

GLACIAL RIFT OF THE FROST GIANT JARL

A Fantasy Hero adventure for 4-8 characters of between 1000-1100 points



Originally released as module G2, this continued the popular *Against the Giants* series that was reprinted several times in compilations by TSR and Wizards of the Coast. The PCs have finished defeating the Ogres in the Steading and with clues found at that site they have moved on to the next step in the conspiracy to find out what is going on.

Again, Fantasy Hero does not have the Heinz 57 flavors of giants, and Jolrhos Deep Elves are nothing like the evil Drow of Grayhawk so the story is slightly different, but the adventure is much the same. Again, while the original G2 module published in 1978 was little more than a quick introduction and a few maps with a key, I've attempted to flesh out this adventure a bit more and made the story more sophisticated.

This adventure is set in the mountains again, the GM can feel free to put it in his world in an appropriate place, but it should be within a few days travel of the *Steading of the Ogre Cheiftain*, in the same mountain range if possible. This area is even further from civilization, with the Giants ranging far to raid and attack humans and elves.

Against the Giants and *The Glacial Rift of the Frost Giant Jarl* (Module G2) are copyrighted by Wizards of the Coast for their D20 system D&D. This adventure is significantly altered from the original work, but still retains enough to be recognizable and I want to give Gary Gygax and WOTC full credit and due respect for their works.

This is the original introductory text to the G2 module, modified slightly for the new setting:

Leagues East from the forest locale of the Steading of the Ogre Chief, amidst the tallest mountain peaks, is the stronghold of Grugnur, Lord of Frost Giants. As frost giants have been among those who have been in the reaving bands, the party is to deal with them as they did the Ogres: death and destruction are to be meted out to the frost giants in the same measure they gave these things to the peoples below.

Those members of the party who have participated in the raid upon the Steading should know by now that their most important mission is to gather intelligence as to what or who is behind the unholy alliance of Ogre and Giant. Any such information gained is to be delivered by the fastest means to the nobles sponsoring the expedition, while the party is to follow up clues in order to prosecute offenders. Any treasure taken is to be kept by the party; this is their reward for the perils they must face-and they are bound to face many in the weird ice caves and rocky caverns of the Jarl. The evil root is deeply grown here, far worse than among the Ogres.

GETTING THE PCS INVOLVED

If the PCs have just completed scouring the *Steading of the Ogre Chieftain*, then getting them involved in this next stage should not present much of a challenge to the GM. There needs only be a return to the powers that hired or requested the PCs take action, some time to heal, train, reequip, and rest up while the information they gathered is examined, then another mission to deal with this greater, apparently command level threat.

Another option is to have the PCs drop into this level of adventure without dealing with the previous step. If your adventurers are too powerful for the *Steading* to provide sufficient challenge, this is a more attractive option than retooling the entire module. The Glacial Rift is a dangerous place where a powerful team of adventurers can find a worthy challenge. They might come upon the giants in their travels or be in a mountain village that is raided, then track the giants back to their lair.

A third option is to have the PCs hired by someone to get an item from the Giants. This would be an adventure totally unrelated to the conspiracy and the growing threat these evil creatures pose to civilization, but it would be a useful option for characters less inclined toward deeds of renown and nobility. This item would be hidden away in Grugnur's secret treasure stash of course, which in the process would reveal these Giants to be more than they seem.

A Fourth option is to have the PCs hear about the hero Liencyn who died in the Glacial Rift, either by reputation or a shared acquaintance. He was well-liked and was known to have some items of power. The PCs might be hired or asked to find out what happened to him, or decide to look into the matter independently.

Finally, the PCs could be visited by a Valkyrie and charged with defeating the growing evil with its demonic roots by request or even command of the Lord. This is best used with a group that has at least a Priest or Paladin in its midst, who would feel compelled to take action. Such a team might even get a few *Evantine* items to equip them against the horrors they will face.

However the PCs become involved, the GM should run a few adventures set in their world in the area. The trip to the *Glacial Rift* from the *Steading* should be a hike of several days into higher and more rugged terrain. There will be the usual environmental concerns, although the GM should take care to avoid cold and ice as threats or they might seem less significant or interesting in the *Rift* its self.

SURROUNDING AREA

When the PCs reach the general area of the Glacial Rift, the GM can use this section to give the characters a feel for the region, some adventure before they reach the actual lair of the giants, and a place to stay, heal, and repair at.

There are two kinds of events in the Surrounding Area of the Glacial Rift. The first is the random event, occurrences that happen as the characters travel. These can be skipped entirely, but they will add some interest to travel and fill out the time the characters are on the move. They also serve to entertain the GM by making each adventure unique and somewhat unpredictable. These include random encounters.

The second are prepared events, set encounters and happenings that the characters interact with at specific times. The GM should use these, as they will give the basic and important features of the region. It is through these that the characters will find the Glacial Rift its self as well as the alpine village of Fost which can act as a base of operations for the PCs.

GENERAL FEATURES

This entire adventure is set high in the mountains, at and above timberline. It is snowy this high almost year round, and will be when the PCs arrive. The whole mountain is at temperature level -1 during the daytime and plunges under -3 at night at times. The trees are small and more sparse at this height, and great rock formations are visible jutting up dark in the snow. There are established paths and roads up this high still, flattened, wider areas that lead up into the mountains. The elves used to maintain these roads but they have since become snowed in, landslid, and otherwise marred.

Now travel is not quite as easy, but there is one main road that leads up to the general area of the Glacial Rift that the PCs followed. Now all that is left is a series of trails through the woods and the snow. Ruts of wagons can be seen in some of the snowy areas since it has not fallen for a few days: wagons of people fleeing the area.

At this height, herbs are few, -1 to any herbalism roll. Only mountainous or Timberline herbs can be found which are few and rare. Food will be hard to come by from hunting as few animals stray this high up and what waters there are simply are too small and sparse to sustain fish (and usually are frozen). Thus, any survival rolls are at -1 to the skill.

RANDOM EVENTS

The GM who uses this section should roll a D6 every hour of travel or at any interval they find useful. If a 1 results, then a random event takes place; roll 2D6 and consult the table below.

2: LOST SUPPLIES!

The characters notice that some of their supplies are gone. 2D6 rations are gone between all the characters, through a hole in the bag or theft by someone at some point. Although the area might have food if someone has survival skill to discover it, it will take some time each day to collect food. If the GM is feeling particularly cruel, this could be items like potions, herbs, or other one-shot, small items that were being kept for emergencies.

3: FOG

At these altitudes, clouds piling up against the mountains and causing fog is not a rare event. The fog causes all range modifiers to be doubled and negates any sight beyond 12". All hearing perception rolls are modified by +1, the fog lasts D6 hours or until the next weather change, whichever comes first.

4: GIANTISH PATROL

A small patrol of giants is out looking for trouble and checking on human or elf activities in the region. The patrol consists of two giants and two Ice Vorax, which will be fairly easy to spot even at long range (unless it is already foggy, in which case they will be easy to hear). The giants will not notice the PCs as easily as they notice the giants, who are +4 to perception rolls due to their size.

However, the Vorax are low and mean and have keen senses; they may sense the PCs sooner. Roll luck/unluck; any level of unluck means that the characters are upwind from the creatures, and they have +2 to smell the PCs, otherwise the characters are downwind and harder to notice. The PCs can try to hide although the Vorax will likely notice the smell of adventurers and try to find them. They cannot track but have a keen sense of smell, and any tracks in the snow are not hard to miss, even for a giant. The giants will use clubs at first, trying to capture the PCs, but if that doesn't seem to be possible they will change to spears and attack with them instead. Each giant has fur armor (area 8-14) and a club and spear of giant size. The giants also have 3D6 sp and 5D6 cp in their bags between them.

5: GRISLY MONUMENT

The giants who raid this area are particularly evil, wicked creatures who glory in causing terror and pain. As a result, part of what they do in the raids is try to cause fear and dissent among the local people. Each of these is a pile of rocks with bodies of people crushed and rotting between them, torn to pieces. Children in particular are left near the top with their bones crushed and twisted. Blood is frozen all over the rocks, and the entire monument is frozen solid as a single ten foot high mound of horror. This may be the first indication that something is definitely wrong in the area that the characters run across.

6-8: RANDOM ENCOUNTER

Roll on the random encounter table below or select a creature.

9: FLEEING FAMILY

The PCs hear a commotion ahead, and can spot a wagon and a few people in it, fleeing the area. The wagon is wheeled, but the wheels are lashed down and set on skids for the ice and snow of this area. Two draft horses draw the wagon, which is piled with earthly possessions. There is a man, his wife, and two young children on the wagon, and they are leaving the area as quickly as they can. They do not want to stop, but anyone who makes a successful persuasion, conversation, or oratory roll (or presence attack against 8 presence or better) can get the family to, briefly. This is Yen and Hanse with their children Gretchen and Jensel. They used to live in a town up the road that is now rubble, and are headed to safer climes.

Hanse can tell the PCs a little: about three months ago, the local giants began to raid further and further from their base, which is somewhere up in the glaciers above timberline. They are led by a horrible monster of a giant named Grugnur, and his giants are like none that have ever been in this region. They are cruel, evil monsters who raid and destroy, spreading terror. Grugnur is said to eat the children of families before he kills them all, and he has a band of Giant Magi he leads to destroy all settlements in the area.

Yen wants to know why the king isn't doing anything, why the lords don't seem to care about them. The children are silent and huge-eyed, they are scared by the giants and awed by the PCs. Yens and Hanse believe they are the last survivors of the entire area, and they will not stay longer than a few minutes unless physically or magically restrained.

If the GM wants a particularly grim, dark campaign, the PCs can later find the smashed wagon or a Grisly Monument with the family among the dead. This might be sad and wrenching but it also will lend a sense of the personal to the evil of the Giants.

10: SMASHED CARAVAN

Here the PCs find a few wagons who were running for safety, and did not make it. There are burned, crushed wagons and carts thrown about like toys, partly covered in snow. Bodies of the dead families lie in the snow and ruins, partly burnt and even some partly eaten. Goods and ownings, all that remains of the lives and dreams of several families, lie scattered on the ground: beds, dressers, toys, dishes, tools, pictures, and so on. There ought to be at least one poignant discovery; perhaps a young couple who died hand in hand, a little girl clutching a toy close to her, or an old man holding a painting of a loved one.

As the PCs examine the wreckage (there is 2D6 copper missed by the giants if they are ghoulish enough to loot it), each of them should make a perception roll at -2 (generic roll, if anyone makes a roll for any of their senses, they succeed with that one). Anyone who succeeds spots a little boy half frozen bundled up in furs and in the shelter of an overturned cart. He tries to scuttle away but is so cold and stiff he can't move very fast. The boy is named Coren, and he's all that's left of the caravan. Four families were in this group, fifteen total people.

If the PCs look around they can only find seven bodies plus Coren, but he won't say what happened to the others, he just looks particularly frightened and cries. They weren't taken slaves. Coren might be a bit of a burden, he's an 8 year old boy with no combat skills, but he is good company and might come in useful later if taken with the PCs. At the very least he knows the basic layout of the mountains, including where the old towns were and where the rift is said to be, up high on the slopes of mount Arostfæa.

11. GIANT RAID

The Giants are looking for the town of Fost. They know there's one more town they haven't destroyed, but for some reason they cannot find the place. A group of Giants are out in strength to find this last toehold of human strength in the area before they move on to demolish the lowlands. This raid consists of four Ice Vorax, two Frost Giant Magi, and Frost Giants equal to the party in number. As in event 4 above, the PCs are much more likely to notice this group than they are to notice the PCs, particularly are there are so many giants (+2 additional roll). The Frost Giants are armed with spear and dagger, as well as two large rocks each.

This is likely a group the PCs will want to let pass, they might be able to defeat such a powerful raid, but it ought to be at least a significant challenge to them, and it will be much easier to just hunker down and let the monsters pass. The Vorax will again spot the PCs, but the raid is after bigger game and will ignore tracks and the interest of the Ice Vorax in this case.

12: BLIZZARD!

This is a very severe snowstorm combined with extremely low temperatures and high winds. This is the kind of weather nothing wants to be out in. All survival rolls are -2 in this weather, visibility is reduced to 5" and all ranged attacks at any range are at -2 OCV. The howling winds are so loud that hearing perception rolls are all at -2 as well. The blizzard lowers temperatures to a point that is lethal, dropping the normal temperature by 1 level, and anyone caught in the direct wind and slashing ice feels the temperature at an additional -1 level. Due to the cold and ice, anyone directly exposed to the storm will suffer 1 body lost per minute unless they have life support vs cold. The blizzard lasts for D6 hours, during which it is folly to move around at all; no random events will happen during this storm.

RANDOM ENCOUNTERS

The GM should choose or roll on this table whenever the Random Event table or personal whim directs an encounter. The results may not be a direct attack, it may simply be a sighting of a creature at range.

ROLL	RESULT	No.
2	Avalanche Owl	1-2
3	Rageclaw	D3
4	Wargs	D6+1
5	Frostboar	D6+1
6	Ice Vorax	D6-1
7	Snow Striders	D3
8	Grizzly Bear	1-2
9	Griffin	D3
10	Yeti	D6+1
11	White Sludge	1
12	Bain Sidhe	1

PREPARED EVENTS

Most of these events have text boxes included in the descriptions, the GM should read these to the players as the event occurs, as directed in the text below.

RUINS

This Event should be used early upon the arrival of the PCs. It will help give some characters additional motivation to take action and drive others to find out and destroy the cause of this evil.

