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WINTER'S HERALD

Labyrinth Lord
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Winter's Herald

Icemoor is a land beset by winter at the top of the world. For years at a time snow blankets the tundra, ice grips the trees, and storms batter the coast. A pale sun shines weakly on the peoples battling for survival against their foes and the very elements. An ancient menace has reared its ugly head once more and threatens the entire world with its icy grip. Can the heroes survive in a frozen landscape where villains and monsters use the extreme cold as their weapons?

Credits

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Adventure Background

Over a hundred years ago an evil force brewed in the far north of Icemoor. The evil manifested itself as a glacial dragon. His magic and force of will bent creatures of the north to obey his command. The dragon and his army attacked coastal outposts and lands to the south. There was nothing that could stand up to this force until the Veiled Magi stepped forth to stop the threat.

The Veiled Magi are a group of like-minded wizards that band together to take on powerful evil that no single mage can defeat. Fighting many battles and losing many brethren they were able to defeat and banish the glacial dragon to a magical prison of ice.

Over time the bonds that have bound the dragon have weakened. The dragon was able to manipulate the magic field to communicate, telepathically, to the outside world. Eventually, the dragon was able to leave his prison in spirit only. His body is still trapped behind icy walls.

The dragon spirit was able inhabit a human body, but he found his new body had severe limitations and decided that ultimately he would need to free his physical form from the magical prison. The dragon swore vengeance upon the Veiled Magi and started hunting them down, one by one.

The dragon has taken on the personification of the Winter Warlock. He has enslaved some of the Ikra tribes and has empowered some of Icemoor's more hostile creatures in attacking

the trading posts along the coast to enlarge his "Frozen Empire" and bolster his credibility among his minions. The dragon has sent emissaries south seeking out the Veiled Magi and is aggressively trying to locate magical artifacts that may free his corporeal form from his icy confines.

Adventure Track

- PCs travel to the Coldwater trading outpost
- Coldwater is attacked by ice giants
- Tracks may be found leading away to the interior of Icemoor
- PCs encounter several monsters on their overland journey
- PCs discover the ice prison and battle some of its denizens
- PCs get their first shrouded glimpse of the "Glacial Dragon"

Get 'em in the game

- The PCs are aboard a ship, *Defiant Dawn*, traveling with merchant Javier Castillion. He has been checking on trading outposts along the coasts.
- The PCs have been secretly tracking a Kobold who stole a magical artifact from a retired mage. The PCs were hired by mage guild to locate and return stolen magical artifacts at any cost. One changeling was able to steal an item that looks like a small gold chain from an old mage.

As soon as the object was discovered missing the Veiled Magi council went into action. Knowing that their presence would set off events that may cause deaths to innocent bystanders they decided to seek out adventurers that will try and retrieve the object. They will also task the heroes in locating the Winter Warlock and stop the evil madness.

- The PCs were hired by a kindly old cleric to find the members of his former adventuring group. Various clues have led them north to Icemoor.
- The PCs are recruited by a wealthy merchant to become couriers for his trading house. The journeys are long, and often difficult, but the money is very good.

Stat block explained: See page 61 of the Labyrinth Lord book.

Stop: if you are a player in this adventure, please stop reading. The following information is intended for the Labyrinth Lord to run the adventure. This will enhance the gaming experience.

Labyrinth Lord: The highlighted areas are meant to be read aloud to the players (PCs).

Maximum experience points (XP) for this adventure is 18,484.

Optional cold-environment rules:

In the arctic, cold weather outfits (such as heavy furs) are a must. Rings of warmth or armor with energy resistance (cold) will be very useful.

To prevent death and damage in a weather situation, the PCs must prepare ahead of time. This means dressing appropriately for conditions, adequate food and water intake, shelter, and effort (or if traveling, pace). Having each of these prevents death/damage in these hostile conditions.

To be well prepared, PC must have each of these things.

1. Shelter
2. Food/Water
3. Clothing/Dress
4. Rest

Well prepared = having all four components
Adequately prepared = missing one component
Poorly prepared = missing two components
No preparation's = missing three or more components

Well prepared 2d6
Adequately prepared 3d6
Poorly prepared 4d6
No preparations 5d6

PC must make a CON check based upon level the LL deems appropriate.

An ability check vs CON is made once every 4 hours (6 times per day). If failed, the PC will lose 1 pt if well prepares/1d3 if adequately prepared/1d6 if poorly prepared/1d8 points if no preparations. This is based upon his/her current level of preparation. Remember that any new ability checks will be made at the adjusted CON score. Also, hit points are lost when CON scores are lowered.

If a PC has failed a CON check, he will be fatigued (-1 to all to hit and damage rolls). This fatigue will be removed after the next successful CON check.

Con Score	Hit Point Bonus Per Hit Die
3	/ -3
4-5	/ -2
6-8	/ -1
9-12	/ 0
13-15	/ +1
16-17	/ +2
18	/ +3

This is only for harsh weather conditions. Heat in excess of 100 degrees and cold, freezing temperatures (including wind chill).

Encounter 1- Traversing the Glacial Sea (Maximum 1700 XP)

Set the Scene

It is assumed the PCs will accept Javier Castillion's offer to accompany him on a voyage to check on his trading posts along the coast. He has had some disturbing reports of marauders in the area and needs extra muscle.

Javier Castillion, Veiled Magi, magic-user 6th lvl, AL N HP 17, AC 5 (Bracers of Armor) STR 13, DEX 8, CON 12, INT 14, WIS 13, CHA 16)
Weapon: +1 Dagger, Spells: 1st lvl: read languages, read magic, 2nd lvl: levitate, 3rd lvl: dispel magic, protection from normal missiles, locate object. Magic items: bracers of armor (grants AC 5), ring of invisibility.

Javier can become a great resource during game play. As a Labyrinth Lord, you should try to use him sparingly to help the PCs out of jam or move the story along if needed.

Read or paraphrase below:

The Defiant Dawn cuts through the northern waters with ease. The weather has held steady and fair. The wind cuts through the rigging and sails increasing the ship's speed. The captain has been very personable and the crew distant yet professional.

Crew Stats:

Captain Galen, half elf fighter 5th lvl, AL N, HP 39, AC 5, weapons; rapier +2, crossbow +2. Captain Galen has sailed the waters of the Glacial Sea for more than 15 years. He is a very capable sailor and leader. If the PCs interact with him he will offer the following rumors: (1d4 or LL discretion)

1. "I've heard that the Winter Warlock is sending his minions throughout Icemoor to spread lies and deceit to cripple any kind of resistance."
2. "Pirates have been seen in these waters cutting up ice and transporting it to parts unknown."
3. "It seems to me the winters up here have been getting colder and colder."
4. "I've heard more and more sea creatures are coming up from the depths and attacking ships and their crews."

