



FROG GOD GAMES' NORTHLANDS ADVENTURES

SPEARS IN THE ICE



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SPEARS IN THE ICE

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TABLE OF CONTENTS

SPEARS IN THE ICE	3	THE ICE PALACE	10
THE LOST GLACIER	5	CONCLUDING THE ADVENTURE	22
ON THE ICE	7	APPENDIX ONE: NEW CREATURES	23





SPEARS IN THE ICE

Our young heroes, new to the service of the Jarl Olaf Henrikson of Silvermead Hall, are stranded on a strange iceberg found floating in the North Sea. Left behind after foul magic carried away the jarl and his ship, this plucky band of young heroes must explore the iceberg, delve into the frozen city at its heart, and somehow survive until the winds of fate blow from a new direction and allow them to escape.

This adventure is designed for characters levels 2–4 and can be played on its own or as the second part in the larger **Lord of Ice and Cold** series that sees the threat of Althunak, aka the Winter King or the Lord of Ice and Cold, plague our heroes as they go through their careers. This first taste of his evil sets the stage for *Banners over Monrovia*. It is recommended that you play through *Spring Rites* first, but it is not required.

While set in **Frog God Games'** Northlands, *Spears in the Ice* can easily be added to any campaign that has an old Norse analogue culture. You have Vikings in your game world, right?

This adventure calls for characters that are in service to Jarl Olaf Henrikson, the jarl of Halfstead. These members of the jarl's household are lesser servants, huscarls, and other attached persons. If any character is not a member of the household, then they should be attached to it in some way, possibly as a seasonal

hanger-on (especially appropriate to bards and wanderers from outside the Northlands). The Northlands are not like other fantasy settings; rulers and others in positions of authority simply do not hire adventurers to solve their problems. They either take care of things themselves or send members of their household to see to the situation. The adventure begins with our heroes as part of the crew of the *Longserpent* on its fateful voyage north.

Having our heroes all in the service to the same jarl allows the party to have a solid foundation. Not only do they have similar goals and directives, but they also likely know each other, if not since childhood than from the mead hall of their jarl. Even outsiders would have had time to fraternize with the locals before the adventure begins. This allows for friendships and rivalries to be set up from the start, and it would be a good idea when beginning your journey through the **Lord of Ice and Cold** series to establish these early on during character generation or during this adventure. Finally, do not feel like the party is locked into a life of service to one jarl; circumstances change in *Vengeance of the Longserpent*.

This adventure concerns the exploration of a fragment of the Demon Lord of Snow and Ice's once-vast empire in the Far North. It was destroyed centuries ago, and Althunak, the Master of

The Iceberg

1 square - 800 feet



Cannibals, was cast from this world. His followers were scattered, and most were either slain or died without their demon-god's support. A few hid themselves away, hoping for a change of seasons and the return of Althunak and his dream of a world of eternal winter.

The gigantic and unnatural iceberg that the Ice Palace sits upon calved off from a glacier earlier this year. Perhaps it was the will of the gods that this remainder of Althunak's empire should float south and disappear beneath the warmth of the sun and the action of

the waves. Maybe it was just a simple process of nature, for every summer the glaciers of the North periodically send bergs southward. Whatever the reason, this iceberg is carrying the Ice Palace, the palace's guardians and treasure, as well as a few of the not-quite-mortal servants of the Demon Lord of Winter. That the party has encountered it and are subsequently trapped upon the island of ice's frozen expanse may be their fate, the actions of the gods to put heroes where they are needed, or possibly just happenstance.



ONE-EYED SVEN



BERG GEIRSON

THE LOST GLACIER

Jarl Olaf has decided to take the *Longserpent*, his best longship, farther north than any Northlander has ever sailed, far up the coast of Nukland and into the mythical land of the Far North. This is not a casual decision, but the whale and seal hunting has been poor this year. Adding to this, the harvest is expected to be well below average, for it has been a cool and wet summer. If provisions are not laid in for the winter, or at least things such as walrus tusks or sealskins that could be traded for grain, things are looking grim for Silvermead Hall. True, the jarl is wise and keeps a well-stocked granary, but he is also loath to tap it unless absolutely necessary.

Thus, he has assembled a crew of huscarls, favored sailors, and other householders. The *Longserpent* is a fine ship, much used in whaling and raiding, and has many times carried the jarl into battle with men and beasts. Common lore says that she is a lucky ship and those who sail on her return rich and draped in glory.

The heroes are five days out of Halfstead on their journey when Young Ljot yells out that he has spotted land. A small glint of light can be seen on the horizon, and Jarl Olaf orders a course toward it. As the longship approaches, a huge iceberg comes into view, less a floating block of ice than an island, a full glacier perhaps, drifting through the sea. Such a large iceberg has not been seen in generations.

The glacier is easily three miles in diameter and has a gentle slope from the water line that abruptly becomes a jagged wall of ice cliffs hundreds of feet high. As the *Longserpent* sails around the iceberg, a successful DC 13 Wisdom (Perception) check spots a break in the ice cliffs that leads to a long valley. At the head of the valley is a structure of ice with towering spires and a broken curtain wall. If none of our heroes make the check, Young Ljot spots the valley.

Jarl Olaf brings the *Longserpent* in close to the mouth of the valley. Unlike every other iceberg that any Northlander can recall, this one simply ends at the water line and curves back on itself; the ship can be brought to within a short distance of the shore. Holding the position steady, Jarl Olaf assembles the crew.

VOLUNTEERS

JARL OLAF SPEAKS

Hold her steady Old Ljot! This sight is strange to my eyes, and I desire to learn more about it. Is this unnatural thing a threat or a boon? In my father's, father's time, a great fortune in gold and silver was found on a city of ice afloat in the sea, blown across the whale road by forces unknown to our kind. Do any here have the mind's-worth to explore this palace of ice with me?

The jarl then glares about at the crew, including the party. Four huscarls — One-Eyed Sven, Breg Geirson, Young Ljot, and Hauk Arinbjornson — volunteer. Should our heroes volunteer first, these four also offer their spears in accompaniment. However, if none of the characters volunteer, the jarl sighs deeply and calls out the four names above, and after a moment's thought, the names of our heroes as well.

The four NPCs who will accompany the party onto the glacier are well-known men in the household of Jarl Olaf. All are armed with spears, shields, chain shirts, and handaxes. One-Eyed Sven is a thin, older man and a noted warrior who, in addition to the weapons above, carries a hunting horn and a battleaxe. He lost an eye in battle before our heroes were born. In manner, he is open and friendly, and a little mischievous in a kindly manner. If our heroes are long-time members of the jarl's household, One-Eyed Sven treats them like favored nieces and nephews out on a lark, for he doesn't really see them as full adults. Breg Geirson is laconic and sour; when he does speak, it is usually a pronouncement of impending doom or to point out how bad the situation is. Still, he soldiers on with no fear or trepidation; he just wants everyone to know how bad things are. Breg carries a longsword instead of an axe. Young Ljot



HAUK ARINBJORNSON



YOUNG LJOT



is not related in any way to Old Ljot, and the two don't really like each other. About our heroes age, Young Ljot follows along with whoever appears to be in charge. He is shy and unassuming, but courageous, and carries a longbow (which he uses very poorly). Finally, there is Hauk Arinbjornson, a newcomer to the hall of Jarl Olaf. Hauk is a wild Vastaviklander much given to impulsive actions and rash decisions, and instead of a spear and shield, he wields a greataxe. This is his first voyage with the jarl, and Hauk hopes to quickly prove himself and earn a permanent position in the household.

FOUR WILL NOT SURVIVE

One-Eyed Sven, Breg Geirson, Young Ljot, and Hauk Arinbjornson are doomed to die. This is their wyrd as determined by the Norns, and it is your job to make sure the will of the gods is fulfilled. In other words, kill these four off in as dramatic a way as possible. Hints are provided throughout the adventure on how to do this. Also, in combat, these four serve only to tie up foes and make no great contribution (though they are more than capable of jumping in front of a character to take a killing blow). Because of this, they do not have stat blocks; these four succeed at anything they attempt until it is time to kill them off. It is highly recommended that you still make rolls for these four in order to heighten the drama, even though their fates are preordained.

ON THE ICE

The *Longserpent* sails as close to the iceberg as it can, piloted by the skilled hands of Old Ljot and driven by strong men at the oars. Still, the gap between the ship and the ice is wide, and the frozen shore looks slippery. A successful DC 10 Dexterity (Acrobatics) or Strength (Athletics) check easily bridges the gap. Any hero who fails manages to just barely make it, thumping their chests hard against the edge of the ice and dragging their legs in the frigid water. Any character who ends up in the water gains a level of exhaustion until they can dry out, which requires either a fire or magic (a single casting of *prestidigitation* works). As befits huscarls and other householders, our heroes and the four NPCs jump across to the floating glacier first, followed by the jarl and two of his senior huscarls.

Once our heroes and their four partners are across, a savage wind suddenly blows up, bringing with it snow and ice that blocks vision and stings the face. Visibility is reduced to only a few inches in moments, and everyone is coated with a layer of snow and fine ice. The wind knocks anyone prone who doesn't succeed at a DC 15 Strength saving throw. Those knocked prone are also blown along the shore, though oddly enough, not into the water. Just as suddenly as it arrived, the wind disappears, but the sight that it leaves is heartrending.

The blinding snow and the fierce wind clear to reveal an open sea all about. The *Longserpent* is nowhere in sight, and the ocean is a flat, mirror-like blue. You are alone on the sea and trapped on this island of ice.

THE ICY SHORE

The area our heroes find themselves stranded on is a short but wide beach of ice and snow. The beach is only 30 feet long but runs inland on a gentle slope for 75 feet. It sits on the southern edge of the iceberg and is bordered to the east and west by soaring cliffs of ice that occasionally calve off chunks as large as a feasting hall. To the north is an opening to a moderately steep valley that cuts through the glacier to a high plateau above. A successful DC 13 Wisdom (Perception) check spots the spires of a city of ice at the head of the valley on the plateau.

VALLEY OF FROZEN TEARS

Our heroes are likely going to make their way up the valley, though they may want to spend some time on the shore hoping to spot any sign of the *Longserpent*. If they dally too long, however, remind them that the days are not long, and the nights are cold this

far north; they had best find shelter soon or be stuck out on the exposed ice after dark. The Valley of Frozen Tears, as it was once known long ago in the days of Althunak's cult, is a five-mile cleft in the ice that rapidly changes from a moderate slope to a steeply graded climb. At its mouth, the valley is only 300 feet wide, and it narrows as it climbs until it reaches the sky bridge (**Area 49**). Along the walls of the valley are several ice caves, some barely large enough for a grown man to climb into, others quite deep and wide.

