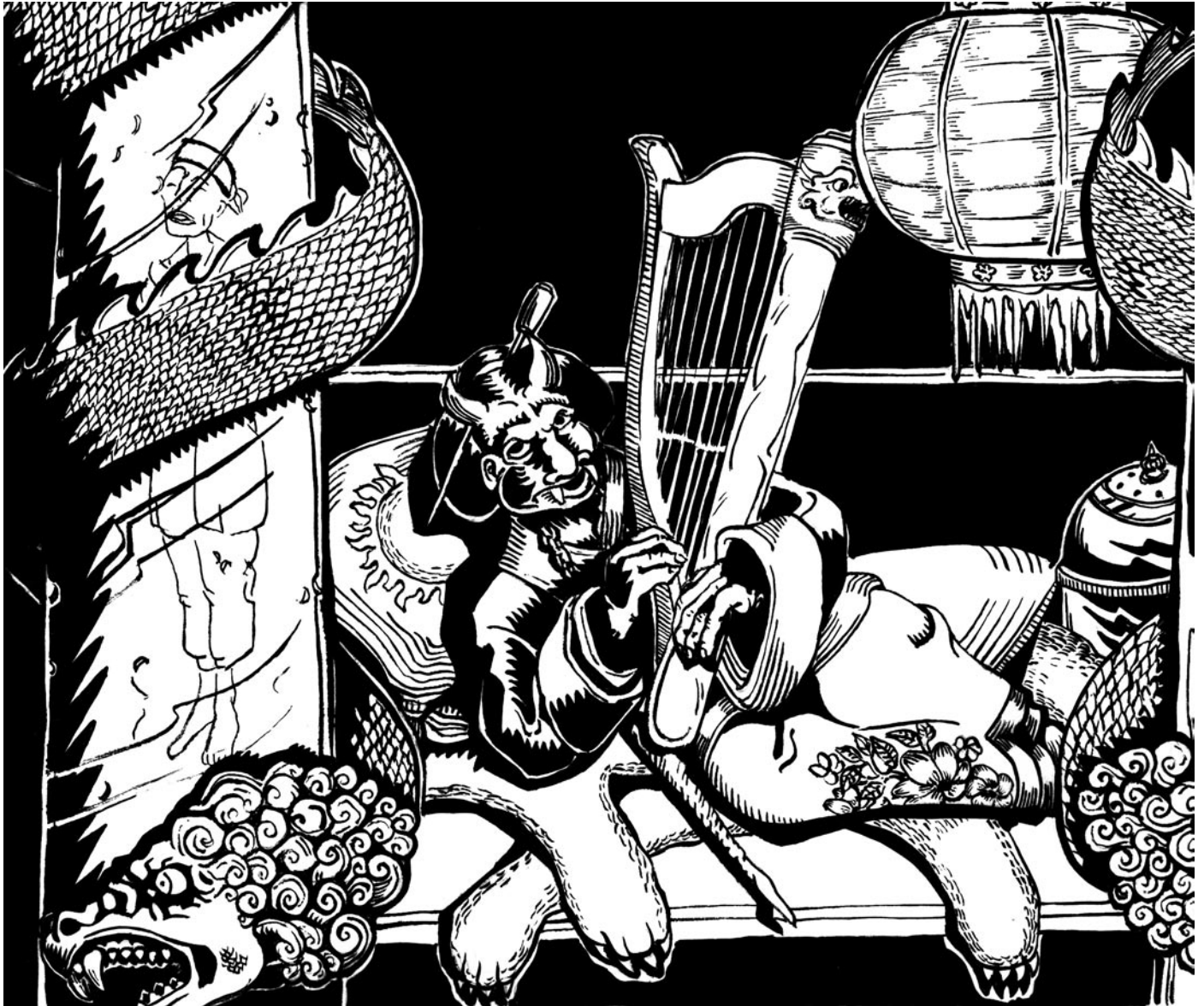


ADVANCED ADVENTURES MODULE #17

The Frozen Wave Satsuma

by Joseph Browning & Andrew Hind

AN ADVENTURE FOR CHARACTER LEVELS 3-5



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THE FROZEN WAVE SATSUMA

A bank of frigid fog rolls down the northern coasts, bringing seaborne raiders sacking villages and temples along the way. Survivors wail of strange-speaking men in stranger armor, wielding weapons unseen in civilized lands. All know that the fog must hide a larger ship of some equally strange design, for the raiders strike from small boats which would surely capsize in the open seas. Into this fog travels the intrepid party - seeking to solve the mystery of The Frozen Wave Satsuma.

STOP! If you plan to participate as a player in this adventure, then you should stop reading here. Further knowledge of this module's contents will only spoil your game play.

Notes for the Gamemaster: This module is designed for 6-8 characters of 3rd to 5th level. The party should contain a balanced mix of races and classes. If the GM wishes to place this module in his or her campaign setting, it is easy to do so since the action takes place out at sea along a cold-water coast. The hamlet of Seawatch, which plays a background role in the adventure, can be replaced with any such small, coastal community.

Many of the foes in this adventure have an oriental background and GMs are advised to have on hand all available 1st Edition sources on gaming with an Asian flavor. Words marked with an asterisk (*) are further explained in a glossary at the end of this module.

The oriental nature of the foes makes this module a good introduction to foreign lands far across the waves. How your party deals with the threat of The Frozen Wave Satsuma is up to them of course, but if any foes are captured and communicated with (via magic) the possibilities of new continents could be worked into your game.

Adventure Background: Twelve years ago, Jang Ka-sung, an ungrateful wuxian* was outcast from his kingdom on pain of death. For years he languished in cold barbarous lands north of his beloved Middle Kingdom, before he thought of a plan to regain his good graces with his estranged lord. Jang Ka-sung was a water wizard, a master of liquid and he, one night over too much drink, decided to travel even further north to hire the frozen monsters there into his employ: for he planned to build a great ship of ice and sail to far away lands, accumulating enough treasure to return himself to favor upon his return.

Jang Ka-sung hired several kala-men (the hideous half-kala, half-human hybrids of the north) for an underground raid of a small lair of frost men, for his plan needed their freezing eyes. The raid successful, Jang Ka-sung left with 5 valuable eyes, around which he crafted a giant junk* ship from the very waters of the sea itself. But he soon ran into his first major roadblock - none of the primitives of the north would board his ship as crew, regardless how much he promised them in pay. Jang Ka-sung found himself with a great ship and no crew.

Making a desperate gamble and relying upon his magical skills and a few unusual companions (such as the frost elf, Akkilokipok and the blue oni Koykiku), Jang Ka-sung sailed his ship into the seas of the island kingdoms far off the shore of his beloved Middle Kingdom with plans to bargain with the treacherous and unworthy that inhabit those rocky shores. Unsurprisingly, the greedy islanders quickly filled his ship with a crew of wako* scoundrels promised half of all the treasure raided on their long journey, and only upon the condition that they name the ship in their tradition - after the province from which it sails. With his ship fully crewed and thirsty for gold, Jang Ka-sung sailed far, far away from his native lands and right into civilizations without any knowledge of his homelands.

Jang Ka-sung clung close to the giant ice sheets of the northern waters and made his way around the world by relying upon the strength and unique properties of his ship. The ice ship, now called The Frozen Wave Satsuma, has been raiding occidental coastal

settlements for several months now, and the crew is pleased with their looting. Casualties have been low, morale is high and the crew feels very safe in their ship and is lax with security measures. But small tensions always bubble beneath the surface and there are not a few crewmen whom would stoically view the removal of the foul middle kingdom wuxian and his repulsive associates as an appropriate action for an honorable islander.

Player Background: The PCs are near a small fishing hamlet called Seawatch, when they are approached by a local guide that tells them that a nearby monastery has been sacked. Although the temple seemed small and unassuming, it contained many rich treasures, the donations of wealthy pilgrims. However, the temple is now a smoking ruin. The raiders have stolen all of the treasures and kidnapped some of the clerics. The rest they've put to their strangely shaped swords. The sole survivor related the events of the sacking and the guide has approached the PCs for their assistance to rescue the surviving brethren and recover the holy relics. The Scarlet Steward of Seawatch is convinced his village is to be attacked next, and has sent guides out to find a band of brave adventurers.

The adventure begins as the characters arrive in the hamlet of Seawatch. Read aloud or paraphrase:

The guide escorts you through a stinking muck of the muddy streets of Seawatch. Your guide's long stride makes townsfolk step aside and ensures you proceed with all haste. You pass through a small street lined with shops, their open fronts hung with cloth, vegetables, hides, and sundry trade goods. In one side-way, you catch a glimpse of a blood-soaked man butchering a cow. Finally, you arrive at a wooden watchtower overlooking the broad expanse of the ocean. A tall, middle-aged official with a black moustache and wearing a crimson tunic strides down its steps, taking two at a time. Trailing at his heels is a wearied monk, his coarse robes splattered with dried blood.

"I am Ronald, Scarlet Steward of Seawatch, and the man of the cloth is friar Jhelar", says the official breathlessly. "I'm glad you've come. They're out there somewhere, just beyond vision in that infernal fog, I expect, ready to roll in just as they did a few days hence when they pillaged the good friar's monastery. He was left for dead by the barbarians, else there would have been no survivor to tell the tale. I fear Seawatch is next to feel the wrath of these strange Northmen. This, I do so desperately hope, is where you might be of some assistance."

The GM should tailor this scene to suit his interests and the particularities of his campaign. Ronald and Friar Jhelar use this opportunity to fill the PCs in on the recent troubling events of the past few months of coastal raiding.

Friar Jhelar, an ashen-faced man with a palsied left hand, recounts how the odd northmen came ashore in two small ships to pillage the monastery, a nightmare emerging from the unusual fog like murderous spectres. He places their number at around a score of warriors, led by a particularly fearsome blue-skinned ogre who called himself Koykiku. The abbot of the monastery stood before the altar and cursed Koykiku as the raider desecrated the church, and the abbot was still cursing when Koykiku disemboweled him with his oddly-shaped spear. The blue-skinned devil spared no one and only Friar Jhelar escaped by hiding in the privy.

To entice the PCs, Ronald is willing to part with 20% of the value of what the PCs recover which was stolen from the local populace and all of anything these raiders brought with them that no one local has claim upon. Seawatch has few resources to offer the PCs, save for small scows used for fishing. If none of the characters are capable at rowing or sailing, a boat-builder and talented sailor named Tathan Bruitt can be convinced to offer a small scow and his services. He'll ask for 50 gp, but he isn't adamant about the price; after all, unless the raiders are stopped, he'll lose his home and livelihood.

Sailing Out to Sea

As the PCs sail out a gusty breeze picks up, making the waters choppy and dousing the PCs with cold sea spray. A white-feathered tern swoops by for a look, curiously examining the adventurers huddled in the tossing watercraft. Growing bored after a few moments, it seizes a gust of wind and flies away towards a looming patch of dense fog a few miles away. Cutting through the white-capped waves between the PCs' craft and the iceberg are a number of large, black fins.

A pod of orca whales surge through the chill waters here, feeding on the sea lions that bask on the surface of islands several miles offshore. As they pass, one of the great predators rams the PCs' scow and attacks anyone falling into the water. When the whale hits the scow, all aboard must make a Dexterity check at -8 (roll a d20 -8 and match Dexterity score or lower for success) to remain in the boat. A failure results in falling overboard. Those falling in the water are immediately attacked by the hungry orca and must make Strength ability checks each round to tread water or begin to sink at a rate of 30 feet per round. The ocean is 300 feet deep at this point.

The whale will retreat if injured down to 50 hp, preferring to find easier prey elsewhere. The enterprising orca will bump the scow only once, and if nothing edible falls in it quickly catches up with the rest of its pod.

Orca Whale (SZ L; MV 180 ft.; AC 4; HD 12; HP 75; #At 1; Dmg 5-20)

The Frozen Wave Satsuma

As the PCs approach, The Frozen Wave Satsuma is at anchor, the twin titanic ice hooks deep in the water off the bow of the ship, their thick frozen ropes forming a thin layer of ice upon the surface that cracks with every wave. Roughly an hour before, Koykiku, his bodyguard Aytal, and Sardaana (lieutenant to Higo Chihiro - leader of the wako band hired by Jang Ka-sung) and 20 wako departed in two of the ship's sampans to raid and scout along the coast. Their departure provides an easy access to the main deck of the ship via the ropes used to drop the sampans to the waves below. Without these ropes, the ship is very difficult to board, its main deck being a whopping 60 ft. above sea level.

The crew has grown complacent from the easy pickings of the past few weeks and there are no guards upon the main deck. In addition, as the ship is at anchor, no crew mans any of the needed positions on deck. Only two guards walk upon the aftercastle, slowly passing along the rails, past the giant ceremonial gong and the massive twin drums. All crew have high morale, with normal wako possessing +20% for any morale checks and elite wako (those with more than 1 HD) +25%.

