

Twelve Days of Dadi'Van

By Thom Wilson

For 4-6 Adventurers, Levels 3-5
Designed for Swords & Wizardry™



A holiday-themed adventure that can be played anytime!



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ThrowiGames LLC
For *Swords & Wizardry*™

Version 1.02

April 6, 2018

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SW2250 – Twelve Days of Dadi'Van

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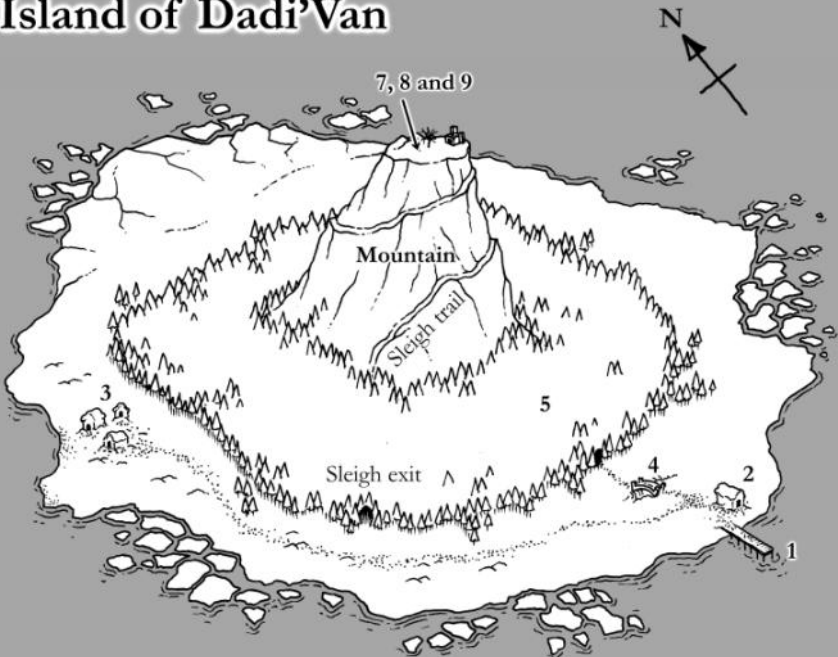
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Island of Dadi'Van



Twelve Days of Dadi'Van

It's not often that I write a holiday-themed adventure (although this isn't the traditional Kris Kringle or Krampus tale), *Twelve Days of Dadi'Van* contains many holiday elements that should be immediately familiar to readers. From the tree with bulb-like berries, an abominable snowman, a magical sack and a getaway sleigh, these elements resonate with those that celebrate the Christmas season. I hope you enjoy playing this adventure as much as I did writing it. Enjoy!

Thom Wilson

Adventure Background

Nestled deep within the vast wilderness, far from human and elven settlements, is the remote dwarven village of Whundarn. The dwarven villagers of Whundarn are a hearty folk, relying on their own skills and hard work to survive in the wintry mountains. Generation after generation, a nearby ore mine continues to produce, providing the dwarves with rich metal and the occasional gems for barter. They see but a few weeks of warm weather in most years, and must trade with the late spring and early fall merchant caravans for food and ingredients they cannot grow themselves. Winters are long and cold, steeping the village in twenty foot snow drifts from constant blizzards. Once winter begins, travel outside or to the village is near impossible.

Although the living is tough for the villagers of Whundarn, they have up until recently enjoyed their isolated existence. The simple life has always been enough to keep the dwarves happy and joyful through the dark wintry days; beer-brewing, dwarven games, and teaching their children their cultural crafts fill the long, snowy stretches. Unfortunately, the dwarves are now only teaching male children their skills. No female children have been born in several years. The village of Whundarn has been struck by a strange fertility affliction.

Over three dozen boys have been born since the last female child, an undersized stillborn delivered by the magistrate's wife. All manner of superstitious tales and ancient legends were examined by the dwarven women, eager to solve their misfortunate predicament. Old customs returned, forgotten recipes were tried, and near ritualistic practices were enforced with their mates, just to get a daughter. Most females have now refused to have any more children to avoid the disappointment of failure.

Recently, the Keeper of the Lore, a venerable dwarven sage entrusted with the village history, found an archaic passage within the First Book of Whundarn. It seems the dwarves from the early days also faced a similar issue, thought brought upon by the gases of the village mine. They were able to thwart the affliction and return

birth normalcy by ingesting an elixir using a rare berry from a mysterious tree. The tree was found upon an island off the nearby coast. Unfortunately, the magical island only appears for twelve days in mid winter before fading away. The island reappears each year in the same location in the bay, but the exact location of the berry tree on the island is unknown, its site hidden in a cryptic entry on the last page of the village journal. (see last page of the adventure booklet for a player handout) Additional clues are found throughout other texts maintained by the Keeper of the Lore (see page 6).



Gloves
of
Purity

For the last three years, the village has sent groups of stalwart dwarves to find the berries upon the mystical island. None of the dwarves have returned. The magistrate, fearing the loss of more Whundarn villagers, has proposed the hiring of outsiders for help. He has offered his own personal wealth as compensation for the mission, rewarding adventurers returning with the berries each with 10 platinum bars [5,000 gp each].

Island Background

The Island of Dadi'Van is a magical, inter-dimensional land mass, fully controlled by the ice elemental Kaznilax. He returns the island to the Prime Material plane once per year for twelve days to refill his water reservoirs within the bay near Whundarn. He has yet to be challenged by any mortal on this plane, sleepily resting within his small keep atop the lone mountain on Dadi'Van for the entirety.

Nearly a full mile in diameter, the island "floats" in the bay like a large glacier. Kaznilax's magical power keeps the island from moving until the twelfth day, when he plane shifts the entire land mass away. A single mountain protrudes from the center of the island, surrounded on all sides by a thick, maze-like evergreen forest. Snow covers the entire island from shore to mountaintop, and the temperature is consistently well below 0 degrees Fahrenheit during the twelve days. A single dock on the eastern side of the island can receive small boats, although those with any sense avoid the area completely. However, the island's suction of water to fill the reservoirs creates an inbound current capable of drawing small craft to the land mass.

Few creatures reside on the bitterly cold island, though those that do are indigenous to the colder climate. Phase Reindeer stampede across open spaces and snow covered trails, while Yeti roam the

mountaintop. Lesser ice elementals enslaved by Kaznilax patrol the island's shores, keeping unwanted visitors away. Only two constructed structures are found outside the mountain: a small but empty boathouse near the dock was once used to receive guests and a simple keep at the mountain's summit where Kaznilax resides. Within the mountain, a labyrinth of tunnels, staircases, and chambers lead to the mountaintop. Additionally, a number of nameless horrors protect the labyrinth artifacts from unwanted treasure seekers.

Although Kaznilax rests sleepily in his small keep at the mountain's summit, he is aware of any mortals who set foot upon the island. He will send elementals, phase reindeer, and yeti to stop the intruders from entering his mountain labyrinth or gaining access to the summit where the lone *Heartberry Tree* grows.



Kaznilax has protected the island with a magical force-field that prevents specific spells or abilities: any items or spells that allow characters to fly, hover or float will fail automatically. Arcane or sorcery spells are regained at half-rate (twice as much rest is needed) and have a 50% chance of failure to memorize/prepare. Divine abilities are unaffected.

Time passes differently on Dadi'Van - with a single day actually spanning twelve on the Prime Material Plane. Once the characters arrive on the island, they have but one Dadi'Van day before the place shifts to another plane, trapping them on the desolate land mass until it returns to the bay next year.

Critical Details

The adventurers must secure three large berries from the *Heartberry Tree* to succeed in their mission. Unfortunately, two artifacts are needed to pick and store the berries. The *Bloodsack* is a magical bag that keeps contents within it preserved; time does not affect the contents within the bag. The *Gloves of Purity* allow the berries to be picked; if the berries are picked without the gloves, they wither and die within seconds. Both artifacts are found within the labyrinth under the mountain. Consult pages 16 and 17 for more details about the critical magical items found on Dadi'Van.

Access to the mountain labyrinth is found at the base of the majestic mount. A magically sealed door leading to the underground tunnels is only opened by a special key found deep within the evergreen maze. The adventurers must first find the key to the door, enter the labyrinth to obtain the gloves and bag, then ascend the summit to pick the berries from the *Heart-berry Tree*. A powerful Abominable Snowman (Yeti) protects the tree from interlopers, throwing massive boulders at the characters as they exit the summit cave.

