

The Tower in the Ice

For many years, there have been rumors of a lonely tower jutting from the ice of the glacier, but the tribes of snow-goblins roaming the area have kept casual investigators away. The inexorable flow of the glacier brings the tower closer to the civilized realms each year. Now, the characters have either blundered into the tower's location by chance, or they have come in search of a city lost many ages ago to a great curse, with legends of treasure luring them on.

A The tower top juts from the ice here, with tents of the snow-goblins pitched around it. The goblins camp here for short periods to make sacrifices to their dark gods before mounting their war wolves and riding off to hunt or plunder the lands surrounding the glacier. The number of goblins here is rather low, but it would still behoove the party to make their way quickly and quietly to the tower. Any loud combat here is likely to draw the whole encampment.

B Descending the crumbling stairs and rickety ladders rigged by the snow-goblins leads to the shrine. A small altar stone stands before a large crack in the wall, flanked by torches. Most of the crack has been filled in with tree branches, covered in snow, and then frozen solid with water. What's left of the opening is where the goblins shove bits of sacrificial victims to the gods below. Hacking through the ice can take an hour or more, and the noise will surely attract any goblins from above. A heap of debris lies in front of the only door in the room. Seemingly unused, the door is locked and opens away from the debris, leading to area C.

C The snow-goblin shaman keep the choicest bits of treasure and edibles from the sacrifices for himself, hiding them here. He does not have the key to the other door leading out of here to area F.

D This area contains remnants of the lost city, stretching across an area as large or as small as the game-master desires. A frost salamander roams this area, devouring the sacrifices of the snow-goblins. Small trinkets and handfuls of coins can be found here and there throughout the city, but searching will inevitably attract the salamander. If the goblins suspect the salamander is slain, they will search the entire complex to find the defilers.

E The cauldron here has a slush covering the bottom. If scraped up and thawed in a container, it will act as a potion of fire resistance. There is enough for four doses.

F The pool of water here doesn't fully freeze, but touching it will cause 2d4 cold damage per round. Even poking it with a sword or other metal implement will cause 1d4 damage to the wielder. This water will never get warm on its own, a canteen of it will remain cold even in tropical temperatures. Boiling it will cause it to lose these properties, although it will take a lot of time and heat to boil it.

G Seated around the table are several frozen wights, who rise eerily from their chairs and attack. Maps and battleplans are spread out on the table, showing areas unknown to modern times, buried under the glacier these many centuries.