The valley is divided into four broad zones: the lower valley where lie the caves of the ice fiends; the middle valley that crosses a hump of glacial ice; the steppe and snow-filled upper valley; and the sky bridge that connects the head of the valley to the high plateau of the Ice Palace. Each zone offers its own set of obstacles and rewards and will test the determination and skill of the heroes. If the adventure is starting to run long, you can cut out one or two of these zones, though this does disrupt the flow of the adventure and the build-up of tension that leads to a culmination in the Ice Palace.

A. THE CAVES OF THE ICE FIENDS

Along the lower part of the valley, the valley floor is fairly clean of debris and slopes gently up to a large hump of glacial ice in the middle valley zone. The walls of the lower valley are pierced with an abundance of caves, most of them fairly large (cave mouths around 16 feet in diameter). The ice around some of these caves is a different color than the rest, running from deep blues to dark purples, and is not melting in the rising sun. A successful DC 15 Wisdom (Perception) check determines this, and a successful DC 13 Intelligence (Arcana) check reveals that the likely cause is magical influence, possibly extraplanar and elemental. All the caves are at least 50 feet up sheer cliffs of slick ice (DC 18 Strength [Athletics] check to climb). Sunlight shifts throughout the day, bathing first the western and then the eastern canyon walls with light and warmth.

The caves are inhabited by **ice mephits** descended from those left behind when the Cult of Althunak abandoned the Ice Palace centuries ago. These small elementals feed off the elemental coldness of the ice island and are breeding a massive swarm. They fly out to attack any who venture up the valley, hoping to consume their flesh and end their warmth. There are two tribes of mephits here, the eastern and western, and each attacks only when its side of the valley is safely in shadow. The two tribes hate each other, and while one is in the air, the other lobs ice balls at them from the safety of their own caves. If the party passes through the area at night, both bands attack, and the characters witness an aerial battle between mephits.

The four boldest mephits attack the party, sending a barrage of *magic missiles* which they follow by strafing with their breath weapons. After this, they land and attempt to engage in melee. If any mephit falls, the rest flee shrieking back to their caves. In general, the mephits are cowardly and wish to make an easy feast,

not risk their lives to kill off adventurers wandering by. Should our heroes run, the mephits pursue until the heroes are past the crevasse (**Area B**).

During the fight with the mephits, Young Ljot strings his bow and fires inaccurately up at the creatures. This causes missed arrows to plunge down at the party. Each round that Young Ljot is firing, randomly roll to determine which of our heroes is in the line of fire and have them make a DC 12 Dexterity saving throw or be hit by an arrow for 1d6 points of damage. Young Ljot continues to “help” until someone gets him to stop.

B. CREVASSE

Once the party climbs up the gentler slopes of the lower valley, they reach the hump of glacial ice that separates the lower from the middle reaches of the Valley of Frozen Tears. The glacier is not terribly difficult to climb, and anyone who goes slow and moves with care (moving at one-quarter speed) can make it. Rushing (moving at one half speed) requires a successful DC 12 Strength (Athletics) check. The ice is unnaturally hard, and pitons or other items simply cannot be driven into it without tremendous effort (a successful DC 18 Strength [Athletics] check).

Halfway across the glacier is a 30-foot-wide crevasse whose depths cannot be plumbed by sight, though the classic rock (in this case, chunk of ice) tossed down reveals a faint splash after 55 seconds. Our heroes must find a way across this crevasse, for it extends from one end of the glacial hump to the other and disappears beneath the smooth valley walls. Climbing up these walls requires a successful DC 15 Strength (Athletics) check.

If the party is particularly brave or stupid — and the difference can be slight — they may choose to explore the crevasse. Climbing down is easy (requiring a successful DC 12 Strength [Athletics] check) due to the jagged nature of the icy rift, though any failure results in a fall of 2d10 feet and a hearty thump into a ledge of ice. Climbing down into the crevasse is a good way to kill off one of the NPCs, and feel free to have one fall to his grisly death in the

lightless void below. However, there are two benefits to climbing down. Fifty feet below the lip of the crevasse is a narrow, natural bridge that allows the party to pass to the other side and climb back up. Also, 80 feet down on the northern face is a tunnel in the ice that can be spotted by anyone inside the crevasse with a successful DC 15 Wisdom (Perception) check. This tunnel leads to **Area 53** in the Ice Palace vaults.

C. AVALANCHE!

While traveling through the middle portion of the Valley of Frozen Tears, the party passes under an area where the canyon walls close together to only 60 feet apart at the top, and barely 30 feet apart on the valley floor. Also, the walls are covered in layers of snow over the ice. Snow packs the cave mouths in the cavern walls and is piled in humps on every ledge and along the cliff tops. Icicles droop down from the canyon’s ledges, forming long, twisted spines that drip water on the sunny side of the valley. The floor of the valley is also covered in humps of snow from which shards of broken ice jut.

A successful DC 12 Wisdom (Survival) check reveals the main danger here: avalanche. Our heroes should walk carefully and keep quiet, for any disturbance undoubtedly brings the snow and icy spears crashing down on them. Have everyone make a DC 13 Wisdom saving throw to keep quiet and move carefully. If anyone fails, their noise echoes up the canyon, and small amounts of snow rain down from above and a massive spear of ice crashes down ahead of the party. From this point on, have the party make two more rounds of Wisdom saves, roughly 15 minutes apart. If anyone in the previous round failed, the DC is increased by +2 per character who failed. If failures occur in two rounds of checks, or if the party makes a lot of noise, more snow and ice rain down. Everyone must succeed at a DC 13 Dexterity check or be hit by an icicle for 1d8 points of damage, or half damage with a successful save. Should all three rounds of Wisdom checks produce at least one failure each, a full-on avalanche begins.

With a thunderous roar, the canyon walls spill their loads of snow and ice. At first, it is a few ledges, and then the whole sides of the canyons begin to fall. Thousands of pounds of snow along with chunks of ice the size of cottages and spears as large as small trees begin to drop.

SURVIVING A FALL

If you are uncomfortable killing off one of our heroes in a bad fall into the crevasse (or any of the other areas where someone could easily fall to their deaths), you may save them at your discretion. Instead of falling, the character slides into a natural tunnel in the ice and blacks out. The character in question can then always be found — unconscious — later in the adventure, with no idea how they managed to get there. This keeps a hero from dying due to one bad roll and also adds a certain creepiness to the adventure.

A successful DC 13 Wisdom (Perception) check spots some form of cover. Anyone who makes the check sees a low-lying ledge, a shallow cave, or a crook in the canyon walls that offers them a place to take cover. Anyone who makes the check by more than 5 sees a large enough piece of cover for themselves and one other per full 5 points over the DC of the check. Anyone out in the open is caught in the avalanche (and that includes any of the NPCs unless they are led to safety by a perceptive hero). They must make a DC 15 Dexterity saving throw or suffer 1d8 points of bludgeoning damage and the avalanche buries the character, half damage and not buried with a successful save.

Those buried beneath the snow, NPCs included, have one minute

to be found before they begin to suffocate. Survivors may attempt to locate buried comrades with a successful DC 15 Wisdom (Perception) check, modified by the situation (grant advantage for any of the following: yelling for victims, victims with spears or other long items they can thrust up out of the snow, or as the situation and our heroes' plans warrant). Probing the snow for the victims grants advantage to the Perception check to find buried characters but probing with sharp objects has a 1-in-6 chance of striking the buried victim for normal damage. Buried victims may attempt to dig their way out with a successful DC 15 Strength (Athletics) check. An attempt to locate a buried party member can be made every round.

THE FATE OF ONE-EYED SVEN

The avalanche buries One-Eyed Sven. If he is rescued (and he should be the first NPC the party finds), he is found in a comatose state, his helmet missing, and his head covered in blood. Sven still lives, but he suffered more than simple hit point injury; he is unconscious and likely remains so for some time. Magic or the Medicine skill may treat his injury, but it will not revive him. Thus, the party must decide if they are honorable enough to burden themselves with this old warrior's unconscious form.

D. THE SKY BRIDGE

After climbing up through the Valley of Frozen Tears, the party reaches the high plateau of snow and ice on which the Ice Palace sits. The plateau is empty of any features and windswept for an area of eight square miles, with the Ice Palace sitting in the center of this expanse. Cutting across the plateau is a deep, 300-foot-wide gash in the surface of the ice, a crevasse that makes the previous one look like a mere crack.

Traversing this crevasse is a high, narrow bridge of ice, barely three feet wide with no handrails or guards. The ice bridge arcs high above the chasm in a graceful curve before descending to meet the ground on the other side. The palace is just beyond this

bridge of living ice. There are no visible means of going around the chasm; the massive crevasse runs the breadth of the plateau and even cuts into the ringing mountains of ice. Strong winds occasionally whip across the plateau, blowing plumes of snow into the air, including across the chasm and the sky bridge.

Our heroes must find a way across the chasm, and the ice bridge is the most likely avenue. However, it is a perilous and fear-inducing crossing, one that any with a modicum of intelligence should initially balk at. To cross the bridge at half speed does not require any checks, just the courage to do so, while moving at full speed requires three successful DC 13 Dexterity (Acrobatics) checks (increase the DC by +2 for each multiple of full speed a character is moving). One failure results in the character nearly falling off but catching themselves at the last minute and lying prone on the ice bridge. Two failures mean the character nearly falls off but manages to catch the edge of the bridge before plummeting to certain death; someone needs to help pull them up. A third failure means the character falls and dies down below (though see **Surviving a Fall** above).

THE FATE OF YOUNG LJOT

Young Ljot freezes up in the middle of the sky bridge and refuses to carry on until someone manages to talk him into it. Shortly after he is convinced to buck up and forge ahead, a strong gust of wind blows across the chasm and carries him away with it. Should a character be nearby, they may attempt to save him with a successful DC 15 Dexterity saving throw; if they succeed, they grab onto Young Ljot's hand before he falls. A failure means all they get is a torn bit of his tunic sleeve and a good view of the young man's body plunging into the depths below.

If Young Ljot is already dead, someone else can serve as the sacrificial lamb here. If rescued by a quick-thinking and fast-acting hero, Young Ljot is convinced he is fated to survive and forges ahead to the end of the bridge with courage and élan. Sadly, the Norns will not be denied, and once he reaches safety on the other side, a portion of the plateau calves off into the chasm, taking him with it.

E. THE ICE PALACE

See The Ice Palace chapter below.

THE ICE PALACE

Facing the sky bridge and the yawning chasm that cuts across the high plateau is a palace of three soaring spires made of solid ice. Fronting the palace is a long, statue-lined processional and a broad plaza, all paved with slabs of ice blown clean by the constant wind. The palace itself was built with three spires: a tall central spire that tapers to a point nearly 300 feet above the ground and flanked by two matching towers, one to the east and the other to the west, that are more than 200 feet tall. The western spire is partially collapsed and only the first hundred feet still stand. The entire area is windswept and clear of snow. It is also unnaturally quiet.