Kaznilax may exit his keep to protect the tree but prefers to let the characters come to his abode when they try to descend the mountain to leave. His powerful spells and abilities make him a difficult foe to overcome.



Krull Battlehammer

Adventure Start

Characters should hear about the incredible reward offered by the dwarves of Whundarn from caravan merchants, or while lost in the area travelling through the mountains, they stumble upon the dwarven village seeking refuge from the weather. The island of Dadi'Van will appear three days after the characters arrive in Whundarn.

The village's magistrate, Ghrun Firebeard, will do his best to persuade the characters to take on the mission to help the village. The reward is substantial and should be enough to motivate most characters. An additional reward of a single magical item, forged by the mighty Whundarn blacksmith, can be added if necessary.

The Village of Whundarn

Nearly fifty homes lie within the stockade walls of the mountain village. Over 250 dwarves live within Whundarn, and most of the males work in the mines below. Several males fish in the bay nearby, providing additional food for the village year-round. Other than a few dozen single-story residences, three large buildings in the center of the village are immediately obvious to visitors: the town hall is used for meetings, the Whundarn Lodge is a two story structure with rooms to rent for merchants and distant family visiting loved ones, and The Hearth and Mug, a local tavern renowned for its selection of beers and ales.

The Town Hall

A single-story structure in the very center of the village has been the town hall of Whundarn since its settlement hundreds of years ago. The town hall is the oldest building in the village and has been adapted to fit the village's needs over time. Facing the front gate, the entry door leads visitors and residents to four village offices. The rear of the building serves as the home of the magistrate and their family. A forty-foot guard tower has been built up from the center to provide a bird's eye view of the village, the entry trail, and the mine opening.

Ghrun Firebeard spends most of his day within the town hall, stepping out only for lunch and dinner with family and a brief stop at the Hearth and Mug to check on residents. Locals know where to find the magistrate most of the time. Visitors looking for work (especially the Dadi'Van mission) are escorted to the town hall or tavern.

Whundarn Lodge

The old lodge is run by an old trapper, the silver-haired dwarf Krull Battlehammer. Known for never running out of tales and tall stories, the venerable dwarf welcomes travelers with a big gold-toothed smile and a full mug of ale. Visitors can learn much from the old dwarf as he knew many of the dwarves that tried to make the trip to the mystical island and never returned.

The Hearth and Mug

A typical tavern in every sense, The Hearth and Mug is full of Whundarn residents from lunch to closing time. The fine establishment is run by dwarven twins. Brother and sister Jevell and Vejell Opalpick run the bar and kitchen respectively. Jevell can spot a thirsty customer across a crowded room and Vejell makes the best roast goose in the region.

Locals are welcoming and eager to hear stories from outside the region. They will often pay for the beer and ale of travelers to hear news and stories from beyond the village gates. Although good-spirited, any talk of the village's misfortune (lack of daughters) will darken the atmosphere of the otherwise lively establishment.

The Keeper of the Lore

A decrepit old dwarf and his younger assistant reside in a small cabin at one end of the village. Here, Loremaster Mordinn and assistant Quelly store and catalogue ancient dwarven texts written by the Whundarn forefathers and other notable authors. Most of the time, the two dwarves leisurely read through books and scrolls, debating insignificant points and views. However, for the last few years, the two have poured over every text in the village, hoping to find more clues to help solve the town's misfortune. At the Magistrate's request, they will share books and texts with any who offer to help.

Characters who wish to review books, scrolls, and other strange texts may do so. However they will have a short timeframe before the island disappears again for another year. Use Table T1 for study results.

| Study Results | |
|---------------------------------|----------------------|
| Hours | Results |
| 8–15 | Nothing discovered |
| 16–23 | One possible clue |
| 24–47 | Two possible clues |
| 48–96 | Three possible clues |
| Beyond | Four possible clues |
| <i>Roll on Clues Table (T2)</i> | |

Table T1

The Loremaster and his assistant will have discovered 1-2 clues on their own. Any clues found by the characters may overlap those found by the dwarves already. Roll the clues found by the Loremaster and the characters on the table below (Table T2). The GM should not reroll for duplicates; the information may be found in multiple texts.

The GM may elect to provide additional clues before the start of the adventure. Note that clues are found at various locations on the island as well.

| Possible Clues—roll 2d6 | |
|-------------------------|--|
| Roll | Results |
| 2 | Berries on Heartberry Tree are fist-sized and red |
| 3 | The wizard that guards the island is evil |
| 4 | The temperature of the island remains under 0 degrees Fahrenheit the entire time |
| 5 | A great threat guards the Heartberry tree |
| 6 | Undead lords protect the magical items needed to pick and preserve the heartberries |
| 7 | When the heartberries are crushed with wine, they produce a fertility elixir |
| 8 | Magical gloves are needed to pick the berries |
| 9 | A magical bag preserves the berries after they are picked |
| 10 | The mortal touch of the berries destroys their potency |
| 11 | Berries that are picked wither and die within 1 hour unless they are magically preserved |
| 12 | The key to the ancient tombs is found in the evergreen maze |

Table T2



J. LINDORF '18

Bloodsack

The Trek to Dadi'Van

The route to the bay is a strenuous ten-mile hike through steep terrain and deep snow. A dwarven guide will lead the characters to the shore but will go no farther with the group. Several small fishing boats are available for the characters at the shore camp. Whundarn fishermen take turns weekly at the small encampment, returning to the dwarven village with fish as often as once every two days.

Natural and foul beasts hunt the wintry hills in the area, constantly on the lookout for a tasty meal. Characters that leave the trail may encounter one or more hungry denizens of the hills. Use the wandering monster table on the inside back cover for possible encounters.

Thick winter fog surrounds the shoreline, made particularly worse when the island of Dadi'Van appears. Characters must row their boat due west from the fisherman camp for an hour to reach Dadi'Van. Once their boat gets caught in the unnatural current that draws vessels to the island, the characters can rest at the oars. They will see the lone dock to the island protruding from the fog just before they reach the island.

An ancient wooden dock juts out from a snowy patch of land. Snow showers swirl about the dock, seemingly confined to the island and nowhere near the ocean waters. Through the churning precipitation, the top of a tall mountain appears, its summit higher above than farther away. A signpost points westward into the snow storm.

Area 1: Dadi'Van Dock

The unsteady, wooden platform has enough mooring space for four small boats. Several old crates have been left on the dock years ago, either by dwarves attempting to establish a temporary outpost on the island, or forgotten supplies ordered by the forgetful wizard, Kaznilax. They mostly contain spoiled food and soured wine, but a few useful supplies remain: several coils of rope, three empty lanterns and a dozen picks, shovels and axes are found within the fragile, rotting boxes.

A faint path in the snow supports the sign's suggestion to a possible direction. Although the snow on the path is over three feet deep, it is light and can be moved through rather easily.

Staring through the heavy snowfall, you see a series of posts leading west, each connected with a loose guide rope. The shadowy outline of a structure can be seen several yards down the trail.

Snow drifts and accumulation beyond the trail are between five- and six-feet-deep, and much denser in most places. Travel distance off the trail is halved at best and depending on the level of precipitation (see table T3), greatly increases the chance for getting lost.

Table T3 – Island Precipitation

| D6 Roll | Results |
|---------|----------------------------|
| 1-2 | Blizzard conditions |
| 3-4 | Heavy snowfall |
| 5-6 | Ice storm, mixed with snow |

Area 2: Dock House

A stone structure of a single story emerges on the snow covered path. It is 40' long and 20' wide, with a single door on the narrow south side. Two trails continue west and north, each lined with guide ropes.

The building is empty but looks ready to receive visitors. A large stack of cut wood is piled near a cold fireplace, several small rooms off a central hallway have made beds, and the shelves of a small kitchen have well-preserved food and rotted ingredients for meal-making.

A light search should reveal that one or more groups of Whundarn dwarves have used the building. The clues will look fairly recent (footprints, cold ashes in the fireplace, mugs in a wash basin, etc.) but will actually be from last year's attempt to fetch the berries. Time on the island passes differently than on the Prime Material plane, making it hard to judge how long the days are outside Dadi'van's borders.

