

d12 Monthly

ARCTIC
ISSUE

Issue 19
January, 2023

WITH BLOOD
& ICE

ADVENTURING IN THE ARCTIC

ICE
MAGIC

FROZEN
CRITTERS

ICE & SNOW BEASTS

Frozen In: An arctic adventure locaton

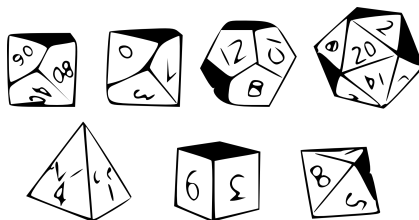


d12 Monthly is a helpful resource for fantasy roleplayers.

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Unless otherwise mentioned, all articles are written by Russ at YUMDM.

The Arctic Issue

Cold and without mercy.

Arctic areas in your world are not to be traversed without preparation.

This issue is the second in a series of terrain issues I am publishing. It is also the first of a slightly new format.

I will be combining **d12 Sites** into this, and future, issues of **d12 Monthly**. This will have several advantages. It will allow you to have printed versions, and, for me, it will be easier to manage and produce.

So, this issue contains rules and ideas, plus an adventure location - all focused around the arctic environment.

I hope you don't freeze to death.

And, as always, happy gaming!

- Russ from YUMDM
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About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

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... for making this zine as good as it is.

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Snowbound

Adventuring in the Arctic



Adventuring in arctic conditions can be hazardous to all concerned.

It's not just monsters that you need to watch out for, but the environment itself is against you.

The “white beast” wants to devour you and it can bring all sorts of “attacks” against you.

Various Terrains

When you think about the arctic, you generally think about frozen plains of snow and ice, but there are some varieties you can throw in.

Aquatic

Not all oceans and great lakes are frozen all the time in arctic regions.

In cold regions (as opposed to the arctic), a sea or great lake may never completely freeze over. In summer months, even in arctic climates, the sea may thaw enough to have liquid seas.

These places are teeming with life and are places for some great adventures.

Table: Cold/Arctic Aquatic Encounters

2D6	Encounter
2	Whale, Arctic or Killer
3	Giant/Dire Shark
4	Penguin Huddle
5	Porpoise Pod
6	Herd or Walrus or Sea Lions
7	White Kobolds*
8	Ice Giant**
9	Rusalka or Ghost
10	Ice Mephits
11	Ice Elemental
12	White Dragon

* See *Issue 9* (Dragon Issue) of *d12 Monthly* for more information about white kobolds.

** Take a regular mountain or hill giant and give them cold resistance and a giant icicle for a weapon. Done.

Forest

Forests can still exist in cold and even arctic conditions. In warmer parts of arctic areas and in cold climates you will find the following forest types: willow, birch, juniper, and, alder.



Each of these trees can be used by the locales for any number of resources, lumber being just one.

Willow trees can be used for building items like wattles, hurdles, baskets, and other items, as well as arrow shafts. It can also be brewed into medicinal teas (for anti-inflammatory issues and pain relief).

Birch trees produce a light, flexible, and waterproof wood, which can be used to make canoes, bowls, and housing. The leaves can also be used for medicinal purposes.

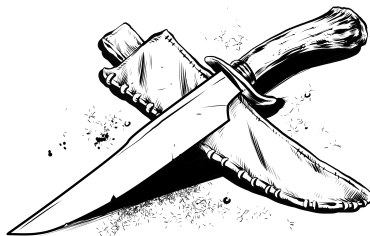
Juniper trees, or more specifically their berries, aid in stomach ailments. The wood is burned in temples and ceremonies as the wood gives off only minimal visible smoke, which is highly aromatic. It can aid in casting divination spells*.

* When burned for a minimum of 10 minutes, juniper wood will give off enough smoke for the spellcaster to be treated as one level higher when casting any divination spells.

Alder trees are useful in a variety of ways. The wood is used for making furniture and is a good carving wood. The bark is used mostly for tanning leather, and the bark-teas are used for the treatment of mouth and skin infections.