As you draw close you can tell something is wrong here. The blackened skeletons of homes stand stark and black against the snowy background, the wall broken down and scattered, and no sign of life whatsoever tell the tale: this village is dead. A layer of snow lies over the area, undisturbed in a placid blanket. Here and there in the ruins of this village a body, half eaten and frozen solid lie partly covered with snow. Something destroyed this area and all who lived in it.

This is a village that was wiped out months ago, no one made it out alive. This is what the Frost Giants under Grugnur do to the local people. There is nothing of value in the village, and the ground is frozen solid, burying the locals will be challenging. If Coren (from the random events) is with the party, he identifies this village as Alpen.

DRAGONSIGN

This can happen at any time, but should be used before the characters find Fost.

[if the PCs have any mounts] Your mounts become nervous, staring wildly around, scampering and shivering as you try to control them. Something has them spooked, and as you look up, you see what it is:

High in the deep blue sky you see the unmistakable figure of a dragon on the wing. It is very high, yet the shape is still recognizable, its silhouette dark against the sky with wide spread wings. It seems to be wheeling against the sky without purpose, flying just to fly.

The dragon will, if not disturbed, eventually fly toward Mount Arostfea and go out of sight (it is one of the white dragons that lives in the Glacial Rift). They don't get out very often, so they use the time to stretch their wings. If the PCs are on mounts, they will need to make a riding roll to calm their ride. If they fail, the mount will be unresponsive the rest of the day, -1 to all riding rolls to control it and to all skill rolls it has, if any. If the roll is failed by 5 or more, the mount bucks them off and runs away, taking D6x10 minutes to recover. The GM should check for a random event in this time period.

RUINED LODGE

This can be used at any time, particularly when the PCs need a place to stay or a reminder of what they are up to. This lodge is about a mile from Fost and the Glacial Rift.

Ahead of you is a large structure in a clearing, partly collapsed and burnt. Snow lies on the timbers, spilling inside, and there is no sign of habitation.

This is a hunting lodge for a now deceased lord of the area. It was attacked by the Giants and quickly taken, and only partly destroyed. Within the lodge is enough shelter that the characters can get warm and even cook meals safely. It can be used as a temporary base for exploring the area, as only half the lodge was damaged enough to make it unsafe. However, each day the characters stay in the lodge, there is a chance some scout will see smoke from the lodge and alert the Giants.

Thus, check each day, starting with an 8- chance and going up 1 per day (9- the next day, and so on) until the Giants show up. When they do it will be two Giants and two Ice Vorax: a patrol. They check the place to see if anyone is there, and if this group does not come back to the rift, the next day a double size patrol plus a Frost Giant Mage will check it out.

Within the lodge are comfortable beds, fireplaces, a full kitchen, and so on. There is a well inside kept magically from freezing with fresh water, and a large supply of wood for fires. There is little treasure left, but there are 87 arrows, 14 spears, 10 small shields, and five medium longbows as well as a large supply of good quality wine. There is also 12D6 in silver worth of art treasures such as sculptures, musical instruments, rugs, paintings, and so on. Hauling all this out would take a large wagon at least.

Coren, if he is with the party, tells them that this was Lord Apren's lodge, but he was killed by the Giants. None of the PCs have heard of House Apren (it is small and local) unless they make an area knowledge roll by 3 or more.

If anyone starts a fire in the lodge, there is an 11-chance per day that Merinath from Fost will spot the fire and investigate. See below for information on Merinath

MEETING MERINATH

This should take place before the PCs find the Glacial Rift of the Frost Giant Jarl, but after they've seen a destroyed town. Merinath is an elf that lives in Fost, and he scouts around for survivors of the Giant raids on a daily basis. He is the friend of Liencyn the hero from Fost and is also looking for some clue about his fate.

Merinath is cautious and will not immediately contact the party. He does not know why they are here or what their intent is, so he will watch them for a while. If he sees clear information that they are here to help the Giants or somehow do evil, he will leave them and warn the others. If he sees some clear act of good, such as rescuing Coren, attempting to bury the dead of the ruined town, or attacking the Giants, he will contact them as soon as it is safe to do so.

A figure steps out from cover wearing a white outfit dappled with gray and black. He has a cat with him that is similarly colored, as big as a large lynx. The figure pulls his hood back, revealing elfen features and he gestures in greeting.

Merinath talks to the party a while, trying to determine more about them. He is trying to find out if they can be trusted with the secret of Fost and what their power level is. If they seem completely irresponsible and haphazard, he will just tell them some basic information about the area (Giant raids, destroyed towns, not safe to be out in the open) and if asked where the Glacial Rift is to be found.

If they seem decent enough but he cannot get a clear read on their trustworthiness or character he will offer to assist them a while, traveling with them. Merinath is the equal of a Ranger from the Jolrhos Bestiary, armed with a medium selfbow and longsword, wearing Fenen armor and has a Felpurr follower. He will take this time to probe their nature and tendencies, assisting them honestly and openly with their tasks unless they do something truly evil, at which point he'll leave them. If they prove to be of good character and to be trusted, he will lead them to Fost, see below.

If the party is clearly mature, noble, capable, and of good character, he will spend the time with them until morning, then offer to guide them to a safer place. He will disappear for several minutes at a time, scouting ahead and using his limited magic to find out how safe things are, then show up and lead them further. This is the *only* way that the party will ever find Fost, otherwise it simply is too well concealed magically.

FOST

This should happen only after Merinath has contacted the party and has decided they can be trusted with the secret of the town. Fost is located about a mile from the Rift.

Merinath leads you to a rocky chasm with a broken bridge leading across it. Snowy boulders tumble into the crack in the ground, and the area looks unstable and loose. Merinath walks up to the edge of the chasm and turns around to you.

“You must tell no one about this place. Until the evil of the Giants is scoured from these sacred lands, this must remain a secret, hidden from their foul gaze. You must promise.”

If the party refuses to promise, Merinath looks very disappointed, then leads the party on ward, acting like he’s trying to decide if he should let them in on the secret that is coming up further down in the valley. If the characters try to use telepathy or coercion, Merinath turns out to have incredible will power: 15 mental defense and resistance.

If the party agrees, he touches each of them on the forehead, between the eyes, and tells them to close their eyes, then open them. As the party opens their eyes, this is what they see:

The chasm and the rocks waver and fade, revealing a town on a flat area where the entire scene was. The area is flat and clear, and there are many alpine buildings of wood and stone built in the area. There is smoke from chimneys, some figures moving from building to building, and animals moving about in pens. This is a whole inhabited town, cloaked by magic from any perception, right in the middle of the Giant territory!

Fost is a small town, set out in a circular pattern. It has just over eight hundred souls living in it, elves and humans mostly with a few dwarves. This was once a human town but it has grown considerably over time as refugees from other settlements were quietly and carefully slipped in. Nobody is supposed to leave the town except a select few most trusted souls, which is why the party was examined so closely. The town is not as powerful as the PCs, they could not keep them

in town even if they wanted to. Fost is laid out in a radial pattern, with the most important building in the center. It was partly destroyed in a Giant raid, then concealed with a dying mage’s final spell. Undetectable through any senses by a mighty illusion, Fost will stay this way until the Giants are finally destroyed and the magic can be lifted.

To maintain the spell, each day the local mage uses his power to feed the magic a bit more, and a single fire burning in the center of town is kept lit. If this fire ever goes out or if the mage cannot spend 10 mana to keep the spell going, the illusion will fade and cannot be replaced.

The various numbered areas of Fost are detailed below.

1. GENERAL STORE

Old man Generson keeps a dry goods store, just like he did for decades before this all started. His supplies are running a bit low, and he’d appreciate any sort of new goods brought in, but he’s got enough for another year or so. Blankets, clothes, grain, candy, dishes, and so on can be bought here. He used to be able to order nearly anything but all trade has been cut off. Generson has 13 silver and 87 copper hidden away in a box under his bed.



2. HERO'S HOME

Liencyn, local adventurer and hero lived here. He set out a few weeks ago to see what he could do about the giants and has not returned. He is famous for various deeds of valor, and in fact was quite powerful. He has a dragon's head hanging by chains as a chandelier in the main central room and various trinkets from a life of adventure such as a claw from this beast, a shattered amulet from that lich, and so on. Liencyn took his most powerful treasures with him, and while some were destroyed, the best are still on his body in the glacial rift (area 27, upper level). Still in the home is his treasure chest with 253 cp, 78 sp, four gems worth 31 sp total, and three *Potions of Healing*. The chest is locked at -3 penalty to pick, but the key is in the nightstand by his bed. No one has disturbed Liencyn's home, nor do they care to have anyone else do so. If anyone breaks in and is caught they will face expulsion from town, or death if the town can pull it off. The hero is very revered.

On the other hand, if the party returns his remaining goods (and particularly his bones) to town, the people will be very grateful and will insist the party keeps the ring and sword (especially the ring, which they fear).

3. SMITHY

A dwarf named Gunnar works here tirelessly, doing all the work required for the little town, then more work on his time off. He's a capable smith, with a 13- roll and spellsmithing to work felstone and bloodiron. He will welcome more challenging work that repairing Mrs Keene's frying pan, and the first time out will work for half price! Gunnar has 89 sp and 250 cp nested away under his anvil.

4. MAGE'S HOME

The local mage Gerwyn lives here. He is an apprentice Castle and Commerce mage around 68 years old and is no adventurer. He uses his magic to make his life easier, having retired here from a lucrative job in the local city. Gerwyn can do some minor magical service for the PCs, and as long as they're fighting the giants he'll do it for free. If they seem to be loafing around town or causing trouble, he'll start to charge for materials and components, etc: 1 sp per real point of the spell. Gerwyn has no magical items and only 14 sp and 7 cp to his name, since he really doesn't need money.

5. MAYOR'S HOME

Although nominally in charge of Fost, Mayor Denken avoids conflict and tends to let things more or less run themselves. If confronted with a crisis he'll call a meeting and let the majority decide. If pinned down, he'll tell people to come back later. In short, he won't make decisions, and is mayor only because he keeps good books and nobody else wanted the job. His home is modestly kept but large and in good shape. Mayor Denken's wife has 37 sp in jewelry, but in coin the man only has 15 cp, as he gets everything for free as part of the job.

6. MERINATH'S HOME

Merinath is rarely home, but this is where he sleeps when he is. The place is fairly empty, with only the bare minimum in furnishings, as he prefers to be outdoors in the wild. Merinath has no money hidden away and little on him (3D6 cp). There is a work station with a lot of good quality fletching and bow making equipment (+1 to bowmaking skill).

7. THE ETERNAL FLAME

Here is where the spell that keeps Fost hidden is maintained. The home is shaped like a C and in the courtyard is a large fire that is kept burning at all times. The children of Fost love to feed the fire, and have been restrained to throwing wood on it in shifts at certain times of day because they were overzealous. This was the home of a fairly powerful mage, but it was not where he kept his treasure. It is now just a nicely fitted two story home of unusual design in the center of Fost. His name was Oleander, and he is greatly revered as well, as he fell defending the town and guards it still.

8. INN

There are four inns in Fost, serving the locals. Each one is a comfortable local pub with a few rooms and a serving room. Each brews its own ale and gin, and claims to have the best food in town. In reality, each is interchangeable, whether the Snowy Peak, the Sleigh Ride, or the Cascade, they are just an average Inn. The PCs can stay and eat at any of the Inns for free, as they want the business and the people who will flock to see the adventurers.

9. THE TEMPLE

Although the Priest died fighting the Giants in their initial raid (alongside Liencyn and Oleander they were able to repel the Giants at the cost of two of their lives), his Acolyte still tries to carry on work. However, she's not very well trained and has limited ability. The Acolyte is named Carynth and she's just 23 years old with the burden of the entire town on her shoulders. This is a temple of light, and she tries to bring comfort and hope to the people as well as more practical effort like purifying food, healing the sick, and curing illnesses. Carynth can cast Lesser Cure, Balm, Diagnose, Purify, and Slow Toxin. The temple has 75 sp in furnishings and coin, but stealing any of it results in a curse that causes -1 to all skill rolls and CV until the money is returned and some penance is done, like serving the temple a year. Carynth does not charge for her services, and the town keeps her well supplied with food, clothing, and affection.

10. PCS HOME

While the PCs stay here, they are given this home to call their own. It is a smaller two-story affair with four rooms and a kitchen, but is good enough to stay at for a while. There's no rent and the local ladies make food three times a day for free, although the Inns want the PCs to stay and eat there instead and will tempt them with booze and even possibly female companionship.

THE ADVENTURERS IN FOST

While the PCs stay in Fost and keep up the appearance of working on the Giants, they are treated as celebrities. Children chase after them and ask them endless questions, the ladies all think they are dashing, daughters try to catch their eye (or sons, as the case may be), the locals want to hear stories, and everyone is just amazed with everything they do.

If the party shows signs of lollygagging or slacking off, the reception becomes cooler, the food less often and lower quality, and finally they tell the PCs to go to the Inn, which will expect payment for their services.

If the party manages to destroy the Giants, they can stay at Fost forever without any pay, and are considered great heroes. Children and grand children are told the tales of these brave heroes, and their fame will grow and spread.

TIMBERLINE

This should be used the first time the PCs climb up into the mountains above the timberline, up beyond where most trees grow.

The air here is thin and cold, and without the protection of even the stunted trees and bushes below, the wind is even more biting. There is not much around besides deep snow, rugged rocks, and the few plants clinging to life against the icy stone. Here and there bluish Helvorn pines can be seen, thriving in the cold, the only trees that grow above this level.

The area is a wasteland of open blinding whiteness set against the gigantic slopes of Mt Arostfea, but the Giants have few sentries set out to spot intruders. They rely on their own might and the guardians within the *Rift* its self to protect their home.