A thorough search of the area may reveal a journal tucked in between several books on the fireplace mantle. The journal has been left behind by each of the Whundarn dwarf expeditions, listing the failures and small successes of their search of the island. Table T4 lists several entries that can be read to players as they read through the journal.

| Journal Entries (<i>paraphrased</i>) | |
|--|--|
| Page | Entry |
| 1 | Group of five dwarves; island navigation near impossible; waiting for a break in the snow-storm; starving to death |
| 3 | Expedition 2; six dwarves; pushed through snowstorm in two groups; group one lost somewhere in the storm; group two out of food, cold |
| 5 | Expedition 3; four dwarves; attempted to bury dwarves from first two expeditions, failed to break ground; found evergreen forest and maze |
| 8 | Expedition 4; ten dwarves, including magistrate's brother; pushed into maze, lost half their number from a fight with "invisible" forest creatures |
| 11 | Expedition 5; seven dwarves; four lost to reindeer stampede; two died in forest |
| 12 | Expedition 6; eight dwarves; two died, lost behind the dock house; group found stone door, could not open it |
| 14 | Expedition 7; three dwarves; almost trampled to death by reindeer; searched the forest maze in vain; starved to death |

Table T4

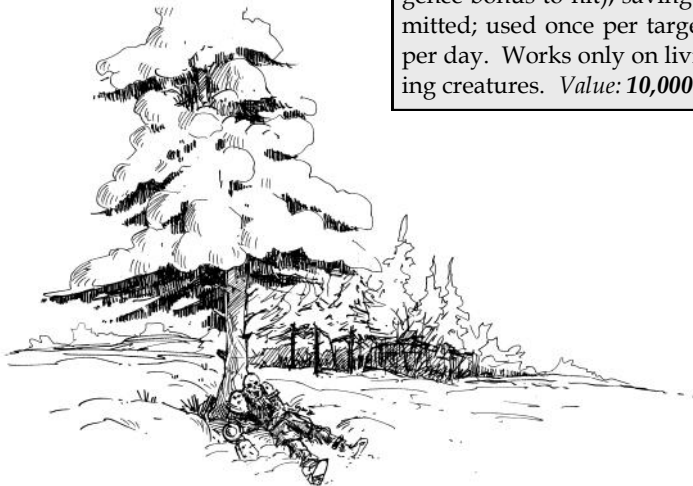
An examination outside, behind the dock house, should reveal the remains of two dwarves - frozen to death two years prior.

Leaving the safety of the dock house may lead to an encounter with many of the unnatural denizens of the island. Use the wandering foes table on the inside back cover of the book for possible random encounters.

Area 3: Guest Apartments

The western trail from the dock house crosses the southern portion of the island, reaching three small buildings after a quarter-mile trek. The apartments were built by Kaznilax's minions for his infrequent yet important guests. A total of six luxurious apartments, two in each building, sit in a triangle on the southwestern side of the island, overlooking the ocean from steep cliffs. They are rarely used but magically protected from the wintry weather; as the trail enters the area, an invisible barrier keeps out most of the intense snowfall. Accumulation is never more than a few inches and the wind is but a small breeze.

Each apartment is stocked with basic staples for guests; several bottles of exotic wine, fresh loaves of bread, fruit, and cheese are found within each small pantry. The food and wine magically restocks each time the island travels to its next destination.



When Dadi'Van is in the Prime Material plane, no guests will be found within any of the apartments. Important guests are invited to the island when it travels to strange locales in the multiverse or when Kaznilax has a need to impress powerful leaders of strange realms. When the guest apartments have visitors, Kaznilax sends his castle minions to the buildings to deliver the finest foods and wines.

A thorough search of the apartments may produce a gold box left behind by an important guest. A single ruby in the shape of a human heart is found within the ornate box. The gem is both valuable and magical.

Find Ruby Heart, check:

Found on a 1 in 12

Ruby Heart: when held in one hand and using the other hand to point at a target, the Ruby Heart can deal damage to that target equal to the wielder's remaining HP (using Intelligence bonus to-hit); saving throw permitted; used once per target and once per day. Works only on living, breathing creatures. *Value: 10,000 gp.*

Area 4: Trail Bridge

Before the northern trail from the dock house reaches the evergreen maze, it spans a deep ravine. Water runs in a stream far below, roughly 100 feet from the surface of the island. The icy stream disappears into the island far underground. Snow covers parts of the ravine to either side of the bridge. Characters making their way through the deep snow off the trail may fall into the hidden crack, plunging into the freezing water below.

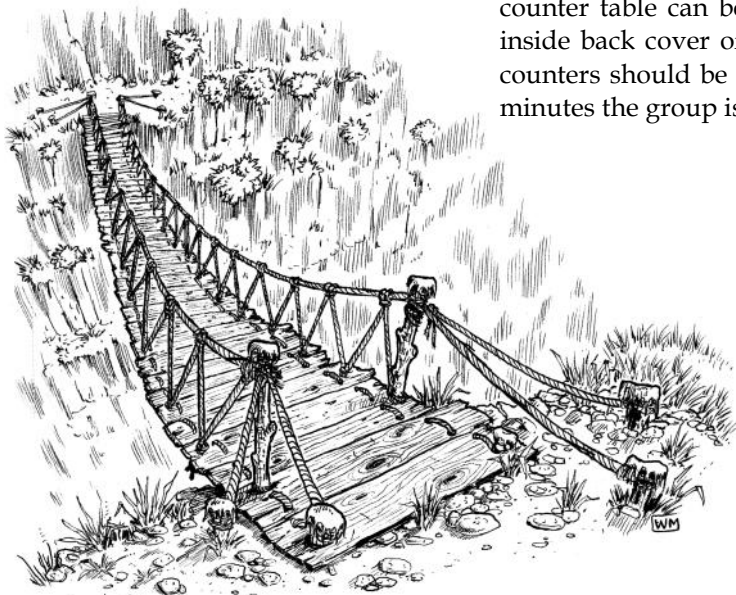
Find Ravine, check:

Roll under Intelligence -4

Ravine Drop, damage: Fall 100'

1d6 damage per 10 feet

Stampeding reindeer will avoid this area, peeling off in a different direction to miss the ravine drop.

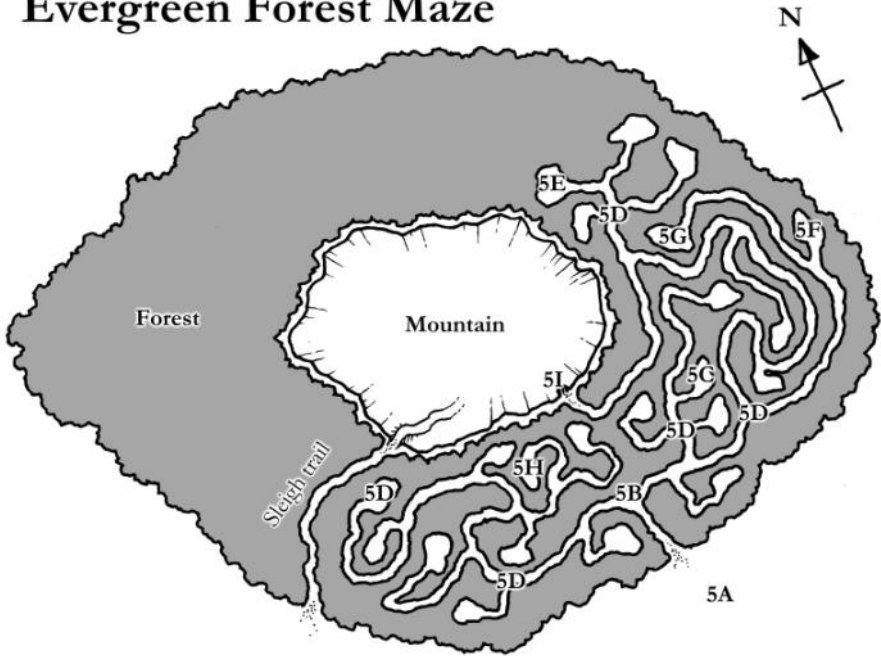


Area 5: Evergreen Maze

A massive evergreen forest encircles the mountain entirely, as deep as a quarter mile in the eastern section and as shallow as two hundred yards on the northern side. Although the maze that contains the golden key is confined to the eastern side of the forest, small trails lead throughout the woods. Two noticeable entrances to the forest can be found. Area 5A begins the forest maze and a hidden exit is the location of the end of the mountain sleigh trail (found in area 9 of the book) used in the escape from the top of the mountain.

Eerily ominous and quiet, the evergreen forest uses its confusing trails along with constantly moving vegetation to trap its foes. Many travelers have been lost for days in the forest with most succumbing to hunger or the cold before escaping. A wandering encounter table can be found on the inside back cover of the book. Encounters should be rolled every 30 minutes the group is in the forest.

