

Thomas Kane is a familiar name to readers of DRAGON® Magazine, as he has written a number of articles for the AD&D® and TOP SECRET® games. A student at the University of Maine in Farmington, as well as the president of the university's Table Gaming Club, Thomas has a number of other modules and articles in the works here — with no end of them in sight.

This AD&D® game module is designed for 3-7 characters of 3rd-7th level. Fighters, barbarians, and rangers would be extremely helpful. Devices useful as protection against cold weather, either magical or not, are equally helpful. Secondary skills of hunter, forester, trapper, trader, and furrier might prove helpful if the Dungeon Master grants certain game bonuses for using these skills to player characters (PCs). Divination-type spells would be useful to spellcasters.

This adventure requires characters to take the roles of undercover agents — observers who allow events to unfold around them in order to solve a mystery. A timeline of events is provided, though the DM must be prepared to improvise if the actions of the characters change the situation or the sequence of events.

#### Adventure Background

In the arctic north, late winter is terrible. The sea pounds the icy coasts, and bitter storms whip the landscape. This season also brings great riches to the frozen lands, for this is the breeding season for fur seals, which swim ashore to mate and bear their young. These animals have marvelous hides, highly prized by the wealthy nations farther south. Traders' guilds often maintain small mercantile towns in the wastes, providing bases from which men hunt the seals and gain the precious fur.

One particularly rich hunting ground is known as the Pohjolan Field, a peninsular glacier named after a mythical nation of evil. The local mercantile town of Winterwolf is small but well-established — however, after years of surviving the cold, the local hunters may now be driven off by marauding bandits. In the early days of the hunt, the traders operating from Winterwolf encountered a warlike tribe, the Nahkrok, which fought them fiercely. Finally, an agreement was reached with

# BLOOD ON THE SNOW

BY THOMAS M. KANE

## A deadly hunt deep in the Arctic wastes

Artwork by Paul Jaquays  
Cartography by Diesel

the tribesmen. The guild agreed to hire certain Nahkrok tribal leaders as guides, and the hunting parties would hunt seals only where permitted and would obey tribal customs. In return, the tribe would cease attacking the traders, and would provide tribesmen to help them with dogsleds and other devices of the north. The agreement was profitable for each — until the bandits came. Now, it is nearly impossible to bring fur from the ice. The marauders seem to understand all the plans of the hunters; they wait for the hunters to make a kill, then strike when they are unprepared to fight.

Aceus, Winterwolf's merchant guildmaster, believes that one of the local hunters is a traitor, but cannot determine who the traitor is. From stories reported by Ali, the tribal guide, Aceus fears that it may be Kanadius, his guard captain. The player characters have been contacted by Aceus's merchant house, which wishes to hire them as hunters to replace those killed on a recent expedition. The PCs receive an equal share of the money obtained when the furs they gather are sold — but the PCs' real purpose is to discover the spy, if one exists. As the PCs travel with the hunting party, they are told to ask questions, snoop, and learn who has been aiding the bandits. That person must be reported when the expedition ends. Then, a valuable *detect lie* spell scroll will be used by a local cleric in order to test the suspect. If the PCs caught the turncoat, they receive 500 gp each, over and above any other payment.

The PCs have one month to prepare for the expedition. In this time, they should learn the use of skis, make minor explorations of the ice field, purchase equipment, explore the town, establish contacts, and gain needed information.

### For the Dungeon Master

In this adventure, the party will spend much of its time traveling with a band of hunters. Rather than exploring on their own, the PCs should generally follow the lead of the nonplayer characters (NPCs). For this reason, a timetable is provided which shows the major events of each day. This is not to say that the module determines the course of the adventure; the PCs do not observe an event merely because the timetable describes it. To be successful, characters

must spy, ask questions, sneak away, and be at least as active as when acting independently of a group. Give them every opportunity to do this, using the schedule as a guide only. Add atmosphere to the adventure with minor encounters and events, giving players time to develop plans. No day should be wasted!

One of the most enjoyable parts of refereeing is role-playing NPCs; in this adventure, this is particularly important. DMs must read descriptions of the hunters until they feel familiar with each of them. As events transpire, a DM must plan the actions of various NPCs, whose reactions to and plots against the PCs make up a large part of this adventure. Hints for playing characters are given in the timeline, along with some plots should the guide recognize his enemies, but only so many events can be foreseen. The rest must be developed by the DM using his own refereeing skills. The timeline is only a guide, and the way that the PCs interact with the hunters can drastically affect planned events. If characters explore the ice on their own, note that two areas marked on the map on page 20 (the dragon's cave and the selkie lair at E) contain fixed encounters described in the event timeline.

As far as what is actually happening in this scenario, the following applies. The natives (see the description) have never resigned themselves to the presence of the voracious traders. They consider the seals to belong to them alone, and fear that travelers from the south are corrupting their way of life. For this reason, the natives have allied themselves with bandits in the area. The "guides" who lead the hunters away from tribal lands have been assigned to cooperate with the brigands in stealing furs and making travel dangerous. This antihunter activity occurs despite any alignment differences between Nahkrok tribesmen and the bandits they support. The tribesmen are of all alignments, but none of the bandits are good in nature.

### Arctic Survival

DMs may make use of the *Wilderness Survival Guide* in deciding the effects of cold weather on the PCs and NPCs. However, a variant system for cold effects is given here.

On the glacier and in the hills, the

temperature ranges from  $-30^{\circ}\text{F}$  to  $+12^{\circ}\text{F}$  (roll 2d20 and subtract 28). In the lower areas, such as the forest, marsh, and city, roll 3d2 — 28 for a result of  $-25^{\circ}\text{F}$  to  $+32^{\circ}\text{F}$ . Check the temperature once each day. Wind speed (in MPH) may be determined by rolling 2d20. Use the table below to compute the effective temperature.

Wind speed	Degrees to subtract
2-5	5°
6-10	14°
11-15	19°
16-20	23°
21-25	28°
26-30	30°
31-35	32°
36-40	34°

Thus, if the air temperature were  $-30^{\circ}\text{F}$  and the wind speed 20 MPH, the effective temperature is  $-53^{\circ}\text{F}$ . Heavy clothing reduces the wind chill to one quarter (thus a wind speed of 40 MPH could be treated as 10 MPH). When the wind speed is greater than 30 MPH, vision is reduced to 40' and movement is halved, due to wind-blown snow.

During darkness, lower the temperature  $10^{\circ}$  on cloudy nights and  $20^{\circ}$  on clear ones. A roll of 1 or 2 on d6 indicates cloudy weather. On a roll of 1, snowfall occurs. This limits vision to 80' and slows movement by one half. At night, snow diffuses artificial light, restricting vision to half normal.

Unprotected characters receive 1 hp damage per hour, per  $10^{\circ}$  below  $40^{\circ}\text{F}$ . For every degree below  $-30^{\circ}\text{F}$ , 1 hp damage per turn is taken, as described under the spell *endure cold/heat* (*Unearthed Arcana*, page 33). For warmly dressed characters, use the table below.

Effective temperature	Damage per hour
over $10^{\circ}\text{F}$	0
$10^{\circ}\text{F}$ to $0^{\circ}\text{F}$	1
$-1^{\circ}\text{F}$ to $-10^{\circ}\text{F}$	1-2
$-11^{\circ}\text{F}$ to $-20^{\circ}\text{F}$	1-3
$-21^{\circ}\text{F}$ to $-30^{\circ}\text{F}$	1-4*
$-31^{\circ}\text{F}$ to $-40^{\circ}\text{F}$	2-5
$-41^{\circ}\text{F}$ to $-50^{\circ}\text{F}$	3-6
$-51^{\circ}\text{F}$ to $-60^{\circ}\text{F}$	4-7
$-61^{\circ}\text{F}$ and below	5-10

\* At this temperature and below, things become brittle. Hard, inanimate objects (such as potion bottles, oil flasks, etc.) are penalized by two on saving throws

vs. normal or crushing blows. Potions, poisons, and other liquids freeze at these temperatures. When thawed, each must save vs. frost in order to retain any previous properties.

Double damage is suffered by inactive characters in the open. Should cold damage exceed one fourth of a victim's hit points, 1-4 minor extremities (such as fingers, toes, etc.) are lost, but only if such were left uncovered to the elements. This permanently lowers the victim's dexterity by 1-4 points. When damage exceeds half of a victim's total, a limb is lost, but only if such was uncovered or poorly clothed. Characters wearing extremely heavy clothing (DM's judgment) may reduce damage by 2 hp. A bonfire negates cold damage in a 3' radius for each 100 gp weight of wood added to it. A fire of this size may be maintained for about an hour before more fuel must be added. Snow igloos may be erected in one hour if one knows how; a PC may be taught how, with one hour of help from a knowledgeable NPC. If a character has somehow learned the method of building a shelter, but has not received training, building a shelter requires three hours. Shelters prevent any wind chill and double the effect of a fire. Cold damage is recovered at a rate of 1 hp per turn (10 rounds) of exposure to warmth, such as a fire or warm weather.

On the Pohjolan Field glacier, a character may see roughly one mile. Tall hills and other high objects may be seen as far away as 50 miles. On sunny days, the glare reduces vision to half normal. Blackening the cheeks and eyelids with soot restores normal vision. Snowblindness occurs after 1-8 hours of daylight on the ice, resulting in pain and blindness for 1-6 days. This may be prevented by the use of a slitted visor (such as that on a great helm). Making a suitable visor (out of wood or cloth) requires one hour.

The icy terrain may be considered "very rugged" for purposes of movement (see page 58, *Dungeon Masters Guide*). On skis (costing 10 gp for a set), it may be crossed at normal rates. Snowshoes (3 gp) allow terrain to be crossed as if it were merely rugged. However, characters wearing skis or snowshoes are penalized -2 on initiative rolls. On skis, weapons shorter than 5' are penalized -1 on "to hit" rolls, due to the intervening length of the footwear. It requires 1-4 weeks of

practice and instruction by a knowledgeable character to become proficient with cross-country skis. Until this time has passed, movement is at half the normal rate, and no missile weapons or weapons shorter than 5' may be used. Nahkrok mushers (described in "The Hunting Party") may teach PCs to do this, for a fee.

