

BEYOND THE ICE-FALL

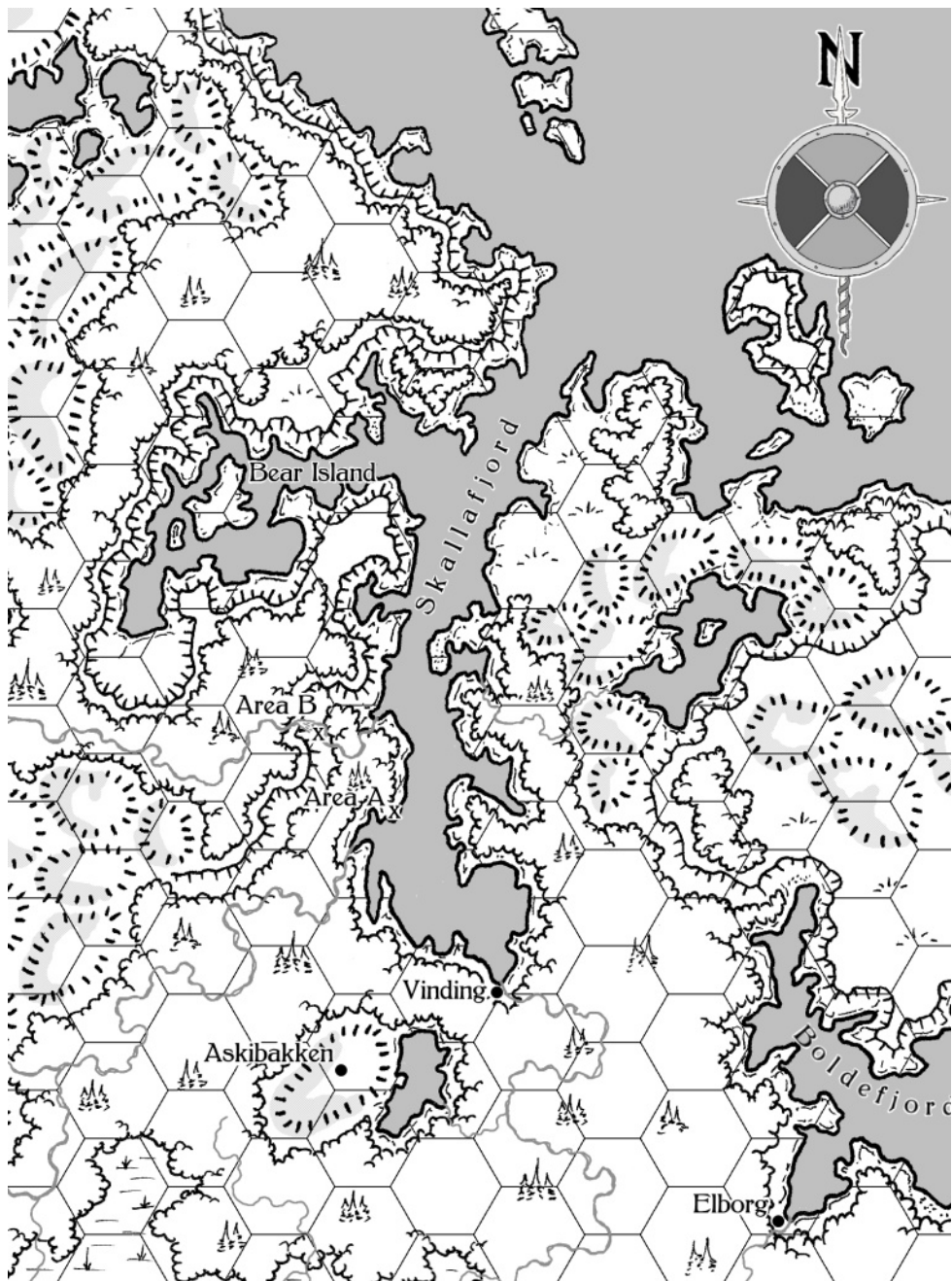


RAVEN
GOD
GAMES

compatible with
Swords & Wizardry
Whitebox

Map 1: SKALLAFJORD AREA

1 Hex = 3 Miles



BEYOND THE ICE-FALL

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In the village of Askibakken, the winter has been harsh and an unnatural blizzard has gripped the area, forcing wolves to creep into the village stockades in search of food. Now, the heavy snowfall has passed and the fine days of spring lie ahead. The village chieftain has called upon young warriors to search for a missing supply ship, but this endeavor leads the adventurers into a mysterious adventure.

Author's Note: This adventure is for a party of 4-8 characters of levels 1-3 and is written for use with *Swords & Wizardry: WhiteBox*. With little work it may be used with most "old school" fantasy games. The scenario is based on a Nordic setting, but it is easily adapted to any setting which includes tribesmen, clansmen, barbarians or other viking-like humans. As provided, the adventure assumes characters are residents of the village, though this is not a necessity of the tale and is easily changed to suit the referee's needs. It is inspired by Algernon Blackwood's *The Glamour of the Snow* and Robert E. Howard's *The Frost Giant's Daughter*.



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BACKGROUND INFORMATION

It is very late winter with spring's dawn lingering, but even as the people look ahead to the feast of Ostara, a sudden and unseasonal blizzard gripped Skallafjord. For four days, the storm buried the area in several feet of snow and choked the fjord with ice. Before the snowstorm began, the people of Vinding were expecting the arrival of a trade ship from Rossborg, bringing foodstuffs and supplies. That small ship was captained by Hallstan the Wayfarer, a well known visitor to the town. The ship never arrived. In fact, the ship was lost for more than a day in the storm when the sailors heard the song of the **Frost Maiden**. Entranced, Hallstan and his men sailed their ship directly onto the rocky coast of the fjord several miles north of Vinding, tearing a gaping hole into the side of the knarr. Most hands drowned long before the wreck, having leapt overboard in their eagerness to reach the Maiden. Only Hallstan and two other men survived and followed the Maiden's song into the wilderness and to her abode. They have been turned into her **Frost Thralls**.

The Frost Maiden, **Hvitviss** by name, is a unique otherworldly creature, cousin to dryads and sirens, with magical abilities and a love of charismatic and comely mortals. She uses her powers to woo men to her lair, turning those who displease her into frost thralls, while charming any who are especially handsome and appealing. She keeps these unfortunates for her pleasure until she tires of them, at which point they are also turned into her slaves. Hvitviss's lair exists partially in the Otherworld and she can cause it to move between the Nine Worlds, though she takes the most pleasure in plaguing Midgard. Over the centuries she has amassed a small fortune in her lair.

