



THE ICE TYRANT

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Dragon orbs

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Chris writes: "I want to thank Sue Weinlein Cook for reading the first draft of this adventure and making sure everything I wrote was consistent with the DRAGONLANCE® line of products. Evidently, nothing happens on Krynn without Sue knowing about it!"

"The Ice Tyrant" is a DRAGONLANCE®: FIFTH AGE™ adventure set in Southern Ergoth, the domain of Gellidus the white dragon. This scenario takes the heroes from a coldswept refuge of the Silvanesti elves to the citadel of Anghanor, left untouched since the Knights of Takhisis' withdrawal in 383 A.C. (just before the Second Cataclysm). The once-familiar locales of Ergoth have changed since the War of the Lance. Now, in the Age of Mortals, most of Southern Ergoth is covered by a great glacier, and the capital city of Daltigoth has fallen to ogres loyal to the brutal dragon overlord Gellidus (known to humans as Frost).

Like all FIFTH AGE adventures, "The Ice Tyrant" is divided into acts and scenes. As the heroes make choices and attempt actions, they progress from one scene to the next within each act. The adventure focuses on storytelling and dramatic roleplaying.

The adventure begins when the heroes join a band of Silvanesti renegades who have successfully evaded Gellidus' clutches. The elves plan to strike back at the cruel Ice Tyrant by uncovering his "secret" in Anghanor. Within the guarded keep, Gellidus has hidden several unhatched dragon eggs from three female white dragons (Shiver, Icicle, and Wintergale). As father to these would-be wyrmlings, Gellidus plans to raise them as an elite combat squadron, using them to lay waste to the remaining elven dissidents living within his frigid domain. The Silvanesti, upon discovering the truth, endeavor to foil Gellidus' ambitions by destroying the eggs before they hatch.

In Act One, the heroes encounter a band of Silvanesti renegades whose home has been laid to waste by the harsh winter, the great glacier, and Gellidus. The elves lead the heroes across Southern Ergoth's frigid terrain toward the keep of Anghanor to determine why Gellidus is so concerned with guarding it against outsiders.

In Act Two, the heroes and their Silvanesti allies meet Firestorm, son of the legendary ogre chieftain Tdarnk.

The half-ogre and his henchmen are trudging through the blistering cold Last Gaard mountains, returning to Daltigoth with several captured Kagonesti elves. The heroes help free the elves from Firestorm's grasp and encounter a mysterious white stag that leads them toward a forlorn tower.

In Act Three, the heroes approach Anghanor and must overcome Gellidus' thanoi (walrus men) and the dragon Wintergale. The keep that once protected the Knights of Takhisis now contains Gellidus' secret brood of dragon eggs. By destroying the eggs, the Silvanesti hope to loosen the Ice Tyrant's grip on their domain.

Note: The FIFTH AGE game is not an AD&D® game supplement. It is a game unto itself. It employs no dice, relying instead upon the unique and easy-to-use SAGA™ card system (the Fate Deck) to resolve actions.

For DMs who use AD&D game rules to run their FIFTH AGE campaigns, "The Ice Tyrant" includes notes and statistics allowing DMs to adapt the adventure for regular AD&D game play.

Optional AD&D game material has been set aside in shaded boxes for easy reference. If used as an AD&D adventure, "The Ice Tyrant" works best with 4–6 PCs of levels 5–7 (about 30 total levels). The module takes place following the War of the Lance.

Act One: Endless Winter

Scene One: The Warm Fire

This scene places the heroes in the wilderness of Southern Ergoth, near the Thon-Sorpon River north of Silvamori. The adventure assumes that the heroes know each other and have journeyed to Southern Ergoth to find solace (of which there is none) or help the Silvanesti defend their conquered homeland. The latter hook is especially appropriate if one of the heroes happens to be an elf (Qualinesti, Kagonesti, or Silvanesti).

Overview

While huddled around a campfire on a cold winter's morn, the heroes are approached by a group of Silvanesti, two of whom are injured as the result of an ice bear attack.

Southern Ergoth



Getting Started

Before starting, the Narrator should make sure every player has a hero sheet and the correct number of cards in his hand. For details on hero cards and sheets, refer to Book One of the FIFTH AGE game.

First Impressions

The Narrator should inform players that their heroes are journeying toward Silvamori, an enclave founded less than a century ago by elven refugees from Silvanesti during the War of the Lance. The heroes must determine whether there are elves still residing there. The morning is bitter cold, and a blizzard

the night before has covered the land with several feet of snow. The heroes are probably deciding how they plan to cross the Thon-Sorpon River when their fireside conversation is interrupted by the arrival of several strangers.

Seven figures rise above a distant crest of blowing snow, their human-like forms clothed in white furs. They shuffle toward your camp, their faces hidden under thick woolen cowls. Two of the figures appear tired or injured, for they are leaning heavily upon their comrades as they near the encampment. Some of the strangers are using long bows to help them ply through the heavy blanket of snow.

The seven figures are Silvanesti renegades led by Arkaryn, a half-Silvanesti, half-Kagonesti elf whose gathering was destroyed by the Ice Tyrant's ogre huntsmen nine months ago. The others are survivors of various massacres or refugees who fled Daltigoth. Arkaryn and his fellow elves have struck several times into Gellidus' territory, stealing food from ogre encampments, fighting Gellidus' thanoi marauders, destroying caravans, and snatching anything to hamper the Ice Tyrant's ability to sustain forces in the vast desolation of Southern Ergoth.

The Story Begins

When the elven renegades approach the heroes' camp, it is clear that two of them are injured. Arkaryn steps forward and draws back his cowl to reveal his elven nature. He surreptitiously slides his right hand into the folds of his fur cloak and grasps theommel of his long sword, then addresses the heroes:

The leader of the elves steps forward resolutely, his eyes flickering with determination. "The endless winter has taken its toll upon my elves. Surrender your fire, or by the lost gods I shall take it."

Arkaryn is content to share the fire with the heroes, but he does not allow the heroes to turn him away. Although weary, Arkaryn has grown accustomed to responding with the point of his sword and fights, if necessary, to steal the heroes' crackling campfire. If the heroes heartily agree to share their fire and offer to tend to the injured Silvanesti, Arkaryn's suspicions gradually fade.

The Silvanesti are generally aloof and arrogant, but these renegades have cast off their haughtiness and devoted themselves entirely to freeing their domain from Gellidus' tyranny. The one exception is Krystalas, a Silvanesti male whose father was brutalized by human barbarians. Krystalas regards humans with nearly as much contempt as he does draconians; he can be a foil for Arkaryn, mistrusting the heroes at every turn until one of them impresses him. Because of this mistrust, any action intended to impress Krystalas (see "Actions") should be one degree more difficult (a challenging action becomes daunting, for instance).

The elves have formed unusual alliances in the past and are not likely

to dismiss other potential allies based on race. Given an opportunity, Arkaryn recounts his group's recent encounter with an ice bear. When he learns that the heroes are headed for Silvamori, the morose elf lapses into a sobering tale about the struggling Silvanesti enclave:

"Gellidus has driven many of our people out of Silvamori, forcing them to take sanctuary along the western coast. The Ice Tyrant holds most of Southern Ergoth in his clutches. Ogres stalk the lands around Daltigoth, while the Tyrant's dragon consorts scour the mountains and forests for Silvanesti incursors. Despite their efforts, we have killed many, and someday Gellidus himself will regret the evils he has wrought upon our people. The endless winter will yield before long."

Arkaryn's hatred of Gellidus is thinly veiled; however, he believes he can bring about the Ice Tyrant's downfall by destroying key targets within his domain. If the heroes ask what Arkaryn means by his last statement, the elf acts reluctant to divulge what he knows. A female Silvanesti named Mirinth (one of the injured elves) encourages Arkaryn to trust the heroes enough to share what he knows:

"Beyond the mountains to the north lies the desolated keep of Anghanor. In the Time of Darkness, elven heroes and the Knights of Solamnia used the keep as a refuge against the Dragon-armies. In the Summer of Chaos, the Knights of Takhisis took the keep but later abandoned it. Now Gellidus uses the citadel for some darker purpose. The Ice Tyrant has sent tusked monsters to guard Anghanor. Also, we have heard from Daltigoth that Gellidus has hidden an artifact of great power in the hollow chambers beneath the citadel—something that will ensure his conquest of all of Southern Ergoth. He has set one of his dragon consorts to guard it."

"We are searching for other Silvanesti to help us reach Anghanor, cut through the Ice Tyrant's defenses, and steal the artifact from Gellidus' clutches. We have seen no one this side of the mountains, and our search has only taken us farther from the keep and the Ice Tyrant's secret."

If the heroes are truly heroic, they will offer to help these Silvanesti renegades reach Anghanor. If the

heroes decline to partake in Arkaryn's quest, the Silvanesti are shamed by the heroes' cowardice and stand around the embers of the fire long enough to warm their palms and faces before heading westward in search of aid.

Actions

The heroes might try to do something before the elves reach the camp, such as hide behind the nearby trees or under a layer of snow (see **Hide**). Once the elves appear, the heroes may also try to outflank them by skirting around the perimeter of the encampment (see **Outflank the Elves**). Even though the elves are fatigued, they have keen senses and may oppose either action. If the heroes refrain from aggressive action and wait for the elves to arrive, they may try to **Impress the Elves** or heal the injured.

The two injured elves (Xar-Talien and Mirinth) have wounds consistent with an ice bear attack. The battle occurred more than a day ago, and the elves have been walking ever since. As a result, it is too late to administer first aid. Only healing magic can help them now. (See Chapter Five: Magic in the first book of the FIFTH AGE rules pages 73–78.) Healing restores some or all of the elves' lost Endurance points. Both elves have lost four Endurance points (each has two points remaining).

If conflict erupts between the heroes and the Silvanesti, the Narrator can forestall combat by having one of Gellidus' consorts fly overhead. The sight of the huge white dragon causes Arkaryn to break off his aggression and move his elves into a sheltered, snowy area where their white furs and natural hiding abilities provide sufficient camouflage. The mere sight of the dragon causes the heroes to attempt an easy Spirit action to avoid succumbing to dragonawe. (See page 115 in Book One of the FIFTH AGE rules.) If they are successful, the heroes may try to conceal themselves as well (see **Hide** below), but the dragon is not looking in their direction and does not spot them regardless. Once the dragon has flown off, the elves begin leaving the area immediately, advising the heroes to do the same. The heroes may use this opportunity to mend the situation by offering to aid the elves.

◆ Hide

Difficulty: Average (8)
Action ability: Dexterity
Opposition ability: None

Comments: If a hero successfully hides from the elves, he can observe them from a safe location. The elves are wearing chain mail under their furs, and those who are not injured have their hands on weapons concealed in the folds of their apparel, but they do not attack unless provoked. The elves continue to ignore the hidden hero until he reveals himself. A hero declaring this action may also attempt to hide from the passing white dragon (see "Actions" above).

Mishap: A mishap for this action indicates that the elves are aware of the hero's presence. Moreover, while trying to hide, the hero stumbles and a dump of slushy snow falls on him, making him uncomfortable and susceptible to frostbite unless he dries by the campfire for at least one hour. Regardless of the mishap, no botched hiding attempt catches the eye of the passing dragon.

◆ Outflank the Elves

Difficulty: Challenging (12)
Action ability: Dexterity
Opposition ability: Perception

Comments: If a hero successfully outflanks the elves, he can move to a point along the elves' rear or flank and attempt to gain surprise in a combat situation (a challenging Agility (Perception) action). Arkaryn's keen hearing makes surprising the elves a difficult action at best.

Mishap: A mishap for this action indicates that the elves are aware of the hero's maneuver. They regard such an action as hostile and draw their bows and swords, threatening to attack the party unless the heroes can diffuse the situation (an average Presence (Reason) action).

◆ Impress the Elves

Difficulty: Challenging (12)
Action ability: Presence
Opposition ability: None

Comments: If the heroes offer to share their fire and heal the injured elves (see below), Arkaryn sheds his mistrust and treats them with respect. However, impressing the elves requires that the heroes tell stories of their deeds around the fire, acknowledge the plight of the Silvanesti, and agree to help

Arkaryn fight the Ice Tyrant Gellidus. This action requires a fair measure of roleplaying on the part of the players. If the players fail to undertake the task, this action's difficulty level should be bumped to Daunting (16).

Mishap: A mishap for this action indicates a failure and causes several of the elves (Krystalas in particular) to take a dislike to the heroes, which they may continue to exhibit throughout the adventure.

Characters

The seven Silvanesti are dressed in heavy clothing with white furs concealing their chain mail armor. Arkaryn is a champion of the Silvanesti people who wields *Icebane*, a magical long sword that inflicts an added +6 damage points to cold-based creatures such as white dragons, ice bears, ice trolls, and thanoi (walrus men). If Arkaryn dies at any time during this adventure, the next Silvanesti in line for the sword (Krystalas first, then Xar-Talien, followed by Xar-Toth, and the others) takes up the blade and wields it in Arkaryn's name.

Arkaryn: Silvanesti-Kagonesti male adult, serious demeanor, Champion. Ag 8C, Dx 8B, En 7C, St 7B, Re 5C, Pe 6B, Sp 6C, Pr 7B. Dmg +7 or +13 (long sword of renown), Def -3 (chain mail). Arkaryn has long, dark hair (a striking trait inherited from his Kagonesti mother) and a heavier build than others of his kind.

Arkaryn (5th-level elf fighter): AL CG; AC 3; MV 12; F5; hp 45; THAC0 16 (base); #AT 3/2 (long sword); Dmg by weapon type +1 (strength); SA +1 to hit with bows; SD 90% resistant to charm-related magic; S 16 (+0/+1), D 16, C 15, I 16, W 12, Ch 15; ML 17; MM/108 (elf, variant); chain mail, *long sword* +1, +4 vs. cold-based creatures (no special abilities), short sword. Arkaryn has the bowyer/fletcher, direction sense, hunting, tracking and set snares proficiencies.

Six Silvanesti renegades:

Silvanesti adults (four men, two women), distrustful demeanors, Adventurers. Co 7, Ph 6, In 5, Es 6. Dmg +7 (long sword), Def -3 (chain mail), also missile weapons (long bow/+6). These elves have survived in the icy wilderness for months and conducted many daring raids into the core of the

Ice Tyrant's domain. The males are named Xar-Talien (injured), Xar-Toth, Aramyst, and Krystalas. The females are named Mirinth (injured) and Dariel.

Silvanesti renegades (six 3rd-level elf fighters): AL CG; AC 4; MV 12; F3; hp 20 each (two elves are injured and have 5 hp remaining); THAC0 18 (base); #AT 1 (sword) or 2 (long bow); Dmg by weapon type; SA +1 to hit with bows; SD 90% resistant to charm-related magic; D 15; ML 15; MM/108 (elf, variant); chain mail, long sword, long bow (3d4 arrows each), short sword. All six elves possess the bowyer/fletcher, hunting and tracking proficiencies.