Koykiku and his raiding party return to ship 6 hours after the PCs arrive. Below is the information for the returning crew.

Wako (5): (SZ M; MV 120 ft.; AC 9; HD 1; HP 2, 3, 6, 7 (x2); #AT 1; Dmg 1-8+1; SA +2 to hit and +1 to damage; AL NE) Possessions: Hara-ate-gawa*, longsword, ice cleats, **ice ring** (see *new magic items*), 4-48 gp.

Wako (5): (SZ M; MV 90 ft.; AC 8; HD 1; HP 4, 6 (x2), 7 (x2); #AT 1; Dmg 1-8+1; SA +2 to hit and +1 to damage; AL NE). Possessions: Do-maru*, tau-kien*, ice cleats, **ice ring**, 4-48 gp.

Wako (5): (SZ M; MV 120 ft.; AC 9; HD 1; HP 2, 4, 5, 6, 7; #AT 1; Dmg 1-8+1; SA +2 to hit and +1 to damage; AL NE) Possessions: Kote*, naginata*, ice cleats, **ice ring**, 4-48 gp.

Wako (5): (SZ M; MV 90 ft.; AC 7; HD 1; HP 2 (x3), 6, 7; #AT 1 or 2 with bow; Dmg 1-8+1; SA +2 to hit and +1 to damage; AL NE) Possessions: Kote, do-maru, longsword, bow, 20 leaf-head arrows, ice cleats, **ice ring**, 4-48 gp.

Sardaana: 6th-level female oriental barbarian (SZ M; AC 1; MV 90 ft.; HD 3; HP 77; #AT 1; Dmg 1-10+2; SA 3 in 6 chance to surprise; SD +1 save against spells; S 18.58 (+2, +3), I 15, W 14, D 18, C 16, Ch 17; AL NE). Possessions: **chain mail +1**, no-dachi, **ice ring**, ice cleats, key to area 16 and area 19, 28 pp.

Aytal: 5th-level oriental barbarian (SZ M; AC 4; MV 90 ft.; HD 3; HP 50; #AT 1; Dmg 1-10+2; SA 3 in 6 chance to surprise; SD +1 save against spells; S 16 (+0, +1), I 10, W 9, D 16, C 16, Ch 9; AL NE). Possessions: chain mail, **no-dachi +1**, **ice ring**, ice cleats, key to area 6, 108 gp.

Koykiku: ogre mage - blue oni (SZ L; AC 4; MV 90 ft., 150 flying; HD 5+2; HP 29; #AT 1; Dmg 1-12; SA see monster description; SD regeneration; AL LE). Possessions: naginata, **ice ring**, key to area 16, key to area 6 and to his chest in area 8, 53 gp.

The Frozen Wave Satsuma presents a unique environment for adventure, and the below information should provide some guidelines concerning the various facets of the ship.

Sailing: The Frozen Wave Satsuma is a gigantic ship that should require a crew in the hundreds, but the magic of the vessel lowers this number down to a minimum crew of 50. The magic is such that it seems as if everything the crew touches is lighter than it really is and things that need to move want to be moved and work with the crew. The ship set sail with around 80 wako crew, but that number has diminished to around 70. If need be, Jang Ka-sung will capture sailors and press gang them into service - even though he finds the white skin, hairy bodies and brutish tongue of the natives of this strange land offensive.

Size: Much of the ship is cavernous and empty. The ship is vastly oversized for the purpose of its creation. Were Jang Ka-sung of sound mind, he would have realized he could have traded the ship, and the manner in which one creates them, for a settlement of his situation at home, but his mind was frozen by that same process of creation. There are many areas within the ship that are empty - all non-described areas are such.

Freezing Conditions: The interior of the ship is characterized by intense cold. The crewmen inhabiting it possesses small **ice rings** (see *new magic items*) made from the ship itself which protects them from the cold so they do not suffer adversely from its effects, but most PCs will not be so lucky. Any character not outfitted in proper cold weather garments must make a saving throw each hour or suffer 1 hit point of cold damage. Characters properly outfitted in cold weather garments must only make a saving throw once every 12 hours to avoid suffering cold damage. Slaying Jang Ka-sung ends this deep cold, and causes The Frozen Wave Satsuma to start melting - a process that takes a week until little more than bits of floating ice remain.

Footing: Because the ship is crafted directly out of ice, footing is slippery and difficult to traverse. Characters not wearing cleats (as the crewmen do) are constantly fighting for their footing. When engaged in combat, characters must make a Dexterity ability check to remain standing. This is done by rolling equal to or lower than the PCs ability score on a twenty-sided die. Moving at anything beyond half speed is problematic. Characters making a successful Dexterity ability check at can move at normal speed; failure means the PC can't move. Navigating a slope imposes a +3 penalty to Dexterity rolls, with the possibility of sliding. Ice cleats guarantee successful movement upon the ice.

Light: All inhabited chambers within the ship are dimly lit by braziers and sandstone oil lamps that give off meager illumination, but it's enough for the crew and the PCs. Uninhabited areas are cast in darkness.

Walls: All walls, decks, and indeed everything on the ship, are made of ice at least 6 inches thick and magically hardened to a strength approaching that of steel. The ice is filled with tiny air

bubbles, making it impossible to see through, but which does let through enough light so that a viewer can tell if the next room contains a light source or if there are creatures moving within between the light source and the viewer.

Fog: The ice composing the ship periodically sheds and drops to the deck or the water below as the ship continually reforms itself through the magic of the frost men's eyes. This dropped ice evaporates with unnatural quickness, generating a cloud of dense fog that surrounds the ship in a 2 mile radius and a lighter fog out to 5 miles. On deck, the fog makes vision beyond 120 feet impossible. Only a light source can be seen at that range, but even they disappear in the haze at 200 feet. When standing upon the ship and looking out to sea, the fog seems a little less thick, allowing for slow and hesitant navigation, but it makes the ship very difficult to pilot. If not for the ice lenses (see new magic items) allowing one to see through the fog as if it did not exist, the ship would have long ago floundered to its death.

Doors: The doors of the ship are as the walls, 6 inches thick and almost as hard as steel. Unless otherwise stated, they cannot be locked.

Sound: Sound is greatly muffled by the ice construction, which may prove a benefit to any assault upon the ship. Each deck is so thick that sound cannot pass through and sounds cannot be heard if more than two walls or doors separate the sounds from the listener. Sound is also muffled by the constant fog, but to only a natural amount.

Tracking: All the decks of the ship have a soft patina of frost upon them which disappears when a person walks upon it and which returns slowly. This allows the sharp-eyed to notice if a passageway or room is abandoned, lightly used, moderately used, or heavily used. Rangers have automatic success in this matter, while all other classes have a base 5% chance per point of Wisdom to determine the status of a particular patch of deck. The GM should decide the result (abandoned, lightly used, moderately used, heavily used) based upon the location the PCs are examining.

Lower Levels: The lower decks of the ship are uninhabited by the wako except for the first lower deck. The Frozen Wave Satsuma is hiding terrors deep in her belly, which stretches far below the waterline. The ship is more like an iceberg in which much of her lies underwater and this area has drawn the attention of creatures most foul. For more information see the individual lower level deck descriptions.

Wandering Encounters For every hour spent on the main deck or the upper decks of the ship, the PCs have a 1-2 chance on a d6 of meeting a wandering encounter. Roll on a d6 and consult the following table for the encounter details and ignore any inappropriate results:

- 1) A lone **wako**, walking unsteadily on mead-weakened legs. He is inebriated and his reactions slowed, and therefore of no real threat to the party. However, he poses a threat to raise an alarm.

Inebriated Wako (SZ M; MV 90 ft.; AC 8; HD 1; HP 6; #AT 1; Dmg 1-8+1; SA +2 to hit and +1 to damage; AL NE) This drunken wako fights at -3 to hit. Since wako normally fight at +2 to hit and +1 to damage, this one is fighting at a total of -1 to hit and +1 to damage. Possessions: Do-maru, tau-kien, ice cleats, **ice ring**, 4-48 gp

- 2) A ghostly figure walks towards the party. It's the spiritual remains of one of the frost men killed to create the ship. It cannot harm or be harmed. It walks past the party and seems to dissolve into the fog.

- 3) A single, half-dead slave crawls down the corridor, whimpering pitifully as he drags useless legs blackened by frostbite. The slave will not survive long unless immediately treated with a cure spell of some sort, and will lose the use of his legs unless a regeneration spell is cast upon him. The slave is an escapee from the slave pits below. The sum total of his knowledge concerning the ship and its inhabitants is what he would have seen in the pits and while dragging himself to the point at which the PCs encounter him.

- 4) A small section of the ceiling, slightly weakened by the more temperate climes, collapses above the PCs for 1-2 points of damage.

- 5) An **imp**. A stowaway from the frozen far north, this particular imp has found the ship to his liking and decided to remain a while. He has no loyalty to any crew member and enjoys causing mishap and suffering. To that end, he dogs the PCs and employs his abilities to interfere with their actions, but flees direct combat only to return later.

Imp (SZ S; MV 60 ft, 180 ft. flying; AC 2; HD 2+2; HP 11; #AT 1; Dmg 1-4 plus poison, SA poison; SD only silver or magic harms, immune to magical cold, fire or electricity; AL LE)

- 6) A sudden, chilled wind rolls down the corridor with a moaning echo, blowing out unprotected lights and causing 1-2 points of cold damage. This encounter may make the players ill at ease. Allow their imaginations to run rampant at what made the unsettling wind.

KEY TO THE MAIN DECK

1. **MAIN DECK:** The main deck of the giant ship is 200 feet wide, port to starboard, and 200 feet long bow to stern. The three main masts and their mighty capstans hold the sails firm when under way. Under the great sails is the entrance to the main hold of the ship - each section covered by icy planking that can be removed to provide access. Over the hold are six great ice arches, holding the block and tackle used to raise and lower material into the hold along with piles of the rope made of pure ice common to the ship. Port and starboard are two large windlasses used to haul up material as well as load and unload the 6 sampans stored upon the main deck. Each sampan can carry up to 20 men and requires a crew of 3. A total of four stairways ascend to the first upper deck and four stairways descend to the first lower deck.
2. **WRESTLING MATCH:** Howls of encouragement intermingle with pained screams and grunts of exertion to form a riotous din that echoes from this cavernous bow hold. Eleven **wako**, enthusiastically slapping one another's backs and bantering back and forth in their sing-song language, are circled around a pair of sweat-glistened wrestlers locked in an embrace of straining muscles. One of the wrestlers is rotund and squat, while the other is skinny with long hair and stringy goatee. Despite the disparity in size and bulk, the two combatants seem evenly matched and it seems unlikely that either will submit soon. Two of the cheering wako hold torches, lighting the fight in a flickering orange glow.

Wako Onlookers (10): (SZ M; MV 120 ft.; AC 9; HD 1; HP 2, 3 (x3), 4 (x3), 5, 6, 7; #AT 1; Dmg 1-8+1; SA +2 to hit and +1 to damage; AL NE) Possessions: Each wears a hara-ate-gawa and wields a longsword. In addition each wears ice cleats, an **ice ring**, and has 4-48 gp.

Wako Wrestlers (2): As above, but their AC is 10 and they are unarmed until retrieving their swords from the ground next to

the wrestling area. Their armor is adjacent to their swords. One has 4 hp, the other has 5 hp.

Kaku Hagimori: 3rd-level Bushi (SZ M; AC 5; MV 90 ft.; HD 3; HP 18; #AT 1; Dmg 1-8+1; SA ki shout (+2 temporary HD for 1 turn per day); S 17 (+1, +1), I 10, W 9, D 11, C 12, Ch 11; AL CN). Possessions: masakari*, kote, haidate*, haramaki-do*, sode*, potion of healing, **ice ring**, key to area 16, ice cleats 127 gp.

3. MAIN CREW QUARTERS: The cavernous stern hold has been turned into the main crew quarters. Along the starboard, strung from icy support pillars are dozens of hammocks - over 40 in total. Against the wall are three wooden chests and a mostly-empty rack of weapons. Although each member of the crew could claim as much personal space as desired, they've huddled together, for even they are not comfortable within the great ice ship. The hammocks are filled with rough furs and blankets and the occupied corner of the hold is poorly illuminated from half a dozen sputtering oil lamps and a long smoky brazier.