SETTING

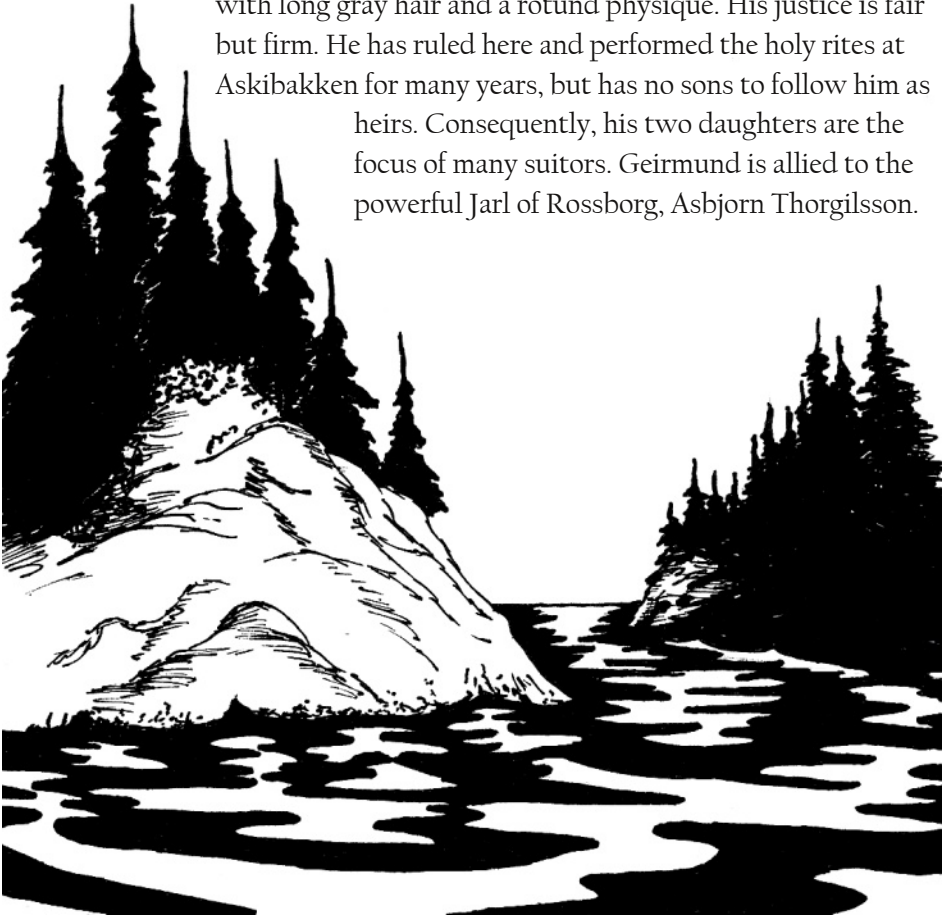
This adventure takes place on the coast of a large peninsula situated in the northern climes. The bogs and boreal forest of the interior lands are largely unexplored by the Norsemen, who keep to the coastal regions. Cliff-lined fjords puncture the coast offering excellent harbors for the sailing people who populate small seaside villages and nearby farmsteads. Skallafjord, one of the largest inlets, is home to the towns of Vinding and Askibakken and provides the backdrop for this scenario. Footpaths link the various settlements and extend to other fjords. The region is known for wolves, brown bear, deer, aurochs, saber-toothed lions, salmon and waterfowl.

THE VILLAGE OF ASKIBAKKEN

This village of about two hundred souls rests atop a hill and consists of a number of family houses and barns surrounding a large central hall, the abode of Chief Geirmund Hawk-Beak. The village grounds are cleared for crops and pasture, but the surrounding region is thick boreal forest and peat bogs. The people keep sheep and goats, but only a handful of horses and cattle, and take salmon from a small lake nearby. Central to the religious life of the locals are three massive and ancient ash trees believed to be sacred to the gods. Growing at the center of the village, the trees form a rough triangle around a single carved-stone idol, representing the gods of Asgard.

NPCs

Chief Geirmund Hawk-Beak is chief of the immediate lands around Askibakken and Vinding. Geirmund is an aging Norseman, grizzled but wise, with long gray hair and a rotund physique. His justice is fair but firm. He has ruled here and performed the holy rites at Askibakken for many years, but has no sons to follow him as heirs. Consequently, his two daughters are the focus of many suitors. Geirmund is allied to the powerful Jarl of Rossborg, Asbjorn Thorgilsson.



Svanhild is Geirmund's eldest daughter and has run his household since the passing of his wife three winters ago. She is tall, with a serious, responsible demeanor and red-blond hair.

Torunn, his second daughter, is five years younger than Svanhild and excels at horsemanship and archery and dreams of being a shield maiden.

Kolsteinn Karlsson holds much of the land surrounding Askibakken and is the lawspeaker of the area. While Geirmund presides over legal disputes, Kolsteinn advises with his vast knowledge of legal precedent and tradition. His sons, **Kol**, **Krabbi**, and **Steinar**, regularly go raiding with Jarl Asbjorn. Krabbi, has shown interest in pursuing a marriage with Svanhild.

Arne the Thinker, Geirmund's smith, is a strange man whose brawn conceals a sharp mind. He puts his faith in the gods and sees their influence everywhere, especially in his work. Arne travels between Askibakken and Vinding as part of Geirmund's house.

Rumors and Lore

(*Roll 1d6*; unless otherwise noted, the referee is free to determine the veracity of each.)

1: Spurned by Svanhild, Krabbi Kolsteinsson is planning to abduct her and flee.

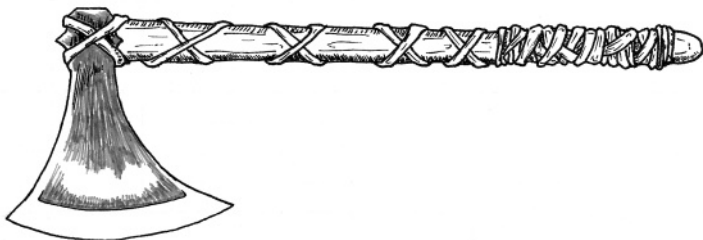
2: A farmer named Odd has accused a thrall called Eyvind of stealing one of his goats. Odd has demanded reparations of the slave's owner, Thrand Hrollaugson. Both farmers are known for quick tempers.

3: Wolves never venture into the village, they are clearly not typical wolves, probably shape-shifting Dark People.

4: Jarl Asbjorn will be calling for warriors to join him on his spring raid. (True, happens every year.)

5: The blizzard was a bad omen and likely the work of trolls and jotunn.

6: Bear Island is home to a reclusive shieldmaiden called Red Droplaug, who does not take kindly to visitors.