The palace is made from solid pieces of ice seemingly grown out of the ground. They twist as they rise, with thick bands of rope like ice forming the surface of the spires. Climbing them is easy, at

least as easy as climbing ice can be, and can be accomplished with a successful DC 15 Strength (Athletics) check (DC 18 during the day as the slight amount of melt still slickens the surface). There are no openings other than the rosette windows in the smaller spires, the gate and balcony in the central spire, and the open temple dome in the eastern spire's roof. All parts of the palace are dimly lit by light that filters through the ice walls, except as noted in the individual areas below.

I. THE PROCESSIONAL PLAZA

A 10-foot-wide and 80-foot-long processional leads from the

HISTORY OF THE ICE PALACE

At the height of Althunak's empire among the Uln, the demon-god ruled with a fist of cold iron, holding sway from the Wailing Mountains far across the frozen plains of the north. However, the cities and villages of the Uln were vast and required a great amount of oversight and administration to keep them in line while building up the infrastructure and power base at the City of the Lord of Winter. Even one of the Ginnvaettir required the help of mortals to run his domain, to say nothing of prosecuting the war against the rebellious Ulnat tribes of the Seal Coast. As many of his most devout followers were cannibalistic madmen, Althunak had to be very selective in who would serve as his mouthpieces. Many powerful priests rallied the faithful and espoused the Liturgy of Icy Death, but he needed a tried-and-true warrior to face the Ulnat.

From among his elite Eaters of Men, one champion stood out from the rest, a powerful warrior of savage fury as well as thoughtful planning. The champion was Uth'ilopiq, and Althunak set him as prince of the city of Oosqwai at the eastern end of the Wailing Mountains where they met the gray sea. Prince Uth'ilopiq was charged with raising and training an army to sweep down on the Ulnat tribes of the Seal Coast from around the arm of the mountain, and take them as slaves or drive them into the sea.

However, though Prince Uth'ilopiq was indeed a brave warrior and skilled general, Althunak had not counted on the man's own inherent greed. Finally given the power he had always craved within the Cult of Althunak, even as Uth'ilopiq began raising his army he exacted heavy taxation upon the city of Oosqwai in order to build his fabulous Ice

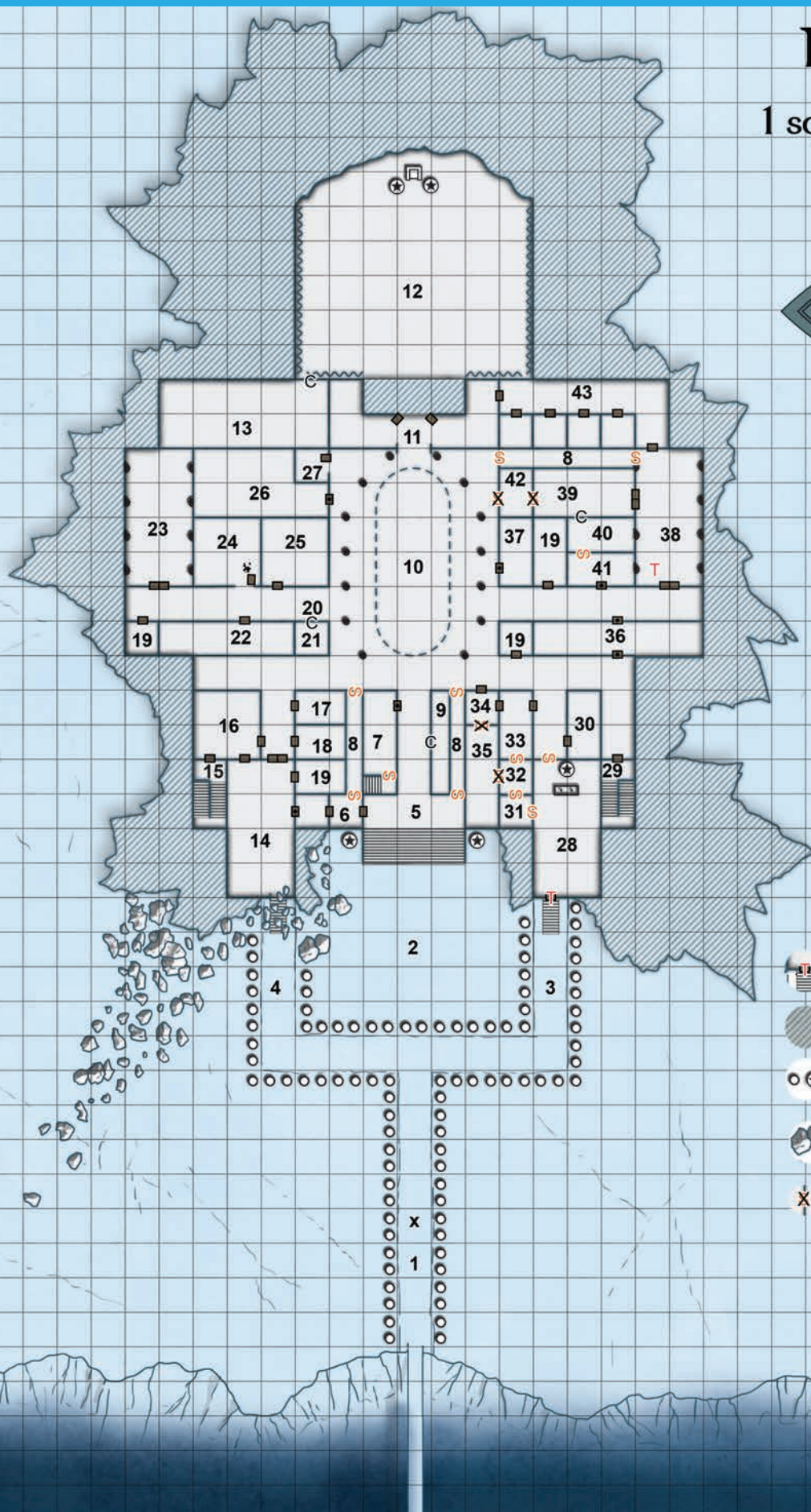
Palace. Construction continued on the palace for several years as Uth'ilopiq ostensibly prepared his army, but he made no move against the growing power of the coastal Ulnat. In fact, it was the slow gathering of strength at Oosqwai that ultimately alerted the Ulnat to their immediate jeopardy and caused them to rally behind Hvran Half-Born and his champions.

With their own army raised, the Ulnat crossed the Trail of Ravens and caught the army of Oosqwai unprepared, annihilating it during their march on the City of the Lord of Winter. The recently completed Ice Palace they ignored as being too far out of their way and too undermanned to be much of a threat. The destruction of Uth'ilopiq's army and the victories of the Ulnat prompted a slave rebellion in the palace. Even as the City of the Lord of Winter fell before Hvran and his companions and Althunak sensed his imminent defeat, the Lord of Ice and Cold spared enough attention to deal with his treacherous general who had failed him in his sloth and incompetence. Althunak cursed the Ice Palace, freezing its occupants just as its own walls were frozen, and encased it in a mountain glacier to remain imprisoned for eternity as a sign of their demon-god's wrath.

For nearly 1,000 years, the Ice Palace remained frozen in its icy embrace as its glacier prison made its way slowly down from the Wailing Mountains toward the sea. Recently, the portion of the glacier holding the Ice Palace calved off into the sea and the upper portions of it thawed to reveal the Ice Palace beneath. Now the Ice Palace floats upon the Great Ocean Ûthaf, a restless tomb from an ancient demon's empire, just waiting for intruders to set foot upon its shores.

Ice Palace

1 square = 10 feet



-  Trapped Door
-  Solid Ice
-  Statues
-  Ice Rubble
-  Jammed Secret Door

sky bridge to a broad plaza. The processional and the plaza are paved in windswept blocks of ice 10-foot-by-10-foot square and fitted together with amazing precision. The edges of the road are lined with tall, majestic statues carved from solid blocks of ice that depict various heroes of the long-dead Cult of Althunak. These are highly disturbing images, for the figures blend man and demon and often feature brutal depictions of slavery, violence, or cannibalism. Where the road meets the plaza, it splits into two branches, one heading east to the base of the eastern spire, and one west to the base of the western spire. These side branches are like the main processional from the foot of the ice bridge, complete with horrific statues of carved ice.

The plaza is 70 feet wide and runs 50 feet from the end of the road to the main entrance of the palace. A battle on the processional likely spills over into the plaza, especially if the party is composed of highly mobile heroes. Portions of the ice paving are stained with old blood, especially near the front steps and portico of the palace.

Halfway across the road, a *magic mouth* activates and five of the statues speak, prompting for a password (“hungry”) in Abyssal. If the password is not given, these figures animate as 5 **living ice sculptures** (see **Appendix One: New Monsters**). Also, a magical darkness descends on the processional, casting it in dim light with deep shadows.

THE FATE OF BREG GEIRSON AND HAUK ARINBJORNSEN

These two forge on ahead and leave the party behind. Have them show up from time to time, having found nothing of interest, and lament their fates or heckle the party. In the end they are both slain in the palace by the undead there, have their bodies show up at dramatic moments.

2. THE PLAZA

The plaza is open and windswept, partially framed by two wings of the palace projecting from the bases of the western and eastern spires. Toward the western edge, several blocks of ice have fallen from the crumbled tower and are strewn across the pavers. They are old, and both wind and snow have smoothed their surfaces and filled the cracks that their fall made in the pavers.

3. THE EASTERN PROCESSIONAL

This short, 30-foot-long processional leads to the entrance to **Area 28** and the base of the eastern spire. A short set of steps leads up to a door (break DC 14, AC 12, 6 hp) of solid ice banded with frozen blood. The door is decorated like a snarling, demonic face with an open mouth framing the doorway, with long icicles of blood dripping from its fangs.

4. THE WESTERN PROCESSIONAL

Fallen ice blocks from the collapse of the western spire block the northern end of this 30-foot-long processional. The blocks are huge and moving them would require a herculean effort. However, any character of Medium-size or smaller could wriggle through with a successful DC 13 Dexterity (Acrobatics) check. Once through, there is a cramped five-foot by three-foot by six-foot open area in front of the door leading to **Area 14**. The door itself is shattered and stands open.

S. PORTICO

Fronting the main hall and enclosing the gate is a deep portico that stretches 30 feet across the front and extends 10 feet outward. A set of 13 steps lead up from the plaza to the floor of the colonnade, with each step carved with a series of snarling faces across the risers. Two statues of demonic women, their faces locked in ecstasy as they consume human limbs, are carved into the corner posts of the portico. The interior of the portico is decorated with bas-reliefs depicting a great feast or orgy — the ice is somewhat worn, and the exact nature of the acts being committed are somewhat obscured. However, the images seem to wiggle slightly when seen out of the corner of the eye, a most disconcerting effect.