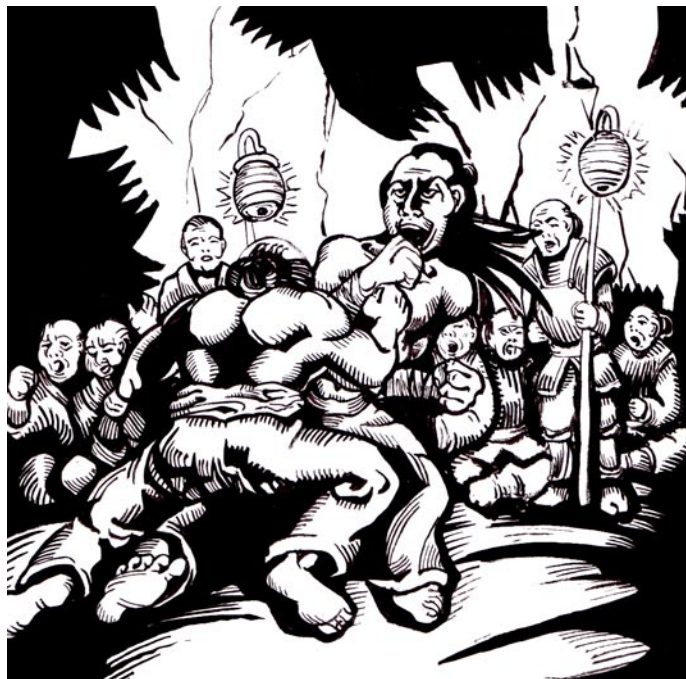
Relaxing in hammocks or engaged in a spirited game of dice, are twenty-six **wako**. The men are not expecting any threat and will react slowly. They will always suffer at least 1 round of surprise unless previously alerted to an invading party, and if surprised, will suffer an additional round.

Wako (20): (SZ M; MV 120 ft.; AC 9; HD 1; HP 3 (x4), 4 (x5), 5 (x2), 6 (x5), 7 (x4); #AT 1; Dmg 1-8+1; SA +2 to hit and +1 to damage; AL NE) Possessions: Each wears a hara-ate-gawa and wields a longsword. In addition each wears ice cleats, an ice ring, and has 4-48 gp.

Wako (5): (SZ M; MV 120 ft.; AC 9; HD 1; HP 2 (x2), 3 (x2), 6; #AT 1 or 2 with cho-ko-nu; Dmg 1-4+1; SA +2 to hit and +1 to damage; AL NE) Possessions: Tanto*, cho-ko-nu*, hara-ate-gawa, 10 light quarrel magazine, ice cleats, ice ring, 4-48 gp.

Tatsuo Watanabe: 3rd-level Bushi (SZ M; AC 5; MV 90 ft.; HD 3; HP 22; #AT 1; Dmg 1-8+4; SA ki shout (+2 temporary HD for 1 turn per day); S 18.76 (+2, +4), I 10, W 9, D 11, C 12, Ch 17; AL CN). Possessions: masakari, kote, haidate, haramaki-do, sode, ice ring, ice cleats, key to area 16, 134 gp.

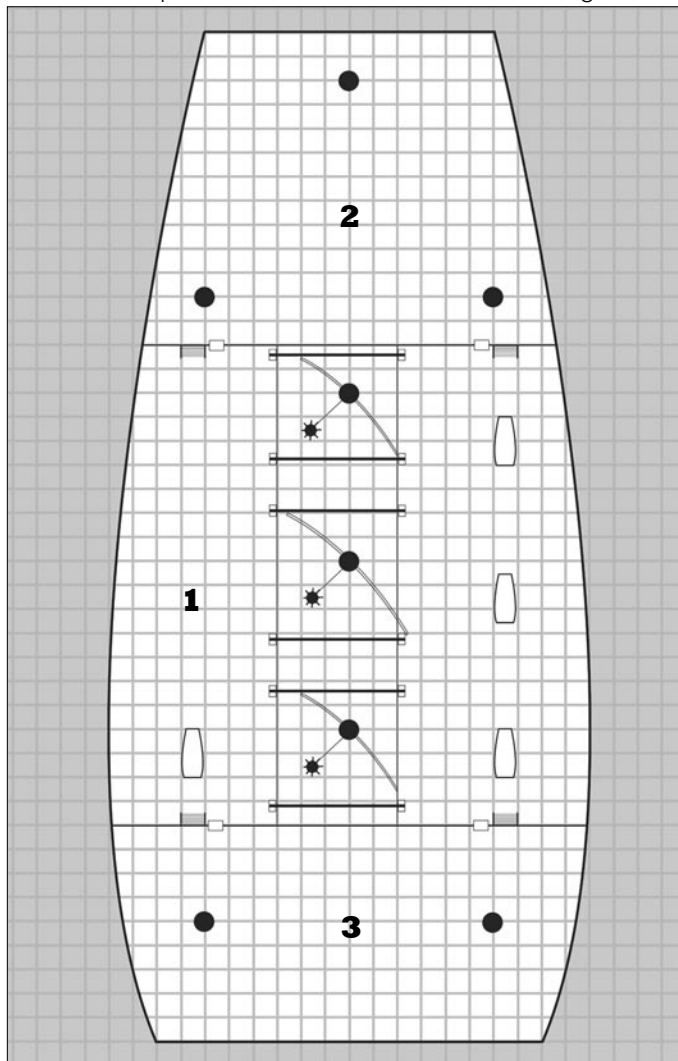
The chests are unlocked and contain the mundane personal belongings of each raider (clothes, combs, tools, and so forth). The rack of arms contains 6 naginatas and 6 longswrods, but there is space for many more.



THE MAIN DECK

EACH SQUARE EQUALS 10 FEET

Bow is up, Stern is down, Port is left, Starboard is right



KEY TO THE FIRST UPPER DECK

4. OLD PRISON: The door to this chamber is locked and Akkilokipok has the key. Through the blurred surface characters can see the shapes of several man-sized, humanoid figures on the other side, scratching desperately at the wall with bare hands. Their muffled cries sound pitiful.

This room was once a prison, but the slaves all died of exposure. The wako weren't particularly concerned; slaves could be found anywhere, after all. But they were concerned, however, when the corpses began to twitch and cry out mournfully days after expiring. Horrified by what he knew was the result of evil magic emanating from below decks, Akkilokipok has kept the door locked ever since. When the door is opened, the party is greeted by ten naked figures with lips pulled back in the hideous smile of death. Their skin white-blue and covered with a sheen of frost, they moan with a mixture of suffering and anger as they attack with black, frostbitten hands.

Frozen Dead (10): (SZ M; MV 60 ft; AC 6; HD 2; HP 3, 5, 6 (x2), 7, 8 (x2), 11 (x2); #AT 1; Dmg 1-8; SD The frozen flesh of these zombies is tougher than normal varieties, thus the AC of 6. Cold-based spells cast upon them heal 1 hit point per level of the caster; AL N

The frozen dead are relentless in their attack, but also mindless. They have no sense of tactics and perceive no danger as

greater than another. One would think they would be afraid of fire, but one would be wrong. Instead, they are attracted to it, desperate to feel warmth once more. A character thinking to use flames against them, whether it is a spell or a lit-torch, quickly finds the tactic backfiring as he becomes the focus of the frozen dead's attention.

5. **AKKILOKIPOK'S ROOM:** Elaborate carvings cover the walls of this chamber, and several ice statues seem to have sprouted directly from the floor stand at various points around this room. The room is an occupied private chamber, including a bed, a strikingly beautiful teakwood desk, several chairs and a polar-bear pelt carpet. A slender stalactite of glowing ice descends from the ceiling in the middle of the room brightly illuminating the chamber. The ice elf **Akkilokipok**, tall, his skin blue and his hair a frosted white, resides within this room. The statues are the product of Akkilokipok's passion for artistry. The source of the stalagmite's light is a pebble upon which a **continual light** was cast and around which the stalagmite was formed.

If Akkilokipok is aware of the approaching PCs, he will be hidden, hanging upside down, behind the stalactite. If unaware he will be atop his bed, meditating. He isn't the only resident of this room. Though PCs may not initially be aware of its presence, the room is also home to Akkilokipok's friend, **Glacier** the ice mephit, who hides along the frozen walls. Glacier's skin tone blends so perfectly against the blue-white ice that it has a 50% chance of remaining unseen. An ice mephit is like a fire mephit, but dealing cold damage.

Akkilokipok: 6th-level monk, master of charging rhino karate (SZ M; AC 6; MV 90 ft.; HD 3; HP 27; #AT 7/2; Dmg 1-10+2; SA karate; SD immune to disease, haste, slow; S 16, I 10, W 15, D 16, C 16, Ch 11; AL LE). Possessions: **ring of fire resistance**, **ice ring**, key to area 4, key to area 16, 12 gp. As a frost elf, Akkilokipok can move across ice as if under a **spider climb** spell.

Glacier, ice mephit: (SZ M, MV 120 ft, 240 ft. flying, AC 5, HD 3+1, HPS 15, ATK 1-3, (SZ M; AC 5; MV 120 ft, 240 ft. flying.; HD 3+1; HP 17; #AT 2; Dmg 1-3 +1 cold, 1-3 +1 cold; SA breath; AL LE).

6. **AKKILOKIPOK'S HOLD:** Akkilokipok keeps this room unlit and apparently unoccupied. He has slowly been pilfering from Jang Ka-sung's treasure hoard and storing the treasure behind the secret door in this room. He has been judicious, taking only items that are common in nature and generally avoiding the most valuable items. Akkilokipok thinks Jang Ka-sung is becoming more and more twisted by his ice ship and he hopes to accumulate as much of the raid's proceeds as possible before Jang Ka-sung goes completely insane. Akkilokipok also believes that Koykiku plans to turn upon Jang Ka-sung and he suspects the blue oni would not notice the reduction of the treasure in the least: treasure which would be of much better service in the hands of his monastery than in the hands of a treacherous oni.

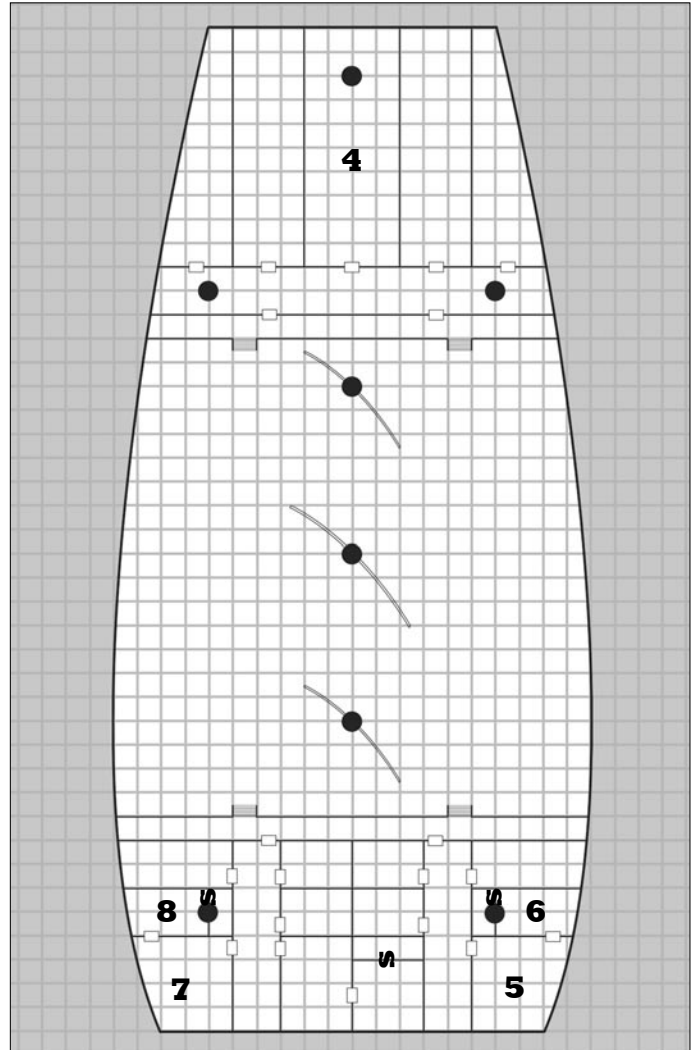
Behind the locked secret door is a pile of treasure stolen during raiding composed of: three silver holy symbols worth 50 gp each; a winter wolf pelt worth 350 gp; a golden holy symbol worth 550 gp; a blue spinel necklace worth 120 gp; two well-woven woolen robes worth 10 gp each; and ten religious books worth 25 gp, 50 gp, 60 gp, 70 gp, 85 gp, 100 gp, 120 gp, 200 gp, 250 gp, and 400 gp. Akkilokipok has focused upon illustrative books or books adorned with precious metals or stones.

7. **KOYKIKU'S ANTECHAMBER:** The door to this room is locked and only Koykiku and his two bodyguards possess the key. This large room contains a pair of fur piles which obviously constitute beds and a sturdily constructed table with two long benches running along the sides. A large, ornately carved chair stands at the head of the table.