THE VILLAGE OF VINDING

A second village, Vinding, is a few miles away on the coast of the fjord and houses a population of 400 fishermen, warriors and sailors loyal to Geirmund. Typically, Chief Geirmund spends the summer months in his feast hall at Vinding, where he holds court and entertains travelers. Due to the freezing winds that come off of the fjord, he prefers to winter in Askibakken, where he performs the Yule and Ostara rites. His single small longship is located in the village, but is beached for the winter. He hopes to build a newer, and much larger ship during the coming summer.

NPCs

Rolf Grain-beard is Geirmund's brother and the steward of Vinding in the chief's absence. He is a simple man, who never achieved much fame, and enjoys a comfortable life. Though a few years younger than Geirmund, Rolf is a less-healthy man and is much overweight. His wife, **Solveig**, is considerably younger and is the sister of a viking-chief called **Skuli Long-axe**.

Geiri Sellson is a shipbuilder and new to town. Geirmund hired him in the fall and has hosted him throughout the winter. Geiri is designing a large longship to be built over the coming summer and expectations are high that it will bring renewed vigor to the town.

Hallstan the Wayfarer is well-known among the people of Vinding and other coastal towns as a jubilant man and fair tradesman. Hallstan is in his early middle age, with a large physique, brown hair and a forked beard. His wealthy abode is in the fortified town of Rossborg, many miles to the east. His ship was expected in town during the time of the sudden blizzard, but he has been wooed by the Frost Maiden and turned into a frost thrall by her kiss (see #8, page 15). If he is rescued, he would reward his rescuers accordingly.

Rumors and Lore

(*Roll 1d6*; unless otherwise noted, the referee is free to determine the veracity of each.)

- 1: Geiri Sellson is quite the womanizer and has dallied with several ladies of the town.
- 2: An old fisherman named Vethorm Broke-knuckles saw something strange out on the fjord during the storm. (True, see **ARRIVAL IN VINDING**.)
- 3: Totra, the wife of Helmund, went missing in the storm. (False, he killed her and buried her under his floor.)

4: Yngi the tailor is buying pelts at good prices.

5: Jarl Asbjorn has built a new warship to bring his raiding fleet to five sea-steeds.

6: Before the storm began, Borgni Skumasdottir saw a huge brown bear along the coast of the fjord.

BEGINNING THE ADVENTURE

The blizzard culminated a particularly difficult winter and food is running low. Game is scarce and wolves have broken into the village's animal enclosures to take chickens and sheep. Chief Geirmund is anticipating the arrival of Hallstan the Wayfarer who always brings supplies to trade around this time of year. Geirmund has summoned the village warriors to the hall and requests that a group set out to Vinding, simply to check in after the storm, assess any damage and perhaps to bring back any surplus food. He hopes that Hallstan has arrived in town and would like news concerning the trade ship. Geirmund plans to return to Vinding after the spring feast of Ostara.

If the party does not care to take part in this expedition, another option may get them into the adventure. Geirmund wants hunters, trappers and fishermen to take to the forests and streams in an effort to resupply the food stores temporarily. He particularly wants the depredations of the wolves to end and promises a handsome reward for any wolf pelts returned to the village. If the party decides to hunt, after some wandering they come upon reasonably fresh wolf tracks and taking up the trail are led towards the sea shore, eventually arriving at Area A.

CHARACTER INVOLVEMENT

The introduction above offers two possible scenarios that the referee may



use to involve the party in this adventure.

However, this is a location-based adventure and can be started in any manner that suits the referee's purposes. Some possibilities include:

- The party is on Hallstan's ship, lost in the storm, when they hear the Frost Maiden's song.
- The Frost Maiden has been terrorizing the local villages and preying on ships. The party has answered a summons to seek out her lair and destroy her.

OVERLAND TRAVEL

The referee can adjudicate travel however he chooses, refer to **Map 1: Skallafjord Area**. The snow is quite deep and slows travel to a crawl. The journey to Vinding, typically only about four hours, lasts the better part of the day due to the deep snow. Between the two villages, a few small farms might be encountered, though the inhabitants are busy recovering from the blizzard.

Roll 1d6 once every three hours of travel; a "1" indicates a random encounter.

Roll 1d6 again:

1: The Dark People. The party stumbles upon a band of reclusive and near-mythical Picts. They have been sorely affected by the winter and have hunted further afield than usual. The Picts seek to remain concealed, but might be spotted with a roll of 1-2 on 1d6. They are tan-skinned, thick-limbed and stocky, wear deerskin clothing, and carry short bows, spears, and hand axes. Aside from their hide clothing, they are protected by leather-bound wooden shields. They carry some traveling equipment, 10 salmon, and a deer.

Picts (6): HD 2 (hp 10, 8, 7, 5, 5, 4); AC 7 [12]; Atk 1 (weapon 1d6); SV 17; MV 12; CL/XP 30. Special: Picts are stealthy and can successfully hide with a result of 3-6 on a 1d6. They are excellent archers and gain a +2 to attack rolls made with bows.

2-4: Wolves. Famished wolves have scented the party and will begin to track them, seeking to attack the weakest member.

Wolf (2+1d6): HD 2+1; AC 7 [12]; Atk 1 (bite 1d6); SV 16; MV 16; CL/XP 30.

5: Deer. A few typical deer, scrawny but spry, are sighted by the party.

Deer (1-2): HD 1; AC 8 [11]; Atk 1 (hoof 1d6); SV 18; MV 16; CL/XP 15.

6: Snowdrift. A random character slips and is caught in a snow drift, tumbling down a short slope and taking 1-3 points of damage from collision with rocks and trees.

ARRIVAL IN VINDING

In Vinding, the party will find many of the buildings almost entirely encased in ice, especially near the shoreline (a natural phenomena caused by wind, sea-spray, and freezing temperatures). The locals are busy clearing ice, repairing roofs, and gathering firewood.

The party is likely to speak with Rolf Grain-Beard, who is eager for news of his brother. Vinding is similarly short of supplies, but he might spare some of its stock of dried salmon and mead for Askibakken. Rolf allows the party to sleep in the hall for as long as they wish. Vinding is larger than Askibakken and is home to most types of craftsmen and tradesmen, allowing characters to gather most supplies they might need. Regardless of who they speak to, the party learns that Hallstan's ship, expected a few days before in the middle of the storm, has not arrived. The fjord is choked with ice and is dangerous for boats. If the party investigates, they must go afoot or acquire a fishing boat and risk the dangerous fjord.