Evergreen Forest Maze



Area 5A: Evergreen Maze Entry

The northern trail from the dock house leads directly to the eastern entrance to the evergreen forest. A natural formation of trees and interwoven branches makes a wondrous archway. When the characters approach this area, they can see that the trail into the thick forest is almost free of snow.

Area 5B: Entrance Guardian

A massive tree monster guards the entrance to the forest. Standing guard fifty feet inside the forest, it uses its surprise attack to lash out at the characters as they approach the first intersection.

(1) Tree Monster, stats: AC 4 [15], HD 5, HP: 25, Attacks: (4) Branch Strikes (1d6 each), Move: 0, Save: 12, AL: N, CL/XP: 5/240; Special: Two successful attacks on one target grapples (snares), preventing next attack.

The creature fights until dead or it loses all four attacking branches. It will try to block the leftmost trail (leads to area 5I, the stone door) as much as possible.

Area 5C: Violent Dead End

A recent fight between evil saplings and giant squirrels resulted in a violent and messy end to both groups. Twenty squirrels, protecting their stash of nuts, fought with a patrol of six meandering saplings. All lie dead about the area, and squirrel blood is splashed across the vegetation throughout.

There is a 50% chance that squirrels or evil saplings, searching for their missing, will arrive here just behind the characters and assume they are to blame.

(3) Evil Saplings, stats: AC 6 [13], HD 2, HP: 10 each, Attacks: (2) Branch Strikes (1d4 each), Move: 3, Save: 16, AL: C, CL/XP: 3/60; Special: regenerate damaged bark and limbs (regain 1 hit point each round).

(12) Giant Squirrels, stats: AC 7 [12], HD 1, HP: 5 each, Attack: Bite (1d4), Move: 12, Save: 17, AL: C, CL/XP: 1/15; Special: several may choose to swarm one target, add attack bonus equal to the number of squirrels swarming the target.

Area 5D: Strangling Vine

Several areas of the maze are the home to strangling vines that patiently wait for victims to pass under their traps. If it successfully attacks a foe, it automatically hits each round thereafter until it or its foe is dead. The automatic damage is only a third of its first attack damage. Each automatic hit is on a different body location as it loops its vines around every portion of its foe.

(1) Strangling Vine, stats: AC 8 [11], HD 2, HP: 10, Attack: Strike (1d4 + strangle), Move: 0, Save: 16, AL: N, CL/XP: 2/30; Special: after a successful strike, the vine gets a second attack on the same victim, adding +2 to their to-hit roll and damage.

Area 5E: Ice Elemental Nest

An icy hole in the ground is home to a group of ice elementals. They can sense the approaching characters body heat and cannot be surprised.

(4) Ice Elementals, stats: AC 4 [15], HD 2, HP: 10 each, Attack: Freezing Strike (1d4 + special), Move: 9, Save: 16, AL: N, CL/XP: 3/60; Special: each successful attacks slows the target by reducing their initiative by one point (cumulative).

Each ice elemental has an “extended essence” or icy aura that takes damage; if the essence is reduced to zero, the elemental can still fight normally.

A quick search can discover the frozen body of a dwarf nearby; the dwarf is still grasping a silver hand axe and wears a golden helm. He also carries **25 sp** and **10 gp** in his belt pouch.

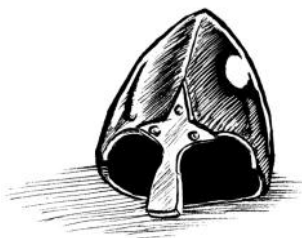
Find Dwarf, check:

Found on a 1 in 6

Hand Axe of Striking: adds +1 to hit (melee only). *Value: 1,000 gp.*

Golden Helm of the Warrior:

adds +1 HP to the wearer; adds +1 to hit with the first swing in any new encounter. *Value: 2,500 gp.*





Area 5F: Last Dwarven Stand

One of the groups of Whundarn dwarves lost in the evergreen maze made its final stand at this dead end location. Their four frozen bodies have been here for some time suggesting that they were one of the first expeditions to the island. No obvious wounds are seen on any of the dwarves until a close inspection of their bodies is made.

Inspect Dwarves, check:
Roll under Intelligence

A successful examination will divulge that the dwarves were killed with an intense blast of ice, freezing their skin and internals instantly. Their possessions have been merged to their skin, irremovable unless flesh, muscle and bone are torn from the dwarf bodies. Their items are average at best. None of their gear has any value.

In the pocket of the tallest dwarf, a folded up piece of parchment has a few clues to the cryptic journal entry found in Whundarn.

Find Parchment, check:

Found on a 1 in 8

The parchment can be found in the back of the adventure booklet, using one of the three player handouts.

An Ice Fairy killed the dwarves, found nearby at Area 5G, after they lied about their purpose in the evergreen maze.

Area 5G: Ice Fairy House

A small house built of sticks, moss, and dwarven gear is found at the rear of this dead end location. A lone ice fairy makes this tiny place her home. She is present 50% of the time.

(1) Ice Fairy, stats: AC 3 [16], HD 3, HP: 15, Attack: Icy Strike (1d4) or Ice Blast (1d8), Move: 6, Save: 14, AL: N, CL/XP: 4/120; Special: can only use her Icy Blast ability five times per day, damage can be spread across multiple targets, successful save halves damage



The Ice Fairy will be hostile if the characters ransack her house or lie to her questions. She will ask their purpose in the forest and if they've slain any of the forest creatures while they were there. If the characters tell the truth, she will be kind, helping them with their quest by answering basic questions. Any lie will instantly anger her, causing her to blast the group with ice. A small wooden box in her tiny house holds four Vials of Health.

Find Vials of Health, check:

Found on a 1 in 6

(4) Vials of Health: each vial restores 1d4 hit points of damage. *Value: 250 gp.*

Area 5H: Tree of Truth

Looming over the rest of the ever-green trees of the forest maze, this massive tree is adorned with fluorescent vines, each twinkling different colors of the rainbow at random intervals. A small shelf has been carved into its massive trunk. A magical force field shimmers in front of the shelf, protecting a golden key that rest upon the wooden ledge within. The force field cannot be dispelled, withstanding all blasts of magical energy and fire. Only the answer to the following riddle (*etched into the tree*) will lower the force field:

*Pumps blood, gives life,
Plant's fruit, spring's rife,
Many rings, age will see,
These two words to get the key.
[answer: **Heartberry Tree**]*

Wrong answers will cause several of the fluorescent lights to pop, sending small balls of energy at random targets near the tree.

(1d6) Energy Ball Attacks:

+1 to-hit, 1d4 damage each

When the correct answer is said aloud, the force field lifts to reveal the key. The key opens the door to the mountain labyrinth (area 5I).

Area 5I: Mountain Labyrinth Door

Several skeletal remains lie near the stone wall at this dead end. Rusted weapons and rotted armor are found on the dwarves that died here while trying to find a way inside. Etched in the side of a stone wall, the outline of a ten-foot-tall door is easily spotted.

Find Entrance, check:

Found on a 1-3 in 6 (50% chance)

When placed in a key hole in the center of the door, the gold key from area 5H instantly opens the door to the mountain labyrinth. The door is nearly impossible to open without the key.

After the key is turned 360 degrees, the giant door opens inward. A vacuum of drawn air pulls the door inward, smashing it against the inside wall (making a tremendous noise, awakening many of the denizens within). Air from outside of the mountain is drawn up into the tunnels above until the door is closed.

Close Stone Door, check:

Roll under Strength -4

Area 6: Mountain Labyrinth

An ancient tomb of alien heroes and enemies of Kaznilax protects the entrance to the mountaintop. Undead beings from dozens of different planes lie in suspended animation until they are awoken by noise or touch. The wizard has transferred the bodies of foes and fallen servants to undead soldiers, instructed to protect the labyrinth until the end of time.

Both the magical gloves and bag needed to pick and preserve the heartberries are found within the labyrinth (areas 6F and 6X).

Each staircase between levels is extremely steep and long. There is always a slight chance that a character may slip and fall as they ascend or descend the stairs.

Stairs Fall, check:
Roll under Dexterity

Area 6A: Entrance Chamber

If the door to the entrance has slammed into the side wall of the chamber, there is a chance that one or more of the undead denizens within the labyrinth will awaken. Use Table T5 to determine which and how many protectors have risen with the noise. The GM may also use the same table to periodically check for more awakenings if the characters are noisy.

Opposite the stone entry door, the small entrance chamber has a wide staircase that leads up to the first labyrinth level.