First Mate: Colin Bradshaw, human fighter 3rd lvl, AL N, HP 10, AC 6, weapons; rapier, +1 dagger.

Rumors: "I thought I heard bells last night. It's been said that if someone hears bells while underway, it means someone will die today."

Sailors (humans -0 level fighters, AL N HP 4, AC 8, weapons daggers and short swords)

If the PCs speak with the crew, they may hear these rumors:

1. "Avoid clergymen and cross-eyed people as you board the ship as they are bringers of misfortune."
2. "Someone lost a bucket at sea yesterday. That's a bad omen."
3. "It's been said that the waters we're crossing over hide many ship graveyards."
4. "I've seen the water bubble near the shore with steam rising into the air. It's either a demon or a dragon trying to escape the sea."

Action

After another day aboard the ship, a freeze wrym will attack.

Freeze Wrym Attack

Read or paraphrase below:

A lookout shouts from the crow's nest reporting a strange ripple in the water to the starboard side. The ripple is fast approaching. The crew scrambles for their weapons when suddenly a giant scaled worm breaks the water's surface and rears its ugly head.

The ship is being attacked by a freeze wrym. This watery scourge of the Glacial Sea has sent many a sailor and ship to the bottom of the ice cold depths. The captain will bark out orders to the crew and at the same time try to outmaneuver the monster.

Freeze Wrym (1), AL Chaotic, Movement 80' (20') swim, AC 4, HD 9 (40hp), #AT 2 (breath weapon and bite), DG 1d8/1d6, SV F9, ML 10, XP 1700 Special: breath weapon (*howling wind of cold*). A *howling wind of cold* shoots from the wrym's mouth once per day, doing 1d8 damage to all within a 30' radius. A successful save vs. spell results in half damage.

If the PCs and the ship survive the freeze wrym attack they will arrive at the first trading post.

Encounter 2 - Coldwater Trading Post (Maximum 3400 XP)

Set the scene

The heroes have survived the ship travel and an attack by a huge Freeze Worm. Now as they are approaching the Coldwater Trading Post

Read or paraphrase below:

As the ship comes around the point into a small harbor, you see wisps of smoke rising from the outpost. As you get closer you find pieces of wood floating near the damaged pier. Moving closer to the shore you notice that some of the buildings have been destroyed and are smoldering from recent fires.

The merchant lord will insist that the PCs go ashore with him to inspect what is left of his trading post. He will ask for assistance from the PCs to look for survivors, salvageable goods, and gather information on who or what attacked the outpost.

If the PCs search carefully they will locate the following:

- Strange footprints lead off into the tundra
- Burnt wooden boxes of furs and other trade goods
- They will also locate three survivors huddled in a small out building.

While the PCs are scouting out the area, a strange storm begins to brew just offshore. It builds quickly, any PC with detect magic or evil will notice the storm is magical and evil in nature. The storm blast hits the sea surface just beyond the Blue Tern. The displaced water rises up into a massive wave the washes over the *Blue Tern* and capsizes her. *The crew can be seen trying to jump off the ship into the foamy waters as the wave hits. Just like that, the Blue Tern is lost to a watery grave.*

The PCs ship was tracked by ice giants and they attacked the ship with the Winter Warlock, who has cast a tidal wave spell to destroy the ship and her crew.

There is a 20% chance 1d3 sailor will survive. (LL discretion)

The PCs are marooned with only the food and water they have on their person. It is also assumed that the PCs have heavy fur clothing or appropriate protection from the cold. Resourceful PCs may find food and gear amongst the ruins of the trading post. (LL

discretion)

At this point the PCs have a some choices to make. The LL may want to facilitate these by roleplaying the Captain or a surviving crew member.

One of the missing trading post members is the merchant's brother, Franco Castillion. He is a Veiled Magi that came Coldwater at the behest of his brother, Javier. He was helping to secure the outpost magically and also trying to find out more information about the Winter Warlock.

Javier will find tracks leading away from the trading post with a smattering of blood. He will insist that the heroes help him track down and rescue his brother and the other missing employees. He will offer 250gp to each PC for their assistance. (The LL has discretion to move the gold piece reward in either direction as best suits the party)

Action

When Giants Attack

In the early hours of the morning a large ice coated boat will dock near Coldwater and two ice giants will climb off and attack any visible target. Their purpose is create chaos, death, and destruction and then return to the Winter Warlock's Ice Citadel. If either giant is reduced to ½ of their initial hit points, they will retreat back to their boat to escape.

Ice Giant (2), AL Chaotic, MV 120 (40'), AC 4, HD 10+1, (46 hp), #AT 1, DG 4d6 battle axe, SV F10, ML 9, XP 1700

The ice giants use the following magical items; **Ice Axe** - will freeze a target for 1d4 rounds if it hits on a natural 20. The victim will become frozen and completely helpless. No saving throw. This ice axe though magical, will melt in warmer climes.

Giant's Snowballs

These 2' diameter snowballs will detect as magical and observers will note that they will not melt. When thrown by a being of 17 strength or greater, they will explode in a blast of ice. Any creature struck by the snowball will suffer 2d6 points of damage and all others caught in the 20' blast radius must save vs spells or take 1d6 points of damage. These snowballs always detonate when thrown. If the target is missed the LL determines what the snowball actually hits. Each ice giant has two snowballs.

Encounter 3- SnowCap Ambush (Maximum 936 XP)

Set the Scene

If the PCs follow the tracks in the snow, they may encounter the following monsters. You, the Labyrinth Lord, can choose to use these encounters as you wish. They are meant for you to challenge the PCs as they seek the Ice Prison.

The snowcap is a cunning beast. It travels the Icemoor tundra looking for prey to sate its voracious appetite. It will bury itself in a snowbank near a hillside with just the white tip of its head sticking out. When prey venture close, it springs out and attacks.

The snowcaps have come across the trail that leads from the sea to a cavern opening. They've had luck capturing a few gnolls and one giant. They now lie in wait for the heroes to pass by.

Action

SnowCap Ambush. The Snowcaps will bury themselves in a snow bank next to the tracks and wait in ambush.

