



Icewind: Betrayal

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Written by: D.A. Pietz
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Cover art by: Nele Diel
(www.nelediel.com)
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Illustrations by Regina 124C41+
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Icewind: Betrayal

Introduction

Welcome all to *Icewind: Betrayal*, an “open sandbox” adventure designed to fit any setting for three to six characters levels 4 to 6. DMs are welcome to take various aspects of this adventure to fill in their own campaigns.

DMs should feel free to adjust skill checks and monster encounters to best fit their party

Running the adventure

Unless otherwise noted, all NPCs in this adventure should be treated as a **COMMONER**

Unless otherwise noted all maps are scale: 1 square = 5 ft

Text in blue is designated to be read to the players

Text in grey is designed to provide DM with additional background information for gameplay

Pace, Feel, and Overall Plot

The adventure takes place in a barren, frozen land far away from most civilized areas. The main points of interest are a small mining boom town on the edge of the water oppressed by authoritarian leadership, a dark wizard’s tower a good distance from the town in a hostile arctic ice sheet, and a gold mine known for the abundance of rubies and the dangerous and deadly reputation. A small tribe of orcs routinely raid the small town and supply ships from their mountain village.

Everyone has a scheme, and no one is to be fully trusted. The truth is harder to come by and discovering it might be worth your life.

Players should be free to make their own way and follow the clues as they see fit.

Travel time – one way, by foot. Travel time ½ by horse/cart

From Hagerville to Shard Tower – 12 hours

From Hagerville to Blood Ruins Mine – 4 hours

From Hagerville to Orc Landing – 24 hours



Who's Who

The following are key NPCs of the adventure.

MAYOR

Vother Bestbell

Human, Neutral Evil, Level 13 Fighter – Battle Master

Armor Class 12 (Studded Leather)

Hit Points 104 (13d10)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14(+2)	11(+0)	12(+1)	7(-2)	7(-2)	15(+2)

Skills

Senses passive Perception 10

Languages Common, Orc

Actions

Two-Weapon Fighting: In combat Vother uses two maces.

Melee Weapon Attack: +2 to hit, reach 10 ft., one target Hit (1d6) bludgeoning damage

Reactions

Maneuvers: Vother can call to his aid 1d3 goons to fight for him. Treat as **GUARDS**

Mayor Bestbell is a tall man with long black hair crammed under a fur hood. He carries an aging sword in a rusting scabbard that hangs from a tattered belt. He is overtly rude and cruel to anyone he deems beneath him

Votehr Bestbell is mayor in name only. He is a bully with a goon squad that he can call upon if needed *see Reactions*. His claim to the title of mayor comes from his battle to free the town from the orcs that was fought many years ago. Players listening to his recount of the orc battle will notice [DC 15] that the story does not make sense. Bestbell tells these stories in the taverns and the guards will *suggest* that the patrons buy the drinks

Bestbell did not defeat the orcs but arranged an alliance. Orcs are allowed to raid the incoming supply ships only, helping ensure addition profits in town, and are sent a weekly shipment of mined gold and rubies that Bestbell leaves in the ruined tower by the bridge when he thinks no one else is watching.

He is increasingly angry in the drop of production from the mine due to the OVERSEER personal quest as it will not keep the orcs happy

If orcs raid the town [see random encounters] Votehr has a 25% change (cumulative) of publicly stating that it was “not part of the deal”

OVERSEER

Nimble Tortia

Gnome, Lawful Evil, Level 8 Rogue – Assassin

Armor Class 12 (Studded Leather)

Hit Points 57 (8d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9(-1)	17(+3)	11(+0)	14(+2)	13(+2)	16(+3)

Skills

Senses passive Perception 10

Languages Common

Actions

Whip: *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target Hit (1d4+3) slashing damage

Nimble Tortia is an intense individual. No hint of a smile, or warmth will cross his face as he talks. His head is bald, and his eyes are so dark and sunken in that they are barely visible. He carries a long, barbed whip that he will unconsciously twist. Treat as a **[WHIP] MACE OF TERROR**. Often, he will take a drink from a small gold flask he keeps on his belt.

Nimble is a brutal task master though he will like to say he is “firm, but fair”. The whipping one worker to death to help motivate the rest is a common occurrence in the mine.

He is obsessed with the location of the lost temple of the dragon which he believes is to be found somewhere in the mine and has been passing up lucrative veins in his search resulting in a reduction in mined gold and rubies

His flask contains a **Potion of the Overseer** that he gets from the MAGE. The potion is highly addictive. He pays for the potion with corpses of dead workers that he sends to THE MAGE

He is unaware that the MAYOR has been skimming from the profits of the mine.

Potion of the Overseer

Potion, Very rare

Provides the combined benefit of a **POTION OF INVULNERABILITY** and **POTION OF SPEED**. Potion is highly addictive and requires a DC 25 CON check or player suffers withdrawal symptoms. During withdrawal the player has a modifier of -4 to all actions and skill checks for 24 hours. Each successive day of withdrawal requires a new DC check (reduced by 5 each day). Players may sip on a full flask without potion benefit to eliminate withdrawal symptoms for one (1) day. A full potion has unlimited sips

MAGE

Arannis Rolan
Half-Elf, Neutral Evil, Level 10 Warlock – Great Old Ones

Armor Class 3 (none)

Hit Points 67 (10d8)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
6(-2)	14(+2)	12(+1)	12(+1)	10(+0)	16(-3)

Skills

Senses passive Perception 10

Languages Common, `

Actions

Wand of Paralysis: In combat Arannis uses a combination of a **WAND OF PARALYSIS** and **VAMPIRIC TOUCH / DAGGER** preferring to slowly torture her victims while they are incapacitated.

Arannis Rolan frail body shakes as he walks. Although young by the standard of his race, he moves slowly. His robes are a light blue but splattered in red and brown blood stains around the sleeves and hem.

Arannis arrived in the area a few years ago and quickly took up residence in an old abandoned tower that he has since had rebuilt. He is a necromancer, and in his seclusion, he is working to produce a flesh golem. He trades *Potions of the Overseer* his own creation with the OVERSEER in exchange for fresh bodies for his experiments. He is very rarely encountered outside of his tower.

Spells:

c-Chill Touch
c-Eldritch Blast
c-True Strike
1-Comprehend Languages
1-Hellish Rebuke
1-Unseen Servant
2-Darkness
2-Hold Person
3-Fear
3-Vampiric Touch
4-Hunger of Hadar
4-Dominate Beast
5-Dominate Person

Invocations:

Agonizing Blast
Bewitching Whispers
Dreadful Word
Thirsting Blade
Whispers of the Grave

MAGE APPRENTICE

Damaia Palemoon
Tiefling, Neutral Good, Level 4 Wizard

Armor Class 3 (none)

Hit Points 16 (4d6)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
11(+0)	15(+2)	10(+0)	17(+3)	13(+1)	13(+1)

Skills

Senses passive Perception 10

Languages Common, `

Actions

Light Crossbow: In combat Damaia will enchant her light crossbow with **MAGIC WEAPON**
Ranged Weapon Attack: +3 to hit, 80/320 ft., one target Hit (1d8) piercing damage

Damaia Palemoon is a young lady with long slender fingers tipped with bright blue polish. Her hair is a mess of red curls that nearly cover her horns that she ties with black ribbon. She is continually sketching in her notebook

Damaia's family received a summons to send her to study under the guidance of the MAGE. Though she is eager to learn, she resents being sent on the trip and will not get along with the MAGE. She hates the cold but hopes to bind it to her will through her study of evocation. Given the opportunity she will kill the MAGE and take over the tower. Intrigued by the knowledge she finds, she will continue and be corrupted by, the MAGE's work of building a flesh golem.