THE FIRST UPPER DECK

EACH SQUARE EQUALS 10 FEET

Bow is up, Stern is down, Port is left, Starboard is right



This room serves as Koykiku's hall, where the raiders gather for discussion on the next attack or come for audiences with the fearsome ogre mage. It also serves as living quarters for Koykiku's men-at-arms, a pair of battle-hardened, barbarians brothers named Nyurgun and Aytal hailing from the far northern taiga. They rarely leave this room, except in the company of Koykiku, and certainly both are never absent from here at the same time. More than likely, only **Nyurgun** will be present, as Aytal has gone raiding with Koykiku.

Nyurgun: 4th-level oriental barbarian (SZ M; AC 5; MV 90 ft.; HD 3; HP 54; #AT 1; Dmg 1-10+1; SA 3 in 6 chance to surprise; SD +1 save against spells; S 17 (+1, +1), I 11, W 15, D 16, C 17, Ch 17; AL NE). Possessions: hide armor, no-dachi*, ice cleats, **ice ring**, key to area 6, 202 gp.

Besides the possessions carried on their persons, Nyurgun and Aytal have little in the way of material wealth. Nyurgun does have a pair of gold earrings (worth 100 gp each), while Aytal is carving an inscription into a silver box (worth 100 gp) intended as a gift for his wife - it reads "Aytal gives this to you." The box is hidden among the folds of the bedding.

8. **KOYKIKU'S ROOM:** A wooden bed, covered with a mass of furs and with a headboard adorned with oriental dragon-heads stands off to one side. A chest sits nearby the bed, and three wooden barrels line the opposite wall. A malnourished human female kneels on the floor, bending over a wooden board and

beating flax into short, thin shreds. She'll presumably weave them into linen large loom that casts a shadow over her slender form. Directly ahead is a gold-plated throne, cushioned by a thick silk pillow.

This chamber serves as Koykiku's room, where he sits upon a throne stolen from one of his raids. He likes to pretend that he presides over court, seeing various wako petitioners and solving problems. He leads his raiders through a mixture of intimidation, strength of arms, and unusually keen wits for an ogre mage (he's a genius). As it is unlikely he will be found in his room, his statistics are above with rest of his raiding crew. Koykiku has an unusual sense of honor, and asks the names of those he's about to kill so that he can honor their spirits when they're dead.

His servant girl, a simple thrall named **Haltia**, will willingly help the party as much as possible, providing whatever information they seek as long as her life is spared. She was captured up-coast on one of the first raids. She's learned enough of the language of the foreigners to understand simple, basic words and has been treated with a modicum of respect as she has many useful talents, such as weaving, singing (the wako find her music strange, but not unpleasant), repairing simple items, and removing waste. Although she knows she is privileged when compared to those below deck in the prisons, she also knows she must escape or face continual servitude or worse.

Haltia knows all of the major players on The Frozen Wave Satsuma and what areas of the ship they have claimed as their own. She knows that all the captured prisoners are kept below the main deck and that no one likes to descend too deeply into the ship as they fear something inhuman lurks below. From what she's understood from her halting language skills, she knows that the ship has sailed from lands far beyond anything she has heard. She will gladly join the party to make her escape from the ship.

Haltia: female 2nd-level thief (SZ M; AC 4; MV 90 ft.; HD 2; HP 7; #AT 1; Dmg by weapon; SA backstab (x2); S 10, I 14, W 15, D 16, C 10, Ch 16; AL CG). Possessions: **ice ring**.

The chest (locked) contains most of Koykiku's possessions, including linen garments made for him by Haltia. There are also **2 potions of healing**, a **potion of heroism**, and a **potion of longevity**. Within is also a seal-skin bag holding 200 gp, and maps of various coastal areas carved into whalebone tablets. Two of the three barrels contain mead, while the third holds cheese. None are of particular quality or interest.

Behind the secret door is Koykiku's treasure hoard. Upon the floor in a large pile is 4,456 gp, 350 pp, and 16 gems - two worth 50 gp each, seven worth 100 gp each, three worth 500 gp each, and four worth 1,000 gp each. Koykiku allows Jang Ka-sung to hold the key to the main treasure room (area 10), for he is confident that it will one day be his.

KEY TO THE SECOND UPPER DECK

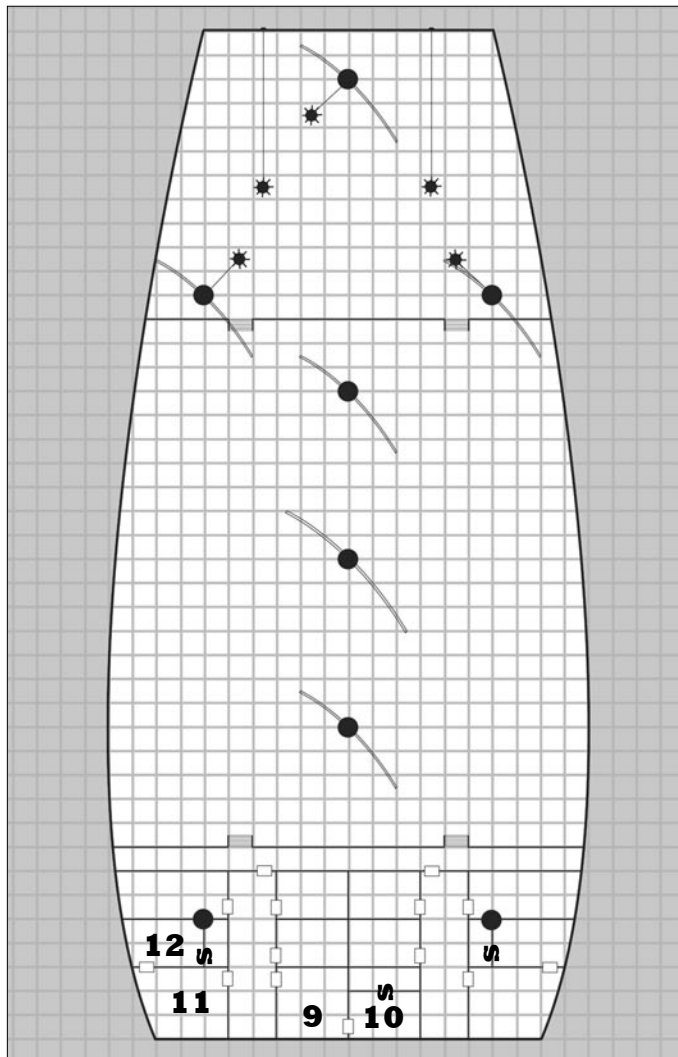
9. **QUARTERS OF JANG KA-SUNG:** This room is richly decorated in an occidental fashion using stolen goods from raiding. All except the bed are stolen goods composed of richly worked native woods. **Jang Ka-sung** spends most of his time at a writing table, writing a single word over and over in as minuscule script as possible. If translated, the word means "arise." The bed is teakwood and worth 500 gp, the chest of drawers is oak and worth 100 gp, the writing table and chair are ash and worth 100 gp and 50 gp respectively.

Jang Ka-sung is crazy. He's still functional, but not for many more weeks. Creating the Frozen Wave Satsuma had an unintended consequence: it froze his brain and drew the

THE SECOND UPPER DECK

EACH SQUARE EQUALS 10 FEET

Bow is up, Stern is down, Port is left, Starboard is right



attention of the elder god Tartok. Below decks, the madness of Tartok is slowly rising and Jang Ka-sung will be the first to succumb. If combat turns against him, he will use his potion to escape and raise an alarm.

Jang Ka-sung: 8th-level Wuxian (SZ M; AC 6; MV 120 ft.; HD 6; HP 30; #AT 2/1; Dmg; 1-6; SA spells, ki speed (+3 to initiative for one round), ki maximization (1 spell at maximum effect), kung-fu; S 9, I 17, W 13, D 14, C 12, Ch 14; AL LE). Possessions: **potion of gaseous form, potion of healing, ice ring, ice lenses** (see *new magic items*), ice cleats, key to area 16, key to area 10 and a key to the chest within. 18 gp. He has memorized the following wuxian spells:

- First: **drowsy insects, hold portal, shield, warp wood**
- Second: **detect invisibility, fire shuriken** (ki maximized), **stinking cloud**
- Third: **dispel magic, hold person, scry**
- Fourth: **improved invisibility, wall of bones**

If Jang Ka-sung is killed, the Frozen Wave Satsuma begins melting. Players will immediately notice a reduction of the unusual cold on the ship and the fog will clear quickly. Decks will start collapsing in on each other within one week, and only a floating iceberg will remain after a month's time.

10. **TREASURE ROOM:** The door to this room is locked. The true scale of the raider's rapaciousness suddenly becomes apparent;

dozens of small settlements must have been looted to accumulate such treasure. Coins of all kinds spill out of boxes and bags, gleaming in the light. Barrels, stacked three high and several deep, line the walls. And then there is the wide assortment of rugs, tapestries, weapons, furnishings, and other trappings of wealth. The plunder is extensive, and certainly too much for the PCs to carry with them. Too much, even, to fit in a small scow. Recovering the treasure would require time and resources. It includes:

- Loose coins of many denominations amounting to 8,103 cp, 3,347 sp, 2,003 ep, and 1,233gp.
- 50 barrels filled with one of the following: mead, wine, cheese, butter, salted fish, pickled vegetables, pickled pork, or whisky (worth 5,000 gp in total)
- A box of soapstone bowls, worth a total of 100 gp
- 7 fine rugs, worth 25 gp apiece
- 2 tapestries embroidered with gold, worth 200 gp each.
- 10 tapestries embroidered with silver, worth 100 gp each.
- 30 longswords, 50 spears, 10 daggers, 15 axes, 3 short bows, 100 arrows.
- 12 assorted and well-crafted furnishings (small tables and chairs, mostly), worth 1,200 gp
- furs worth 300 gp
- 10 bottles of holy water
- Bayard's Bridle, a magical artifact stolen from a holy shrine (see new magic items)
- Other holy relics and icons stolen from various temples and monasteries, the exact make-up determined by the GM as appropriate to his campaign. They should be worth as much as much 2,000gp to the relevant orders.
- a locked and trapped wooden chest, containing a **ring of feather falling**, a **potion of heroism**, a **scroll of charm person**, and the philosophical scrolls Jang Ka-sung studies to gain his spells. If not opened with the key in Jang Ka-sung's possession, a sleep gas silently fills the room, knocking all to sleep for 10-100 turns if a save vs poison is unsuccessful.

11. MOMOKO YOSIDA'S LAIR: Crystalline pillars of ice, fashioned to look as though huge serpents with furred manes are coiled along their lengths, support the ceiling. Trapped within each pillar is a wako, standing upright with arms crossed over their chests and heads lolling slightly to the sides. Reclining casually on a pile of furs is an 8-foot tall female, with greasy black hair held back by an iron pin, strumming absently on a harp crafted from whalebone. A large narwhal horn dangles from a gold chain around her neck. The woman is brutish in appearance, her weathered, violet skin covered in creases and warts, but there is an air of odd civility about her.

This room is a burial hall for heroes fallen during the raid. The transparent pillars of ice serve as coffins that allow the living to continue honoring their memory. There are a total of five wako currently interred here, and each one is buried with 3-18 x10 gp in jewelry and mundane items. To get at the corpses, the supports must be broken.

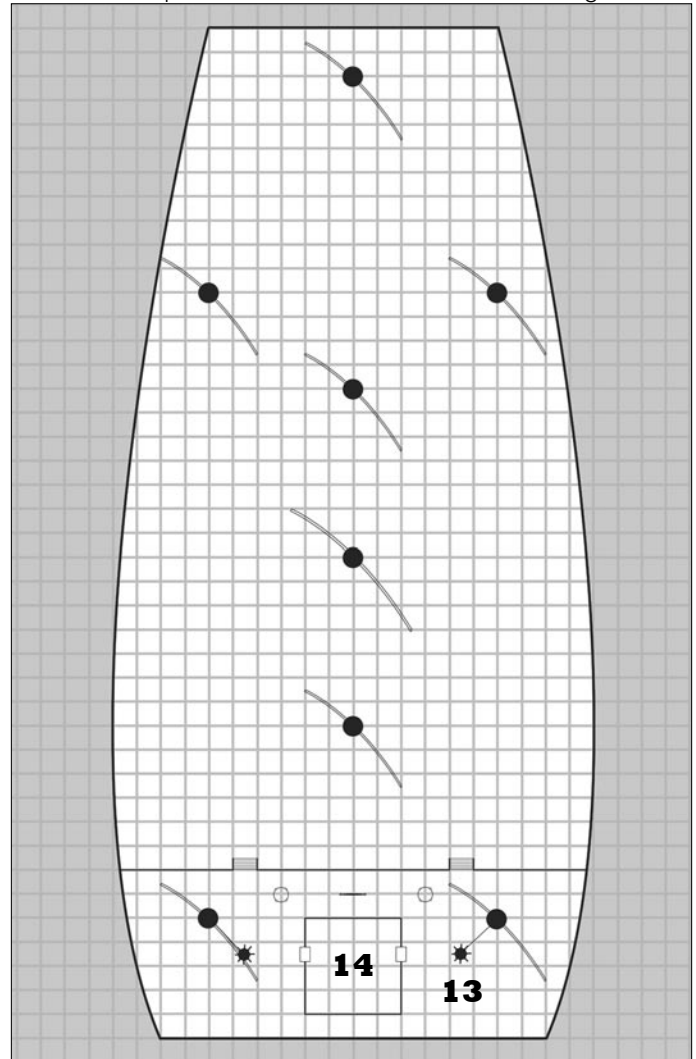
The reclining female, **Momoko Yosida**, is the consort of Koykiku. She occupies an important position within the group, serving as advisor, entertainer, and recorder of the raid's history. She spends much of her time here, in the hall of the fallen, creating ballads that sing their glories. She's tougher, less crude, and significantly more intelligent than most ogres, but she is no less warlike. In fact, she revels in combat as a means of creating her own legend.

