on his own. Characters may not attempt to aid him in this task. Have the helmsman (either Agarathar or a PC) make a Profession (sailor) check (DC 30) every 10 minutes of the passage (six times in all). If any check fails, read the following aloud, making any adjustments that are appropriate for the situation:

For the next hour, Agarathar does his best to maneuver the ailing craft to the shore. The wind and surf pound mercilessly, soaking you in ice-cold water. Just when you think you've going to make it unscathed, the boat strikes a submerged rock mere yards from the darkened shore. The craft lurches forward and tilts precariously.

Weather and Terrain

Into the Frozen Waste takes place in subarctic conditions, where the temperature is often below freezing. In addition to monsters, the characters must contend with bitter cold, difficult terrain, and icy conditions. The DM should be familiar with the rules for cold, wind, precipitation, and other environmental factors, as described in Chapter 3: Running the Game in the *DUNGEON MASTER's Guide*. Below are some of these rules that may come into play.

Cold Dangers: Cold and exposure deal subdual damage. Hit points lost in this way cannot be recovered until the afflicted character gets out of the cold and warms up again.

Once a character has been rendered unconscious from cold damage, the cold and exposure deal normal damage at the same rate. An unprotected character in cold weather conditions must make a Fortitude saving throw each hour (DC 15, +1 per previous save) or take 1d6 points of subdual damage.

A character who is submerged in freezing water must immediately make a Fortitude save (DC 20) or take 1d6 points of subdual damage per round that he or she remains in the water. A character with the Wilderness Lore skill may receive a bonus on this saving throw, and this bonus may apply to other characters as well.

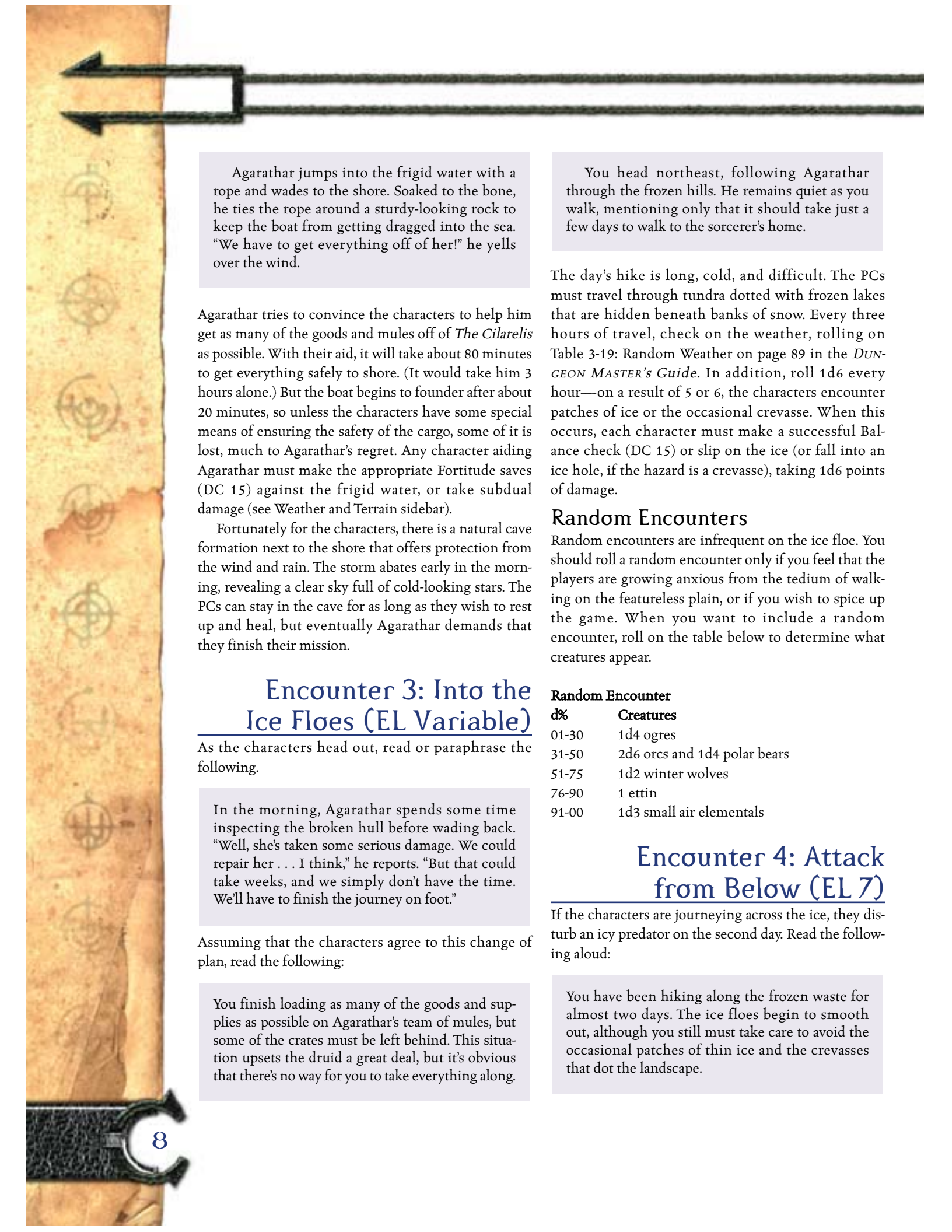
A character who takes any subdual damage from cold suffers from frostbite or hypothermia (treat as the fatigued condition; see page 84 of the *DUNGEON MASTER's Guide*). Characters should purchase winter clothing or get magic items that prevent cold damage.