The two statues are living ice sculptures enchanted to block intruders. The one to the west animates and challenges any who approach the colonnade from the outside; it asks for a password (“blood”) in Abyssal. The one on the eastern side animates to challenge any who pass through the gate from the inside of the central spire and demands a password (“sacrifice”) in Abyssal.

The main hall is framed by the two side spires and capped at the back by the central spire. Most of the rooms of the palace are within, save for the few in the bases and heights of the two lesser spires. The interior is dimly lit by filtered light and constructed entirely of ice. The ice is cloudy and thick and prevents any ability to see through into another room. It still allows a small amount of light to come through; any bright light is visible to occupants of adjoining rooms.

The central spire is the tallest and largest of the three spires, rising 285 feet above the plaza and standing 110 feet in diameter at the base. The walls of the spire are carved from smooth ice that is thick enough to obscure the interior, but thin enough to provide diffuse light for those inside. Most of the outside of the tower is unadorned, but the side facing the plaza has a portico, a pulpit, and a gate. The colonnade forms a half circle 40 feet in diameter that is blocked by a portcullis of ice bars (break DC 12, AC 12, 6 hp per bar) spaced two feet apart and covered with jagged barbs of ice (anyone forced against the portcullis takes 1d4 points of cold damage).

Eighty feet off the ground, the spire is banded by a frieze of images depicting a demon-god descending from the heavens, the capture of humanoid figures by armored warriors, and the sacrifice of these captives into the hungry maw of the demon-god. The frieze is very ornate and well-carved with lifelike detail. Colored water — possibly blood in some cases — appears to have been applied to the ice and left to freeze, thus painting the images.

A small balcony (**Area 45**) fit for a single person juts out above the gate roughly 70 feet above the ground. Behind the balcony is an open doorway into the spire. The former lord of the palace

could address the assembled throngs below from this high pulpit. Beneath this balcony, the roof of the portico rises to within three feet of the bottom of the pulpit.

The hallways of the main hall are richly decorated in disturbing scenes of the prince's conquests and perverse appetites. They are wide, roughly 10 feet, and eight feet tall.

6. GUARDROOM

This 10-foot-by-10-foot room contains a frozen, overturned table, several broken chairs, and the frigid corpses of six former royal guards of the long-dead prince of this palace. A door leads to **Area 5** to the east and through a short hallway to **Area 14** to the west. The guards are locked in a state of undeath but are completely frozen. If thawed (either by taking 10 points of fire damage or having warm bodies in the room for more than 15 minutes, they animate into 6 **ice zombie temple guards** (see **Appendix One: New Monsters**).

7. COUNTING HOUSE

In ages past, the local peasants and slaves, as well as merchants and noblemen, came to the palace to bring their master his tribute. This tribute was taken to the counting house to be tallied by the palace eunuchs and sorted to the various storerooms in the palace. This room is narrow, only 10 feet wide, but 30 feet long. A locked ice door (break DC 13, AC 12, 6 hp, can be picked using thieves' tools with a successful DC 13 Dexterity check) in the northern end opens onto the central hallway of the palace. The western wall is lined by a set of scroll cases containing icy, faded scrolls made from human skin. These scrolls are mostly simple tallies and tax rosters, as well as requests from various parts of the palace and the prince's domain. Among these bits of accountancy are two scrolls of better quality (and one of more prosaic pig hide) that contain spells. The first scroll has *burning hands* and *protection from good and evil*. The second scroll has *alter self*, *flaming sphere*, and *pyrotechnics*.

The center of the room is crowded with desks made from human bones, each with a chair and built-in inkwells and lockboxes. The lockboxes are locked (break DC 15, AC 15, 10 hp, can be picked using thieves' tools with a successful DC 13 Dexterity check). The southern wall has a map of a frozen painting that depicts the former domain; a successful DC 12 Intelligence (History) check shows the path the party has taken from the shore to the palace and reveals that the palace once sat in the middle of a larger area. Touching the map on the palace unlocks a secret door (DC 15 Intelligence (Investigation) check to spot; can be picked using thieves' tools with a successful DC 13 Dexterity check) that opens onto a stairwell leading to **Area 49** in the vaults.

8. SPY PASSAGE

Behind these secret doors (can be discovered with a successful DC 15 Wisdom (Perception) check) are two secret spy passages.

Prince Uth'ilopiq was paranoid as well as megalomaniacal and distrusted his retainers and soldiers as much as the Uln he subjected in the name of Althunak. As a result, he had spy passages installed within the walls of his palace that were accessible through secret doors, and only he knew of their existence after the builders were strangled and served to his guardsmen in a grand feast. The walls are composed of a thicker ice that blocks light from passing through, preventing even the hint of movement from being seen within unless someone were to carelessly carry a light source. Cleverly crafted eyeholes along the length of the wall allow any inside to view those in adjoining rooms without being noticed by those in the adjoining rooms (causing disadvantage on Wisdom (Perception) checks to spot them). In the days of Uth'ilopiq, superstitious servants spoke of spirits haunting the walls of the palace due to the occasional glimpse of the prince moving within these hallways.

9. CLOAKROOM

Behind a concealed door (can be spotted with a successful DC 13 Intelligence [Investigation] check), hidden in the wall of the main hallway, is a 10-foot-by-30-foot room used to store cloaks, weapons, armor, and other items visitors do not want to carry with them throughout the palace. Little of interest is in this room save for decayed clothing, discarded items, and a few old weapons. These are found either hanging on hooks on the wall or in heaps on the floor. A short search yields the following: a jeweled shortsword worth 75 hs, a +1 *dagger*, and 150 hs in cloak pins and other trinkets.

10. CENTRAL COURTYARD

The main hallway of the palace splits to go around a central courtyard. This open area in the middle of the palace is 30 feet wide and 50 feet long. Tall columns border the sides, and the floor is covered in ice pavers like those on the plaza outside. The columns reach up 20 feet to form small arches set into the upper walls and ceiling of the surrounding building. Each arch contains a small gold statue depicting a form of vile torture. Climbing the columns of ice is difficult and requires a successful DC 18 Strength (Athletics) check, but allows access to the roof via a small fissure in the ice. The statues are worth 300 hs each.

11. ANTECHAMBER

The main gate leads into a small antechamber lined with shelves that form small to large cubbies. Inside these cubbies are hooks and the remains of once sumptuous clothing, now ruined by time despite the preserving power of the ice and cold. The ceiling of the antechamber is filled with a richly painted depiction in frozen water of a cloudy winter sky dropping snow, hail, sleet, and lightning down on the viewer. A pair of ornate doors made of frozen wood stands across from the gate and lead into the throne room.



12. THRONE ROOM

This large, rectangular room is 60 feet long and 70 feet wide. The walls are covered in frozen tapestries depicting various rites of the demon-god Althunak, as well as scenes depicting battle, the enslavement of captives, feasting, and debauchery. The floor is tiled in a great mosaic of multicolored ice that shows a map of the long-lost empire of the Cult of Althunak. (For those running or planning to run *Vengeance of the Longserpent*, the Far North described in that adventure shows up as one small corner of the map.) On the ceiling is another mosaic, this one featuring the snarling face of Althunak circled by hordes of winged demons.

A throne made of carved, red-black ice (actually, frozen blood) is at the far end of the room. Upon the throne sits the freeze-dried corpse of Prince Uth'ilopiq, the former lord of the palace. The prince's dress and raiment are richly adorned with jewels and gold thread, and upon his head sits a small crown made of sapphires and silver fangs. His hands rest on two ice statues carved to look like fanciful bird-dog beasts. A golden collar set with sapphires and diamonds is around the neck of each statue. The corpse's head sits firmly upon its neck, and though time has eroded some of his features, the former lord of this palace still stares with menacing, though empty, eye sockets. In the southwest is another tapestry-covered wall, and behind that tapestry is a locked door made of thin ice (break DC 13, AC 12, 6 hp, can be picked using thieves' tools and a successful DC 13 Dexterity check). This door leads directly to **Area 13**.

The corpse is not entirely dead, for in his death **Uth'ilopiq** (see **Appendix One: New Monsters**) cursed his demon-god and was in turn cursed to sit on the throne he once held for his divine liege until called upon. Reanimated after death, the lord of the palace has remained here for eons, waiting and plotting. In one of his many visions, Uth'ilopiq saw the heroes arrive and thus was prepared. Normally, he appears as he was when he was alive, but he canceled this effect when the characters arrived, for who would suspect a corpse on an abandoned iceberg? A living man would be so much more suspicious here.

Uth'ilopiq does not move or show any signs of his undead state until the party touches his corpse (see below) or leaves the throne room, at which point he quietly stalks them, looking for a time when their guard is down so that he may strike. Anyone who separates from the group is ambushed and slain, and their body is then reanimated into a zombie to serve the lord of the palace. While in his palace, Uth'ilopiq has Stealth +10.

If possible, the prince waits until the party is engaged in another fight, possibly with the zombies in **Area 51** (in fact, he tries to release these zombies if given the chance). Other tactics include using the hunting ice zombies to cover his retreat, luring the party out into the portico to let the columns deal with them, or attacking them while they are rummaging through another room (such as in **Area 9**).

However, Uth'ilopiq immediately attacks anyone who touches his corpse. He has surprise as he leaps up to fight. Likewise, the

statues animate into 2 **hunting ice zombies** (see **Appendix One: New Monsters**) if their collars are removed. The statues become blue-feathered, bipedal birds. Uth'ilopiq pulls off their collars if hard pressed by his foes, but he resists doing so, as the hunting ice zombies are far too noisy for his tastes, at least when he is trying to be sneaky.

Should the heroes loot Uth'ilopiq's corpse, the garments yield 4,500 hs in gold and jewels, and the crown is worth 1,400 hs. The collars on the statues are worth 800 hs each.

13. PRIVATE AUDIENCE CHAMBER

This 20-foot-by-50-foot room is decorated with soft cushions, tapestries showing lovely humans and elves partially dissected and/or eaten, low tables carved with demonic figures picked out in gold leaf, and several scroll shelves. Everything is covered in a thick layer of frost and mostly ruined. The scroll shelves are filled with priceless scrolls from the time of the cult's empire, but centuries of time, ice, and snow have ruined them.

14. ARMORY

This rubble-strewn room served as the armory of the palace guard. It is 20 feet wide and 40 feet long, with a roof that once soared into the lower reaches of the western spire but has now collapsed into this area and **Area 4**. What remains is a large, open area lined with racks for holding weapons and armor. Although many of these items were destroyed by the collapse of the western spire, an hour digging thought the debris turns up three fine longswords with amber pommels (valued at 150 hs each), two spears, a metal shield, a +1 *battleaxe*, and a +1 *spear*.