Dogsleds are the most efficient way to carry burdens on the ice. As a rule, sled dogs are fierce and difficult to control. Unskilled characters who disturb sled dogs have a 30% chance of being attacked. Only a trained NPC may drive a dog team with any success (the PCs may hire mushers in this adventure). A sled travels at 45 miles per day, or 22 miles per day in rough/very rough terrain. The sled may carry no more than 25 lbs. (250 gp) per dog. Usually, 5-15 dogs pull one sled, which can also haul characters. A sled rents for 30 gp per trip, and the dogs rent for 25 gp each. Each dog requires 5 lbs. of meat each day. In this adventure, the dogs are fed seal blubber; food need not be carried for them (sled dogs: AC 7; MV 12"; HD 2 + 2; #AT 1; Dmg 2-8 (bite); AL N).

### Arctic Encounters

When PCs are exploring the ice by themselves, check for encounters in the morning, evening, and at midnight. A roll of 1 on d10 indicates an encounter. The "arctic, rough" table in the FIEND FOLIO® Tome or *DMG* may be used with these exceptions. Frost giants and remorhaz are not found on the Pohjolan Field. Treat frost giant encounters as selkies; remorhaz encounters become tribesmen encounters (see below). If a constrictor snake is indicated, treat the encounter as a white deadly pudding. Herd animal encounters are with caribou on the ice; near the ocean, these encounters are with seals.

Unless otherwise noted, seal encounters are with fur seals 40% of the time (AC 8; MV 6"; HD 1, no attacks, 20-50 encountered; AL N); pelts are worth 5 gp, and the pelts of infant seals (pups) are worth 7 gp each. During the breeding season, when the adventure takes place, one pup may be found for every two adult seals. Other breeds of seal are encountered 40% of the time (AC 8; MV 6"; HD 2, one male with 1-20 females, males bite for 1-4 hp damage; AL N), and walrus are met 20% of the time (HD 4-5, bite for 2-12 hp damage, 1-2 encoun-

tered). Each walrus tusk is worth 1-8 gp.

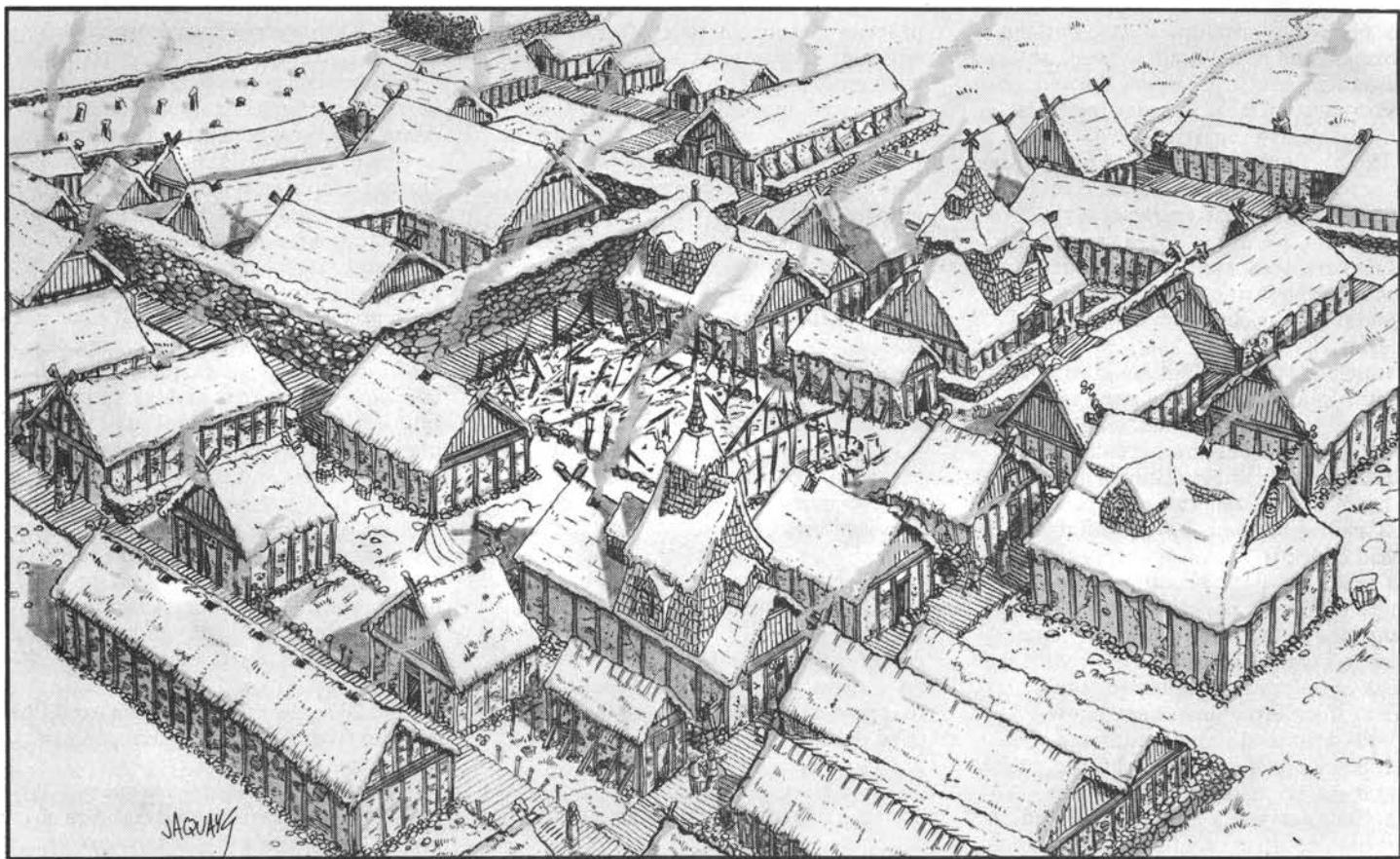
Once seals are spotted, hunters move in on them immediately and attack using blunt weapons; clubs are favored, as edged weapons damage seal hides. During each round of attack, 1-6 seals escape through holes which they have made in the ice. It takes three rounds to skin and scrape a seal after the kill. A pelt has an average encumbrance of 15 gp (5 gp for infant seal furs). If two extra rounds are spent separating edible blubber from the carcass, the blubber may be used to feed dogs and even hunters. Seals each have 10d20 lbs. of blubber; a dog can eat 5 lbs. each day, a human character 4 lbs.

With large numbers of fur seals being hunted, attacking may slow down game play. When numerous seals are being attacked, the following system may be used to resolve the hunt. Assume that each hunting character can kill one seal per five rounds, during which time 5-30 seals escape. Thus, if 16 hunters attacked 20 seals, 16 of the seals would be slain in five minutes; the rest are assumed to have escaped.

If Nahkrok tribesmen are encountered, 2-20 barbarians and fighters of levels 1-4 (of nonlawful alignments), 1-10 clerics of levels 1-4 (of generally good and neutral gods), and 1-4 lawful-evil monks (levels 1-6) who worship Loviatar, the Finnish deity of pain (*Legends & Lore*, page 55) will be present — a sealing party, in actuality. The good-aligned tribal members (who worship good-aligned Finnish deities) get along reasonably well with the evil ones, due to their mutual hope that offerings to Loviatar lessen the severe weather of the Pohjolan Field. Due to Nahkrok custom, no tribesman shows his bare skin to the PCs. Nahkrok tribesmen attack any hunters (including PCs) who are not with Ali or Cyronain.

### Winterwolf

The small town of Winterwolf can be the source of many adventures for the PCs, and much information useful in the adventure can be gained here. During each summer month, 1-2 caravans of merchants come, bringing leather, food, weapons, and other goods. Due to the town's small population, any unusual question or action that PCs take has a 30% chance of becoming general knowledge. Fur trade is regulated by



the guild, and (due to a custom picked up from the tribesmen) fur must be perfumed before being traded, as a fee to the spirit of the seals.

During thaws, the ground becomes quite muddy and expands. Because of this, buildings are placed on large heaps of boulders or wooden stilts. Richer or more important buildings are surrounded by 10'-high stone walls, the inner sides of which are lined with firewood and other supplies. Walls provide protection from both from wind and marauders. Less well-built houses usually store wood and food between the ground and floor as insulation. Streets in the town are paved with stone, over which are logs lashed together. Off the street, movement is halved because of mud in the summer and deep snow at other times of year. Within the town, characters move at dungeon movement rates. Because of the cold, most people stay indoors and are not encountered by chance.

Winterwolf's current problems have deep roots. When the town was established, the Finnish deities (known here as the Kalevalan gods) and certain Norse gods were extremely popular,