At this height the temperature is an additional -1 TL, and the air is thin. Climbing up the mountains has been tiring, but each night has been refreshing and the characters wake, ready for action again. However, as they get higher, the air pressure and effort begins to get to them. The thin air causes the characters to use 1 endurance per phase even when not active in any other tasks. Their Recovery is reduced by 2 points as well (minimum 1) while in this high air. If the characters spend the night in this altitude by morning they are acclimated well enough that these penalties fade by morning.

THE GLACIAL RIFT

This is when the PCs find the Giant's lair. It is clearly marked by the trail of huge feet tramping the snow and ice down, and the chasm can be seen as a rent in the huge glacier along the face of the mountain. There is nothing growing here whatsoever, just ice and snow in various shades.

The area is a wasteland of open blinding whiteness set against the gigantic slopes of Mt Arostfea, but the Giants have few sentries set out to spot intruders. They rely on their own might and the guardians within the *Rift* its self to protect their home. Within the Rift is the Jarl of the Frost Giants, and the key to this lair follows.

THE GLACIAL RIFT KEY

The Glacial Rift of the Frost Giant Jarl is a wide chasm in the glacial ice at the top of Mount Arostfæa pierced in the lower area with various caves. A lesser ledge leads around the rift to several pocket caves which forms an upper level of sorts. Each slopes slightly downward with occasional rough steps four feet high and rounded off that combine to bring the paths from a height of 250 feet above the bottom of the Rift at their beginnings to about 150 feet at their far ends to the south. The two paths are indicated by slender arrows. The dark outline is the Rift itself, and the openings along it are the entrances to the caves and tunnels in its face.

The PCs can enter the rift either by the main trail of very obvious giant tracks marked with a large arrow on the map or by climbing along the glacier and climbing down to the ledge. The glacier is very slick and smooth above the rift, and is unsafe to travel on. Whipped smooth of snow by near-constant winds, the trip is dangerous and difficult. Movement without some kind of device to move on ice (something local peoples might have to sell or give the PCs) requires a DEX roll every minute at -1 per 1" of movement speed over 2". Failing the roll results in the character sliding in a random direction for D6" per point failed by. This might pull the PC over the edge of the rift into its depths.

Climbing down into the rift is a -1 roll due to winds and little purchase on the ice. There is a drop of 75 feet to the first ledge at the entry to the rift, dropping to 175 feet at the far end. The icy surface at the ledge is hard, a straight normal die roll for damage. The ice at the bottom of the rift is rough and jagged, doing killing damage.

The rift its self is open to the sky above and is bitter cold. Although sheltered from the winds and storms, it is still quite windy and remains at -2 temperature levels. There is no running water in the rift except where noted, and all unprotected water will freeze in short order. Any liquids such as alcohol will become slushy in a matter of hours.

Caves and caverns will have ceilings from twenty-five to forty-five feet high, while tunnels and passages will be from twenty to thirty feet high.

The floor of the rift is made up of chunks of fallen ice, spikes of stone and ice pointing toward the sky, and buckled, massive cracked blocks of the glacier. The winds are so strong here that the temperature level drops to -3 and it is impossible to maintain a normal torch or open flame. Visibility due to snow and pieces of ice is reduced to ten inches, and all range modifiers are doubled.

Unless otherwise noted, a faint greenish light from magic by the Frost Giant Mages allows normal vision. The entire upper area of the rift is made of ice, and any area effect lightning or fire special effects will vaporize part of the area they go off in, creating an icy vapor that fills the area for D6 turns, reducing vision to D3" per phase and range modifiers by -2 additional.

Several caves marked "b" are blocked off with huge boulders. Each of these boulders weighs 1600 pounds, not particularly troubling to the giants but a significant barrier to ordinary PCs. None of the caves are marked, and other than a few footprints in the eddying thin layer of snow there is no indication of what any room is. The map the PCs found (if at all) in the



UPPER AREA

Each new area entered, roll a D6. Also roll this once more when the PCs camp or spend a lengthy period of time in a room. If a 1 results, then a wandering monster has come by. Consult the table below:

ROLL	RESULT	No.
1	Ice Vorax	D3
2	Yeti	D6+1
3	Giant	1-2
4	Ogre	D6+1
5	White Sludge (giant)	1
6	Snow Striders	D6+1

ENTRY: The large arrow on the map indicates the area the giants use for moving into and out of the rift. There is a sentry here, hidden under snow, but the GM should immediately check for a wandering monster, if one results, it is a giant that comes out of the rift as the PCs approach. The sentry is an Ice Elemental who can clearly see the heat of the PCs as they draw within 10", and it will attack when they are within 3" of it. It is very well concealed, having made it's roll by 6. The elemental will attack any intruders until dead or 3 turns of combat have expired, at which point it falls into a pile of snow.

1. GUARDROOM ICE CAVERN

Four frost giants lair in this place at all times to prevent any unauthorized use of the south passage. If any combat is going against them, one of their number will flee down this passage to give the warning of intruders to the guards at areas 9 and 10. In addition to the giants, the room contains four piles of hides, four giant sacks, and a pile of rocks and ice chunks totaling 12, for hurling. The guards will certainly hurl missiles if they are not immediately forced into melee. Their treasure is at area 6. Note that the giants in area 2 will hear sounds of combat here and rush to aid their comrades (and vice versa).

2. GUARDROOM ICE CAVE

Three frost giants wait here on standby guard. If they hear noise from area 1 they will rush there to help; conversely, if they are attacked they will raise a cry to bring the guards from area 1 to aid them. There are three piles of sleeping skins and two bags in the cave. Under the third pile of skins is a silver belt worth 16 sp. One giant wears a jeweled chain on his wrist (a 30 sp necklace), and one sack holds 412 cp. There is an ample supply of boulders and ice blocks at hand for hurling at opponents.

3. EMPTY ICE CAVE

The ceiling of ice here hangs with icicles due to former heat that caused temporary melting in this room. Any loud noise in this room has a 11- chance of causing a storm the icicles to plunge to the ground below as an area effect attack centered on the source of sound. Each icicle does a 1 1/2D6 armor piercing attack, attacking each hex with an OCV of 0. Each DCV hit beyond the required 3 means an additional icicle hit the victims in that hex.

4. SMALL ICE CAVE

This cave is the den of five Ice Vorax: a mated pair and three half grown pups (half physical stats, defenses, and damage). If any of the young are killed, the parents go enraged and target the one who killed the pup with +1 OCV -2 DCV, and +10 strength. This berserk period lasts one turn at most. Bones and shreds of fur and cloth litter the floor.

5. ICE CAVERNS

Frozen corpses of eight mutilated victims are standing in this room like eerie, bluish statues. Each one is frozen completely solid. They are frozen in blocks of solid ice eight feet tall attached to the floor around the walls of this cave. Each block of ice has 3 defense and 14 body before it is broken enough to access the body within. Each one has a piece of treasure within it. However if fire is used to melt the ice, the jewelry and the scrolls are destroyed. Hacking at the blocks makes enough noise that the GM should check for an encounter every other ice block. Weapons such as swords and staves will do half damage against the ice; they just aren't made to cut through ice.

Within the ice blocks are these treasures:

- Dwarf: Mithril Battleaxe
- High Elf: long case at its feet containing a *Wand of Lightning Column*
- Human: a jeweled belt worth 70 sp
- Human: scroll tube with *Scroll of protection from fire*
- Dwarf: spilled pouch of gems at feet (37 total worth 1 sp each)
- Wolfen: *ring of fire resistance*
- Human: sack with burst seam showing silver, a total of 14 sp and 7 cp
- High Elf: *Velune* chainmail but the enchantment was botched, it is mail of vulnerability

6. ICE PROVISION CAVE

Various pieces of frozen meat, some bales of cloth, piles of hides, and a few odd boxes and barrels of foodstuffs are stashed here. The third barrel moved will reveal a hole filled with 30 sp four gems worth 10 sp each, and a silver tube (worth 3 sp) holding a *Scroll of Greater Cure* in it

7. CAVERN

This natural rock cavern is covered with ice formations, so unless the party pays particular attention only the lack of the light will tip them off that they are no longer surrounded by solid ice. There are four big heaps of furry hides near the southeastern end of the place (more, if Ogres from the Steading survived and relocated here). They cover four Ogres who await audience with the Jarl. Although asleep they are miserable and sleeping poorly so they have a -2 hearing penalty to hear noise. Any Ogres who awake will give the alarm to their fellows in area 8 as well as attempting to give the party the slip and warn the giants too. Each ogre has from D6 sp and 1d4 gems worth 1 sp each.

8. SOUTH CAVERN

Ogre mercenaries serving Jarl Grugnur dwell here. There are currently twelve ogres here. All fight fiercely. Also in the place are five chests, twelve sacks, and three barrels, as well as many piles of the usual skins and hides used for beds. The second chest contains an ear collection, and the fourth holds 130 cp, 21 sp, and 792 ip. sack #9 contains six pieces of silver jewelry (1D6 @ 1 sp value) and eight pieces of gold jewelry (2D6 @ 18 cp value). The first barrel contains skulls. Hidden under the tenth pile of skins are two *potions of healing* and a gold armband with an inset ivory and amber bear (jewelry value 20 sp-7 sp if damaged). The latter is a pass to the Jarl.

9-10. CAVERN GUARD COMPLEX

Giants here are always alert. The position of each guard when the characters first enter is shown by a circled number on Map Three. These guards will cooperate and attempt to set up ambushes by having those in area 9 retreat eastwards into area 10 via the north passage, fighting all the way, while those in area 10 move clockwise into area 9 to come up into the rear of attacking forces.

9. NORTHWEST CHAMBER

Four frost giants keep a sharp lookout here. Each has his regular weapon plus a boulder ready at hand, with plenty of additional boulders piled near the west entrances (guard positions one and four). These giants carry no treasure, having stashed it in the adjoining room (area 10).

10. SOUTHEAST CHAMBER

Four more frost giants wait here. Each wears an armband just like the one described under the entry for area 8. Eight bags are piled into the southeast corner (near guard position eight), each holding 2d6 sp. There is also a rock ledge about nine feet off the ground which has a stone box on it; inside this box are six more armbands and a pouch of twenty-one gems (base value: 1 sp each). The stone box cannot be seen by a human-sized creature standing on the floor; he or she will have to climb, fly, levitate, or otherwise get far enough off the ground in order to see it at the back of the stone shelf.

11. CAVE OF BONES

This place is the disposal area for unwanted bodies and similar refuse tossed into the place by the various giants in the upper area. Although it certainly appears that there might be some treasure scattered amongst all the bones, in truth there are only a few coins - 1D6 each of iron, copper, and silver - and some broken weapons, pottery shards, and the like. It takes a full turn to search a ten-foot square area, and the sludge from the adjacent area (cave 12) will come into the place to look for expected food when they hear noise. Roll 1D6 each minute to see if the sludge arrive, with a 1-in-6 chance so their so doing (plus a cumulative +1 each subsequent minute).

12. LOWER BONE CAVE

This place has many bones and skulls littering it and serves as the lair of five white sludge. These creatures feed on the leavings in area 11. They have but one treasure, a naturally shaped piece of reddish-purple amethyst (worth 50 sp) which resembles a toad. The giants put it on a protuberance in the middle of the cave, leaving offerings at it in case it is a god. The Sludges rest on small ledges from eight to twelve feet above the cave floor, and they will ooze down and savagely attack anything that touches it.

13. ICE CAVERN

This place is the home of a band of yeti who act as scouts for the frost giants. The six yeti here have no treasure. The yeti leader (hp 31) at location "A," however, has a dragonbone club with a Chilling proc. He fights with this weapon, crushing foes and freezing them with the icy blasts. The yeti leader also has a hoard of eleven ivory tusks (40 lb weight, 8 sp value each) under a mound of snow.

14. MISTY ICE CAVE

Escaping hot air from somewhere beneath filters into this place, making it full of damp, cold fog. The stuff cuts visibility to one game inch, and the floor is very slippery (DEX roll to remain standing with each move, +1 for each 1" movement slower than 3", -1 for each 1" faster). Roll luck/unluck if someone falls, if they get any levels of unluck they drop an item each level that slides off into a crack in the ground, dropping somewhere into the bowels of the earth: forever lost.

15. ICE CAVE

This cave is empty and is not used by the Giants. The cave entry is too small for the giants to comfortably enter (ten feet wide at most, seven feet tall), and the room is left empty. Characters could use this as a harbor and a place to recuperate and rest, but any light will be visible from the entry.

16. OUTER SLEEPING AREA

Four Frost Giants sleep in piles of furs here. Each has a -3 PER roll to notice any sounds.

17. UPPER SLEEPING AREA

Four more sleeping Frost Giants.

18. MIDDLE SLEEPING AREA

Six Frost Giants sleep here. At the back of this cave is a spring of water about two and a half feet deep, kept clear by heat from beneath it. This is the only source of liquid water in the entire Rift complex.

19. LOWER SLEEPING AREA

Four Frost Giants sleep noisily here.

20. ICE STORAGE CAVE

This area is full of large and small pieces of frozen meat. Some of the areas are clearly parts of various folk races such as arms and legs.

21. ICE CAVERN

A rune is carved into the icy floor clearly shows that this place is to be shunned. Any party member able to speak the language of frost giants will immediately understand this as a dire warning (or some spell to translate written languages). Only ten feet beyond the west bend of the cavern, the walls appear to be crusted with rough old ivory. This is a large patch of Death Lichen, a strange growth that absorbs heat from nearby creatures. Any character within 1" of the plant matter suffers a 1D6 Body and Constitution drain every 4 seconds that also does a 1D6, 2 Defense CON-based entangle. The drain recovers every five minutes if the character is kept warm, otherwise it recovers per day.