Vethorm's Tale

If the party gathers information and rumors in town (see above), they may learn that a fisherman called Vethorm Broke-knuckles has a tale to tell. Alternatively, Rolf Grain-beard may inform them and produce Vethorm to relate his story. The third night of the blizzard, Vethorm was fetching firewood when he saw the shimmering lights of the northern sky dancing on the fjord. As he watched, the wind and ice biting at his face, he saw the vague sail of a ship illumed against the waves. Faintly, he says, he heard a haunting melody carried in the wind. The vision and sound lasted but a moment, and Vethorm couldn't determine any specific details about the ship. He believes he saw the Bifrost bridge reaching into Midgard, and perhaps a ship of valkyries singing as they returned to Asgard.

The Next Steps

Most likely, the party will decide to seek out sign of the missing ship by investigating the coast of the fjord. This course will eventually lead them to **Area**

A on Map 1. As they approach, they find a wrecked ship, presumably lost and run aground in the storm. A number of wolves can be seen moving about the beach nearby.



KEY TO MAP 1: SKALLAFJORD AREA

AREA A: SHIPWRECK. Lying on its side partially on the rocky beach and partly in the shallows, is a 60-foot knarr with a gaping hole rent into its hull. The single mast is snapped and is keeping the ship propped on its side. Six wolves are feasting on the frozen corpses of several Norseman sailors. They will protect their meal if molested and will attack anyone coming within 20 feet of their grizzly prizes, but will not fight to the death. They are likely to chase down fleeing characters as a pack.

Wolf (x6): HD 2+1 (hp 12, 9, 8, 8, 6, 5); AC 7 [12]; Atk 1 (bite 1d6); SV 17; MV 16; CL/XP 30.

The shipwreck is strange. A trail of human tracks leads away from the wreck to the north, evidently survivors, but no supplies or valuables seem to have been gathered.

If the ship and corpses are searched, the party will find a **bronze arm-ring** (200 sp equivalent), a **silver ring** (4 gp), a **copper torc** (8 gp), a small **sack of hack-silver** (150 sp), 3 spears, a battle axe, 5 daggers, 2 hand axes, a large shield, an iron helmet, 4 winter blankets, 2 sheep-hide cloaks, a sealed cask of pickled fish, as well as 100-feet of cordage, 2 tarps and other shipboard equipment. All other trade goods are lost.

The tracks leading away from the wreck are not difficult to follow in the snow, and are less than thirty-six hours old. They are the tracks of the only three survivors. A skilled tracker may discern that there are three individuals, moving hurriedly, even carelessly. Their tracks slip regularly and there are places where the men go through difficult terrain when an easier passage is readily available.

AREA B: ICE-FALL. The trail leads north along the coast before entering the forest, eventually meeting a frozen stream. From there, the tracks follow the creek upstream, gradually leading into the interior uplands. The trail comes to a 90-foot high waterfall (**Area B**), frozen solid in cascades of ice. Only a small amount of water trickles down the falls. The trail leads the party onto the frozen stream and to an icy corridor between the frozen cascades (#1).

KEY TO MAP 2: ICE CAVES

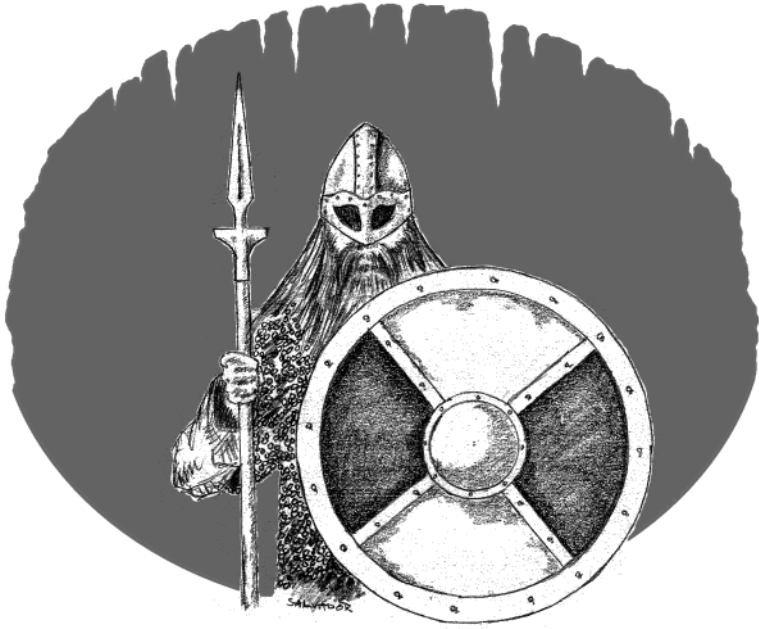
Upon entering the ice cave the party has unwittingly crossed into the Otherworld. The place is accessible only during certain times and if the Frost Maiden is slain it will be closed forever. If Hvitviss is slain the walls and floor will slowly start to melt and the party has only 1d6x2 minutes to exit the lair. When that time limit expires, a cave-in will permanently seal the entrance (likewise #2 will be inaccessible). The interdimensional nature of the lair will fold on itself with consequences determined by the referee - the party may simply be destroyed, or they might be expelled into another realm, for example.

The **temperature** in the caves, unless otherwise noted, is a steady 0 degrees Fahrenheit.

Walls within the cave system are rock encased in up to 18-inches of ice. Similarly, ceilings are ice-covered rock and often have heavy icicles hanging from them like stalactites. Unless otherwise noted, ceilings are 10-feet high and slightly arched.

Floors are covered in thick ice which makes traversing the caves tricky. Running, charging or otherwise moving quickly on the icy floor requires the character to make a balance *Saving Throw* to remain upright, failure indicating that the character falls and slides 1d6+4 feet in the direction he was moving. This causes the character to lose any actions for the round. Several **slopes** are present in the dungeon and likewise require a balance *Saving Throw* to navigate at any speed, failure indicating the character falls and slides to the bottom.

Lighting within the cave system is provided by a weird luminosity that scintillates throughout the ice and bathes everything in an otherworldly, bluish light.



#1: ENTRANCE. The ice of the frozen waterfall reveals several narrow openings. The sailor's tracks lead into these crevices. These pathways twist inward about 20-feet before opening to an ice-cave.

#1a: HALLWAYS. The hallways of the dungeon are patrolled by 5 frost thralls. They should be used and encountered in whichever manner the referee chooses. All other frost thralls noted in rooms are in addition to these. There are a total of 10 frost thralls in the caves.

Frost Thrall (x5): HD varies; AC by armor; Atk 1 (weapon 1d6); SV 17; MV varies; CL/XP varies. *Special:* Immune to cold and ice; fire vulnerability causes +1 damage per die; can traverse snow and ice without penalty.