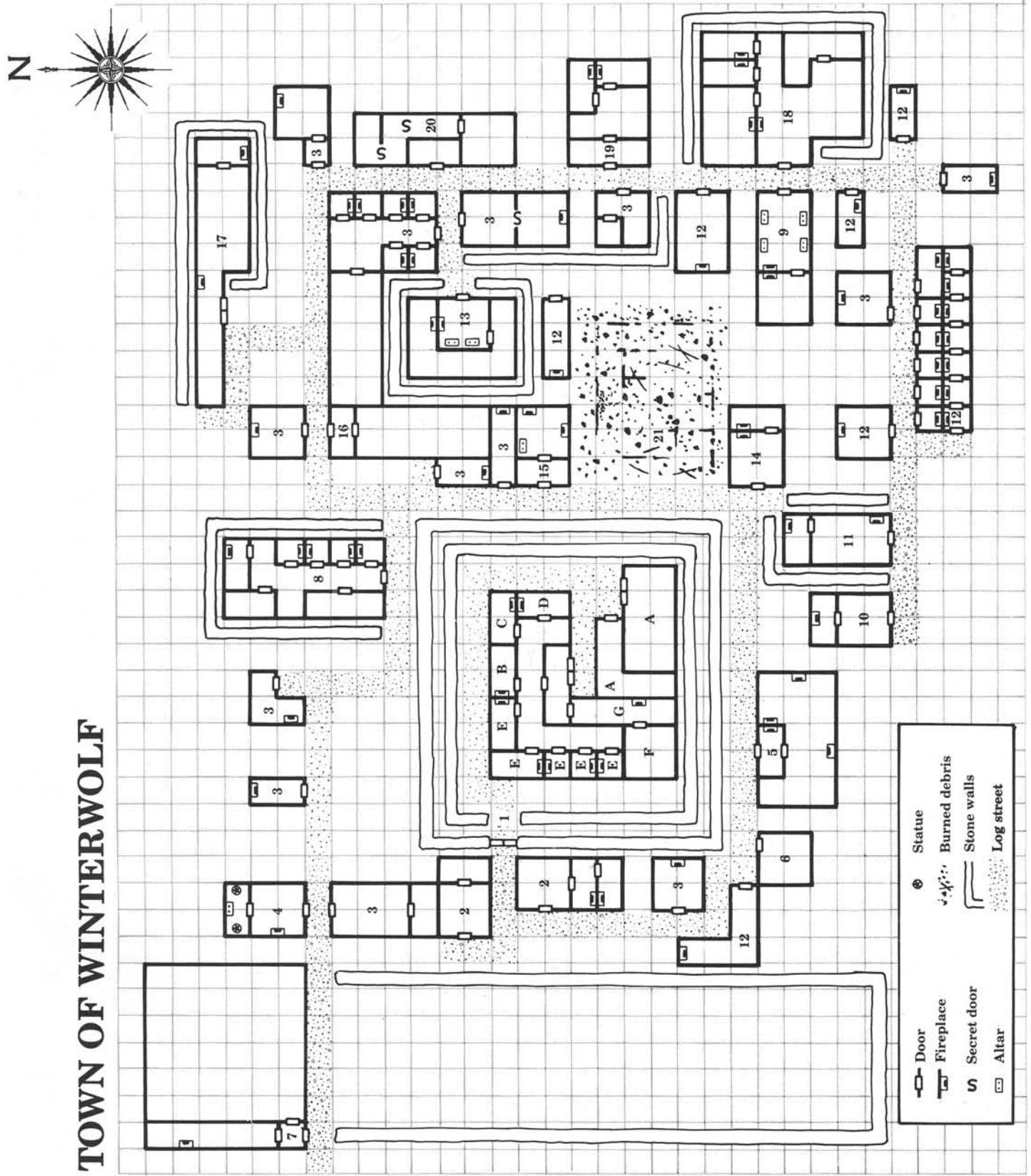
especially Ilmatar, the goddess of motherhood (*Legends & Lore*, page 53). However, many woodcutters tolerated — and even paid homage to — Loki, due to an old tale about a human infant that Thrym had desired to devour. Loki had tricked Thrym out of eating the child when no other god could save the babe. The more intelligent citizens of the town did not believe the story, but even the good-aligned ones were content to have Loki worshiped, as long as human sacrifice was not performed. But, as the town grew, actual clerics of Loki came to the town, and with them came clerics of other evil deities. A thieves' guild was established in Loki's temple, and the town became more violent. At this time the bandit raids began, and the town's population began to decline.

Ali, the tribal guide for the merchant's guild, is responsible for much of the trouble. Long disenchanted with the way the seal hunters treated the tribesmen, he decided to ruin the fur trade, and so joined the thieves' guild. Using a stolen *ring of invisibility* to spy on Sandara, the High Priestess of Ilmatar, he discovered that she was developing a plan with Aceus to close Loki's temple

on the grounds that it was a haven for the bandits. Getting word of this, the worshipers of Loki hired Surm, a local assassin, to slay Aceus. On the same night that Aceus would be slain, the bandits would also loot the temple of Ilmatar and set it on fire, both to draw the guards away from the guild stockade and to terrorize Sandara. The night's actions would be blamed on drunken woodcutters.

When the temple of Ilmatar was invaded, there was a noisy battle between the thieves and clerics. Hearing the fight, the townspeople armed themselves, believing that bandits were raiding the town. Several groups of citizens attacked one another, not recognizing their neighbors in the confusion. The temple of Ilmatar was set afire, but a local witch's familiar (see building 19) detected Surm and led Hunten, the guild paymaster, to Surm's hiding place. Hunten spotted the poison on Surm's weapon and correctly guessed that an assassination was planned, but Surm escaped in the confusion. A full-scale riot was soon in progress. The worshipers of evil gods used the opportunity to pillage the other citizens.

# TOWN OF WINTERWOLF



Several townspeople were slain on both sides, some inadvertently. The guild guards began patrolling the town's streets, warning of brutal punishment for any found outdoors. No action was taken against any rioters, nor was Loki's temple shut, for fear of future unrest. Many of the rioters and the fearful-but-peaceful sorts fled town in the following days. Aceus ordered the guild troops to prevent the exodus, but contradictory orders given by Kanadius and Ali allowed the fugitives time to escape. The sealing expedition which followed this riot was raided more severely than any before, prompting Aceus to hire the PCs. The townspeople, fearful of future riots, are quick to unite against troublemakers.

The DM should note how long it took the PCs to be contacted and arrive in Winterwolf, thus establishing how far into the past the riot was. The subject of the night's fighting is a very touchy one for most townspeople, regardless of other factors.

### Winterwolf Encounter Key

**NPC note:** Many of the NPCs in this adventure possess similar statistics. Unless otherwise noted, each NPC can make only one attack per round, and each does damage as per the weapon type used. Only exceptional statistics are given for each NPC; assume that unlisted statistics have a value of 11. Unless met outdoors, all NPCs have AC 10 (though dexterity bonuses may lower this figure) and move at 12". For outdoor use, each NPC has a suit of fur clothing which serves as protection from the cold, including mittens, head and face protection, and boots (AC 8, MV 9"). Also, unless noted, all NPCs are long-time residents of the Pohjolan Field, and they are quite familiar with the effects of the weather and the basic nature of the local terrain and wildlife.

**1. Guild Stockade.** This is the central fortalice to the town. It is surrounded by boulder walls, and most buildings are built to its east and south as protection from the wind. Five 2nd-level fighters, with light crossbows, broad swords, medium shields, and banded armor defend the gate (AC 3; MV 6"; hp 11-16; AL variable). Due to the recent riot and suspected assassination attempt, the guards are extremely

alert (surprised 1 in 6 times). The huge pine doors are reinforced with iron, cut with three arrow slits, and may be barred with a huge beam.

**A. Warehouses.** These each contain 5,000 gp in fur, as well as other guild supplies which the DM may invent.

**B. Guildmaster's Office.** Aceus, the guildmaster, does business here. He is the one who hired the PCs. He is balding and friendly, but concerned with guild business to the exclusion of nearly everything else.

**Aceus:** F3; hp 13; I 17, Ch 18; AL NG.

**C. Guard Captain's Office.** Kanadius (see "The Hunting Party") does business in this room.

**D. Paymaster's Office.** A sprinkler for anointing furs with perfume, worth 3 gp, sits on the desk. Fur is traded and guild employees receive money here. Hunten, the paymaster, can call Kanadius and the five guards from area G at will. If there is a fight, the rest of the inhabitants of the stockade arrive in 10 rounds. Hunten wears chain mail and keeps a halberd propped against the wall in case of disputes. The chest is locked and trapped with a poisoned needle (save vs. poison or die). In the chest lie the guild's finances: 200 pp, 5,000 gp, and one clerical scroll of *detect lie*. In a drawer under the table are 100 sp and 500 cp. Hunten also serves the town as moneychanger and banker, and the drawer holds receipts allotting money to the other guild members and various other people.

**Hunten:** AC 3; MV 6"; F3; hp 24; S 18/90, D 16, C 15; AL LN.

**E. Bedrooms.** Ali and Cyronain (see "The Hunting Party") each have a 40% chance of being in this area. At night, Aceus, Hunten, and Kanadius are also here.

**F. Kitchen/Dining Room and Store-room.** The usual food and cooking supplies may be found here.

**G. Barracks.** Five 2nd-level fighters with all of the characteristics of those found on guard duty at the fortalice are resting in this messy room (AC 10; MV 12"; other statistics as before).

**2. Deserted Warehouses.** These buildings are not currently in use, as the fur trade has come on hard times.

**3. Deserted Building.** These buildings' owners fled in the exodus after the riot.

**4. Temple of Thrym.** This was a secret church to the god of the frost giants. However, its cleric and last serious patron, Hamlen, was killed in the riot.

**5. Warehouse.** The guild stores leather, food, and other supplies here. All doors are locked, and two guards are left here at all times (statistics identical to those on guard at area 1).

**6. Furrier.** Although all sales of fur are overseen by the guild, warm clothing may be purchased here. Tamara, the furrier's wife, has a baby daughter which can often be heard crying. About 100 gp worth of furs may be found here, and 3 gp are on the table. Alaric, the furrier, secretly worships Loki and makes visits to his temple. If bribed, he reveals that Cyronain and Ali are seen there, but he then warns Ali and Cyronain that the PCs are inquiring about them. His wife and apprentice support the Kalevalan gods, and he pretends to do so when they are nearby. Alaric buys infant seal furs from Herot, Danbury, and Winegard (see "The Hunting Party") against guild regulations. For this reason, he is reluctant to discuss furs with the PCs.

**Alaric:** zero level; hp 3; I 16, D 18; AL CE.

**Tamara** (Alaric's wife): zero level; hp 4; C 16; AL NG.

**Jorge** (apprentice): zero level; hp 2; S 16, D 16; AL LG.

**7. Charnel House.** This is where bodies are stored until summer, when the ground thaws and burial becomes possible. The building is made of stone, and the entrance is locked and barred to keep undead which arise trapped within (none are present). In the living quarters are Jorimir, the undertaker, and his apprentice, Esher. Both proclaim Ukko as their deity, but after years of working with the dead, they have begun to follow Hel. They know that Cyronain has killed several locals. About 200 cp are scattered around their living quarters.

**Jorimir:** zero level; hp 3; S 15, C 16, Ch 5; AL N.

**Esher:** zero level; hp 4; D 16; AL CN.

**8. Groaning Griffon Inn.** This is a fairly clean place, with good food and beer. Patrons are charged 1 gp per night for the common room, 10 per night in a private room. For an extra copper piece,

they are given a greasy stick to lure bedbugs from the sheets. The burly innkeeper is a member of the thieves' guild, and he reports rich characters to the temple of Loki. These PCs are then subject to thieving attempts by Vingart (see building 13). The innkeeper has 500 gp in a safe and wears a 10-gp ring. Silas, Arlan, Danbury, and Herot stay here (see "The Hunting Party").