Outcome

At the end of this scene, the heroes must decide whether they intend to join the Silvanesti in their perilous journey to Anghanor or decline the offer and continue toward Silvamori. If the heroes opt for the former, the adventure continues with Scene Two. If they choose the latter course, they eventually arrive in Silvamori, and the adventure is over.

If, for some reason, the heroes engage in combat with the Silvanesti, the elves fight to the death. If the Silvanesti are slain, the heroes may head to Silvamori (end of adventure) or fulfill Arkaryn's quest by journeying to the citadel of Anghanor.

Scene Two: Icebane Unsheathed!

This scene assumes the heroes have joined the Silvanesti in their quest to reach Anghanor. Gray clouds have formed in the distant, eastern sky. Arkaryn tells the heroes that a blizzard is heading in their direction, and it would be prudent to press on toward the northern mountains.

Overview

The heroes and their elven allies are attacked by ice trolls while traversing through the snowy woods toward the northern peaks. Ice trolls are 7' tall magical creatures seemingly carved from cold, transparent ice. The trolls are hungry for elven flesh and direct their attacks at the Silvanesti whenever possible.

Getting Started

Arkaryn leads the Silvanesti and the heroes across the harsh, glacial terrain. The normal movement rate across the winter landscape is roughly 16 miles per day (half that for smaller-than-man-sized heroes). If Mirinath and/or Xar-Talien is still injured (see Scene One), they can travel only 10 miles per day to account for their frequent rest periods.

In AD&D terms, movement rates across the snowy terrain are cut by half. If the slowest character in the party has a normal movement rate of 6, the party's movement rate is reduced to 3 (assuming the faster PCs allow the slower ones to keep up). A forced march (see *PHB/120*) enables man-sized individuals to move 15 miles per day. Dwarves, halflings, and gnomes can march eight miles/day through the snow and ice.

First Impressions

Arkaryn leads you and his fellow elves northward, plowing through the thick blanket of snow and leaving a trail of footprints for others to follow. You are told that bugbears have taken to hunting in this section of the wilderness, and the Silvanesti have learned to walk in straight lines to hide their numbers. And so you follow the path Arkaryn has left, acutely aware that the Silvanesti behind you are watching you closely.

You find no comfort among the trees and hills of Southern Ergoth, for every inch of ground is smothered in white, and the wind cuts through your heavy clothing like a sword through snow. The storm clouds to the east grow more threatening with each passing minute. Looking ahead, you see that Arkaryn has navigated around several large snowdrifts to avoid slowing the pace of your march.

The Story Continues

Prior to the ice trolls attack, the Narrator should intensify the scene by drawing attention to Krystalas. If the elf was not impressed by the heroes in Scene One, he casts a suspicious gaze upon the hero he perceives as the most threatening and uses this icy stare to unsettle the hero. The Narrator should inform the player that his hero is being closely watched and scrutinized. (Krystalas remains in close proximity

to the hero, either directly in front or behind.)

If the hero chooses to confront Krystalas, the elf does not back down. Keeping his hand on the hilt of his sword, Krystalas makes his feelings clear:

"Your people are all alike!" Krystalas sneers. "Savage, uncivilized barbarians who would betray a companion for silver—or a rotting slab of meat! Be careful at whom you swing your sword, or you shall wield it no more."

Krystalas wants to provoke a fight, and Arkaryn is too far ahead to intercede. However, Krystalas does not strike first, drawing his weapon only when attacked. The situation between Krystalas and the hero has no time to escalate before the ice trolls rise from the nearby snowdrifts to attack them.

If a hero suspects that something may be hiding beneath a nearby snowdrift, he may attempt to Avoid Surprise (see "Actions" below). However, the player must state that his hero is watching the snowdrifts for hidden antagonists.

Once revealed, the ice trolls hurl spears of ice (one each) at the heroes and the Silvanesti. They cannot tell the elves from the humans until they enter close combat. After hurling their spears, the ice trolls fight with their sharp claws, attacking the Silvanesti until destroyed. The trolls regenerate 3 damage points per minute until slain. Regardless of the heroes' actions, Arkaryn draws forth *Icebane* and uses the sword to cut down the ice trolls. Once he enters combat, Arkaryn becomes the prime target of the trolls' attacks; at least two ice trolls try to attack him each round.

If two or more heroes or Silvanesti are slain and the ice trolls gain the upper hand, a searing flame suddenly springs from Arkaryn's magical sword. *Icebane's* fire cuts through the cold air and hits its mark, burning its way through an ice troll's torso and cleaving the monster in two. The sight causes the other ice trolls to flee in terror, affording Arkaryn and the heroes some much-needed respite.

The ice trolls also withdraw if their surviving members are outnumbered and clearly outmatched. If the heroes pursue them, the trolls turn about and fight to the death to keep the heroes from finding their lair. Krystalas pursues them, and any hero who comes to

his aid (or rescue) may earn his friendship. (Refer to the Impress the Elves action in Scene One and consider it an average Dexterity action). Arkaryn and Krystalas should survive this encounter, but one of the other Silvanesti may not be as fortunate. The Narrator should keep as many of the Silvanesti alive as possible, but the loss of one or two characters may force the more light-hearted heroes to take their situation seriously. Arkaryn, who is accustomed to losing friends in battle, offers a brief prayer to the dead before moving on:

The slashing wind catches Arkaryn's mane of hair as he stands above the dead elf slumped in the blood-spattered snow. Krystalas warns him of the impending storm, but Arkaryn seems oblivious to the warning. Gently, he touches the corpse with the tip of his sword. "No cold can diminish the fire in your heart," he says to the fallen Silvanesti. "May the spirits guide you to a warmer, brighter place." With that, he sheathes his sword, looks east toward the storm, and proceeds northward.

Atmosphere

The heroes are half-frozen from the cold. If they are unaccustomed to frigid climates, they have difficulty fighting in these conditions. Stiff limbs, icy weapons, and unstable footing make fighting the trolls precarious and unpleasant. The Narrator should draw attention to these "small things" as the battle wages. In terms of game play, the Narrator may increase the difficulty rating of any physical action by one degree (for example, from average to challenging).

Actions

The heroes have a chance to Avoid Surprise by watching the snowdrifts for signs of life. This average Perception (Agility) action is detailed in the FIFTH AGE boxed set, Book One, page 60. Success indicates that the heroes have sensed the presence of the ice trolls, either by noticing slight shifts in the snow or by spotting pairs of icy eyes set in the drifts themselves. A mishap indicates that the ice trolls surprise the heroes, gaining one free attack (hurl spears) before the heroes can draw their weapons.

Once combat erupts, most of the heroes' actions involve battling the

trolls. Heroes may withdraw from the fighting ground without fear of pursuit, as the ice trolls seem focused on fighting the elves. They may also attempt to Outflank the trolls. Once the battle is concluded, the heroes can offer first aid (average Dexterity action) and heal the wounds of the injured (difficulty varies).

Successfully offering first aid restores one card to the hand of a player with an injured hero. If this card restores the player's Hand of Fate to its full size, the hero has been fully healed. A hero can give first aid to himself (as above) or to a Silvanesti—the latter by flipping over the top card of the Fate Deck and restoring to the elf a number of points equal to its value. An individual can receive only one single attempt at first aid, immediately following a fight in which the individual lost one card or suffered damage. The difficulty rating and effect of healing spells depends on the invocation time and desired area of effect. See Chapter Five in the first book of the FIFTH AGE rules (pages 73–78).

❖ Outflank the Trolls

Difficulty: Average (8)

Action ability: Dexterity

Opposition ability: Perception

Comments: If the heroes are successful, they can attack the trolls from a favorable position, making personal, melee, and missile attacks one degree easier for the initial exchange of blows.

Mishap: The maneuver not only fails, but the ice trolls become aware of the heroes' attempt to outflank them. They may choose to break off their attack on the Silvanesti to attack the heroes instead, if the heroes are within range.

Characters

Six ice trolls: Monsters. Co 5, Ph 12, In 4, Es 7, Dmg +6, Def -4, also missile weapons (ice spear/+5), immune to cold, regenerate. Blunt weapons inflict one point of damage per hit.

Ice trolls (6): INT average; AL CE; AC 8; MV 9; HD 2; hp 15 each; THACO 19; #AT 2 or 1; Dmg 1d8/1d8 or 1d6+4 (ice spear); SA +4 damage bonus with weapons; SD +1 or better weapons to hit; blunt weapons inflict +1 damage; immune to cold-base attacks; fire-based attacks inflict double damage; regenerate 2 hp/round; SZ L (8' tall); ML 11; XP 270; MM/349. Ice trolls cannot regenerate damage caused by fire or acid.



Outcome

If the heroes follow Arkaryn and continue their northward trek, proceed with Scene Three. Anyone who remains at this site for longer than four hours is hit by the blizzard from the east. Heroes struck by the storm must seek shelter and warmth (average Perception action). If they cannot find adequate shelter or warmth, each hero must discard one card from his hand to account for the toll the storm has taken. The blizzard obliterates Arkaryn's trail and buries any evidence of the battle with the ice trolls.

In AD&D terms, surviving the blizzard requires a successful fire-building, survival (arctic or woodland) and foraging proficiency check. A failed check indicates that a fire could not be maintained, a suitable shelter could not be secured, or foraged food could not be provided. PCs who fail to construct an adequate shelter or build a warm fire must make a system shock roll to resist the blizzard's effects; success indicates 2d6-1 hp cold damage, and failure indicates 4d6+2 hp cold damage.

Scene Three: Cold Death

The heroes reach the foothills of the Last Gaard mountains, but the blizzard from the east has descended upon them. Arkaryn claims to know of an abandoned elven feasthall hidden in the woods nearby and leads the heroes there to find shelter. For a time, bug-bear hunters laid claim to the Lodge—until they realized the feasthall was haunted and decided to take their chances in the cold.

Overview

The old elven feasthall, referred to as the Lodge, was built by Kagonesti elves several years prior to the Ice Tyrant's arrival. Made from the thickest timbers in Southern Ergoth, the Lodge once served as a refuge for elven and human exiles during the great Dragon Purge. Later, when Gellidus first arrived, it was used as a safe haven for Silvanesti raiders not unlike Arkaryn's renegades. For the last 10 years, it has been haunted by the banshee of a Kagonesti elf named Talasia.

Getting Started

Before proceeding, the Narrator may wish to review the information on banshees in Book One (Chapter Six) of the FIFTH AGE rules.

First Impressions

The heroes and the Silvanesti have been trudging through waist-high snow for much of the day, and darkness is creeping upon them. The Lodge provides the only safe shelter from the blizzard, and characters with injuries would doubtless appreciate the evening's respite.

Read the following to the players when the heroes and their Silvanesti allies arrive within sight of the Lodge:

Hidden behind the tangled crowns of Southern Ergoth's leafless trees is an impressive wooden structure with bulging sides and a steep, angular roofline. The roof has sustained minor damage from the thrashing winds, and broken tree limbs have punctured the roof in one or two places. Despite the apparent damage, the building looks secure. A heavy set of wooden doors are set into one end of the hundred-foot-long hall. Embedded in the snow near the entrance are several longspears mounted with the frozen heads of foolish trespassers, most of them elven and human.

The Story Continues

Arkaryn and his renegades have not visited the hall before, but they know of its existence from other Silvanesti. The feasthall has thick wooden walls and a frozen dirt floor. In addition to the main entrance, there is a secret door at the rear of the structure. The heads mounted on the spears outside the hall were placed here as warning markers by the bugbears; however, there is no indication that the bugbears continue to inhabit the structure. A careful search of the interior reveals some abandoned weaponry (spears and shields mainly), skinned animal furs, and bugbear excrement.

The blizzard is unnaturally severe, thanks to the magical intervention of Gellidus the Ice Tyrant. Nevertheless, the Lodge holds up well in the storm. Heroes who remain outdoors without adequate shelter or a strong fire suffer damage from exposure. See the "Outcome" section of Scene Two for details.

The Lodge

The following areas are keyed to the map of the Lodge.

Feasthall. This area is cold and spacious. Birds have taken refuge in the high rafters, and the cold penetrates the structure through a number of small holes in the roof. Hanging from the rafters are six metal lanterns, all without fuel. The main hearth is a 40' long, 5' wide, and 2' deep trench dug into the floor. Rocks, kindling and charred timber fill the hearth. Six stone tables with wooden benches face each other across the hearth, while at the far end of the hall stands a seventh table upon a stone dais. Behind this table are two heavy wooden chairs adorned with antlers. All seven tables are covered with gnawed bones and rotted slabs of meat left by the Lodge's prior inhabitants.

Sleeping Areas. On each side of the feasthall are seven smaller chambers set aside for the hall's resident huntsmen. Most of the chambers are empty. However, there is a chance that a room contains one or two wooden sleeping benches positioned against the far wall. (The Narrator may have the first hero who enters a chamber make a random draw from the Fate Deck. A black aura card indicates no benches; a red aura indicates one bench; a white aura indicates two benches.) The empty rooms were also furnished with benches at one time, but these were broken up and used as kindling by the bugbears.

Guests' Chamber. The floor of this room lies strewn with animal furs, many of which are heaped in one place or another. The mounted heads of a bear, an elk, and a wolf adorn one wall. The room also contains two blackened hearths filled with ashes and burnt chunks of old wood. Hanging from the rafters are three lanterns without oil to fuel them.

Lord's Chamber. This chamber is furnished with animal furs and the mounted heads of various animals, including several deer and a bear. Two lanterns hang from the ceiling from iron chains, and one of the lanterns contains enough oil to burn for seven or eight hours. Six spears and a morning star lean against the far wall, near which a secret door leads to the outside but is frozen shut. Locating the secret door requires an average Perception action, and opening it requires an average Strength action.

In an AD&D game, elven and dwarven PCs have a 2-in-6 chance of spotting the secret door, while other races have a 1-in-6 chance. Opening it requires a successful Open Doors roll.

The Banshee

Talasia's banshee materializes within minutes of the heroes' arrival. The banshee can pass through solid doors and walls to enter any room within the Lodge. She will not, however, leave the Lodge under any circumstances. She appears in the feasthall after the heroes have taken the time to inspect the desolated structure:

A cold fog begins to form within the feasthall, burying the earthen floor beneath its pale shroud. As you come together, the fog coalesces into the ghostly figure of an elf. She looks upon you mournfully, but her expression turns to scorn when she casts her spectral gaze toward the elves. Arms outstretched, she begins floating toward the nearest Silvanesti, her face contorted as if to scream.