15. WEST STAIRS

These stairs lead up to the higher levels of what remains of the western spire.

16. BARRACKS

Twenty palace guards slept here in three shifts, and the room is filled with a mixture of crushed furniture and debris from the partially collapsed ceiling. Several hours of digging uncover the remains of the guardsmen's personal footlockers and 4d20 hs in ancient coinage.

17. GUARD OFFICER'S QUARTERS

This spartan room was once the home of the commander of the palace guard, who although he did not serve to garner wealth, still acquired a fair number of priceless objects as rewards for his long and loyal service. His body is buried under tons of ice and snow from the collapse of the western spire. Anyone who wants to dig around can find a skeleton dressed in a richly decorated breastplate (valued at 200 hs) and wielding an elegant, curved sword decorated with rubies (valued at 125 hs).

18. STOREROOM

This debris-filled room contains shattered pottery and crates that once housed the palace guards' rations and other stores. Nothing is left to salvage here other than a few pieces of antique pottery that only a dedicated collector would want.

19. LATRINE

One wall of this small room has a door flanked by two ice basins on wooden stands. The other three walls are lined with benches, each having three 18-inch-diameter openings in them. The openings lead to chutes that once flowed to a frozen river outside the palace but that now simply descend into the heart of the iceberg.

20. BATTLEGROUND

Lying in the corridor here are a half-dozen corpses, all partially frozen and bearing the attire of soldiers from a time and culture long gone. They were violently cut down by sword and axe strokes. This hallway opens onto the slave quarters of the palace, the home and work areas for the highest slaves in the prince's domain — those who were allowed to work in the palace itself. Being part of Althunak's ancient empire, many of these slaves found themselves on either the sacrificial altar or the dinner table, but both were considered a great honor. The walls have fewer decorations than the rest of the palace but are still very ornate compared with what most Northlanders are accustomed. The corpses were clearly some sort of undead that violently met their ends here recently. This is the handiwork of Berg Geirson and Hauk Arinbjornson, as our heroes are likely to assume.

21. GUARDROOM

This small room off the palace's main hallway is behind a door hidden by intricate scrollwork (can be spotted with a successful DC 13 Intelligence [Investigation] check). A table and four chairs are inside, all covered by a thick layer of frost. The west and south walls are less clouded than those found in the rest of the palace, and anyone in this room can see into and be seen from **Area 26**. Four long-dead bodies of the palace guard who manned this station are sprawled across the table. They were killed by surprise during the first moments of the prince's treason and not reanimated by any force. All four are clad in faded silks, but their armor is still serviceable. If disturbed, they animate as 4 **ice zombie temple guards**.

22. KITCHEN

The door to this long, narrow room is closed, but not locked. Inside, three cold fire pits, the only stone construction in the palace, line the south wall. Each fire pit has an iron grill and an intricate contraption that can raise or lower the grill, as well as swing a 10-gallon iron cauldron over the pits. The eastern and western walls are taken up by cupboards filled with frozen foodstuffs, spices, and other culinary material. A long table runs the length of the room, filling the middle and blocking travel across the room save for at three access points. These points are portions of the table that fold up, permitting a two-foot-wide passage. Lurking here are 4 **ice zombie thralls** that consumed the meat (former slaves and prisoners of the prince) that once hung on hooks.

23. WEST COURTYARD

Double doors open onto a 20-foot-wide by 40-foot-long open-air courtyard. A colonnade of grimly decorated columns line the edges of the courtyard, and small ice benches are situated in the spaces between the columns to allow for semi-private mediation. The slave master and palace guard used this area for quiet reflection or group recreation. Today, it stands empty and eerily silent under a light coating of snow and frost. A deep drift of snow has piled up in the northwest corner, and 2 **ice zombie thralls** lie beneath it. They attack if anyone disturbs the snow.

24. SLAVE BARRACKS

The door to this room is smashed and stands open, revealing a tightly packed, 20-foot-by-20-foot room that once housed the slaves of the palace. Three-tiered bunk beds fill every available inch of floor space, allowing only an 18-inch-wide path between them. The bunks are equipped with chains at the head and foot to restrain slaves, but these have all been ruptured.

25. WORKSHOP

An unlocked door opens onto this tightly packed, 20-foot-by-20-foot room. Tool-cluttered benches line the walls and fill the middle, leaving only narrow, three-foot-wide paths through the room. Luxury goods for the palace were either manufactured in the surrounding villages and towns or imported from other regions of the empire. The walls are covered in cupboards that hold tools and raw materials of various types. This workshop was used to make minor repairs on items, as well as to manufacture slave clothing and other inexpensive goods. Lying on benches in this room are 4 **ice zombie thralls** that are just waiting for something to motivate them to go out and kill.

26. STOREROOM

Behind a locked door (break DC 13, AC 14, 10 hp, can be picked using thieves' tools with a successful DC 13 Dexterity check), this roughly L-shaped room runs 40 feet along the south side, but only 30 feet along the north. The ice forming the notch formed by

Area 21 is less clouded than the rest of the ice walls of the palace, allowing those in this area and in **Area 21** to see each other. Broken crates and pottery jars fill the room, making all movement difficult. Slaves who died here during the treason still shuffle around in the debris as 6 **ice zombie thralls** and attack any who enter.

27. SLAVE MASTER'S QUARTERS

The door to this small room is open, the lock shattered and the ice itself chipped away centuries ago by axes. The room is not as spartan as the palace guard quarters, but still not nearly as opulent as those once occupied by the eunuchs. A single bed sits in one corner, a standing bureau is tilted on the floor, and an open chest rests at the foot of the bed. The walls are carved in simple geometric designs that refract the light coming in from the roof, giving the room a multi-hued color. During the treason of the prince, the slaves ran amok and broke in here to slay their cruel master. He was hacked apart in his bed, and his remains still lie there.

28. TEMPLE

The entire interior space of the eastern spire is a shrine dedicated to Althunak. Ornately carved doors depicting the snarling mouth of Althunak open to the south onto the eastern processional (**Area 3**). Most of the shrine's floor is empty space, for the worshippers of Althunak stand during services, but a large block of frozen blood sits at the far northern end and serves as an altar stone. Behind the stone is a towering statue of a four-armed and -legged Althunak variously disemboweling, eating, torturing, and stepping on human figures. The walls and floor of the shrine are devoid of ornamentation and covered in layers of long spilled and frozen blood. (Actually, mosaics and carvings are on the walls and floors, but the blood is so thick that they cannot be seen without a DC 18 Perception check.) The whole room radiates a strong feeling of dread and evil, as well as extreme cold. Every half-minute spent in the shrine inflicts 1d6 cold damage (DC 12 Fortitude save for half). Scattered about the floor are blood-caked mithral chains, eight sets total, worth at least 30,000 hs.

A small, concealed door on the northern wall behind the statue can be spotted with a successful DC 13 Intelligence (Investigation) check. It leads to a hallway. Another concealed door on the west wall opens onto **Area 31**; it can be spotted with a successful DC 13 Intelligence (Investigation) check.

29. STAIRS

This spiral staircase leads to the top of the eastern spire and allowed the high priest to rise up to address his demon-god from a shorter distance. A small secret door (can be spotted with a successful DC 13 Intelligence (Investigation) check) leads from a landing 60 feet up to **Area 45**.

30. ACOLYTES' QUARTERS

Six acolytes of the Lord of Ice and Snow resided here, sleeping on cots made of ice and studying the mysteries of Althunak when not on duty elsewhere in the palace. Like their master the high priest, the acolytes enjoyed an open ceiling that has allowed two feet of snow to pile up in this room. A simple door opens onto the hallway leading to the temple. Buried in the snow are the bodies of three acolytes slain in defense of their dark god, and now reanimated as 3 **ice zombie thralls** intent on destroying all who disturb them.

31. VESTRY

This small room, not much more than a 10-foot-by-10-foot closet, served as the dressing room and vestment storage area for the priests and acolytes who served in the palace temple. Time has reduced most of these to scraps of cloth and bloodstained leather. However, a diligent search (30 minutes and can be spotted with a successful DC 15 Intelligence [Investigation] check) reveals a few bits of loot. Three ornate headdresses are discarded under a pile of ice-stiffened vestments, each worth 300 hs. One of the decayed robes has a small bone ring with a sapphire in a pocket that would bring 250 hs.

32. HIGH PRIEST'S QUARTERS

This small but sumptuously adorned room was the home of the palace's high priest, but it is now filled with three feet of snow. A pallet-like bed of ice is in one corner, a scroll case is along the eastern wall, and an open wooden chest is at the foot of the bed. The chest is empty, and the scroll case only has minor sacred texts of the cult on its shelves. Tapestries adorn the other three walls and conceal a door to the north that leads to **Area 33** and one to the south opening into **Area 31**. These doors can be spotted with a successful DC 13 Intelligence (Investigation) check. A secret door leads west to **Area 33**; it can be spotted with a successful DC 13 Intelligence (Investigation) check. The ceiling is open to the roof and allows the cold breath of the high priests' demonic god to flow in day or night.

33. TEMPLE GUARDS' QUARTERS

This rather spartan barracks housed the elite temple guard of the palace, warriors sworn to lifelong service to the cult of Althunak. Twelve guards once slept and took their meals here when not on duty. Six remain as **temple guard ice zombies** waiting to form ranks and attack all who enter. In addition to their weapons and armor, six locked chests (break DC 15, AC 14, 10 hp, can be picked using thieves' tools with a successful DC 13 Dexterity check) sit in the southwest corner, each containing 15 hs worth of ancient coins, as well as various personal effects of the guardsmen. Doors lead to the corridor to the east, **Area 34** to the west, and a concealed door behind a tapestry (can be spotted with a successful DC 13 Intelligence [Investigation] check) leads south to **Area 32**.

34. GUARD CAPTAIN'S QUARTERS

Only a simple pallet of ice and a wooden stand to hold weapons and armor stand in this room. The walls are likewise bare save for a collection of weapons and pieces of armor of foreign and ancient design. These weapons are all of masterwork quality, and include a bastard sword, a large steel shield, two longswords, and a great axe. In the case of the wooden stand is a small, unlocked cabinet that contains six frozen hearts, trophies of former conquests. A door leads north to the main corridor of the palace, and another door leads east to **Area 33**. A secret door leads south to **Area 35**.

35. TEMPLE TREASURY

Behind this locked door (break DC 15, AC 14, 10 hp, can be picked using thieves' tools with a successful DC 13 Dexterity check) is a 30-foot-by-10-foot room housed the temple's treasures. During the fall of the prince, three thralls and five of the temple's guards locked themselves in this room, intent that the rebellious slaves, treacherous prince, and especially the hated palace eunuchs would not get their god's sacred treasures. In time, all eight died but were reanimated by their unholy faith as ice zombies (3 **ice zombie thralls**, 2 **ice zombie temple guards**). Secret doors lead to **Area 34** to the north and **Area 32** to the east. These can be spotted with a successful DC 13 Intelligence (Investigation) check.