Snow: While falling, snow reduces visibility as though it were rain (–4 penalty on Spot checks, Search checks, and attack rolls with ranged weapons). The snowy and icy terrain of an ice floe reduces movement by half.

Ice: Any character walking on slippery ice must make a successful Balance check (DC 15) to avoid slipping and falling. Over long distances, such a character must make a check each minute.

Snowshoes and Ice Crampons: A character wearing snowshoes (10 gp) can move at three-quarters of normal speed on snowy terrain. Ice crampons (10 gp) reduce the DC for the Balance check to walk on ice by 5. Each of these items also imposes an armor check penalty on the wearer (–2 for snowshoes or –1 for ice crampons), which stacks with any other applicable armor check penalties. A character cannot wear snowshoes and ice crampons at the same time. It takes a full-round action to don or remove either ice crampons or snowshoes.

Weather: The weather can be just as much of an enemy to the characters as monsters are. The DM should make judicious use of Table 3-19: Random Weather on page 89 in the *DUNGEON MASTER's Guide*, using the "cold climate" heading.



Agarathar jumps into the frigid water with a rope and wades to the shore. Soaked to the bone, he ties the rope around a sturdy-looking rock to keep the boat from getting dragged into the sea. "We have to get everything off of her!" he yells over the wind.

Agarathar tries to convince the characters to help him get as many of the goods and mules off of *The Cilarelis* as possible. With their aid, it will take about 80 minutes to get everything safely to shore. (It would take him 3 hours alone.) But the boat begins to founder after about 20 minutes, so unless the characters have some special means of ensuring the safety of the cargo, some of it is lost, much to Agarathar's regret. Any character aiding Agarathar must make the appropriate Fortitude saves (DC 15) against the frigid water, or take subdual damage (see Weather and Terrain sidebar).

Fortunately for the characters, there is a natural cave formation next to the shore that offers protection from the wind and rain. The storm abates early in the morning, revealing a clear sky full of cold-looking stars. The PCs can stay in the cave for as long as they wish to rest up and heal, but eventually Agarathar demands that they finish their mission.

Encounter 3: Into the Ice Floes (EL Variable)

As the characters head out, read or paraphrase the following.

In the morning, Agarathar spends some time inspecting the broken hull before wading back. "Well, she's taken some serious damage. We could repair her . . . I think," he reports. "But that could take weeks, and we simply don't have the time. We'll have to finish the journey on foot."

Assuming that the characters agree to this change of plan, read the following:

You finish loading as many of the goods and supplies as possible on Agarathar's team of mules, but some of the crates must be left behind. This situation upsets the druid a great deal, but it's obvious that there's no way for you to take everything along.

You head northeast, following Agarathar through the frozen hills. He remains quiet as you walk, mentioning only that it should take just a few days to walk to the sorcerer's home.

The day's hike is long, cold, and difficult. The PCs must travel through tundra dotted with frozen lakes that are hidden beneath banks of snow. Every three hours of travel, check on the weather, rolling on Table 3-19: Random Weather on page 89 in the *DUNGEON MASTER'S Guide*. In addition, roll 1d6 every hour—on a result of 5 or 6, the characters encounter patches of ice or the occasional crevasse. When this occurs, each character must make a successful Balance check (DC 15) or slip on the ice (or fall into an ice hole, if the hazard is a crevasse), taking 1d6 points of damage.

Random Encounters

Random encounters are infrequent on the ice floe. You should roll a random encounter only if you feel that the players are growing anxious from the tedium of walking on the featureless plain, or if you wish to spice up the game. When you want to include a random encounter, roll on the table below to determine what creatures appear.


Random Encounter

d%	Creatures
01-30	1d4 ogres
31-50	2d6 orcs and 1d4 polar bears
51-75	1d2 winter wolves
76-90	1 ettin
91-00	1d3 small air elementals

Encounter 4: Attack from Below (EL 7)

If the characters are journeying across the ice, they disturb an icy predator on the second day. Read the following aloud:

You have been hiking along the frozen waste for almost two days. The ice floes begin to smooth out, although you still must take care to avoid the occasional patches of thin ice and the crevasses that dot the landscape.



It is deathly quiet, except for the howl of the omnipresent wind. Almost imperceptibly, a strange noise interrupts the wind—a slight hissing sound that is impossible to pinpoint. Before you can figure out what it is, the ground opens up before you in a hiss of steam and melting ice. Agarathar falls into the newly formed hole with a shriek of surprise. Amid the falling ice and snow, you can see an insectlike creature clawing its way up to the surface.

Creatures: The party is under attack by a remorhaz.

☛ **Remorhaz:** hp 73; *Monster Manual*, p. 155.

Tactics: The remorhaz breaks through a thin layer of ice, creating a pit 20 feet wide by 30 feet long by 10 feet deep. Each of the characters must make a Reflex save (DC 20) or fall into the crevasse, taking 1d6 points of damage. The remorhaz attacks anyone caught inside the crevasse, starting with Agarathar. As soon as anyone else attacks the remorhaz, it turns to deal with the new threat.

Development: If the characters manage to kill or drive off the remorhaz and Agarathar is still alive, he is very grateful to the PCs for their aid. Feeling guilty about luring them to the ice-fortress under false pretenses, he tells them part of the truth. Read or paraphrase the following information for the players:

Once the battle is over, Agarathar smiles tiredly. “You are indeed stalwart companions. I owe you all my life.” He looks down at his hands for a moment, then continues. “I must confess, I was not completely honest with you. I was going to Zilrus with our cargo as a ransom. He’s holding my wife there and will not give her up unless he gets what he wants.” He glances up as though pleading for understanding. “If something should happen to me, please promise that you will complete the journey for me and rescue my wife. She means the world to me. To reach his fortress, you need only keep going in this same direction and look for steam. When you find him,” he pleads, “give him what he wants so that he will release her. Be careful though . . . he’s a liar . . . and not what he seems.”