The floor is dotted with mounds of what look like old snow with the ends of bones sticking out of them. These are the bony remains of various creatures, covered by the growth. There is no treasure.

22. GUARD ICE CAVE

Two frost giants are stationed here; one watches at the cave mouth while the other naps on a pile of hides. Each is armed, and eight throwing boulders are within reach in the cave. Both giants have a sack, but neither has any other treasure.

23. GUARD CAVE

Four frost giants rest here. One giant watches down each passage while the other two sleep on heaps of skins. Each has his weapon and four boulders to hurl. There are four sacks in the cave but no other treasure.

24. VISITOR'S CAVE

Five Ogres are camped here awaiting a summons from the Jarl. The cave has five heaps of hides and Ogre-sized bags. Bag #4 has a gold-inlaid skull with a report from Chief Nosnra to Jarl Grugnur inside. This is a pass to the Hall of King Snurre as well, and the biggest hill giant knows that they are bound south to the realm of the fire giants after seeing the Jarl so as to take a message to the Fire Giant King. Each hill giant wears a fur cloak worth D6x10 sp, but weighing 10kg each

25. VISITOR'S CAVE

Five Trolls have come here to pay their respects to the Jarl and to see how well the frost giants are doing in their war on humankind. They will report their observations to other trolls if they get the opportunity. They fight only if attacked. Each has a great stone club and three rocks handy. Hidden amongst the five piles of skins in the cave is a jeweled crown worth 150 sp (made up of nine gems worth 10 sp each plus 60 sp worth of platinum) which they intend to give to the Jarl as a gift if he appears to be strong.

26 SPECIAL VISITOR'S CAVE

This location is warmed somewhat by volcanic activity and lit by dim reddish light. In it are three fire giant messengers who have delivered their message and are about to depart for their own land. There are three huge piles of furs and skins in the place, a rude table, a bench, three stools, a large brazier, and three sacks, each with 30 sp plus the usual contents. The strongest fire giant (+2 body) carries token of the Jarl's fealty to King Snurre: a solid silver statue of a bear, rampant, with topaz eyes (worth 5 sp

each) and ruby fangs (eight gems worth 5 sp each), worth 60 sp altogether). The statue is carried in a padded bag at his belt, intended for the trip to the king tomorrow.

27. ICE SPIDERS

This area of the bottom of the rift has seven Snow Striders that have been tended and fed carefully to keep them nearby to guard the floor. They have no treasure, but have built a huge communal web on the floor here, making the broken blocks and chunks of ice seem smoothed over like snow. This will be immediately noticeable as it looks different than the rest of the rift floor for an area roughly round, measuring around seven game inches across. The spiders will come out of hiding and attack anything that disturbs the web, two of them are on the walls on either side of the ramp. A number of skeletons are around this icy den. One is of an elf with a *Ring of Swift Doom* still on its bony finger. Nearby it lies a Felstone Bastard Sword; a *Giant Slayer* sword. The skeleton is that of Liencyn, who slipped on the ice, fell in the chasm, and was devoured by one of the Sludges. He would be known in the area and his fate is something of interest to the locals, as well as his fabulous treasure. If any large amount of heat such as a Fireball is used to kill the Spiders, then these two treasures are lost, sunk into the melted and refrozen ice and impossible to find.

28. SNOW COVERED DOME OF ICE

This formation is an oddity in the jagged, stabbing ice crystals, broken chunks of glacier, and rocks that litter the bottom of the glacial rift. Smooth as glass, the dome is ten feet tall and twenty feet across, with a round opening at the floor. Within this area is a jagged hunk of Ebon as big as a footlocker that looks like a meteor. It is imbedded in the ice and looks like it melted in place. One section of the Ebon facing the door is flat and angled, if any character places their hand on the stone they are contacted by a powerful demonic force.

The force has an Ego of 23, and it engages in a battle of wills with the character who touched the stone. If the battle is won by the character, he is flung backward D6" and screams horribly.

He has resisted the evil but has nightmares so bad he cannot recover any long term endurance for five days, -1 day for each 5 Ego he has (round down).

If the character equals the battle of wills, he is able to talk to the demonic force for a short period of time and learn something, but when he breaks off is seized with uncontrollable trembling that acts as a 2D6, 2 defense CON-based paralysis.

If the character loses the battle of wills, he is subject to a mind control of 10D6 that tells him to kill his or her friends. The demon knows from the contact who this is and what their purpose is, so it doesn't bother with trying to trying to control the character, it just wants to spread fear, dissent, and betrayal. The character will immediately turn and attack the weakest character in the group. He will fight to kill. The mind control will degrade over time, granting +1 to the ego roll to break free per step up the time chart. The exact level of control required to force the character to kill his friends will vary upon the character in question, but most should require Ego+20 or Ego+30 levels. When the character breaks free, he will suffer from the nightmares described above under a successful battle of wills.

However, if the character equals or loses the battle of wills and breaks free of the control, they will remember some facts about the demon.

First: the demons are possessing the leadership and some members of these races through contact points like this one

Second: there are three groups of said contacted creatures, of which this is the second

Third: there is a demonic representative somewhere working as an advisor to the creatures and coordinating their efforts.

Any spell cast in the Ice Dome will have an additional side effect if the roll is failed: it summons a blender that attacks the caster for each 20 active points in the magic. Magic Skill Rolls are at -1 and all spells cost 1 more mana due to the corruptive influence of the Ebon. All healing spells do 1D6 less healing and regeneration is reduced by 1 body. It is just an unhealthy place to be.

There is nothing of value in the ice dome, although this chunk of Ebon would in theory sell for quite a bit... if you could avoid its corruptive effects and poison. As the PCs leave this area, roll for an encounter. Something will have been attracted by the characters and their actions in this area.

29. WHITE SLUDGE

Two of these monsters are in the Rift, one at each spot marked 29 on the map. They control their territories and attack anything they encounter. Each is double the normal size of an ordinary Ice Sludge due to age and ready food. Their write up is at the end of this adventure.

30. SINKHOLE

An ice-coated sinkhole at this point, around twelve feet in diameter and a hundred feet deep, gives access to the white dragons' lair (Lower Level, area 2). The chute is very slick as it is coated in ice, and is -3 to climbing rolls. A character could in theory climb down this to the Dragon Lair, but the chute comes out in the ceiling of a very large cave.

LOWER AREA

This area has basically natural formations with some rough-hewn connecting passages and enlargements made here and there. Passages are about twenty-five feet high. Roofs of small caverns are thirty to forty feet high, those of the large caves forty-five to sixty feet tall. Light in this area comes from torches and from greenish light cast by stones the Giantish mages have enchanted (mostly nearest the Jarl's quarters). Survivors of attacks on the level above will most likely make a stand in the Grand Entry cavern (area 1) if still in relatively good shape, or attempt to hide in the abandoned Storeroom (area 3) if injured or hotly pursued. Places marked with a "b" on the Lower Level map indicate passageways blocked with boulders (see page 3).

This area is not as bitter cold, as it has no wind. The temperature is still quite low (Temperature Level -2) but the air is still and clear. Again, each new area moved into, roll a D6 and if a 1 results, consult the table below for a random encounter:

ROLL	RESULT	No.
1	One Frost Giant and D3+2 Ice Vorax searching for possible intruders	D3+3
2	Ogres on an errand for the Jarl	2D6
3	Three Frost Giantesses and 3 Ogre servants out for a walk	6
4	Four Frost Giant guards out making the rounds	4
5	Ogres with meat for the Dragons, flee in the face of danger, but roll again in D6 minutes as they have raised an alarm.	D3+2
6	Snow Striders hunting for food	D6+1

1. GRAND ENTRY CAVERN

This place is obviously meant to be impressive, as its walls bear carvings of battle and hunting scenes in bas-relief. These carved scenes show giants slaying enemies, hunting dragons and other fearsome monsters, and so on. Torches burn at intervals along its length. Note: the boulder closing the passage to the west is well-concealed and looks much like the normal cavern walls, requiring a sight perception roll at a -2 penalty to spot.

2. VAULTED CAVERN

The noise of moving the boulder which closes the place off from the rest of the complex will awaken the mated pair of white dragons kept herein. An adolescent male named Icothrax rests atop a heap of treasure: 1200 cp, 2732 ip, 296 sp, eight silver boxes filled with ivory (weight 300 lb each, value 45 sp for the ivory plus 15 sp each for the boxes themselves), an alabaster statue of a winged woman worth 40 sp, seven white marble statues of D6 silver value each, a scattering of 1900 gems worth D6 silver each, eleven pewter serving pieces of 2D6 copper worth each, twenty four various weapons (including a *mithril dagger of accuracy*), twenty seven urns worth 3D6 cp each, and sixty one bottles and flasks including D6+1 random potions.

Icothrax is a smaller dragon but still fully a dragon. He refuses to sully his voice with human speech, and may be thought stupid because of this by adventurers. He knows no magic, but enjoys flying with strafing attacks until he starts getting low on Endurance.

2a. DRAGON'S LEDGE

This area is a ledge about thirty feet above the floor of the cavern with a shallow recess in the back. Here rests a female dragon somewhat older than Icothrax named Quenyis. She likes to hide and watch who enters, and if it is a Giant or Ogre, she will stay where she is and watch quietly. The Giants every month bring more treasure to the pair of dragons, and the Jarl and his lady personally feed the dragons with food brought to area 1 by the Ogre servants, including occasional prisoners. Quenyis will speak Morianic if the visitors seem unusually intelligent and reluctant to attack, but is not friendly in any real sense. She likes the Giants and does not care for humans. She will use spells from her ledge to assist her mate and then swoop to attack from behind. Hidden on her ledge are the best gems that have been brought in: eight 10 sp opals and four 14 sp diamonds. In the ceiling of this cave is a hole that leads all the way to the rift far above and thus out into open air, but the dragons don't use that much as they can wait lazily for food.

3. ABANDONED STORAGE CAVE

This room contains some remnants of a few carcasses, broken boxes with spoilt provisions split sacks with freeze dried grain, casks of frozen wine, and ale barrels that have been stove in.

4. DESERTED CAVERN

Broken items of giant-sized furniture litter this place-tables, benches, stools, chairs. Sooty wall cressets hold burned-out torches. Three skeletons of frost giants are plainly visible near the center of the cavern. Some 40 sp are scattered around these bones, spilled from a rotted sack. Note that the monsters at area 4b will attack any creatures poking around in these bones.

4a. STONE RUBBLE

Another frost giant skeleton rests here, half-buried under stone rubble. Clearly, the giant was attempting to flee north from the cave-in of a passage to the south (behind the rubble) but failed to make it and was killed by falling rock. One of the giant skeletal hands clutches an iron tube with a map which shows areas 1,2,3, and 4 of this level. Area 1 is labeled (in Common) as "Grand Entry," area 2 as "storage", area 3 as "provisions", and area 4 as "great hall of the Jarl." The map also shows a passage leading south from this chamber (now blocked with rubble) which after some sixty feet reaches a complex of ten caves and caverns, various barracks rooms, the Jarl's private chamber, and a treasure room. Of course, this map is a fake, a ruse cleverly laid by the Jarl's advisor magi.

4b. HUNGRY AND SLITHERING

Six Rimefang snakes live here. They are very hungry, and seek to kill and devour any creatures entering the caver, forcing themselves to wait only long enough for intruders to be distracted by the glint of gold and lure of bone in the center of the main cavern.

5. ENTRANCE CAVERN

Hidden by a slab of stone from prying eyes, this is the actual entrance to the Jarl's complex. It is always guarded by two large frost giants with weapons and throwing stones. One attacks any unauthorized intruders while the other sounds a great iron horn hung on iron chains from above. The horn requires a full phase to reach, and another phase to wind.

6. MAGES' CAVERN

This room is the home of the two Frost Giant magi who serve Grugnur. They are possessed by demons just as he is, and are every bit as evil. They have had their minimal magical ability boosted considerably by the demonic possession and are dangerous foes. They have some treasure, including one *Potion of Health* each and one has a *Staff of Rulership* with 3 charges left in it that he will most certainly use.

7. GUEST CAVERN

A torch-lit place adorned with tapestries, this comfortable chamber has skins and hides covering the floor and a bed heaped with soft pelts. Furnishings include a chest, a bag, a table, two chairs, and a small cabinet here. The Giant who is the current guest has just agreed to join the Jarl as his chief henchman. The chest holds 110 sp, and the giant wears a silver belt set with ivory and gems (one 10, two 5, four 1 sp gems and twelve 5 cp gems).

8. PRISON CAVERN

Several torches light the place dimly. A Giantess named Banhildh, comely to those of her ilk (and strong as any male of her kind), is chained on the north wall with huge manacles at wrists and ankles. She is from a more civilized clan that does not seek violence upon smaller races and rejects the evil of the Frost Giants. A fur rug in the middle of the place bears a table and two chairs. Upon the table are heaps of food on six golden platters (worth 50 sp each but weighing 10 kg each) and in three silver bowls (worth 1 sp each). Two huge flagons of ivory set with gems (six gems apiece, worth 1 sp each) have been filled with fine wine; the scent from the food and wine fills the chamber. These have been set to tantalize her into submitting to the Jarl's will and becoming his leman. She will join and assist any team that frees her and treats her well, otherwise she will just leave. She has no equipment, but can pick up some from the giants that are defeated. She also knows some elemental magic that she'll use to assist the party as well.