The treasure hoard amounts to a silver platter valued at 50 hs, three gold urns valued at 150 hs each, a censer carved from a single huge sapphire valued at 500 hs, and several gold forks valued at 60 hs. Finally, one of the temple guards has a *folding boat* shoved into a pocket in his robes.

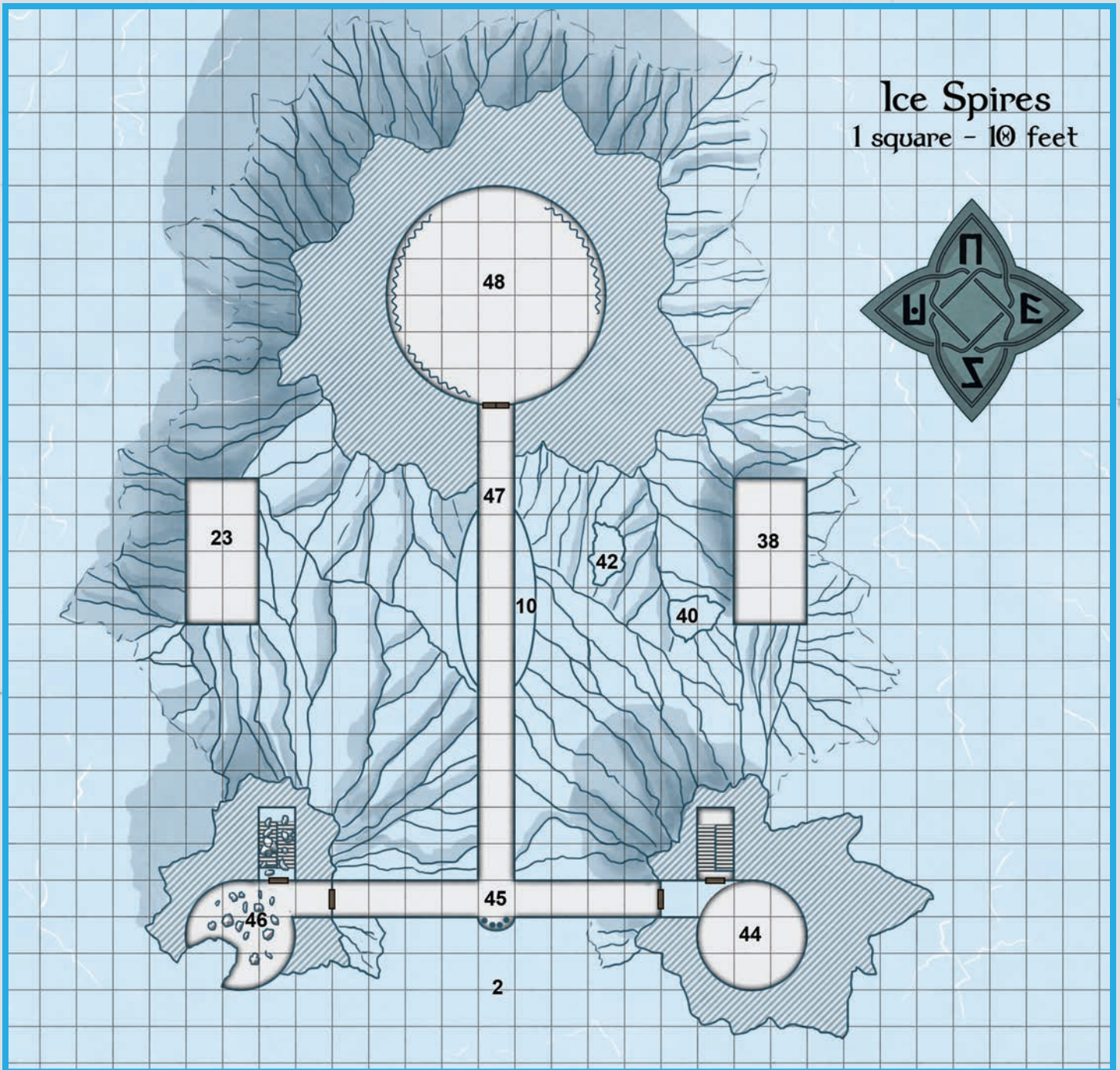
36. TEMPLE STOREHOUSE

This sturdy door has been locked from the outside (break DC 15, AC 14, 10 hp, can be picked using thieves' tools with a successful DC 13 Dexterity check). Shelves and bins once lining the walls of this chamber have been broken apart as if in a rage. Likewise, the floor is scattered with hundreds of shards of clay amphorae that were once stored here.

This room served as a storage space for the temple, containing foodstuffs, extra clothes, sacred oils, and other mundane goods. Those goods are destroyed, torn apart by the undead that found themselves locked in here for the past few centuries. During the chaos of the fall of the prince, these two loyalists were lured in here and quickly entombed by the locking of the sturdy storehouse doors. They died after consuming the last of the supplies but have been blessed by their demon lord with undeath. They now patiently wait here as the 2 **ice zombie temple guards** who attack anyone who dares to free them.

Ice Spires

1 square - 10 feet



37. STOREROOM

This room served as a storage space for the temple and contained foodstuffs, extra clothes, sacred oils, and other mundane goods. Those goods are now all destroyed, torn apart by the small horde of zombies that found themselves locked in here for the past few centuries. During the overthrow of the prince, these 12 loyalists were lured here and quickly entombed by locking the sturdy storehouse doors (break DC 15, AC 14, 12 hp, can be picked using thieves' tools with a successful DC 13 Dexterity check). They died after consuming the last of the supplies but were blessed by their demon lord with undeath. They are inert but quickly animate as 12 **ice zombie thralls** if either the north or south door are opened.

38. EAST COURTYARD

Double doors open onto a 20-foot-wide by 40-foot-long open-air courtyard. The priesthood and the eunuchs used this area to rest and reflect on the open sky above. The floor is made of snow-covered ice pavers, much like other open-air parts of the palace. A colonnade of grimly decorated columns lines the edges of the courtyard, and small ice benches are situated in the spaces between the columns to allow for semi-private mediation. During the treason of the prince, the eunuchs sought to ambush the acolytes here but failed to draw them in. However, one of their traps, a deadfall triggered by anyone who enters though the westernmost of the south double doors, is still set and deadly. The trap can be spotted with a successful DC 13

Wisdom (Perception) check and disabled using thieves' tool with a successful DC 13 Dexterity check. If triggered, the triggering creature must succeed at a DC 13 Dexterity saving throw or suffer 1d6 bludgeoning damage.

39. EUNUCHS' PRIVATE STUDY

This 15-foot-by-30-foot room has three low couches with adjacent tables, two writing desks, and a scroll rack along the north wall. A concealed door (can be spotted with a successful DC 13 Intelligence [Investigation] check) leads to **Area 40** to the south, and a simple unlocked door leads to **Area 42** to the east. The scroll rack has been thoroughly looted, and any scrolls of value (or of an incriminating nature) were removed.

40. LIBRARY

The eunuchs maintained a small private library in this room, though the total collapse of the ceiling left little of value. However, the roof may be accessed with a successful DC 15 Strength (Athletics) check.

41. PRIVATE STOREROOM

This secret room is accessed by a concealed door (can be spotted with a successful DC 13 Intelligence [Investigation] check) from **Area 40**. Inside are high-quality wine, foodstuffs, cloth, and other luxuries that the eunuchs secretly appropriated from other storerooms throughout the palace. Little is still intact, but a careful search (DC 14 Perception check) reveals a wine amphora with a hidden compartment that contains three rubies worth 500 hs each. Thirty minutes of sorting yields 300 hs worth of pottery, gold thread, and other salvage.

42. CHIEF EUNUCH'S CHAMBERS

A concealed door hidden in the artwork adorning the main hallway (can be spotted with a successful DC 13 Intelligence [Investigation] check) opens up onto a large, 10-foot-by-15-foot room that was the home of the chief eunuch of the palace. Unlike many of the other rooms, this one was lavish in its adornment, and most of that is not in the form of bloody paeans to a demon-god. The chief eunuch enjoyed his simple pleasures, soft clothes, fine sheets, ornately carved furnishings, and fine food and drink. Sadly, all of this was destroyed over the years, for the roof of this room collapsed, killing the chief eunuch while he plotted, and was thoroughly wrecked by blowing winds and driving rain mixed with sleet and snow. The entire room is covered in a thick blanket of snow with a hard coating of ice. However, this pile of wintery mix allows for a steep and slick climb to the roof of the palace with a successful DC 15 Strength (Athletics) check. Buried with the eunuch's body under the debris is a *ring of protection* and a sack filled with looted valuables from throughout the palace worth 3,456 hs.

43. EUNUCHS' QUARTERS

These small cells each housed two of the palace eunuchs. Each room contains two small writing desks with built-in scroll racks, two single beds, and two locked chests (break DC 13, AC 14, 5 hp, can be picked using thieves' tools with a successful DC 13 Dexterity check). The chests contain 5d20 hs in assorted coins and small pieces of jewelry, and the scroll cases hold nothing of value to any but historians of the cult of Althunak.

44. THE EASTERN SPIRE

The eastern spire is built similarly to the central spire, save on a smaller scale and lacking the pulpit balcony, portico, and gate. A 15-foot-diameter rosette window in the center of the tower is roughly 50 feet above the plaza. The window is made from colored ice and is much like stained glass in that one cannot see the image well from outside. An enterprising person wishing to break into the palace through the window could easily shatter the ice. Unlike the other spires, the top of this spire is open to the sky to allow the demon-god worshipped here to look down upon his slaves and reward them for their devotion. Thus, the interior of the spire is one large hollow cone.