Table: Cold/Arctic Forest Encounters

2D6	Encounter
2	Silver Dragon
3	Dire Boar or Wolf
4	Bear, Black or Brown
5	Murder of Ravens
6	Herd Animal
7	Frost Men
8	Human Scouts
9	Wood Elf Warband
10	Ice Giant
11	Ice Treant
12	Remorhaz



Steppes

Located at the foot of mountains, steppes are windswept, grassy plains.

The grasses attract wildlife that feed off them, like wild horses, antelopes, rabbits, and mice. This, in turn, attracts animals that feed off them, like owls, hawks, snakes, and larger predatory cats.

Table: Cold/Arctic Steppe Encounters

2D6	Encounter
2	White Dragon
3	Minotaur
4	Ghouls
5	Goblins
6	Small Animal: rabbits, mice
7	Large Animal: caribou, bear
8	Pack of Wolves
9	Worgs
10	Large Cat: cheetah or steppe lion
11	Manticore
12	Hippogriff

Hazards

The arctic and cold regions are filled with hazards that will kill anyone who is not prepared. Below are some of the more common hazards travellers' and their effect on game rules.

Blizzard

A blizzard is a combination of extreme cold, snow, and high winds: a deadly combination.

It is best not to be caught out in a blizzard and to find shelter to wait it out.

The duration of a blizzard can vary. Roll a D6 and this is the number of hours a blizzard will last. If a 6 is rolled, keep rolling, adding any additional numbers until a natural 6 is no longer rolled.

Blizzard Game Effects

- Visibility is reduced to zero
- Any spot or listen checks automatically fail
- Open flames are automatically extinguished and large fires have a 75% chance of blowing out
- Ranged attacks are impossible
- Small or smaller creatures need to make a moderate STR check or be blown away

Frozen Ground

The ground becomes frozen when rain or other water covers hard surfaces in frigid conditions. It makes the ground incredibly slippery and dangerous to traverse. This can be caused by sleet (see below).

Frozen Ground Game Effects

- Movement is reduced by half
- If the creature decides to run they need to make a difficult DEX check of fall prone, and need to make another difficult DEX check to get up again

Long Nights

In winter, the sun may never be seen at all. The best you can hope for is twilight. This can have severe psychological impacts to people who are not used to never-ending darkness.

Long Nights Game Effects

- Non-natives must make a moderate WIS save each week

they remain in a polar night or suffer a winter depression (suffering -1 penalty to all rolls).

Sleet

Sleet is frozen rain. It makes travelling and visibility difficult.

Sleet Games Effects

- All spot and listen checks suffer a -4 penalty
- Open flames are extinguished 75% of the time

Snow

Snow is an ever-present beauty, and danger, in arctic and cold environments. Snow is generally fine if it is falling lightly, but once it starts to snow heavily, then it becomes hazardous.

Snow Game Effects

- Reduces movement by half (or one-quarter if snow has been falling for a while and built up)
- Vision is reduced to 5-ft

Temperature

Obviously, temperatures can drop very low in arctic and even cold regions. Creatures not adequately protected can suffer fatigue and even damage.

Extreme cold (below 0 degrees celsius) causes unprotected creatures to make a moderate CON save each hour of exposure. If they fail, they gain D4 points of CON damage.

Once they reach half their CON or lower, they will suffer the effect of hypothermia and frostbite (see below).

Hypothermia

Creatures suffering from hypothermia have the following symptoms (and game effects):

- Muscle cramps (-4 STR)
- Lethargy (-4 DEX and movement is halved, and must make a difficult Concentration or CON check to cast a spell successfully)

Frostbite

The freezing of flesh is not a comfortable experience. It causes the following effects (and game effects):

- Severe pain (-2 to STR and DEX)
- Can lead to a loss of the limb

Weather

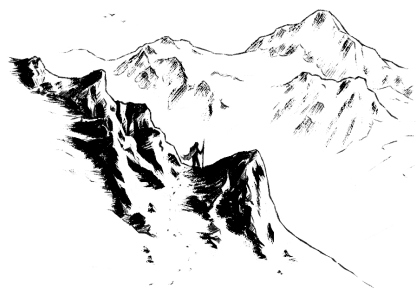
Weather can easily work against travellers in arctic and cold environments. Fogs, snowfalls, sleet, ice storms are a constant issue. Use the Random Weather table to quickly determine the day's weather.