Momoko has willingly fallen prey to the malevolent spirit of The Frozen Wave Satsuma. She's surrendered to the influence of Tartok, and he now grants her powers for her acquiesce. Because of this, she is quite mad, but madness for an ogre is no unusual thing. Her service to the Frozen Lord of the Depths has

THE THIRD UPPER DECK

EACH SQUARE EQUALS 10 FEET

Bow is up, Stern is down, Port is left, Starboard is right



rendered her immune to the fear of the lower decks and she's slowly been exploring them when she can slip away unnoticed.

When the party enters, she'll open combat with a strum of her **harp of the white whale**, a casting of **protection from good**, and then melee, willingly testing her mettle against the party's.

Momoko Yosida, female ogre 3rd-level shaman (SZ L; AC 6; MV 120 ft.; HD 6; HP 30; #AT 2/1; Dmg ; 1-6; SA spells, ki speed (+3 to initiative for one round), ki maximization (1 spell at maximum effect), kung-fu; S 9, I 17, W 13, D 14, C 12, Ch 14; AL CE). Possessions: greatclub, **harp of the white whale** (see new magic items), ice cleats, **ice ring**, keys to area 12, area 15, and area 16, 250 gp necklace. She has been granted the following spells:

- First: **cure light wounds**, **protection from good**
- Second: **resist fire**

12. SHRINE TO TARTOK: The door to this room is locked and only Momoko Yoshida possesses the key. This shadowy room is lit feebly by a pair of whale-oil lamps - so dim that the light is undetectable through the walls of the ship. The air is heavy with smoke and the scent of burning oil, making it unpleasant to breathe. But there's something worse here; something more disturbing than merely foul air, something oppressive and evil. The walls of the room are covered with black ink sprayed in a seemingly random fashion, while opposite the door hangs a bronze shield that has been crudely etched with a circle from

which spiral eight coiled tentacles. Placed neatly below the shield are several large mead mugs, scattered coins, and a small ivory figurine of a junk.

This is a shrine to Tartok, Lord of the Frozen Depths, an elder deity paid homage to by raiders from the arctic north. They pray to Tartok for safety while sailing the ice-capped oceans, for good-fortune on their raids, and for protection from the predatory denizens of the deep. Tartok views the lightless domain below the numbingly cold arctic waters to be his own, and to date, no demon lord has seen fit to challenge his authority. Some claim Tartok serves Dagon as a chief lieutenant, holding suzerainty over the northern oceans in the name of the mighty demon lord. Others believe Dagon simply doesn't press his claims upon these inhospitable stretches of water.

The shield serves as an altar of sorts, and radiates faint but distinctly evil magic. Followers of Tartok who pray here before battle gain the benefit of bless. The items around the shield are simple offerings, amounting to 7 sp, 2 gp and three unremarkable mugs full of unremarkable mead. The ivory statue is a **figurine of seafaring** (see *new magic items*), a minor magical item prized by northmen raiders.

If any non-believer attempts to handle the shield, or any damage is inflicted upon it, the sliver of Tartok's essence that is contained within strikes out in self defense. A pair of shadowy tentacles manifests in the center of the shield and begin to lash out at the nearest opponents. They attack as a 3 HD creature, deal 1-8 points of damage, and have a 50-foot reach. The tentacles have AC 5 and 10 hit points. If a character is hit by an attack, he is grappled and dragged towards the shield at a rate of 10-feet every other round. If the victim has not freed himself by the time it reaches the shield, he is sucked into the shield and deposited into the endless seas of the Elemental Plane of Water.

Destroying the shield is worth 500 experience points to each individual involved, or 750 to paladins and good-aligned clerics. Despite being made of bronze, the shield is resistant to physical or magical damage. The only weapons that can actually damage the shield are those crafted from whale-bone and blessed by a good-aligned cleric.

KEY TO THE THIRD UPPER DECK

13. **AFTERCASTLE:** The topmost deck is constantly patrolled by two wako. They march in a great circle along the railings, keeping equidistant of each other. This duty is typically given to the wako lowest on the hierarchy or to those who need disciplining. The deck features two sails and their capstans, along with a ceremonial gong and two great drums.

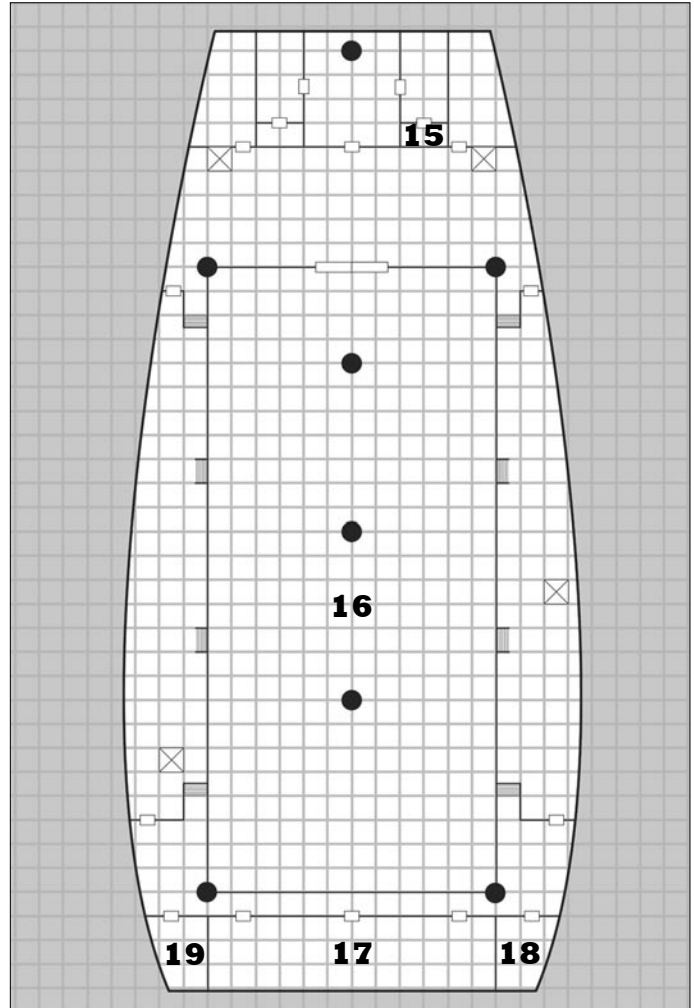
Wako (2): (SZ M; MV 120 ft.; AC 9; HD 1; HP 6, 7; #AT 1 or 2 with cho-ko-nu; Dmg 1-4+1; SA +2 to hit and +1 to damage; AL NE) Possessions: Tanto, cho-ko-nu, hara-ate-gawa, 10 light quarrel magazine, ice cleats, **ice ring**, 4-48 gp.

14. **WHEELHOUSE:** This is an ornately carved room containing the giant ice wheel of the ship. The great wheel takes two men to helm, being 8 feet in diameter. It is connected to the tremendous ice rudder of the ship through a series of crank shafts housed between decks. Those entering the wheelhouse must say the password "Satsuma" or suffer 2-12 points of cold damage, as the ship blasts the intruders with a freezing wind. Currently, the wheelhouse is empty, as the ship is at anchor. When underway, there are typically three wako within the house.

THE FIRST LOWER DECK

EACH SQUARE EQUALS 10 FEET

Bow is up, Stern is down, Port is left, Starboard is right



KEY TO THE FIRST LOWER DECK

The only lower level of the ship inhabited by the crew, the first lower deck has an eerie feeling too it, as if the fog is thicker here than elsewhere and as if something is watching just out of sight. Because of this, most of the crew has moved up to higher decks. However, some remain on this level out of a sense of pride: only real men live below the deck of the Frozen Wave Satsuma! That said, the crew of this deck will not go deeper into the ship except on dares of manhood. They even avoid the stairways leading down whenever possible.

Sleeping is difficult on this level, as dreams are dark and watery, filled with black tendrils and the clicking of unseen claws. This means a save against spells is required every 2nd night. A failure means that none of the benefits of sleep are attained: no healing, regaining spells, etc.

In addition, occasional waves of fear propagate through this deck forcing those nearby to save vs spells or feel shaken with a terrible fear. Those shaken are at -1 to hit and -1 to damage for the next turn. There is a 5% chance per turn that a wave of fear sweeps through a room or hallway containing the PCs.

The first lower deck has four ice shaft traps as indicated on the map. These are 10-foot square trap doors. Anyone stepping onto the trap door falls into a diagonal shaft sliding to the second lower deck below. This causes 1-2 hp of damage and the lid of the trap closes and resets the next round. The iced-walls of the shaft are so smooth they provide little opportunity for those who have fallen

prey to the trap to arrest their descent. Characters have a single opportunity to stop their slide with a Dexterity ability check made at +5. The trap locations are known to the crew and they avoid them. However, this week has seen a change and one of the traps somehow moved.

This ominous change has driven a spike of worry through the normally impenetrable heart of Higo Chihiro. He has not felt worry's cold grasp for many years and he is seriously weighing the potential loss of face caused by moving up decks against the chance of being forced into the second lower deck by accident. Higo knows that if he moves upwards, the entire crew below decks will follow and he is trying to find the way to frame the move as one done by choice and not by fear.

15. FALSE-FLOORED CHAMBER: The door to this chamber is locked. This is a small, irregularly cut chamber seems to contain nothing of immediate interest, though PCs can faintly hear the sound of lapping water. An observant character may notice a slender frozen trail of blood just before the room's threshold. A thin of tendrils crimson leads to the room and suddenly disappears at the threshold. The floor of the room is actually an illusion; anyone stepping into the room falls down to area 24.

Once Momoko Yosida consigned herself to Tartok, the Frozen Wave Satsuma opened up this secret chamber in the first lower deck for her. She uses this room to provide sacrifices to the squid without placing herself in danger; the chamber is well out of reach of the creature's 30-foot long tendrils, and thus safe. The blood is representative of her brutal ceremonies: the victim's throat is cut and his body pitched over the side to feed the ever-hungry monstrosity.

16. ICE PRISON: The giant double doors to this area are locked. The massive main hold of the ship serves as the main prison for the ship. The ice walls here seem to glow with a dim and pale blue light, creating pools of shadow throughout the hold. Unfortunately for those within, the light brings no relief from the bitter chill. Huddled together for warmth is a number of scantily-clad humans, their blackened extremities showing the effect of prolonged exposure. The floor is littered with several corpses laying in terrible repose, lifeless grimaces on the bone white faces. They've been stripped of what clothing they possessed and in some places, it appears that they have served as meals for those surviving.

The wako imprison their captives in this hold. Careless and heartless keepers, unconcerned with the value of barbarian slaves, they more often than not neglect their prisoners. Food is infrequently provided, and appropriate clothing nonexistent. As a result, several of the captives have already perished from hunger or exposure, and those that remain are a sorry lot. Most will lose fingers, toes, or even entire extremities from frostbite. All are starving, incoherent, and on the verge of freezing to death. None are capable of providing any assistance to the rescuers or of resisting their captors.

An adolescent **snow leopard** lurks within the shadowy folds of the prison, trained by Momoko Yosida to serve as a guard animal. It attacks any unfamiliar creatures which enter the area, but is patient in springing the attack, lying in wait until just the right moment to pounce. Momoko and Koykiku periodically visit the hold to pull out a prisoner for food and Momoko has been secretly pulling out prisoners to sacrifice to Tartok in area 15.