9. SERVANT'S QUARTERS CAVERN

Sixteen ogres dwell here at the present time. They each have their own pile of hides and rags for sleeping, a wooden box for their goods, a peg for their outer garments, and a sack. Each ogre has 2D6 silver, and 4D6 copper in his box or bag. They serve the Jarl willingly and fight fiercely.

10. ANTECAVERN

Four frost giant guards are alert here at all times. Each has a club, spear, and throwing boulder at hand. They will shout to alert the guards to the south if they perceive intruders entering their area.

11. GREAT CAVERN OF THE JARL

This is where all the special functions and feasts hosted by the Jarl take place. Various tables and benches now line the east and west walls, pushed out of the way until a time of need. Enchanted greenish glowing rocks dimly illuminate the place, which appears to be completely deserted-for the guard posts (IIa and IIb) are more than thirty feet above the floor and hidden in dark shadow and both are manned.

12. AUDIENCE ALCOVE AND THRONE DAIS

A huge ivory and bone throne, decorated with skulls, silver, and gems, rests at the back of this vast chamber. The throne weighs 900 pounds; the gems are valued as follows: forty 6 cp, twenty 5 cp, ten 1 sp, five 5 sp, three 10 gp and one 50 sp gem. Behind it, spread-eagle on the wall, is a white dragon hide; before it on the floor is the skin of a huge polar bear. An alabaster table and three ivory stools are to the forefront of the throne, the seats of the Jarl's lieutenants. The area is unlit and empty when players first arrive.

13. GUARD AREA

Two frost Giant guards look east and west here at all times. They have clubs and two boulders each. On the north wall hangs a huge bronze gong 12 feet across that they sound if any intruders are seen.

14. KITCHEN CAVE COMPLEX

Three fire giantesses and four female ogres labor away in the west spur, roasting a horse over the natural firepit and otherwise readying the Jarl's food. Various food and furniture and utensils are scattered about the main room and the east arm. Amidst heaped foodstuffs to the north are four human captives in a cage, being saved for a feast. These are ordinary people with minimal combat ability, but they will be very grateful and can let the party know what lies in the areas 15, 16, and 17. They also have lived in the mountains their whole life and are experts at survival in the cold and rugged territory.

15. WEAPONS CAVE

Herein are stored sixty-two throwing rocks, sixteen medium shields, twenty-nine spears, ten clubs, and nine helmets, all of frost giant size. There are also nine normal sized battleaxes which the giants can hurl and a well-made chainmail shirt of giant size.

16. COMMON QUARTERS CAVERNS

Currently one adult male frost giant is visiting the twelve giantesses and nine giantlings who call this place home. In addition to the giants the room holds bedpiles of skins and hides, a few stools, eleven large boxes, five chests, and many pegs (currently with fourteen capes and nine bags hanging from them). Under the ninth box is a hole with 1,956 cp in it. If the warrior is killed, the others weepily surrender, not fighting thereafter unless they attacked.

17. KENNEL CAVE

The Jarl's hunting pack-four feral polar bears lair here. There are two males and two females. The males have jeweled collars with eight gems (1 sp value each), the females' collars having six such gems each. They are very quiet, and will attack any non-giant immediately.

18-19. CAVERNS OF THE CARLS

These large caverns provide quarters for the frost giant gentry. There is a cot, chest, chair or stool, and several hides and skins for each inhabitant. The whole area is lit by torches and a few fire beetles, with many pegs holding cloaks, capes, and bags along the walls. Four huge lockers, three hampers, and six wardrobes make up the rest of the furnishings. Each male giant in the place has D6+2x10 sp plus his armband (gold with amber and ivory inlays, identical to the one described in the entry for area 8 of the upper level). Each giantess has D6x10 sp. The young have no treasure.

18. WEST CHAMBER

This large cave holds nine male frost giants and eleven females with eight young.

19. EAST CHAMBER

This slightly smaller area holds three male frost giants and four females with five young.

20. JARL'S ANTECHAMBER AND TROPHY HALL

The eastern half of this cavern is a private audience hall, with pelts and skins on the walls and floor, a table, and four chairs. Some worthless scrolls are on the table, and on the walls of this area hang two normal shields, a heavy *crossbow of reliance*, two normal two handed swords, and a pair of huge ivory tusks of no value. Some worthless furs and tapestries hang on the short sections of wall to the north. Both halves of the hall are illuminated by caged fire beetles. To the east well-worn steps, each about three feet high, lead up to an exit screened by thick leathery hides.

The western spur forms the Jarl's trophy hall. Three chairs and two tables provide a comfortable spot for the Jarl to sit and ruminate over past glories and future plans or tell tales of his greatness to visitors. The floor in this area is covered with pelts of mountain creatures, forming a rug. The walls of the alcove are adorned with a Mauler pelt of enormous size, a Wyvern Skin, and a unicorn skeleton (horn intact). A Zeisling's claws and tail as well as the tusks of mammoths are set on rough stands. There are also two shields (the second a *shield of protection*), a tapestry worth 18 sp, a case of crossbow bolts with 40 inside (12 of them enchanted for +1 OCV), the wings of a Winhere, the jaws of some gigantic shark,

three suits of slightly battered plate armor (one dwarf sized), and the skull of a Wyrmling, the spine still attached and winding around the cave. The Wyrmling skull is enchanted to scream "ALARM! ROBBERS!" if any of the magical material is taken off a stand until smashed to pieces. It will continue to quietly whimper a few minutes even when demolished.

21. JARL GRUGNUR'S PRIVATE CAVERN

The westernmost part of this chamber is filled with a huge table, four chairs, three wardrobes, five chests, five trunks, and seven coffer, The walls are hung with heavy tapestries and various pelts and skins, all of no particular worth. The Jarl sits at the table in his chain jack with a huge shield, nearby his two handed sword at his hip and a platinum drinking horn set with eight gems (10 sp value each, jewelry value 90 sp) in his hand. Across the table is his Lady, a fierce beauty with a cloak of Ice Vorax hide about her and an iron mace at her hip, toasting him from a gold flagon set with eight gems (5 sp value each, jewelry value 60 sp).

There are two huge Ice Vorax crouching under the table, and these pets will tend to spot intruders with their keen senses. All the various containers in the room contain clothing and useless items except as follows: the second chest holds 380 sp; the fifth chest has 157 sp; the fourth trunk has a covering of old socks but underneath them are eight potions (*Identify*, *Heroes*, *Speaking*, *Oil of Barriers*, *Weapon Wash*, *oil of Agility*, *Healing 6D6*, *Longears*); the second coffer has nine pieces of jewelry (2D6x10 sp value each); the sixth coffer has a contact poison on it and holds a hundred and ninety-eight gems (one hundred and four 5 cp, fifty-one 1 sp, thirty-six 5 sp, six 10 sp, and one 50 sp value). The eastern portion of the cavern is partially screened off by hangings. This cozy nook holds a rumpled bed, a small table, a chair, two stools, a chest, a trunk, and various odds and ends of clothing, armor, and weapons here and there. The walls are hung with pelts and rugs of no particular value. The lid of the trunk has a secret drawer in it which contains six parchment scrolls in tubes: #1 is worthless, #2 is trapped with fireball (that will destroy all the scrolls in its radius unless protected), #3 is a map marking the location of the Steading of the Ogre Chieftain, #4 is a *protection from magic scroll*, #5 is a scroll of gibberish, and #6 is a scroll with two spells: Sunlight and Fire Mastery.

21a. EXIT, STAGE RIGHT

Behind the wall hangings in the northeast corner is a hidden escape tunnel, a natural passage about a mile long which turns south and exits at the base of the glacier, out of sight of any near the Rift. The alcove to the northwest just inside the tunnel appears empty, but if it is examined with care there is an area (-2 PER roll per person to notice it with casual exploration) with a thick iron bar protruding a few inches from the wall at about ten feet off the ground. This bar is a hollow tube, and it contains within it a map to where Snurre's Hall (the Hall of the Fire Giant King) is located. An apparently empty ledge high in the southwest wall is the resting place of an iron box, invisible to all senses and locked with a -5 penalty to lockpicking. Unless special magic (N-Ray vision or Detect) is available to the party they will not find this box. The box contains poison gas which will form a cloud 3" across doing a 1D6 drain Body per phase the characters are in it, and another D6 each phase for 2 phases after they leave. This drain recovers once per week. This cloud lasts for 2 turns unless some wind or breeze blows it away. The box's contents are to be taken to the fire giants' stronghold and given as gifts to the powers behind the uprising. In the iron box are an *Amulet of Armor*, a *Mindstone*, a pouch with of eight chess pieces (Pawns from *All the King's Men*) a *Ring of Invisibility*, and a *Wand of Wizardry*.

This ends the Glacial Rift of the Frost Giant Jarl. The characters have the information they need to proceed further in their investigations if they have explored the area well and have been clever about their efforts. The Demonic influence has gotten stronger with the giants, hinting at a dire future if this sinister plot is not stopped.

The map indicates another mountainous area, this time in a lower area, at least there's no snow in that area. Yet the name is foreboding: Fire Giants? What new evil is lying in wait?

FROST GIANT DIARY

The Frost Giants are not as security conscious as the Ogres, relying on their might, remote location, and the peril of their home environment to keep out intruders. Even if the party enters, causes trouble, and leaves they will not be particularly concerned. The Ogre and other Giant visitors will depart after the first visit to the lair (with their treasure) and will not be present the second time players arrive.

Thus, areas 24, 24, and 26 of the first level will be empty caves for habitation of visitors on a second visit. The GM can roll for a random encounter in these caves and put something in there if he desires. The third time there is a chance that another group of visitors, identical to the ones that were there the first time (without treasure) are present: an 11- chance each room.

The Ice Elemental out front will be replaced each day if it is destroyed, and any rooms with animals in them will be replenished by new summoned creatures, so they are at full capacity when the PCs return.

If any of the demonically possessed Magi have been killed, another Giant will be possessed and become a Magi, replacing the fallen one.

Other than those changes, the Glacial Rift is unchanged. The Giants are somewhat overconfident given their location and consider small people little if any threat to begin with.

However, they will send Yetis to scout out the party's area of operations and may send a raid of 1 giant per 2 members of the party plus a number of yetis equal to the party. The GM should strongly consider this option if the party is not being particularly challenged or has hit the Rift more than twice, and are annoying the Giants.

NPCS OF THIS ADVENTURE

FROST GIANTS

As noted earlier, Jolrhos does not have different varieties of giants, each more powerful than the last. There are giants of different sizes and inclinations who live in various areas and have different appearance, but they are not distinguished by a ranking of power.

Frost Giants are simply giants who live in snowy areas. They tend to be very Nordic in appearance with pale skin and long yellow or white hair. They look and behave much like Vikings or Saxons of the early Medieval period, with much the same societal structure. A powerful Jarl controls his warband under a greater Warchief, vowing allegiance to fight and conquer under that Warchief.

These giants serve a giantish Jarl named Grugnur, who like Nosnra in the previous adventure has been corrupted by the touch of demons. More creatures in this adventure have felt the touch of the corrupter, and this adventure is notably more challenging than the one before it.

Unless otherwise noted in the text, all of the Giants here are armored in furs (areas 8-14) and wield either a battle axe, spear, or longsword of giant size and weight.

Any giant specifically noted as a guard is wearing scale armor in giant size (areas 3-4, 6-18) and will be wielding a medium shield and spear (with a dagger as a backup) all of giant size.

Giant sized weapons and armor mentioned are detailed in the treasure section on page 20 following the NPC section

Any Frost giant will have some treasure on them, along with a lot of other odds and ends like hair, rope, bones, some food for later, dice, and so on. Each giant will have:

- 5D6 cp
- 11- chance: 2D6 sp
- 10- chance: 1 piece of jewelry worth 3D6 sp
- 11- chance: one roll on mundane treasures chart
- 8- chance: one roll on treasure chart

The GM should make an effort to give the giants personality as much as is possible. Each giant is an individual, some are more bold, more craven, more clever, more stupid, more peaceful, more bloodthirsty, more curious, more dull, and so on. Each giant that stands out more can be more enjoyable for the party to encounter, so that the adventure is more than simply an array of large targets.

THE REST

The other creatures encountered here (other than the ones detailed on the following pages) are all simply mundane versions of their type, as found in the Jolrhos Bestiary.

Any treasure listed on an NPC here in *italics* will be found in the treasure section, following their write ups.