Table: Random Weather in the Arctic

D6	Weather
1	Clear
2	Fog
3	Light Snow
4	Heavy Snow
5	Sleet
6	Snowstorm

Snowfall

Features Found in the Arctic



Arctic and cold environments can be dangerous for any number of reasons. But they can also be filled with places to discover for those brave enough to do so.

What follows is a list of features and places you can populate your arctic lands with. These can encourage adventurers to brave their depths.

There are minor and major features listed below. Use these, and the tables in the article *By Claw & Maw* in this issue, as random encounter tables; or just use them for ideas.

Bones

A skeleton of a huge creature lay embedded in the snow. Half-covered, it doesn't reveal itself unless a closer inspection is completed. It could be harmless, or a once-animated skeleton that is just waiting for a warm body to rekindle its death magic.

Minor Features

Table: Minor Features in Wetlands

D10	Minor Features
1	Bones
2	Ice Cave
3	Ice Tower
4	Lair
5	Ledge
6	Obelisk
7	Old Camp
8	Rocky Outcropping
9	Shaft
10	Statue

Ice Cave

Carved out of the ice, this cave can provide much needed shelter from the environment outside, but what lies within its icy depths?

Ice Tower

Jutting out of the whiteness is a tower of blue ice, which radiates a faint glow. Does a powerful mage live here, or are they long dead?

Lair

This could be an old lair, or a current one. If current, roll on the encounter tables in the article *Snowbound* in this issue to see what lives here (or simply choose from one of the new monsters presented in the article *By Claw & Maw* in this issue.

Ledge

In hillier or more mountainous regions, ledges can hide dangers or perhaps some much-needed resources.

Obelisk

A stone obelisk rises up from the frigid ground, half-covered in snow. This could be merely an ancient symbol, or a magical structure that holds divine or arcane energies.

Old Camp

Signs of an old camp jut up from the snowy ground, discarded and disused.

Perhaps a local uses it sporadically, or it belonged to long-dead explorers - whatever the case it may be a good place to make camp... or not!

Rocky Outcropping

Amongst the white and pale blue of the snow and ice, protrudes a rock of the darkest hue. It could be a mundane volcanic remnant, or it may hold hidden secrets and dangers.

Shaft

Ice shafts can be common in some areas of the arctic region. These are smooth tubes which can lead someone who falls (or jumps) into one far from where they started. Locals sometimes use them for quick travel or transport of goods.

Statue

A statue rises up from the snow-covered ground.

It could be from a long-lost civilization, a local ruin, or perhaps of a famous adventurer or explorer.

Major Features

Table: Major Features in Wetlands

D8	Major Features
1	Avalanche
2	Crevasse
3	Icy Grove
4	Outcast Human Tribe
5	Temple Ruins
6	Village Ruins
7	Volcanic steam vents
8	Warm lake

Avalanche

An avalanche has been triggered, or has just recently happened, blocking the way for anyone travelling through this area, forcing a detour.

Crevasse

A crevasse has opened up causing any travellers to possibly detour around it. But what lies in its depths?

Icy Grove

Nestled in among rugged hills or mountains lays an icy grove. Filled with flora and small, non-threatening animals, this grove could be a sacred spot for a local druid, a ranger or druid's home, or perhaps just an illusion or oasis to lure the unwary. This is also a place where pure ice can be

found (see article *Nothing Is Thicker Than Blood And Water* in this issue).

Outcast Human Tribe

A human tribe has set up in the cold climes. Perhaps forced to do so, or perhaps they have escaped persecution, or are rebels fighting a monster that is ravaging their original homeland.

Whatever the case, they may be a hindrance or a boon to the characters.

Temple Ruins

An old temple once housed cult worshippers to an ice deity, ice demon, or even a monstrous ice creature, but they, and the god they worshipped, are long dead... or are they?

Village Ruins

An ancient village once stood against the ravages of the arctic climes, but eventually succumbed to it. No-one knows what happened to its inhabitants, but the ruins are left there to be rediscovered by those brave (or foolhardy) enough.