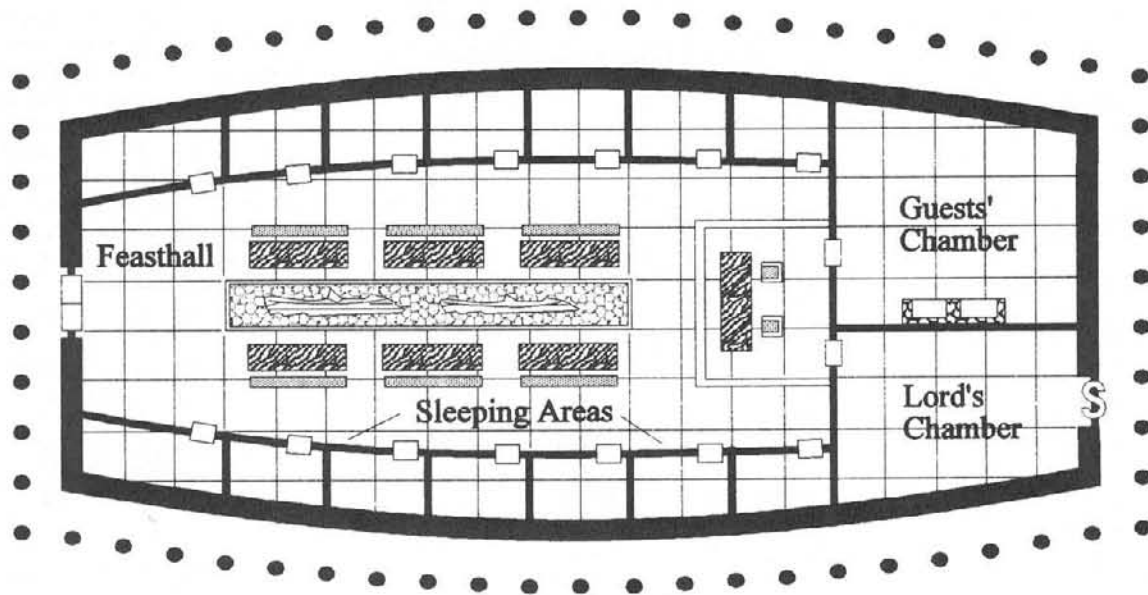
Talasia was a Kagonesti prisoner in Daltigoth who escaped and was found half-dead by the Silvanesti near the mountains. One of her rescuers, a hunter named Daelar, desired Talasia. When she spurned him, Daelar told the others that she was a spy sent by Gellidus, and he impaled her on his spear. Talasia's death cast a grim pall over the Lodge, and most of the Silvanesti were irresistibly compelled to leave. Talasia continues to haunt the Lodge, denying Silvanesti sanctuary until her spirit can learn to forgive them for Daelar's betrayal.

Talasia has no wish to harm non-Silvanesti and avoids using her dreadful death aura unless she is harmed by one of the non-elves or is injured by a blessed weapon. Heroes cannot harm the banshee with normal weapons. A blessed weapon causes damage normally, however. Weapons of renown (or better) inflict half their usual damage, including Arkaryn's magical sword *Icebane*.

Talasia attacks the nearest Silvanesti with her icy touch. By making an average Perception action, Arkaryn and the heroes can determine by her facial tattoos and apparel that Talasia was a Kagonesti elf. This may lead them to speculate that Talasia's

The Lodge

One square= 5 feet



apparent hatred of Silvanesti elves was incurred by some act of betrayal on the part of the Silvanesti. Still weary from the day's travel, Arkaryn and the heroes may wish to seek a peaceful solution to secure safe shelter. If the Silvanesti lay down their weapons and ask for forgiveness, Talasia views their actions with compassion and allows them to remain. If Arkaryn is still leading the elves, his half-Kagonesti origins may sway Talasia toward friendly compliance, and she is more inclined to trust him. The only other options are to destroy the banshee or flee.

Atmosphere

The Narrator can play haunting music while the characters are exploring the feasthall, then wait for the music to intensify before having the banshee manifest. The Narrator can add further intensity to the scene by describing the way the cold fog surrounding Talasia seems to sprout tendrils, and the way it churns when the banshee attacks.

Actions

The heroes may wish to hunt for food before the storm hits, in which case Arkaryn agrees to send one Silvanesti to help the heroes trap rabbits or hunt deer.

❖ Hunt Wild Game

Difficulty: Average (8)
Action ability: Reason or Dexterity (see below)

Opposition ability: None

Comments: Trapping small game is a skill measured against the hero's Reason, while hunting large game with bows and similar weapons pertains to Dexterity. Hunting during the blizzard increases the difficulty level to daunting (16). A single rabbit feeds two or three adults; a deer feeds eight to ten adults.

Mishap: A mishap for this action indicates that the hero has fallen through a thin crust of snow into a crevasse. He sustains no injury, but his comrades must pull him out (challenging Strength action) or dig him out (challenging Dexterity action).

AD&D characters with the hunting and/or set snares proficiency may hunt or trap wild game. Hunting and trapping during the blizzard is especially difficult, imposing a -8 penalty to proficiency checks.

There are several other actions which may be attempted prior to, during, or after the appearance of the banshee.

❖ Build a Fire

Difficulty: Varies (see below)
Action ability: Endurance
Opposition ability: None

Comments: If the heroes attempt to build a fire in the feasthall or the guests' chamber using the wood that's already present, the action should be considered daunting. If the heroes go outside and retrieve some dead wood, the difficulty of the action drops to challenging. If the heroes break up the remaining cots in the sleeping areas, this dry timber makes excellent kindling for a fire, and the difficulty rating drops to average. Due to the fierce winds of the blizzard,

building a fire outdoors is more unlikely (one degree more difficult). Each hour, the heroes' leader must make a random draw from the Fate Deck; on a black aura, the fire goes out.

Mishap: A mishap indicates that a fire could not be lit with the wood and materials available. Furthermore, if the hero is outdoors, he must make a random draw from the Fate Deck; if a black aura card is drawn, the hero suffers damage from exposure to the cold, sacrificing one card from his own hand.

❖ **Find Shelter Outside**

Difficulty: Daunting (16)
Action ability: Perception
Opposition ability: None

Comments: Trying to find a shelter outside the Lodge during a blizzard is daunting. If one hero succeeds, the group manages to locate a shallow niche under a thick copse of trees several hundred yards from the feathall. However, the only way to prevent exposure is to light a fire (see Build a Fire above).

Mishap: The hero fails to locate a suitable shelter and suffers damage from exposure. The player must discard one card from the hero's hand.

❖ **Restrain Elves from Attacking**

Difficulty: Average (8)
Action ability: Presence
Opposition ability: Spirit

Comments: Talasia is neither cruel nor merciless. If the heroes can persuade the Silvanesti to put down their weapons and refrain from attacking, the banshee does not harm them. This gives Arkaryn the chance to ask for Talasia's forgiveness and seek her permission to use the Lodge for shelter (average Spirit (Spirit) action, opposed by the banshee).

Mishap: The attempt fails, and the elves attack Talasia. Their defiance angers the banshee and forces her to fight back. A peaceful resolution is no longer possible.

Characters

The only monster the heroes encounter at the feathall is Talasia's banshee. Her presence alone has kept other monsters and wild animals away from the Lodge.

Banshee: Undead. Co 7, Ph 6, In 8, Es 7, Dmg +4, Def -5, also death aura (heroes and characters within 30' of the banshee's wail are struck dead; a successful average Endurance action negates the effect).

Banshee: INT exceptional; AL CE (formerly CG); AC 0; MV 15; HD 7; hp 30; THAC0 13; #AT 1; Dmg 1d8; SA death wail (creatures within 30' must save vs. death magic or be slain); SD +1 or better weapons to hit; immune to sleep, charm, and hold spells; impervious to cold and electricity; MR 50%; SZ M; ML 13; XP 4,000; MM/13. A *dispel evil* spell destroys the banshee instantly; holy water inflicts 2d4 hp damage.

Outcome

If the banshee is destroyed or appeased, it vanishes, allowing the heroes and the Silvanesti an undisturbed night of rest. Arkaryn spends the darkening hours sitting by the warm hearth, recounting the mottled history of the Silvanesti homeland (see Book Two, page 68, of the FIFTH AGE boxed rules). If the heroes are willing to listen, he also recites a song he learned as a child:

*Wardens of the ancient trees,
Our thoughts alike the river's flow,
We move as a gentle summer's breeze,
With hearts to melt the winter's snow.
We watch our land through starlit eyes,
And cast off fear with baleful scorn;
We soar beneath the moonlit skies
And alight the coming morn.
We bear the brunt of the Dark Queen's
wrath,
And cut her legions to the bone;
We hold our course and carve a swath
Through barricades of flesh and stone.
From Silvanost to the Griffon Glades,
From Ergoth to the raging sea,
We strike our foes with elven blades
To guard a legacy.*

If asked about Anghanor, Arkaryn says that the Knights of Takhisis held the keep for a time. Arkaryn's predecessors, among others, defended Southern Ergoth against the Knights during the Summer of Chaos in 383 A.C. and drove them away. Now that Anghanor is in the Ice Tyrant's clutches, Arkaryn will sacrifice everything to unveil the "secret" Gellidus is guarding.

Krystalas does not seek respite by the fire as the other Silvanesti do. Krystalas spends most of his time watching the entrance or standing alone in some darkened corner. Although he makes it seem that he does not wish to share the fire with non-elves, he is actually thinking about his family—slain by

Gellidus' ogres during the fall of Daltigoth years ago—and doesn't want to be disturbed. If one of the heroes confronts him and makes an average Spirit (Spirit) action, he can speak to Krystalas without disturbing him. If the action ends in a mishap, Krystalas is incensed by the disturbance and attacks the hero in unarmed combat.

In the morning, after a restful night, the heroes awaken to find several feet of snow on the ground. The sun is shining brightly in the pristine blue sky, however, and the Silvanesti spend the early hours building snowshoes out of wood and twigs. Stacked near the entrance to the Lodge is one pair of snowshoes for each hero as well. The snowshoes do not improve the heroes' movement rate significantly, but they do keep the cold snow out of their boots. Once the heroes and elves depart, take a break and then proceed with Act Two.

**Act Two:
Icy Mountain Pass**

Scene One: The Campsite

The heroes pass through the snow-covered foothills to reach Gateway Pass, a winding passage through the mountains. Near the mouth of the pass, the heroes spot the remnants of a large campsite left from the night before. A search of the campsite reveals prints in the fresh snow (left by several ogres and six Kagonesti prisoners). The tracks lead north through the mountains.

Overview

The campsite was left by a group of ogres and their half-ogre leader, Firestorm. Firestorm was returning to Daltigoth with several Kagonesti captives when the blizzard forced his band to make camp for the night in a protected enclave nestled in the mouth of Gateway Pass. Heroes who follow the tracks leading from the campsite stumble upon a dead Kagonesti male half-buried in the snow—slain by exposure to the cold.

Getting Started

The Narrator should review the rules on healing (Book One, Chapter Five of the FIFTH AGE rules). The heroes may have sustained injuries in previous

scenes, and they will need all or most of their strength back if they are to make it through Gateway Pass alive.

First Impressions

This scene occurs in the late morning after the blizzard. The heroes have been trudging through waist-high snow for several miles to reach Gateway Pass before noon. The Silvanesti renegades are cold and non-conversational for most of the journey.

Read the following text to the players when the heroes reach Firestorm's abandoned campsite:

After an exhausting trek, you reach the mountains. According to Arkaryn, a narrow pass cuts a straight path through the frigid mountains. Steep cliffs arise on either side of the pass. After a brief stop, you head into the mouth of Gateway Pass only to stumble upon an abandoned campsite tucked away in a narrow enclave. Blackened pits of charred wood stand out against the white snow, and bits of discarded refuse are strewn about.

There are no tracks leading into the campsite, as these would have been obliterated by the blizzard. However, tracks can be seen leading away from the campsite and heading north into the mountains.

The Story Continues

The heroes will likely consider a few options at this point. First, they might recommend a thorough search of the campsite (average Perception action) that yields any or all of the following information:

- ❖ Until recently, the camp was occupied by at least a dozen ogres. The charred remains of five deer lie among the ashes of a large bonfire. Other clues suggest that these ogres were sent from Daltigoth, as there are indentations left by portable tents and many of the tracks were made by large, stitched boots.

- ❖ The ogres have at least four prisoners, possibly elves, as there are several sets of smaller footprints huddled in one section of the encampment, and these tracks lead north along with those of the ogres.

If the heroes follow the tracks leading north through the mountains, they find one of the prisoners a few hundred feet from the encampment:

Half-buried in the snow is the frozen corpse of a Kagonesti elf, his petrified face and frozen arms jutting out through the soft, white shroud of snow. Tied around his wrists is a knotted piece of icy rope.

Heroes with the mystic sphere of spiritualism may endeavor to contact the spirit of the slain elf. (Only those with a Spirit code of "B" can commune with the elf.) The victim claims to be Thal-Ranor, a Kagonesti exile who was captured (along with nine others from his clan) by the half-ogre Firestorm and his roving band of ogre hunters. The Kagonesti were hunted down, bound, and hauled toward Daltigoth as a gift for the Ice Tyrant. Injuries and hypothermia claimed three other Kagonesti before Thal-Ranor fell; this leaves six elves in Firestorm's custody. Thal-Ranor's corpse conceals nothing of value.

Arkaryn knows Firestorm—the bastard son of the great ogre Tdarnk, savage ruler of Daltigoth—by reputation. Arkaryn's blood boils when he ponders the number of elves Firestorm has slain since pledging his allegiance to the Ice Tyrant. If contact with Thal-Ranor's spirit is made and Arkaryn learns about the half-ogre, he heads north with the ulterior purpose of freeing the surviving Kagonesti from Firestorm's clutches. (Arkaryn, being half Kagonesti, does not share the Silvanesti prejudice toward other elfen races.)

Krystalas likewise has a sound reason to despise Firestorm, for it was Firestorm who (presumably) executed Krystalas' family in Daltigoth. Krystalas does not reveal this to the heroes to avoid incurring their sympathies, but the mere mention of Firestorm's name visibly agitates Krystalas who uses whatever influence he has to press forward.

Atmosphere

This scene is intended to foreshadow the impending encounter with Firestorm and his ogres (see Scene Two). Heroes may rest at the campsite, hunt for food, or strike up a conversation with the Silvanesti. The elves become increasingly willing to communicate with the heroes on a more personal level—perhaps even asking questions about the heroes' pasts or the state of affairs in their respective homelands.

Actions

If the heroes attempt to hunt for food, refer to the Hunt Wild Game action in Act One: Scene Three. Heroes may follow the ogre tracks with automatic success (but see "Outcome" below). The difficulty rating for casting a spell that enables the heroes to communicate with the dead elf's spirit varies with the spell's invocation time and duration (determined by the mystic).

A PC cleric may attempt to cast a *speak with dead* spell upon Thal-Ranor's corpse. Thal-Ranor was equivalent to a 1st-level fighter and is not entitled to a saving throw. The duration of the spell and the number of questions Thal-Ranor's spirit answers varies with the level of the cleric casting the spell (see *PHB/214*).