SnowCap (2) AL Chaotic, MV 180' (60'), AC 6, HD 7 (33 hp), #AT 2 (bite/claw or nose bone), DG 1d6/1d6/1d8, SV F7, ML 10, XP 440.

Combat

After the snowcap springs the ambush or is discovered, it will attack with a bite first then claw. It will keep up this attack for 2 more rounds. On the 3rd round it will use its nose bone as a claw attack. If the snowcap is reduced to less than 10 hp it will attempt to flee and fight another day.

Treasure

If the adventurers search the area and locate the snowcap lair (which will close by), they will find scattered bones, garments, and pelts of past meals. Deep among the refuse will be a small metal box containing **56gp** and a **potion of giant strength**.

Encounter 4 - The Eye of the Two-headed Tiger (Maximum 1863 XP)

Set the Scene

Two Tiger Wolves have setup a lair near the trail and have been patrolling the area looking for a meal. They are very territorial and have fought other Icemoorian creatures to maintain their dominance along this section of the trail. To increase their odds of capturing their next meal, they have dragged a dead gnoll to the head of the false trail that leads to an ambush site.

Action

Two-headed Tiger Wolf (2), AL N, MV 180' (60'), AC 4, HD 6+2 (30 hp), #AT 2 (bite), DG 2d4/2d4, SV F6, ML 10, XP 900

Combat

Two-headed Tiger Wolves like to ambush their prey by pouncing on them from a small hill or cave entrance. They then each head will attack, biting and tearing their victims.

Treasure

The Tiger Wolf cave lair is not far from their ambush site. They didn't want to drag their victims too far to proceed with their meal. Inside the lair will be found a holy symbol (**holy symbol of Gela**), a non-magical short sword, and **63gp**.

Holy Symbol of Gela

This holy symbol was created by the High Priestess Gela at the time of her death for her most promising apprentice. It will only work for clerics of Lawful Alignment. While using this holy symbol, the cleric gains one extra spell per level.

Encounter 5 - Ice Prison

Set the Scene

Bloody tracks lead to a frozen hillside. After traveling across the Icemoor landscape, the heroes follow the trail to a man-made entrance.

Read or paraphrase below:

Traveling and surviving the frozen wastes of Icemoor has taken its toll among your party members. The numbing cold and howling winds have made everything from preparing meals to fighting monsters rather exhausting. Finally, up ahead, you come upon a hillside with an entrance that appears to have been made by civilized hands. A massive door structure has been cut into the hillside.

Action

The **Ikra** (encounter 7) and **Ice Trolls** (encounter 6) have set traps to warn them of intruders to the prison. They don't actively guard the door because no one has ever tried to forcibly enter the prison. Once or twice a day they move through this room to relieve themselves outside. (If you call that patrolling the area!)

Trap

Cold water vents

Trigger: pressure plates in the floor

Effect: Water sprays from the ground and the ceiling covering a 10' area around the trigger and causing 1d4 damage due to cold. A high pitch whine will alert creatures in area 6 and 7. They will enter one round after the trap is triggered.

Treasure: none

Encounter 6 - Main Chamber (Maximum 1360 XP)

Set the Scene

If the trap was triggered in encounter 5, no monsters will be found here. If the PCs are able to avoid the traps read or paraphrase below:

You enter a 30' by 30' room. Patches of icy blue fungus cover part of the floor and walls forming some kind of bed. Pieces of bone and other rubbish litter the area. A human is lying face down on the floor and not moving.

Action

Ice Troll (2), AL Chaotic, MV 120' (40'), AC 4, HD 6+3 (29/31 hp), #AT 3 (2 claws, bite) SA breath weapon - cone of cold 30 ft. 1d6 damage, SD After 3 rounds have passed since they received damage, they will generate 3 hp each round. Fire does double damage DG 1d6/1d6/1d10, SV F6, ML 12, XP 680

These large, strange looking creatures are bipedal. They are gangly with over-sized clumsy looking arms and legs. Their blue white hide is covered in thick, ropery fur, which is snowy white. The creature's body is encrusted with snow and ice. They lurch at you with long claws and sharp teeth.

Ice trolls have the height, weight, and general look of standard trolls. However, their rubbery bodies are the color of a lake frozen over with ice and their hair and fur are snow white. Ice and snow always encrusts an ice troll's body, which leads many to think the creature is elemental in nature since the creature can meld into ice.

Combat

Ice trolls tend to use the same tactics as standard trolls, modified by the surrounding terrain and the ice trolls special abilities. They prefer to lay in wait within a body of ice pretending to be dead while opponents pass by. However, ice trolls aren't patient and if opponents study the "frozen troll" for too long they will simply attack. Ice trolls always fight to the death when hungry.

NPC

The human lying on the floor is Victor Rohlas an employee at the Coldwater trading post. He was dragged here by the Ikra to be handed over the Crystkin for their foul ritual. He has been left for dead just a few hours before the heroes arrived. If assisted with healing he will awaken and offer the following information:

Victor Rohlas (0-level human) 2 hp, AC 10

"I am Victor Rohlas, the fur skinner at Coldwater. (Victor will see Javier) Bless you, Master Javier, for taking the dangerous journey to save us. The post was attacked by strange rock creatures. Me and Master Franco were beaten and dragged here. They took Master Franco deeper into the cavern, I think. Can you help us escape?"

Treasure

If the PCs search room 6A—among the bones and fungus, the characters will find **a potion of healing, a potion of extra healing, and a magical necklace called Naglamir.** This necklace of surpassing beauty was made during the First Age of history. Forged by an unknown dwarven jeweler, it is made of pure wrought gold, and inlaid with a variety of precious diamonds, emeralds, sapphires, and rubies. First worn by the daughter of the Third Dwarven King, it was stolen from the dwarves by the master thief Agiloc. He in turn sold it to the goblins of Icemoor, who attempted to blackmail the Dwarven King. The Second Goblin-Dwarf War was a direct result of this blackmail, as the dwarves attempted to recover the necklace. However, it was lost during the last battle, when the rout of the goblins caused a great panic. It has not been seen since, though several copies of the necklace have appeared recently.

The wearer of the necklace is empowered with *dispel magic, detect magic, and true seeing.* Additionally, the necklace can create an *anti-magic shell (duration 1 turn) once per day.* The wearer can also cast *charm person* on any creature that looks upon the necklace unless a *save vs spells* is successful.