Agarathar reveals no more about Zilrus in answer to PC questions, claiming that he has already said too much and may have put his wife into more danger. Should the PCs employ spells to gain more information about their foe from Agarathar, he can reveal only that Zilrus

is a monster of the snowy lands who is masked by magic. (Zilrus is the first immoth that the druid has ever seen, so he is not familiar with the specific powers, or even the name, of such creatures.)

If Agarathar is dead, the characters can find his journal in his belongings with a successful Search check (DC 15) and gain the information above from that. Again, the book does not mention that Zilrus is an immoth, though it does say that he is a monster posing as a man.

At this point, the characters have several choices. They could continue on to Zilrus’s lair, which is only a few hours away. They could also turn back, but there is a massive blizzard blowing up from that direction. If they go back the way they came, they can travel only 2 hours before they must seek cover from the storm, which lasts 20 hours. Thereafter, if they make their way back to the boat, they must repair or abandon it. Making the boat seaworthy again requires a Craft (woodworking) check (DC 25). It’s a week’s journey on foot back to Bethra from there, with the possibility of more bad weather and attacks by random monsters (use the Random Encounters table above).

If the PCs choose to abandon the mission, the adventure ends here. Agarathar dies in the attempt to complete the mission alone, and his wife also dies.

Encounter 5: The Hot Spring (EL 7)

If the characters continue on toward Zilrus’s lair, they can find his ice-berg-fortress without difficulty. Read or paraphrase the following to the players:

In the distance, a large mound of ice juts upward from the otherwise flat plain. A plume of steam swirls around the ice. As you get closer, you can see that the mound is actually an enormous iceberg situated in the middle of a small lake. This little body of water is shrouded in steam, and the surface bubbles in spots.

The lake is the result of a natural hot spring that has melted the ice around the iceberg. The bubbling of the lake’s surface is caused by super-hot water from the spring emerging from cracks in the bedrock below.


On the opposite side of the lake from the party’s arrival point is an ice bridge connecting the shore with

Iceberg Fortress

Characters arrive here X



0 400 900 1400 scale in feet
200 800



the iceberg. A successful Spot check (DC 20) reveals that there is a cavelike opening halfway out of the water on that side. If Agarathar is present, he directs his companions to the bridge; otherwise, they can consult his journal for directions to the bridge, or they can use means of their own to cross.

Whatever method the characters decide to use for getting across the water, read the following aloud.

As you move across the lake, the steam gets thicker, making it difficult to see very far. When you are about halfway across the water, you catch sight of vague figures flapping within the steam. The air is filled with high-pitched cackling, and several small, winged beings swoop down to attack.

Creatures: The attackers are four steam mephits who have claimed the hot springs as their home.

☛ **Steam Mephits (4):** hp 13, 16, 17, 19; *Monster Manual*, p. 132.

Tactics: The water of the hot spring is only about 10 feet deep, and it is only as hot as a very warm bath.

The ice bridge is very slippery. A character moving at half speed can cross it with no problem, but any sort of violent motion, including spellcasting or combat, requires the character to make a successful Balance check (DC 15) or fall into the water, which is only 15 feet deep.

The mephits try to remain in the steam, which aids their ability to heal as well as making it very difficult to see them. The steam provides them with one-quarter concealment (10% miss chance).

If the battle goes poorly for the mephits, they try to summon more of their kind.

Treasure: Each of the mephits wears a fine platinum torc, given to it by Zilrus. Each torc is worth 150 gp.

Ad-Hoc Experience: If the characters talk to the mephits and manage to convince the creatures to let them past unmolested (Bluff or Diplomacy check DC 25), give each character a special story award of 500 experience points.

The Iceberg-Fortress

If the characters survive the encounter with the steam mephits, they can easily negotiate the rest of the distance to the iceberg. Read or paraphrase the following aloud:

The iceberg looked normal enough from a distance, but closer inspection reveals that parts of it have been sculpted and shaped in some manner. Here and there are sculptures of ice, in the shapes of polar bears, seals, and humanoid figures in dramatic poses. Most are partially melted from the ever-present steam, while others look freshly created.

If the characters have not already spotted the half-submerged entryway, they can automatically find it now with only about 10 minutes of searching.

1. The Entrance

The entrance is easily large enough to admit the entire party at once, though its floor lies 3 feet beneath the steamy lake water. Inside is a dark, quiet cave made of rough-hewn ice, with a polished ice floor. The water that half-fills the entryway becomes shallower as the characters progress inside. The cavern is featureless except for several more ice sculptures like those outside. Here, however, the ever-present steam has seriously degraded the once-stunning forms of these statues.