**Tobus:** zero level; hp 5; S 18, D 15, C 16; AL N.

**9. Temple of the Kalevalan Gods.** The front of this area is devoted to altars, with two donation boxes which contain 10-40 sp each. Icons of each good Finnish deity line the altar room. The fireplace has a screen allowing wax powders to be sifted into the flame, to color it. The four canons who sponsor and defend the temple are named Ptolomey, Castina, Phalia, and Josef; they worship Ukko, Ahto, Mielikki, and Ahto, respectively. All have maces and wear chain mail. Five *candles of invocation* are in an ornate silver box (worth 10 gp) in the temple.

The high priestess of Ilmatar, Sandara, is here as well. She has a *mace +1* and *bracers of defense, AC 2*. Additionally, she wears a *phylactery of long years* that no one knows about. Ilmatar's temple was recently burned down by followers of Loki during the riot, and the four other clerics of Ilmatar were slain. Caldessa (see "The Hunting Party") is also here, preparing for the sealing expedition.

**Ptolomey:** AC 5; MV 9"; C6; hp 31; W 16, C 15; AL LG.

**Castino:** AC 5; MV 9"; C6; hp 33; S 16, I 17, W 17, C 15; AL NG.

**Phalia:** AC 4; MV 9"; C6; hp 32; W 14, D 15; AL NG.

**Josef:** AC 5; MV 9"; C6; hp 27; S 16, W 15; AL NG.

**Sandara:** AC 2; MV 9"; C10; hp 59; I 16, W 18, D 17, C 15, Ch 17; AL LG.

**10. Kennel.** Dogs and sleds may be rented here for the prices listed in the section on arctic survival. A buried saddle bag holds 50 gp. Boldo, the kennelmaster, often supplies sealing expeditions and talks avidly about hunting, but has no useful information.

**Boldo:** zero level; hp 3; C 15; AL NG.

**11. Smithy.** Any desired metal item (within reason) can be purchased here. A box in the smith's bedroom, under the

floor, holds 250 gp. Siegmund, the smith, made a sword which could be disguised as a mace, and a spear shaft with a "funny screw-on head" for a man called Surm, who lived at building #20 but suddenly vanished. He relates this information to a customer who spends more than 5 gp. Siegmund is not quite aware of the significance of Surm's instruments, though he is suspicious.

**Siegmund:** F2; hp 15; S 18/60, D 15, C 17; AL N.

**12. Woodcutters' Hovels.** Each of these buildings has 1-6 zero-level humans within, each with 1-4 sp and woodworking equipment. One woodcutter in six is a worshiper of Loki; others support Kalevalan deities. These people make lumber during the summer and sell it to southbound caravans. They also cut firewood for the richer dwellers of the Pohjolan Field.

**Woodcutters:** zero level; hp 3-6; AL variable; all own axes (equal to battle and hand axes) and saws.

**13. Temple of Loki (Thieves' Guild).** Services for Loki are held in the front room of this temple. The two clerics present wear padded armor with maces concealed beneath. Vingart, the thief representing the guild, wears leather armor and bears a short sword. The other members of the guild and temple left town after the riot in which they set fire to the temple of Ilmatar. A locked chest hidden under the altar holds 579 gp, as well as 30 gp worth of stolen furs. The clerics and thief work with the bandits. There is a 10% chance of encountering Cyronain (see "The Hunting Party") here. If asked about Cyronain or Ali, these NPCs feign ignorance and claim that the two have visited, but only while searching for "Kanadia-somebody" on guild business.

**Salia** (Cleric of Loki): AC 5; MV 9"; C8; hp 39; S 16, W 18, D 17; AL CE.

**Johnter** (Cleric of Loki): AC 5; MV 9"; C4; hp 18; S 18, W 16, D 16, C 15; AL CE.

**Vingart** (Thief): AC 4; MV 12"; T10; hp 48; S 16, I 15, D 18, C 15; AL CE.

**14. Expedition Outfitter.** Characters may purchase most of the items listed in the *Players Handbook* here, but for four times the usual rate. Food costs eight times the normal price. The outfitter's coffer holds 133 gp.

If asked about the other hunters,

Thorin the outfitter comments that Herot has made many unusual purchases here. He says this in a dark and angry voice, casting suspicion on the character. The outfitter hates Herot due to Herot's ill-mannered remarks concerning the local Nahkrok. If asked about the ice and given 20 gp, the outfitter warns characters of rumors about a white dragon (see day 8 on the event timeline). Chinlin, the outfitter's wife, descends from the tribe and does not reveal her bare skin to the PCs, due to tribal custom. There is a 10% chance that Ali is here to talk with Thorin on tribal topics.

**Thorin:** zero level; hp 5; AL N.

**Chinlin:** zero level; hp 4; I 15; AL NG.

**15. Temple of Hel.** The services of the Norse goddess of death are held in this building. Sallas, the cleric of Hel, wears plate mail and displays her mace openly. Hel has few devoted worshipers in the town, although Jorimir and Esher (see building 7) have made several visits.

**Sallas:** AC 3; MV 6"; C5; hp 31; W 17, C 15, Ch 17; AL NE.

**16. Warehouse.** The merchants' guild maintains this storage building. Food may be bought here at double the normal rate. Mikhail, the owner, worships Loki, and has several idols of this deity in his apartment. He has only 10 gp. Mikhail is interested in cooking, and food purchased here is exceptionally good.

**Mikhail:** zero level; hp 4; I 15, D 15; AL CE.

**17. Expedition Starting Point.** The guild has set up this area for starting expeditions across the ice. Edhall, the worker, helps harness dogs, tie down baggage, and otherwise assist (as well as sell equipment). He has a 30% chance of having any item listed in the *Players Handbook* and sells his goods for double the normal rates. Dogs and sleds are available for the rates given in the section on "Arctic Survival." Edhall has 130 gp in a money pouch on his belt. Edhall was a hunter before the bandits made it too dangerous. If contacted by characters prior to the departure date, he warns the PCs to be careful before they kill a seal, as he has seen selkies on the ice. The tribal mushers (see below) live here, but stay inconspicuous unless hired by a PC.

**Edhall:** F2; hp 11; AL NG.

**18. The Lost Inn.** This is a fairly dirty building. The charge is 3 sp per night, or 1 gp for a private room. The owner has 250 gp. Winegard, Jeffe, and Mithrim stay here (see "The Hunting Party"). The innkeeper has a young son who is often seen playing with dice in the dining room.

**Roberus** (innkeeper): zero level; hp 3; Ch 16; AL LG.

**Barbra** (innkeep's wife): zero level; hp 2; AL LN.

**Eowine** (child): zero level; hp 2; AL NG.

**19. Basia's Residence.** Basia is a female magic-user (the local "witch") who serves the town as a sage, scribe, wizard, and alchemist. She has 300 gp worth of alchemical equipment and inlaid symbols. She enjoys appearing mysterious and using information gleaned by her familiar to startle and embarrass visitors. However, she is quite kind and never goes back on a bargain. In an herb chest, buried under smelly weeds, are 1,000 gp and her spell books. Basia has two students: Horner, a zero-level apprentice, and Jan, her favorite, a zero-level initiate. Basia's familiar, a black cat named Hammerclaw, often spies for her. Because of this, she knows that Cyronain and Ali have visited the temple of Loki (see building 13) and the expedition outfitter (see building 14) quite often. She also describes Surm's sudden departure (see building 20).

**Basia:** MU12; hp 29; I 18, W 16, Ch 15; AL CG.

**Horner:** zero level; hp 3; I 17, C 16; AL N.

**Jan:** zero level; I 16, W 15, D 18; AL NG.

**20. Assassin's Home.** These are the abandoned quarters of Surm, an assassin. He was planning to slay Aceus the guildmaster during the chaos that followed when clerics of Loki set fire to the temple of Ilmatar. However, he was accosted by Hunten (see building 1) who saw poison on Surm's short sword. He escaped from the stockade and quickly left town. He is now traveling with the bandits and is calling himself "Stur-mick" (see day 6 on the event timeline). A covered pit trap at his door is set, and a character stepping on it falls 10' for 1-6 hp damage.

**21. Ruins.** This was once the temple

of Ilmatar, which was gutted by fire during the recent riot. Nothing useful survived the fire.

### The Hunting Party

Particularly important NPCs who are going on the hunting expedition with the PCs are listed here. Read the note on NPC statistics given in the Winterwolf encounter key; abbreviated statistics are given for some characters here.

**Ali:** AC 5; MV 9"; F8; hp 58; S 17, I 18, D 17; AL N.

Ali is the guide assigned to the hunters by the tribesmen. He has a leather shield +1 covered with painted runes and wears a *ring of invisibility* on his left hand; the ring can only be used once per day for 7-12 turns. A tall, imposing man, Ali is always seen masked and swathed in fur. If questioned about this, he merely replies "it is the way" (as his tribe warns that a person who exposes his skin to strangers endangers his soul). Ali is the traitor responsible for the bandit raids, though he feels justified in his actions as he considers himself and the Nahkrok to be at war with the merchants and hunters. He has managed to draw suspicion toward the captain of the guards, Kanadius.

If the PCs perform any action during the expedition, there is a 45% chance that Ali, Cyronain, or Jeffe (see below) observe or overhear them, unless precautions are taken. The DM may give the PCs some hint of the presence of Cyronain or Jeffe, but Ali must be invisible. Never make it apparent that the PCs are being spied upon, unless they are using *ESP* or have some other similar way of knowing. Even then, the information gained should be limited. Ali carries a purse containing 20 sp, and concealed in his sleeping furs are 100 gp. He is crafty and ruthless, defending tribal interests and his own. If all else fails, he may subject characters to a tribal execution by abandoning them on the ice. Other hunters do not usually interfere with Ali's work, as they fear him.

**Cyronain:** AC 7; MV 18"; A3/M4; hp 22; S 18, I 18, W 16, D 17, C 16; AL LE.

Cyronain, a member of the Nahkrok tribe, was training as an assassin under the auspices of the bandits. After surviving a terrible storm, he decided to

become a monk in the cult of Loviatar. He prefers to enter combat as a monk, with an open-hand attack, but is not averse to back-stabbing or poisoning strong opponents. Masquerading as a tribal hunting savant, he spies on members of the expedition and, when necessary, eliminates them. His build is stocky, even fat. Due to custom, he is reluctant to show bare skin. When dealing with others, he is terse and insulting. In his sled is a sack of 150 gp, along with three vials of type B ingestive poison and two of type A insinuative poison (*DMG*, page 20). The tip of his spear may be removed to function as a *dagger of venom* (he got this weapon from Surm). He also owns a pair of onyx dice which magically roll any number that he desires. He reports all he hears to Ali.