Encounter 7 - Ikra Quarters (Maximum 885 XP)

Set the Scene

The Ikra guards in this area will be alerted to any traps triggered in encounter 5. They are particularly lazy and mostly sleep or play games of chance among themselves to pass the time until they are rotated back to the Citadel of Ice. The symbols on the walls are clan writing which indicate when they were here and what they did. It is written in a style unique to the Ikra.

Read or paraphrase below:

Several deep-blue colored creatures lie against the walls. More are hunched over in a circle throwing bone dice in the center of the room. Strange symbols have been scrawled on the walls. Another exit at the far end of the room can be seen leading to the south.

Action

Ikra Leader (1), AL C, MV 60 (20') AC 3 (due to rock hard skin), HD 3 (14 hp), #AT 1 (weapon, claw or fang), DG 1d6/1d4/1d4, SV F3, ML 8, XP 50

Ikra (10) AL C, MV 60' (20'), AC 4 (due to rock hard skin), HD 2+1(10 hp), #AT 1 (weapon, claw or fang), DG 1d6/1d4, SV F2, ML 7, XP 35
Unless they are alerted by the triggered traps in encounter 5, they will either be asleep or playing dice (2-in-6 chance of surprise). They are armed with curved crystalline swords and if disarmed or in close melee combat will use their claws or fangs.

Treasure

The Ikra do not carry metal currency. However, each Ikra carries 1d6 gemstones, worth 20gp each.

If the player characters search the room carefully they will find a **+1 dagger** and **35gp** wrapped in a leather cloth. There will also be assorted **animal pelts worth 500gp total** to the right buyer.



Encounter 8 - Elemental Lair (Maximum 2060 XP)

Set the Scene

This large cavern is the home of an ice elemental that has been transformed into a knight. It has been tasked to guard this section of the tunnels from intruders. The knight has been trained to allow gnolls, Ikra, and crystkin to pass through unchallenged.

Read or paraphrase as soon as the adventurers reach any of the entrances:

An unknown light source illuminates this large cavern. Beautiful crystal formations hang from the ceiling. A fully armed knight dressed in spectacular scale mail stands against a wall.

He shouts in a thundering voice: "Halt! You are not my masters and will be destroyed for intruding". He moves to attack swinging two blades.

Action

Ice Elemental Knight (1), AL Chaotic, MV 120' (40'), AC 1, HD 8 (35 hp), # AT 2 (weapons), DG 1d8/1d8, SA Elemental beam DG 2d6, Cold aura DG 1d6, SD Immune to cold-based spells or weapons, SV F8, ML 12, XP 1560

Combat

The Ice Elemental Knight charges into battle, swinging two crystalline swords while rushing forward.

Elemental beam: Once every 1d4 rounds, the Ice Elemental Knight can shoot a powerful beam of cold energy, from its sword. The beam targets everything within a 5 ft. wide, 50 ft. long path and deals 2d6 points of cold damage. Those within the area save vs. spell to halve the damage.

Cold aura: The Ice Elemental Knight radiates an aura of intense cold. Merely being within 5' of the knight is painful (causing 1d6 damage). Each successful strike also deals an additional 1d6 points of cold damage. Anyone who grapples or strikes the knight with natural weapons or unarmed strike takes damage as if hit by the knight's attack. This is an ability of the knight, not the sword or the armor.

Treasure: (1) +2 bastard sword, +1 scale mail and +1 shield (from deceased owners) If the lair is search carefully the heroes will find **two diamonds worth 250gp each.**

Encounter 9 - Ooze Lair (Maximum 190 XP)

Set the Scene

An iridescent ooze ebbs and flows from this small cavern to the tundra above via tubes in the ice. It hangs from the ceiling or walls awaiting its next victim. The regular denizens of the prison know that an ooze lurks here and therefore only enter in force, quickly passing through.

Read below when the adventurers enter from either direction:

The tunnel walls are smooth as glass. As you peer ahead you see a strange ice formation on the ceiling. (Characters with infravision will see writhing colors swirling in a hypnotic pattern.)

Action

Iridescent ooze (1), AL N, MV 30' (10'), AC 7, HD 4 (17 hp), #AT 1, DG 1d6, SA color gaze and acid 1d6, SD immune to acid and electrical-based attacks, ML 12, XP 190

An iridescent ooze appears milky-white to normal vision, but when viewed with infravision it reveals itself in a dazzling array of colors--a strange experience, to say the least, since infravision is in black and white! The changing colors pulse and writhe, fascinating potential victims of the ooze. Iridescent oozes can flow up walls and through cracks of at least 1" width, and can even stick to ceilings.

Combat: If a victim comes close enough to be fascinated, the iridescent ooze will flow towards it and try to consume it.

Color Gaze: When viewed with infravision only, the iridescent ooze seems to flow with a rainbow of colors, pulsing and writhing in a radius of about 3' around the ooze. Any victim looking upon the writhing colors must save vs spells or be charmed and unable to look away (as if affected by a hypnotic pattern). If the victim takes damage the charm is broken.

Acid: The iridescent ooze's acid deals 1d6 hit points of damage per round to metal or wood objects. Armor and clothing becomes useless and dissolves immediately unless a DEX skill check roll succeeds. Metal or wooden weapons that strike an iridescent ooze also dissolve if a DEX skill check fails.

Treasure--none

Encounter 10 - Crystkyn Lair (Maximum 1090 XP)

Set the Scene

The Crystkyn have been tasked to extract the magical essence from any humanoid to loosen the runic bonds that hold their master, the Glacial Dragon. They send out the Ikra and ice giants to raid the coast looking for magic-user humans and other magically-induced humanoids to bring back to the ice prison.

Read or Paraphrase below:

A high ledge divides this large cave into two parts. A flight of cut stone stairs leads to the ledge on either side. A human figure is slumped on the floor with several crystalline winged creatures standing guard.

Action

Crystkyn (Crystal Half-Dragon) (6), AL Chaotic, MV 120' (40'), AC 5, HD 3 (15 hp), #AT 3 (weapon/claw/breath weapon), DG 1d6/1d4+2/1d6, SA rend or breath weapon 1d6, SD immune to light-based spells, sleep, and paralysis effects, SV F3, ML 8, XP 65.

Combat

They begin their attack by using their crystal swords. After 1d4 rounds they will attempt to grapple with opponents and then use their breath weapon.

Breath Weapon: *Cone of White Out, 30 feet, once per day; damage 1d6, save vs breath weapon. A target who fails the saving throw is also blinded for 1d4 rounds (-3 to hit)*

If a Crystkyn hits a single target with both claws, it latches onto the opponent's body and tears the flesh. This attack deals 2d4 points of damage per round. Save vs STR to unlatch the Crystkyn.