- The first is an elf of Alfheim, with copper hair, scale armor, longsword, dagger and short bow (HD 1 (hp 5); AC 6 [13]; MV 12).
- The second is a hulking, brown-bearded, wild-haired barbarian wearing an antique vest of bronze ring mail, and wielding a rude iron great axe (HD 2 (hp 12); AC 6 [13]; MV 12).
- Another is a thick-limbed, black-haired, slant-headed Pict, with strange tattoos down both arms. He is armed with a bronze short sword, a bronze dagger, a small shield and wears hide armor (HD 2 (hp 9); AC 6 [13]; MV 12). The Pict also wears a twisted copper arm-ring worth 5 gp.

- The next is a dwarf, swarthy and displaying a thigh-length beard. He wears chainmail and carries a shield, and **fine battle axe** (grants a +1 to hit, but is not magical) (HD 2 (hp 8); AC 6 [13]; MV 8).
- This thrall, a red-haired sailor from Hallstan's knarr, wears no armor (only heavy wool clothing), but is armed with a round shield, spear and dagger (HD 1 (hp 5); AC 8 [11]; MV 12).

#2: **CLIFFSIDE BALCONY**. Some 60-feet above the valley floor, this natural balcony looks over the area. From here the waterfall and nearby valley are clearly visible, but those below have a difficult time spotting the balcony, due to its natural camouflage (1-in-6 chance or 2-in-6 if actively searching). When the Frost Maiden sings her siren-song from this lookout, the range is extended to 5 miles. She is never present here during daylight hours.

#3: **ANTECHAMBER**. This room is particularly cold, well below freezing temperature. The icicle-covered ceiling is some 40-feet high. A cave gapes at the top of the north wall and from this descends a 30-foot high cascade of ice. The icy wall can be climbed with pitons and rope or with a throw of 1 on a six-sided die.

One **frost thrall** is always present here and may investigate sounds from nearby areas.

Frost Thrall (1): HD 2 (hp 7); AC 5 [14]; Atk 1 (weapon 1d6); SV 17; MV 12; CL/XP 35. *Special*: Immune to cold and ice; fire vulnerability causes +1 damage per die; can traverse snow and ice without penalty.

- A blonde-haired, bearded Norseman from Hallstan's knarr. He is in his 40s with a graying beard, wears a coat of plates and is armed with a large shield, short spear and battle axe.

#3a: **TRAPPED HALL**. Hvitviss has created a floor of thin ice over a 10-foot deep pit in this hallway. The ice trap covers a 10-foot square area and has a 3-in-6 chance of collapsing every time a character walks upon it. Roll for each character. Characters caught in the trap can make a *Saving Throw* to keep from falling. Those who fall take 2d6 damage when landing upon the icy shards in the pit. The trap can be avoided by walking within a few feet of the walls. It should be noted that characters who fail to traverse the slope immediately west of the trap will slide directly onto it.

#4: HERO'S HALL. This long, kidney-shaped cavern has a 15-foot high ceiling covered in icicles. The ice of the east wall is formed into two broad steps upon which sit some 30 ornate vases, urns and the like, all collected by the Frost Maiden. Their bases are secured in the ice of the shelves, resulting in a 2-in-6 chance of breakage if the party attempts to chip them out. Each is finely crafted and worth 1-6 gp.

Two 3-foot high ceramic vases are placed near the west wall and flank the dominant feature of this room - the corpse of a mighty Norseman, encased in ice. The warrior has red hair and beard, finely made clothing and has a handsome nobleness about him. His face is frozen in fury, mouth agape as if uttering a battle cry. His sword arm is upraised and he appears to be swinging the weapon down, frozen mid-action. He bears the sword **Aldenadr** and the winged **falcon helm** is upon his head (see **APPENDIX II** for descriptions of these magic items). Additionally, he wears a normal chain hauberk and an **elaborate belt** decorated with gold leaves and bronze bears (100 gp). The warrior's clothing includes a red tunic, embroidered at the cuffs, fur boots, woolen pants and a wolf-skin cloak. He is behind 3-feet of ice that would take 4+1d10 turns to chip away. Tampering with the large vases or the Norseman will cause a deadly **snow cobra** to slither from one of the vases and attack.

Snow Cobra (1): A 6-foot long, white-furred, hooded snake capable of spitting venom. HD 1 (hp 6); AC 7 [12]; Atk 1 (bite 1); SV 16; MV 8; CL/XP 35. *Special:* Once per day, a snow cobra can spit venom to a distance of 15 feet into an opponent's eyes; the victim must make a *Saving Throw* or be blinded (eyes appear to be covered in frost). *Cure blindness* restores sight. Bite will inject venom twice per day; the victim must make a *Saving Throw* or die in 1d6+6 turns, the blood freezing in their veins.

One **ogre frost thrall** and a typical **frost thrall** can usually be found here. They will investigate any sounds coming from the hallway.

Ogre Frost Thrall (1): HD 3 (hp 14); AC 6 [13]; Atk 1 (great axe 1d6+2); SV 16; MV 12; CL/XP 70. *Special:* Immune to cold and ice; fire vulnerability causes +1 damage per die; can traverse snow and ice without penalty.

- An 8-foot tall troll-kin that Hvitviss enslaved in Nifflheim. He hates humanity and the Aesir, but knows more about this lair than the other thralls. He might help the party if he is freed from thralldom, but only with his own ends in mind. He wields a massive two-handed axe.



Frost Thrall (1): HD 1 (hp 5); AC 8 [11]; Atk 1 (weapon 1d6); SV 17; MV 14; CL/XP 20. *Special:* Immune to cold and ice; fire vulnerability causes +1 damage per die; can traverse snow and ice without penalty.

- A brown-haired Kelt, unarmored and shirtless, who dual-wields a battle axe and a hand axe (two attacks per round, each -2 “to hit”).

#5: DOMED CHAMBER. This roughly circular chamber has a domed ceiling covered in large icicles. The ice walls are intricately carved with roses and vines. Half-circular pillars of ice are located at intervals around the wall; these reach from floor to ceiling. A pedestal of ice stands across from the doorway and atop this is a fabulous, **oaken Vanir harp**, intricately carved and inlaid with silver and gold (400 gold piece value). It is over seven feet tall.

There is a 1-in-6 chance per person entering the room that icy stalactites fall from the ceiling causing 1d6+1 damage. A successful *Saving Throw* is allowed for one-half damage. Loud noises in this room increase the chance to 2-in-6 or greater. The area directly around the harp is safe from the falling debris.

#6: INTERSECTION. This intersection is dominated by an ice-carved statue of the Frost Maiden. It is harmless. Two sets of stairs lead away from the intersection; that to the east leads down 10 feet, while that to the west leads down 50 feet to **#8**. Corridors lead away to the east (**#5**) and west (**#7**).

#7: SNOW CAVE. At the center of this room is a spectacular tree of ice, with each leaf intricately crafted from ice. Faintly glowing ice particles drift in the air (they are harmless). The floor is covered in 2-foot-deep snow drifts. This room has the strange effect of increasing the potency of magic, causing all spells cast within to have the maximum effect. A narrow passage, 3-feet wide, leads out of the rear of this chamber.