Spells:

c-Light
c-Minor Illusion
c-Ray of Frost
1-Charm Person
1-Detect Magic
1-Shield
1-Witch Bolt
2-Cloud of Daggers
2-Magic Weapon

NPC Storyline

Upon reaching the town, Damaia will stay two days in the Inn. Get into barfight in tavern when a patron insults her
Hire a wagon to the Shard Tower
After three weeks in the tower she will plot her attempt to kill the Mage and assume the tower as her own

MINER

Oskar Galesong

Dwarf Lawful Evil, Level 5 Rogue - Assassin

Armor Class 3 (none)

Hit Points 25 (5d8)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	16(+3)	12(+1)	10(+0)	8(-1)

Skills

Senses passive Perception 10

Languages Common, `

Actions

Poison Daggers: Oskar wields a dagger that can be coated in Wyvern Poison

Melee Weapon Attack: +2 to hit, reach 10 ft., one target Hit (1d4) piercing damage (+7d6 DC 15 CON for half)

Oskar Galesong is short, even for a dwarf. He tends to whistle to himself when he thinks no one is watching and will often sing back questions he is asked before answering.

Oskar is in it for the money. Or, at least he was, until things got personal. A few months ago, Oskar got word that his younger brother, Mathlish was killed in an accident in the mine.

He has heard of the terrible conditions of the mine and begged his brother to return and is now on a mission of revenge. He tells no one of his true intentions, at least not while sober.

A student of poisons, Oskar carries a small assortment of poisons that he uses to deal with problematic people. His daggers can be coated in **WYVERN POISON**

His kit includes:

WYVERN POISON (2d6) doses

CARRION CRAWLER MUCUS (2d6) doses

TRUTH SERUM (1d4) doses

NPC Storyline

Upon reaching the town, Oskar will stay one day in the Rooming house

Asking question will reveal that it was not an mining accident that killed his brother, but the OVERSEER

He will join the next shift to the mine and spend another day on the surface before joining a company and making his way into the mine

On his third day in the mine he will confront the Overseer at the Archeology tunnel

PALADIN

Hiro Sera

Human, Lawful Good, Level 4 Paladin – Oath of Devotion

Armor Class 18 (Chain mail / Shield)

Hit Points 32 (4d10)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	13(+1)	11(+0)	10(+0)	12(+1)	16(+3)

Skills

Senses passive Perception 10

Languages Common, `

Actions

Great Weapon Fighting: In combat Hiro wield a (+2) greatsword

Melee Weapon Attack: +2 to hit, reach 10 ft., one target Hit (2d6) slashing damage

Hiro Sera is an imposing figure in his armor. His armor and greatsword are gilded in gold and encrusted in rubies and semi-precious stones that match his short hair.

He is polite, though a little naive in his world view.

Hiro has traveled to the wastes in a pilgrimage to find the mine where the rubies for his **FLAME TONGUE** greatsword were mined. He inherited the sword after his father fell in battle wielding it.

After the fight with the orcs he will pledge his sword to defending the town and the mine.

He is unaware, as of yet, of the real conditions in the town. When presented with evidence of the MAYOR's misdeeds or if he enters the mine and sees the actions of the OVERSEER, he will attempt to liberate the area

NPC Storyline

Upon reaching the town, Hiro will book a day in the Inn.

On the second day he will begin a search for the jeweler who cut the stones for his sword.

On the fourth day he will intervene in a fight at the market where some guards are harassing a shop merchant.

Taking his complaint to the MAYOR he will realize the truth of the mine and town's situation and draw his sword against the MAYOR before rallying (3d6) miners to his cause and heading to the Orc village to recapture the stolen treasure and banish the orcs.

Locations

The Maidenstone

The Adventure begins onboard the *Maidenstone* where the players along with MAGE APPRENTICE, MINER, and PALADIN have been sailing for the past few days. The ship has a crew of six. Unless invited by the party the NPS will follow their storylines

The Maidenstone rocks as it enters the choppy waters of Frozen Bay signaling the end of the trip north. The small crew busy themselves as they begin to adjust the sails. Your fellow passengers, three individuals who shared your trip north, are gathering their belongings onto bags and sacks below deck

Allow the players a few moments to situate themselves, and maybe begin to interact with a few of the crew or NPCs. But, do not let them wait too long...

Blam! A crash rocks the boat! And all at once there are screams and yells from above deck

Treat *The Maidenstone* and the orc ships as **SAILING SHIP**

A raiding band of ten (10) orcs have harpooned the ship by means of a giant anchor attached to a chain. Two orcs have already boarded. The rest will climb to the ship at a rate of one (1) per round until all are on board.