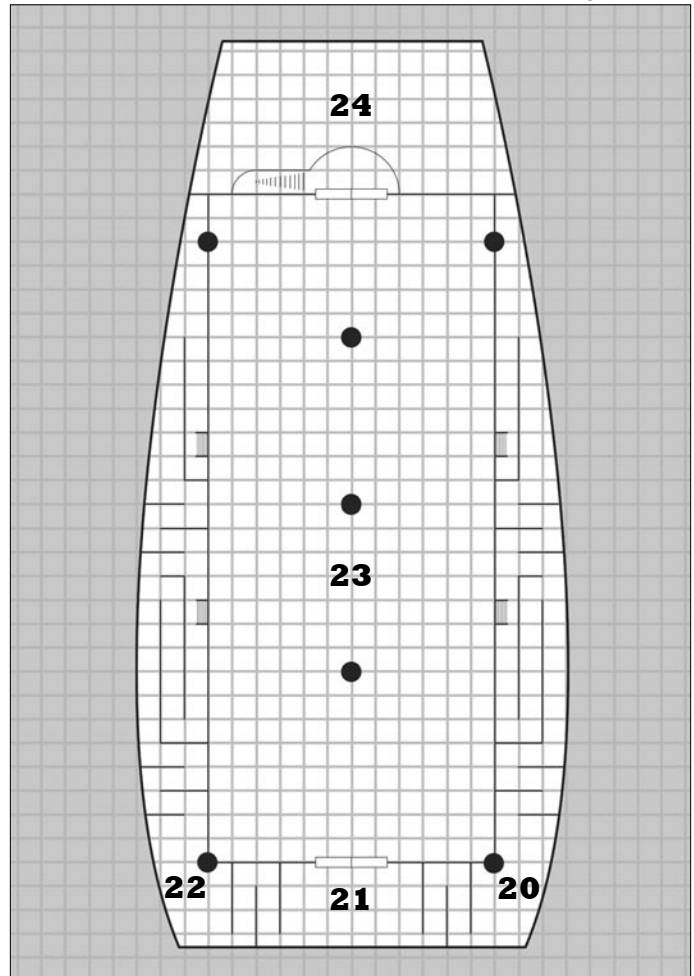
Snow Leopard: (SZ M; MV 120 ft.; AC 6; HD 2+2; HP 11; #AT 3; Dmg 1-3, 1-3, 1-3; SA rear claws for 1-3, 1-3, surprises on 1-3; SD surprised only on a 1; AL N)

17. ORIGINAL QUARTERS: The large stern hold was the original quarters for all of the common crew, but individuals have been slowly migrating to the main deck as they lose their will to

THE SECOND LOWER DECK

EACH SQUARE EQUALS 10 FEET

Bow is up, Stern is down, Port is left, Starboard is right



deal with unsettling dreams and the occasional waves of fear traveling through this deck. Currently there are only 9 **wako** and **Aysan** left residing in this room. They've strung their hammocks along the stern wall of the ship and keep a brazier constantly lit and warm. A single large chest contains the shared belongings of each raider. The crew here are touchy and on edge: they can only be surprised on a 1 in 6.

Wako (9): (SZ M; MV 120 ft.; AC 9; HD 1; HP 3 (x2), 4, 5 (x2), 6 (x2), 7 (x2); #AT 1; Dmg 1-8+1; SA +2 to hit and +1 to damage; AL NE) Possessions: Each wears a hara-ate-gawa and wields a longsword. In addition each wears ice cleats, an **ice ring**, and has 4-48 gp.

Aysan: 5th-level oriental barbarian (SZ M; AC 4; MV 90 ft.; HD 3; HP 59; #AT 1; Dmg 1-10+2; SA 3 in 6 chance to surprise; SD +1 save against spells; S 18.08 (+1, +3), 19, W 11, D 16, C 16, Ch 10; AL NE). Possessions: chain mail, no-dachi, **ice ring**, ice cleats, 228 gp.

18. QUARTERS OF HIGO CHIHIRO: The door to this room is locked. This chamber houses the leader of the wako - **Higo Chihiro**. The room is spartanly filled with a simple bed, chair and writing desk of little to no worth. A chest, filled with fine silk clothing (worth 300 gp) rests near the bed. A book of poetry (worth 50 gp), a treatise upon the art of war (worth 120 gp) and a book containing illustrations of his home province Satsuma (worth 100 gp) are stacked in a small pile upon the writing desk.

Higo is a stern and demanding leader who brooks little mischief and who runs a tight crew. That said, he is a man with deep internal conflicts between serving his daimyo* and following

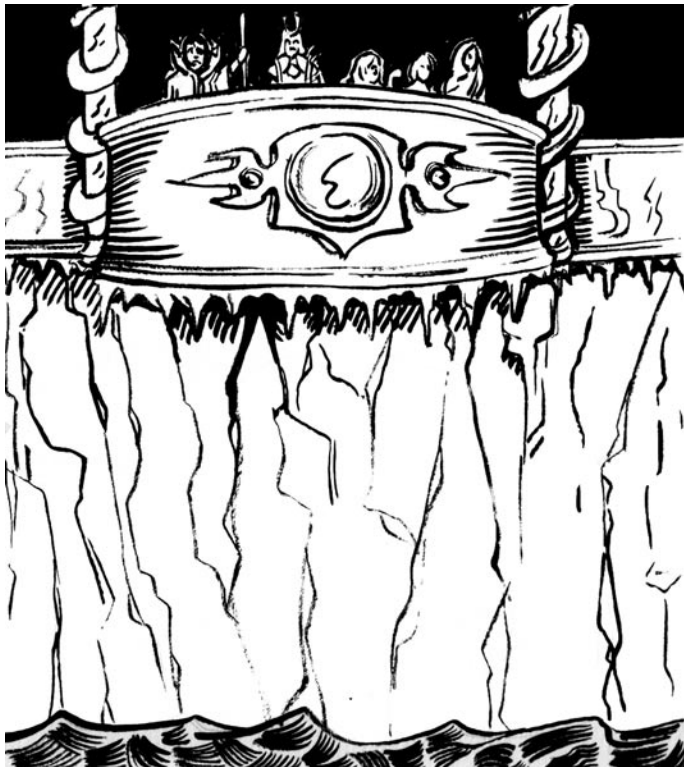
his heart to marry his lieutenant, the barbarian Sardaana. He was secretly ordered to lead Jang Ka-sung's mad trip to lands unknown by his daimyo to gather any useable information before taking control of the ship and sailing against the treacherous middle kingdom. Higo's luck took a turn for the worse when, upon their first raid while still in waters known to the crew stumbled upon a beautiful northern barbarian fighting off a pack of wolves. Higo came to her rescue and she swore to serve him for a year as payment for her life. In time Higo's heart melted towards her, and he now toys with ideas of never returning to his daimyo - damn the loss of honor!

Higo spends as much of his time here as possible. At night Sardaana visits him, but they have managed to keep their affair secret. Recently Higo has begun feeling what he remembers once calling fear whenever he thinks about being trapped below decks upon the Frozen Wave Satsuma.

Higo Chihiro: 8th-level Samurai (SZ M; AC 3; MV 90 ft.; HD 3; HP 59; #AT 3/2 melee, 3/1 missile; Dmg ; 1-10 + 7 melee, 2-5 +5 missile; SA ki shout (Strength to 18.00 for one round/8times a day), +1 to hit and +5 to damage with all weapons, ; SD surprised only on a 1 in 6, immune to fear; S 17 (+1, +1), I 14, W 13, D 14, C 16, Ch 16; AL LE). Possessions: O-yori*, **katana +1**, daikyu, 20 armor piercing arrows, **ice ring**, ice cleats, key to area 16 and area 18, 228 gp.

19. QUARTERS OF SARDAANA: The door to this room is locked. Sardaana, a barbarian rescued at the very beginning of the voyage of the ship, calls this chamber her own. She has painted the interior in a giant fresco of her native lands using paints stolen while raiding. Although the colors don't always match, nor do they always make sense, the artwork is of passable quality.

A simple bed, chest (containing clothes), and a chair and table admirably perform their duties for the tough barbarian. Sardaana spends much of her time here, thinking about if she should return to her homeland or convince Higo to leave in one of the sampans and find a new life among the white-skinned barbarians of this shore. It is unlikely Sardaana will be encountered here as she is out raiding with Koykiku. Her statistics are listed earlier with the rest of the raiding party.



KEY TO THE SECOND LOWER DECK

Although the first lower deck is a place of uncomfortable feelings and restless sleep, the second lower deck causes fear to course through the body. The fear of the second level is almost palpable. Entering the level requires a save against spells with success resulting in a -1 to hit rolls, but a +1 to damage rolls. Failure means that the fear is too great and the person is unable to descend the stairs. Every hour spent on the second lower deck requires another save against spells. Failure on these saves results in a panicked flight towards the nearest up stairwell for one round. Success means that one continues on.

The fog here is noticeably thicker, limiting sight to 60 feet. Beyond that, only a light source can be seen out to 80 feet - past that distance even a light source disappears into the haze. Not that a person could see that far, for the second lower deck is rather maze-like until reaching the center hold. The Frozen Wave Satsuma has started shifting walls on this level during the night and the grinding noise made by such can be heard throughout the ship. Only Momoko Yosida knows what's happening, as she's the only one that travels to this deck, and she says nothing to the others.

20. STARBOARD AFT TERROR: Lurking in this area, pressed behind the giant mast is a gelatinous cube. This cube has worked its way up from the lower levels and now wanders seeking prey.

Gelatinous Cube: (SZ L; MV 60 ft.; AC 8; HD 4; HP 14; #AT 1; Dmg 2-8; SA paralyzation, surprises on 1-3; SD see monster description; AL N).

21. THE GREAT ICE DOORS: Inscribed in the ice upon these giant doors is a strange writing. If translated, it reads, "*Knowledge is the choice to find and wield power.*"

22. PORT AFT TERROR: Frozen in the icy walls of this area are dozens of human skeletons. If the party looks at this grisly tableau for more than a round, they see that the bones begin to move within their frozen encasement forming symbols of mind-shattering power. On the first round the first symbol forms and viewers must save vs spells or suffer a sense of hopelessness, dropping their weapons and falling to their knees. On the second round the second symbol forms and viewers must save vs spells or suffer an odd form of confusion wherein the person thinks he is a squid out of water for 1-4 rounds. Those suffering from the 2nd symbol will be spared the horror of the third and final symbol which acts as a phantasmal killer, excepting that a 2-20 turn coma is the outcome, instead of death.

23. THE DEEP EMPTY: This cavernous room is the largest in the entire ship, larger than even the main hold. The area is as maze-like as the rest of the level, but after opening the great ice doors, the players see all of the ice walls within the deep empty quickly melt away in a single round, absorbed into the floor, resulting in the giant hold as shown on the map. This melting thickens the fog in area, cutting vision to only 20 feet and even light sources can only be seen out to 40 feet. If the players listen closely they will hear a deep chuckling from within the cavernous room.

24. WATERY OVERLOOK: An icy balcony overlooks a large hold filled with sea water within the bow of the ship. The water rolls against the movement of the ship and seems to be the surface of the sea some 40 feet below the balcony. The hull of the ship descends as far as the eye can see into the water. A steep staircase descends to a landing that turns and goes deeper into the ship. The landing is 20 feet above the water line.

If a character has fallen through the false-floored chamber (area 15) he ends up plummeting into the water in this hold, taking 1-6 hp of damage in the fall. Although this is unfortunate, it is even more unfortunate that the ice squid (see new monsters) that spends most of its time in area 25 has learned that a big splash means food. It arrives 3 rounds after hearing the splash.

For statistics on the ice squid, see area 25. GMs should note that its 30-foot-long tentacles cannot reach those upon the balcony or most of the stairway, but those upon the landing or on the stairway near the landing are within reach. There is a 30% chance that the ice squid is in this room without being lured by food, if so, the PCs will likely see it in the pool and have some forewarning of what lurks further below.

KEY TO THE THIRD LOWER DECK

The third lower deck is the last of The Frozen Wave Satsuma that is above sea level. On this level, the interior of the ship has become more like a series of ice caves and is nearly indistinguishable from what one would think the interior of an iceberg would appear.

Unlike the first and second lower levels, there isn't the brooding sense of terror lurking around every corner. This should prove even more of a warning of caution for the experienced player. The fog here is noticeably thicker, limiting sight to 20 feet. Beyond that, only a light source can be seen out to 40 feet - past that distance even a light source disappears into the haze.

25. POOL OF TENTACLES: The sound of sloshing water softly reverberates through this large cavern. Most of the cave, except for a narrow ledge around the side, consists of a giant tide pool filled with small floating chunks of ice. The surface laps against the sides of the pool with each surge of the sea. Bobbing helpless amid the frosted surf is a giant squid encasing in a sheath of blue ice. The ice squid (see new monsters) is neither dead nor helpless and will detect the party's entrance after two rounds unless the party has taken care to as quiet as possible.

It is, in fact an **ice squid** (see *new monsters*), a predator of the sea usually found only the most remote, frigid waters of the north. Fuelled by a voracious appetite, the creature will attack any living creature entering the chamber, ogres included. The squid is probably too powerful for the characters to defeat, and they shouldn't have to. After the tentacles flail out from the water, the PCs should beat a hasty retreat or race along the ledge to the opposite exit.