#8: THRONE OF THE FROST MAIDEN. The long stairs descending from **#6** empty into this large cavern with sub-zero temperatures. The ceiling is 30-feet high and below is a yawning abyss which drops immeasurable distances into weird currents of swirling color not unlike an aurora. At the center of the cavern, seemingly floating in space is a huge bluish-white iceberg.

Two narrow (6-feet wide), fragile-looking ice bridges connect the iceberg to a narrow walkway that runs along the outside edge of the abyss. Traversing

these bridges at speed or in combat requires a balance *Saving Throw* each round. Failure indicates that the character has slipped and may fall over the edge (the referee may allow a *Saving Throw* to catch the edge). Those slipping over the edge will find themselves falling through misty clouds of strange colors and will disappear below. These unfortunates are not necessarily slain. At the referee's discretion they may be transported into one of the Nine Worlds, such as Jötunheim, Hel or Niflheim. Alternatively, they may be transported to some other world or to another place on the same plane.

The "iceberg" is the throne of **Hvitviss the Frost Maiden** and she lounges there upon an icy divan halfway up the front side (#8a). Two **frost thralls** guard her, one of whom is **Hallstan the Wayfarer**. The iceberg has stairs and pathways leading up, down and around it. In the lower rear portion is a small ice cave (#8b) in which the maiden keeps her hoard:

- 900 gp
- 2,400 sp
- 3 50-gp gems
- 3 10-gp gems
- 2 gold rings (50 gp each)
- Bronze torc, with dragon faces at the ends (100 gp)
- 2 matching silver bracelets, engraved with knotwork (100 gp each)
- Clerical scroll (*cure light wounds, neutralize poison*)
- **Potion of giant strength**
- **Boots of Leaping**

Frost Maiden (1): HD 5 (hp 28); AC 6 [13]; Atk 1 (claw 1d6 +special); SV 14; MV 16; CL/XP 425. *Special:* See APPENDIX I.

Frost Thrall (x2): HD 3; AC by armor; Atk 1 (by weapon); SV 16; MV varies; CL/XP 35. *Special:* Immune to cold and ice; fire vulnerability causes +1 damage per die; can traverse snow and ice without penalty.

- One is a golden-haired Norse shieldmaiden who wears a finely crafted, but antique, chain hauberk and an iron helmet. She carries a **shield +1**, short spear, longsword and a hand axe. HD 3 (hp 18); AC 3 [16]; MV 12.
- The second guard is Hallstan the Wayfarer. He wears finely crafted clothing, studded leather armor and a steel spangenhelm. He carries a finely forged great axe. HD 3 (hp 15); AC 6 [13]; MV 16).

APPENDIX I: NEW MONSTERS

FROST MAIDEN

<i>Armor Class:</i>	6 [13]
<i>Hit Dice:</i>	5
<i>Attacks:</i>	1 Claw
<i>Damage:</i>	1d6 + special
<i>Special:</i>	See below
<i>Movement:</i>	12
<i>Saving Throw:</i>	14
<i>HDE/Exp. Points:</i>	6/ 400

The **Frost Maiden** is a magical, supernatural being who resides in the shadowy Otherworld that lies just beyond the pale of mundane existence. It is unknown how many of these creatures exist, it may be that the maiden is unique, but legends suggest that they were sired by Ymir, the Frost Giant. The Frost Maiden woos mortal men and women to her lair with a haunting and irresistible song, much like a siren. These she curses with thralldom (see **Frost Thrall**), while she keeps those who please her most for her entertainment, at least until such a time that she grows bored with them. Then, they too are transformed into frost thralls.

A Frost Maiden has snowy white skin, almost radiant, and long bluish hair with eyes of a piercing glacial blue. Frost Maidens go about naked or wearing only the thinnest gossamer veil as a dress. Their unnaturally perfect features are a beauty to all who behold them.

Special:

- The Frost Maiden is immune to cold and ice-based attacks.
- **Fire Vulnerability**, all fire attacks against the Frost Maiden inflict +1 damage per die.
- The Frost Maiden can walk atop snow and ice without penalty and without leaving tracks.
- The Frost Maiden employs a siren-like song to charm victims within hearing distance. A *Saving Throw* is allowed to resist the charm. Failure in-

dicates that the victim is affected as per the *charm person* spell and is drawn to the Maiden no matter the difficulty. She will turn unattractive victims of her charm ability into thralls (see below), but will keep comely mortals (Charisma 14 or higher) for her pleasure.

- The Frost Maiden may choose to turn a living person into an undying slave with her kiss. Victims must make a *Saving Throw* or be altered into a **frost thrall** with Hit Dice equal the victim's current level or "3", whichever is lower.
- The Frost Maiden's **physical attacks** are ice-cold claws, dealing 1d6 hp of damage. The victim must also make a *Saving Throw* or be weakened, suffering a -1 penalty "to hit" and damage for one turn.

Sorcery:

The Frost Maiden can cast the following spells once per day: (**1st-level:** *influence normal fire, protection from good, shield*; **2nd-level:** *cause blindness*). Refer to APPENDIX III for new spells.

The Frost Maiden can also employ the following magical abilities:

- **Icicle:** A long icicle hurtles spear-like from the maiden's hand with a range of 60-feet, successful attack roll (+1 "to hit") deals 1d6+1 damage.
- **Winter's Breath:** Thrice per day, the Frost Maiden may open her mouth and breathe a blast of freezing air and jagged ice particles in a 10' square area dealing 3d6 damage to all in the area; a successful *Saving Throw* allows for half damage. Victims slain by this power are frozen in a block of ice.
- **Ice Form:** Once per day, the Frost Maiden has the unique ability to create ice from nothing and shape it anyway she pleases. She can shape 1 square yard of ice per round for up to five rounds. Any created ice must be attached to existing ice or snow (such as any icy floor or wall) and may be formed to a distance of 30 feet.

FROST THRALL

<i>Armor Class:</i>	By armor type
<i>Hit Dice:</i>	1-3
<i>Attacks:</i>	1 or 2 (weapon)
<i>Damage:</i>	By weapon
<i>Special:</i>	See below
<i>Movement:</i>	12
<i>Saving Throw:</i>	17 (1-2 HD) 16 (3 HD)
<i>HDE/Exp. Points:</i>	20 (1 HD) 35 (2 HD) 70 (3 HD)

Frost Thralls are mortal men and women that have suffered the curse of the **Frost Maiden's** kiss. Their skin is a pale blue, the color of sea ice, and their eyes are cloudy gray and dead-looking. The curse is one of undying servitude and it is possible that many frost thralls encountered in a Frost Maiden's lair may be centuries old, as evidenced by their ancient arms and accoutrements. All are entirely under the Frost Maiden's command.