NPC

This is Franco Castillion, the brother of the wealthy merchant Javier. He was carried here by the Ikra and handed over to the Crystkyn. The Crystkyn intend to use his magical essence to corrode the runic bonds that bind the Glacial Dragon to his icy prison. The Ikra have beaten him to a bloody pulp and he's useless in combat at this time.

Franco was bound and gagged for the entire journey to prevent him from casting spells. If freed, he will be able to assist the party with his memorized spells.

Franco Castillion (8th level MU) AC10, HP3, memorized spells; confusion, fireball

As with the NPC Javier, Franco should be used sparingly to avoid having the Labyrinth Lord leading the party. Franco is wounded and in no shape to lead the party anywhere at this time. He will try his best to help out when and if he can.

If aided with healing potions and bandaging he awakes and offers this information:

"I've learned that the mystery behind the recent attacks is the Winter Warlock. He is still partially trapped in his magical prison. The Ikra and Crystkyn kept talking about the Citadel of Ice and their longing to be there. I don't know its exact location but it's near a semi-frozen lake". He then passes out again.

Treasure

The Crystkyn have collected over the years, several weapons and potions from travellers approaching the ice prison. They are a **+2 shield of the valiant, ice armor, spell scroll containing levitate and invisible stalker**

The Crystkyn will also have several gemstones lying around; **1 aquamarine** (50gp value), **2 small diamonds** (100gp each) and **3 emeralds** (150gp each)

+2 Shield of the Valiant

This +2 magical shield is non-intelligent. It has three powers:

- 1) bestows 25% magic resistance to the possessor
- 2) the user can only be hit by +1 weapons or better, or 2nd level spells or higher
- 3) it increases the user's CON +2

Ice Armor

Once donned the wearer is invincible to all cold-based attacks. The armor will melt in temperatures above freezing in 1d10 rounds.

Encounter 11 - Amber Golem Cave (Maximum 2900 XP)

Set the Scene

This amber golem was created to resemble a giant cat. Its task is to guard this area from intruders and prevent escapes. It is activated by anyone entering the room that does not resemble a Crystkin. If the adventurers cannot sneak past or ambush the amber golem, the CrystKin will hear the combat and move to this area to investigate.

Read or paraphrase below when the characters enter this area:

The tunnel opens into a very large cavern dominated by a massive pillar of ice in the center. There, crouched on a ledge cut into the pillar, is a large amber colored leopard which appears to be made of a strange, clear yellow stone.

Action

Amber Golem (1), AL N, MV 60' (20'), AC 5, HD 9 (39 hp), #AT 3 (claw/claw/bite), DG 1d8/1d8/1d6, SD can see invisible creature and objects, SV F9, ML 12, XP 2400

Combat

The amber golem will spring from its perch and pounce on any intruders, attacking with claws and bites.

Treasure

If the amber golem is somehow broken apart, it has a total value of 500gp.

Encounter 12 - Frozen Orb Cave (Maximum 2100 XP)

Set the Scene

Some time ago, an uninvited guest, the frozen orb had wandered into the ice prison and has been herded into this cavern by the Crystkin. They feed it from time to time to placate it and keep it as as a pet.

Read or paraphrase the following to the PCs as they enter this area:

The air in this cavern is extremely cold. So cold in fact, that it is hard to breathe. Flowing stalagmites and brilliant crystalline walls reflect the torchlight, giving this cavern an ethereal beauty. Off in the corner a strange floating white orb appears. Its glittering red eye swivels to focus on you and its mouth opens to reveal a row of razor sharp teeth.

Action

Frozen Orb (1) AL N, MV 90' (30') fly, AC 5, HD 9 (43 hp), #AT 1 (bite or gaze attack), DG 1d6+1d4 chilling bite, SA stunning gaze, SD immune to cold-based attacks, takes double damage from fire-based attacks, SV F9, ML 7, XP 2100

The frozen orb is an elemental--its body is made up of snow, rime, and ice. Its central eye is made of glittering reddish slabs of ice, and its large mouth is lined with icicle teeth strong as steel.

Combat

The frozen orb fights like a beholder but isn't evil. It will only attack when provoked. It is used to the Crystkin, but seeing the PCs will cause it to feel threatened.

Chilling bite: In addition to the damage from its attack, the frozen orb deals an additional 1d4 points of cold damage with its bite attack.

Stunning Gaze: Any creature meeting the gaze of the frozen orb's central eye is subject to its stunning gaze attack. Victims that fail a save vs spells will be stunned for 1d6 rounds (range of 30').

Treasure--none

Encounter 13 - Magical Prison

Set the Scene

The actual prison cell of the glacial dragon is a magical portal that leads to another dimension. Without powerful magical spells, it will be impossible for the adventurers to enter the portal.

Read or paraphrase the following to the adventurers:

The flight of stone stairs leads to a ledge about 10' above the rest of the cavern. Three other caverns lead from the platform, however they are closed off by a curtain of ice that is covered in strange runes and symbols.

Action

The ice sheet is actually a magical prison that transports its prisoner to another dimension. There isn't a way for the adventures to get through the ice sheet portal. Only the middle cavern is "occupied" by a portal, the other two are empty.

Read or paraphrase below:

As you glance over the ice curtain it starts to shimmer, swirl, and make a hissing sound. An image of a huge, bluish dragon appears. It lets out a deafening roar.

"I see that you are not here to set me free. It's unfortunate. I have a warning for you" (he pauses and lets out a slight laugh) The dragon then bellows out "Winter is coming and will consume you all in his frozen grip!"

The image slowly fades as the curtain of ice shimmers and clouds to dull gray-white.

“That’s a Wrap” - Concluding the Adventure

After discovering the mystery behind the Winter Warlock the party may decide to seek out and destroy this Icemoor menace.

IM02 Citadel of Ice

Adventurers who survive the savage Icemoor attacks and the denizens of the Ice Prison may want to follow up on their new found information by travelling to the Citadel of Ice, locating the Winter Warlock, and ending his icebound plans to conquer Ebonyr.

Some other adventuring ideas in Icemoor

- Some of the Ikra have broken the icy grip of the Winter Warlock and have been marauding dwarven clan-holds. The heroes may be approached by a clan to assist them in defeating the Ikra.
- A Veiled Magi has sought out the heroes for a dangerous mission to locate the ruins of Icepeak and locate a long lost artifact.
- A druid circle based in Icemoor, has been losing members in strange circumstances. Can the heroes solve the mystery and save this ancient sect?