BANHILDH (Area 8, level 2)**Humanoid****Val Char Cost Roll Notes**

45* STR 10 18- Lift 6 tons: 9D6
 14 DEX 12 12- OCV: 5 DCV: 1*
 28 CON 36 15-
 23* BOD 16 14-
 18 INT 5 12- PER Roll: 12-
 14 EGO 2 11- EGO Roll: 11-
 30 PRE 20 15- PRE Attack: 6D6
 10 COM 0 11-

ECV: 4

18 PD 13 Total: 23 (5 rPD) [25/13]

12 ED 6 Total: 16 (5 rED) [19/13]

3 SPD 6 Phases: 4, 8, 12

11 REC 0

60 END 2

50* STN 2

50 MAN 9

8 MREC 2

Total Characteristics Cost: 141**Movement:**

Running: 11"/22"

Leaping: 5"/10"

Swimming: 5"/10"

Cost Powers**END**

37 Growth (5 levels) -5" KB, +4 PER to be seen
 Inherent, Persistent, 0 END Cost, Always On
 (*)

0

15 Tough Skin: Armor 5 PD, 5 ED

-

10 Swift: Running +5" (11" total)

2

3 Swift: Swimming +3" (5" total)

1

5 Night Vision: Ultraviolet Vision

-

5 Heat Vision: Infrared Vision

-

4 Ignore Temperatures: Life Support vs temp extremes

-

4 Keen Nose: Enhanced Perception +2 (smell)

-

30 Magic: 90 pts of spells

var

23 Strength Tricks: Multipower (40 pts); Extra Time full phase, Concentrate 1/2 DCV

1u Tremor: Hand-to-Hand Attack 3D6 (12D6 w/ STR); Explosion Effect, Does Knockback, Double Knockback, No Range, Only to fixed rigid objects, KB only knocks down, Only to add to STR damage,

4

3u Crush: Dispel 13D6 Body; Inanimate Objects Only

4

1u Rip Through Barriers: Tunneling 1" (7 DEF)

2

1u Take the Pain: Damage Reduction 50% rPD; Only for attacks she's aware of, Costs END

3

1u Take the Pain: Damage Reduction 50% rED; Only for attacks she's aware of, Costs END

3

1u Climb Anything; Clinging (45 STR); Only to climb objects that can bear her weight

-

Cost Skills and Talents

5 Combat Skill Levels: Hand-to-Hand Combat +1

4 Weapon Familiarity: common weapons

2 Area Knowledge: Home 11-

5 Wealthy

15 Magic Skill 18-

5 Magic Research 13-

Total Powers & Skills Cost: 156**Total Cost: 297****Total Disadvantage Points: -0**

Ecology: Banhildh comes from a nearby Giantish community that is more scholarly and magical in nature. She shares their dislike of the evil this group of Frost Giants is engaged in.

Personality/Motivation: Banhildh is impatient with the weaknesses of those smaller than herself and is abrupt, but a decent sort. She has no tolerance for evildoers.

Powers/Tactics: In addition to typical giantish abilities (huge strength, seeing in the dark, etc) Banhildh has fair magical power (Air and Earth) and will use it to her advantage once freed from her shackles.

Banhildh will cast Stoneskin (total defenses shown in brackets) and Conjure Sword (3D6+1 in her hands) immediately, then Wind Ward if they will face giants. In combat she will use lightning spells on foes, wind ward to protect the weaker characters behind her, and steal breath on casters. Anyone that flies will get a Windshear, and small groups get Airless. She also will cast Mud Trap to slow attackers.

Campaign Use: Banhildh is a potential ally for the PCs, particularly against the more powerful giants.

Appearance: Banhildh looks like a typical operatic valkyrie, although she's dressed in plain clothes when first encountered. She will gather equipment as she moves from fallen giants. She stands 19 feet tall and weighs 2 tons.

SPELL	EFFECT	ROLL	MANA
Airless	Blast 4D6 NND AE Hex	-5	5
Ball Lightning	4D6 AP AE cone conform	-5	5
Fog Cloud	CD: -1 PER sight, +1 PER hearing	-3	3
Forked Lightning	Blast 5D6 autofire, +2 spray	-5	6@ (30)
Grant Airy Ward	LS: cold extremes UOO	-2	(4)
Lightning Bolt	Blast 8D6	-6	2
Soar	Gliding 8"	-1	1
Steal Breath	Blast 2D6 NND continuous	-3	3
Thunder Burst	Blast 1 1/2D6 +1 STNx XPL	-5	5
Whirlwind Wall	FF 10, AE Wall, 4" wide	-2	2
Wind Ward	FF 10 hard vs missiles	-1	(2)
Windshear	Dispel 10D6 Flight	-3	3
Conjured Sword	HKA 1 1/2D6, +1 OCV	-4	4
Mud Trap	CE: -3" run, 2" radius	-3	(6)
Stoneskin	DR 5 PD/ED, FF 3 PD/ED	-1	1

THE FROST GIANT JARL

Humanoid

Val	Char	Cost	Roll	Notes	
55*	STR	15	20-	Lift 25 tons: 11D6	
17	DEX	21	12-	OCV: 6 DCV: 1*	
28	CON	36	15-		
30*	BOD	28	15-		
15	INT	5	12-	PER Roll: 12-	
18	EGO	16	13-	EGO Roll: 13-	ECV: 6
35	PRE	25	16-	PRE Attack: 7D6	
10	COM	0	11-		
25	PD	20		Total: 35 (10 rPD; +10; 50%)	
18	ED	12		Total: 30 (12 rED; +10; 50%)	
4	SPD	13		Phases: 3, 6, 9, 12	
11	REC	0			
60	END	2			
60*	STN	7		Total Characteristics Cost: 200	

Movement: Running: 11"/22"
Leaping: 5"/10"
Swimming: 5"/10"

Cost	Powers	END
45	Growth (6 levels) -6" KB, +4 PER to be seen, +1" reach, Inherent, Persistent, 0 END Cost, Always On (*)	0
33	Tough Skin: Armor 10 PD, 12 ED	-
10	Swift: Running +5" (11" total)	2
3	Swift: Swimming +3" (5" total)	1
5	Night Vision: Ultraviolet Vision	-
5	Heat Vision: Infrared Vision	-
4	Ignore Temperatures: Life Support vs temp extremes	-
4	Keen Nose: Enhanced Perception +2 (smell)	-
2	Tough: Lack of Weakness 2	-
5	Heat Sight: Infrared Vision	-
10	Healing: Regenerate 1 Body/turn	-
5	Hardy: Power Defense 5	-
5	Protected Eyes: Flash Defense 5	-
3	Hardy: Lack of Weakness 3	-
50	Demon: Life Support (full)	0
20	Resistant: Armor 10 PD, 10 ED vs non magical attacks	-
34	Fire Aura: Energy Blast 3D6; 0 END Cost, Continuous, Damage Shield, NND, 3: turn-log uses/day	
23	Strength Tricks: Multipower (40 pts); Extra Time full phase, Concentrate 1/2 DCV	
1u	Tremor: Hand-to-Hand Attack 3D6 (12D6 w/ STR); Explosion Effect, Does Knockback, Double Knockback, No Range, Only to fixed rigid objects, KB only knocks down, Only to add to STR damage,	4
3u	Crush: Dispel 13D6 Body; Inanimate Objects Only	4
1u	Rip Through Barriers: Tunneling 1" (7 DEF)	2
1u	Take the Pain: Damage Reduction 50% rPD; Only for attacks he's aware of, Costs END	3
1u	Take the Pain: Damage Reduction 50% rED; Only for attacks he's aware of, Costs END	3

Cost Skills and Talents

5	Combat Skill Levels: Hand-to-Hand Combat +1
4	Weapon Familiarity: common weapons
2	Area Knowledge: Home 11-
5	Wealthy

Total Powers & Skills Cost: 289

Total Cost: 489

PTS Disadvantages

-10	Vulnerable: x2 from Presence Attacks by Holy Men
-5	Vulnerable: x1 1/2 Body from Holy Attacks
-5	Vulnerable: x1 1/2 Stun from Holy Attacks
-5	Vulnerable: x1 1/2 Effect from Holy Attacks

Total Disadvantage Points: -25

Ecology: Grugnur is a Demonically possessed Frost Giant, the leader of the clan. He was introduced to the demons by Nosnra and possessed, gaining great power. He has spread this contagion through his people, slowly.

Personality/Motivation: Evil to the core, Grugnur is wicked and hateful. He so cruel and heartless even other Frost Giants fear him. Grugnur delights in torture, confusion, and fear.

Powers/Tactics: Even bigger and more powerful than ordinary Frost Giants, Grugnur is much tougher than they are and does not wear any armor except his *Blighted Shield*. He is fast and can take a significant amount of punishment, and can for a short time period three times a day flare with fire, burning everyone who strikes him with hellfire. This is all in addition to usual Giantish powers such as tremendous strength.

Grugnur can use his bare hands to frightening effect in combat, but he prefers to use his *Plague Censer*, a flail that spews evil fumes to all nearby. He holds his shield in the other hand, diseasing any who hit it. Around his neck is a talisman that protects him from any ranged attack. Grugnur fights fearlessly, as he's nearly immune to any normal attack, particularly as he uses his 'take the pain' power in combat. He will use the Fire Aura immediately.

Campaign Use: This is the big boss of the adventure, the leader of the Frost Giants.

Appearance: Standing 30 feet tall, Grugnur is bald and scarred like he was seared with fire (which he was, in Snurre's kingdom). He has red glowing eyes and long fingernails, jagged, tusks and long pointed ears. In his forehead is a black, dire-looking crystal.

Equipment: *Plague Censer*

Warp Talisman

Gem of Revenge

Blighted Shield

Platinum and Ruby Drinking Horn worth 90 sp

Six gold armbands each worth 12 sp

Gold and ruby ring worth 45 sp

Bag with 3D6 in D6 sp

THE JARL'S LADY

Val	Char	Cost	Roll	Notes	Humanoid
50*	STR	15	19-	Lift 12 tons: 10D6	
14	DEX	12	12-	OCV: 5 DCV: 1*	
28	CON	36	15-		
25*/35	BOD	20	14-		
15	INT	5	12-	PER Roll: 12-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
30	PRE	20	15-	PRE Attack: 6D6	
10	COM	0	11-		
20	PD	15		Total: 25 (5 rPD)	
12	ED	6		Total: 16 (5 rED)	
3	SPD	6		Phases: 4, 8, 12	
11	REC	0			
60	END	2			
55/65*	STN	3			
Total Characteristics Cost: 142					

Movement: Running: 11"/22"
Leaping: 5"/10"
Swimming: 5"/10"

Cost	Powers	END
37	Growth (5 levels) -5" KB, +4 PER to be seen Inherent, Persistent, 0 END Cost, Always On (*)	0
15	Tough Skin: Armor 5 PD, 5 ED	-
10	Swift: Running +5" (11" total)	2
3	Swift: Swimming +3" (5" total)	1
5	Night Vision: Ultraviolet Vision	-
5	Heat Vision: Infrared Vision	-
4	Ignore Temperatures: Life Support vs temp extremes	-
4	Keen Nose: Enhanced Perception +2 (smell)	-
2	Tough: Lack of Weakness 2	-
5	Heat Sight: Infrared Vision	-
10	Healing: Regenerate 1 Body/turn	-
5	Hardy: Power Defense 5	-
5	Protected Eyes: Flash Defense 5	-
3	Hardy: Lack of Weakness 3	-
50	Demon: Life Support (full)	0
20	Resistant: Armor 10 PD, 10 ED vs non magical attacks	-
23	Strength Tricks: Multipower (40 pts); Extra Time full phase, Concentrate 1/2 DCV	
1u	Tremor: Hand-to-Hand Attack 3D6 (12D6 w/ STR); Explosion Effect, Does Knockback, Double Knockback, No Range, Only to fixed rigid objects, KB only knocks down, Only to add to STR damage,	4
3u	Crush: Dispel 13D6 Body; Inanimate Objects Only	4
1u	Rip Through Barriers: Tunneling 1" (7 DEF)	2
1u	Take the Pain: Damage Reduction 50% rPD; Only for attacks he's aware of, Costs END	3
1u	Take the Pain: Damage Reduction 50% rED; Only for attacks he's aware of, Costs END	3
1u	Climb Anything; Clinging (45 STR); Only to climb objects that can bear his weight	-

Cost	Skills and Talents
5	Combat Skill Levels: Hand-to-Hand Combat +1
4	Weapon Familiarity: common weapons
2	Area Knowledge: Home 11-
5	Wealthy

Total Powers & Skills Cost: 231

Total Cost: 373

PTS	Disadvantages
-10	Vulnerable: x2 from Presence Attacks by Holy Men
-5	Vulnerable: x1 1/2 Body from Holy Attacks
-5	Vulnerable: x1 1/2 Stun from Holy Attacks
-5	Vulnerable: x1 1/2 Effect from Holy Attacks
-35	Enraged: Grugnur knocked out or killed 14-/8-

Total Disadvantage Points: -60

Ecology: The Jarl's lady long before he was possessed, Helda gladly became possessed as well to share his power and viewpoint. Now she rules the rift while he is away.

Personality/Motivation: Evil and manipulative, Helda is filled with hate for all, particularly other females. She delights in causing betrayal and emotional agony.

Powers/Tactics: Helda, the lady of the Jarl, is also possessed by demons and has some of their powers. She is not as powerful as Grugnur, but is a dangerous foe nevertheless.

As strong as any frost giant, Helda wields a magical mace and wears a magical breastplate. She fights side by side with Grugnur like a valkyrie, and if he falls will go insane in her grief.

Campaign Use: Helda adds threat to the encounter with Grugnur, and is primarily there to tie up Banhildh, should she be with the party.

Appearance: Helda is a fat, harsh looking woman with long coils of dark blonde hair like snakes. Her eyes glow as well, and she has six fingers on each hand.