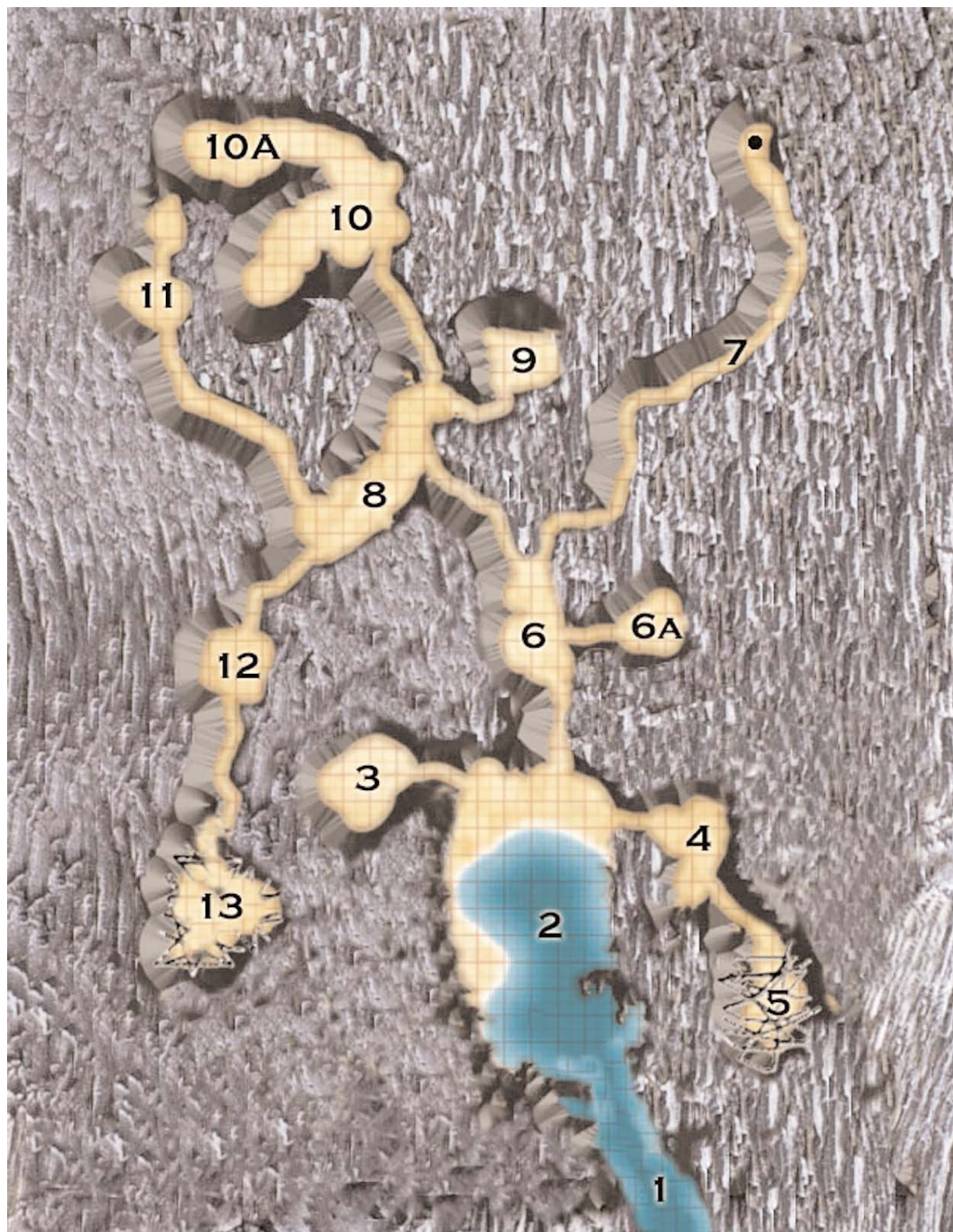
The area has an *alarm* on it that silently warns Zilrus as soon as someone enters the cavern. He is waiting in the main cavern (area 2) by the time the characters arrive there.

2. Main Cavern (EL 10)

Read or paraphrase the following when the characters enter the main cavern.

The narrow passageway opens into a much larger cavern—100 feet long and 60 feet wide—that seems to have been carved from the heart of the iceberg. The ice ends in a frozen pool, and a shelf of rock makes up the floor past the ice. Three icy stalagmites emit a clear blue light that illuminates the entire cavern. From here, four passageways lead off through the iceberg. One of these is adjacent to the pool.

ICEBERG-FORTRESS INTERIOR



Standing at the edge of the ice is a tall, lanky man with a drooping white mustache. He is wearing fine clothes that look somewhat tattered with age, and his bright-blue eyes twinkle with intelligence. "I was wondering how long it would take for you to get here," he says. "I've been expecting you. I am Zilrus, and this is my home. Did you bring the items that I requested?"

Under normal circumstances, Zilrus is friendly, inquisitive, and gracious to those who enter his home. However, he has been without "food" (the life force of sentient beings) for far too long, and his hunger has gotten the better of him. At present, he's on the brink of madness.

If Agarathar is present, he shows the boxes to Zilrus; otherwise the characters may do so if desired. Upon seeing the boxes, Zilrus seems pleased but makes no offerings of payment or hospitality. If questioned about the mephits outside, the fate of Agarathar's wife, or anything similar, Zilrus interrupts. Read the following aloud.

"What you say is of no consequence now, my friends," he says in a sinister tone. "You have brought the items that I have requested. You have also brought yourselves, which was another part of the bargain that I made with the druid. You see, I haven't eaten in a very long time, and you are my next feast. Getting a decent meal is difficult up here, as you might imagine. Normally I would get to know my guests first, find out what is going on in the world and all that . . . but you took much longer than I expected." He smiles cruelly and snaps his fingers. A terrible roar sounds from one of the adjoining chambers, and a lizardlike beast comes rushing out, snarling and gnashing its teeth.

If Agarathar is present, he realizes that Zilrus does not intend to keep his word. Therefore, he chooses to aid the PCs against the immoth.

Creatures: Zilrus' guardian and pet, a frost salamander, has been awaiting his command in area 4. It attacks with utter abandon.