Outcome

If the heroes proceed on course, regardless of whether they follow the tracks in the snow, they catch up with Firestorm and his ogres near the exit of Gateway Pass (as described in Scene Two below). The journey through the pass is hampered by a stiff, biting wind from the north as well as blowing snow that erases the ogres' tracks within hours.

Scene Two: Firestorm

This scene occurs as the heroes near the exit of windy Gateway Pass. The heroes and their Silvanesti comrades stumble upon Firestorm and his ogre marauders who are cutting through the mountains on their way back to Daltigoth.

Overview

By good fortune, an untimely avalanche has just decimated Firestorm's band, leaving only the half-ogre and five ogres alive to continue the journey to Daltigoth. The avalanche depleted the ogres' numbers but luckily spared three of the Kagonesti prisoners. (The other three Kagonesti were killed by the weight of the snow.) The heroes have a good chance to liberate the Kagonesti if they attack the ogres while they are digging out of the avalanche.

Getting Started

In playing out this scene, the Narrator should have Book One of the FIFTH AGE

rules turned to Chapter Four. This scene has the heroes fighting the remnants of Firestorm's band and requires familiarity with the rules governing combat.

First Impressions

You stand upon a ridge of ice, fighting the harsh wind and peering north toward the mouth of Gateway Pass. Beneath you, an avalanche has filled the pass with snow, chunks of stone, and bits of wrenched earth. By Arkaryn's assessment, the pass remains navigable despite the landfall left by the avalanche. It is at this time that you notice six large humanoids crawling out from beneath the snow. The humanoids are garbed in thick furs.

The Story Continues

Firestorm the half-ogre is among the survivors of the avalanche. Six ogres remain buried alive beneath tons of snow and ice, but five others have managed to dig their way to freedom. The Silvanesti wish to seize this opportunity to catch the ogres off guard, charging forth with their swords drawn. The stiff wind makes long bows, crossbows and other missile weapons less effective. (All missile attacks become two degrees more difficult; hence, an average action becomes a daunting one.) At the Narrator's discretion, hurled weapons, sling stones, and similarly weighted projectiles may be less affected (shift difficulty by one degree) or, in the case of heavier missiles such as boulders, completely unaffected.

If the heroes accompany the Silvanesti, they soon find themselves in combat with the ogres. Off to one side, pulling themselves from the snowy rubble, are the ogres' three surviving Kagonesti prisoners—alive, cold, and barely able to walk.

Because of the strong gale, all missile attacks in the AD&D game system are made at -5 to hit unless the PCs maneuver to a position upwind. This penalty is in addition to those incurred by range and other modifiers.

The ogres are too preoccupied to notice the heroes from a distance. The sudden avalanche not only caught them off guard but deprived them of their belongings as well. When the ogres become aware of the heroes and the Silvanesti, they equip themselves with whatever weapons are available and

defend themselves. They can hurl chunks of rock or use spears recovered from the snow.

Firestorm will never surrender to elves. No matter how grim the situation, he fights to the death. If Firestorm is slain or captured, the other ogres flee northward. Otherwise, they fight to the death. If the heroes choose not to help the elves fight the ogres, the Narrator may describe the battle between Firestorm and Arkaryn as it unfolds:

Arkaryn charges the leader of the ogre marauders—a hideously deformed creature with teeth the size of walrus tusks and hair like wild flame. The foul half-ogre heaves himself from the ice in time to block Arkaryn's sword with the shaft of its spear. Splinters of wood freckle the snow as Firestorm's spear shatters under the force of Arkaryn's blow. The long sword cuts a deep gash into Firestorm's hide. The half-ogre reels momentarily but then lunges forward with startling agility. Arkaryn is taken to the ground and, in the ensuing tumble, has the sword knocked from his grasp.

Unless the heroes come to Arkaryn's immediate aid, Firestorm wrestles the elf to the ground and impales Arkaryn with the broken tip of his great spear (which lies imbedded in the snow nearby). Arkaryn dies, and the following round Firestorm tries to claim *Icebane*. Unless the heroes intercede, Krystalas fights Firestorm for custody of Arkaryn's blade. The Narrator may determine the outcome of the battle, keeping in mind that player callousness may cause Krystalas to fall beneath Firestorm's might. While Firestorm fights Arkaryn and Krystalas, the remaining five ogres try to hold the heroes and other Silvanesti at bay.

If Firestorm is slain or captured, heroes searching the half-ogre find 150 pieces of silver in a belt pouch and a roughly-drawn map of Southern Ergoth from Daltigoth to Foghaven Vale. The Narrator may show the players a sketch of the map included with this adventure. The half-ogre also wears a gold amulet shaped like a stylized white dragon which identifies him as an emissary of Gellidus. Anyone wearing this amulet can command obedience from the Ice Tyrant's minions throughout Southern Ergoth, including the white dragon Wintergale (see Act Three: Scene Two).

If one or more Kagonesti are rescued from Firestorm's clutches, they express their thanks before heading back south toward their homeland (in the woods outside Silvamori). One of the Kagonesti asks where the heroes are headed; if the heroes mention the keep of Anghanor, the elf imparts a fragment of conversation overheard between Firestorm and one of the ogres (spoken in ogre, which the elf understands):

"I overheard our captors say that Anghanor is where the Ice Tyrant has hidden artifacts of great power known as the White Orbs. Many have speculated that these relics were taken from mainland Ansalon after the Chaos War. Gellidus has assigned one of his consorts the task of guarding the ruins, while the lands around the keep are protected by thanoi."

The Kagonesti are not military types and cannot stand toe-to-toe with any of the Ice Tyrant's minions. Marching them further into Gellidus' domain would be a death sentence. Heroes may assume, as the elves do, that the "white orbs" mentioned above are Orbs of Dragonkind—powerful artifacts used during the War of the Lance. However, the "white orbs" are actually several dozen white dragon eggs laid by Gellidus' consorts. However, this fact should not be revealed until Act Three.

If the heroes fight courageously, they may yet impress the grim Krystalas. Moreover, one of the Silvanesti (Narrator's choice of male or female) takes a liking to the most daring and/or charismatic hero in the party (i.e. the one with the highest Presence score). The Narrator can develop a scene between the infatuated Silvanesti and the hero. The scene may be played as awkward or genuinely heart-felt, depending on the personality of the hero and the relationship he has established with the Silvanesti renegades. In FIFTH AGE adventures, romance is a key element to any story. Furthermore, in terms of this particular tale, it helps justify why the heroes would risk their lives to help the Silvanesti fulfill their quest.

Atmosphere

The Narrator can greatly enhance the battle by playing sweeping, percussive music in the background.

Actions

The Silvanesti renegades realize that Firestorm's death will ring throughout Daltigoth, and that Firestorm's father Tdarnk will be shaken by the loss. They see the avalanche as an opportunity to rid Southern Ergoth of Firestorm forever, and they seize it regardless of the heroes' actions. The heroes may focus on rescuing the three Kagonesti survivors rather than face Firestorm's ogres, but this does not distinguish them in the eyes of Arkaryn or the other Silvanesti, and Krystalas openly scorns them for such a choice.

The heroes may attempt to Gain Surprise (average Perception (Agility) action), using the blowing snow to hide their approach. Success means the heroes have caught the ogres unawares; the ogres are still pulling themselves out of the heavy snow, searching for lost equipment or gathering the prisoners. A mishap indicates that the ogres surprised the heroes instead; thinking they have taken the ogres by surprise, the heroes themselves are taken aback when the ogres find a way to outflank them and launch a pre-emptive attack.

Any attempt to rescue the three Kagonesti places the heroes within striking range of at least one ogre. The deep snow makes melee attacks more difficult, imposing a one-degree difficulty penalty. (This penalty applies to the ogres as well.) Heroes who wish to use bows must **Maneuver Upwind** to avoid the penalty imposed by the wind. If Arkaryn and Krystalas are both slain, the heroes may assume leadership roles and try to persuade Firestorm to release his prisoners (see **Negotiate with Enemy** below). If he has been injured, Firestorm may be inclined to comply and cut his losses. If Firestorm is slain, the chance of success improves.

The Kagonesti have been mistreated by the ogres and injured by the avalanche. Heroes with access to mystical spells may attempt to heal the elves (see Chapter Five in Book One of the FIFTH AGE rules for details).

❖ Maneuver Upwind

Difficulty: Challenging (12)
Action ability: Agility
Opposition ability: None

Comments: Success means that the heroes have positioned themselves upwind from the ogres. This negates surprise, as the ogres catch the heroes' scent, but it allows the heroes to fire mis-

sile weapons (bows) without penalty due to the wind. The endeavor is considered challenging because the heroes must cross over or maneuver around the heaps of snow and debris left by the avalanche.

Mishap: This indicates that the heroes are unable to move into position and that Firestorm and his ogres have somehow cut them off.

❖ Negotiate with Enemy

Difficulty: See below
Action ability: Presence
Opposition ability: Spirit

Comments: Firestorm is incredibly stubborn, and any attempt to negotiate with him should be considered a challenging action. If Firestorm is slain or indisposed, the action's difficulty is treated as average, assuming they speak ogre. If the heroes are successful, they may negotiate for the Kagonesti captives' release and safe passage from the mountains. Negotiating for the ogres' surrender requires a separate daunting Presence (Spirit) action.

Mishap: A mishap indicates that Firestorm and his ogres laugh in the heroes' faces and attack them. Moreover, the heroes' leader must draw randomly from the Fate Deck; if a black aura card is drawn, Firestorm or one of the ogres indiscriminately kills one of the Kagonesti prisoners.

Characters

This scene involves Firestorm, the ogres and their elven prisoners.

Firestorm: Half-ogre male adult, sadistic demeanor, Champion. Ag 7B, Dx 7C, En 10B, St 9C, Re 4C, Pe 5B, Sp 4C, Pr 5B, Dmg +4 (large spear), Def -2 (heavy hides) or -5 (with target shield), also thrown weapons (rocks/+3).

Firestorm (8th-level male half-ogre fighter): AL CE; AC 5 (4 with shield); MV 9; F8; hp 73; THAC0 10; #AT 3/2; Dmg 1d10+7 (long spear) or 1d6+7 (rock); S 19 (+3/+7), D 15, C 17, I 11, W 6, Ch 6; ML 16; XP 2,000; MM/274 (modified); hide armor, heavy wooden shield, long spear (Dmg 1d10 S/M, 2d6 L), amulet of the Ice Tyrant (non-magical; shaped like white dragon; worth 500 gp).

Five ogres: Hostile nonhumans, ruthless demeanors, Adventurers. Co 5, Ph 13, In 3, Es 6, Dmg +5, Def -2 (heavy hides), also thrown weapons (rocks/+3).

Ogres (5): INT low; AL CE; AC 5; MV 9; HD 4+1; hp 25, 21, 20, 18, 17; THAC0 17; #AT 1; Dmg 1d10+6 (long spear); SA hurl rocks for 1d6+6 hp damage, +2 to hit with melee weapons; SZ L; ML 12; XP 270; MM/272; long spear (see Firestorm above).

Three Kagonesti: Kagonesti (two women, one man), cautious demeanors, Novices. Co 6, Ph 4 (currently 2 due to injuries), In 5, Es 6, Dmg +2 (unarmed), Def -2 (leather). The elves' names are Alian-Tir (woman), Daor-Nel (woman) and Karan-Vaas (man).

Kagonesti elves (3): INT high; AL CG; AC 8; MV 12 (6 in weakened state); HD 1+1; hp 2 (7), 3 (6), 1 (5); THAC0 19; #AT 1; Dmg by weapon type; SA +1 to hit with bows; ML 9; XP 500 (for rescuing); MM/108 (elf, variant); leather armor, unarmed.

Outcome

Once the heroes and elves save the Kagonesti and deal with Firestorm, they may continue marching toward Anghanor, approximately one day's journey north. If the heroes take Firestorm's amulet, they will have an easier time confronting the white dragon encountered later in the adventure. If Firestorm or any of his ogres escape, they head directly to Daltigoth to report their encounter to Tdarnk, but their trek takes several days by which time the heroes should have arrived at Anghanor and discovered the Ice Tyrant's "secret."

If the Kagonesti are slain, the heroes will not have any information about Gellidus' "white orbs" unless they use magic from the mystical sphere of spiritualism to contact the dead elves' spirits. Even then, the dead Kagonesti may be less cooperative with heroes who allowed them to perish.

If Arkaryn dies in this scene, Krystalas takes *Icebane* and imparts some final words to his leader's spirit (see "Outcome" in Act One: Scene Two). If Krystalas is slain, the sword falls to the next Silvanesti in line. Krystalas does not allow a hero or a Kagonesti elf to take the sword so long as there are able-bodied Silvanesti left alive, and he attacks any hero who dares claim it. Likewise, the Silvanesti do not abide "heroes" who showed cowardice by not engaging the ogres in battle. Krystalas

openly rebukes them, and the other elves lose sympathy and respect for them.

Scene Three: The White Stag

This scene takes place at the northern mouth of Gateway Pass, roughly one hour after the heroes' bloody engagement with Firestorm's ogres. By this time, the rescued Kagonesti should have bid farewell to their saviors and the heroes should be accompanied by the remnants of Arkaryn's Silvanesti renegades.

Overview

The land north of the Lost Gaard Mountains is nothing more than a vast, windswept, frigid plain. Heading north toward Anghanor, the heroes are confronted by a white stag, considered by many a mystical boon for travelers and journeymen. The stag tries to lead them along a divergent route—eastward toward an old sentinel tower wherein they find shelter, a mad dwarven hermit, and an alternate means of travel to Anghanor.

Getting Started

In previous DRAGONLANCE stories, the white stag has provided heroes of conscience with good fortune while simultaneously reminding them that "higher forces" are guiding them to their fate. Part of this scene takes place within the Sentinel Tower. The tower was once an outpost used by the Knights of Takhisis. When the Knights withdrew from Southern Ergoth, the tower became a refuge for elves fleeing Daltigoth and the tyranny of Gellidus.

First Impressions

The heroes are leaving the mountains and beginning their long journey across the Frigid Plains of Southern Ergoth. The following text assumes the heroes are pressing onward:

North of the mountains, the land becomes a vast and frigid plain of ice and blowing snow. The Silvanesti warn of thanoi hunters—walrus-like humanoids enslaved by the Ice Tyrant. The thanoi lay claim to this frozen wasteland, constantly searching for warm-blooded prey. You press onward through the biting

wind, heading north toward distant Anghanor, when suddenly a shape emerges from the blinding snow several yards to your right. Watching you closely is a white stag, a perfect crown of antlers lending to the beast's imperious size.

A hungry man would be tempted to draw his bow, but the Silvanesti do not. Nevertheless, your advance causes the stag to bolt. Left behind in the snow are deep cloven tracks as the stag bounds effortlessly away. Then, just before it vanishes in the swirling snow, it stops, gazes over its shoulder and seemingly beckons you to follow.