Frost thralls are not dead nor undead and may be freed from their curse by slaying the Frost Maiden or by means of *natural* fire. A frost thrall struck by normal fire (such as a torch) makes an immediate *Saving Throw*, success indicating that he crumples to the ground with a moan, unconscious, and slowly revives, his skin turning from its pale blue color back to its natural flesh over 2+1d4 rounds. Revived victims retain no memory of their time of servitude, but will recall the beauty of the maiden's icy kiss and bear a permanent mark of frost burn upon their lips.

Special:

- Frost Thralls are immune to cold and ice-based attacks.
- **Fire Vulnerability**, all fire attacks against the frost thrall inflict +1 damage per die. Additionally, normal fire may free the thrall from its curse, forcing it to make an immediate *Saving Throw* as related above.
- Frost Thralls can traverse snow and ice without penalty.
- When slain, or released from their curse, the frost thrall's skin gradually changes from icy blue back to their natural skin color.

APPENDIX II: NEW MAGIC ITEMS

FALCON HELM: This helmet of antique design is an iron spangenhelm with bronze trim and nasal protector. Falcon's wings are attached to the sides of the helm and the nose guard is in the shape of an eagle's face. The wearer of this helmet gains a +1 improvement to AC and can understand the speech of falcons, hawks and eagles, but has no ability to speak to them.



ALDENADR (Old Snake): This ancient magical sword was forged in forgotten ages by the troll, Findel, who lost a bargain with the giantess Queen Gefjun. In his anger, Findel imbued the sword with power against giants. It is broad-bladed and has a hilt of silver engraved with intricate knotwork. Unlike most magical swords, the power of Aldenadr depends upon the wielder. For fighters of levels 1-3 and any other character, the sword acts as a normal *longsword* +1. Otherwise:

- For fighters of levels 4-6, Old Snake is a *longsword* +2, which can (once per day) create the **venom** of a serpent. The victim of the next successful attack with the sword must make a *Saving Throw* or suffer an additional 1d6 hp damage and 1 hp damage per round for 2d4 rounds. Even if the save is successful, the victim suffers the ongoing damage.
- In the hands of fighters of levels 7-9, the sword becomes a *longsword* +2/+3 *versus giants* and their kin, and retains the venom power. However, at this level, the sword also bestows the curse of unluck. All *Saving Throws* and ability checks made by the owner of Aldenadr are penalized by -1, even if he is separated from the weapon.
- When wielded by fighters of 10th level or higher, Aldenadr retains the benefits mentioned above and also severs an extremity on a natural attack roll of 20. The curse of unluck penalty is increased to -2 and it is said that the sword will cause strife in the owner's life, jealousy and spite among his family and friends, and lead to his downfall.

APPENDIX III: NEW SPELLS

Cause Blindness

Spell Level: 2 (Magic-User)

Range: 30 feet

Duration: 10 minutes +1 round per level

The caster chooses a single target within range. The target of this spell is blinded for the duration of the spell but is allowed a *Saving Throw* to avoid the effects. The reverse of this spell, *remove blindness*, will negate the effects of temporary blindness, but will not cure permanent blindness.

Influence Normal Fire

Spell Level: 1 (Magic-User)

Range: 15 feet

Duration: Permanent

By means of this spell the caster can affect any normal, non-magical fire, causing it to grow 50% larger or smaller. Small flames, such as torches or candles, can be entirely extinguished.

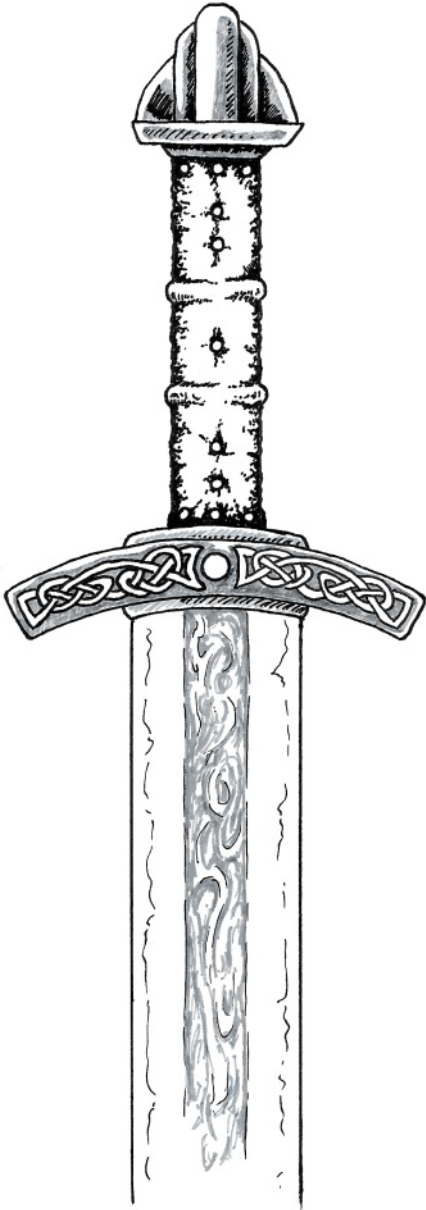
Neutralize Poison

Spell Level: 4 (Magic-User)

Range: Touch

Duration: Immediate

If used promptly, this spell will counteract any poison, but will not reverse the effects of poison that has already caused harm.



APPENDIX IV: VIKING NAMES

The following list of names is provided for the referee to draw upon for NPCs and for players creating viking characters. Vikings used a patronymic surname, rather than a family name, to identify their lineage. Therefore, a man's son would add *-son* (or *-sson*) to their father's name, while daughters would add *-dottir* (or *-sdottir*).

For example, Egil Thorbrandson is the son of Thorbrand. Egil has a son, Agnar, and a daughter, Edni. Their patronimic surnames would thus be Egilson and Egilsdottir, respectively.

There are many more specific conventions, but these should be enough for most role-players to work with. Interested readers are encouraged to seek out more information on historic names.

Male Names

Roll 1d6 to determine which chart to consult, then roll 1d12.

Male 1 (d6, 1-2; Roll 1d12)	Male 2 (d6, 3-4; Roll 1d12)	Male 3 (d6, 5-6; Roll 1d12)
1 Agnar	1 Gautrekr	1 Otrygg
2 Alrekr	2 Grettir	2 Rafn
3 Arnkel	3 Gunnbjorn	3 Rognvald
4 Biarni	4 Hafgrimr	4 Saemund
5 Brunn	5 Hamund	5 Sigmund
6 Brynjolf	6 Hjalmarr	6 Solmundr
7 Drott	7 Hrodmar	7 Steinkell
8 Einar	8 Ingvarr	8 Thorarinn
9 Erlendr	9 Knut	9 Thorsteinn
10 Finnbogi	10 Leifr	10 Ulfkell
11 Fjordor	11 Odd	11 Valgrimr
12 Gardarr	12 Olaf	12 Yngvi

Female Names

Roll 1d6 to determine which chart to consult, then roll 1d12.