Possible Awakenings from Noise

| Roll / Level | Possible Awakenings |
|-----------------|------------------------------|
| 1-3 / 0-1 | 50% foes on level 2 |
| 4-5 / 0-1 | 25% foes on level 2 |
| 6 / 0-1 | No foes awakened |
| 1-3 / 2 | 50% foes on level 3 |
| 4-5 / 2 | 25% foes on level 3 |
| 6 / 2 | No foes awakened |
| 1-3 / 3 | 25% foes level 2 and level 3 |
| 4 / 3 | 25% foes level 2 |
| 5 / 3 | 25% foes level 3 |
| 6 / 3 | No foes awakened |
| <i>Roll 1d6</i> | |

Table T5

Area 6B: Tomb of the Thief

A thief was once caught by the wizard's servants while he attempted to infiltrate the castle. Kaznilax had him killed and brought back to life as a mindless zombie to patrol the first level of the labyrinth.

(1) Zombie Thief, stats: AC 4 [15], HD 4, HP: 20, Attacks: (2) Claws (1d4 + disease), Move: 9, Save: 13, AL: C, CL/XP: 5/240; Special: each infectious strike temporarily drains the target of one point of Constitution; cured through magic or 24 hours of rest.

The zombie thief will remain on his central slab until awakened (by noise or touch). Unlike slow zombies, the thief will spring off and quickly attack the nearest intruder.

He carries a bone dagger and wears several gold necklaces and rings (each worth 100 gp).

Area 6C: Faithful Hound

After Kaznilax's faithful dog died of old age, he embalmed him and reanimated him as a mummified canine. The dog slumbers in a golden bed until awakened.

(1) Mummified Dog, stats: AC 5 [14], HD 3, HP: 15, Attacks: Bite (1d6 + mummy rot), Move: 12, Save: 14, AL: N, CL/XP: 3/60; Special: each rotting bite adds an additional 1d4 damage, negated by a saving throw.

A gem-encrusted collar is around the mummified dog's neck. Dozens of diamonds, rubies and emeralds cover the thick collar. It is worth 10,000 gp. The dog's bed is merely painted gold; it is actually made of cheap wood.

Area 6D: Bloated Man

An obese, bloated creature in a red and white fur suit rests upon a stone slab in this chamber. When awakened, the bearded creature slowly rises to engage intruders. It attacks by hugging its victim or by swinging a rotting bag at one or more foes.

(1) Bloated Diplomat, stats: AC 7 [12], HD 5, HP: 25, Attacks: Strike (1d6) or Hug (1d4 + special), Move: 9, Save: 12, AL: C, CL/XP: 5/240; Special: A successful hug attack captures the target preventing them from attacking the next turn unless a saving throw is made; when the bloated diplomat reaches negative hit points, it explodes dealing 2d6 damage.

The bloated diplomat's bag is filled with stone boxes, wrapped with fancy paper and ribbon.

This creature was once a diplomat of a small, insignificant plane that the wizard Kaznilax had visited. The diplomat accidentally offended the wizard, who immediately imprisoned him in his castle. After a lengthy stay in the castle dungeon culminated in his death, the diplomat was made an undead minion of the mountain labyrinth.

Area 6E: Zombie Elves

A dance troupe once visited Kaznilax's castle, hoping to persuade the wizard to spare their frigid world from his invasion. Unfortunately, he responded to their happy dancing with murder. All twelve dancing elves were slain and resurrected as little zombies.

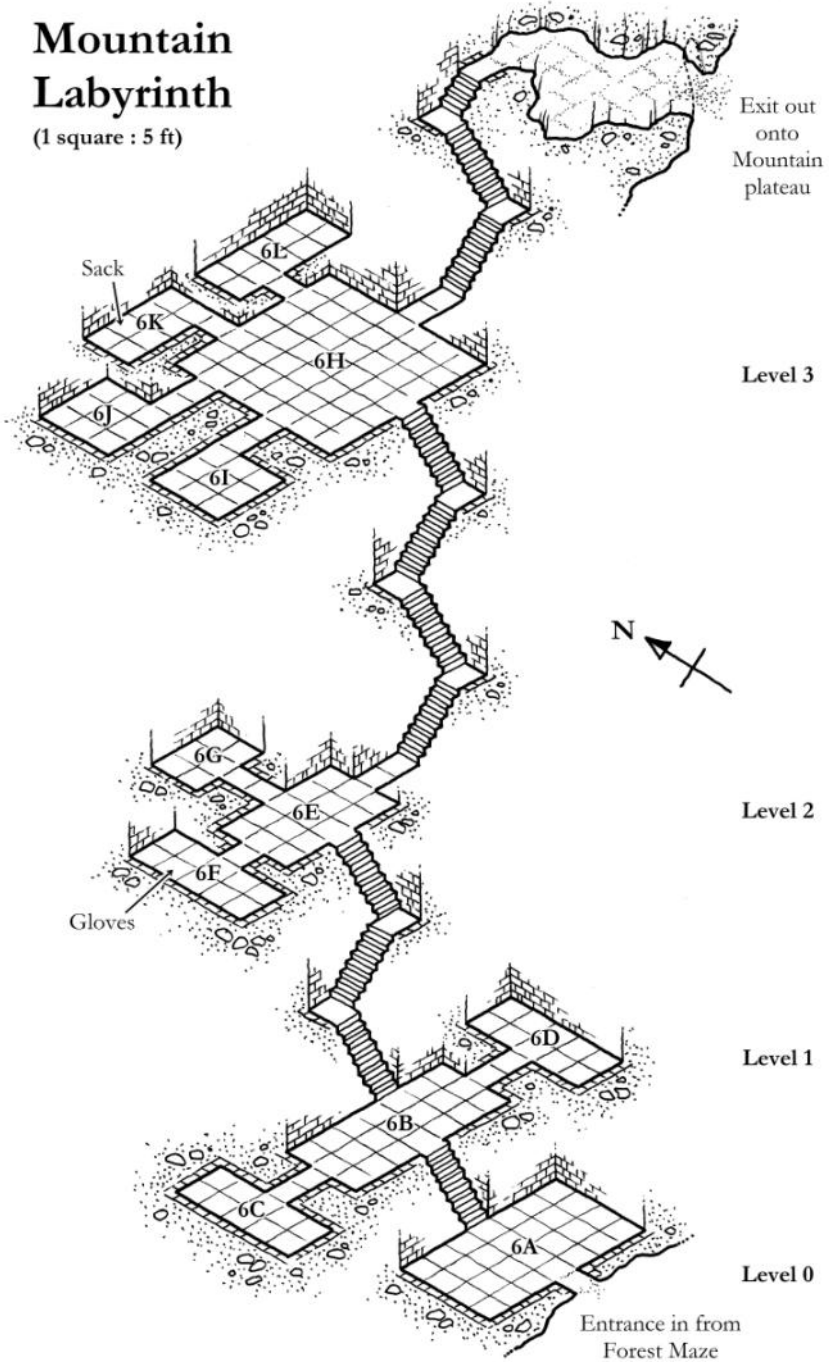
When the characters arrive in this chamber, the little dancers are in various dance positions, awaiting stimulation to begin their violent dance routine. They are dressed in green and white striped outfits and wear bells on their caps and feet.

(12) Zombie Elves, stats: AC 5 [14], HD 1, HP: 5 each, Attacks: (2) Punch (1d4) and Kick (1d4), Move: 12, Save: 17, AL: C, CL/XP: 1/15; Special: When moving away from characters, the dancing zombie elf has an AC of 2 [17]; 1d6 zombie elves may decide to swarm a foe, each adding a bonus to-hit equal to the their swarm number.

Each zombie elf has 20 golden bells on their clothing, each worth 50 gp.

Mountain Labyrinth

(1 square : 5 ft)



Area 6F: Tomb of the Dead Alien

A large six-armed creature lies upon a black marble slab in the center of the room. Upon its deep chest sits a glass box containing a pair of red fur-lined gloves. Touching the box awakens the strange alien.

(1) Six-Armed Alien, stats: AC 1 [18], HD 4, HP: 20, Attacks: (3) Two Claws (1d4) and Bite (1d6 + paralysis), Move: 9, Save: 13, AL: C, CL/XP: 5/240; Special: its bite releases a paralysis venom that lasts 1d4 rounds, saving throw permitted.

When the alien springs up on its four legs to attack, the glass box gets cast aside but floats in the air where ever it stops.

The alien creature is dead but retains much of its physical prowess from when it was alive. It is tethered to the gloves, protecting them from thievery at all costs.