The Story Continues

If the heroes follow the white stag, it leads them eastward. Chasing the stag takes the heroes and their Silvanesti comrades several miles off course, away from Anghanor toward distant Daltigoth. This may lead players to question the stag's intentions, which is fine.

Any hero who injures the white stag is cursed and forfeits one card (chosen randomly by the Narrator) from his Hand of Fate. The curse itself affects how others perceive the hero from that point on; regardless of how hard the hero tries, he is always viewed as a brute. Harmless creatures (including wild game) scamper away from the hero; larger, more threatening creatures always attack the hero first. A mystic with access to the animism sphere may attempt to undo the hero's "curse" with a spell, which also restores the hero's lost card with a new one drawn from the Fate Deck.

If allowed to continue, the stag leads the heroes directly to the Sentinel Tower. Read the following if the heroes continue their pursuit:

You climb over a sharp crest of snow, blinded momentarily by flecks of blowing ice. Looking ahead, you cannot see the white stag. Its cloven tracks come to an abrupt halt, as if the beast vanished into thin air. Peering through the drifting snow, you can just barely discern a structure jutting out of the ice several hundred yards away. It looks like a tower.

The Sentinel tower serves as ideal shelter against the wind and blowing ice. The base of the tower is buried beneath huge drifts of snow, but the heroes can climb a flight of icy steps to

reach the main entrance on the second floor (see "Actions" below). The tower's secret entrance, located on the ground floor, is sealed behind a thick sheet of ice and several feet of snow.

The sole occupant of the tower is an evil Zhakar dwarf named Araxos. Like other Zhakar dwarves, Araxos suffers from a magical and incurable disease that tatters his skin, raises lumps in his flesh, and leaves him mentally unbalanced. He believes he's the agent of the red dragon Malystryx, although he is far removed from her domain and has never actually encountered Malys. His purpose—so he claims—is to spy on the Ice Tyrant for his mistress. He spends most of his time on the third floor of the tower, mumbling to himself and pretending he is Gellidus. Upon hearing intruders, he hides his head in the cowl of his gray cloak, dons a silver dragon mask to conceal his plague-ridden visage, and trudges downstairs to "greet" his latest visitors.

The silver mask that Araxos wears makes his cold, cracked voice sound even more ominous. To complete the look, Araxos wears a severed eagle's talon around his neck like some sort of talisman. After introducing himself as the "Keeper of the Sentinel Tower," Araxos offers sanctuary in exchange for a small payment (food, coins, or weapons, in that order). If the heroes mention the white stag, the paranoid Araxos begins to suspect that the stag is actually Gellidus in disguised form, luring the heroes to the tower to destroy him. Nothing the heroes say or do convinces Araxos otherwise. Believing that the heroes are assassins sent by the Ice Tyrant, Araxos decides to kill them in their sleep if they dare choose to remain. Araxos denies the heroes access to the third floor and rooftop, attacking heroes who defy or challenge him.

Araxos knows nothing about the Ice Tyrant or what awaits the heroes in Anghanor. However, he once lived in the mountains near Anghanor and knows the keep can be reached only by air or by crossing a great stone bridge. He knows where the tunnel leading to the bridge is located but neither volunteers this information nor offers himself as a guide. The only reason the heroes may take an interest in Araxos is because he owns a magical item that may provide the heroes with an alternate means of travel—a figurine with the ability to

transform into a monstrous roc. See Araxos' Room below for details.

Sentinel Tower

The following areas are keyed to the map of the Sentinel Tower.

Main Hall. A handsome banner depicting an armored Knight of Takhisis astride a blue dragon hangs from one wall, and a moldering bearskin rug lies in the middle of the floor. A staircase descends to the ground floor and climbs to the third floor. One round after the heroes enter the hall, Araxos descends the stairs to greet them.

Lord's Chamber. In the days when this tower served as a military outpost, this chamber was originally set aside for the tower's lord. It is furnished with a comfortable bed and a fireplace. Above the mantle hangs a triangular horse shield depicting the symbol of the Knights of Takhisis (a grinning skull with bat wings).

Kitchen. Araxos has made good use of this kitchen, preparing meals for himself with the available implements and dishware. He is a skilled hunter and cook and knows several recipes for cooking prairie dogs and rabbits. Many of the utensils are unwashed. A warm fire crackles in the hearth. Next to the fireplace is a stone box containing wood and kindling for the fire.

Hanging on hooks under the table are two skinned rabbits caught by Araxos. The rabbits are edible, although they won't provide much sustenance for a large group of heroes or characters.

Barracks. Eight comfortable beds line the walls of this otherwise barren chamber. The room is much colder than other areas of the tower, making sleep impossible without some source of warmth (such as several lanterns, torches, or other contained fire). A secret door set into one wall leads to the outside; however, it is sealed shut by ice and cannot be opened unless the portal is warmed or the ice is chipped away from the outside.

Araxos' Room. Araxos typically resides here, sleeping on a small pile of prairie dog and rabbit furs. Hidden under the furs is Araxos's treasure: a small eagle-like statuette carved from green stone flecked with orange. Araxos considers it his most precious bauble. Crafted by elves in Silvamori during the Age of Despair, the figurine works

only in the hands of an elf or half-elf (or, at the Narrator's behest, a valiant or heroic non-elf). The figurine's magic will not activate for anyone who is evil, selfish or otherwise self-motivated. For this reason, Araxos has been unable to use its powers or call upon the roc as a mount.

The roc figurine transforms into a roc upon command. The figurine only activates in the spacious outdoors. The roc is friendly toward the figurine's owner and communicates telepathically. The great bird is also sensitive to the demeanors of all living creatures within near missile range. The roc can carry eight riders on its back and two in each talon (a dozen total). After three transformations to roc form, the figurine becomes a normal statuette (worth roughly 50 steel pieces), forever losing its magical properties. The maximum duration of any transformation is eight hours.

Roof. The roof of the tower is covered by several feet of heavy snow. Opening the trap door to the roof requires an average Strength action.

Atmosphere

The Narrator should preserve the mystery of the white stag and avoid dropping hints as to its purpose or intent. The white stag leads the heroes to Sentinel Tower because it knows that Araxos has a magical figurine which may expedite their journey.

Araxos' tower occupies a rather forlorn corner of Gellidus' domain. The Narrator may emphasize the sense of isolation by playing music of a somber vein or by playing pre-recorded sound effects such as blowing wind. Although the mad dwarf is not especially dangerous against the combined strength of the heroes and their Silvanesti allies, the Narrator is encouraged to play Araxos as a mysterious figure with a somewhat sorcerous presence who hides behind his silver dragon mask. The heroes should be intimidated, not domineering. Araxos should be played "sane" until the heroes' actions dictate otherwise.

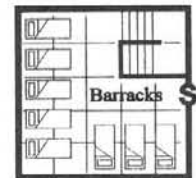
Actions

Heroes wishing to enter the tower must climb the icy steps to the main door on the second level (easy Agility action); a mishap indicates that the hero has slipped and fallen down the staircase, sustaining five damage points.

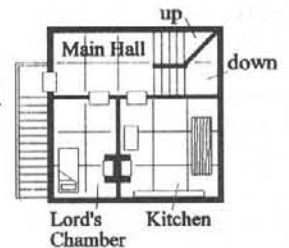
Sentinel Tower

One square = 5 feet

Ground Floor



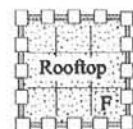
Second Floor



Third Floor



Roof



In AD&D terms, any PC attempting to climb or descend the outside steps must make a Dexterity check or slip, sustaining 2d4 hp damage from the resulting fall.

Those who do not wish to enter the tower by the main door can try to Scale the Tower Walls to reach the upper levels. Once inside the tower, the heroes encounter Araxos. If they kill or subdue the dwarf, the heroes can search for treasure and find Araxos' figurine (average Reason or Perception action). If they find Araxos' roc figurine, they can try to activate it (easy Reason action); a mishap indicates the hero has dropped it in the deep snow and must make an average Perception action to find it again. Heroes may also hunt for food (see Hunt Wild Game in Act One: Scene Three).

❖ **Scale the Tower Walls**

Difficulty: Daunting (16)
Action ability: Agility
Opposition ability: None

Comments: Success means the hero has successfully climbed from the ground to the third floor parapet, or from the third floor parapet to the roof.

Mishap: The hero slips and falls, sustaining two damage points. The snow helps cushion the fall.

In AD&D terms, any PC attempting to scale the walls must make a climbing check or slip, sustaining 1d6 hp damage from the fall. All climbing checks are made at -40% due to the icy conditions and the brisk wind. PCs without the mountaineering proficiency cannot scale the walls.

Characters

The scene features the mystical white stag and Araxos the dwarf. Statistics are also given for the roc form of Araxos' magical roc figurine.

White stag: Animal. Co 6, Ph 10, In 5, Es 7, Dmg +7, Def -4, also kick.

White stag: INT high; AL N; AC 7; MV 24; HD 3; hp 24; THAC0 17; #AT 2 or 1; Dmg 1d3/1d3 (hooves) or 2d4 (antlers); SD magical weapons needed to hit; SZ L; ML 11; XP 420; MM/241 mammal, stag, variant). Injuring the white stag invokes a powerful (curse which causes the attacking PCs to suffer -2 penalties on all saves until a *remove curse* is cast on each affected character.

Araxos Ashfist: Zhakar dwarf, adult male, plotting demeanor, Rabble. Co 4, Ph 6, In 6, Es 6, Dmg +3 (short sword), Def -2 (leather), also missile weapons (light crossbow/+3).

Araxos Ashfist (5th-level dwarven thief): AL CE; AC 6; MV 6; T5; hp 26; THAC0 16; #AT 1; Dmg 1d6 (short sword) or 1d6+1 (light crossbow); SA rogue abilities; SD +4 to saves vs. poison and magic, 60' infravision; S 16 (+0/+1), D 16, C 15, I 10, W 7, Ch 5; SZ S; ML 15; XP 270; MM/94 (dwarf, variant); thieving skills: PP 50%, OL 45%, FRT 40%, MS 50%, HS 50%, DN 35%, CW 70%, RL 5%; silver dragon mask (worth 250 gp), dwarven *cloak of protection* +2, *figurine of wondrous power* (roc), short sword, light crossbow. Araxos has the hunting, cooking, tumbling, and appraising proficiencies.

Roc: Special mount. Co 15, Ph 54, In 2, Es 8, Dmg +12, Def -3, also dive, mentalism (allows roc to communicate telepathically with owner), sensitivity (allows roc to read the demeanors of others within near missile range).

Roc: INT animal; AL N; AC 4; MV 3, fly 30 (E); HD 18; hp 121; THAC0 5; #AT 2 or 1; Dmg 3d6/3d6 or 4d6; SA surprise, clutch prey; SD cannot be surprised; SZ G (60' long, 120' wingspan); ML 11; XP 10,000; MM/303.

Outcome

If the heroes choose not to follow the white stag, they may continue their northward trek toward Anghanor. After several hours and many miles of travel, the heroes are confronted by thanoi hunters. Proceed with the next scene.

If the heroes followed the white stag and obtained Araxos' magical roc figurine, they can use the roc as a winged mount and reach Anghanor within a few hours. However, the roc can bear only the weight of a dozen human/elven passengers, meaning those who cannot ride the roc must either traverse the Frigid Plains to reach Anghanor or remain behind at the Sentinel Tower. Injured Silvanesti, with the exception of Arkaryn and Krystalas, reluctantly choose to remain at the tower. Heroes who have sustained serious injuries may also bow out of the adventure at this time, remaining at the refuge until their wounds are healed while their comrades press on toward Anghanor. (In the mean-

time, those who remain may have to deal with the insane Araxos.)

If alive, Arkaryn insists on flying to Anghanor whether he is injured or not. If he is slain, Krystalas takes his place. If the heroes fly to Anghanor, skip the next scene and proceed directly to Act Three: Scene Two. Heroes who walk the distance to Anghanor arrive one day later than their roc-borne comrades and must brave the dangers of Gellidus' icy domain (see next scene for details).

Read the following text if the heroes use the roc to fly to Anghanor:

Calling upon the ancient magic of the statuette, you bring into being the greatest avian ever to soar the skies of Krynn. The great bird thrusts itself into the air, its wings spreading more than a hundred feet, its immense feathers shielding you against the cold and the wind as it climbs above the clouds toward distant Anghanor. Clutching to its back and talons, you and your fellow riders defy peril and risk everything to uncover whatever secret the Ice Tyrant is guarding. Beneath you, the Frigid Plains of Southern Ergoth pass quickly. Ahead of you lies the hope of victory—or the jaws of death.

**Act Three:
Legacy of Frost**

Scene One: The Frigid Plains

If the heroes are traveling by foot, the journey from the mountains (or the tower) to Anghanor takes them across the Frigid Plains of Gellidus' domain—and into the clutches of the Ice Tyrant's thanoi marauders. If the heroes obtained the magical roc figurine from the Sentinel Tower, they can use the giant bird to reach Anghanor in a matter of hours, sparing them from this encounter.

Overview

While traversing the section of Southern Ergoth known as the Frigid Plains, the heroes and their Silvanesti allies are attacked by thanoi enslaved by the Ice Tyrant. The thanoi are ruthless, devious hunters unfettered by extreme cold. The heroes are treading across a great glacier toward Anghanor when they hear the braying sounds of thanoi hunters bearing down on them.

Getting Started

The Silvanesti realize they have entered open and perilous territory, and they are quick to ready their bows in anticipation of a thanoi ambush. The Narrator may want to keep Book One: Chapter Four (Combat) of the FIFTH AGE game handy.

First Impressions

The journey across the Frigid Plains proves arduous. Icy fissures carve serrated paths through the great glaciers, forcing you to pursue a roundabout route toward Anghanor. The wind slashes through your layers of fur, numbing your limbs and causing every joint to throb with cold, numbing pain. Deep braying noises can be heard drawing nearer—the ominous sound of a thanoi hunting party.

The Story Continues

The thanoi are well-conditioned to this climate and suffer no movement penalty traversing the Frigid Plains. When the thanoi finally catch up with the heroes, read the following text:

You can hear the guttural snarls of the thanoi raiders getting closer. They seem to be converging from two directions, outflanking you as you press onward. Jutting out of the glacier at a slight angle ahead of you is a jagged shard of ice nearly thirty feet high. The monstrous shard provides a welcome barrier against the harsh wind, but as you approach it, several tusken humanoids emerge from behind the ice with a vicious gleam in their eyes.

The thanoi have instructions to capture trespassers alive and bring them to Anghanor as food for Wintergale's larder. However, the thanoi do not hesitate to kill any foe who resists them. If the heroes surrender, they are prodded at spear-point across the Frigid Plains toward Anghanor. The thanoi do not bother to remove the heroes' armor and weapons, forcing them to carry their own equipment across the harsh, glacial land.