Male Frost Salamander: CR 7; Medium-size magical beast (cold); HD 12d10+12; hp 78; Init +2; Spd 30 ft., climb 30 ft.; AC 17, touch 12, flat-footed 15; Atk +12

melee (1d6/19–20, 4 claws) and +10 melee (1d6, bite); SA cold aura; SQ cold subtype, darkvision 60 ft., DR 15/+1, low-light vision; AL CE; SV Fort +9, Ref +10, Will +5; Str 11, Dex 15, Con 12, Int 6, Wis 12, Cha 7.

Skills and Feats: Climb +8, Hide +14, Listen +3, Move Silently +13, Spot +3; Alertness, Improved Critical (claw), Multiattack.

Cold Aura (Ex): A frost salamander emanates such intense cold that each creature within 20 feet takes 1d8 points of cold damage per round (no saving throw). Magical effects that shield against cold work against this aura, but normal measures (such as heavy furs or insulation) do not.

Cold Subtype: A frost salamander is immune to cold damage but takes double damage from fire unless a saving throw for half damage is allowed. In that case, the creature takes half damage on a success and double damage on a failure.

Low-Light Vision: A frost salamander can see twice as far as a human in starlight, moonlight, torchlight, and similar low-light conditions.

Zilrus: Male immoth; CR 9; Large elemental (air, water, cold); HD 10d8+40; hp 92; Init +3; Spd 30 ft., swim 30 ft., fly 30 ft. (perfect); AC 20, touch 14, flat-footed 17; Atk +10 melee (1d4+4 plus 1d6 cold, 2 claws) and +5 melee (1d6+2 plus 1d6 cold plus poison, tail slap); Face/Reach 5 ft. by 5 ft./10 ft.; SA *ice runes*, poison, spells; SQ cold subtype, darkvision 60 ft., DR 5/+1, elemental traits, icewalking, immunities (poison, paralysis, *sleep*, stunning), SR 23; AL NE; SV Fort +11, Ref +10, Will +4; Str 18, Dex 16, Con 19, Int 14, Wis 13, Cha 21.

Skills and Feats: Climb +12, Hide +11, Jump +13, Spot +12, Swim +12; Cleave, Combat Reflexes, Power Attack.

Ice Runes (Sp): Any spell Zilrus knows can be inscribed on an ice nugget. He can then trigger the spell contained in such an *ice rune* as a free action. An *ice rune* remains magical until Zilrus triggers it.

Ice Runes Prepared: *chill touch*, *cone of cold*, *magic missile*, *invisibility*, *Otiluke's freezing sphere*, *ray of frost*, *sleet storm*, *wall of ice*. Caster level 12th; save DC 15 + spell level.

Poison (Ex): Zilrus delivers his freezing venom (Fortitude save DC 19) with each successful tail slap attack. The initial damage is paralysis (1d6+2 rounds), and the secondary damage is 1 point of Intelligence drain per round of paralysis.

Spells: Zilrus can cast arcane spells as a 12th-level sorcerer. He cannot cast spells with the fire descriptor.

Cold Subtype: Zilrus is immune to cold damage but takes double damage from fire unless a saving throw for half damage is allowed. In that case, he takes half damage on a success and double damage on a failure.

Elemental Traits: Zilrus cannot be raised or resurrected, though a *wish* or *miracle* spell can restore life.

Icwalking (Ex): This ability works like the *spider climb* spell, except that it applies to all icy surfaces and it is always active.

Immunities: Zilrus is immune to paralysis, poison, *sleep*, and *stunning*. He is not subject to critical hits or flanking. Because of his dense, crystalline body, he takes only half damage from piercing and slashing weapons.

Sorcerer Spells Known (6/8/7/7/7/6/3; save DC 15 + spell level): 0—*arcane mark*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st—*alarm*, *change self*, *chill touch*, *mage armor*, *magic missile*; 2nd—*bull's strength*, *fog cloud*, *invisibility*, *resist elements*, *see invisibility*; 3rd—*dispel magic*, *gaseous form*, *gust of wind*, *sleet storm*; 4th—*confusion*, *ice storm*, *wall of ice*; 5th—*cone of cold*, *teleport*; 6th—*Otiluke's freezing sphere*.

Possessions: *ring of protection +2*, *rod of the icy prison* (see below).

Tactics: Zilrus tries to stay out of melee combat for as long as he can, letting the frost salamander soften up the PCs. He intends to let the creature eat its fill of the dead, then feast on the still-living opponents himself. Assuming that he was alerted to the presence of the characters by the *alarm* effect in Area 1, Zilrus has had time to cast the following spells on himself: *bull's strength*, *change self*, *mage armor*, *resist elements (fire)*, *resistance*, and *see invisibility*. He uses *change self* to disguise himself as a normal-looking elderly human male, and he maintains that guise until killed.

In combat, Zilrus uses *cone of cold*, *confusion*, and *sleet storm* to best advantage. If the characters muster a strong defense, he uses *teleport* to get to area 8, the Trophy Room.

From that point on, Zilrus plays a game of cat-and-mouse with the characters, using his icwalking ability to crawl along the ceilings and striking with spells at any opportunity. He tries to trap any characters caught in dead-end rooms with *wall of ice*, so that he can deal with them later.

3. Storage Room

Read the following aloud when the characters enter this chamber.

The walls of this cavern are smooth, and the stone floor is free of any ice or water. Several crates are stacked on top of each other near the walls, and some coils of rope lie nearby. Beside another wall is a small rowboat covered with a tarp. Everything is covered with a layer of frost and does not appear to have been touched for a long time.