Note that Cyronain can speak with animals and is partially immune to *ESP* attempts because of his training as a monk. His other talents as an assassin and a monk should be carefully considered in play.

**Kanadius:** AC 4; MV 9"; F4; hp 34; S 18/95, D 15, C 16, Ch 6; AL LN.

Kanadius is the guildmaster's Captain of the Expedition. He is responsible for maintaining discipline among the hunters and does so ruthlessly. For this reason, he is unpopular. Due to this, Ali and Cyronain blame the troubles of the party on him. Physically, he is of medium build, has sandy hair and piercing blue eyes. In his backpack are 200 gp. He wears *gauntlets of ogre power*, and his long sword is covered with (nonmagical) golden runes, which make it worth 100 gp. Chain mail and a large shield make up his usual armor, over which he wears furs. (Few wear armor in the snow because of its encumbrance and the need to move quickly to escape predators.) If approached concerning the bandit raids, he becomes angry and suggests that the PCs, being newcomers, should be less inquisitive.

**Arlan:** AC 8; MV 9"; MU3; hp 8; I 17, D 15; AL NG.

Arlan is a magic-user hired to help repulse bandit attacks. He has little interest in sealing, but is pleased with the opportunity to study the arctic area and to use his magic in order to defeat brigands. His memorized spells are *read magic*, *sleep*, and *web*. In Arlan's sled are his spell books and 60 gp. Arlan is

glad to talk to PCs, particularly if the subject is magic. He does not especially dislike Kanadius, but suggests that Herot, Danbury, and Winegard act suspiciously and are often seen apart from the group. Arlan is short and has a fair face and blond hair, appearing almost elven (his great-grandfather was an elven wizard).

**Caldessa:** AC 8; MV 9"; C3; hp 16; W 15, Ch 17; AL LG.

A cleric of Ilmatar, Caldessa was added to the hunting party as an afterthought, in case severe casualties should be sustained. She is not a hunter and has only a mace for weaponry. She is not pleased about going on the expedition as the killing repels her, but her high priestess assigned her the task due to the added prestige it would bring in the struggle with the cult of Loki (see building 9 in Winterwolf). Her usual spells are *cure light wounds* ( $\times 2$ ), *light*, *resist cold*, *hold person*, and *slow poison*. She has no money but carries a holy symbol (a looped cross) worth 50 gp from its silver and inlaid gems.

**Herot:** AC 5; MV 9"; F3; hp 20; S 17, D 18; AL N.

Tall and dark, Herot is a hardened sealer. He kills seals almost to the point of sadism and is rarely satisfied with the take. The bandits frighten him considerably, and he carries a *bastard sword* +1 and a steel shield for combat against them. Kanadius annoys him by refusing to hire a force of warriors for the hunters' protection. Herot is highly contemptuous of the Nahkrok and has earned their hatred. In his pack are 120 gp. For each 20 pelts taken, he pilfers 10 gp of infant seal fur (see day 2 on the event timeline).

**Silas:** AC 8; MV 9"; F2; hp 15; S 16, C 17, Ch 16; AL LG.

Silas is a young warrior, barely 20 years old. He has only recently joined the Trader's Guild. He is frightened of the bandits and feels oppressed by the cold weather. His sack contains only 10 gp.

**Danbury:** AC 7; MV 9"; F3; hp 20; S 18/91, I 16, D 15, C 17; AL N.

Somewhat adventurous, Danbury is blond and greedy. He likes to talk and can be a good negotiator when necessary. Arlan and he argue, since he considers magic wasteful in the sealing party. He bears a composite bow, 15

arrows, and broad sword. In his pack are 140 gp. He steals infant seal furs, 10 gp worth for each 20 seals (see day 2 on the event timeline).

**Jeffe:** AC 6; MV 9"; F3; hp 22; S 16, D 16, Ch 17; AL CE.

Jeffe is charming but quite malicious. He pilfers from the other members of the caravan when possible, and he understands the relationship between Ali and the bandits. Should he learn of the PCs' intent, he reports it to Ali. Cyronain gives him 20 gp per expedition, partly to keep Jeffe from revealing Ali and partly as payment for his spying. If offered more than this by the PCs, Jeffe willingly serves them (he always tries to maximize his profits). Jeffe accuses Kanadius of aiding the bandits if the subject is brought up. In his pack are 200 gp, along with a bottle of type A ingestive poison (DMG, page 20). He carries a battle axe with silver traceries, worth 30 gp.

**Mithrim:** AC 5; MV 9"; F3; hp 33; S 16, W 16, D 17, C 18; AL CG.

Mithrim is interested in profit, but he also admires the beauty of the arctic wilderness. He bears a halberd and light crossbow for protection against the brigands. He is very angry with Kanadius and feels that Kanadius takes more than his share of the furs captured. In his sled are 130 gp.

**Winegard:** AC 8; MV 9"; F4; hp 41; S 17, C 17, Ch 15; AL N.

A lusty, hearty man, Winegard enjoys sealing and the cold climate. He carries a broad sword and quarterstaff, and enjoys simulated combat. Although he claims to deplore the bandits, Winegard makes it quite clear that they do not disturb him — in fact, he enjoys fighting them. In his sack are 50 gp. He hides illicit infant seal furs in his bedding, taking 10 gp worth of illegal fur for every 20 pelts taken.

Each player character, like the other members of the hunting party, has heavy clothing, skis, a sled with 11 dogs (nine to pull the sled, two as reserve), food, water flasks, rope, a spear, club, ice saw, and normal equipment. Except for Silas, Arlan, and Caldessa, the NPC hunters have spent many years on the Pohjolan Field and are accomplished sled-drivers. The PCs need trained mushers, as described above.

In front of the group go Ali and Cyronain. Behind them come Kanadius and Arlan, then Caldessa and Herot. Following them are Silas and Danbury, then Jeffe and Mithrim. Winegard brings up the rear. The PCs are placed in pairs between Winegard and the rest of the hunters. Despite the tension between members, the hunting party acts as a group, bent on taking seals, and generally obeys Kanadius, Ali, or Cyronain. The deadly cold makes allies of all.

The NPC mushers are tribal members who serve Ali, if he requires them. The guild uses them to instruct new hunters in the proper use of skis, and to drive the sleds of those who do not have the needed expertise. The hiring PCs must pay 5 gp each expedition to his musher, or 5 gp per week for training in skiing. Each musher owns 2-5 sp and normal equipment, but nothing else (their furs count as padded armor). They do not reveal bare skin to characters. When not driving sleds, the mushers tend to cluster together, avoiding their employers. The mushers seem remote and even unfriendly, due to their minimum of speech and brief instructions or requests. They tolerate no abuse or delays in pay, doing only their job. If even one is subjected to maltreatment, the whole group of mushers is likely to attack the offender, using unarmed combat and whips. The mushers do not engage in sealing.

All of the mushers wear masks and heavy clothing equal to padded armor. Each of them is a 1st-level barbarian, well versed in arctic survival. Because the clothing they wear is fairly bulky, special dexterity bonuses are lost, and movement is restricted to 9". No treasure is carried by any barbarian. Unless otherwise given, all of these mushers have strength and constitution scores of 15 each, and dexterity scores of 14.

**Naganain (Silas's musher):** AC 6; hp 9; D 16; AL N.

**Namuk (Arlan's musher):** AC 8; hp 10; W 16; AL CG.

**Curcutalak (Caldessa's musher):** AC 5; hp 11; I 16, D 17, Ch 16; AL CN.

**Dalin:** AC 8; hp 14; S 18/51, C 17; AL NE.

**Hengest:** AC 8; hp 7; I 17, Ch 16; AL N.

**Higlac:** AC 8; hp 13; S 17; AL CN.

**Vironain:** AC 7; hp 11; I 16, D 15, C 16; AL CE.

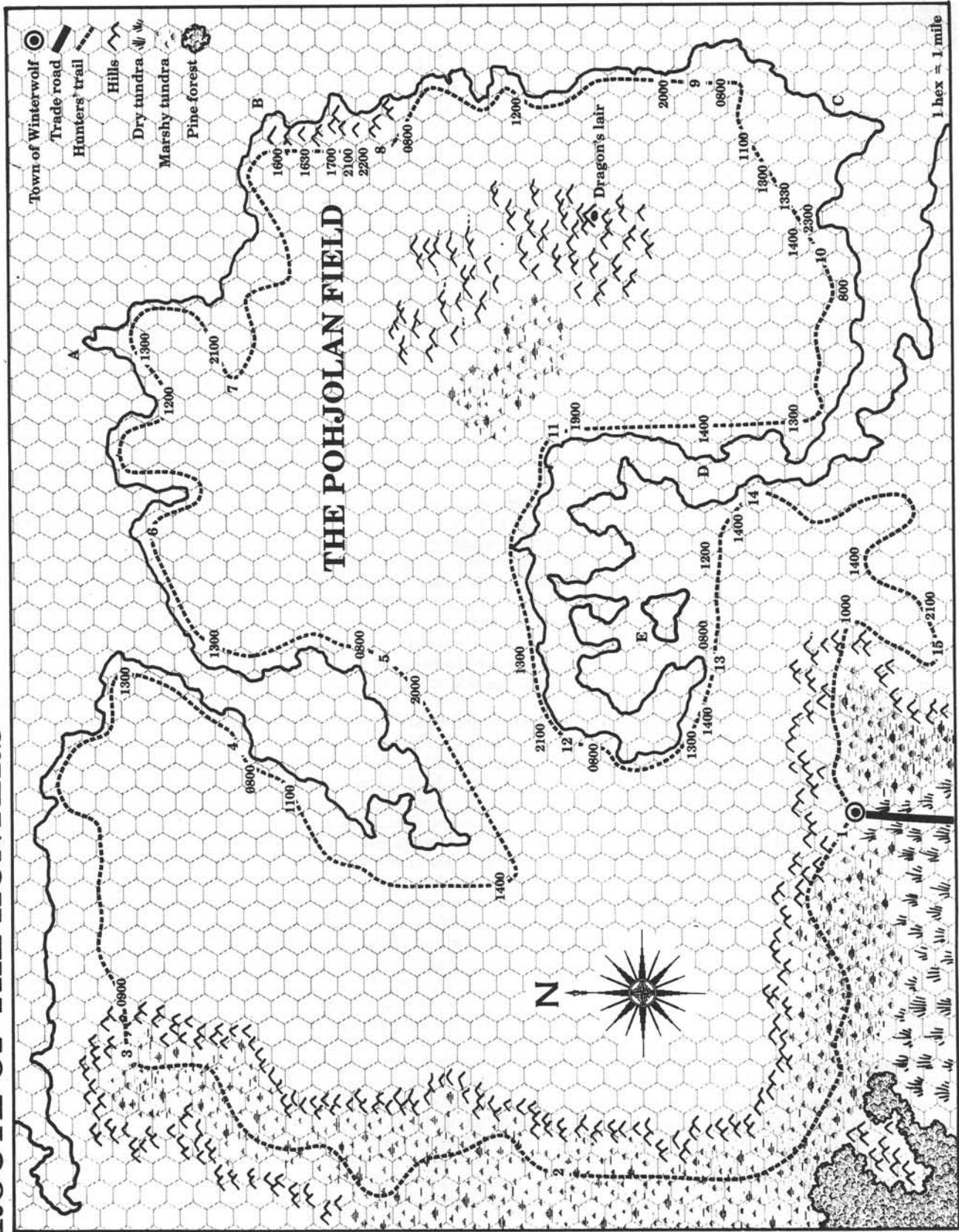
**Raffel:** AC 8; hp 8; AL CG.