If the heroes attack the thanoi, the preferred thanoi tactic is to "double up" against single opponents, taking them out quickly before setting upon new foes. Thus, thanoi attack single targets in pairs or small groups of three or four, allowing one of their number to take the brunt of the damage while the others jab

at their prey from behind with spears or gouge them with their sharp tusks. Thanoi are startled and frightened by open flame. Magical lights and lanterns do not scare them, but torches and other exposed fires do. Unfortunately, the wind is so strong that most small flames (including torches) simply blow out. Only a bonfire or a magical fire has a chance of survival on the Frigid Plains.

The heroes may attempt to avoid the thanoi altogether by hiding in the snow, pressing forward at an exhausting pace, using magic (illusory fires) to frighten away the thanoi, or using magic (obscurement spells) to hide from them.

Arkaryn's sword *Icebane* is a most valuable weapon in defeating the thanoi. If the heroes and Silvanesti are on the verge of defeat, the blade suddenly bursts into a searing magical flame, startling the thanoi and causing them to recoil in terror. This event (triggered by Arkaryn or whoever happens to be wielding *Icebane*) should be considered a *deus ex machina*—a last resort used by the Narrator to dramatically turn the tide of battle in the heroes' favor.

The thanoi recognize Firestorm's amulet. (See Act Two: Scene Two for details.) They do not attack the possessor of the amulet except in self-defense, believing he is an emissary sent by the Ice Tyrant. If the heroes can communicate their wish to reach Anghanor (see Negotiate with the Thanoi in "Actions" below), the walrus-men lead the heroes to Anghanor by the most expedient route.

The encounter with the thanoi can be dangerous due to their sheer numbers, and some of the Silvanesti and heroes may fall as a result of bad luck or poor gaming. However, the Narrator should avoid decimating the heroes before they reach Anghanor. If necessary, the Narrator may rule that the thanoi simply overbear the heroes, seize their weapons, and drag them to Anghanor (unconscious, if need be).

Atmosphere

If the heroes are still recovering from their ordeal with Firestorm and his ogres (Act Two: Scene Two), the Narrator may wish to preempt this encounter until the heroes draw closer to their destination. However, the journey across the Frigid Plains is supposed to be perilous, and the Narrator must do everything to make the trip seem as unpleasant as possible. Time should be

taken to mention the stabbing wind, ice in the heroes' boots, blowing snow, and unstable footing. The Narrator may also throw in a few ominous sightings: a large thanoi war band marching in the distance, a pack of winter wolves, or perhaps a white dragon weaving among the clouds high overhead.

To balance the unpleasantness, The Narrator may also develop the relationship formed in Act Two: Scene Two between one of the Silvanesti and one of the heroes. The elf could collapse out of exhaustion, forcing the hero to help him continue onward.

Actions

Arkaryn or Krystalas leads the Silvanesti and the heroes across the vast glacial plain. The ice and heavy snow make travel across the Frigid Plains difficult. Blistering cold winds make travel arduous and painful. The normal movement rate is approximately 16 miles per day (half that for smaller-than-man-sized heroes). If there are injured heroes or characters present, they can travel only 10 miles per day to account for their frequent rest periods.

Rules governing movement rates in winter conditions are given in Act One: Scene One. All movement rates on the Frigid Plains are cut by half.

The Silvanesti renegades, though accustomed to the poor climate, are no better equipped for survival than the heroes. Once in a while, the Narrator should have one of the heroes or characters weaken and collapse in the snow. Crossing the plains without succumbing to the cold weather requires a challenging Endurance action. A failed action indicates the hero has collapsed and must rest for at least 1 hour before continuing.

In AD&D play, each PC must make a Constitution check or suffer fatigue. A failed roll indicates that the character must rest for 2d6 turns or lose one Constitution point. As well, the PC's movement rate drops by three-quarters (minimum 1). A new roll must be made each hour. Constitution can only be regained after rest, at a rate of 1 point per hour.

Due to the harsh winds and savage cold, all physical actions on the Frigid Plains become one degree more difficult than normal. (Thus, a maneuver of average difficulty would become a chal-

lenging maneuver.) The actions described in this section (see below) already include the penalty.

On the Frigid Plains, AD&D characters without protection from extreme cold (such as a *ring of warmth*, *protection from cold scroll*, or *resist cold spell*) suffer a non-cumulative -2 penalty to attack rolls, saving throws, and initiative.

Among the actions which the heroes may attempt are the following:

❖ **Hide from the Thanoi**

Difficulty: Challenging (12)
Action ability: Agility or Reason
Opposition ability: Perception

Comments: Success means that the hero has managed to somehow conceal himself from the roving thanoi hunters, either by hiding in the snow or behind an icy outcropping. The hero may attempt to Gain Surprise (see Book One, page 60 of the FIFTH AGE rules) or remain hidden the following round.

Mishap: The hero is detected and cannot attempt to gain surprise. Moreover, the hero is temporarily blinded by blowing snow, suffering a two-degree penalty on any action executed during the following round.

❖ **Flee the Thanoi**

Difficulty: Daunting (16)
Action ability: Endurance
Opposition ability: Agility

Comments: The hero who succeeds at this action manages to press forward to the point of exhaustion, moving beyond the visual range of the thanoi.

Mishap: The hero presses onward but collapses due to exhaustion. The hero must expend a card from his Hand of Fate to remain conscious; otherwise, he falls unconscious for a number of minutes equal to the face value of a card randomly drawn from the Fate Deck (during which time the thanoi may find him).

❖ **Negotiate with the Thanoi**

Difficulty: Desperate (20) or see below
Action ability: Presence or Reason
Opposition ability: Reason

Comments: Success indicates that the hero has convinced the thanoi not to attack. The Narrator should make the player determine how the feat was accomplished. For instance, the thanoi

may believe that the heroes are mercenaries hired by Gellidus to deliver the Silvanesti renegades to Anghanor for interrogation. The difficulty of this action drops to challenging if one of the heroes happens to speak the thanoi tongue or has magic by which to communicate effectively. The difficulty level drops to easy if the heroes openly display Firestorm's amulet.

Mishap: The thanoi all attack the hero attempting to negotiate unless that hero is wearing Firestorm's amulet.

❖ **Resist the Cold**

Difficulty: Daunting (16)
Action ability: Spirit
Opposition ability: None

Comments: The hero manages to suppress the numbing pain of the Frigid Plains. Fueled by adrenaline or anger, the hero is able to perform all further actions in this scene without the penalty incurred by the savage climate.

Mishap: The hero is unable to resist the cold and suffers frostbite, which costs him a card from his Hand of Fate in addition to the action penalty.

Characters

Thanoi (walrus men): Lost folk, hostile demeanors, Rabble. Co 6, Ph 8, In 3, Es 4, +8 Dmg +8, Def -3, also thrown weapons (spear/+3), immune to cold/ice. There are two to three thanoi for each hero and Silvanesti in the party.

Thanoi (20+): INT low; AL LE; AC 4; MV 9, swim 15; HD 4; hp 20 each; THAC0 17; #AT 2; Dmg 1d6+2 (spear) or 1d8 (tusks); SD immune to cold; SZ L (8' tall); ML 14; XP 175; DL6/30. Thanoi suffer 1 extra hp damage per die from fire-based attacks.

Outcome

Whether the heroes defeat the thanoi, surrender to them, or win their allegiance, they eventually arrive within sight of Anghanor. Proceed with Scene Two.

Slain thanoi may be cooked and consumed as food, but the heroes must cut away thick layers of fat to get to the meat (which is tough and low in nutrition). Only heroes with a nature drawn from a card with a red or black aura would consider eating a sentient race. The Silvanesti have learned to stomach almost anything, including unfortunate but edible thanoi. (Heroes whose nature

is drawn from a card with a white aura would be offended by the very thought.) The thanoi's thick, leathery skin provides adequate protection against the cold, and heroes who drape themselves in stripped thanoi skins negate the penalty imposed by the adverse climactic conditions.

Scene Two:
Wintergale of Anghanor

The heroes approach Anghanor, either by foot or by air. The keep is closely guarded by Gellidus' consort Wintergale, a female adult white dragon with a vain streak and a wicked temper. The heroes must find some way past this terrifying sentinel to enter the keep.

Overview

The heroes either approach Wintergale's domain by land (in the custody of the thanoi, or on their own) or by air (astride the great roc taken from the Sentinel Tower). In either event, Wintergale spots them from her favorite perch on the roof of the keep and engages them.

Getting Started

The Narrator may wish to review the rules detailing dragons and their combat abilities (Book One, pages 108-116).

First Impressions

The Narrator should read the first boxed description to the players if their heroes reach Anghanor by foot (see Scene One above).

Through the blowing snow, you see a large fortress jutting out of a sheer, mountainous ridge just over a mile away. The fortress looms above the frigid plains and looks both staunch and impregnable. As you draw near, you spot an icy bridge joining the fortress to a jagged escarpment of rock—the bridge no doubt the only safe means of reaching the keep. Atop the great parapet of Anghanor, a huge white lizard peers down upon the plain and lifts its wings into the chill mountain air.

Read the following boxed text if the heroes arrive at Anghanor astride the great roc (see Act Two: Scene Three for details).

The great roc drops through the clouds toward the mountains below, its immense wings bearing down on the keep of Anghanor. The fortress protrudes from the side of a sheer, wind-worn mountain, joined to the neighboring rock by a chasm-spanning bridge of stone. Circling overhead, you catch the gleam of a dragon's eye as she peers upward into the clouds. Suddenly, from the snow-covered rooftop of the fortress, a white dragon springs upward, her wings catching the cold, biting air.

The Story Continues

The dragon Wintergale (Talystryn) is ever vigilant when it comes to guarding Anghanor's "secret." She takes her responsibility to Gellidus very seriously and does not like strangers approaching the keep. Regardless of how the heroes arrive, Wintergale spots them. If the heroes are accompanied by the thanoi in Scene One, the dragon flies overhead to survey the catch and allow the thanoi to bring the prisoners closer to the keep. If the heroes are traveling alone, Wintergale descends upon them, attacking with her dragon breath and claws. The presence of the great roc startles Wintergale, for she has never seen a bird that could match a dragon in size. However, she tests the roc's mettle by blasting it with her chill breath from a safe distance.

If the heroes obtained Firestorm's amulet in Act Two: Scene Two, they can present this amulet to Wintergale. Her sharp blue eyes recognize the amulet's dragon emblem immediately, and she grudgingly accepts the heroes as agents of Gellidus. (Wintergale is territorial and keen of senses, but not especially bright.) Presented with the amulet, the dragon is under obligation to allow the heroes to enter Anghanor and use the keep as a sanctuary from the cold. If she sees the amulet, Wintergale snaps her head forward to inspect it closely. Once she is certain the amulet is genuine, she allows the heroes to continue unimpeded, returning to her station atop the fortress.

If the heroes failed to obtain Firestorm's amulet, they must fight Wintergale to reach the keep. She does not accept their surrender and either devours them on the spot or freezes them. Frozen heroes are flown to the roof of Anghanor and left there for later consumption or dropped through an icy

orifice in the mountaintop (leading to the underground cavern), where the frozen remains are devoured by the creatures living in the interior caves.

If the heroes arrive via the magical roc figurine, they must either command the roc to deposit them on the ground or face Wintergale in the air. If the heroes choose to remain aloft, they risk harm each time the roc is attacked. Any dragon breath used against the roc also damages the roc's passengers, and any heroes held in the roc's talons are dropped several thousand feet if the roc is ordered (by the figurine's owner) to engage the dragon in combat.

Atmosphere

Dragons are widely considered the most fearsome monsters on Krynn, and for good reason. Even if the heroes successfully avoid the overwhelming sense of dragonawe (see "Actions" below), Wintergale should be described as a formidable juggernaut with cunning befitting her reptilian nature. She uses the natural elements to her advantage, stirring up snow and bits of ice with her wings, dropping chunks of ice and stone on the heroes from above, and so forth. Heroes attempting to fight the dragon on the ground suffer the same penalties described in the previous scene. Heroes attempting risky maneuvers while astride the roc (or clutched in its talons) may suffer greater penalties at the Narrator's discretion.

Actions

While the heroes may find themselves called upon to enter combat, this particular scene is structured such that the heroes may reach Anghanor without incurring the dragon's wrath, provided they have Firestorm's amulet.

When Wintergale is first sighted, all heroes and Silvanesti must make an average Spirit (Presence) action to avoid dragonawe (see Book One, Chapter Six, page 155 in the FIFTH AGE rules). Presenting Firestorm's Amulet to Wintergale also requires an action, as the hero or character in possession of the item must find a way to draw attention to himself. Heroes engaged in combat may also attempt to Resist the Cold to negate the action penalties brought on by the extreme temperature (see Scene One).

Any hero or character who strikes Wintergale with *Icebane* incurs the

dragon's hatred and wrath. Wintergale is infuriated by the pain of Icebane's wound and viciously attacks the sword wielder until one or the other is slain.

❖ Present Firestorm's Amulet

Difficulty: Easy (4)
Action ability: Presence
Opposition ability: Perception

Comments: Presenting the amulet to Wintergale is enough to assuage the dragon's temper. The amulet identifies the hero (and his colleagues) as emissaries of the Ice Tyrant Gellidus, and even Wintergale realizes that attacking such envoys would be unwise.

Mishap: Wintergale mistakes the hero's attention-getting tactics as a provocation. Wintergale attacks and forces the hero to wait until after the attack before another attempt can be made to display the amulet (at average difficulty this time).