Gloves of Purity: form fitting gloves that enhance the wearer's crafting ability (+1 to checks to make Healing potions or salves); also needed to pick Heartberries from the magical tree. *Value: 20,000 gp.*

Area 6G: Mind Worm

A thick, legless worm floats in the center of the room, hovering over yellow beam of light protruding from a strange tile. One side of the worm has thousands of gems embedded in its skin. Breaking the beam or touching it awakens the black worm. Once awake, it moves by floating slowly in the air.

(1) Mind Worm, stats: AC 4 [15], HD 6, HP: 30, Attack: Mental Burst (special) or Mental Ray (1d6+1), Move: 3 (floating), Save: 11, AL: C, CL/XP: 7/600; Special: Mental Burst stuns (1d4 rounds) foes within 10'; Mental Ray targets one foe, dealing painful mental damage; saving throws negate half the damage or duration.

There are five hundred gems encrusted within the underside of the mind worm. Each gem is worth 1d6x10 gp.

Area 6H: Chamber of Fire

Before the characters arrive here, they will see flame shadows dancing on the stair walls and feel the heat from the room. The floor of the room is ablaze with three-foot-tall flames covering every part of the chamber floor. The flames are actually an illusion to keep intruders out of the third level.

Discover Illusion, check:
Roll under Intelligence -4

Even if a character discovers the illusion, he or she will not be able to persuade others that the flames are fake, however a 2nd check is made easier. Characters may only try the check twice (once before any detection, once after *one* character tries to persuade them).

Discover Illusion, second check:
Roll under Wisdom -4

Any character that believes the flames are real will take "temporary damage" from traveling through the fire. They will believe the damage to be real.

Fire Damage, each round:
1d4 fire damage

All of the denizens of the level know that the fire is an illusion (none are affected).

Area 6I: Red-Nosed Soldier

A man in full plate lies upon a raised stone platform at the far end of the room. His helmet has golden antlers and his breastplate shows the image of deer charging through the air. The dead man has a large, red bulbous nose that takes up much of his face. His bony hand grasps a long handled axe.

(1) Red-Nosed Soldier, stats: AC 2 [17], HD 5, HP: 25, Attack: Battle Axe (1d8+1), Move: 12, Save: 12, AL: C, CL/XP: 5/240; Special: once per target, the soldier may try to gore his foe with his antlers (2d4 damage).

The dead warrior strikes with his axe, always using an offensive technique and seeking head strikes. He wears magical steel armor and wields a magical axe.

Plate mail of the Foot Soldier: Adds +1 to Armor Class and +1 to saving throws against magical effects. *Value: 10,000 gp.*

Footman's Axe of Pain: Adds +1 damage to attacks. *Value: 5,000 gp.*

The golden antler helm is not magical but is worth 1,000 gp. A secret drawer in the platform holds 20 bars of silver (100 sp each).

Find Secret Drawer, check:
Roll under Intelligence -4

Area 6J: Empty Chamber

This chamber contains a stone sarcophagus in the center of the room. The container is empty, awaiting Kaznilax's next victim.

Area 6K: Undead Priestess

Kaznilax encountered the priestess Gryla after she stole his only child from his castle. By the time the wizard found the old witch on her plane, his son was already dead. After torturing the priestess for many months, he reduced her to an undead witch, and instructed her to protect a magical artifact. The withered old woman lies on a stone slab, her arms wrapped around a glowing, red bag.

(1) Gryla, Undead Witch, stats: AC 4 [15], HD 6, HP: 30, Attack: Wand of Ice, 10 charges (1d8), Move: 9, Save: 11, AL: C, CL/XP: 7/600; Special: once per encounter, Gryla may cast Ice Blast, dealing 2d6 damage to all within 20'; when she dies, she explodes with an extra Ice Blast.

Gryla prefers to use her wand until the charges are gone, then resorts to using her Ice Blast spell. She faithfully guards the Bloodsack.

Bloodsack: anything placed in this magical bag does not deteriorate or age (cannot store living breathing things, however); also needed to store Heartberries from the magical tree. *Value: 15,000 gp.*

The old witch also wears a silver necklace of blood pearls worth 10,000 gp.

Area 6L: Skeletal Deer

A pile of skeletal remains in the center of the room is at first unrecognizable. Any who enter the room (even silent and invisible) will stir the bones, causing them to reform into a dozen skeletal deer. The deer will sprint around the labyrinth for 1 hour before returning to their pile. During their stampeding, they may try to trample the characters.

(12) Skeletal Deer, stats: AC 7 [12], HD 2, HP: 10 each, Attack: Trample (1d4), Move: 15, Save: 16, AL: N, CL/XP: 2/30; Special: 1d6 skeletal deer may swarm a single foe, trampling them at full speed to deal 3d4 total damage (from all deer).

Each skeletal deer wears a rotted harness that looks to have once been used to pull a cart or sleigh. The harness has 10 silver bells, each worth 25 sp. As the deer stampede, the bells ring loudly.

Area 7: Mountaintop Plateau

The last staircase ascends to a small cave with a large opening, leading out to the top of the mountain. The area outside the cave is a constant blizzard, keeping visibility to less than twenty feet most of the time. Both the Heartberry tree and Kaznilax's castle are only seen when the characters are within twenty feet of them. It is very possible for the characters to become lost in the blizzard conditions, losing their sense of direction. Lost characters may become separated from the group or fall off the edge of the mountain.

Maintain Direction, check:

Roll under Wisdom *or*

Roll under Intelligence -4

The small cave at the top of the stairs has small piles of bones (unknown origin) and many branch piles used for bedding. The abominable snowman (Yeti) that guards the Heartberry Tree often uses this cave to sleep. There is a slight chance that the creature will be here when the characters arrive.

Yeti in Cave, chance:

A result of 12 on a 2d6 roll.



The Yeti is especially fond of hard liquor or wine—if the characters toss or throw bottles of alcohol to or away from the creature, it will eagerly grab them and drink them.

Area 7A: Heartberry Tree

A large blue spruce stands alone in the center of the plateau. The twenty-foot-tall tree has two dozen large red berries hanging from the top portion of the tree (the lowest berry is fifteen feet off the ground). Each berry is firmly attached to the tree and requires a hard tug to remove. However, too firm a pull may result in the berry bursting.

Remove Berry, chance:
Roll under Strength or Dexterity

Berries removed will wither and die within 30 seconds if not picked with the Gloves of Purity and placed in the Bloodsack.

If they climb the Heartberry tree, winds may knock characters off if they are too weak to hang on.

Hang on to Tree, chance:
Roll under Strength

Unless the Yeti is still asleep in the cave (or killed), it will be lurking near the tree, ready to protect it from trespassers. The huge creature throws ten foot diameter snowballs, hard packed with ice and rock. The Yeti will try to cause an avalanche to block the cave entrance from being a retreat option.

(1) Yeti, stats: AC 6 [13], HD 5, HP: 25, Attacks (2): Fists (1d6), Move: 14, Save: 12, AL: N, CL/XP: 7/600; Special: Hug, Fear, immune to cold; throw balls of ice and snow (1d8 damage) up to 50 feet.

A bag under the snow at the foot of the tree holds **500 sp.**

Area 7B: Giant Sleigh

A huge red sleigh sits precariously on the edge of the mountain. It can hold up to ten medium-sized creatures. If enough weight is placed in the front of the sleigh, it will start to slide over the edge. The sleigh rides along a worn track, rounding the mountain several times before bursting through the evergreen maze at area 9. The sleigh will coast to a stop near the western trail.

The bumpy ride can challenge the strongest and most agile of riders. Each character riding the sleigh down the mountain must pass multiple checks (seen below) or will be thrown from the device. Two consecutive failures results in being thrown from the sleigh. Those thrown will suffer 2d6 DP damage as they fall down the mountain behind the sleigh.

Sleigh Ride, Check 1:
Roll under Strength

Sleigh Ride, Check 2:
Roll under Dexterity

Sleigh Ride, Check 3:
Roll under Wisdom

Sleigh Ride, Check 4:
Roll under Strength -4

Sleigh Ride, Check 5:
Roll under Dexterity -4

Those that survive the fall from the sleigh can navigate the worn track to its exit at area 9.

Area 8: Kaznilax's Castle

Fifteen-foot double doors are the only entrance into the small keep at the top of the mountain. The entrance is protected by twenty snow golems in the form of short snowmen. They stand inanimate near the front of the keep until visitors approach.