**Dalinain:** AC 8; hp 7; S 16; AL N.

**Edgetha:** AC 4; hp 9; D 18; AL NE.

**Kalin:** AC 8; hp 9; Ch 16; AL N.

## ROUTE OF THE HUNTERS



### Event Timeline

This schedule describes the major events of the sealing expedition. Encounters, weather and hunting success are detailed here. Time is given on a 24-hour clock. Unless otherwise mentioned, the hunters begin a day's march at 07:00 and camp at 20:00. Due to the northerly latitude and season, the days are very short. The sun rises at 09:00 and sets at 16:30. Twilight sufficient for hunting seal exists for two hours after sunset and one hour before actual sunrise.

On the wilderness map, the beginning of each day's journey is plotted. Unless otherwise mentioned, when a seal encounter is described, it is with a group of fur seals. Remember that this event timeline could be radically altered by the actions of the player characters.

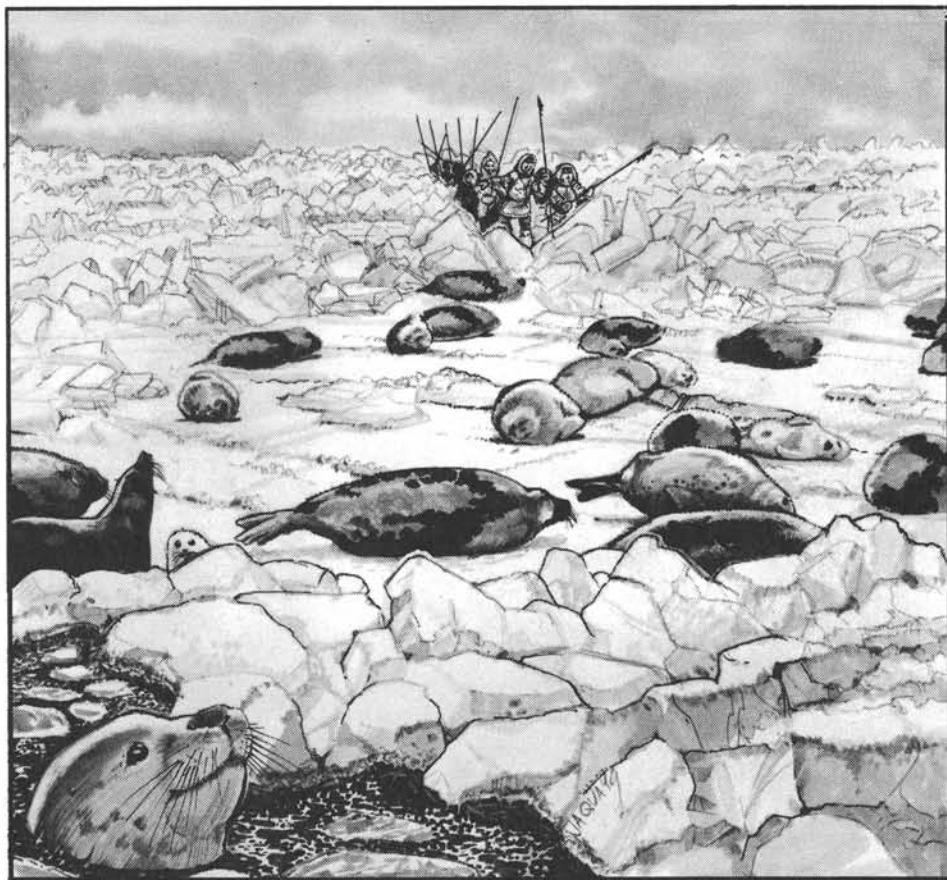
#### Day 1

It has been one month since the PCs arrived in the Pohjolan Field. Some of this time must be spent learning the rudiments of cross-country skiing and existence on the Pohjolan Field. However, some may want their characters to use much of this extra time to contact members of the hunting party, explore the town, and gather information.

**12:00.** The hunters assemble at the Expedition Beginning Point. The PCs should get brief descriptions of any NPCs that they have not yet contacted. The PCs are then assigned mushers and places in the marching order. Movement is difficult, as the trail Ali has chosen leads through marshes which have only partially frozen. Much complaining about Ali is made by the hunters. Were it not for his choice of direction, the ice could be entered almost immediately, and the fens avoided. Ali remains passive, but when the complaints become loud, he warns that the bandits are believed to watch the quicker path to the ice.

#### Day 2

**22:00.** Herot, Danbury, and Winegard leave the camp at night to discuss a plan Herot has. He wishes to hide the fur of infant seals and sell it for a high price to Alaric, the furrier (see building 6). Since this is contrary to guild laws, they do not discuss this with PCs. Cyronain hides in shadows and spies on this affair. He is able to blackmail any of the three into helping him, should the need



come up. Should Cyronain notice PCs in the area, he and Ali spy on the PCs and using Jeffe to assist.

#### Day 3

**09:00.** One hour is spent raising the sleds and dogs to the glacier — a spectacular expanse of white land, sculpted by the wind into ripples and hills. Once on the ice, movement is much faster. The trail is marked by piles of small stones, with one trail marker about every mile (hex).

**13:00.** Fifty seals are pursued in the afternoon. Herot gathers together the furs of infant seals "to sort them out," but he is later seen concealing them by those who watch him closely.

#### Day 4

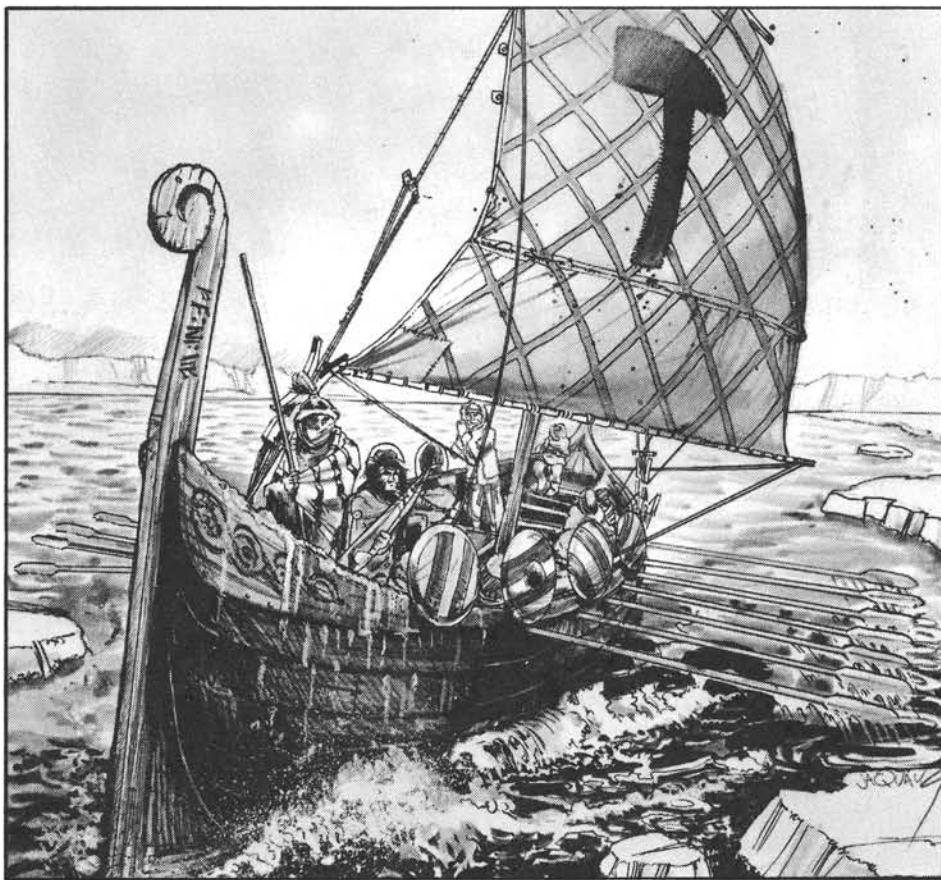
**08:00.** Winds of 40 MPH whip the glacier while the hunters move along. Worse yet, the snow-glare is intense. One hour must be spent fashioning eye protection.

**11:00.** Forty seals are encountered, but Ali forbids the killing of more than half. The trail veers away from the ocean, which Ali says is essential due to the icy wind. Jeffe complains (correctly)

that the true reason the trail changes is to avoid prime sealing grounds, coveted by the Nahkrok. At the noon stop, Jeffe is led aside by Cyronain; those who listen hear mention of "special business." When Cyronain thinks the two are alone together, he uses an open-hand attack on Jeffe for 2 hp damage. Those who see Jeffe later notice a bruise on his forehead. He now fears Cyronain and claims that the bruise came from a bad fall on ice.

**14:00.** Kanadius sends Silas, Arlan, and Herot ahead to look for a sheltered campsite. If the PCs secretly follow (though they are ordered to stay with the main group), they and the three NPCs are attacked by a white deadly pudding at 15:30 (AC 8; MV 9"; HD 9; hp 44; #AT 1; Dmg 7-28; SA weapon or lightning bolt attacks create smaller puddings; SD immune to acid, cold, poison; doesn't harm metal; 50% likely to appear to be snow). The NPCs flee. If the PCs were involved in this episode, the section below (20:00) may be greatly altered.