Monsters

Ice Giant

No. Enc: 2
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 4
Hit Dice: 10+1
Attacks: 1
Damage: 4d6
Save: F10
Morale: 9
XP: 1700

Appearance

The ice giant is a massive blue-skinned humanoid that makes its lair in icy caves. They live in groups, ruled by their wisest, strongest alpha male. They are served by slaves snatched in raids.

A typical ice giant is about 8 to 9 feet tall and weighs about 400 lbs. Females are about same size as males. Physique is well-proportioned and muscular similar to many other giants. Ice giants are very agile in spite of their great size. Skin color varies from nearly white to light-blue. Hair color varies from white to dark blue. In rare cases hair color can be light yellow. Hair is usually long and straight or a little curly. Eyes tend to be dark-blue or black giving the giants a chilly and piercing stare. Ice giant males often grow bushy beards of a matching coloration to their hair.

Combat

Ice giants can exist comfortably at frigid temperatures but are highly vulnerable to heat and fire-based environments and attacks. They generally use battle axes and maces in combat.

Freeze Wyrn

No. Enc.: 1
Alignment: Chaotic
Movement: 80' (20')
Armor Class: 4
Hit Dice: 9
of Attacks: 2 (spell/bite)
Damage: 1d8 spell / 1d6 bite
Save: F9
Morale: 10
XP: 1700

Howling Wind of Cold - A howling wind of cold shoots from the caster, blasting every target, friend or foe, within a 30' radius. All within the area take 1d8 damage. Successful save vs. spell takes half damage.

Appearance

These creatures are huge, segmented worms, with an evil disposition matched only by their ferocious tenacity. Their rock-hard scales are rendered even more stiff and impenetrable by the frozen environs where they make their homes. Elongated necks enable cobra-like strikes, and the giant, toothy maws make quick work of being swallowed whole very real indeed.

SnowCap

No. Enc: 1
Alignment: Chaotic
Movement: 180' (60')
Armor Class: 6
Hit Dice: 7
Attacks: 1
Damage: 1d6 bite/claw/nose bone
Save: F7
Morale: 10
XP: 440

Appearance

This beast has long claws to enable it to catch fish with extreme ease but their main use is for large prey such as the mammals that inhabit these lands.

Its teeth are adapted to sort fish flesh from bones and also slash through meat. They are very thin but very strong. The hair contains a special enzyme secreted by the skin that hardens the animal's hair clusters, and along with the skin muscles giving it the ability to actually control the angle of its own hair in order to keep itself cool or warm depending on the climate conditions in this cold environment-when the hair stays at an angle the wind can pass and cool its skin. In harsh conditions the face gets covered by the long hairs on its head.

The nose of the creature is covered by a membrane which stops water from getting in the mouth. This obstruction is made by a hard bone which the animal uses to break the bones of its victims. It also uses its nose in combat especially during the mating season when this becomes a deadly weapon.

Two-headed Tiger Wolf

No. Enc.: 2
Alignment: Neutral
Movement: 180' (60')
Armor Class: 4
Hit Dice: 6+2
Attacks: 2 (bite)
Damage: 2d4
Save: F6
Morale: 10
XP: 900

Appearance

A typical Two-headed Tiger Wolf is about 7 feet long, stands 4 feet tall at the shoulder, and weighs about 400 pounds. The massive two heads constant move back and forth scanning the horizon for prey. The fur is mostly white with light gray striping across the body.

Combat

Two-headed Tiger Wolves like to ambush their prey by pouncing on them from a small hill or cave entrance. They will then use their two mouths to attack and tear at their victims.

Ikra

No. Enc: 1d20
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 4 (rock-like skin)
Hit Dice: 2+1
Attacks: 1 (weapon, claw or fang)
Damage: 1d6/1d4/1d4
Save: F2
Morale: 7
XP: 35

Appearance

Having been born from the primal elemental of ice, these creatures despise outsiders and raid dwarven clan holds and surface areas on occasion. Having very light hair, with their skin varying colors of azure. It looks and has the texture of stone. Some outsiders have given them the nickname "rock children". Their breath is frosty, their heart cold, and hard to warm to any creature outside of their race. Their blood oozes a cold, viscous substance, which crystalizes and vaporizes away slowly. Their eyes are diamond-like, clear and piercing. They tend to average about 4' to 5' in height, with a short lifespan. Due to the Ikra anatomy, they cannot stand any amount of fire, and recoil immediately from it. They avoid torches and try their best to put out any lit flame.

Ice Elemental Knight

No. Enc: 1
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 1
HD: 9
Attack: 2 crystalline bastard swords 1d8
Damage 1d8 (swords), 2d6 (elemental beam),
1d6 Cold Aura (touch)
Special Attacks: Cold, elemental beam
Special Qualities: Infravision 60 ft, immunity to
cold-based attacks, vulnerable to fire +3
damage

Appearance

This creature looks like a crude humanoid-shaped ice sculpture with armor, shield, and sword. Its cold blue eyes represent its nature and it will put you into a deep freeze if you underestimate its fighting potential. The Ice Elemental Knight stands at 6 ft. tall and weighs 200 lbs.

The Ice Elemental Knight is one of the most brutal of the existing knights. Powerful ice giants lords use these knights as shock troops to put their opponents into a deep freeze at the beginning of the battle.

The Ice Elemental Knight speaks Common and the language of its leader, the one who hired, summoned or compelled it.

Combat

The Ice Elemental Knight charges into battle, swinging both weapons against its opponents while rushing.

Elemental beam: Once every 1d4 rounds, the Ice Elemental Knight can shoot a powerful beam of cold energy, from its sword. The beam targets everything within a 5 ft. wide, 50 ft. long path and deals 2d6 points of cold damage. Those within the area save vs. spell to halve the damage.

Cold aura: The Ice Elemental Knight radiates an aura of intense cold. Merely being within 5' of the knight is painful (causing 1d6 damage). Each successful strike also deals an additional 1d6 points of cold damage. Anyone who grapples or strikes the knight with natural weapons or unarmed strike takes damage as if hit by the knight's attack. This is an ability of the knight, not the sword or the armor.