This cavern is where Zilrus stores some of the items that he uses infrequently. He also uses this area to store large, bulky possessions of any guests he does not intend to kill immediately.

The boxes are not locked, but they are nailed shut (break DC 20). Opening them reveals a variety of arctic exploration equipment—fur-lined boots, coats, lanterns, 100 feet of hemp rope, a tent, and four pairs of snow goggles. The rowboat is in excellent condition and includes oars.

4. Frost Salamander's Lair

Read the following aloud when the characters enter this area.

This chamber is icy cold and smells horrible. It is filled with the bones of all sorts of animals, most of which have been gnawed open and sucked clean of marrow.


This cavern is where the frost salamander normally resides. Zilrus keeps the creature well fed, thus maintaining its loyalty.

Treasure: There are only a few items of worth in this room—the belongings of the frost salamander's previous victims. A Search check (DC 10) locates 55 gp, a masterwork dagger, and a *+1 shortbow*.

5. Body Storage

Read the following aloud when the characters enter this chamber.

This dark room has been roughly hewn from the inside of the iceberg. Strange tendrils of ice reach from the walls, merging into the floor and ceiling. In the gloom, you can make out humanoid figures frozen inside some of the tendrils. They all look mangled and have expressions of horror on their faces.



Zilrus keeps a cache of bodies here for the frost salamander to eat when there is nothing else. The immoth has used his *rod of the icy prison* to freeze the bodies in place, so that the frost salamander can claw them out when he's hungry. Inside the various tendrils of ice are the bodies of two male humans, a female human, a male dwarf, and a male ogre.

The bodies can be freed by melting or smashing the ice.

❖ **Ice Tomb:** Hardness 0; 30 hp; break DC 30.

Treasure: The bodies have been thoroughly stripped, except for a gold necklace with the symbol of Pelor (200 gp) around the neck of one of the human males.

6. Cavern (EL Variable)

Read the following aloud when the characters enter this area.

This large cavern seems to contain only rocks and chunks of ice. A passageway to the right slopes upward into darkness.

There is a proximity trigger in the room directly in front of the entrance to area 6A. Coming within 10 feet of this point by any means releases a sphere of ice that rolls from area 6A into this chamber.

➤ **Ice Sphere Trap:** CR 3; mechanical; proximity trigger; automatic reset; Atk+10 melee (4d6, ice sphere); multiple targets (all within 10 feet of trigger); Search (DC 23); Disable Device (DC 23).

Creatures: Anyone who lingers for more than 2 rounds in this room is attacked by the two ice mephits who live in the tunnel in area 7.

❖ **Ice Mephits (2):** hp 17, 23; *Monster Manual*, p. 157.

6A. Empty Chamber

Read the following aloud when the characters enter this area.

This chamber is very dark. Three enormous spheres of ice are lined up here, one behind the other. The sphere in front sits in a slight depression, from which a groove in the floor leads down the tunnel.

The spheres of ice are set up so that when one is rolled down the tunnel, another rolls into the depression, resetting the trap. With a successful Strength check (DC 20), a character can roll a sphere of ice out of the

depression and down the passageway to the room below, mimicking the trap effect described above.

7. Air Tunnel (EL 5)

Read the following aloud when the characters investigate this area:

A hole in the upper wall of this ice-walled cavern reveals the mouth of a tunnel that seems to lead upward. A cold breeze comes from the tunnel, making a haunting sound.

This 300-foot-long tunnel leads up and out to the outside of the iceberg. The entrance is 10 feet off the ground and can be reached only with a successful Climb check (DC 20) made by a character equipped with climbing gear or with a successful Jump check. Clambering up through the tunnel requires a successful Climb check (DC 25). The tight confines of the passage impose a –2 penalty on Climb checks for Medium-size creatures. Large or larger creatures cannot fit into the tunnel at all.

Creatures: To discourage intruders from entering without permission, Zilrus has convinced a pair of ice mephits to use the tunnel as their home. If the ice mephits have already been killed in area 6, however, they are not here now.

❖ **Ice Mephits (2):** hp 17, 23; *Monster Manual*, p. 157.

Tactics: The mephits cannot fly in the tunnel, but they can crawl through it with ease. If anyone manages to climb through the tunnel to the outside of the iceberg, the mephits pursue and take wing to fight. The creatures exhaust all of their ranged attacks first before closing in for melee combat.

8. Trophy Room (EL 5)

This room contains the trophies that Zilrus has accumulated during his residence here. Read the following aloud when the characters enter this chamber.

This chamber is 60 feet long and 20 feet wide. The floor seems to be composed entirely of slabs of hewn stone, although the walls have been cut from the ice like the rest of the lair.

Along the walls hang several antlered heads of various arctic creatures, including caribou, yak, and walrus. A few heads are from even stranger creatures—one is surely that of an ogre, and another appears to be that of a yeti. All the heads

have been well preserved in the cold, dry air of the iceberg.

Two suits of battered armor dangle from lines embedded in the ceiling. One suit is completely shredded, but the other seems to be in almost perfect condition. A large table made from a single slab of shale dominates the middle of the room. It is surrounded by rough-hewn chairs of the same material.

If the characters move quietly into this room, they can avoid drawing the attention of the yeti in area 9. (Have each character make a Move Silently check opposed by the Listen checks of the yeti, see below).

Removing any of the items on the wall makes enough noise to alert the yeti if they haven't yet discovered the intrusion. Trying to pull down the chain shirt from its wires pulls part of the ceiling down with it.