Equipment: *Armor of Carnage*

Fist of the Damned

Fur armor (2 PD, 3 ED) where armor of carnage does not cover

Gold and emerald flagon (worth 60 sp)

4 earrings worth 15 sp each

6 rings worth 18 sp each

Necklace worth 54 sp

FROST GIANT MAGI

Humanoid

Val	Char	Cost	Roll	Notes	
50*	STR	15	19-	Lift 12 tons: 10D6	
14	DEX	12	12-	OCV: 5 DCV: 1*	
28	CON	36	15-		
25*	BOD	20	14-		
17	INT	7	12-	PER Roll: 12-	
13	EGO	6	12-	EGO Roll: 12-	ECV: 4
30	PRE	20	15-	PRE Attack: 3D6	
10	COM	0	11-		
20	PD	15		Total: 25 (5 rPD; +10; 50%)	
12	ED	6		Total: 16 (5 rED; +10; 25%)	
3	SPD	6		Phases: 4, 8, 12	
11	REC	0			
60	END	2			
55*	STN	3			
30	MAN	0			
6	MREC	0			
Total Characteristics Cost: 148					

Movement: Running: 11"/22"
Leaping: 5"/10"
Swimming: 5"/10"

Cost	Powers	END
37	Growth (5 levels) -5" KB, +4 PER to be seen Inherent, Persistent, 0 END Cost, Always On (*)	0
15	Tough Skin: Armor 5 PD, 5 ED	-
10	Swift: Running +5" (11" total)	2
3	Swift: Swimming +3" (5" total)	1
5	Night Vision: Ultraviolet Vision	-
5	Heat Vision: Infrared Vision	-
4	Ignore Temperatures: Life Support vs temp extremes	-
4	Keen Nose: Enhanced Perception +2 (smell)	-
2	Tough: Lack of Weakness 2	-
5	Heat Sight: Infrared Vision	-
10	Healing: Regenerate 1 Body/turn	-
5	Hardy: Power Defense 5	-
5	Protected Eyes: Flash Defense 5	-
3	Hardy: Lack of Weakness 3	-
50	Demon: Life Support (full)	0
20	Resistant: Armor 10 PD, 10 ED vs non magical attacks	-
	Magic: pts in spells	var
23	Strength Tricks: Multipower (40 pts); Extra Time full phase, Concentrate 1/2 DCV	
1u	Tremor: Hand-to-Hand Attack 3D6 (12D6 w/ STR); Explosion Effect, Does Knockback, Double Knockback, No Range, Only to fixed rigid objects, KB only knocks down, Only to add to STR damage,	4
3u	Crush: Dispel 13D6 Body; Inanimate Objects Only	4
1u	Rip Through Barriers: Tunneling 1" (7 DEF)	2
1u	Take the Pain: Damage Reduction 50% rPD; Only for attacks he's aware of, Costs END	3
1u	Take the Pain: Damage Reduction 50% rED; Only for attacks he's aware of, Costs END	3

Cost Skills and Talents

5	Combat Skill Levels: Hand-to-Hand Combat +1
4	Weapon Familiarity: common weapons
2	Area Knowledge: Home 11-
5	Wealthy
11	Magic Skill 16-

Total Powers & Skills Cost: 242

Total Cost:

PTS Disadvantages

-10	Vulnerable: x2 from Presence Attacks by Holy Men
-5	Vulnerable: x1 1/2 Body from Holy Attacks
-5	Vulnerable: x1 1/2 Stun from Holy Attacks
-5	Vulnerable: x1 1/2 Effect from Holy Attacks

Total Disadvantage Points: -25

Ecology: These are giants that were introduced to demonic possessors by Grugnur and Nosnra. In the process they gained magical power and lost none of their physical prowess

Personality/Motivation: Evil, they gladly serve Grugnur in his schemes but always are looking for a weakness so that they can take his place.

Powers/Tactics: The Frost Giant Magi are every bit as powerful as their mundane kin physically, and have gained some magical power as well. They traffic in ice and dark magic, as shown below.

Campaign Use: These are an increase in threat to an ordinary giant encounter, and introduce the characters to a frightening combination of demon and giant.

Appearance: Frost Giant Magi look like ordinary Frost Giants with glowing red eyes and no armor or weapons save a wand made of an entire twisted human skeleton (their focus).

Equipment: *Periapt of Power*

Jewelry worth 4D6 sp each
Potion of Mana

SPELL	EFFECT	ROLL	MANA
Magestaff	Mana +50	-2	(4)
Chill Blast	Blast 2D6 NND+1D6 dr run	-3	3
Chill Prison	Entangle 2D6, 4 DEF	-3	3
Frostbite	Drain 1½D6 END and DEX	-3	3
Ice Armor	FF 4 PD/6 ED Dr ½D6 CV	-3	3
Ice Darts	RKA D6+1 autofire	-3	3@ (15)
Ice Sheet	CE: -2 dex roll, -2" run 1"r	-3	3
Icicle	RKA D6+1 Armor Piercing	-3	3
Cloak of Fear	DCV +3 hand to hand	-2	(<4>)
Screaming Eyes	Darkness vs sight 1"r	-2	(<4>)

GIANT SLUDGE (White) Monster

Val	Char	Cost	Roll	Notes	
35*	STR	10	12-	Lift 3200kg: 7D6	
14	DEX	12	12-	OCV: 5 DCV: 4	
18	CON	16	13-		
18*	BOD	10	12-		
3	INT	-7	10-	PER Roll: 10-/12-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
23	PRE	23	14-	PRE Attack: 4 1/2D6	
2	COM	-4	9-		
12	PD	6		Total: 14 (4 rPD 25%)	
12	ED	6		Total: 14 (4 rED)	
3	SPD	6		Phases: 4, 8, 12	
8	REC	0			
36	END	0			
35*	STN	1		Total Characteristics Cost: 81	

Movement: Running: 9"/18"
Leaping: 4"/8"
Tunneling: 1 1/2"

Cost	Powers	END
23	Giant: Growth (3 levels) +2 PER to be seen, -3" KB; Inherent, Persistent, 0 END Cost, Always On (*)	0
15	Sludgy Form: Damage Reduction 25% rPD	-
18	Sludgy Form: Armor 6 PD, 6 ED	-
20	Sludge: Life Support (immune to disease and poison)	-
6	Tough: Power Defense 6	-
22	Sense Surroundings: Spatial Awareness	-
5	Sense Surroundings: 360 Degree Sense (spatial awareness)	-
4	Keen Sense: Enhanced Perception +2 (spatial awareness)	-
5	Reach: Stretching 1"	1
14	Digger: Tunneling 1" (4 DEF)	1
7	Pseudopod: Hand-to-Hand Attack 2D6 (9D6 w/STR); Only to add to Strength Damage	1
30	Acid RKA 2D6; Penetrating, Gradual Effect turn, Range based on STR	4
6	Swift: Running +3"	
14	Split: Duplication (180 pts) x4; Only when takes Body damage from edged weapons 14-chance	
-5	DCV -1	

Cost Skills and Talents
5 Simulate Death 13-

Total Powers & Skills Cost: 120
Total Cost: 201

PTS Disadvantages
-15 Physical Limitation: No Fine Manipulatory Ability
-15 Physical Limitation: Animal Intelligence
-10 Vulnerability: x1 1/2 Stun from Fire and heat
-10 Vulnerability: x1 1/2 Body from Fire and heat

Ecology: Sludge are boneless slimes that are little more than a mound of protoplasm. They have few features other than shape and color, and can distort and reshape themselves into odd patterns. These creatures are carnivorous, hunting food that they absorb and melt with acid to slowly devour. White sludges can be found only in the coldest areas, blending in with their snowy surroundings. This particular sludge is one that has grown to gigantic size over very long time and plentiful food.

Personality/Motivation: Sludge have little mind to speak of and only basic animal motivations such as hunger and a desire for shelter.

Powers/Tactics: Sludge are difficult to harm with physical attacks, as they are little more than animate slime. Edged attacks especially can be disastrous as the creature will tend to split in two if attacked with such a weapon. Sludge can reach as far away as seven feet with a pseudopod to attack, or can spit acid at a victim that rapidly burns and harms them over a few moments. Sludge are also able to go inert, apparently dying and lie for a long period of time in this state without moving. They tend to do this if they are unable to escape and are being harmed very badly.

Campaign Use: This is a mindless threat that lurks in the bottom of the Rift, something terrible to prey on anyone that falls in by accident.

Appearance: A Sludge looks like a pile of gooey material like pudding or slime that moves and is animated as a whole. It can distort and reshape but is always a single creature, about 10 feet across and a few feet deep. White Sludges look like a pile of dirty snow, mixed with rocks and other materials.

TREASURES IN THIS ADVENTURE

AMULET OF ARMOR

This amulet is in the shape of a plus sign two inches across. At the end of each bar is a flat perpendicular bar an inch long, like four Ts meeting at the bottom. It is made of iron and is enchanted to instantly remove or place armor on the body of the wearer for a magic or invocation roll of -1 and 1 mana. The armor is stored in an alternate dimension when removed, but if the amulet is taken off, the armor instantly returns, not on the body but in a crash on the floor in the direction the amulet was removed, within 1" of the wearer.

ALL THE KING'S MEN (PAWNS)

This is the felstone side of the set, a black metallic set of chess pawns an inch and a half tall. Each piece is enchanted to once a day summon a creature with slavish amicability. Each pawn summons a different creature, requiring a magic skill or invocation roll at -4 and 4 mana:

- 1: Burnfang snake
- 2: Evil Eye
- 3: Ambush Spider
- 4: Aetherbat
- 5: Boreworm
- 6: Harpy
- 7: Skeletal Steed
- 8: Vile Hornet

The summoning takes an entire phase of doing nothing else at ½ DCV holding the pawn in clear sight.

ARMOR OF CARNAGE

This bloodiron breastplate looks like it has been through hundreds of wars. Scarred, burnt, scratched, and dented, it still is very sturdy and provides great protection. While worn, it gives the character 10 extra body and 20 extra stun (shown in Helda's stats), as well as the automaton abilities does not bleed and cannot be stunned. It melts into spiders which crawl away and burst into flames, consumed in an instant when Helda dies.

BLIGHTED SHIELD

This is a medium shield made of Urgash hide and felstone studs and reinforcement, in giant size. It is enchanted so that any attack that the shield blocks (any attack that would have hit were it not for the DCV bonus of the shield) absorbs 4D6 damage, adding the result to the Body of the wielder (fades per turn). In addition, it has a disease based 1D6 Drain of CON on the attacker that fades/day. When Grugnur dies, the shield bursts into flame and burns along with his body, totally destroyed.

CHAINMAIL SHIRT

This is a very well-crafted chainmail shirt made for a giant. On a 14- chance per hit, the shirt grants +1 DCV to the wearer, but each hit lowers this chance by 1 until it is repaired.

CROSSBOW BOLTS +1

These are a set of 12 crossbow bolts with a red stripe painted on them, each granting +1 OCV when fired.

CROSSBOW OF RELIANCE

Although this light crossbow looks like an ordinary weapon, it is enchanted to do extra damage (1 damage class more) and do very reliable, static damage. Thus, instead of rolling each die, every hit does exactly 3 body per die with the half die doing 2.

FIST OF THE DAMNED

This is a huge heavy mace for a giant, made of pure black Felstone. It is enchanted for +1 additional stun multiple (+2 total) and all damage it does is *penetrating*. The weapon crumbles into dust when Helda dies.

GEM OF REVENGE

This black faceted gem has an evil gleam to it and is cold to the touch. When Grugnur is killed, on the next phase he would have acted, the gem explodes. This does 9D6 damage in an explosion attack at no range, and an autofire of 1D6 armor piercing killing damage as shards of the gem spray all nearby. Each character is hit with D3+2 pieces of gem in the area, not reduced by the explosion, but only within a 4" radius of the gem.

GIANT SLAYER SWORD

The hero who wielded this weapon didn't have any luck using it on the local giants, but the PCs might have better luck. It is a *Felstone* bastard sword of fine construction that is enchanted to be +1 OCV, do 2 damage classes (a total of 2D6+1 base) against giants, and all damage done to giants is armor piercing. The sword is distinctive to anyone in the mountains, who will wonder where the PC holding it managed to find it.

MAIL OF VULNERABILITY

Cursed items are rare, but on occasion one is made by accident when a mage fails their attempt to construct treasure. This suit is one such piece, it is a suit of Mithril mail that is very durable (difficult to dispel x2 for 90 total points, 15 defense, hardened) that looks quite magical. It even has Images at -5 PER to detect on it that make it seem to be enchanted to grant +1" running and +2 PD armor. However, when worn it instead causes the victim to suffer a vulnerability to physical attacks: x1 1/4 body and stun. The suit can be taken off, of course, but it might be a while before anyone notices what is going on.

MINDSTONE

This Velune lens is clear and set in a platinum rim with a thin chain attached. It need not be used as a monocle, although it could be with no ill effects, as long as it is worn, it grants +6 intelligence.

MITHRIL DAGGER OF ACCURACY

This well-crafted dagger is enchanted to be +2 additional OCV (+3 total). The dagger is very valuable looking, with small gems and fine craftsmanship, and might attract unwanted attention.

PERIAPT OF POWER

Worn around the forehead, this is a folded parchment scribed with evil runes and texts from human blood. While worn, it grants 10 Body to the Frost Giant Magi to use for Dark Magic spells, and when the body is used up, it burns away into ashes.

PLAGUE CENSER

This gigantic flail is wielded by Grugnur. It is a felstone haft with a spiked chain that connects to a heavy, spiked incense burner. Within this hellish material is burning that gives off disease and death. Each of Grugnur's phases until death, the Plague Censer gives off a 1D6 drain of CON and Recovery (recovers per day) in an explosion effect (lose 1 point of drain per hex away in this case) that Grugnur is immune to. When he dies, the weapon crashes to the ground and a crack opens up beneath it, from which flaming black writhing tentacles rise, grab the censer, and pull it to the depths, the crack closing with a surge of green fire.

POTIONS

Unless otherwise written, each potion takes a full phase of no other action at 1/2 DCV to be drunk, taking effect immediately at the end of the phase.

HEALING: This potion has a strong orange flavor but is pink in color. When drunk, it heals 6D6 as damage over a full turn (healing 2D6 every 2 segments).

HEALTH: A dank-smelling potion, this tastes like sweat. However, when drunk it heals 3D6 treated like damage. However, the "body" of the healing is character points of Endurance rather than Body that is healed.

HEROES: This golden elixir tastes like the finest liquor and fills the imbibor with a fiery sense of well being, leaving them feeling kind of invincible. For a full hour, the Potion of Heroes grants 2 overall combat levels, 3 lightning reflexes for all actions, +5 strength for combat only, and +10 presence (defensive only).