Volcanic Steam Vents

Under the cold and frozen ground runs a river of lava where steam builds up and spews forth in the form of steam vents.

These are much coveted as they provide warmth in an otherwise frigid landscape.

Warm Lake

Powered by volcanic activity underneath it, this lake's water is warm, creating mist and

steam as the warm air rises off it and mixes with the cold air that surrounds it.

Different creatures may inhabit this warm lake than can usually be found in the arctic region. It may also lead into deep, underground tunnels.



A Cold Spell

Ice Magic



These spells are written with B/X or OSE in mind, but could easily be converted to any edition of the game.

Arcane Spells

Fesdor's Frozen Breath

Evocation level 2

Area of Effect: 30-ft cone from caster

The caster turns their breath into a frigid wind, capable of blowing out any torches or lanterns and causing 2D6 points of cold damage to all in range (half if a DEX-based or Breath Weapon save is successful).

Material Component: Ice or cold water

Frozen Minions

Conjuration level 1

Duration: 1 hour per level

The caster summons up to their level of icy servants to carry out their bidding.

The servants take on the appearance the caster wishes and act as a servant as per the Unseen Servant spell with the following changes:

The servants are visible, although if they are motionless in icy or snowy environments, they receive a situational +4 bonus to Hide checks (or may hide on 1-3 on a D6).

The icy minions are immune to any cold damage or effect, either mundane or magical.

Material Component: A number of ice shards equal to the number of minions created.

Ignarl's Icy Shards of Death

Alteration level 2

Duration: 1 round per level

The caster's finger nails grow into long ice shards capable of rendering flesh and bone.

The caster is proficient with their use and gains a +2 bonus to hit, and may make two attacks per round. The shards cause D6+1 for every two levels of the caster damage.

The caster cannot use other items while the spell is in effect, so staff, wands, etc cannot be activated.

Material Component: A fingernail torn from a hand by the caster.

Xeller's Whiteout

Alteration level 1

Duration: 1 round

This spell causes all targets with a 20-ft sphere to be unable to see anything but white. Their pupils lose all colour, turning white themselves for the duration of the spell unless they make a saving throw versus Spells. They are effectively blind while in the area of effect and suffer D4 cold damage.

Material Component: Snowball

Divine Spells

Ice Lock

Evocation level 1 (Domains: water, cold, ice, storm)

Duration: 1 round per level of caster

The caster causes ice to appear around the feet and ankles of the target, fastening them to the ground if they fail a DEX-based saving throw (or Breath Weapon).

The target cannot move (speed of 0) and does not receive any DEX bonus to armour class or any saving throws.

The target may make a difficult STR test to break free each round as a full-round action.

Icy Future

Divination level 3 (Domains: divination, water)

The caster looks into a shard of ice and can see glimpses into the future.

The shard will show a likely outcome based on current events. The future shown to the cleric will reveal one important fact about the subject asked (this is left up to the GM to provide) along with a vision of said event.

The caster can only cast this once per subject - repeated attempts will fail and may anger their deity.

Material Component: Ice shard (as well as the caster's holy symbol).

Taliiya's Shroud

Abjuration level 3 (Taliiya's clerics only)

Duration: 1 minute per level of caster

The caster is enveloped in a pale blue shroud which emanates icy cold air. Any who come within 5-ft of the caster will be subject to D6 cold damage each round they remain there.

In addition, the caster becomes immune to all cold - mundane or magic - and receives a +4 circumstance bonus against any fire-based attacks.



Nothing Is Thicker Than Blood And Water

New Substance: Blood Ice



Blood ice is used in the frozen north where it is turned into high-quality items by ice crafters (see article *With Blood & Ice* in this issue) by combining ice, blood, and a little magic.

The end item usually has a pale blue hue with ripples of a blood red colour running through it.

Ice crafting needs to be done in an arctic environment that allows the ice to stay frozen. Once an item has been completed it can be used in warmer climates, but it will eventually melt and become useless in temperate or warmer climes (see below).

The crafter combines blood and ice in a ritual that bonds the two together, magically holding and strengthening them.