45. PULPIT

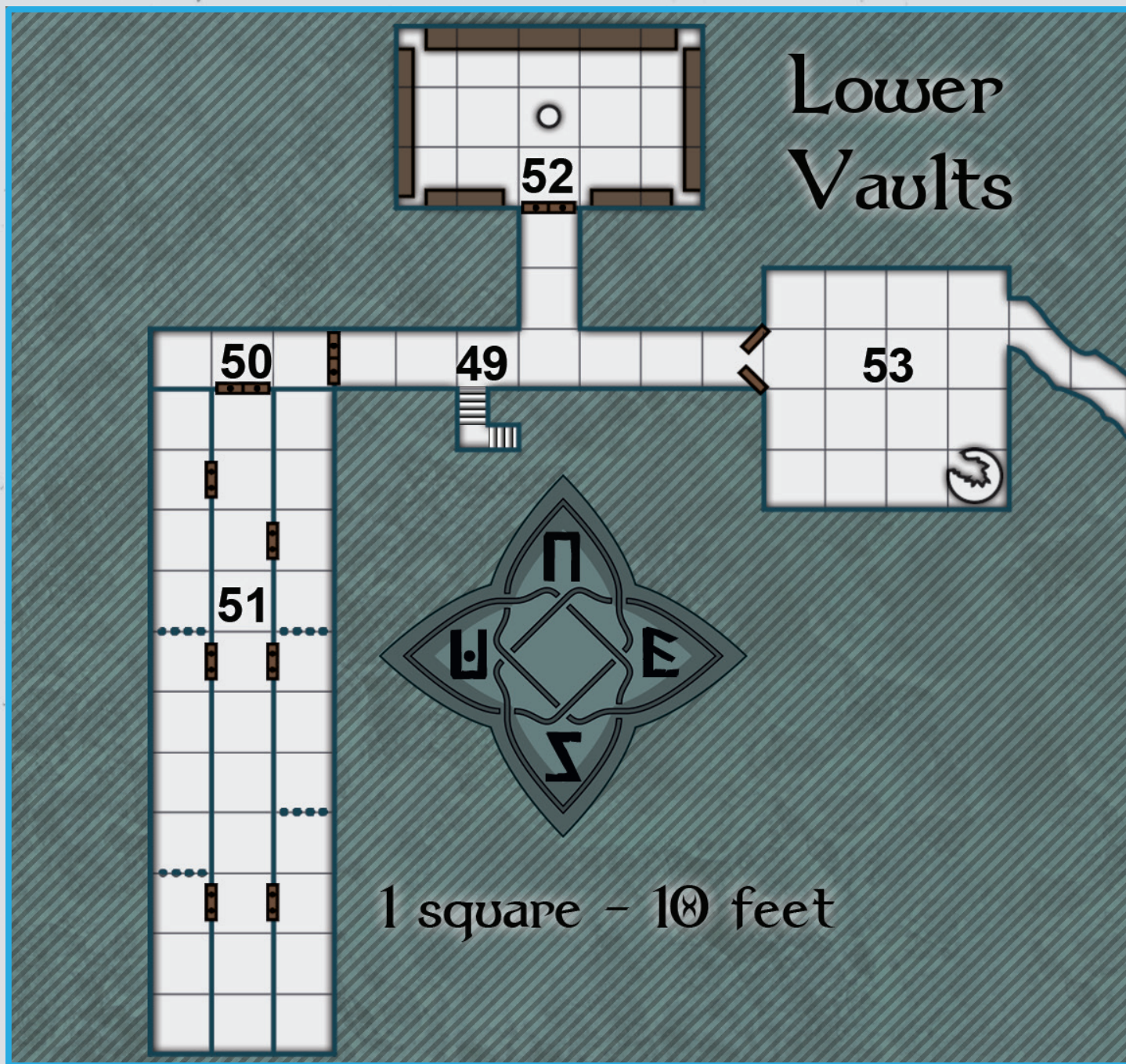
This narrow balcony was once used by the lord of the palace to address his teeming throngs of supplicants and slaves as they gathered on the plaza below. Now it is half filled with blown snow and stands empty to the world. However, it is an alternate entry point into the palace.

46. THE WESTERN SPIRE

The top half of this spire has collapsed, leaving a jagged stump 30 feet above the level of the Soaring Bridges. The floor is choked with icy rubble, and due to the collapse, the stairs to the ground level below are no longer accessible. Lairing in this cave like area is a **wyrmling white dragon** that recently stopped on the iceberg while migrating across the Far North. It was awakened from its exhausted slumber by the "Winds of the Winter King" when the PCs stepped foot on the island. It has silently watched from its perch ever since. It attacks anyone entering this area and flees the iceberg if reduced below 5 hp. It has no treasure.

47. CENTRAL SPAN

After the PCs manage to enter **Area 12**, and if Uth'ilopiq escapes them there, he confronts them here.



48. ROYAL APARTMENT

Once upon a time, these were the personal quarters of his majesty, Uth'ilopiq. In those days, this was a sumptuous living space with a huge bed featuring hand-carved succubae posts and a canopy of silk, numerous couches and divans, ornate tapestries showing feasts and orgies, and a long, bloodstained feasting table complete with mithral chains to hold not one, but two victims. In his rage at his imprisonment and curse, Uth'ilopiq savagely attacked his own quarters, leaving only ice- and frost-covered wreckage. Still, the mithral manacles are worth 5,000 hs, and if someone takes the time to carefully remove the ostentatious amount of gold leaf, they can scrape up another 1,250 hs. Stairs lead down from here to the secret door (can be spotted with a

successful DC 13 Intelligence [Investigation] check) in the northwest corner of **Area 12**.

49. HALLWAY

This short hall runs the length of the vaults from the foot of the secret stairs coming from **Area 7** to the front wall of the vaults. Three doors open off the hall, one to the north that leads to **Area 52**, one to the west that accesses **Area 50**, and one at the end of the hall in the east wall that allows entry into **Area 53**. Of these three doors, the two leading to **Areas 52** and **50** are locked (break DC 13, AC 13, 10 hp, can be picked using thieves' tools with a successful DC 13 Dexterity check) while the one leading to **Area 53** is standing open and half off its hinges.

S0. GUARDROOM

This area is empty. The doors to the south are locked (break DC 13, AC 13, 10 hp, can be picked using thieves' tools with a successful DC 13 Dexterity check).

S1. PRISON

This area of the vaults was used to house sacrifices and other prisoners until needed. Unlike the slaves who may be eaten at any time, the captives here were destined for a higher level of sacrifice on a holy day, or they were valuable prisoners whose deaths would make for a grand feast. A narrow corridor runs the length of the prison and is flanked on both sides by cells. The main double doors and the doors at the foot of the stairs are locked (break DC 15, AC 15, 12 hp, can be picked using thieves' tools with a successful DC 15 Dexterity check).

The bars of the prison are made of solid ice spaced one foot apart and covered in jagged shards like those of the gate (break DC 14, AC 13, 10 hp per bar, anyone forced against the bars takes 1d4 points of cold damage). Inside each cage are 10 **ice zombie thralls**, their corpses freeze-dried by the unnatural cold of their jail cells. When the palace was abandoned, these prisoners were left here. In a few days, they were themselves forced into cannibalism to eke out one more day. This pleased Althunak, and he "blessed" them with undeath and eternal hunger. Now, mindless and starving, they try to escape as soon as warm bodies are spotted. If set free, they wander the halls of the palace looking for victims.

S2. ROYAL TREASURY

This room is protected by a locked door (break DC 15, AC 15, 12 hp, can be picked using thieves' tools with a successful DC 15 Dexterity check). Beyond this portal is the treasure room of Uth'ilopiq, which contains a lavish collection of antiques, gold and gem-studded ornaments, and items taken from his many sacrificial victims. One wall is lined with shelves holding frost-

covered vases and other ceramic vessels that have an upbeat and happy design of animals and other natural scenes. The style of artwork and composition of the vessels is unlike anything else seen in the palace, hinting at a different origin than the lost empire of the Cult of Althunak. In addition, there are shields covered in gold and silver, chests containing hundreds of gold and platinum coins, other chests filled with jewelry and gems, and a single, velvet-lined coffer with three glass vials filled with glowing, colored liquid. These vials are potions: a red (*cure wounds*), a blue (*heroism*), and green (*haste*). In addition, an ornately etched longsword hangs in a leather sheath on one wall (+1 *longsword*) next to a silvered shield that features a lion's head (+1 *shield*). In total, 40,000 in hacksilver in here, but it is all in bulky forms that might not be easy to carry out.

S3. ABATTOIR

The door to this room stands open and off its hinges, and the interior is a wreck. The remains of cages, implements of torture, and even what look like dining utensils are scattered across a floor stained black with old blood. All of this debris is scraped together and arranged like the lair of some beast. In the southeast corner, a cylinder of ice stretches up to the 20-foot-high ceiling. The front of it has been shattered, revealing a large hollow space within — now empty. A hole burrowed through the eastern wall leads into an ice tunnel beyond.

This room served as Uth'ilopiq's torture chamber, playroom, and butchery where he could personally attend to prisoners and slaves that were of interest to him. The ice column once held a **polar bear** in stasis, but over the long years its enchantment faded, and the creature broke free. It burrowed out of this room and now roams the island hunting for the occasional sea bird or seal that finds its ways upon the shore. As a result, the creature is always hungry and enraged. The burrow is a twisting tunnel that leads to **Location B** in the Valley of Frozen Tears. Three rounds after the PCs enter this chamber, the bear returns through this tunnel and immediately attacks in a frenzy.



CONCLUDING THE ADVENTURE

Once Uth'ilopiq is slain, the curse holding the iceberg together begins to unravel, leading to the entire floating island of ice breaking up. The palace itself starts to fall, with large blocks of ice crashing down from above and the floor opening into deep crevasses in the underlying ice. The party has only moments to flee the ice palace before the whole thing comes crashing down. Cracks form in the ice of the high plateau and then throughout the berg, including in the mountains of ice that dominate the island before moving through the Valley of Frozen Tears. The whole island experiences ice quakes and avalanches. The sky bridge breaks under this stress and falls in three large chunks into the chasm below, which itself begins to expand, forming one of the main fissure points of the breakup of the iceberg.

Our heroes are best to either pick a solid-looking piece of ice and stay put or flee madly toward the coast. Despite the yawning chasms that open beneath their feet and the mountains of snow and ice that plummet from the sky, our heroes can make their way safely to the shore; it is as if their fate is not to die on this floating island of ice. Once they reach the shore, or if they choose to stay put, the section of ice they are on crashes into the sea, plunging them briefly into the frigid waters before they bob back to the surface. As at the beginning of the adventure, our heroes are all *fatigued* until they find a means to warm up.

THOSE FATED TO DIE

If any of the four NPCs survived this long, this is the place to kill them off. Cracks open in the ice and they are sucked in, only to have the crack close during the next ice quake. Blocks of ice the size of oxen fall, avalanches carry them away, or even a wild and unnatural wind lifts one off to smash him into the mountain of ice or even into the sea. In short, here is your last chance to kill them off; make the most of it.

Soon the entire island either breaks up or sinks, leaving the party trapped on a shrinking piece of ice no more than 50 feet across, bobbing in the cold and monster-populated waters of the North Sea. Scattered remains of the iceberg float around them, but no piece is much larger than theirs, and many are smaller.