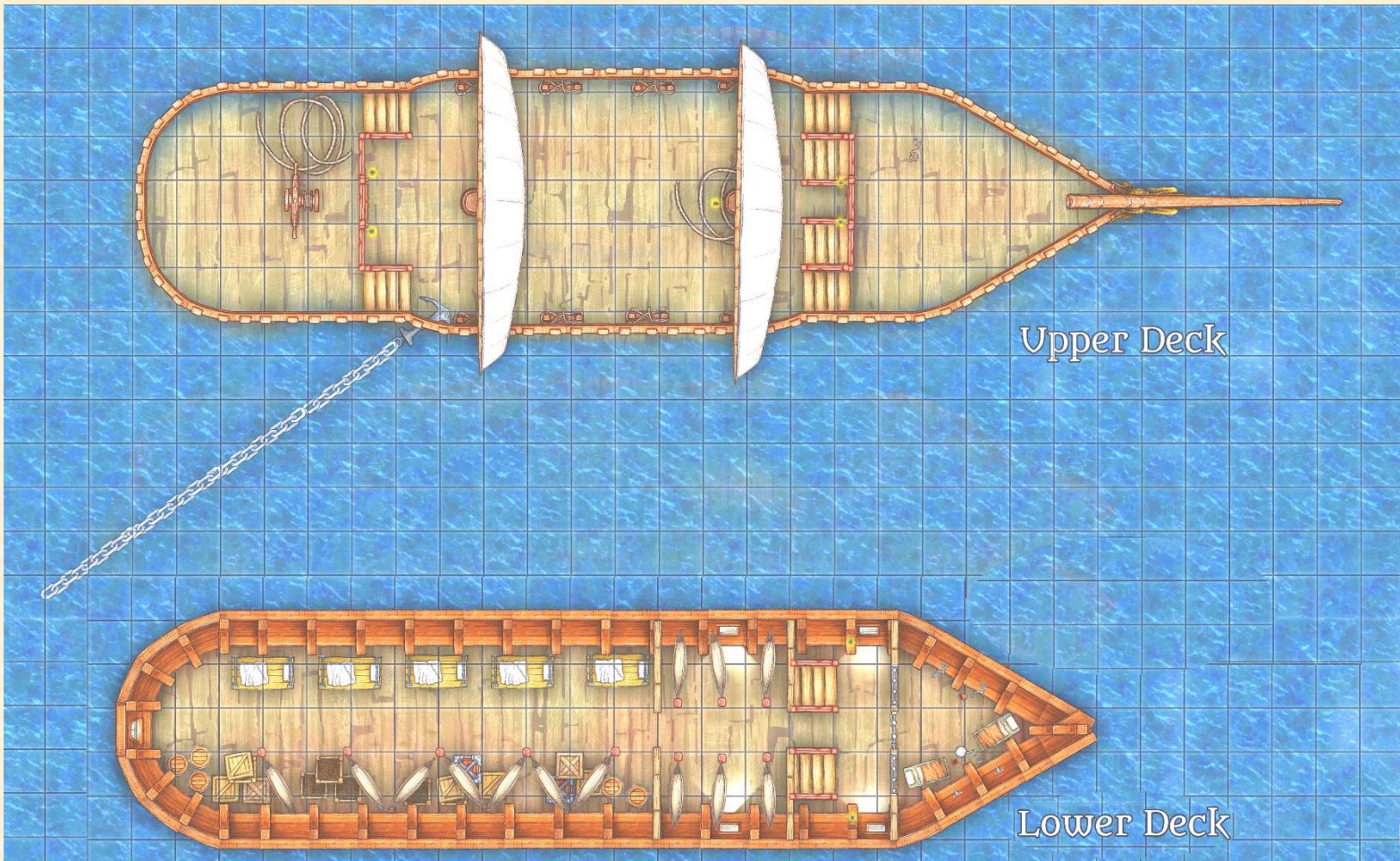
Their primary goal is to take the provisions. The iron chain that connects the two ships can hold two (2) orcs at a time. Orcs on chain cannot engage in combat.

The anchor can be dislodged from the ship (DC 25 STR).

The crew will not fight. The orcs will not fight to kill, relying on intimidation, or just throwing people overboard, unless attacked directly. Orcs will attempt to grab, and toss over two (2) cases per orc, at which point they leave

After the encounter, the boat will reach port in (2d10) rounds

Option: to increase difficulty add additional orc boats each with their own harpoon and chain



Hagerville

The town stretches out from the docks northward in the direction of the mine. The various buildings are a combination of stone and wood in various states of disrepair. The streets between the buildings are frozen mud and gravel. Beyond the edges of the town the arctic wastes spread out in all directions. Snowdrifts are constantly shifting under never-ending gusts of wind

The prices in the shops are 3x the normal cost for dry goods and 5x the normal cost for food and drink. The road is slick and should be treated as **SLIPPERY ICE** if moving faster than normal speed

Points of Interest

1. Customs House

Primary location for all official business. Building contains a small office and apartment for the MAYOR.

Searching can reveal

(DC 15) documents (in orcish) relating to the agreement between MAYOR and orcs

2. Shipping offices and warehouse

Staging warehouse for all items incoming and outgoing. Gold and rubies are kept in a locked (DC 20) room.

Searching can reveal

(DC 10) Outgoing shipments of ore have been dropping

3. Shipwright building

Combination boarding house for the ship crew and wood shop to furnish repairs

Searching can reveal

(DC 10) Damage is only on incoming ships. Logs show no sign of orc raids when they sail out

4. Lighthouse

Old stone tower. Flame is maintained with a combination of scrap wood and oil that is kept in barrels in a locked (DC10) storage room

5. Inn

Primary sleeping location for visitors. A rowdy dining area and four (4) rooms for rent.

6. Guardhouse

Where the town guards stay. No space for criminals, they are all sent to the mine

Searching can reveal

(DC 10) lists of money collected in protection racket

7. Stables

Large barn structure that has (1d4+1) horses and (1d4) carts used for hauling ore

8. Tavern

Lively eating and drinking establishment that doubles as a town hall for meetings. (1d6) MAYOR and (1d4) guards are recounting tales of the orc battles. *Donations* for drinks are *encouraged*.

9. Shop – tailor / leather craft

Makes, repairs, and sells clothing, leather goods and armor

10. Shop – jewelers

A building shared by (1d4+3) artisans that create jewelry, cups, utensils, and art from the ore and rubies from the mine. Has a small forge in the center. Always has (1d3) **GUARDS** on duty

Storage Room (DC 20) contains:

2d10 raw, uncut rubies (50 gp)

1d12 cut rubies (5000 gp)

3d6 pounds gold ore (20 gp)

2d6 art objects (750 gp)

Searching can reveal

(DC 15) Goldsmith is crafting potion bottles for MAGE. Same bottles that OVERSEER carries

11. Rooming House

Cheap rooming house. Very cramped. Houses (10d10) miners at any given time

12. Blacksmith

Town blacksmith. Makes, repairs, sells tools

Searching can reveal

(DC 10) Order requests for chains and shackles for OVERSEER

13. Market Square

Food stalls and dry goods

14. Tavern

Upscale drinking establishment

15. Rooming House

Cheap rooming house. Very cramped. Houses 20-50 (1d4+1) *10 miners at any given time

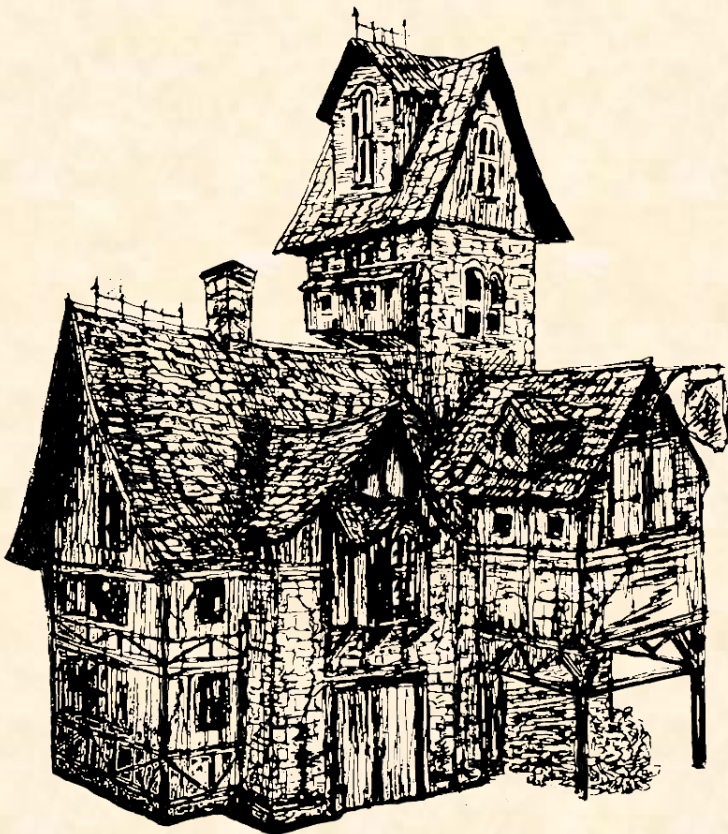
16. Undertakers/Graveyard

Graveyard for miners that die and are recovered from the mine. It looks way too small for a town with this reputation