The finished substance is as strong as metal and extremely durable if it remains in a cold climate.

Blood Ice Items

All items made from blood ice share similar features:

1. As durable as steel. Treat as metal/steel for any saves or damage made against it.
2. Items are made for specific individuals, using their blood. Thus someone cannot just pick a blood ice item and use it - they need to have an ice crafter (see *With Blood & Ice* article in this issue) bond it to them, using some of their blood.

Blood Ice Armour

The ice is moulded to the wearer's body upon creation, and as such, is not as encumbering.

In game editions where armour encumbrance is a factor, consider blood ice armour to be one step lower (medium armour is considered light), or it weighs half as much when worn.

Blood ice armour also protects against both cold and fire attacks. In fact, any magical cold attacks will repair any damage to blood ice armour (see article *Weapons & Armour Damage* in Issue 3 of **d12 Monthly** for more information).

While those wearing any sort of blood ice armour are considered resistant to fire attacks (taking half as much damage).

Blood Ice Weapons

Blood ice weapons cause greater damage to heat-loving creatures.

Any blood ice weapon will cause an additional D6 damage to any fire- or heat-based creature.

There are no blood ice bows (most arctic residents use composite bows made from bone, wood, and ivory), but there are blood ice arrows.

Blood Ice Durability

Blood ice items will only stay functioning in arctic conditions. Taken to warmer climes and they will melt and/or malfunction.

Table: Blood Ice Weapons

Temperature Zone	Time Until Disfunction
Arctic	Permanent
Cold Temperate	D4+1 Days
Temperate or warmer	1 Day

Making Blood Ice Items

When an item is being made there are certain items the blood crafter needs to add. The two most important are pure ice and the blood of the person who will be using the item, as well as a small amount of blood from the blood crafter themselves.

Pure Ice

This is ice that is formed from the purest of water. This can only be found in the most remote places, in unspoiled groves.

An ice crafter usually knows of at least one of these groves, and the GM can allow the discovery of others during adventures.

The ice crafter needs to make a difficult survival check to obtain enough pure ice to make D4+DEX modifier items on each trip to the grove.

Blood

A small amount of blood (1HP worth) will be drained from the person who the item will be made for.

If the item is to be made for the other person willingly (or even the crafter themselves), then the crafter only needs to add a tiny amount of blood of their own (no HP loss).

The reason the ice crafter adds some of their own blood is to be able to repair the item, and to be able to change ownership of the item in the future.

If the ice crafter is evil and uses blood from an unwilling person, they need to add more of their own blood (2 HP loss) in order to control the ownership of that item, using it for the ice crafter themselves or someone else.

Changing Ownership of an Item

Changing ownership of a blood ice item takes one hour and blood (1 HP loss) from the new owner.



With Blood & Ice

New Class: Ice Crafter



Ice Crafters are not magicians, but they do know enough magic to bond ice and blood.

Good- and lawfully-aligned ice crafters use their own blood (or that of a willing participant), while evil and chaotic ice crafters use the blood of others, usually against their will.

The art of crafting weapons and armour (and sometimes other useful items - see below) is a closely guarded one, but some outsiders have learned the art and put it to good (or evil) use.



Ice Crafter Spell List

First Level

Detect Magic
Predict Weather
Purify Food & Water
Resist Cold
Speak with Animals

Second Level

Bless
Create Water
Create Ice*
Chill Metal
Resist Fire

Third Level

Freedom of Movement*
Cone of Cold
Protection from Elements (Cold only)*
Water Breathing

* New spell (see this article)

New Spells

Create Ice

Conjuration level 1

The caster creates a solid block of ice (measuring 1-ft x 1-ft x 1-ft) per level of the caster. These last indefinitely and can be used any way regular ice can.

Material component is a drop of water for each block created.

Freedom of Movement

Abjuration level 3

Duration: 10 minutes/level

The caster enables themself or someone touched to be able to move freely underwater or through similarly difficult environments (snow, for example).

In addition, those affected by this spell can ignore the effects of spells that affect movement (*hold person*, *solid fog*, etc).

The material component is a broken pair of manacles.