Characters

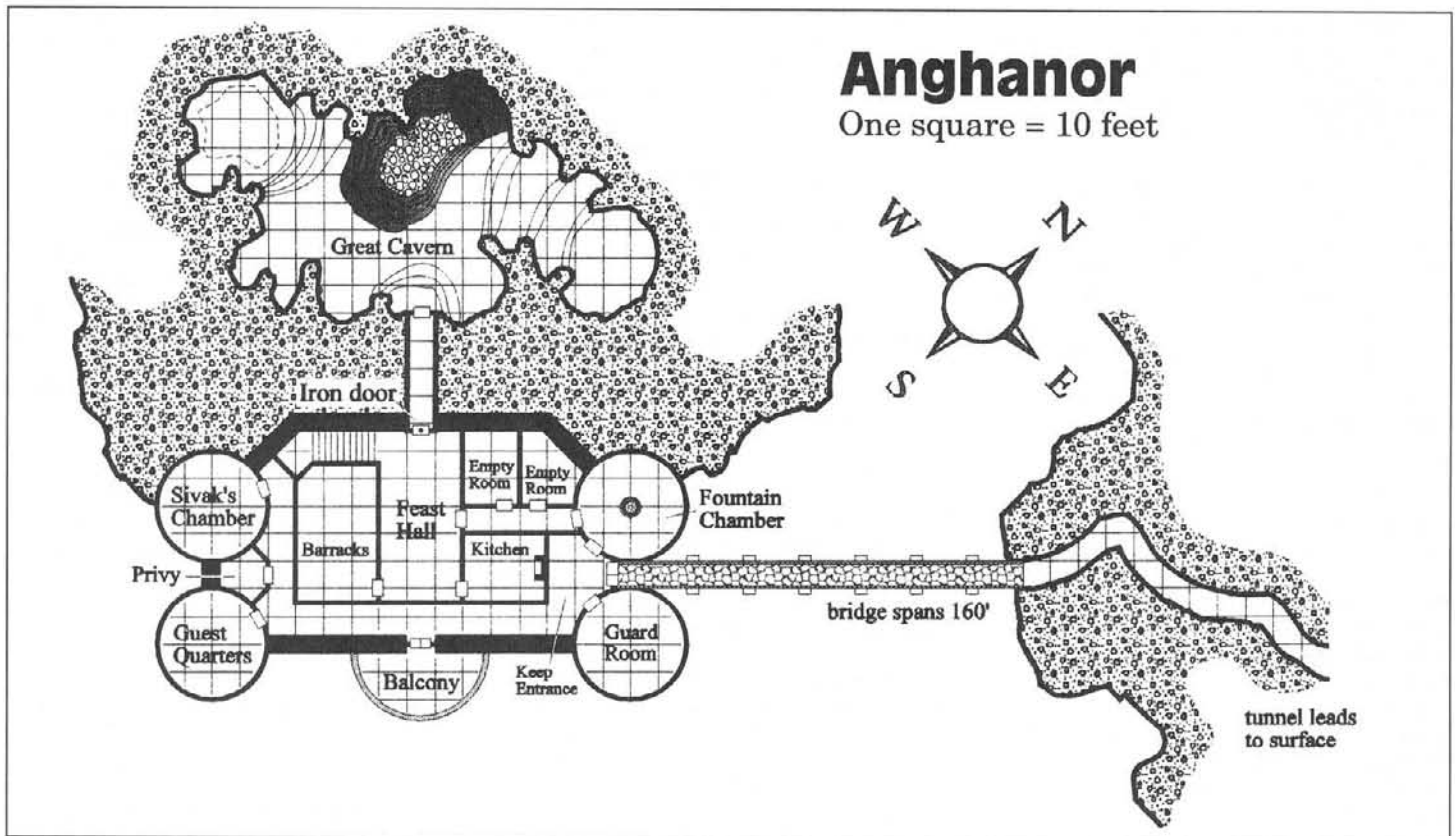
If Wintergale is driven to attack the heroes, any thanoi present from Scene One sides with the white dragon against the heroes (perceiving Wintergale to be the greater threat). Otherwise, the only character present in this scene is the dragon herself.

Wintergale (Talystryn): Mature adult white dragon, female, capricious demeanor. Co 11, Ph 48, In 13, Es 13, Dmg +20, Def -16, also dragon breath, dive attack, sorcery (cryomancy), dragonawe, swallow whole. Wintergale's dragon breath is a cone of super-chilled air and causes damage points equal to her current Physique rating.

Wintergale (Talystryn, mature adult white dragon): INT low (high cunning); AL CE; AC -2; MV 12, fly 40 (C), burrow 6, swim 12; HD 14; hp 91; THAC0 6; #AT 3 + special; Dmg 1d6+7/1d6+7/2d8+7; SA breath weapon (Dmg 7d6+7; cone of frost 70' long, 25' wide at the base); tail slap, wing buffet, dragon fear (+1 to save); cast *shield* once/day and *gust of wind* thrice/day; SD impervious to cold; MR 15%; SZ H (54' body, 50' tail); ML 16; XP 13,000; MM/69 (dragon, chromatic).

Outcome

If the heroes kill or otherwise circumvent the white dragon, they may continue onward to Anghanor. If they are traveling by foot, the heroes locate a tunnel carved into a nearby escarpment



which leads to a chasm-spanning bridge and the fortress beyond. Heroes astride the roc may simply land on the roof of the fortress and proceed from there. Either way, the Narrator should continue with Scene Three.

Scene Three: White Orbs

If the heroes intend to reach Anghanor on foot, they must enter a tunnel at the base of the mountains and traverse an icy tunnel to reach the chasm bridge leading to the proper entrance. If the heroes arrive at the keep astride the roc, they may land on the roof and take the stairs that lead down to the main level.

Overview

In this scene, the heroes endeavor to penetrate Anghanor and uncover the Ice Tyrant's secret. Deep within the ice-cold fortress is a cavern containing the White Orbs: several dozen white dragon eggs hatched by Gellidus' consorts and left here for safe keeping. To reach the White Orbs, the heroes must defeat the keep's guardians—a band of exiled draconians led by a conniving Sivak named Dargus (pronounced DAR-juss).

Getting Started

The full range of combat abilities available to draconians is listed in Book One of the FIFTH AGE game (pages 106–107). The Narrator may wish to review this section.

First Impressions

The scene begins in the tunnel leading to the chasm bridge or atop the roof. If the heroes approach Anghanor via the tunnel, read the following:

An icy tunnel snakes upward through the rocky escarpment, reaching its end at a steep precipice formed by a jagged chasm. A stone bridge arches across the windy expanse, its stones coated by a thick layer of ice. Six stone struts hold the bridge aloft, and they appear quite sturdy, but one cannot discount the stiff wind which feels strong enough to push even an ogre into oblivion.

If the heroes begin the scene on the roof, read the following:

The roc has carried you safely to the rooftop of Anghanor, which is enclosed on all sides by icy battlements. The wind is not particularly strong here, and there is nothing to keep you from peering over the battlements to view the vast glacier which covers the plains of Southern Ergoth. The snow on the roof has been packed down by the sentinel white dragon. A single door lies half-buried behind a snowdrift.

The Story Concludes

Crossing the chasm bridge to reach the keep is perilous (as described in "Actions" below). Entering the keep via the rooftop is much safer, as the heroes can simply push the snow away from the door. Heroes who peer over the battlements also notice a main-floor balcony 30' below and attempt to lower themselves down to it (as described in the "Actions" section). Regardless of the route, once inside the keep the heroes and their elven allies find the keep a bitterly cold place with magically illuminated, unheated chambers.

The fortress is guarded by draconians who do not attack the heroes if

shown Firestorm's amulet. If they pretend to be the Ice Tyrant's emissaries, the heroes may go virtually anywhere in the fortress, but they are not allowed past the door leading to the great cavern, nor does Dargus (the Sivak commander) relinquish the key to the door. If the heroes attack Dargus, the draconians retaliate in force. If the heroes use enchantment sorcery or some other method to trick the Sivak into relinquishing the key (see "Actions" below), they may use this key to unlock the door and reach the cavern beyond.

Keep of Anghanor

The following areas are keyed to the maps of Anghanor.

Keep Entrance. The double doors leading to the chasm bridge are unlocked but difficult to open. Heroes must attempt an average Strength action to force open the doors. The room beyond is devoid of furnishings save for a large shield hanging on the wall across from the entrance. The shield depicts the emblem of the Ice Tyrant Gellidus—a stylized white dragon against a black background (similar in configuration to the dragon depicted on Firestorm's amulet). Crossed beneath the shield are two silver-tipped spears, neither of which is exceptional.

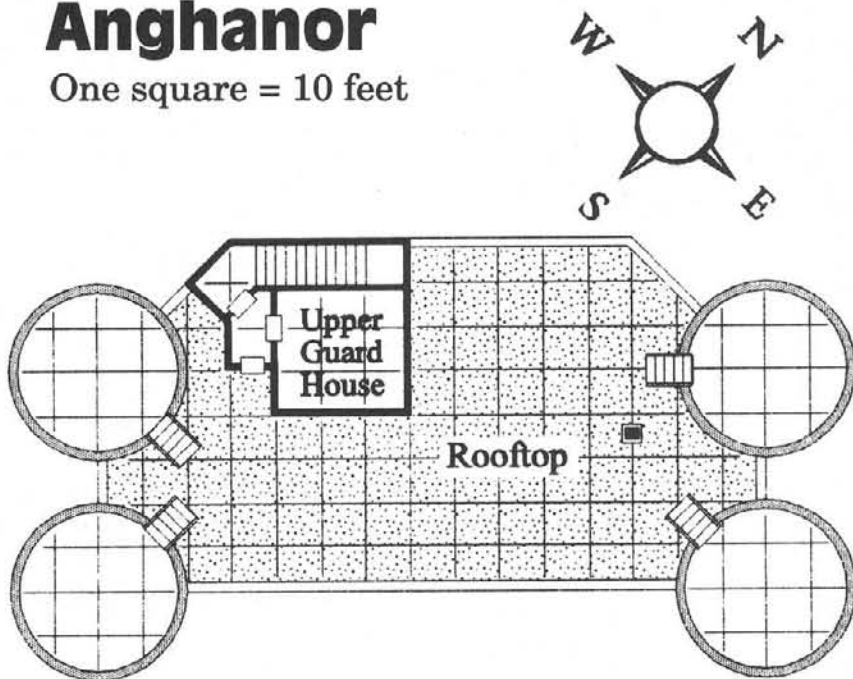
The noise of the doors opening alerts the draconian guards stationed in the circular chamber to the east. They burst into the room one minute after the heroes enter, attacking if the heroes fail to produce Firestorm's amulet.

Guard Room. Unless they have been summoned elsewhere, eight Baaz and three Kapak draconians occupy this chamber. These guards attack the heroes unless they are shown Firestorm's amulet, in which case they tentatively allow the heroes to pass. They fight to the death unless they are called off by Dargus (who resides in the Sivak's Quarters). The walls of the chamber are lined with bunks, and several banners depicting scenes of battle (between the Knights of Takhisis and the elves of Southern Ergoth) hang from the walls.

Fountain Chamber. A fountain of crisp, fresh water springs from the floor of this circular, magically-lit chamber. The water cascades through the mouth of a stone dragon and spills into a 10' diameter marble basin. The water has natural healing powers, and any person

Anghanor

One square = 10 feet



(or monster) who drinks from the spring recovers a number of damage points equal to the value of a randomly-drawn Fate Card. A person can benefit from the spring only once/day, and water that is removed from the fountain loses its magic after one day.

In the AD&D game, the fountain heals 1d8 hp damage, like the clerical *cure light wounds* spell. It is otherwise identical to the fountain detailed above.

Balcony. This snow-covered platform juts out from the fortress 150' above the Frigid Plains. The view of the plains is extraordinary. Groups of roving thanoi can frequently be seen and heard from this vantage point. Heroes may also hear an occasional huff from the white dragon perched atop the roof.

Feasthall. A large stone table dominates this magically-lit chamber. Surrounding the table are dozens of comfortable chairs, some of which have been smashed or overturned by the draconians. The tabletop is littered with bones and scraps of meat.

Four Baaz draconians are stationed here at all times, guarding the Iron Door that leads to the Great Cavern.

The draconians are positioned throughout the chamber and attack intruders on sight. If the heroes have Firestorm's amulet, the draconians watch them closely but refrain from attacking unless the heroes tamper with the locked door.

Iron Door. This heavy iron door built into the northwest wall of the Feasthall is magically locked, and Dargus carries the only "key"—a small iron sphere which must be inserted into a cup-shaped indentation in the middle of the door. The Ice Tyrant Gellidus has enspelled the door so that it is impervious to physical attacks and sorcery, except for the most powerful transmutation magic. Certainly nothing the heroes possess can bypass the door, and there is no visible locking mechanism to tamper with.

The iron door is resistant to *knock* spells and *dispel magic*. A *transmute metal to wood* spell enables characters to hack through the portal, and a *disintegrate* spell removes the door entirely. It is otherwise resistant to physical force and magic.

Kitchen. This chamber is strewn with refuse, debris, and broken furnish-

ings. Copper dishware lies scattered from corner to corner, and the floor is covered with soot from the hearth. There is nothing to salvage here.

Empty Rooms. These areas were once used for storage, but they now stand empty.

Barracks. Heavy wooden bunks line the walls of this large, unlit chamber. The room is large enough to sleep over 40 fighting men with equipment. At the moment, there is nothing of particular interest here.

Guest Quarters. This magically-lit chamber is adorned with four inanimate statues depicting armored knights with swords held high. Opposite the door rests a heavy wooden bed frame, above which hangs a green and gold tapestry depicting the lavish elven city of Silvamori at a time prior to the Age of Mortals, taken from Daltigoth. The tapestry is quite valuable (500 steel pieces).

Sivak's Quarters. This chamber is occupied by the Sivak and his Bozak draconian lieutenants. Dargus and his henchmen are feeding on the blubbery remains of a thanoi offspring borne from the Frigid Plains. The draconians take offense toward any intrusion, attacking immediately. If the heroes show Dargus the amulet taken from Firestorm, the Sivak orders the heroes to leave, offering them no special considerations. If necessary, he fights with twin long swords, while the Bozaks rely on their *flamespit* spells (see "Characters" below) and scimitars.

Dargus wears the key to the door leading to the Great Cavern around his neck. The "key" is a 3" diameter iron sphere fastened to a steel chain and has no other special properties. Dargus has orders from Gellidus not to relinquish the key to anyone. If the heroes ask for it, he attacks them.

The walls of Dargus' chamber are adorned with banners depicting various chromatic dragons (red, blue, black, green, and white). The mosaic floor is patterned to resemble a map of Southern Ergoth, with several key landmarks indicated by stones of certain colors. The floor is also littered with gnawed bones, tusks, and thanoi cartilage.

Privy. This chamber contains little of interest or value.

Great Cavern. Icy stalactites hang from the 50' high ceiling of this roughly-hewn cavern. The floor is uneven and rises to the west and east. In the middle of the cavern, the floor drops away

to form a 30' deep pit, its sides icy and sheer. A cool rush of arctic air enters the cavern from the west.

The large western alcove is partially open to the sky, as there is a large hole in the 50' high ceiling leading to the outside. This opening is concealed from the outside by powerful spectramancy magic (an illusion) cast by Gellidus himself.

The large eastern alcove can be reached by climbing several natural tiers. Lurking in the shadows of this icy cave are two white dragon wyrmlings who recently escaped the confines of the pit. They have since been commissioned by Wintergale to guard the unhatched eggs in the pit and attack any heroes who approach them or get too close to the eggs. Stored at the back of this cave is Wintergale's treasure pile: 1,940 steel pieces, 3,305 gold pieces, 10,866 silver pieces, six frozen *healing* potions (each heals 5 damage points when thawed and imbibed), a *staff of searing* (four charges; emits a 60' long searing ray of heat which causes 10 damage points per hit), and a dwarven *shield of fame* known as *Barrakas* (-6 defensive bonus; reduces damage from dragon breath by half).

In the AD&D game, *Barrakas* is a dwarven *shield* +2 with the added power of protecting the user against various breath weapon attacks (save for half or quarter damage). Wintergale's trove also contains 1,940 pp, 3,305 gp, 10,866 sp, five frozen potions—*extra-healing* (x3), *healing* (x2)—a *ring of warmth*, and a *wand of fire* with four charges remaining.