As night falls, the party no doubt expects to die, but their fate is not thus. Shortly before the sun sets into the western sea, a sail is spotted on the horizon and rapidly moves in their direction. It is the *Longserpent*, having spent some time beating against the unnatural storm that blew them away from the iceberg. Rescue is at hand, and our heroes are picked up by their friends. Jarl Olaf is desperate to hear their story, and especially the fate of any who did not survive. After the party has a chance to wrap up in warm furs, drink some hot fish broth, and drink down a horn of mead, the jarl speaks:

WORDS OF PRAISE

You have acted as warriors of mind's-worth, having shed your battle-sweat in the spear's din, faced evil unnatural and wrongful in this world, and returned. The first pick of this treasure you brought me is your due, as is the band of silver taken from my very arms. A cheer for our brave companions, and a dirge for our fallen friends!

Our heroes are allowed to keep one item from any treasure they garnered from the Ice Palace, and they also receive a silver armband from their jarl worth 200 hs, though few would be willing to part with such a worthy reward. Other adventures call, and the journey of the *Longserpent* to its eventual fate in the Far North is not over, not by even a bit. Our heroes are well on their way to forging their own saga in the Northlands, and they have earned the respect of a great man, famed as both brave and as a ring giver. Too bad the Norns have already drawn his thread taut, and Jarl Olaf's wyrd is not to see his home in Halfstead again.

BONUS XP REWARDS

You should give an appropriate bonus XP reward to any characters who actively tried to save one of the doomed NPCs during the adventure. Also, a bonus should be awarded to any who roleplayed being moved by the death of their companions. Finally, a large XP bonus should be given if the party at least tries to carry the comatose body of One-Eyed Sven throughout the adventure.

APPENDIX ONE: NEW CREATURES

ICE ZOMBIE, HUNTING

It looked some sort of prehistoric beast, a giant bird with claw-tipped legs and a sharp beak, all covered with a rime of frost. I thought it stood frozen in the ice, but quick as lightning it pulled its freeze-dried corpse free and lunged. I dodged back as its scissoring jaws snapped in my face.

Hunting ice zombies are created by the power of Althunak, either directly or via his cults. They can take many forms — most are made from dogs or wolves — but rumors abound of zombified musk oxen and even mammoths. No matter what the animal was, the process of ice zombification creates the same result. These horrid creatures are used by the Cult of Althunak as guards, hunting beasts, and symbols of a cult leader's power.

Ice zombies are freeze-dried undead; they do not rot unless exposed to heat. Their bodies are eerily lifelike in appearance, although dulled and faded by the zombification process. A thick layer of protective ice helps hold them together and protects them from injury. Once slain, they quickly thaw and turn into rotted corpses as the ice melts away.



ICE ZOMBIE, HUNTING

MEDIUM UNDEAD, CHAOTIC EVIL

Armor Class 12 (natural)

Hit Points 50 (4d8 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	18 (+4)	6 (-2)	14 (+2)	2 (-4)

Skills Perception +4, Stealth +2

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft, scent, passive Perception 14

Languages cannot speak but understands Abyssal

Challenge 2 (450 XP)

Refreeze. Ice zombies are restored by intense cold. Any cold attack they suffer causes them to regain hit points equal to the damage dealt. Furthermore, one hour of exposure to temperatures below 0°F heals 1 hit point.

Rimefrost. Ice zombies are coated with a thick layer of frost that animates them and holds their bodies together. Each time they suffer fire damage, their armor class is reduced by -1 to a minimum of 10.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Icy Breath (recharge 6). The hunting ice zombie exhales a 10-foot-long cone of cold from its mouth. Each creature in the area must make a DC 10 Dexterity saving throw, taking 6 (2d6) cold damage on a failure or half as much on a success.

ICE ZOMBIE, TEMPLE GUARD

They came in a tight formation, the ice glinting off their weapons and their dried flesh. A dozen of them, clad in the armor of the Cult of Althunak, bearing halberds coated in a killing cold. We formed a shieldwall, and they did, too. As the shields clashed and the spear-din grew, we began to be pushed back. In the end, our runecaster broke their shieldwall with magical fire. Afterward, I found the mead in my wineskin had frozen.

Those temple guards who please Althunak the most are granted eternal undeath as ice zombies. Their bodies are freeze-dried by the process, and they stand an unceasing vigil over the sacred sites of the Lord of Ice and Cold, as well as protect his most fervent priests. In battle, they show much more skill and tactical awareness than most zombie undead.

Ice zombies are freeze-dried undead; they do not rot unless exposed to heat. Their bodies are eerily lifelike in appearance, although dulled and faded by the zombification process. A thick layer of protective ice helps hold them together and protects them from injury. Once slain, they quickly thaw and turn into rotted corpses as the ice melts away.

ICE ZOMBIE, TEMPLE GUARD

MEDIUM UNDEAD, CHAOTIC EVIL

Armor Class 18 (breastplate and shield, natural)

Hit Points 25 (2d8 +16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	12 (+1)	10 (+0)	2 (-4)

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft, passive Perception 10

Languages Abyssal

Challenge 1 (200 XP)

Refreeze. Ice zombies are restored by intense cold. Any cold attack they suffer causes them to regain hit points equal to the damage dealt. Furthermore, one hour of exposure to temperatures below 0°F heals 1 hit point.

Rimefrost. Ice zombies are coated with a thick layer of frost that animates them and holds their bodies together. Each time they suffer fire damage, their armor class is reduced by -1 to a minimum of 16.



ACTIONS

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 3 (1d6) cold damage.

Shieldwall. As a bonus action, an ice zombie temple guard may join a shieldwall. Five or more ice zombie temple guards carrying shields are required to form a shieldwall to gain its effects. While formed, those in the shield wall gain +1 to attack rolls and +1 to their armor class for attacks coming from the front of the shieldwall. Shieldwalls are slow, and all in the shield wall have their speed reduced to 10 feet.



ICE ZOMBIE, THRALLS

They came on in a soundless roar, their minds shattered by the experience of being freeze-dried and reanimated, their only thoughts on tearing the warm flesh of the living. Individually, they were no real threat, a single swing of the sword would fell one. There were so many though, so many that we were forced to retreat to a door we could barricade against them. This did not deter the ice zombies, and how long we have until the horde breaks in is anybody's guess.

While temple guards are chosen for their valor and faith, ice zombie thralls are merely rounded up and subjected to horrid rituals to turn them into ice zombies. The process is a different one than that used on other ice zombies, as is the purpose. Althunak always has use for hordes of mindless killers to turn loose upon the Northlands.

Ice zombies are freeze-dried undead; they do not rot unless exposed to heat. Their bodies are eerily lifelike in appearance, although dulled and faded by the zombification process. A thick layer of protective ice helps hold them together and protects them from injury. Once slain, they quickly thaw and turn into rotted corpses as the ice melts away.

ICE ZOMBIE THRALLS

MEDIUM UNDEAD, CHAOTIC NEUTRAL

Armor Class 12 (natural)

Hit Points 8 (1d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	18 (+4)	4 (-3)	4 (-3)	2 (-4)

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft, passive Perception 10

Languages Abyssal

Challenge 1/4 (50 XP)

Refreeze. Ice zombies are restored by intense cold. Any cold attack they suffer causes them to regain hit points equal to the damage dealt. Furthermore, one hour of exposure to temperatures below 0°F heals 1 hit point.

Rimefrost. Ice zombies are coated with a thick layer of frost that animates them and holds their bodies together. Each time they suffer fire damage, their armor class is reduced by -1 to a minimum of 10.

ACTIONS

Fists. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 3 (1d6) bludgeoning damage.

LIVING ICE SCULPTURE

The beauty of it was incredible, a perfect likeness of a person, but carved out of a massive block of ice. The details were exquisite, right down to the eyelashes. True, the image was a fearsome, snarling face, claws that dripped what could only be blood. My examination was interrupted when it turned its face to me and lunged.

Living ice sculptures are terrible creations of the Cult of Althunak, yet also incredible works of art. Carved to resemble living creatures to the smallest detail, they can pass as sculptures like any other that might grace a noble's hall. Yet they do not melt unless fire is applied directly to them.

More than mere decorations, living ice sculptures are servants of that foul demon-lord. They are used as guardians of sacred spaces, often left on plinths to look like normal sculptures. Some cult leaders prefer these to ice zombies as personal bodyguards.

LIVING ICE SCULPTURE

MEDIUM CONSTRUCT, CHAOTIC EVIL

Armor Class 14 (natural)

Hit Points 42 (6d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	16 (+3)	10 (+0)	4 (-3)	4 (-3)

Damage Vulnerabilities bludgeoning, cold

Damage Resistances piercing and slashing attacks from nonmagical weapons.

Damage Immunities cold

Condition Immunities charmed, frightened, exhaustion, petrified, poisoned, stunned

Senses darkvision 60 ft., passive Perception 7

Languages cannot speak but understands Abyssal

Challenge 2 (450 XP)

Ice sculpture. Living ice sculptures have advantage on rolls to pretend to be a normal ice sculpture.

ACTIONS

Multitattack. The creature makes two Claw attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 3) slashing damage plus 2 (1d4) cold damage.

UTH'ILOPIQ THE CURSED

The prince's dress and raiment are richly adorned with jewels and gold thread, and upon his head sits a small crown made of sapphires and silver fangs. The corpse's head sits firmly upon its neck, and though time has eroded some of his features, the former lord of the Ice Palace still stares with menacing, though empty, eye sockets.

UTH'ILOPIQ THE CURSED

MEDIUM UNDEAD, CHAOTIC EVIL

Armor Class 16 (natural)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	18 (+4)	15 (+2)	14 (+2)	18 (+4)

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft, passive Perception 12

Languages Abyssal

Challenge 4 (1,100 XP)

Innate Spellcasting. Uth'ilopiq's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He can cast the following spells, which require no material components:

At will: *chill touch*, *detect magic*, *magic missile*

3/day: *expeditious retreat*, *fog cloud*, *thunderwave*

1/day: *hold person*, *ray of enfeeblement*, *web*

Refreeze. Uth'ilopiq is restored by intense cold. Any cold attack he suffers causes him to regain hit points equal to the damage dealt. Furthermore, one hour of exposure to temperatures below 0°F heals 1 hit point.

Rimefrost. Uth'ilopiq is coated with a thick layer of frost that animates him and holds his body together. Each time he suffers fire damage, his armor class is reduced by -1 to a minimum of 10.

ACTIONS

Multitattack. Uth'ilopiq makes two Claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) slashing damage plus 3 (1d6) cold damage.
Omnequid iurenique a inequa di pridemquis, Ti. Quonem tam.
Cupplius opublis octaturitam hocum is.



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NOTES

Handwriting practice lines consisting of 18 horizontal dotted lines.



BRAVE THE CHILL OF THE FROZEN NORTH

Journey across the North Sea to investigate a rogue iceberg where a horror from the past has escaped its icy prison. A city dedicated to the demon lord Althunak remains locked in the ice, but will the heroes survive the frigid cold to discover its dangerous mysteries?

Spears in the Ice is designed for characters early in their careers of levels 1-3 and can be played on its own or as a sequel to ***Spring Rites***.