Protection from Elements

Abjuration level 3

Duration: 10 minutes/level

The caster or the creature touched is immune to all mundane instances of the chosen element, plus gains resistance to that form of element chosen by the caster at the time of casting (and cannot be changed).

With resistance, the recipient takes half damage from all attacks of that energy type.

Game Design Note: The Ice Crafter is designed more of an NPC class than for player characters.

If you are playing an arctic campaign then you can include them as a PC class.

Ice Crafter

Requirements: Int 9

Prime requisite: DEX

Hit Dice: 1d6

Maximum level: 12

Armour: Leather, chain mail and shields

Weapons: Any

Languages: Alignment, Common

Ice Crafters are hardy makers of weapons and armour, as well as other more mundane items. They use blood and ice to create a strong, magically-bound substance known as Blood Ice.

Craft Mundane Item

All ice crafters know how to create mundane (non-blood ice) versions of the items they make. They can also repair them.

Craft Blood Ice Items

Ice crafters specialise in crafting weapons, armour, or regular items from blood ice.

At first level, they know how to craft many various mundane items from blood ice.

At 3rd level, they learn how to craft weapons and shields from blood ice.

At 5th level, they learn how to craft armour from blood ice.

They can also repair any items (assuming they have pure ice and blood available) they can make.

Level	XP	HD	THAC0	Saves				
				D	W	P	B	S
1	0	1D6	19 [0]	11	12	14	16	15
2	2,000	2D6	19 [0]	11	12	14	16	15
3	4,000	3D6	19 [0]	11	12	14	16	15
4	7,500	4D6	19 [0]	11	12	14	16	15
5	12,500	5D6	17 [+2]	9	10	12	14	12
6	20,000	6D6	17 [+2]	9	10	12	14	12
7	35,000	7D6	17 [+2]	9	10	12	14	12
8	60,000	8D6	17 [+2]	9	10	12	14	12
9	90,000	9D6	14 [+5]	6	7	9	11	9
10	125,000	9D6+1	14 [+5]	6	7	9	11	9

Identification

Ice crafters can identify all plants and animals and can discern pure water or ice.

Survival

Ice crafters must spend a large amount of time in the wilderness searching for pure ice to make their items, and thus know how to survive in it.

No survival checks, or checks for getting lost, are needed unless in the most inhospitable weather, or dangerous locations.

Spells

Ice crafters know a small number of spells (see the Ice Crafter spell list). They need to memorise their spells at the start of each day, spending 1 hour in quiet reflection and contemplation.

Spell Progression

The number of spells known by the ice crafters are listed in the table below.

Table: Ice Crafters Spells Known

Level	1	2	3
1	1	-	-
2	1	-	-
3	1	1	-
4	2	1	-
5	2	1	1
6	2	2	1
7	3	2	1
8	3	2	2
9	3	3	2
10	4	3	2

By Claw & Maw

Monsters of Snow and Ice



Below are several new monsters you can throw at your players if they are foolish enough to venture into the frozen areas of your world.

They are created with B/X, but can be converted to any edition easily enough.

Frost Ghouls

The only thing worse than being lost in a snowstorm, is being lost in one with frost ghouls.

These foul creatures inhabit the icy wastes and cold tundra of the north, ambushing prey during storms, or slaying and eating any warm-blooded being that happens by.

They are immune to any cold - mundane or magical - and are able to render a victim slowed with their icy claws.

Frost Ghouls are created whenever a victim meets a gruesome death within arctic conditions, killed via a cold attack on unhallow grounds, or slain by one of these creatures.

Frost Ghouls

Medium Undead

Armour Class: 13 (Natural armour + DEX)

Hit Dice (HP): 4 (24)

Move: 30-ft (12")

Abilities: S 12 C - D 14 I 9 W 12 Ch 15

Attacks: 2 x Claws and 1 x Bite

Damage: D4+1 (plus slow) and D8+1

Morale: Very High

Alignment: Chaotic

Special Abilities:

Uninhibited: Frost ghouls move just as easily through snow and ice as normal ground, they suffer no penalties for these conditions.

Icy Touch: When struck by the claws of this creature, the victim suffers normal damage, plus must save Vs. paralyzation or become slowed (as *Slow* spell or half movement and attacks every other round).