(20) Snow Golems, stats: AC 5 [14], HD 1, HP: 5 each, Attack: Strike (1d4-1 + special), Move: 6, Save: 17, AL: C, CL/XP: 1/15; Special: if 4 or more snow golems successfully strike one target, they may be frozen for 1 round.

The little snowmen will try to swarm one or two characters, jumping on them to freeze them with their snowy bodies.

The front doors to the small castle are locked.

Unlock Doors, check:
As Thief or 1 in 20

Area 8A: Castle Entry Chamber

A cold and unlit welcome chamber looks rarely used. Dust-covered furniture lines the side walls of the entrance, once used for waiting guests. There is a 50% chance that two of Kaznilax's castle guards are in the area.

(2) Castle Guardians, Ice Golems, stats: AC 3 [16], HD 3, HP: 15 each, Attack: Strike (1d6 + special), Move: 9, Save: 14, AL: C, CL/XP: 3/60; Special: Immune to cold damage; successful strikes weaken opponents by temporarily draining Constitution (1 hour).

Note that there is always a chance that more castle guardians will be encountered in any area of the castle besides the two towers.

Chance to Encounter Guards:
1 in 12 (roll of 2 on 2d6)

Area 8B: Staircase

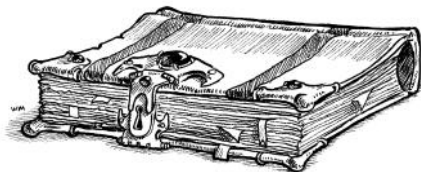
Two stairwells are seen in the back of the room. One stairwell heads down (to area 8K) and the other up (to area 8L). Two doors lead to tower antechambers. Several casks and crates are lined against free walls. They contain food and drink for the wizard and his periodic guests.

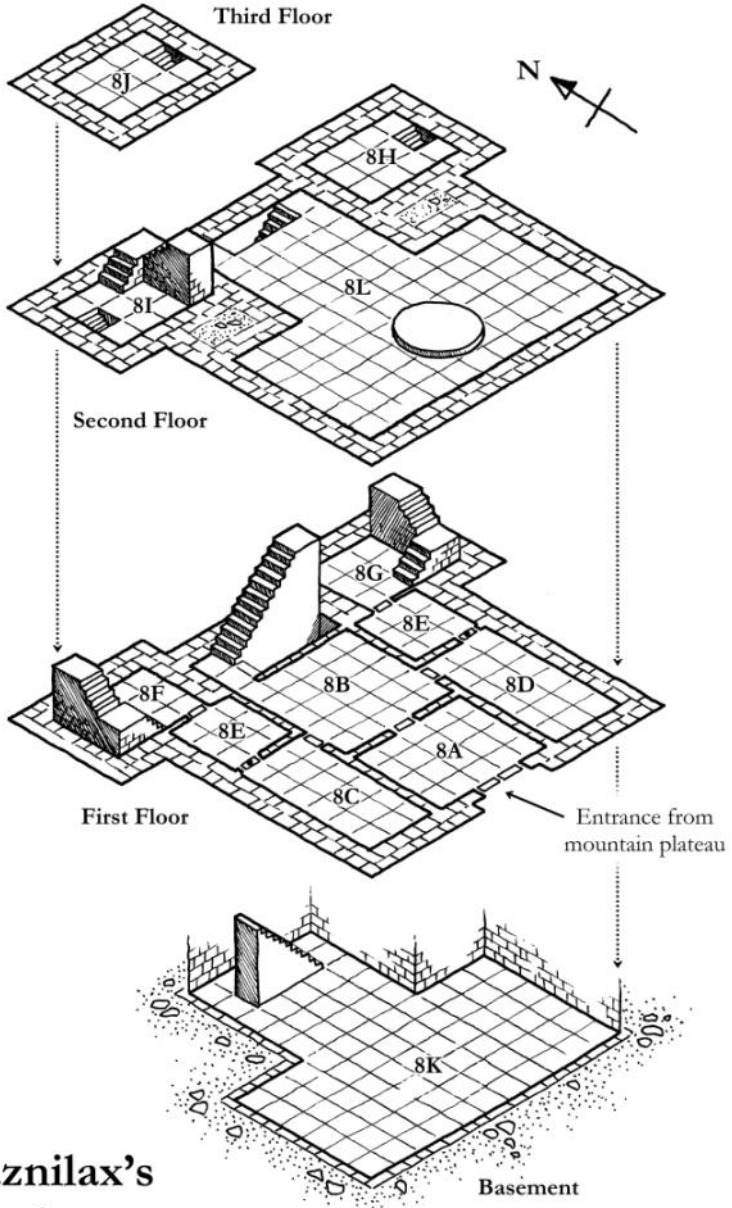
Area 8C: Dining Area

A large table with twelve chairs fills the center of the room. Place settings have been set out for guests but dust covers the area. There is a 50% chance that mindless servants are waiting to attend guests. They are inanimate, awaiting instructions from the wizard, Kasnilax.

Area 8D: Guest Library

Visiting guests are allowed to peruse the library during their free time. Three walls of shelves fill the area. Books on various planes, their creatures and fauna, and other books are found in plenty. Comfortable chairs and sofas are in the center of the room, providing a place for readers to relax.





Kaznilax's Castle

(1 square : 5 ft)

Area 8E: Tower Entrance Rooms

Each of these two rooms are identical. The small rooms allow entrance to the corresponding tower (the west tower is for the wizard, Kaznilax, while the east tower is for guests). The door to each area is locked unless guests are present at the castle (the east door becomes unlocked).

Area 8F: Kaznilax's Tower

The lowest floor of Kaznilax's tower is used as the wizard's relaxing space. Chairs, sofas, a small library and a small table and two chairs for meals fill the floor. Stairs lead up to area 8I.

Area 8G: Guest Tower

Guests may use this lower floor for relaxing. The area mirrors area 8F in design and contents.

Area 8H: Guest Bedrooms

Four separate small guest bedrooms fill the top floor of the guest tower. Each area has contents typical for bedrooms. No guest has stayed at the castle in several years. No occupants are found.

Area 8I: Wizard's Study

Kaznilax uses this level to study and conduct experiments. The area is full of testing equipment, books, broken magical devices and scribbled research. There is a 50% chance that the wizard is here, studying or preparing for his next trip. A careful search of the area may result in a few interesting items. See table T6 for details.

Kaznilax, stats: AC 3 [16], HD 7 (MU 7), HP: 21, Attack: Spells, Move: 12, Save: 9, AL: C, CL/XP: 11/1700; Spells: 1L) Charm Person, Magic Missile, Shield, Sleep; 2L) Invisibility, Web, Wizard Lock; 3L) Haste, Hold Person; 4L) Wall of Ice. Wears **Bracers of Defense AC 3**, **Ring of Detect Evil**, and carries a **Scroll of Teleport**.

Kaznilax will use his magical abilities or his powerful staff to dispatch characters. If overmatched, he will use his staff to teleport to area 8A or 8L.

Staff of the Master Wizard: Use charges for multiple abilities:

1 charge: 1d6 damage ice/fire/energy blast, add -1 [+1] to AC for 1 round

2 charges: 3d6 damage ice/fire/energy blast (area), add -2 [+2] to AC for 2 rounds

3 charges: teleport 100', invisibility

Value: 50,000 gp. [has 20 charges]

Find Items, check:

Roll under Intelligence

Area 8I Search Results

| Roll | What's Found |
|------|---|
| 1 | Vial labeled "Healing", actually poison |
| 2 | A bag of 100 rubies (10 gp ea) |
| 3 | A Wand of Fire, 3 charges |
| 4 | A pouch with 125 gp. |
| 5 | An empty spell book |
| 6 | A scroll of Teleportation (100') |

Roll 1d6

Table T6

Note that killing Kaznilax may stop the island of Dadi'Van from reappearing again (or leave it permanently in the bay, GM choice).

Area 8J: Wizard's Bedchambers

The typical trappings of a luxurious bedchamber are found at the top of Kaznilax's tower. There is a 50% chance that the wizard is here, resting or meditating.

A thorough search of the room will uncover the wizard's private fortune, hidden within a secret panel in the eastern wall.

Find Secret Panel, check:
Roll under Intelligence -4

Three small wooden boxes and a black leather bag are found in the hidden niche. The bag contains a giant, fist-sized and flawlessly cut diamond worth 10,000 gp. The first small box contains a gold necklace with 10 large rubies worth 15,000 gp. The second box holds a golden idol of a grotesque, tentacled beast. It is worth 10,000 gp and contains dormant magic (only active on the plane of the idol's origin). The last of the three boxes contains an **Elixir of Restore All**.