Searching can reveal

(DC 10) for more names listed as dead than records of graves dug

(DC15) bodies have been sent to MAGE



Random Encounter in Town (1d10)

01 - Guards (1d4+1) will attempt to shake down the players for this week's "protection" payment

02 - Off Shift Miners (1d3)

(20%) ranting about the OVERSEER

(30%) drunk

(40%) headed to home/work

(10%) trying to flee before term of service GUARDS will arrive in 3 turns

03 - Thief (1d3)

(40%) casing a job

(30%) running a side hustle

(gambling, cheap goods, scam)

(20%) actively stealing (DC 15)

(10%) trying to steal from players (DC15)

04 - Street vendor will attempt to sell players goods

(30%) food

(40%) dry goods

(20%) drinks

(10%) raw rubies from mine

05 - Dogs pack of (1d4+3) dogs running loose.

Treat as **JACKAL**

06 - SWARM OF RATS running out of building or broken crate

07 - Orc Raid A raiding party of (1d4+2) **ORCS** will attack the town.

08 - NPC players run into one (1d6) of the key NPCs

1 – Mayor

2 – Overseer

3 – Mage

4 – Mage Apprentice

5 – PALADIN

6 – Miner

09-10 – No Encounter/ DM Choice



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14



16

Shard Ice Waste

The Shard Ice Waste spreads out in an endless sea of frozen jagged ice. Great sheets of ice shift and crack in a never-ending symphony of dread. Out in the distance the mountains tower over the ice planes as granite walls. The wind whips up the snow and bits of ice in blinding flurries. Far across the arctic wastelands you can just make out a stone tower half buried in the snow and ice.

The Ice shard waste is brutal. Players that do not have covering on hands, feet, and face will start taking 1d3 points of frost bite damage per hour they are exposed. The river cannot be navigated by water and is covered by ice. Treat as **THIN ICE** and **FRIGID WATER**.

Shard Tower

The Shard Tower juts up out of the snow and ice like a jagged stone tooth. The lower level seems buried while the tops are lost in a constant swirl of fog and snow. The square tower is built from old stones and has no visible windows though several levels appear to have gaping holes in the walls through which the wind howls and moans. No light can be seen. A large door sits at the base.

If the players are not expected by the MAGE the doors will be locked (DC 20). If the players are expected the doors will be unlocked but are very hard to open (DC 20 STR). Players attempting to climb into the tower will reach the Ruins level at 50 feet. Knocking on the door has a 20% cumulative chance per attempt of being heard and the door opening on its own. It also has a 10% cumulative chance per attempt of causing snow and ice to fall off the tower onto the players (3d10) (DC 15 DEX for half damage)

The tower is a multi-dimensional structure. Attempting to move between levels without benefit of holding onto the *Traveling Chain* will result in the players reaching a random floor. Randomly choose a destination as the players pass the turn in the stairs. It is impossible to reach the library randomly.

Random floor

(30%) – Storage

(25%) – Prison

(25%) – Ruins

(10%) – Living Quarters

(10%) – Ground Floor

Players have a (DC 20 Perception) chance of noticing the chain, though will have no insight into its function. Holding to the *Traveling Chain* while walking up or down the stairs will allow the players to move directly between Ground level to Living Quarters to Library. There is no chain on the stairs for the other levels

Random Encounter in Shard Waste (1d6)

01 – Orc Scouts A scouting party of (1d3) **ORCS**

02 – Wolves A pack of wolves

(30%) lone **WOLF**

(30%) (1d6) **WOLF**

(30%) (2d6) **WOLF**

(10%) (2d6) **WOLF** + (1d3) **WINTER WOLF**

03 – Exiled Miners (1d3) starving and near death

04 – Weather Shift The weather has shifted. Each time weather shifts during the game add +10% to die roll until blizzard.

(20%) Clear

(30%) Fog – visibility is cut 50%

(DC 15 INT) or loose direction

(30%) Temperature drop

Treat as **EXTREME COLD**

(10%) Freezing Rain

Treat as **EXTREME COLD***

*Cold weather gear provides no save

Open flames extinguished

(10%) Blizzard

Treat as **EXTREME COLD***

*Cold weather gear provides no save

Open flames extinguished

(DC 15 INT) or loose direction

05 – Ice Breaks Open Giant cracks in the snow and ice appear under foot. (DC 15 DEX) or fall into 10' chasm. (2d6) fall damage.

06 – ZOMBIE

Searching can reveal

Shackles and chains that miners wear

06 – No Encounter / DM Choice

The Traveling Chain

Wonderous Item, Very Rare

The *Traveling Chain* allows the user to connect multiple locations together for continuous travel. They can only be connected at the ends. Once fastened to a location they cannot be removed without an activation word. The chains will lengthen or shrink to fit the anchor points. Chains are found in groups of (1d4). Chains must be used in spaces with definitive ends (hallways, stairs, tunnels)

Points of Interest

Ground Level

The ground level is a sparsely furnished room with a high (15') ceiling. The room is lit by a single torch on a wall. Multiple boxes and crates fill the room. In one corner is a wooden door that leads to a small dining area that is lit and warmed by a large iron and stone fireplace. A pot of food sits over the flames. A small bookshelf is tucked next to a stairway in the corner.

The food in the pot is warm but barely edible. Save vs random ingested poison. The MAGE can eat and suffer no ill effects.

If the players were expected by the MAGE he will offer food and be insulted if they refuse.

Living Quarters

An old tattered rug takes up most of the open space on this level. A few boxes and crates are scattered around. Along the south wall are three wooded doors leading to small bedrooms with minimal furnishings.

Library

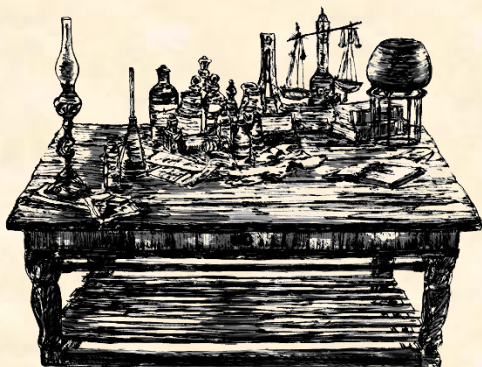
The stairwell opens to a wall of books. Shelves are piled high with stacks of papers, old toms, scrolls cases, and various texts. Tucked in an alcove is a small table covered in various bottles and candles. A large, ornate oak door close off a smaller room in the corner.