Crystkyn (Crystal Half-Dragon)

No. Enc: 1d6
Alignment: Chaotic
Hit Dice: 3
Movement: 60' (20')
AC: 5
Attacks: 2 (Crystal blade & claw)
Damage: 1d6/1d4+2/1d6
Special Attacks: Breath weapon,
Special Qualities: Infravision 60 ft.

Crystkyns are chaotic, half-dragons with blue-white, crystallized skin and stubby wings (useless) that serve the Glacial Dragon of Ice-moor. It is unknown if Crystkyns are a unique species or a hybrid of races magically fused together. Regardless, they are fiercely loyal to their dragon master.

Combat

They begin their attack by clawing and biting in an attempt to grapple with opponents and then rend or use their breath weapon.

Breath Weapon: *Cone of White Out, 30 feet, once per day; damage 1d6, save vs breath weapon. A target who fails the saving throw is also blinded for 1d4 rounds (-3 to hit)*

Immunities: Crystkyns are immune to light-based spells, sleep, and paralysis effects.

If a Crystkyn hits a single target with both claws, it latches onto the opponent's body and tears the flesh. This attack deals 2d4 points of damage per round. Save vs STR to unlatch the Crystkyn.

Pre-gen Characters

Lidia

Female Human - Druid 5th level
Stats: STR: 14, DEX 14, CON 14, INT 9, WIS 15, CHA 15
Alignment: Neutral
AC: 7
HP: 16
Spells: 1st level--faerie fire, detect snares and pits, cure light wounds, invisibility, 2nd level, charm person or animal, barkskin, create water, 3rd level, call lightning, hold animal

Height: 6'2", Weight: 135Ibs, Age: 20

Weapons: Quarterstaff and sling
Armor: Leather - AC 7

Appearance: Lidia is tall and ungainly, she has long limbs and fingers and short cropped brown hair. Her face is dominated by a large nose which makes her thin lips look all the thinner. She dresses in common clothes of drab green and brown, wearing a drab green hood over her padded tunic and wool leggings.

Background: Lidia has recently left the only life she has ever know and finds herself overwhelmed by the size and scope of the world. She has left the farm to save it, she seeks the money needed to save her only home from ruin.



Troi

Human Ranger - 5th Level
Stats: STR: 17, DEX 13, CON 18, INT 13, WIS 16, CHA 17
AC: 5
HP: 39
Alignment: Neutral
Weapons and armor: scale armor +1, medium shield +1, long bow w/ 20 arrows, long sword

Age: 23 height: 5'9" weight: 175 lbs

Appearance: Troi is laid-back, and he looks it. His hair is slightly unkempt, brown, and tied back into a ponytail that hangs down to his mid-back. He is mildly rough-shaven. He wears a plain black shirt, with a slightly more elaborate blue shirt over it. He wears black breeches, and wears black-and-blue bracers. He has a simple silver ring on the middle finger of his right hand, and wears a finely-made belt. His rapier is a fine weapon, purchased from a good friend of his; his whip, however, is a better weapon, with an ivory handle and a fine leather grip. A finely-crafted lute is slung across his back, held in place by a plain leather belt. His chain shirt, when he wears it, is worn underneath his normal clothing, making him look slightly bulkier. When his left shoulder is bare, the jagged scar extending from his collarbone to the end of his shoulder is quite visible.

Background: Troi Delmoz was an inquisitive child, always trying new things. Later on in life, when he knew enough to ask others about things they knew, he gathered up as much knowledge as he could. His parents encouraged him, and his interests grew. He was always into things that normal beings weren't capable of doing... he would listen intently to tales of monsters doing horrific things. That's what I want to learn how to do. Young Troi thought. I want to learn the same things that monsters can do.



Hulan

Human female - magic user 5th Level

Stats: STR: 12, DEX 14, CON 15, INT 16, WIS 11, CHA 12

AC 8

HP 20

Alignment: neutral

Weapons and armor: Quarterstaff - AC 9

Spells per day: 1st level (2), 2nd level (2), 3rd level (1)

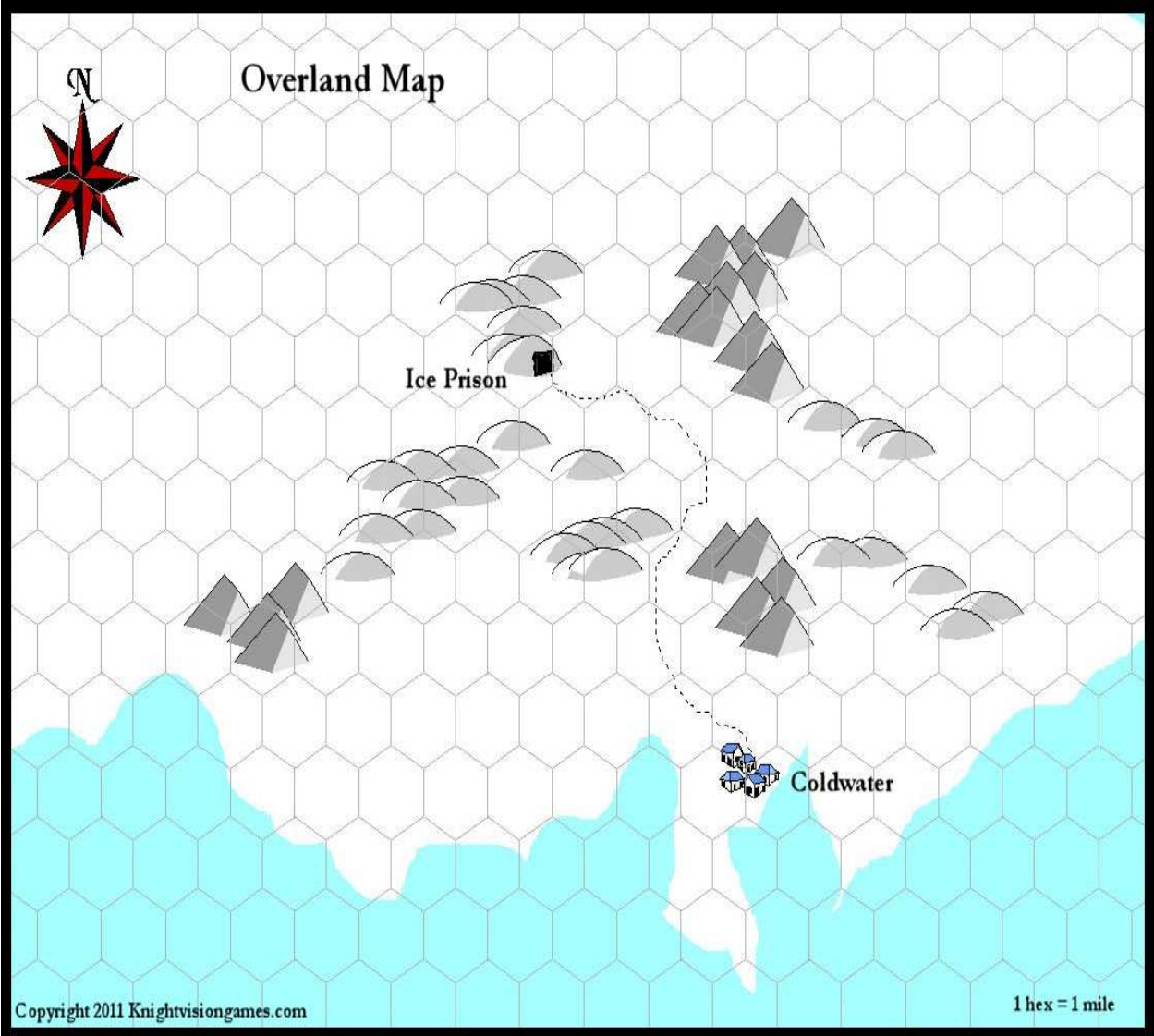
Spell book containing the following spells: 1st level, burning hands, charm person, magic missile, detect magic, enlarge, feather fall, floating disc, hold portal, and identify, 2nd level, invisibility, knock, levitate, magic mouth, phantasmal force, 3rd level - protection from normal missiles