**20:00.** The hunters meet the scouts at the campsite. Herot has huge welts and burns on his legs and feet (the white



deadly pudding left him with 2 hp out of 18). The scouts describe a "beast of creamy snow" which pursued them, devouring flesh. Silas was completely devoured by the monster, as strokes of his club split it into many smaller sections, each attacking him. Caldezza's spells bring Herot back to 17 hp. The hunters hold mourning services in the bitter cold. Silas's belongings are abandoned or "donated" to the guild, with Kanadius acting as its agent.

Snow huts are required in the cold. Jeffe asks to share one with PCs, and even offers to help them build it. This gives him the chance to snoop on them in hopes of regaining Ali's favor. If the PCs fall asleep without leaving a guard, he steals any small valuables and hides them in his sled.

#### Day 5

**08:00.** Despite the bitter (-20°F) temperature, the hunt goes on. Fifty seals are encountered in the morning.

**13:00.** Ali and Cyronain have a conference away from the group. Should a PC successfully listen in, the discussion is heard to be about a person named Sturmick, who is "late." Naturally, an at-

tempt is made to kill any spying characters, either then or later. One hundred more seals are encountered in the afternoon.

#### Day 6

**12:00.** In the morning, 30 seals are discovered. Ali privately asks Kanadius to send Arlan, Jeffe, and Mithrim — and the PCs, if he suspects them of investigating the bandits — ahead four miles to scout and set up a camp. Kanadius agrees and gives the orders. The mission leads to the night's campsite (area 7 on the Pohjolan Field map). Those who continue to hunt encounter 50 more seals. Characters at the campsite miss the following event.

**13:00.** A longship, with a red sail and brightly painted shields along the sides, is sighted by those who continued to hunt (see above). The ship anchors at point A on the Pohjolan Field map, and figures begin to disembark from it. Some of the hunters start to worry about the sailors' intent. Ali and Cyronain go forward to confront the danger, climbing down one face of the glacier to the shoreline. Cyronain stops at the cliff's edge; if any characters have fol-

lowed the two tribesmen, Cyronain attacks them, attempting to backstab.

Ali and Cyronain return 20 minutes later. With them are the ship's captain, his cleric, and the first and second mates. All are bearded, burly men, dressed in leather armor. The cleric bears a mace with a long handle; the others have swords. The four claim to be adventurers in the service of Thor, and wish to obtain permission to explore from Ali, whose position in his tribe is respected. The captain goes to confer with Ali away from the group.

The "adventurers" are actually the bandits, 14 of which remain on the ship during this episode (14 bandits: AC 7; MV 12"; F1; hp 7-10 each; #AT 1 or 2 (bows); Dmg by weapon type; statistics not exceptional; AL any but good; each has leather armor, winter clothing, medium shields, short spears, short bows, quivers with 20 arrows each, and two-handed battle axes; 1-100 sp each in purses). Below are the details for the bandit leaders.

**Captain Horngard** is a cruel, sly man who prefers to attack from behind. He does not particularly like Ali or Cyronain, but finds them very helpful in engineering raids on the sealers. He wears *leather armor +2* and carries a battle axe. On his ship, he has a wooden chest that holds 1,300 gp (Captain Horngard: AC 6; MV 12"; F7; hp 35; #AT 3/2; S 17, C 15, Ch 16; AL CE).

**Sturmick** masquerades as a cleric of Thor but actually is an assassin; he trained Cyronain in that art. His mace is fashioned as an iron ring on a central staff, rather than as a balled club. This weapon is actually a short sword, with the handle being a scabbard. Sturmick has a glass capsule of type B insinuative poison (see *DMG*, page 20) in this scabbard, which he may apply to the sword tip by pressing it downward before striking. In his pouch is 80 gp. See Winterwolf building 20 for more details (Sturmick: AC 4; MV 9"; A5; hp 24; S 16, I 15, D 17, C 15; AL NE).

**Njal**, the first mate, is an accomplished pickpocket and enjoys robbing the hunters he meets. In one of the several wine-flasks he bears is a *potion of climbing*. He carries 20 gp in a belt pouch (Njal: AC 4; T7; hp 23; S 16, D 18, Ch 16, AL N).

**Sieg**, the second mate, enjoys talking with his victims before he robs them. In the pack that he bears are 50 gp. (Sieg: AC 4; T7; hp 30; S 17, D 18, C 16; AL CN).



Ali plans the raids (see days 7, 9, and 10) with the captain. The other three men appear interested in purchasing pelts. The "cleric" discusses the quality of furs with the hunters (including PCs) while the first and second mates examine the fur, moving from sled to sled. Herot and Danbury talk very earnestly with the three sailors, as the second and first mate use their pickpocket ability on each character. Should one be caught in the act, the other feigns surprise and outrage, escorting the thief back to the ship for "punishment." They otherwise steal 20 gp each from Herot and Danbury. As the sun goes down, the sailors return to the ship, and the hunters rejoin the scouts at location 7.

**21:00.** Arlan engages the PCs in conversation about the sailors. He is surprised to hear that the cleric bore a mace rather than the traditional hammer of Thor. He also feels that Danbury and Herot were entirely too trusting of the sailors.

#### Day 7

**16:00.** As the trail loops away from the ocean, the fur seals are less plentiful. Only 20 are encountered all day.

Kanadius orders Mithrim, Herot, and Jeffe to travel ahead and seek a campsite for everyone.

**17:00.** The main group of hunters (led by Ali) follow a group of distant seals into a rocky depression. Ten seals are therein, but they are of a minor species not worth the killing. However, Horngard and the 14 bandits (see day 6) are concealed high in the rocks, gaining an armor class of -4 against missiles due to cover. They are in a rough circle with a 40-yard diameter, and attack when the hunters are at the center of the depression. On a roll of 1-5, they gain surprise over the hunters. The bandits wear white masks to hide their appearance. Horngard's plan is to pepper the hunters with arrows, avoiding melee combat. Cyronain stays near Arlan, bumping him as if by accident to prevent him from casting any spells. Ali feigns combat, but does not actually deliver any damaging blows to bandits; during the fight, he secretly cuts himself with an arrow.

If combat has gone on for five rounds and the bandits are not obviously losing, Horngard (masked and unrecognizable) calls for parley. Ali surrenders the

hunters to the bandits in mock rage. The NPC hunters stop fighting at this point.Flushed with success, the bandits demand 100 gp and 150 pelts (as many as the bandits can easily carry). While the gold is being collected (each member must give an equal amount), Danbury and Herot realize that they have each lost 20 gp (see day 6). The bandits leave once they have taken their booty. Their ship location is marked on the Pohjolan Field map at B.

If the hunters are obviously winning, the bandits retreat, hide on the ice until sure that they are not being followed, and return to their ship at B. If any bandits are captured alive, Ali demands to take charge of them. He takes them out of sight on the ice and lets them go, telling the hunters that the bandits have been dealt a "tribal execution."

**21:00.** The camp is in an uproar, with Herot and Danbury accusing various people of stealing from them. Should any PC fail to defend himself sufficiently or otherwise seem guilty, he is considered a thief and avoided. Ali feigns great pain from his arrow wound.

**22:00.** Jeffe takes Winegard out of the camp and confronts him with the hidden furs (see NPC descriptions). He then demands and receives 1 gp to keep from telling Kanadius.

#### Day 8

**08:00.** In the morning, 70 seals are discovered.

**12:00.** Hills are visible to the south. Should Ali be displeased with the PCs, he attempts to abandon them here, knowing that a dragon dwells in the nearby hills. He claims that the hills could be the place from which the bandits operate. A group of hunters must go and make sure that another ambush is not being planned, he says. Since this is a dangerous project, the hunters roll knucklebones to determine who must go. However, Cyronain's magical dice are used, and the PCs automatically lose. Ali takes the PCs aside and lies, telling them that if they head directly southeast through the hills, they can rejoin the hunters on the other side at the coast. Use random encounters and weather for moderating this trek. The hunters move on according to the schedule, abandoning the PCs to their own devices. Should the PCs reunite with the hunters, the NPCs (except for Ali and Cyronain) assume that the event was planned. Even if the PCs assert otherwise, the hunters do not believe

that any wrong was done. Ali and Cyronain certainly won't expect to see the PCs again.

On the mountain marked with a cave dwells a huge, old, white dragon (AC 3; MV 12"/30'; HD 7; hp 42; #AT 3; Dmg 1-4/1-4/2-16; SA breath weapon — 70' cone of frost with 25' base doing 42 hp damage, *fear* aura with +3 on saves). For each turn that characters spend within four hexes of the cave, there is a 10% cumulative chance that the dragon notices them. It can speak and tries to gain from the encounter without fighting, threatening the party with death unless all valuables are brought forward. It then flaps its wings and charges to frighten the group away with its *fear* aura; if this doesn't work, it uses its breath weapon and flies out of combat range to its cave. The dragon is quite cowardly, despite its greed, and will do anything to save itself.

If characters attempt to climb the peak to get to the dragon's cave, the dragon starts a rock slide by pushing boulders from its nest. Each character beneath the nest must roll his dexterity or lower on a d20 to avoid 2-20 hp damage. If its breath weapons are exhausted and the group still approaches, the white dragon flies off to the south. The DM should arbitrate all particulars of the fight and the nature of the dragon's lair.

In the cavern itself are the carcasses of many seal and walrus. Fifty pelts may be recovered, worth 2 gp each. There are 20 complete walrus tusks, each worth 10 gp. Amid the remains of the seals and walrus are the remains of three human bodies. The ruined remains of a suit of chain mail cling to one; the other two are dressed in furs. A pair of fur bracers may be found at the bottom of the pile; these radiate magic, and have the power of a *ring of warmth*. The harpoon of one of the fur-clad bodies is a *javelin of piercing*. Spread through this rubble are 22 cp, 57 sp, 194 gp, and 30 pp. Clutched in the armored man's hand is a jeweled ring worth 500 gp, with an inscription identifying him as a fur hunter who worked for Aceus.

**20:00.** Away from the camp, Winegard confers with Danbury and Herot concerning Jeffe. They decide to search his baggage in order to find something with which to threaten him.