IDENTIFY: This oil has three doses. Each dose identifies an item completely, giving its powers, use, history, any special command words or phrases, and secrets. Each dose reveals the method to unlock one item that requires attunement as well. This information is mystically spoken into the mind of the person who anointed their item with the potion.

LONGEARS: For five minutes after drinking this thick, vaguely waxy gray potion, it grants Clairvoyance to hear distant, remote locations up to 800" distant.

MANA: This blue potion glows slightly in the dark and has a spearmint flavor. When drank, the potion immediately heals 3D6 Mana.

OIL OF AGILITY: This oil is rubbed on the arms, smelling slightly of pepper. This must be used on bare skin and takes two phases to complete (one each arm) of concentration at ½ DCV taking no other action. When this is complete the magic of the Oil of Agility grants the character 4D6 Dexterity Aid which fades 5 points per hour.

OIL OF BARRIERS: This potion smells like mud, and is actually used on the ground rather than one's self (it has no effect when taken internally, other than tasting horrible and causing a few days of constipation). When poured on the ground in a line, it creates a 10 PD, ED force wall on one hex face (each hex has six faces). There is enough oil in the bottle to cover 18 hex faces total, and if the two ends of the line are connected, the walls form a covering 1" tall.

POTION OF SPEAKING: This potion tastes of old paper and ink, and is a strange, marbled black and white color. When imbibed, for five hours the character is able to speak and understand *any* language, but cannot read any additional forms of communication than he normally could.

WEAPON WASH: This oil smells and looks like typical oil used to protect weapons from rust and wear, and when used to polish a weapon reveals its enchantment. The weapon is permanently made magical (so it will hit creatures protected from non-magical attack) and for D6 hours gains +1 OCV.

RING OF INVISIBILITY: This is a clear *Velune* ring with no adornment, which can make it hard to see. When worn, the ring has no special effect, but it can be activated with a magic (or invocation) roll at -2 and 2 Mana per phase to make the character invisible to sight. This invisibility isn't perfect, it has a fringe effect that makes them slightly perceptible when adjacent to someone.

RING OF FIRE RESISTANCE

This white *Velune* ring has gold flames inlaid around it in delicate lines. While worn, the ring grants +1 DCV, 8 ED armor, and Life Support, all vs heat and fire.

RING OF SWIFT DOOM: This pitted iron ring has spikes on the front and is made of simple, rough material. It can be called upon with an Ego roll at -1 to activate its power, granting +10 speed (up to a maximum of 12 speed) for one turn. However, this increased speed cannot be shut off, it lasts one turn when activated. Each phase the character suffers the loss of 1 body and 1 Endurance in addition to any other Endurance cost. When the turn is up, the ring cannot be reactivated for an hour. This was Liencyn's greatest treasure, although he used it with great care and when well stocked with healing potions.

SCROLLS

Each scroll is written on parchment in Arcanium. The scrolls do not require a magic skill roll to use, but where applicable will use the character's mana to maintain the effect. Instant effects do not use any mana, they use the power worked into the scroll (continuous effects use no mana the first phase). Reading a scroll requires a full phase of no other activity, concentrating at ½ DCV while reading out loud. The scroll is destroyed once read, burning up as the magic activates.

GREATER CURE: When read, this scroll will immediately heal the person the reader indicates for 6D6 as if normal damage is rolled.

PROTECTION FROM FIRE: When read, this grants all within 1" of the reader +3 DCV vs any fire or heat attacks and suppresses all fire and heat special effects by 5D6, both for 20 minutes total.

PROTECTION FROM MAGIC: When read, this scroll grants the reader and all characters within 1" of him +2 DCV versus all magic and suppresses all magic at once on them for 3D6 total, both effects lasting 20 minutes.

SUNLIGHT AND FIRE MASTERY: There are two parts to this scroll, each one burning up separately. The first casts the Nature spell Sunlight, the second the fire spell Fire Mastery.

SHIELD OF PROTECTION

This is a medium shield of fine construction that is so well made, impressive looking, and attractive that it grants the character 5 Presence and 5 points of Resistance talent (and, in mass combat, all other characters in that unit gain +1 to morale rolls). While held, it grants an additional +1 DCV, as well as 5 Power Defense, 5 Flash Defense (all senses) and +5 Mental Defense.

STAFF OF RULERSHIP

This is a staff of *Eilhas* and *Mithril* 4½ feet tall with a head of *Mithril* and *Velune*. The *Eilhas* looks like it was grown around the *Mithril* in a complex pattern like a celtic knot, and the head looks like a sunburst. Overall the staff looks clearly valuable (264 silver value) and the GM should give it distinctive looks and perhaps even hunted by thieves: this is clearly treasure and very valuable treasure at that.

The staff is unwieldy for combat, it has no +1 bonus to OCV and only does (3D6) damage base despite requiring 12 strength to use well. It is a very powerful item, however: once a day, it is able to summon any creature that it targets of up to 200 points, summoning that specific target to the caster's side with Slavish amicability. Thus, the creature teleports to the side of the caster and with a battle of wills becomes their willing servant for a limited amount of time.

It takes one charge to use this ability, and the staff only has 3 charges when it is first obtained (note, the Frost Giant Mage who has it like a wand in his hand will have used one charge already unless somehow assassinated or it is stolen from him first, leaving 2). The staff may not be recharged.

UNICORN HORN

This is a pristine, intact unicorn horn. It has several useful properties which the characters can take advantage of. First, it can be sold for 40-80 (20xD3+1) silver intact. Second, it can be used to create a magic item, one which will donate 1 character point for each 1 point the character spends personally, up to 5 total points (although the amount it matches for a healing item is unlimited). It can be dipped physically into any liquid and will purify a liter of that liquid (an 18D6 dispel to all poisons), negating any poison in it instantly.

Finally, the horn can be ground into powder which can be imbibed, each 15 gram dose causing a 2D6 transform cumulatively from sick (any ailment, but not physical dismemberment - illnesses, disease, poison, etc) to well. The horn weighs around 700 grams, which means it can transform 48 body total before it is ground away and vanishes. Any small portion of the horn left can be used to purify liquid, but if half the horn is gone or less the amount it will purify at once is reduced to about a pint (one goblet).

WAND OF LIGHTNING COLUMN

This wand is made of wrought iron a foot long in the shape of a rough spear like a hand from a clock. With a -4 magic skill roll and 4 mana, the wand will cast a D6+1 KA Lightning Column spell. The wand contains 5D6 total mana at present, but can be recharged if the (at the GM's discretion) method of doing so can be determined.

WAND OF WIZARDRY

This wand is made of pure *Velune*, a slim tapering smooth section 18" long with a double helix etched down the length and two bands of *Naurithil* around the base. This wand will function as the focus for any spell the wielder knows and casts any spell it is used for at one less mana cost (minimum 1) and with +1 to the magic skill roll.

WARP TALISMAN

While worn, this Ebon talisman (shaped like a gnarled claw) protects from ranged attacks. It grants Missile Deflection at the base OCV of the character +3 against any attack, with reflection, as a damage shield. However, it only activates on a 14- chance. When Grugnur dies, the amulet crawls away and bursts into flames, melting into the ground.

WHITE DRAGON HIDE

Although this is not in pristine condition, there is enough of the hide (no scales) to make two full suits of human sized armor from the material. It weighs 50 kilograms total and is the size of a footlocker when bundled up.

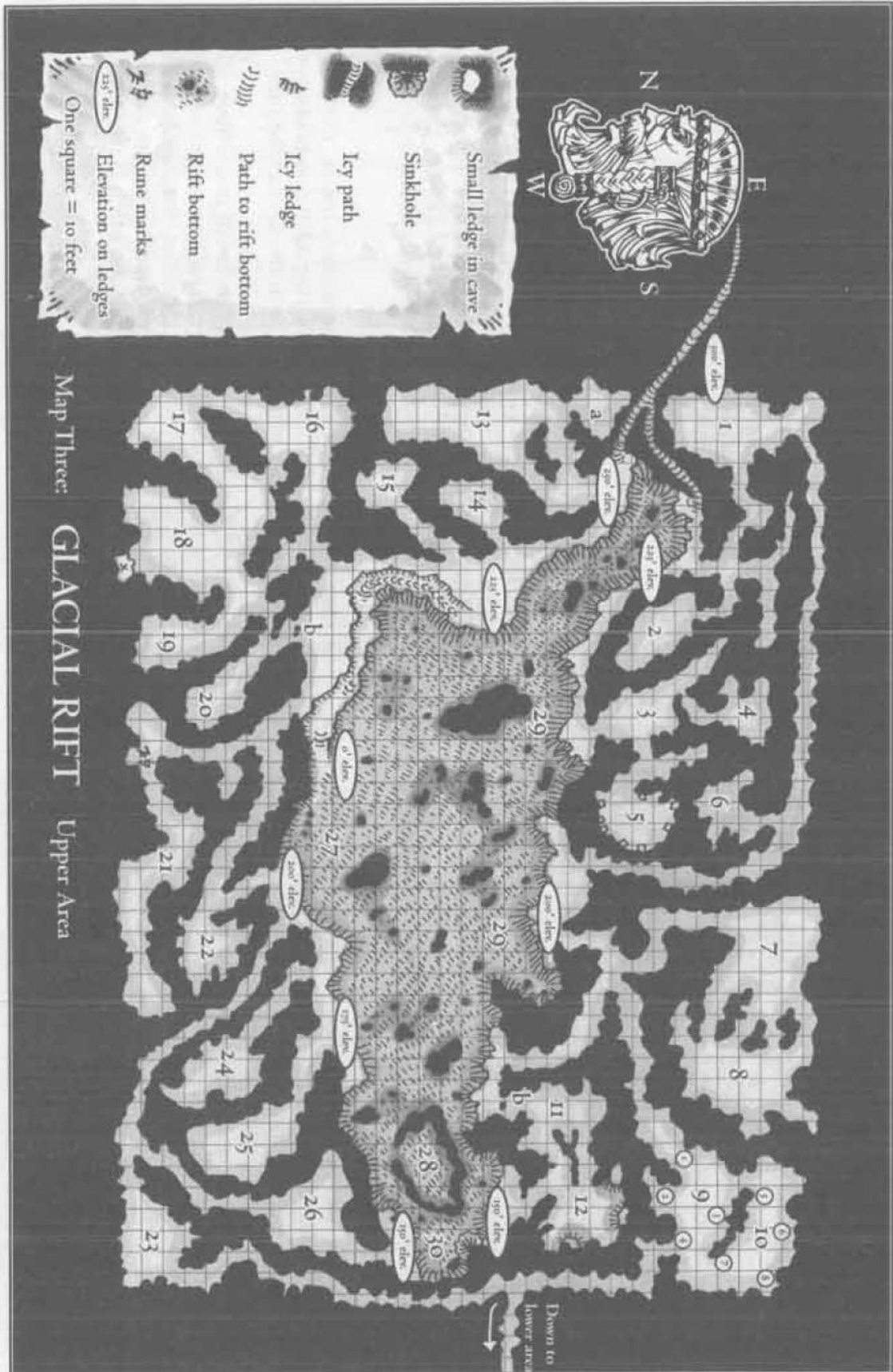
WEAPON AND ARMOR SUMMARY

Any unusual weapons or armor mentioned in the text are summarized here for the convenience of the GM. Any item marked with an asterisk (*) is giant-sized.

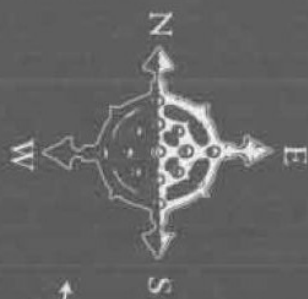
ARMOR TABLE								
ARMOR	rPD	rED	PD	ED	KG WT	A DEF	BOD	CP VALUE
Plate Helmet*	10	7	10	7	21.12	8	5	31
HQ Chainmail Shirt*	7	5	7	5	23.2	8	10	336
Fur Armor (8-14)*	2	2	3	3	9.32	4	7	69
Scale Mail (3-4, 8-14)*	6	5	6	5	27.52	7	15	204
Armor of Carnage	10	7	10	7	23.2	10	7	n/a

SHIELDS TABLE							
NAME	COST	CV	DEF	BOD	SIZE	KG WT	STR MIN
Medium Shield*	56	+2	6	7	13	8.0	20
Blighted Shield*	56	+2	6	7	13	8.0	20
Shield of Protection	30	+2	5	5	8	4.0	10

WEAPON TABLE									
WEAPON	OCV	RNG MOD	DAM	STN MOD	STR MIN	DEF	BOD	KG WT	CP VALUE
Fist of the Damned ² *	--	--	2D6	+2	25	9	8	8.16	371
Plague Censer*	(+1)	--	2D6	--	22	9	8	6.68	483
Crossbow of Reliance ²	--	+1	1½D6	--	10	5	4	1.25	170
Dagger of Accuracy	+2	--	D6	--	4	7	2	.8	330
Giantslayer Sword	+1	--	1.5D6	--	10/12	9	7	1.8	490
Spear ² *	--	(1")	1½D6	--	25	6	8	6.5	93
Club ² *	--	--	(6D6)	--	28	5	6	6.5	83
Battle Axe ² *	--	--	3D6	--	35	7	9	13.92	130
Long Sword*	+1	--	1½D6	--	25	7	7	7.42	148
Dagger*	+1	--	1½D6	--	12	6	2	6.27	65



Map Four: **GLACIAL RIFT** Lower Area



Up to upper
area