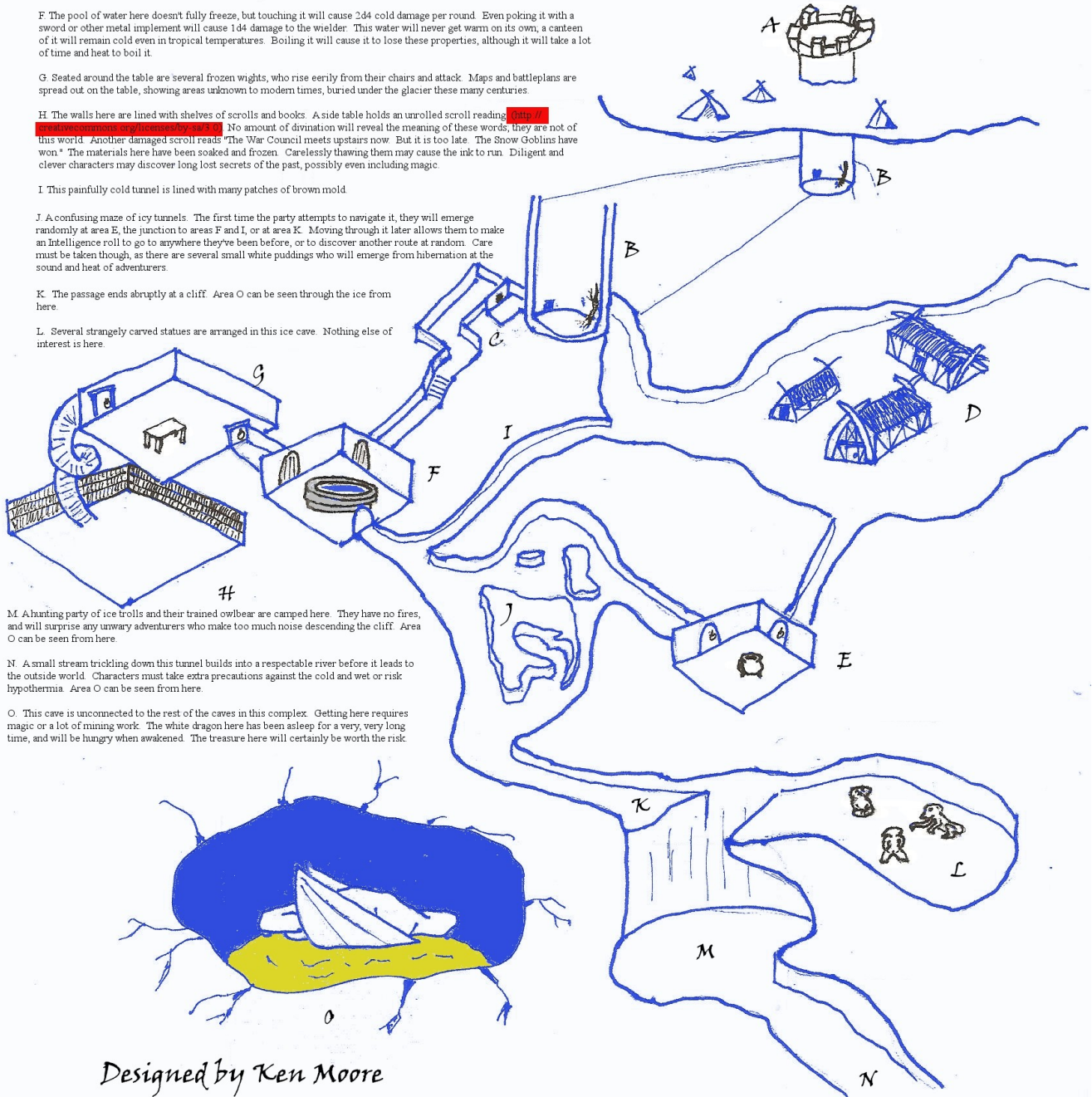
H The walls here are lined with shelves of scrolls and books. A side table holds an unrolled scroll reading **goblin**. No amount of divination will reveal the meaning of these words, they are not of this world. Another damaged scroll reads "The War Council meets upstairs now. But it is too late. The Snow Goblins have won." The materials here have been soaked and frozen. Carelessly thawing them may cause the ink to run. Diligent and clever characters may discover long lost secrets of the past, possibly even including magic.

I This painfully cold tunnel is lined with many patches of brown mold.

J A confusing maze of icy tunnels. The first time the party attempts to navigate it, they will emerge randomly at area E, the junction to areas F and I, or at area K. Moving through it later allows them to make an Intelligence roll to go to anywhere they've been before, or to discover another route at random. Care must be taken though, as there are several small white puddings who will emerge from hibernation at the sound and heat of adventurers.

K The passage ends abruptly at a cliff. Area O can be seen through the ice from here.

L Several strangely carved statues are arranged in this ice cave. Nothing else of interest is here.



M A hunting party of ice trolls and their trained owlbear are camped here. They have no fires, and will surprise any unwary adventurers who make too much noise descending the cliff. Area O can be seen from here.

N A small stream trickling down this tunnel builds into a respectable river before it leads to the outside world. Characters must take extra precautions against the cold and wet or risk hypothermia. Area O can be seen from here.

O This cave is unconnected to the rest of the caves in this complex. Getting here requires magic or a lot of mining work. The white dragon here has been asleep for a very, very long time, and will be hungry when awakened. The treasure here will certainly be worth the risk.

Designed by Ken Moore