➤ **Falling Ice Trap:** CR 5; mechanical; touch trigger (attached); no reset; Atk +15 melee (6d6, falling ice); multiple targets (all characters in two adjacent specified squares; see Falling Objects on page 89 in the *DUNGEON MASTER's Guide*); Search (DC 20); Disable Device (DC 20).

Treasure: The trophies on the walls have no particular value other than as curios. One of the suits of armor is so damaged as to be completely worthless; the other is a +1 *light fortification chain shirt*.

9. Yeti Den (EL 7)

Read the following aloud when the characters investigate the area.

This chamber is rudely carpeted with the skins of polar bears and other animals. Bones and crude bowls filled with bits of meat litter the floor. The odor of rotting meat mingles with a pungent, musky scent.

If the characters managed to sneak into area 8 undetected, the yeti are here, gnawing on bones.

Creatures: This chamber is the lair of two mated pairs of yeti.

➤ **Yeti Clan (4):** Male and female yeti; CR 3; Large monstrous humanoid (cold); HD 4d8+4; hp 21, 22, 24, 25; Init +1; Spd 40 ft.; AC 14, touch 10, flat-footed 13; Atk +7 melee (1d6+4, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA constrict 1d6+6 plus 2d6 cold, improved grab; SQ cold subtype, darkvision 60 ft.; AL NE;

SV Fort +2, Ref +5, Will +5; Str 18, Dex 13, Con 12, Int 12, Wis 9, Cha 11.

Skills and Feats: Climb +10, Hide +3, Listen +1, Move Silently +6, Spot +1, Wilderness Lore +6; Iron Will, Power Attack.

Constrict (Ex): With a successful grapple check, a yeti can crush a grabbed opponent, dealing 1d6+6 points of bludgeoning damage plus 2d6 points of cold damage from its heat-absorbing fur.

Improved Grab (Ex): If a yeti hits a Medium-size or smaller opponent with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +12). If it gets a hold, it can also constrict in the same round. Thereafter, the creature has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the yeti is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw and constrict damage.

Cold Subtype: A yeti is immune to cold damage but takes double damage from fire unless a saving throw for half damage is allowed. In that case, the creature takes half damage on a success and double damage on a failure.

Skills: A yeti's white fur gives it a +15 bonus on Hide checks in snow or ice.

Tactics: The yeti attack anyone who enters and fight to the death to defend their lair.

Treasure: The treasure of some of the yeti's previous victims can be found scattered among the skins and bones. Items of value include 700 gp, an 80-gp pink pearl, and a +2 *blinding large steel shield*.

10. Living Quarters

This chamber is where Zilrus lives. Read the following aloud when the characters investigate this area.

This cavern appears to be the sorcerer's main living quarters. It is furnished with a combination of mismatched furniture, plus tables, chairs, and other fixtures hewn from the ice. In the middle of the cavern stands an enormous and battered table covered with books, scrolls, and maps. Paintings, tapestries, and other bits of random artwork are affixed directly to the ice walls.

In the portion of the chamber to the left of the large table are bookshelves (made of stone) and other

library-type furnishings. There are also numerous slabs of shale, where stacks of books, scrolls, maps, and other items can sit above the ice.

Zilrus keeps his books, maps, and other items of interest here. Most of the books concern trivial topics, such as studies of arctic animals. Reading all the books grants a +2 circumstance bonus on Knowledge (nature) checks involving the frozen tundra. There are also several maps showing the surrounding area in amazing detail, including paths that lead back to Bethra.

Treasure: scroll of *tongues*, scroll of *greater magic fang*, scroll of *neutralize poison*, ring of *resistance*.

10A. Sleeping Quarters

The back portion of the cave is where Zilrus sleeps. This section features a slab of ice in the shape of a bed. A polar bear skin lies in disarray atop it. Near the head of the bed is a small table.

A Search check (DC 25) reveals a small box hidden in the wall of ice (6 inches thick, hardness 0; hp 18, break DC 18). The box contains four diamonds worth 500 gp each.

Treasure: Five tapestries (worth 100 gp, 300 gp, 500 gp, and 750 gp, respectively) adorn the walls. On the table is a *potion of blur*, plus a scroll of *magic circle against good* and a scroll of *ice storm*.

11. Guest Quarters

This is the chamber that Zilrus uses to house his infrequent guests. Read the following aloud when the characters enter the area.

A long tunnel nearly 200 feet in length opens into a chamber 30 feet long by 30 feet wide. A small antechamber is visible in the rear, lit by torches that emit neither heat nor smoke. Beside one wall stands a bed made of heavy wood, covered with a thick layer of furs. At its foot is a large chest. A small, pot-bellied stove sits close by, along with a pile of unused peat. The room does not appear to have been used in quite some time, and everything is coated with a layer of frost.

Five *everburning torches* light the room. A successful Search check (DC 15) reveals a small box containing several pieces of parchment, hidden beneath the bed. On each sheet is a lifelike rendering of Zilrus, obviously sketched without his knowledge. The final sheet shows a hulking giant made of

translucent ice, complete with icy talons, a tail, and a beard like icicles. Beneath it is written “Zilrus as I saw him last night!”

If the characters move into the small antechamber in the rear, read the following aloud.

This room contains an inviting-looking sunken pool made of stone. A bit of steam rises from the surface of the water. A small table beside the pool is covered with now-frozen towels, brushes, and other toilet gear.

The pool is fed by the hot spring that created the island fortress, so the water is comfortably warm. There is nothing of value or interest in this room.

12. Antechamber (EL 4)

Read the following when the characters enter this chamber.