Paralysing Bite: Frost ghouls paralyse victims from their bite attack as per normal ghouls.

Original idea by Raznag_RPG:
https://twitter.com/Raznag_RPG

Glacial Ice Turtle

In the arctic seas and great lakes a monstrous beast lurks under the waves.

The glacial ice turtle is a rare beast, and one that is feared by all who know of it. Its name chills the bones of mortals more than the climate itself.

The glacial ice turtle swims the lakes or seas in search of those who try to destroy it. It harrasses them and, if they do not leave, it destroys them all and leaves little trace.

Glacial Ice Turtle

Gargantuan Beast

Armour Class: 18 (Natural armour)

Hit Dice (HP): 12 (68)

Move: 20-ft (9") Swim: 50-ft (18")

Abilities: S 22 C 18 D 6 I 15 W 15 Ch 10

Attacks: 1 x Bite

Damage: D12+6

Morale: High

Alignment: Lawful

Special Abilities:

Communication: Can communicate with other sea creatures.

Camouflage: From the surface, it looks like a normal iceberg floating in the water.

Swallow Whole: May swallow any medium or smaller creature whole when its attack

roll is 5 or more than what was needed to successfully hit.

Icy Breath: Three times per day, a glacial ice turtle can spray a cold, icy blast in a 60-ft cone (ending 30-ft wide). Anyone caught in the area needs to save Vs breath weapon or take 6D6 cold damage.

Original idea by GiovanniTamba

<https://twitter.com/GiovanniTamba>

Ice Elemental

Where the elemental planes of water and earth meet, is the small para-elemental plane of ice*.

It's filled with all manner of icy creatures, but none more powerful than the Ice Elemental.

A vivid being of pure elemental might, Ice Elementals are sometimes summoned to the mortal plane, or come through portals or rifts.

Rarely are they here to discuss matters. They are elemental fury incarnate and will likely attack any who get in their way.

* There are four para-elemental planes:

Plane of Ice (air + water), Plane of Dust (air + fire), Plane of Heat (fire + earth, creating lava), and Plane of Vapour (earth + water).





Ice Elemental

Huge Elemental

Armour Class: 16 (Natural armour)

Hit Dice (HP): 14 (84)

Move: 30-ft (12")

Abilities: S 22 C 16 D 11 I 10 W 13 Ch 16

Attacks: 2 x Claws

Damage: D8+6

Morale: Very High

Alignment: Chaotic

Special Abilities:

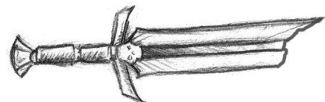
Ice Shards: Every third round, the ice elemental can launch a barrage of ice spikes at enemies. Anyone within a 10-ft target zone needs to make a save Vs. breath weapon (DEX save) or take 3D4 damage (half if successfully saved).

Spiked Armour: Anyone coming within 5-ft of an ice elemental will take D4 damage per round from icy spikes.

Knockback: Anyone hit by the ice elemental needs to make a difficult STR test or get knocked back 10-ft and fall prone.

Immunity: All ice elementals are immune to any cold attacks, either mundane or magical.

Create Portal: Ice elementals can conjure a portal to their home plane 50% of the time. This takes a full-round to complete and requires concentration.



Ice Griffin

Ice griffins, like their temperate counterparts, are very territorial and will attack anyone approaching their nests.

Luckily, they are rare, even in frigid regions, and are usually found atop mountains in their icy eyries.

Captured young can be trained as loyal mounts, but their fierce nature cannot be trained out of them.

Ice griffin eggs are highly prized (2,000 GP value), mostly for the luminous crystal* contained within, but it is only available before the baby griffin hatches.

* This crystal is prized by mages as it is a potent material component (see article Augmenting Spells in issue 4 of **d12 Monthly**).

Ice Griffin

Huge Beast

Armour Class: 14 (Natural armour)

Hit Dice (HP): 7 (34)

Move: 40-ft (15") Flying: 80-ft (30")

Abilities: S 22 C 16 D 11 I 10 W 13 Ch 16

Attacks: 2 x Claws, 1 x bite

Damage: D4+2 or 2D8+4

Morale: Standard

Alignment: Neutral

Special Abilities:

Grab: An ice griffin can grab a medium or smaller creature in its talons if both claw attacks hit successfully. The victim is held

and needs to make an opposed STR test to be released.