Ice Squid: (SZ L, MV 120 ft. swimming, AC 4, HD 6, HPS 21; #AT 9; Dmg 1-4 +1 (x9), 3-12; SA constriction; SD see monster description; AL NE).

After it grapples as many as three creatures (a fair-sized meal for the monstrous beast), the squid pulls its victims into the water and then retreats to the depths of the 30-foot deep pool to feed in peace. If the squid feels seriously threatened, it will escape through the underwater tunnel to the ocean outside.

Lying at the bottom of the pool, visible as a pale glow, lies a **longsword +2, dragonslayer** (p'an-lung*). It's all that remains of wako with more bravery than brains who was convinced a dragon below decks was causing the fears above.

26. TIDAL POOL: This room is barren, save for a large tide pool in one corner. The cold, grey waters seem to be surging from a submerged passageway.

Characters with the tracking ability will see slithering tracks, like that made by an octopi slopping across land, leading into the pool. These were made by a thrall of Tartok named Xuthe'skorn, a member of a repulsive squid-like aquatic species called the krabben. The pool leads into a series of submerged tunnels leading deeper still into the frozen waters.

27. LURKING EVIL: The walls of this otherwise non-descript cavern glow with an unearthly black light in which normal items seem to almost phosphorese. Coming down the tunnel leading to area 27 is Xutheskorn, a horribly obese krabben shaman returning from her daily above-water prayer.

Xutheskorn, female krabben 4th-level witch doctor (cleric level 3, magic user level 3) (SZ M; AC 3; MV 40 ft., swimming 180 ft.; HD 6+1; HP 33; #AT 3; Dmg ; 2-7, 1-3, 1-3; SA spells; SD jetting escape; S 14, I 17, W 13, D 14, C 12, Ch 14; AL LE). Possessions: trident, unholy symbol of Tartok (a blackened silver disk of eight coiled tentacles worth 50 gp), pearl necklace worth 600 gp, **ring of protection + 2**. She has the following spells ready:

First: **cure light wounds, darkness, detect magic, protection from good**
Second: **resist fire, scare**

Xuthe'skorn opens combat with **protection from good**. If brought below 12 hit points, she flees (using her jetting escape ability to cover her retreat) to the sacristy where she summons the vrock to do her bidding.

28. SACRISTY: Sputtering candles cast a dim, eerie red glow across this small chamber, creating dense shadows in the corners. There are dozens of humanoid jawbones dangling like macabre trophies from the bones of a monstrous ribcage suspended horizontally along a wall. Lying upon a slab of ice containing fossilized crustaceans are 2 wicked-looking daggers caked red with blood (two **+1 daggers**) and an orca skull etched with alien runes.

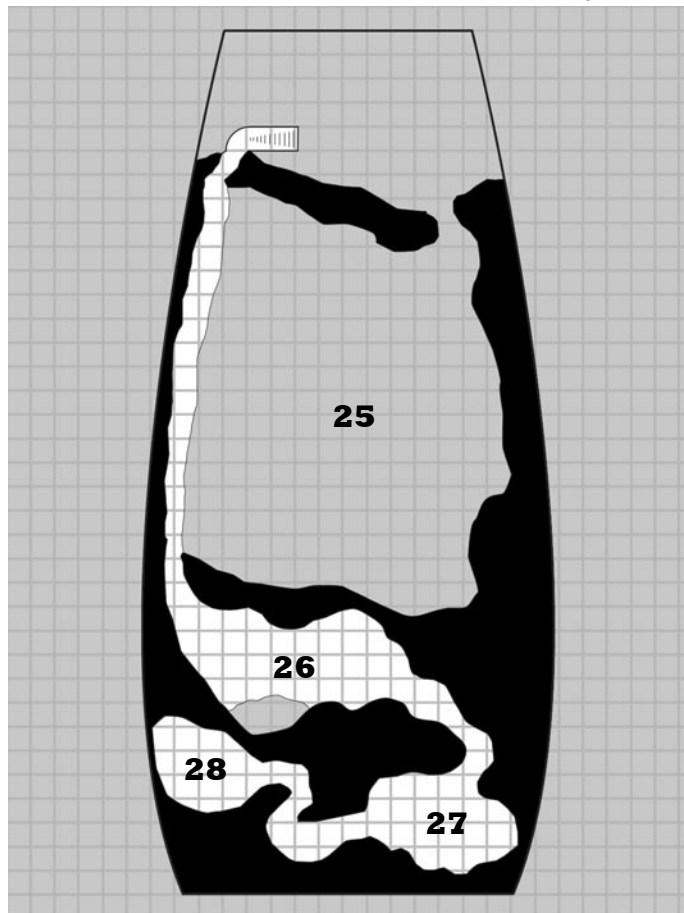
The krabben witchdoctor Xuthe'skorn uses this chamber as an altar and place to store sacred objects in her worship of Tartok.

Trapped within the orca skull is a **vrock**. It is released if any individual not swearing fealty to Tartok should touch the skull,

THE THIRD LOWER DECK

EACH SQUARE EQUALS 10 FEET

Bow is up, Stern is down, Port is left, Starboard is right



or by a witchdoctor of Tartok who summons its aid. The vrock is a captive in one of Tartok's frozen realms, ordered to patrol the skies above his ice floes. As a result of the unique environment in which it lives, the vrock is coated with frost, giving it a particularly fell appearance.

Vrock: (SZ L, MV 120 ft., flying 180 ft., AC 0, HD 8, HPS 34; #AT 5; Dmg 1-4, 1-4, 1-8, 1-8, 1-6; SA see monster description; SD see monster description; MR; 50%; AL CE).

HERE ENDS THE ASSAULT AGAINST THE FROZEN WAVE SATSUMA

Concluding the Adventure: If the party manages to rescue the imprisoned slaves, forestall any raids on the local communities, and return with the relics pillaged from the monastery they become celebrated heroes of Seawatch. The citizenry will shower them with praise, while Baron Terwall will invite them to a grand banquet where he will grant each of them the grandiose title of 'Coast Marshall'. For returning their holy relics, the characters gain the benefit of divine providence, providing them the benefit of an instantaneous bless spell twice in their life as they choose.

If any wako or other crew members remain alive at the end of the adventure, they may pose a threat to other settlements once they've recovered from the bloody nose dealt them by the PCs. If Koykiku remains alive, he organizes the survivors fairly quickly and begins efforts to make good their losses. If anything, their subsequent raids are more brutal than before, as they are driven by rage and a thirst for vengeance. For his part, Koykiku will not rest easy until he has repaid the PCs for the humiliation done unto him, becoming an implacable and recurring foe. Given time, he'll recruit some occidental ogres to his band of raiders and then unleash them upon an unsuspecting world.

And what of the krabben? The mysterious race has been placed in the module as a possible hook for future adventures, much as the hints of a greater evil in the classic modules led to more adventure and, in the long run, an epic saga. For example, you might add clues into the adventure suggesting that Xuthel'skorn is but a minor figure in a much larger conspiracy. Following the clues laid-out for them, the PCs discover a krabben enclave in the underwater passages of the Frozen Wave Satsuma that leads back to a larger temple complex in an underwater canyon where the krabben are marshalling their forces for a war against the surface world. At the center of the machinations is a gargantuan ice squid with great magical powers at its disposal and a cunning evil that has been plotting the conflict for centuries.

APPENDIX A: NEW MONSTERS

ICE SQUID

SIZE: Large (30 ft. long)
MOVE: Swimming 120 ft.
ARMOR CLASS: 4
HIT DICE: 6
ATTACKS: 9
DAMAGE: 1-4 +1 (x 8), 3-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 50%
TREASURE: In Lair: 2-8k gp (40%), 10-60k pp (50%), 4-32 gems (55%), 1-12 jewelry (45%)
INTELLIGENCE: Semi
ALIGNMENT: Neutral evil
LEVEL/X.P.: 5 / 415 + 6/hp

General information: Ice squid are voracious feeders and will attack almost any creature they happen upon. They often lurk

just below the surface of ice-fields, remaining motionless amidst floating ice and slush until unwary seal-hunters, fishermen or whalers come into range. Then, in an eruption of primal violence, the ice squid strikes by dragging victims into the icy depths. Each tentacle does 1-4 points of damage plus 1 point of cold on the first melee round it hits, and thereafter it constricts the opponent for 2-8 points of damage and an additional 1 point of cold each melee round. The beast can strike up to 20 feet away. The beak bites for 3-12 hit points of damage.

A creature grabbed by an ice squid is 25% likely to have both upper limbs pinned, 50% likely to have one pinned, and 25% likely to have both free. If both arms are pinned, the victim is unable to attack; if one is pinned the victim can attack at -3. Only one tentacle will strike creatures of man-sized at any one time. An ice squid's tentacle takes 6 hit points before being severed.

If 4 or more of an ice squid's arms are severed or it has otherwise lost more than half its hit points, or if it takes more than 10 hp of damage from a fire-based attack, the creature is 80% likely to squirt out a cloud of crystallized black ink 20 feet high and 4 feet long, and jet backward to escape. The ink cloud completely obscures all vision within it, and causes 2-8 hit points of cold damage.

In their natural, arctic environment ice squids are lethargic and spend much of their time in a state of near-hibernation, their body functions slowed to a near stop. Only when they sense prey do they come alert, emerging from their torpor as fierce killing machines. Anything that moves can be considered a meal; seals, sharks, and humanoids are all eagerly consumed. Frost giants consider ice squids a particular delicacy, and will pay as much as 500 gp for an average-sized corpse.

Though unusual, when food is scarce ice squid may venture into more temperate waters. These desperate creatures are even more bloodthirsty than normal, since they must feed more frequently to sustain a metabolism that speeds up with the rise in water temperatures.

Physical description: Ice squids are bone-white, their bodies and ten lashing tentacles encased in a film of ice. Beneath the mass of tentacles, a vicious beak-like mouth snaps hungrily in anticipation of its next meal. They are strange amalgams of flesh and ice. Internal organs are protected by frozen flesh encased in a thick layer of ice.

KRABBEN

SIZE: Medium (6 ft. tall)
MOVE: 40 ft., swimming 180 ft.
ARMOR CLASS: 5
HIT DICE: 2+2
ATTACKS: 3
DAMAGE: By weapon type, 1-3, 1-3
SPECIAL ATTACKS: None
SPECIAL DEFENSES: Jetting escape
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 2-5
LAIR PROBABILITY: 25%
TREASURE: Individuals: 1-6 pp; In Lair: 1-4k cp (25%), 1-6k sp (40%), 1-2k ep (25%), 2-12k gp (70%), 300-1,800 pp (30%), 2-20 gems (55%), 1-12 jewelry (50%), any 1 magic item (15%), 1 misc. magic item +1 potion (60%)
INTELLIGENCE: High
ALIGNMENT: Lawful evil
LEVEL/X.P.: 3 / 65 + 2/hp

General information: Krabben have a nasty, belligerent disposition and a tendency towards violence. Xenophobic and aggressive, they seem to devote their collective energies towards assuming domination over all aquatic races. They hate sea elves and tritons, and clash frequently with them. When it suits their needs, krabben will maintain relationships with other underwater-dwelling

evil creatures, among them sahuagin, scraggs, and sea hags. Of course, these alliances are tenuous at best and remain only so long as there is a practical benefit. Eventually, the krabben's predilection for dominating others and their short-temperedness will reveal itself and destroy the relationship.

Krabben channel their belligerence into combat, fighting savagely and without mercy. They favor tridents (2-7 damage) and use their tentacles to slam their enemies into unconsciousness, who can then be captured with impunity. When specifically on a slave-taking raid, about half of the encountered krabben will be armed with nets. Trained squid often accompany krabben war-parties.

Though aggressive and impulsive underwater, when raiding the surface world krabben are more pragmatic. They plan the attack carefully, coming ashore after dark on moonless nights to pillage and murder. Often times, they use subterfuge to undermine the settlement's ability to defend itself; a guard might be bribed to leave a vital gate open, or the water supply poisoned to render the inhabitants ill.

If they encounter a superior opponent, krabben can beat a hasty retreat, moving at 180 feet for a single round. Pursuit is deterred by emitting a cloud of jet-black ink in which all vision is obscured. A krabben can hastily move and emit a cloud of jet-black ink filling a 10 foot cube of air or water once per day.

Krabben can communicate telepathically with any kind of squid up to 150-feet away. The communication is limited to fairly simple concepts, much as one would communicate with a dog or other domesticated animal, and once per day can command a squid to do its bidding for 1d4+1 rounds

Krabben can exist in any salt-water environment, but seem to have originated in northern waters, keeping lairs deep below the waves. In addition to being fortresses, these dens are used for storing pillaged treasures and may have a population of slaves taken from the surface world, existing in chambers made habitable by careful tending of special air-producing aquatic plants. These slaves are kept for trade and food.