The walls of this room are completely smooth. Opposite the entrance is another passageway, but it appears to be completely blocked by a thick layer of transparent ice.

The entrance to this area is guarded by a *glyph of warding*, cast by the cleric whose body was encased in ice in area 5. The ice door is solid and there is no lock—Zilrus

Rod of the Icy Prison

This rod is made out of a single, large icicle that never melts and is as tough as iron. The *rod of the icy prison* is cool, but not freezing, to the touch. Zilrus convinced a powerful wizard to create the rod for him many years ago.

Once per day, the wielder of the rod can activate its special power by successfully striking an opponent with it as a melee touch attack. Any Large or smaller creature touched by the rod must attempt a Fortitude save (DC 15). A failure envelops the creature in a coffin of ice 1 foot in thickness (hardness 0; 24 hp; break DC 30).


Each round thereafter, the entombed creature must make a successful Fortitude save (DC 20) or fall into a form of suspended animation—its heart rate is slowed, and its body temperature falls to nearly freezing. The victim cannot speak or move at all, but if still conscious, he or she can use psionic powers, spells, and spell-like abilities requiring thought alone to activate.

A creature so entombed can survive without air, food, or water for one month. Each month thereafter, it must make a successful Fortitude save (DC 10 + 1 per month entombed) or perish. The victim is considered unconscious during this time, though it can be sensed through *detect* spells or any other magic that reveals living creatures.

The *rod of the icy prison* functions only in icy or snowy areas where the ambient temperature is at or below freezing. It has no effect in warmer environments. If the temperature rises high enough, the ice melts normally, freeing the victim.

The *rod of the icy prison* functions as a +1 *light mace* if wielded in combat.

Caster Level: 11th; **Prerequisites:** Craft Rod, *Otiluke's freezing sphere*, *temporal stasis*; **Market Price:** 83,000 gp.



smashes and recreates the door every time he comes in here.

↗ **Glyph of Warding Trap:** CR 4; spell; spell trigger, no reset; spell effect (*glyph of warding* [blast], 5-foot radius, 3d8 sonic, Reflex save [DC 14] half); Search (DC 28); Disable Device (DC 28).

♣ **Ice Door:** 6 inches thick; hardness 0; hp 18; break DC 18.

13. Ice Tombs

Zilrus keeps additional bodies entombed in the ice here. Read the following when the characters investigate:

After making your way through a winding passage, you emerge into a cavern. It seems colder than it should be in here, and the area is dimly illuminated with light that comes from no single source.

Six coffinlike slabs of ice, each containing a humanoid figure, jut up from the floor. Strange tendrils of ice creep down from the walls and ceiling, sometimes merging with the slabs on the ground.

Encased in the ice are two male humans, a male orc, a female ogre, a male dwarf, and a female half-elf.

♣ **Ice Tomb:** 12 inches thick; hardness 0; 30 hp; break DC 30.

The half-elf is still alive, though only a spell such as *detect thoughts* can reveal this fact while she is still entombed. She is Cilarelis (Drd 4), the wife of Agarathar, trapped here by Zilrus's *rod of the icy prison* (see below).

If Cilarelis is freed from her tomb, she is too exhausted and traumatized to do anything useful for several days. See the Conclusion section for additional information.

Treasure: Zilrus has already stripped most of the valuables from the corpses, although a few items have been left behind. One of the human males has a fine platinum ring worth 100 gp. The female orc wears an *amulet of natural armor +2*. The male dwarf has a torc of pure gold worth 500 gp.

Conclusion

If the heroes manage to defeat Zilrus, they must still contend with any creatures that remain inside the iceberg-fortress. If they have not already discovered Cilarelis, there is still the possibility of locating her frozen form in area 13.

Once freed from her icy prison, Cilarelis takes many days to recover. She is very grateful to the characters for releasing her, and if Agarathar is alive, the two have a touching reunion. If the druid is dead, Cilarelis is overcome with grief over her lost husband.

If the characters ask Cilarelis about Zilrus, she explains that he was an immoth, a being of ice with a strange and overwhelming urge to learn everything about the world. However, he was also selfish, evil, and treacherous. For untold years, Zilrus would lure explorers and adventurers to his lair, prying every bit of information out of them that he could. He would maintain a friendly air, offering food and hospitality, and asking the duped people to return. After a few years, Zilrus would inevitably conclude that there was nothing else to learn from the individual and attack—draining his victim of his or her life force. Agarathar was to be one such victim.

She is baffled by the seemingly mundane items that Zilrus requested for her ransom and speculates that the immoth was doing his best to make the iceberg more “hospitable” for those guests that he lured inside.

If asked, Cilarelis agrees to help guide the characters back to Bethra. If the characters locate the maps in area 10, they can find their way back without getting lost in two weeks. Without the map, it could take up to four weeks, even with her leading them back.

Further Adventures

If the characters manage to defeat Zilrus and save Cilarelis, they still have to make their way back to civilization. Alternately, they could keep the iceberg-fortress for themselves, converting it into a base of operations for further explorations into the waste. The various maps and texts that the immoth had stored away hint at hidden treasures and perils that await those bold enough to step into the tundra and claim them.

About the Author

Eric Cagle is a freelance game designer, previously associated with Wizards of the Coast's Roleplaying Games R&D department. Recent credits include the *Arms and Equipment Guide*, *Fiend Folio*, design work for the *Star Wars Roleplaying Game*, and the *Urban Arcana* setting for the d20 MODERN ROLEPLAYING GAME. He's a frequent contributor to both DRAGON® magazine and the DUNGEONS & DRAGONS website.