Height: 5'10, weight: 204 lbs.

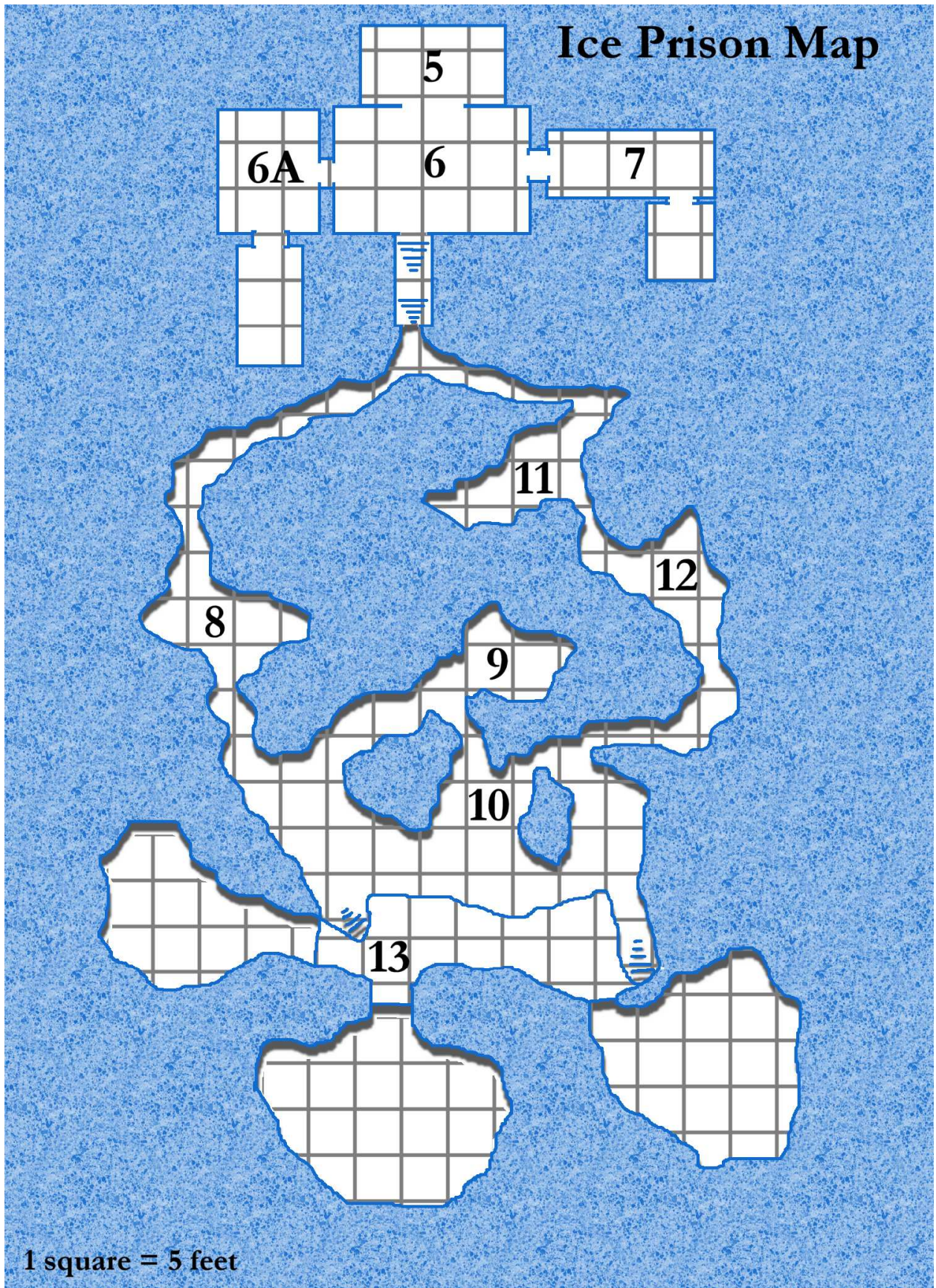
Appearance: Hulan is an attractive young country girl. Having grown up working on her family's farm she is more "healthy" rather than dainty. She usually has a pleasant smile on her face, and keeps her long hair pulled back in a ponytail. She normally dresses in the simple skirts and blouses she is accustomed to.

Background: Hulan grew up on a farm outside of Cartha City, the oldest of seven children. Her life was mostly what one would expect for a farm girl, except that she would occasionally notice something...odd. Her mother would tell stories of people descended from dragons who were able to perform great feats of magic. Father would claim the stories were foolishness, but then mother would reply with a wink that the stories were true, and one could never tell where such a bloodline might turn up. As Hulan approached adulthood, she noticed she was able to do unusual things. Her mother took her aside and secretly trained her in the basics of the arcane arts. Once she felt that Hulan was ready, and after a less than pleasant discussion with father, she encouraged Hulan to go out into the world and find her own way.





Ice Prison Map



1 square = 5 feet

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