

# Vacant Snow Castle

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A cyclopean castle built of snow. A thousand feet wide and spires a thousand feet tall.

A giant gate of solid ice. There's a gap to crawl through underneath.

No signs of life inside. Is no one home?

## Impetus

- \* The Larson family has gone missing, and a giant trail in the snow leads off from their cabin...
- \* Far out on the great expanse sits a giant castle made of snow, allegedly housing the magnificent Ice Pearl!
- \* The snow giants have been seen in the Wood. Their castle must be left unguarded, now is our moment!
- \* Look there, I can glimpse spires through the whiteout! Thank the Lords, finally shelter from the blizzard.

## In the Vacant Snow Castle

- \* Everything is 10 times larger than the size for humans – describe how furnishings look, not what they are
- \* Walls constructed of colossal hard-packed snow blocks, doors and furniture forged of solid ice
- \* Floor carpeted with loose powder snow [falling inflicts d6 damage per 20 ft plummeted, rounded down]
- \* All doors are too heavy to push open, but they have a foot-high threshold gap
- \* Pale blue light penetrates the walls, all features in a single room can be discerned
- \* Frigid temperature, frost mist when breathing
- \* When moving between locations (\*), taking one's time or making noise – roll d6:
  - 1 Random encounter – roll d6, see below
  - 2-3 Signs or spoors of random encounter – roll d6, see below

## Random encounters

- 21 **snow giants**, including King and Queen (60 ft tall shambling beings of compact snow) – Force of Nature  
First time: Giants return, number of giants as room number [#] enter each room (tidying-up, inattentive)  
Next time: Giants in the same room notice PCs, each tries to grab one [DEX save or contained in ice cage]
- 2-3 Great **white bear** (giants' pet, hunts vermin) – 14 HP, 18 STR, thick fur [A1], jaws d12 or 2 paws d8 each
  - 2 Lies camouflaged in ambush [when inflicting Critical Damage: drags away the catch for devouring]
  - 3 Toys with its victims [when inflicting Critical Damage: leaves target alone, for now]
- 4-6 d6 **werewargs** (gaunt, cursed men in beast form, terrified of white bear) – 5 HP, d8 long claws or bite
  - 4 Feral, ravenous
  - 5 Fierce, territorial
  - 6 Wretched, seeking pact

## Keyed locations (\*)

- Snow cave** (2 ft tall dark opening into rudimental den, gnawed bones, droppings, d6 scared **werewargs**)
- Long table** (5 ft spoons, pickled pikes, blanched whole cabbage heads, 15 ft rowboat with honey wine slush)
- High table** (foot long silver toothpick [d6 damage, 500 gp], under chair – half-barrel with blood stains)
- Skin rug** (shield-sized azure scales, worn and torn, frost-burns bare skin upon touch) [3000 gp intact]
- Throne** (pocket change – d6 tin plates in each seat [50 gp per piece])
- Ice chest** (freeze-lock, lid weighs 5 tons, mostly empty, 5 ft silver chain [1000 gp], bright red feather)  
BRIGHT RED FEATHER [magical, red-hot tip, pyrography quill]
- Rope** (looped around rail, dangles down to throne room floor, hangs slackly from high up the center spire)  
PULLING with the weight of two humans turns ON/OFF brilliant silvery light illuminating rooms [4] and [5]
- Spire** (rope mechanism uncovers ceiling hole letting light in through socket with mounted Ice Pearl)  
ICE PEARL (perfectly crystalline 1 ft diameter sphere) [3000 gp, melts in warm weather]
- Tuba** (corroded brass, human-sized) [magical, plays oompah by itself, whimsical temper]
- Meat hooks** (hanging from shelf, solid-frozen musk oxen and mooses, icicle cage with desperate folk)  
ICICLE CAGE (10 ft cube, ice bars, shouts for help, hypothermic Larson family [d6 **homesteaders** – 5 STR])
- Shelves** (ice-enshrined capercaillie birds, fifty barley sacks, folded square linen sail)
- Worktop** (wooden tubs, 60 ft rope with pointy hook, two-handed curved broadsword [d10 damage])