The shelves are perilously stacked. Searching the shelves has a (1d6) chance of knocking them over burying the player in heavy books (1d10) (DC 10 DEX save for half).

The alcove contains 2 *Potions of the Overseer* along with notes and ingredients enough to make (1d6) more.

The door to the smaller room is locked (DC 25) and opening it will automatically alert the MAGE anywhere who will teleport to the room if not already there. The door is protected with Explosive Runes (5d8 cold) centered in front of the door if anyone but the MAGE opens it.

If the players have not yet encountered the MAGE they will here. The MAGE will attack them on sight.



Library - Smaller Room

The room contains a large magic circle surrounded by candles. In the lying on the floor in the center is a patchwork body. Around the edges of the room are various body parts lying on the floor or preserved in jars.

The mage uses this space in the construction of Flesh Golems. The body in the room has a (1d4) chance of being complete with instructions to guard the room.

Searching can reveal

(DC 20) a **MANUAL OF FLESH GOLEMS**

Prison

The room is bare and cold. Feeble candles cast shadows around the room. Iron bars close off alcoves into long forgotten cells. You can hear creatures moving in the shadows.

The mage uses this level to keep corpses and undead that may be of use someday. The bodies of undead creatures are kept chained to the wall. Roll to see what is occupying the floor as players reach it

(20%) – **GHOULS** (2D4)

(20%) – **ZOMBIES** (1D4)

(20%) – Corpse (1d6)

(20%) – **SKELETONS** (2D4)

(20%) – Live victim – miner from town – chained to wall

Ruins

The stairs end at a large heavy door (DC 15). The is glaringly bright. A shifting bitter cold wind howls across the room through large gaping holes in the wall and threatens to push you off. The floor is covers in patches of ice and snow.

Moving on this level is very dangerous. At the beginning of the round all players must pass a (DC 10 DEX or STR) check or be blown 10' in a random (1d4) direction. [1-north, 2-east, 3-south, 4-west]. If this pushes the player past the edge of the map a (DC 20 DEX or STR) check or be blown off the tower and fall (50+5d10) feet to the ground and take (1d6 per 10') damage.

What is in the Box?!

The Shard Tower is full of various open, and unopened crates and barrels, and boxes. Use the following tables to help determine the contents of any container.

(25%) – Open

(75%) - Closed Breaking open a container (DC 15 STR) or (5d4 hp damage)

Searching / opening will reveal:

(20%) - **General Furnishings and Appointments**

(20%) - **Mage Furnishings**

(35%) - **Utensils and Personal Items**

(10%) - **Container Contents**

(10%) - **Animal (Live/Dead/Undead 30% / 65% / 5%)**

(35%) - **RAT** (1d6)

(35%) - **BAT** (1d6)

(20%) - **SPIDER** (1d6)

(5%) – confused and disoriented **KOBOLD**

(5%) - **Unidentified Body Parts**

Storage

The room is dark. Cobweb covered boxes, crates, and chests are stacked haphazardly in piles making movement in the room very difficult. Rustling and the sounds of things being dragged can be heard coming from all directions in the room. Players will have to move (DC 15 STR) or climb over (DC 15 DEX) boxes to move through the room. Failing a check results in a small avalanche of boxes and junk that causes (1d4) damage and pin the player.

The room is infested with various creatures that will scurry and swarm through the rubble.

Movement through the room has a (1d4) chance of attracting attention of a creature per round.

(20%) - SPIDER (1d6)

(20%) - GIANT SPIDER

(10%) - PHASE SPIDER

(20%) - SWARM OF RATS

(20%) - CRAWLING CLAW

(20%) - SHADOW



Blood Ruins Mine

Surface

North of town, at the foot of the mountains, is the Blood Ruin Mine. Large stone ruins appear on the far shore of the river. The river is swift and large chunks of ice crash into the old stone bridge, occasionally knocking stones off. On the far side are the ruins and the mine entrance.

An old, abandoned stone watch tower stands on the near shore overlooking the bridge. The ancient walls are marred with carvings

Order is maintained the ruins and in the mine by a group of guards, and taskmasters.

For every ten (10) miners there will be one (1) guard who will direct and bully the miners and players. They are equipped with clubs, whips, or short swords Treat as **GUARD**

Taskmasters serve to direct the guards and direct mining efforts. They are equipped with clubs, whips, or short swords Treat as **THUG**

Points of Interest

1. Old Guard Tower

The tower and a few connecting walls are all that are left of the bridge gatehouse. On the walls are carved various inscriptions one may imagine on a bathroom wall. Most in Common, Elvish, Dwarvish, and Gnomish.

Searching can reveal

(DC 10 PER) – The door to the tower is both new and locked (DC 20)

(DC 10) – Some of the inscriptions are in Orcish and tells when the payments will be dropped off “First night of the week, before dawn”

If players are here during that time, they will encounter a party of six (6) **ORCS** that are here to retrieve the payment. They have a key to the door.

If the players are here between midnight and dawn on that night, they will encounter the **MAYOR** delivering the treasure.

The treasure consists of:

(5d10) cut Rubies

(5d10) *100 GP

2. Stone Bridge

The bridge spans over the river and is just wide enough for a cart to pass. The icy river flows by underneath 30' below. The river is too cold to swim. Players falling in or attempting to swim must make a (DC 20 **athletics**) Per round or be swept 20' down river. Players attempting to cross on the rocks must make a (DC 20 DEX) or fall in.

Treat river as **FRIGID WATER**

Under the bridge is a secret door (DC 15) large enough for a team of horses to pull a wagon through. The door can not be seen from above the bridge. There is a (1d10) chance that players may see the wagon being pulled up on to the road headed to town.

3. Mine Ruins

The ruins are of an old town that fell into disuse and abandonment many years ago. A large sinkhole has opened in the town that collapsed several buildings.

The miners have set up a makeshift dormitory in the ruins, complete with dining area, and a bar

(100 + 10d10) miners are in the ruins at any given time.