The central pit contains two dozen white dragon eggs, discounting the two which have recently hatched. The remaining eggs are kept cool by a thick layer of frosted snow. Gellidus' eggs resemble large (roughly 20" in diameter) white pearls and are resilient, requiring 6 damage points to break. Breaking the eggs does not ensure the death of the unborn dragons. Any Silvanesti who are present endeavor to set fire to them (assuming fire is available) or hack the unhatched dragons to pieces. Any attempt to reach or damage the eggs causes the dragon wyrmlings in the eastern alcove to attack.

In AD&D terms, each dragon egg can withstand 10 hp damage before breaking. Edged weapons inflict -1 hp damage per die.

Gellidus has ensorcelled the pit that contains the eggs. Any non-dragon that enters the pit alerts every loyal white dragon within the Ice Tyrant's domain, including Wintergale and Gellidus himself. If Wintergale has returned to her perch atop the keep, it takes her three minutes to enter the cavern via the opening in the roof of the western alcove. Her lithe, serpentine form allows her to drop through the opening in the roof, landing hard upon the cavern floor but suffering no damage. If he obtains *Barrakas* and the magical ring from Wintergale's trove, Arkaryn (or Krystalas) tries to hold off the dragon using *Icebane* and *Barrakas*. If Wintergale reaches the pit, she peers down the hole and belches forth a cloud of super-chilled air that does not affect the eggs but has a good chance of freezing any warm-blooded creature to death.

If the pit is violated, Gellidus himself does not embark for Anghanor but dispatches a legion of ogres from Daltigoth as well as two other consorts (Icicle and Shiver, each with statistics similar to Wintergale's). However, the dragons do not arrive for several hours, and the ogres take two days to cross the Southern Ergoth glacier under forced march.

Upper Guardhouse. This room contains three Kapak draconians and one Bozak draconian. The Kapaks attack with short swords after licking them with their poisonous saliva, while the Bozak snares the heroes in magical webs or attacks with *flamespit* spells.

Aside from the draconians, this chamber contains a rack of ordinary spears (several dozen), a hanging banner depicting the Knights of Takhisis emblem, and a red dragon's horn (worth 1,000 steel coins) held in a carved wooden stand. When the keep served the Knights of Takhisis, the hollow dragon's horn was used by guards on the roof to sound the approach of invaders, alerting the rest of the fortress.

Roof. This is where the dragon Wintergale resides when not scouring her domain for signs of intrusion or defending Gellidus' unhatched brood in the Great Cavern. The snow atop the roof has been packed down by the dragon except a few drifts near the raised tower battlements and the Upper Guardhouse. There is no treasure here.

Atmosphere

The heroes can conceivably reach the Great Cavern without precipitating an all-out battle with Dargus' draconians if they use Firestorm's amulet and claim to be envoys sent by Gellidus. The climax of the adventure takes place in the cavern as the heroes uncover Gellidus' dragon eggs and Wintergale tries to prevent the heroes and the Silvanesti from destroying them. Powerfully dramatic music filled with percussive crescendos would be especially appropriate here.

Actions

There are countless actions the heroes may take once inside Anghanor—too many to account for in this adventure. The Narrator must use sound judgment when determining the difficulty of an unexpected action, leaning in favor of the heroes where necessary. Below are a few actions which may prove necessary to reach the fortress and secure the key to the underground cavern. All other actions should be handled judiciously by the Narrator as needs arise.

❖ Crossing the Chasm Bridge

Difficulty: Easy (4)
Action ability: Agility
Opposition ability: None

Comments: The icy bridge arches over the chasm, but any hero who makes a successful action can cross the bridge safely. If the hero fails the action, he slips and must spend a minute regaining his footing, at which point another attempt can be made at average difficulty (8).

Mishap: A mishap for this action indicates that the hero has been swept off the icy surface of the bridge by the wind. Any hero who plunges into the chasm loses four cards from his Hand of Fate; if the hero has fewer than five cards, he is killed by the fall.

Crossing the bridge requires a successful Dexterity check. Failure indicates the PC was swept off the bridge to his death (barring the use of feather fall, levitate or similar spells).

❖ Scaling a Wall

Difficulty: Challenging (12) or Average (8)
Action ability: Dexterity
Opposition ability: None

Comments: Anghanor's walls are icy and difficult to scale, but heroes

may wish to climb from the main floor balcony to the roof (or vice versa) or use their climbing skills to safely descend the pit in the Great Cavern. If the action is successful, the climb was completed without injury. If the wall is roughly-hewn, consider the action of average difficulty; if the wall is smooth, the action should be considered challenging. Failure indicates that the hero may make a second attempt at a difficulty level one degree higher; if the second attempt fails, the hero simply cannot scale the surface.

Mishap: The hero falls. The hero either suffers 3 damage points for every 10' fallen or, at the player's discretion, loses the card of lowest value from his Hand of Fate plus one additional card for every 25' fallen.

The AD&D rules for climbing sheer, icy surfaces are given in the *PHB*. Only thieves may attempt to scale smooth walls without mountaineering equipment.

❖ Charming or Bribing the Sivak

Difficulty: Varies (see below)
Action ability: Spirit
Opposition ability: Spirit

Comments: If a hero tries to charm Dargus with a *mentalism* spell, the difficulty level varies depending on the way in which the spell is invoked. (See Chapter Five, Book One of the *FIFTH AGE* rules.) Any attempt to bribe the Sivak should be considered a daunting Spirit action unless Dargus is offered a weapon of renown (or greater), in which case the difficulty level drops to challenging.

Mishap: Dargus attacks the hero immediately, fighting until he or the hero is slain.

Characters

To reach Gellidus' eggs, the heroes must overcome two white dragon wyrmlings and the draconian guards. The final battle in the Great Cavern may also involve Wintergale.

Blizzard and Frostbite: White dragon wyrmlings, vicious demeanor. Co 8, Ph 15, In 4, Es 4, Dmg +7, Def -4, also dragon breath, dive attack, sorcery (cryomancy). The dragons' breath of icy-cold air causes damage equal to their current Physique.

Blizzard and Frostbite (white dragon hatchlings): INT low; AL CE; AC 4; MV 12, fly 40 (C), burrow 6, swim 12; HD 5; hp 31, 26; THAC0 15; #AT 3 + special; Dmg 1d6+1/1d6+1/2d8+1; SA breath weapon (Dmg 1d6+1; cone of frost 70' long, 25' wide at the base), tail slap; SD impervious to cold; SZ M (4' body, 3' tail); ML 15; XP 3,000; MM/69 (dragon, chromatic).

Twelve Baaz draconians:

Draconians, vigilante demeanor, Rabble. Co 8, Ph 6, In 6, Es 7, Dmg +4, Def -3, also thrown weapons (spear/+3). When a Baaz is slain, its body turns to stone. The hero who delivered the killing blow must attempt an average Agility action lest the weapon remain trapped in the petrified corpse for one hour, until the draconian's remains crumble to dust.

Baaz draconians (12): INT average; AL LE; AC 4; MV 6, glide 15; HD 2; hp 10 each; THAC0 19; #AT 2 or 1; Dmg 1d4/1d4 or 1d8 (long sword); MR 20%; SZ M; ML 15; XP 120; DL6/28. When a baaz reaches 0 hp, it turns to stone. If anyone hits the stone form of the baaz, he must make a Dexterity check at -3 or his weapon becomes stuck. The statue crumbles to dust 1d4 rounds after turning to stone, freeing the lodged weapon.

Six Kapak draconians:

Draconians, cruel demeanor, Rabble. Co 8, Ph 6, In 5, Es 7, Dmg +3 (short sword), Def -3. A Kapak's poisonous saliva causes paralysis unless the victim makes a challenging Endurance action. Kapaks are known to coat their blades with the saliva. When a Kapak dies, it dissolves into a 10' diameter pool of acid that causes 5 damage points to exposed flesh.

Kapak draconians (6): INT average; AL LE; AC 4; MV 6, glide 15; HD 3; hp 15 each; THAC0 17; #AT 1; Dmg 1d4 (bite) or 1d6 (short sword); SA poison (causes paralysis for 2d6 turns); SD acid pool; MR 20%; SZ M; ML 15; XP 270; DL6/29. Kapaks coat their blades with poisonous saliva (requiring one round). The venom lasts three rounds but affects only the first opponent struck. A kapak reduced to 0 hp turns into a 10' diameter acid pool which dissolves material at a rate of 1" per round and causes 1d8 hp damage.



Three Bozak draconians:

Draconians, sadistic demeanor, Rabble. Co 6, Ph 6, In 7 (49), Es 7, Dmg +5 (scimitar), Def -4, also webs (escape requires an average Agility action), aeromancy, pyromancy. Bozaks crumble into dust when slain, leaving behind a pile of bones which explode one minute later (5 damage points to every creature in melee range). The Bozaks have 49 spell points each and favor a pyromantic spell called *flamespit* (see below).

Flamespit spell: This spell allows the Bozak to "spit" forth goutts of fire (near missile range) causing 5 damage points each. The effect is instantaneous and affects single targets within range. Flammable objects are alighted, and individuals set aflame must put out the flames immediately or suffer equal damage in consequent combat exchanges. This spell has a difficulty level of 12. Each casting of this spell costs 12 spell points.

Bozak draconians (3): INT high; AL LE; AC 2; MV 6, glide 15; HD 4; hp 20 each; THACO 17; #AT 2 or 1; Dmg 1d4/1d4 or 1d8 (scimitar); SA spells; SD +2 to saves; MR 20%; SZ M; ML 16; XP 420; DL6/28. Spells:

change self, icebolt (variation of *magic missile* but otherwise identical in effect), *shield; flamespit, web*. When reduced to 0 hp, a bozak crumbles from its bones which then explode for 1d6 hp damage (affecting everyone in a 10' range; no saving throw). The *flamespit* spell allows the bozak to spit a 20' stream of magical fire at a single target once/round for two rounds, inflicting 2d4 hp damage per gout (save for half damage).

Dargus: Sivak draconian, aggressive demeanor, Novice. Co 10, Ph 12, In 7, Es 7, Dmg +12 (two long swords/+8), Def -5. The Sivak attacks with both swords freely and bursts into flame when slain, inflicting upon its killer 10 damage points from burns.

Dargus (sivak draconian): INT high; AL NE; AC 1; MV 6, glide 15; HD 6; hp 34; THACO 15; #AT 3 or 2; Dmg 1d6/1d6/2d6 (claw/claw/bite) or 1d8+3/1d8+3 (swords); SA +2 damage with melee weapons (Strength bonus); SD +2 to saving throws; MR 20%; SZ L; ML 17; XP 1,400; DL7/30. Dargus wields two long swords +1 and wears the "key" to the Iron Door around

his neck. When Dargus slays a humanoid of his own size or smaller, he can assume the appearance of the victim and maintain this form until he chooses to revert to his true state. When reduced to 0 hp, Dargus bursts into flame, causing 2d4 hp damage to all within 10' (no saving throw).

Outcome

If the heroes and the Silvanesti renegades destroy the dragon eggs, they have only a few hours to escape Anghanor before Gellidus' dragon consorts arrive. The heroes may seek refuge inside the keep itself, but in two days the fortress is approached by several dozen ogres from Daltigoth. A safer locale might be the Sentinel Tower—a place all but ignored by the Ice Tyrant's marshals—but this structure offers only temporary solstice. It's only a matter of time before Icicle or Shiver spots the tower while scouring the plains for signs of the escaped dragonslayers.

The most expedient route of escape is the roc figurine taken from the Sentinel Tower. The heroes and their Silvanesti allies can use the roc to deliver them

anywhere in Southern Ergoth. However, the figurine can be used for only eight hours at a time and has but a few charges. If he is still alive, Arkaryn recommends that they head south over the Last Gaard Mountains (back toward Silvamori) or west toward Castle Eastwatch, a Solamnic outpost. If Krystalas has ascended to lead the Silvanesti by virtue of Arkaryn's death, he uses the roc to travel westward, knowing there are other Silvanesti hiding along Southern Ergoth's warmer coastline and on the westward island of Cristyne. Krystalas knows that Gellidus will not rest until he finds those responsible for the destruction of his brood.

Epilogue: Winter Heroes

If the heroes were instrumental in the completion of the quest, the Silvanesti honor them by inviting the heroes to join their struggle for freedom. Relationships which may have formed between the heroes and the elves may continue to blossom (or perhaps degenerate) in future adventures set in the Ice Tyrant's domain or the neighboring lands. If Arkaryn and Krystalas were both slain in the course of the adventure and the heroes agree to help the Silvanesti in their campaign, the surviving elves may honor the heroes further by giving them *Icebane*. Arkaryn's sword has a proud legacy, and the elves can think of no better way to show their friendship than to bestow the weapon upon one who is deserving.

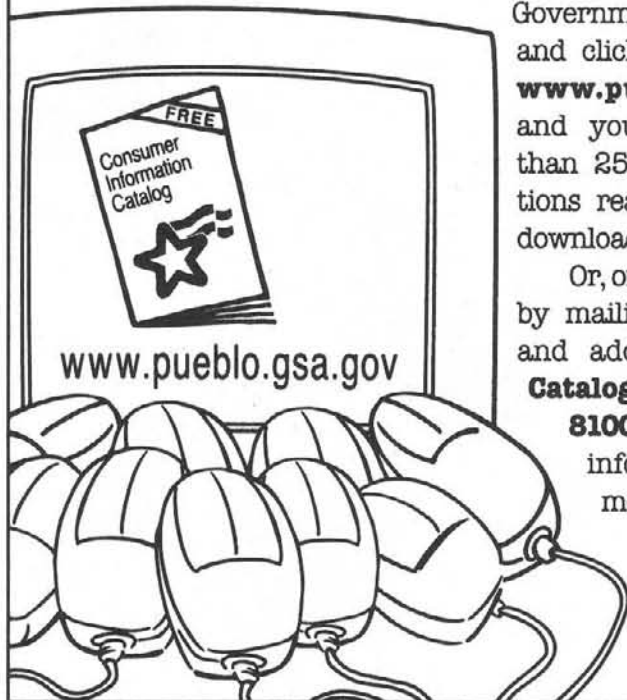
If Arkaryn is still alive, he keeps his sword but promises to accompany the heroes wherever their adventures take them, serving them as a warrior or advisor when required. The Narrator may even allow a player to assume the role of Arkaryn in future FIFTH AGE adventures. Finally, heroes all go up one Quest after completing this adventure. If this takes them into a new category of Reputation, they can attempt to improve in one of their six abilities, as explained in Chapter One of the Book of the Fifth Age (Book One in the FIFTH AGE boxed set).

The PCs should receive 10,000–15,000 XPs for destroying the white dragon eggs, to be split evenly among the characters. Additional experience points may be given for exceptional role-playing and ingenuity, at the DM's discretion. Ω

9 out of 10 mice prefer it.

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