Languages: Krabben speak their own language, a dialect of Sahuagin. 10% also speak Common.

Physical description: Krabben are a disgusting amalgam of sahuagin and squid. Their upper torsos resemble that of the sahuagin, with scaly skin, webbed fingers on the end of long, powerful arms, and a reptilian head distinguished by deep black eyes and a wide mouth filled with shark-like teeth. From the waist down, krabben resemble squid, with eight long tentacles used for slamming prey and propelling the creature through waters at great speed. The tentacles of a krabben are only semi-prehensile unlike those of true squids.

APPENDIX B: NEW MAGIC ITEMS

Bayard's Bridle: This bridle allows an equine to move through any sort of underbrush (such as thorns and overgrown areas, including magically manipulated underbrush) at its normal speed and without suffering any damage. In addition, the mount leaves no trail while within a forested terrain and therefore cannot be tracked. In any other environment, a horse would leave tracks as normal. A mount must be wearing light or no barding to gain these benefits. **Experience Point Value:** 200 **G. P. Value:** 800.

Figurine of Seafaring: These small, 6-inch long statues are painstakingly carved from walrus ivory and depict full-rigged junks. The uninitiated may mistake the figurine for a toy or decoration, but in fact they are magic items much prized by sailors the world over. The secrets of their manufacture are closely guarded by the spell-casters of the orient and even then only by those rare few whose skill at magic is matched by their skill with the carving tool.



Anyone who possesses a figurine of seafaring gains the ability to sail like a master mariner, and to navigate flawlessly while at sea. **Experience Point Value:** 1,000 **G. P. Value:** 5,000.

Ice Lenses: Composed of solid, clear ice and roughly 4 inches in diameter, these two lenses allow those looking through them to ignore any smoke, fog or haze obscuring normal vision. **Experience Point Value:** 200 **G. P. Value:** 600.

Ice Ring: Made of solid ice, this ring protects the wearer against temperatures up to -20 degrees Fahrenheit. In addition, it reduces any cold damage by half (minimum of 1 point). An ice ring is formed out of the hull ice of the Frozen Wave Satsuma and it melts in one week. If the Frozen Wave Satsuma is destroyed, the ring ceases functioning. **Experience Point Value:** 25 **G. P. Value:** 100.

Harp of the White Whale: Made from the bones of a white sperm whale, the harp of the white whale causes a terrible obstinacy in the opponents of the player. Unless a save against spells is made, those who hear the harp's music will continue to perform their last action, regardless of the consequences, for the next 1-4+1 rounds. A new save is required every round by the unaffected if the harp is continuously played. Doing such is dangerous however, as after two rounds of playing the musician is subjected to the magic of the harp as well. **Experience Point Value:** 2,000 **G. P. Value:** 14,000.

GLOSSARY

Cho-ku-nu: A repeating crossbow.

Daikyu: Oriental longbow.

Daimyo: An oriental territorial lord.

Do-maru: Oriental armor much like a brigandine cuirass.

Haidate: Laced armor apron protecting thighs and knees.

Haramaki-do: A belly protector made of silk and chain.

Hara-ate-gawa: Cheaply made leather corselet armor.

Junk: An oriental ship.

Kote: Armored chain sleeves strapped together in the back.

Masakari: A broad axe - treat as battle axe.

Naginata: An oriental glaive.

No-dachi: An oriental two-handed sword.

O-yori: A complete set of battle-ready oriental armor.

P'an-lung: Oriental dragon.

Sode: Rectangular shoulder armor.

Tanto: Oriental dagger.

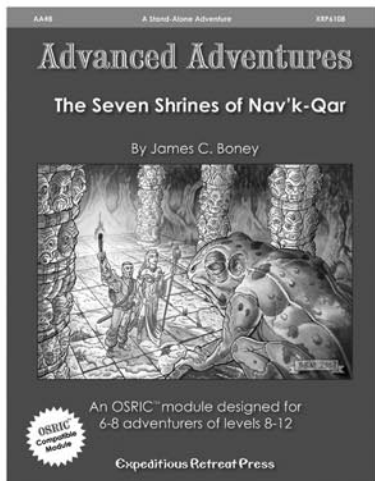
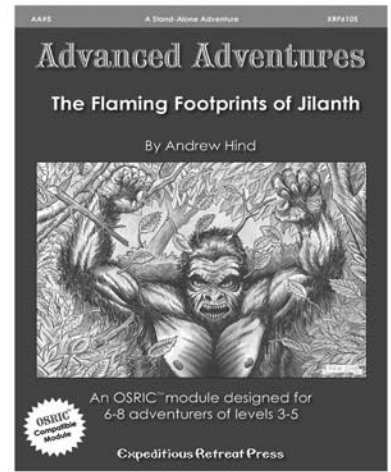
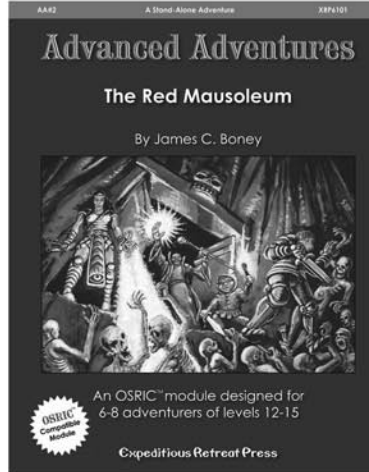
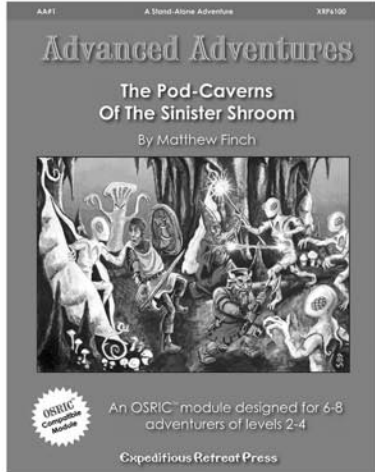
Tau-kien: Weapon like a long sword, but with square metal bars in place of blades. Treat as longsword, but is not a slicing weapon as it has no blade.

Wuxian: Oriental magic user. Often anglicized into Wujen or Wu Jen.

Wako: Oriental pirate. Also known as wokou.

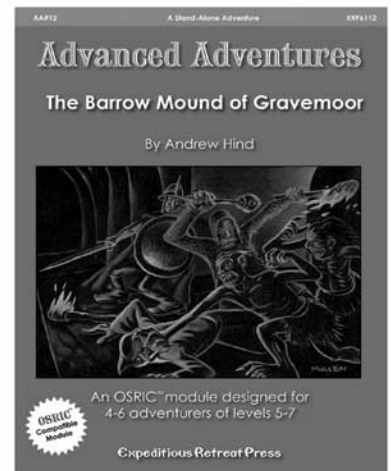
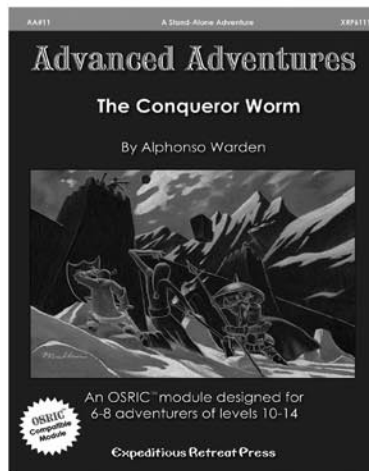
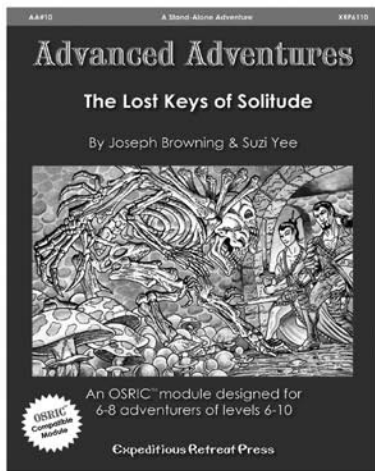
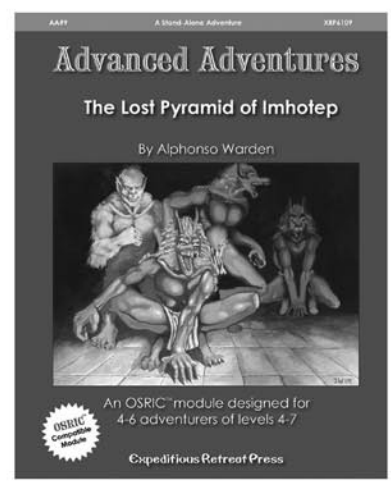
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A bank of frigid fog rolls down the northern coasts, bringing seaborne raiders sacking villages and temples along the way. Survivors wail of strange-speaking men in stranger armor, wielding weapons unseen in civilized lands. All know that the fog must hide a larger ship of some equally strange design, for the raiders strike from small boats which would surely capsize in the open seas.

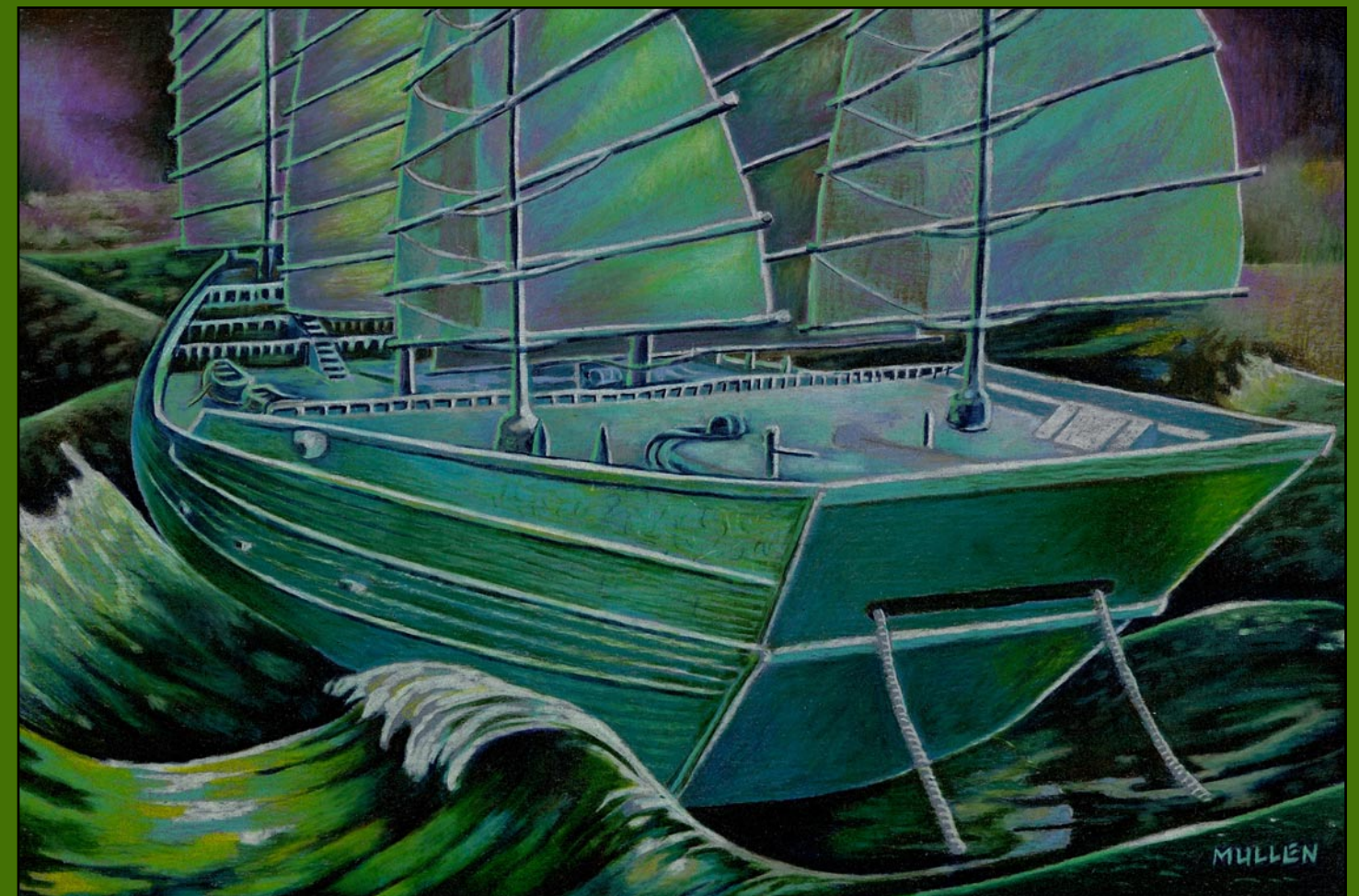
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