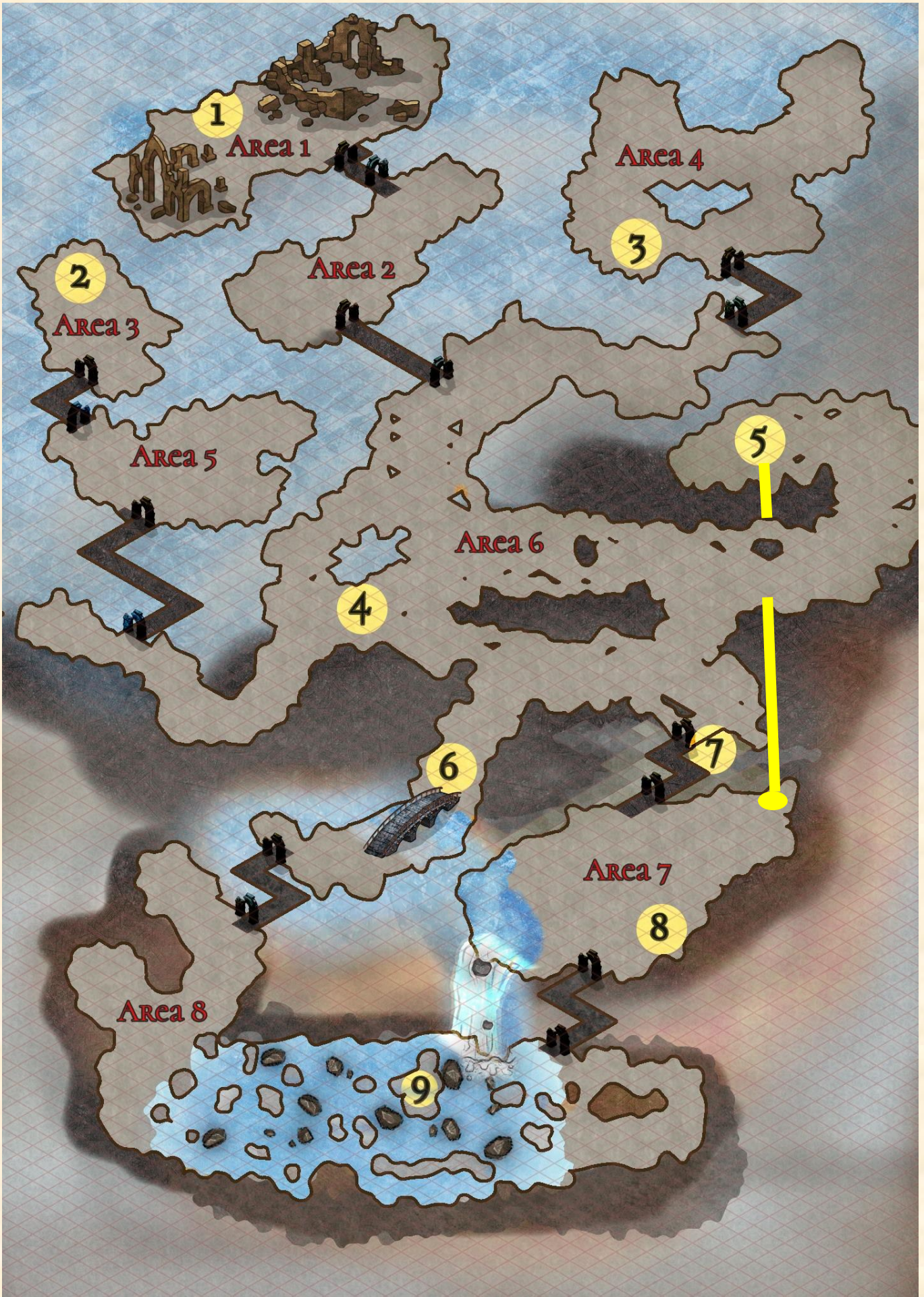
4. Mine Entryway

The entrance to the mine is a large crescent shaped sinkhole. The sinkhole is 50' down.

A series of ropes, chains, and pullies are used to pull large crates of ore and rubies out of the mine. These crates are also used to lower miners (20 at a time) into the mine. Riding in the cart requires a “donation” of 5 gp paid to the guard. Individuals who refuse to pay will be tossed into the sinkhole, or just denied entry (20%/80%)

There is a slope around the edge that can be climbed up or down (DC 15 DEX per 10' traveled) or fall. Of the miners who attempt to take the slope (2d6) will fall.





Underground

The mine is populated by three classes of miner:

Free Miners – live in town. They travel to the mine mainly to oversee their investment and mining team. Many will have groups of indentured and slaves working for them. If they do any work personally, they are equipped with warm clothes, quality mining equipment, and adequate provisions

Indentured servants – work for free miners live at ruins or in town. Many have joined into a free miner's company with the dream of striking it rich the rest work for the OVERSEER. They pay dues of 20% (or 40 pounds) of their daily haul to the free miners and will typically pay off their debt in a year. If an indentured servant can not pay their daily dues, they may be sold as slaves. They are equipped with normal clothes and adequate mining equipment and will tend to pool their food and other resource into a company mess.

Slaves – live in mine. Slaves never leave the mine. They are either owned by free miner companies or by the OVERSEER. Slaves live in area five (5). They have very poor clothes, basic equipment, or even none having to dig with bare hands. They wear chains on the wrists and legs. It is not uncommon for (1d6+1) slaves to be chained together. Their food, if any, comes from a daily meal served in the area five (5)

In area six (6) miners can acquire per hour:
adequate equipment - (1d10) pounds of gold ore
(1d6) raw rubies

basic equipment- (1d6) pounds of gold ore
(1d4) raw rubies

bare hands - (1d4) pounds of gold ore

In area seven (7) add an additional (1d4)

Areas one (1) through five (5) subtract (1d6) as they have been overworked

Various mining groups have claimed sections in the mine and are very territorial about the sections that they work. Encroaching on another miner's spot is seen as an aggressive move.

Areas / Points of Interest

Area 1 - Entrance

The entry cavern to the underground mine is a large sinkhole. Several of the original buildings have fallen and ruins surround the area. The opening above is wide and natural lights fills the cavern during the day. Makeshift living quarters are spread out through the ruins and rubble. Open to the sky above the cavern is very cold. To the east a wide hall leads deeper into the mine

1. Entrance/Exit

Being able to leave by the lift requires a payment of forty (40) pounds of gold ore. Miners that do not have the quota, and do not have the strength to resume digging or dragging their load up the slopes will try to sleep in the fallen ruins. Unprotected ore is frequently stolen.

Bodies of miners who fell to their death can be seen. A few individuals are loading the bodies into carts to be taken to the undertaker (60%), or to the MAGE (30%), or to the cook pots (10%)

Area 2 – Staging Area

The chamber filled with various staging areas, blacksmith work areas, and supply depots, and the occasional baker and bar. Various groups of free miners assemble with their teams of indentured servants planning for their trip deeper into the mine. The space is lit by various torches, lanterns, and a few open fires.

Services and supplies can be had here for 3x the normal cost. Food, equipment, and other provisions can be used as barter at 5x their value

Area 3 – The Morgue

The cavern is nearly dark. A putrid smell fills the air. Dim candles are sparsely placed through the area. Mass graves are dug in various locations of the room. Slaves can be seen wandering between the corpses, removing clothing, equipment, and personal possessions. The bodies are then dumped into an open grave and covered in ash.

The smell in the room is strong. Players need to make a (DC 15 CON) save or become incapacitated with nausea and vomiting. There are (1d4+1) slaves in the room being watched by a taskmaster. The taskmaster will challenge the players on sight.

2. Body Removal

There is a secret door (DC 10) located in the back of the room. The door is large, metal, and leads to a tunnel that opens to the surface under the bridge. A covered cart of bodies is near the door. The cart is taken to the MAGE once every (1d4) days

Searching can reveal

(DC 10) a note in the cart listing the names bodies, brief personal history of each, and is addressed to the MAGE

Area 4 – Hall of Mirrors

The cavern is dug out of rocks and ice. There are no torches lit in this area and the sounds of digging and mining are not to be heard. The walls and floors are slick from slightly melting ice. A shaft of daylight can be seen to the west
If players are carrying light sources the light is reflected and multiplied across dozens of ice chunks. In the early years of the mine, mages tried to use magic to dig out the ore. It was a failure, but the build up of magic in the area spawned creatures not found in the rest of the mine.