Female 1

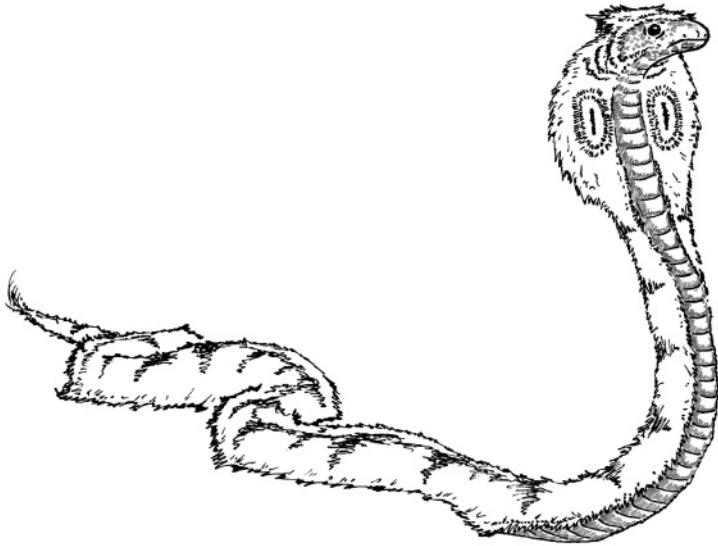
(d6, 1-3: Roll 1d12)

- 1 Arnora
- 2 Aslaug
- 3 Bera
- 4 Busla
- 5 Edda
- 6 Ermingerd
- 7 Freydis
- 8 Gudrid
- 9 Gunnhildr
- 10 Halldis
- 11 Helga
- 12 Hjordis

Female 2

(d6, 4-6; Roll 1d12)

- 1 Ingigerd
- 2 Isgerdr
- 3 Kostbera
- 4 Lyngheidr
- 5 Oddrun
- 6 Sigrid
- 7 Skjalf
- 8 Svanhvit
- 9 Thora
- 10 Thorunn
- 11 Totra
- 12 Unnr



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


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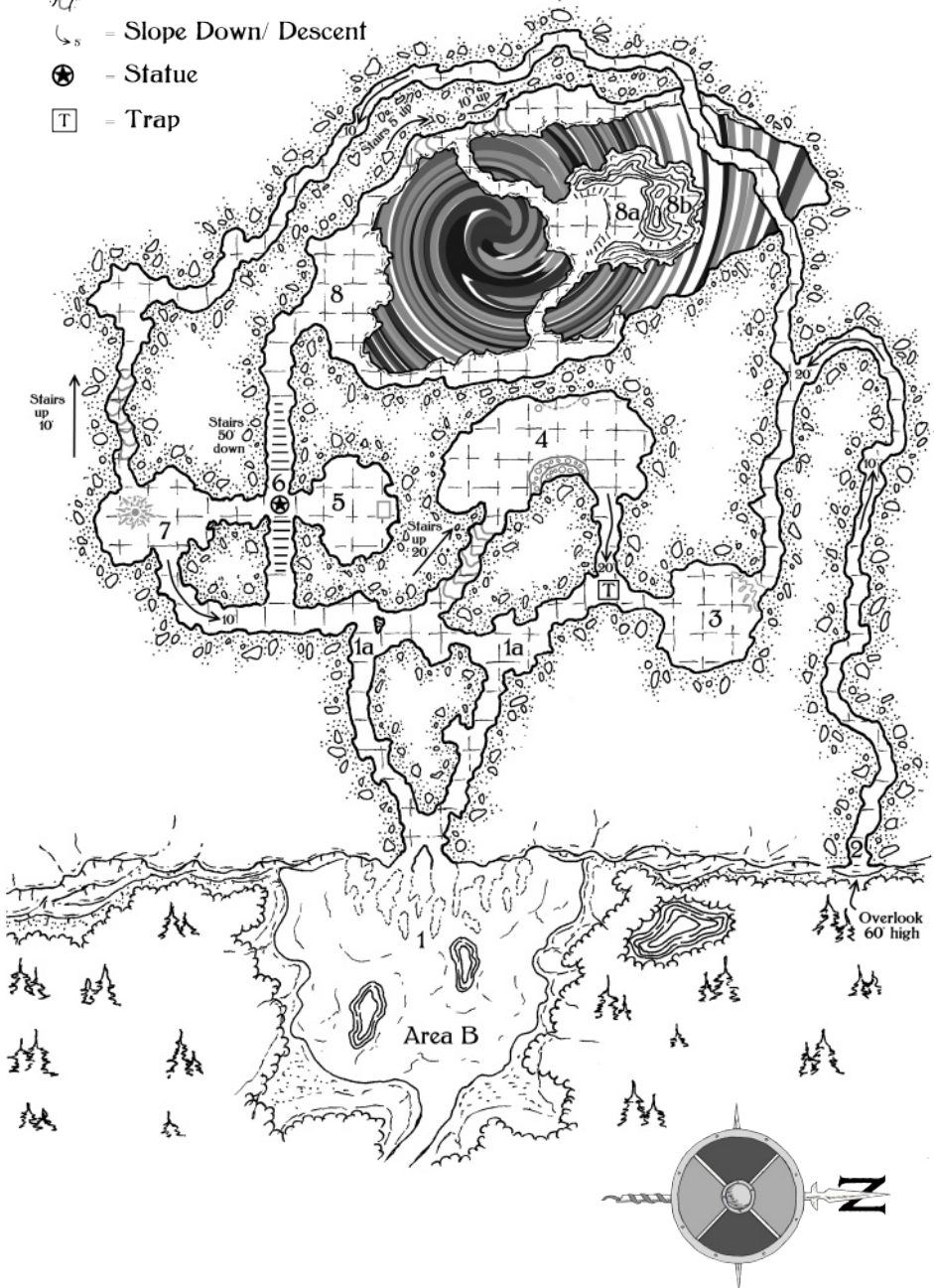
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Map 2: ICE CAVES

1 Square = 10 Feet

-  = Stairs
-  = Natural Stairs
-  = Slope Down/ Descent
-  = Statue
-  = Trap



In the wintry northlands an otherworldly evil terrorizes the mortal realm. Will the players dare to discover what lies *Beyond the Ice-Fall*?



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