### Day 9

**08:00.** A harsh wind blows across the

ice. The temperature is effectively -10°F. A little snow filters from the bleak clouds. Only fifteen seals are encountered this morning.

**10:00.** Winegard offers to take Jeffe to a good sealing area "where things are very quiet." The two go a distance apart from the group. Danbury then searches Jeffe's sled, explaining to anybody who takes note that Jeffe has a whetstone that Danbury needs to put an edge on his spear-point. He finds nothing incriminating.

**13:00.** It is a little warmer (0°F). Heavy snow begins to fall, and the wind blows it up furiously. Characters are able to see only a few feet ahead, and movement is slowed. Kanadius orders the hunters to stop so that the rich sealing grounds may be worked. Ali, however, requests that the group continue. He ventures ahead to get his bearings, but he actually ties three of his dogs to a stake behind one of the trail markers. After building a tiny snow hut to protect and conceal them, he returns.

**13:30.** A faint barking sound can be heard on the wind. If a character examines the trail marker, Ali's dogs are found. Ali claims to have been missing them and proposes that a member of the party was "playing a foul joke, worthy of punishment." He then tries to slip away without an excuse (see 14:00 if his dogs are not discovered).

**14:00.** Ali finally agrees to stop, but he stays ahead of the main camp by himself. The sea can be heard crashing not far away. Shelters are hacked out of snow cakes. Ali then announces that three of his dogs have broken their harness, and goes off to search for them. Cyronain and Winegard volunteer to accompany him.

**14:30.** Winegard returns to the camp, saying that he followed Ali for some distance but lost him in the storm. Cyronain was also ahead. Winegard received no answer to his calls and turned back.

Ali is actually making contact with the bandits, whose ship is sheltered in the rocks. He became *invisible* with his ring to escape Winegard, as Cyronain hurried ahead. Cyronain recovers the dogs, while Ali confers with the brigands.

**16:00.** Ali and Cyronain return with the dogs.

**23:00.** Late at night, all the bandits, in their masks, arrive at the camp. They

take all furs, as well as Arlan and Mithrim's money. Sturmick lurks in the shadows around the camp to backstab any character emerging from a shelter during the proceedings (no NPC does so unless a major fight erupts). Should Ali suspect any PC of being opposed to him, Sturmick is directed to enter that character's shelter and attempt to slay the sleeping PC. The bandits then leave; their ship is at point C. If the hunters are generally aroused, the bandits separate and flee as quickly as possible. Their plans in the event of capture or defeat are the same as they were on day 7.

### Day 10

**08:00.** The storm ends. As the hunters realize that they have been robbed, anger runs high. Danbury and Herot sit apart from the group, privately discussing defense. Cyronain claims to have lost money, and he and Ali search for (nonexistent) bandit tracks.

**13:00.** Kanadius sends Ali, Cyronain, and the PCs ahead to prepare a campsite for the group.

**14:00.** Human forms may be seen ahead, obviously the bandits. Horngard, Sturmick, Njal, and Sieg are present, but masked. As they come forward, bows drawn, Ali declares combat impossible. If he believes the PCs to be opposed to him, he and the bandits suddenly attack them in an attempt to kill the entire party. Even if they survive the combat, the PCs are outlawed from the hunting group by Ali, and are forced to adventure across the Pohjolan Field in a direction away from the other NPCs.

If this attack does not place, the bandits remove all items of value from the scouts (a few gold pieces are taken from Ali and Cyronain, but nothing of major value). The bandits then return to their ship (at position D) and leave the Pohjolan Field for a distant lair. If they are defeated, they retreat and attempt to get to their ship as fast as possible.

**19:00.** The hunters are reunited with the scouts; the former have taken 150 pelts. When the hunters learn of the robbery, Herot is outraged, shouting that Kanadius's scouting policies have repeatedly led to disaster. The latter stomps away angrily, returning a few minutes later in silence.

### Day 11

**13:00.** Jeffe takes Herot aside to demand more money in return for not giving away the fur sale. A fight de-



velops, and the other hunters are alerted. Jeffe and Herot maintain that it was "all in sport." Two hundred seals are encountered an hour later.

**21:00.** Snow begins to fall. After most of the hunters have entered their shelters, the sled dogs begin baying and barking at something far away which no one else sees. It is a yeti (AC 6; MV 15"; HD 4 + 4, hp 24, #AT 2, Dmg 1-6/1-6; SA squeeze victim for 2-16 hp damage if hits on roll of 20, victims save vs. paralysis if surprised or else freeze for three rounds to be struck and squeezed automatically; SD nearly invisible until within 10-30' of prey, 5% chance per level of victim over 1st level of detecting it; takes 50% greater damage from fire). It does not attack unless disturbed, and does not approach closer than 400 yards from the camp.

#### Day 12

**08:00.** Fifty seals are discovered in the morning. The weather is clear.

**13:00.** Jeffe searches through Herot's baggage. Herot does not dare make any comment, because of the hidden fur. Jeffe finds nothing, however.

**14:00.** Very suddenly, the sky goes

dark. Snow begins falling, and the wind rises to 30 MPH. The temperature drops to 0°F due to the *weather summoning* and *control weather* spells cast by a selkie leader. His community suffers greatly from the hunters' ravages, sometimes even losing members which have been mistaken for seals. The selkies dwell under the ice at the position on the Pohjolan Field map marked E. The selkies hope that by bringing poor weather, they can divert the hunters from their tribal area peacefully. The effective temperature due to wind is -30°F.

#### Day 13

**08:00.** Due to the weather, the expedition moves onward all morning.

**12:00.** During the lunch break, Danbury, Herot, and Winegard have a short discussion about Jeffe. They decide to convince him to illegally sell fur with them, and take him aside to talk about it. He agrees, but on the condition that he be paid not to talk about it. Jeffe is given 10 gp worth of fur by Winegard. Later, Jeffe attempts to give it to a PC without explaining its origin; he treats it as a gift (but see day 15).

**14:00.** The storm finally ends, and 20 seals are encountered. Since the storm has failed to drive the hunters away, the selkie leader now reluctantly decides to send warriors into combat with them. The warriors do not plan to fight to the death, but make a determined effort to drive hunters from the area.

Ten males take part in the attack (AC 5; MV 12"/36"; HD 3 + 3; hp 12-22; AT 1; Dmg by weapon type; SA elder can cast *augury*, *cure light wounds*, *cure disease* once per day, and *weather summoning* and *control weather* once per week). They charge the hunters from the top of an icy hill, having taken the form of humans swathed in fur, with their attractive faces visible. The selkies first throw spears, then close in with long swords stolen from past hunting parties. When a selkie drops below half its hit points, it retreats to throw rocks (1 hp damage, 90' range) at hunters. If any hunter is badly wounded, Kanadius calls for a retreat. If all selkies are reduced to half or less of their hit-point totals, they flee, even dropping their weapons and swimming away in the ocean as seals if necessary. If they are thus defeated, no more seals are encountered within a six-hex radius of area E, as the selkies' tribe has cleared them from the area. Obviously, the PCs may mistake the selkies for bandits.

#### Day 14

**14:00.** Herot tells Kanadius that Jeffe is hoarding fur against guild regulations. Kanadius searches Jeffe's sled and finds nothing. The hunters finally decide that Herot merely dislikes Jeffe and is attempting to make trouble for him.

**21:00.** All of the dogs begin barking. In the distance, a dark figure is seen in the light of the moon. It is the yeti (see day 11, 21:00 above), which is showing itself to frighten off the hunters. Herot spots it and alerts the whole camp. He proposes that the figure might be a spy for the bandits, and asks the PCs to go and capture it. However, Kanadius sarcastically says that previously everyone blamed him for breaking up the party, and forbids any intervention. If the yeti is disturbed, it attacks; otherwise, it leaves the hunters after a few minutes.

### Day 15

**10:00.** The climb down from the glacier is made. From here back to the town, the sleds must pass through the frozen marshes, which is done at rapid, nonstop speed.

**20:00.** The hunters arrive at Winterwolf again. The furs garnered on the hunt (and preserved from the bandits) are divided equally and sold to the guild for the appropriate prices. The guild takes a 30% tithe of all earnings. Each PC must donate 5 gp to Ali, 5 gp to their musher, and purchase 1 gp worth of perfume for appeasing the spirits of the seals (a local custom which the guild enforces). If Ali knows that any surviving PCs are opposed to him, Cyronain is sent to track them and assassinate them in the night. Herot, Danbury, and Winegard sell Alaric their smuggled fur. Jeffe tries to steal his "gift" fur back from the PCs, if such was accepted (see day 13).

### Day 16

Today, the PCs must inform the guildmaster of their suspect and collect their pay. The guildmaster has the suspect arrested by his guards and questioned

with a detect lie spell scroll. If Ali or Cyronain is captured, the characters were successful and receive the stated reward. Otherwise, all they receive is their share of the price of the furs.

### Concluding the Quest

It is possible that the characters will fail to uncover Ali and Cyronain's plot on this adventure. If so, the DM may well wish to end the adventure here. On the other hand, the guildmaster may send the PCs with the hunters again. The random encounter tables, section on weather, and map key help the DM understand the situations in the area, but the DM must develop his own timeline for another hunting expedition. Or, using the information on arctic climates herein, the DM may design an entirely different sort of adventure. Don't forget your woolies!

The image shows a handwritten character sheet for a Human FTR (Fighter) on the left and a printed booklet titled 'DUNGEONS & DRAGONS Player Character Record Sheets' on the right. The character sheet includes sections for Constitution, Strength, Dexterity, Intelligence, Wisdom, Charisma, Languages, Saving Throws, Spells Known, and Weapons Proficiency. Handwritten notes include 'ARCHION FOR SLEDDING', 'AC: 2 Plate Mail +5h', 'LEVEL: 3', 'HP: 62', 'Alignment: Lawful', 'Languages: Common, Neutral', 'Saving Throws: 10/10', 'Spells Known: 4', and 'Weapons Proficiency: Long Sword +2, Lawful'. A large, stylized, handwritten message 'Clean up your act' is written across the bottom of the character sheet. The booklet on the right features a cover with two characters and the text 'AC 5 A DUNGEONS & DRAGONS Game Accessory'.

With the revised official D&D® Player Character Record Sheet package. Individual sheets for all official character classes give you ample room to list all stats, spells, and equipment... all the way through the Master level!

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