Random Encounters for Area 4 (1d4)

- 1 – (3d4) **ICE MEPHIT**
- 2 – **WATER WEIRD** (Frozen)
- 3 – **GRAY OOZE**
- 4 – (1d4) Lost, Deranged Miner

3. Reflective Crystals

A shaft of sunlight shines down through a hole in the roof of the cavern. Striking off the ice and crystals in the area has a mesmerizing effect. Players who fail a (DC 15 WIS) check will either stand comatose (75%) or go into a rage (25%) for (1d4) turns.

Area 5 – Slave Quarters

The cavern is full of slaves that are off shift. For eight (8) hours a day they can be found here sleeping or if they are fortunate eating. The bedding is minimal, consisting mainly of tattered blankets and bundled coats. A communal food pot sits over an open flame by the hall to the next cave
Fights frequently break out over food, or blankets, or ore. There is a (1d4) chance of (2d6) miners starting a fight with each other, or the players

Area 6 – Main Mining Hall

The main mining hall spreads out in all directions. Dozens of teams of miners have taken up locations throughout the area chains the ore veins. Scaffolding is built ramshackle against the walls and into pits. Ropes and chains hand platforms from the roof. Hand drawn carts and litters full of supplies and ore, and more that carry corpses get dragged back and forth. The air is full of the constant sounds of ringing picks, falling rocks and the guard's whips.

The main mining area is the most divers section of the map. Temperature ranges from very cold, on the top, to very warm on the bottom.

The scaffolding that is used through the mine is very weak and flimsy and always on the verge of collapse. A (DC 15 STR) is required to knock a section. Additionally, if they take 10 points of damage they will collapse. A collapsing section will be (1d10) square feet and cause (1d6) damage. (DC 15 DEX) to avoid.

4. Slave Auction

A slave auction is in progress with a collection of indentured servants being sold for failing to meet obligations. Prices for slaves will start at one (1) SP and go up by (1d4) SP to a maximum of (10d10) SP for each. Supplies and personal effect will also be sold separately. Prices for supplies and personal effects will start at one (1) CP and go up by (1d4) CP to a maximum of (3d10) CP

5. Shaft of the Lost Miners

A large sinkhole connecting area 6 to area 7. The sinkhole is roughly 15' in diameter. Several ropes and chains have been secured to allow players to climb up and down. A team of miners were caught in the sinkhole a few years back when they were sent on a mining mission to find the temple for the OVERSEER. They would eventually find their way back across the Chasm Spires.

6. Ice Bridge

Water pours out of the wall of the cavern and spreads out wide across the floor where it flows into a natural shoot on the other side. Large jagged chunks of ice are pushed along by the moving water. Approximately 20' wide and up to 4' deep in some places the slashes from the waterflow send spray up into the room. A wooden bridge has been set up on stone footers that were tossed into the icy flow.

The bridge is very slick and very poorly constructed and will collapse on a (1d6) for every player that attempts to cross. (DC 15 DEX) to avoid falling into the **FRIGID WATER**. Spare planks of wood and piles of store are scattered on either side to help rebuild the bridge as needed.

7. Chasm Spires

A collection of ropes, chains, pulleys, and random boards are fashioned together into a webwork of bridges that connect various stalactites, stalagmites, and pillars together. A cold wind howls through the cavern.

There are multiple routes a player can take that have been marked out.

The easy path crosses 5 (DC 15 DEX) rope and chain spans
The middle path crosses 3 (DC 20 DEX) chain and wood
The eagle path consists of 2 (DC 15 STR) ziplines
The cart path that has a (30% chance per person on it) of collapsing

Failing a check results in the player falling (10d10) feet to the passage floor

Area 7 – New Mining Area

A subterranean pool fills the lower corner of the cavern. The ceiling is low, and there is a lot of organized activity in the cavern all centered around a single point in the wall. On a (DC 15 Perception) players will notice that there are no gold veins in the cavern and no ore in the pile of rock and dirt that the slaves are moving.

If the players have not yet encountered the OVERSEER, they will be here. The OVERSEER will demand they help with the dig and attack if they refuse.

8. Archeology Tunnel

Slaves have started a new tunnel. The work is at a frenzied pace and slaves that fall are stepped on or buried as large sections of wall come down. Others are thrown into the pool where they are swept down the waterfall, followed by the screams and noises of a huge monster eating them.

Searching can reveal

(DC 15 INT) several artifacts of broken weapons and armor matching kobold and styles and dragon imagery



Area 8 – The Ice Temple

The cavern is pitch black. The sounds of falling water echoes through the cavern high overhead. Giant pillars reach high into the shadows on the ceiling. Giant icicles and frozen pillars fill the space. A tall flow of water, snow, and ice falls from the ceiling to land in a lake that covers a large section of floor. Various rocks stick up through the frozen surface creating various sized islands. Towards the middle of the lake is a large snow- and ice-covered mound.

The pool of water varies in depth (2d10) +2 feet and is covered in **THIN ICE**. Attempting to jump from rock to rock requires a (DC 15 DEX) or fall into the pool.

9. Ice Mound

The Ice Mound is the lair of a **REMORHAZ**. Slaves that are thrown into the pool land nearby and are eaten. There is a treasure hoard (CR 11) located frozen in the mound

Random Encounter in Mine Underground (d%)

Random Encounter Table 1

(40%) – Roll on Encounter sub-table A

(40%) – Roll on Environmental sub-table B

(20%) – Roll on Monster sub-table C

Encounter sub-table A (1d12)

01 - Fighting pit - A group of guards have started a pit fight of “willing” slaves. Fight is to the death with pickaxes. Treat as **WAR PICK**. Bets are being taken.

02 - Miner Thief – Slave attempts to steal Ore/Food (40/60%) from party/another miner (30/70%)

03 - Task – Players are told by taskmaster to go to Area 3 and help with a delivery.

04 - Contraband - Players find a group of miners gathered around a person selling contraband food/tools/potions. Price is 3x normal list

05 - NPC – OVERSEER – Players see OVERSEER whipping a slave to death for an infraction.

06 - Assignment - Players are told to report to Area 7 to help with new dig site.

07 - Monster attack- Monsters (roll on Monster sub-table C) attack a group (1d4) nearby miners

08 - Guards – Guards (1d4 +1) start harassing players for not working / demanding protection money

09 - NPC (PALADIN) – Players cross paths with PALADIN who is looking for his miner/ OVERSEER to kill him. (60%/40%)

10 - Freeminer – A freeminer offers the Players a chance to join his company as an indentured servant

11 - Slave Revolt – A group (1d6+1) Slaves attempt to rise up and kill the (1d4) guards watching them

12 - Miner Begging – Indentured Servant begging for help paying off their debt of (5d10) gp.