Elixir of Restore All: A vial of swirling colors restores all spent spells, heals all hit points, and cures all infections, afflictions, diseases, and charms. A single use only. *Value: 20,000 gp.*

Area 8K: Castle Basement

The stairs end in a dimly lit basement that is split into two sections: a kitchen on the west and a storage room in the east. A dozen small goblins scurry about the kitchen preparing food for their master. When characters arrive in the basement, the tiny creatures will cower and hide, avoiding any interaction with the group. If questioned, they will answer as best they can to avoid being hurt or slain.

Hundreds of containers, casks, crates, and bottles fill the storage area, providing food and drink for the wizard and any guests for many weeks. The character will find exceptional meats, breads, vegetables, ales, and wine in the area.

Area 8L: Plane Shift Room

A strange device sits in the center of the room at the end of the staircase. A raised, circular platform shrouded in dark mist casts an eerie gloom to the area. Standing three feet off the ground to one side is a rectangular box with dozens of blinking buttons and different colored levers. A careful and thorough examination of the device may determine its purpose.

Discover Device Purpose, check:
1 in 20 chance (Intelligence over 13)

The device allows a skilled user to send the island of Dadi'Van to different planes. Only after two to three months of study can a user of adequately and safely use the plane shift device.

Untrained users have a chance to send the island to a random plane or worse, to its destruction. It is left up to the GM to determine the outcome of the device if altered.

Area 9: Sleigh Exit

A small entrance nearly undetectable from the wintry plains outside the forest maze exits from the top of the trees. The last several dozen feet of the sleigh path are within the thick treetops. The exit is nearly invisible from within the forest and outside from the snowy plain.

| |
|---|
| <p>Find Sleigh Exit, check: Roll under Intelligence -4</p> |
|---|

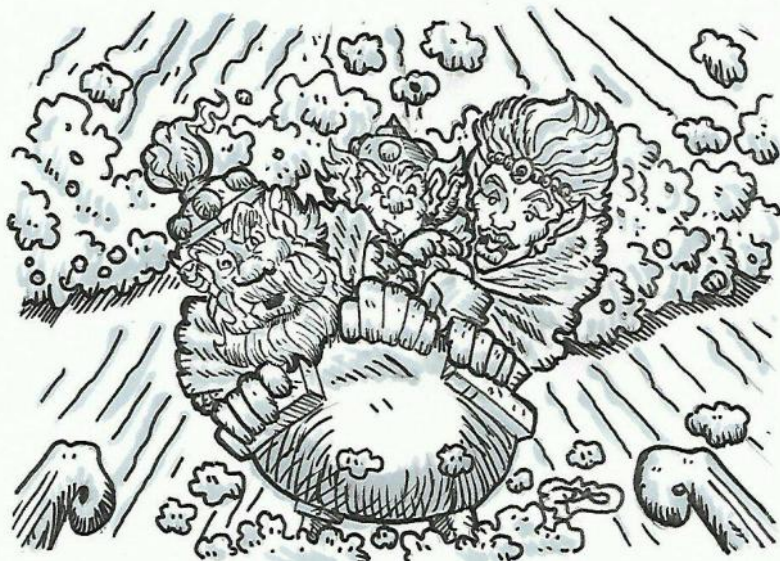
Adventure End

Assuming the characters can find the **Gloves of Purity** (area 6F, page 16), **Bloodsack** (area 6K, page 17), three or more berries from the Heartberry tree (area 7A, page 19), and exit the island before it shifts

planes, they will have everything the village of Whundarn needs to resolve their fertility problem. The magistrate of the village will reward them accordingly (as agreed upon before the adventure was started).

If the characters fail to get the berries, the village will continue to produce only male offspring for the next year. The island of Dadi'Van will reappear the next year (unless the characters did something to end the repeating pattern) and the village will send another team to try to procure the berries.

If the group gets trapped upon the island when it shifts planes, the GM should send the island to another location and allow the characters (assuming they are alive) to visit other locales.





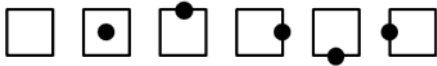
A B C D E F



G H I J K L



M N O P Q R



S T U V W Y

Old Dwarvish Runes

(translation table)



PP OO CC EE LL

Repeated letters are shown with an extra interior line



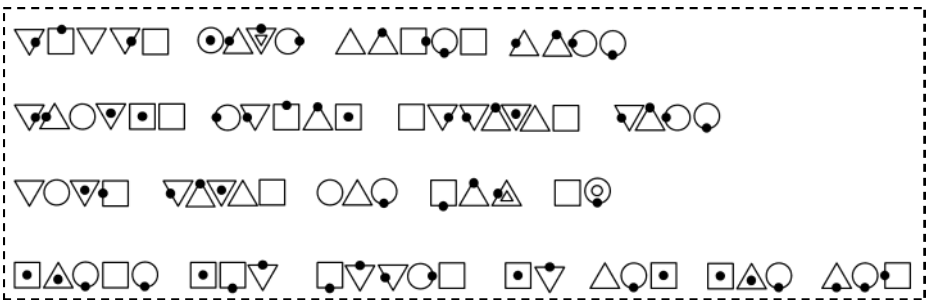
DWARF



ELF

Alternate use with runes
(as joined symbols)
Start with center symbol, then top, work clockwise

Pg 14 Riddle in Dwarvish Runes



Lorekeeper's Journal

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Wandering Foes – Mainland

| 2d6 Roll | Result |
|----------|----------------------|
| 2 | (1-2) Ice Trolls |
| 3 | (1-2) Ice Elementals |
| 4 | (1d6) Wolves |
| 5 | (1d6) Hunting Orcs |
| 6-12 | Nothing encountered |

Wandering Foes – Island

| 2d6 Roll | Result |
|----------|----------------------|
| 2 | Reindeer Stampede |
| 3 | (1-2) Ice Elementals |
| 4 | (1d6) Frost Wolves |
| 5-12 | Nothing Encountered |

Random Encounters – Forest

| 2d6 Roll | Result |
|----------|-----------------------|
| 2 | (1) Ice Elemental |
| 3 | (1) Tree Monster |
| 4 | (1) Strangling Vine |
| 5 | (1) Ice Fairy |
| 6 | (1d6) Giant Squirrels |
| 7 | Dead dwarf |
| 8 | Dead human |
| 9-12 | Nothing Encountered |

Wandering Foes – Labyrinth

| 2d6 Roll | Result |
|----------|---------------------|
| 2 | (1-2) Skeletons |
| 3 | (1-2) Zombies |
| 4-12 | Nothing encountered |

Wandering Foes – Plateau

| 2d6 Roll | Result |
|----------|---------------------|
| 2 | The Yeti (pg 21) |
| 3 | (1) Snow Golem |
| 4-12 | Nothing encountered |

Wandering Foes – Castle

| 2d6 Roll | Result |
|----------|------------------------|
| 2 | Kaznilax (pg 24) |
| 3 | (1-2) Castle Guardians |
| 4-12 | Nothing encountered |

(3d6 x 5) Stampeding Reindeer, stats: AC 7 [12], HD 8, HP: 40 Total, Attacks: Trample (2d6), Move: 15, Save: 8, AL: N, CL/XP: 8/800.
The stampede of reindeer affects 1-2 characters when it rushes by the group.

Journal Entries (page 6)

*The cold isle appears
Draped in foggy snow and ice
Left us in twelve days*

*Upon the island
A golden key in a tree
Unlocks the stone door*

*Through darkened mountain
We climbed and fought long dead lords
To find bag and gloves*

*Avoid crashing snow
To appease the great white ape
With warm spirit drink*

*Berries from the tree
Picked by gloves, put into bag
All other ways fail*

*Escape the wisard
Flee the island before it
Disappears again*

Art Credits

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Twelve Days of Dadi'Van

Dwarves from the village of Whundarn have a serious problem: they have been unable to produce female children for several years. An ancient and strange affliction has returned to the remote mining town after several dozen generations. The town's Keeper of the Lore has recently discovered the solution to the fertility dilemma, but townsfolk are unable to obtain the necessary ingredients to make the needed elixir. They need champions to attempt the dangerous mission on their behalf, but who will answer the call in time?

A four- to eight-hour, holiday themed adventure for a low to mid level group.



Bringing Your Brain Back to the Game
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