Environmental sub-table B (1d6)

01 - Motherlode - Mining group hits a good pocket of ore/rubies! Commotion will attract the attention of (2d6) miners who will try to dig the area. (50% starting a fight)

02 - Cave In – Stone and rocks fall from the cavern ceiling in a 10' area. (4d6) damage (DC 15 DEX) Save vs half

03 - Sinkhole – The floor drops out in a 10' wide section. Players in the area will fall 20' (2d6) damage (DC 20 DEX) Save vs half

04 - Scaffolding collapse – Scaffolding in a 5' area collapses. (2d6) damage (DC 15 DEX) save vs half

05 - Corpse – (1d4) dead miners are found buried under rocks

06 - Ruby find – Players find (1d4) raw rubies in the dirt

Monster sub-table C (1d6)

01 - (2d6) SWARM OF RATS – Rats run out of crevasses in the wall and from under piles of rock

02 - (2d4) GIANT BATS – Bats swoop down from the shadows above

03 - (1d4) ORCS – A team of orc scouts have found a way into the mine to steal treasure and cause havoc

04 - (3d6) PIERCERS – Piercers fall from the ceiling (30%) also encounter (1d4) **ROPERS**

05 - (1d4) CARRION CRAWLERS – Crawlers ambush the party

06 - (1d4) GIANT SPIDERS – spiders drop from the ceiling

Eastern Ice Chasm

Mountains

The snowcapped mountains rise high above the frigid river. The slopes of the mountains are steep with sparse pine trees, heavily covered in snow and ice. Wind howls through the rocks and trees. The distant rumbles of rockfall and avalanche can occasionally be heard. No visible path leads through the rocks and boulders.

Far below the river rages in thunderous rapids as ice chunks are dashed against rocks.

Traveling overland through the mountains is very dangerous. There is a (DC 20 Perception) trail that the orcs use down by the riverbank that will cut overland travel time by 50%, though slips and falls here will result in the players landing in the river.

If players chose to move through the mountains tied together, if any slip, fall, or are caught by an environmental encounter, all attached players must make a (DC 15 STR) or suffer the same fate.

Orc Village

Built between the river and the bay, the orc village is built into caves in the steep slopes of the side of the mountains. Three ships sit tied to old wood docks just out into the frozen bay from piled stone jetties. On the river side a tall wooden tower overlooks the chasm. Dozens of orcs can be seen throughout the village.

Occasionally the sound of a large can be heard coming from one of the caves

The village holds:

(1d4) **ORC CHIEFS**

(2d6) **ORC EYE OF GRUUMSH**

(3d4) **OROG**

(6d10) **ORCS**

Orcs have a 50% chance to notice approaching players who are not actively trying to avoid detection. If spotted the orc will send a war party of (#d6) **ORCS** to engage them

The orcs in the village are growing angered with the reduction in tribute from the town and have started to breed wyverns to ride to use to attack the town. Currently only one wyvern can be ridden by the chief.

The slopes in the village are very slippery from mud and snow. Treat as **SLIPPERY ICE** When attempting to climb up or down. Orcs do not need to make any checks

Points of Interest

1. Chief Cave

From this high cave the tribe chiefs can meet and oversee the village. It has a commanding view of the bay and the river. It is also where they are keeping the treasure and goods they have so far stolen from the town and ships. Treat as **CR 05-10 HOARD**

Searching can reveal

(DC 10) Written documents (in orcish) outlining the arrangements between the orcs and the MAYOR

2. Band Cave

This cave houses the majority of the village. It is a deep cave that goes far back into the mountain with several smaller small rooms and hallways

3. Wyvern Cave

(1d4+1) **Wyverns** are held here in a large cave. The opening of the cave is blocked by a large iron gate. If the gate is opened the wyverns will attempt to escape.

4. River Tower

A watch tower that the orcs will use to keep an eye on the surrounding areas. 3 orcs will always be on guard.

5. Pavilion of the ORC EYE OF GRUUMSH

Atop of the southern hill is a pavilion that houses the orc of gruumsh. The ground is scorched by old bonfires and sacrifices.

Searching can reveal

(DC 10) Written records (in orchish) of a lost dragon temple and several artifacts of broken weapons and armor matching kobold and styles and dragon imagery



Random Encounters in Eastern Ice Chasm Mountains (D%)

Random Encounter Table 1

(50%) – Roll on Environmental sub-table A

(50%) – Roll on Monster sub-table B

Environmental Sub-Table A (1d10)

01 – Avalanche An avalanche is falling down the mountain side. Players have 2 rounds to react. Avalanche is (1d10 x 10) feet wide. Players caught in the avalanche will take (5d6) damage and be buried 10' deep (DC 25 DEX) to save for half

02 – Rockslide A rockslide has been triggered. Players have 1 round to react. Rockslide is (1d4 x 10) feet wide. Players caught in the rockslide will take (2d6) damage. (DC 20 DEX) to save for half

03 – Ground Collapse the ground the players are walking on breaks away from the side of the mountain. Players fall (1d6 x 10) feet and take (3d6) damage. (DC 20) to save.

04 – Treefall Trees collapse from weight of snow and ice in the wind. Players caught in the tree will take (2d6) damage and will be held until freed. (DC 15 DEX) to save

05 – Pit Trap A simple pit trap covered in snow dug by orcs for trapping animals (DC 15 Perception) to notice. Pit is 20' deep

06 – Wide Crevasse The path the players are on ends in a 30' wide, 100' deep crevasse. They will need to find a way to cross or turn back. Turning back adds (1d4) hours to journey. If players are following the orc trail, re-roll ignoring 6 or 7

07 – Cliff The path that the players are on ends at a cliff. (50%/50%) Up or Down. The cliff face is (1d6 x 10) feet tall. They will need to find a way to scale the cliff or turn back. Turning back adds (1d4) hours to journey. If players are following the orc trail, re-roll ignoring 6 or 7

08 – Small Cave Players pass a small (20x20') cave in the side of the mountain. It is a good place to get out of the weather, but then, anything could be in there.

(60%) – empty

(30%) – monster (re-roll on Monster Sub-table B)

(10%) – Stashed treasure

Treat as **CR 0-4 HOARD**

09 – Weather Shift The weather has shifted. Each time weather shifts during the game add +10% to die roll until blizzard.

10 - No Encounter / DM Choice

Monster Sub-Table B (1d10)

01 - (3d4) WOLVES a pack of wolves are stalking the party.

02 - (3d4) STIRGES A flock of stirges swarm the players.

03 - (2d6) ELK a few elk wander by. They will attempt to flee if attacked.

04 - AIR ELEMENTAL an enraged air elemental is wreaking havoc.

05 - (1d4) TROLLS band of trolls are out hunting.

06 - (2d6) ORC a scouting party is out hunting. If players are following the orc trail triple the number of orcs.

07 - (1d4) ZOMBIE frozen zombies claw their way out of the snow and attack the party.

08 - (1d4) YOUNG REMORHAZE lie in wait for prey under the snow.

09 – (1d2) Wyverns screech overhead attacking the players if provoked or (30%) just in a bad mood

10 - No Encounter / DM Choice