Ice Stalker



Ice Stalker

An extremely rare elemental presence, Ice Stalker's bodies are translucent ice that appear almost invisible in low-visibility conditions, like snow storms or icy caverns.

They attack from hiding with razor-sharp claws that cause freezing conditions.

Ice Stalker

Medium Elemental

Armour Class: 16 (Natural armour)

Hit Dice (HP): 5 (26)

Move: 40-ft (15")

Abilities: S 14 C 12 D 12 I 8 W 11 Ch 10

Attacks: 2 x Claws

Damage: D8+1

Morale: High

Alignment: Neutral

Special Abilities:

Camouflage: Ice stalkers can remain invisible if motionless in snowy or icy terrain. When they move, they gain a +8 bonus to all hide checks (surprise on 4 in 6).

Freezing Strike: The first successful attack causes the victim to save Vs. paralysis (CON) or become chilled to the bone and slowed (as per Slow spell or half movement and attacks every other round).

If the same target is hit again, another save needs to be made and if failed, the target becomes frozen stiff, unable to move (as per paralysis) for D6 rounds.

Uninhibited: Ice stalkers move just as easily through snow and ice as normal ground, they suffer no penalties for these conditions.

Original idea by RuneK2015

<https://twitter.com/RuneK2015>



Frozen In

Arctic Adventure Location

Roughly 20 years ago a ship, ladened with valuable cargo, was blown off course and ended up in the frozen waters of the north.

It was initially attacked by seafaring barbarians and its captain - one Capt Jas Luman - steered his ship (the *Sea Griffin*) into a raging storm in order to escape.

The ship, and all its crew, were lost.

Or, so it was thought. Stories of the lost ship and its cargo surface every so often, and maps appear often with the supposed route to this lost treasure, frozen in the arctic ice.

The Truth

The truth is that the ship was blown far north and against the coast by the cold winds of the storm, and the ship ended up freezing in the perpetual northern ice sheets.

And there it stayed.

Captain Jas Luman was the lone survivor of the shipwreck. With no idea where he was or what dangers he faced, he got to work on survival and built a hut for shelter.

He not only survived many years alone in the cold wilderness, but thrived. He was so taken with the wintery wonderland that he stayed, never trying to get home.

Luman tried to hack at the ice that had frozen the ship, hoping to find supplies that were on board, but he only managed to excavate a man who he did not recognise, frozen in the ice.

Unbeknown to Luman, the body he found frozen in the ice was a vampire!



A coffin was being transported as part of the cargo, but no-one knew it contained Count Veer Nigh'tal, an Asiman vampire*.

* Asiman vampires are obsessed with witchcraft and magic. See the article *Transition Vamp* in Issue 6 of **d12 Monthly** for more information on this type of vampire.

While Luman was on one of his hunting expeditions, Count Nigh'tal freed himself from his frozen prison and feasted on the Captain's herd of caribou.

When the Luman returned, he feasted on him as well, but also transformed him into a vampire.

Something inside Luman fought the transformation initially, and he managed to re-freeze his new master after interrupting one of the Count's rituals.

He then left, not wanting to stay here any longer, leaving behind the one thing that sustained him and kept him safe while here: a *Ring of Warmth*.

He placed the frozen Count among the trees near his shack.

There his master lay. Frozen and full of hate and vengeance.

Until the mephits showed up.

The Ice Mephits

After finding their way to the mortal plane, this particular group of nasty ice mephits stumbled upon Captain Luman's shack.



The shack, still being kept warm by a *Ring of Warmth* (that sits on the table), was a place the cold-loving ice mephits did not want to explore.

Leaving the shack itself alone, the mephits explored the surrounding area and found the Count's frozen form.

The mephit leader, who is slightly more intelligent than the rest of his band, recognised the creature inside for what he is. They have stayed as they are deciding how they should thaw out this creature, not wanting to go near the warm cabin.

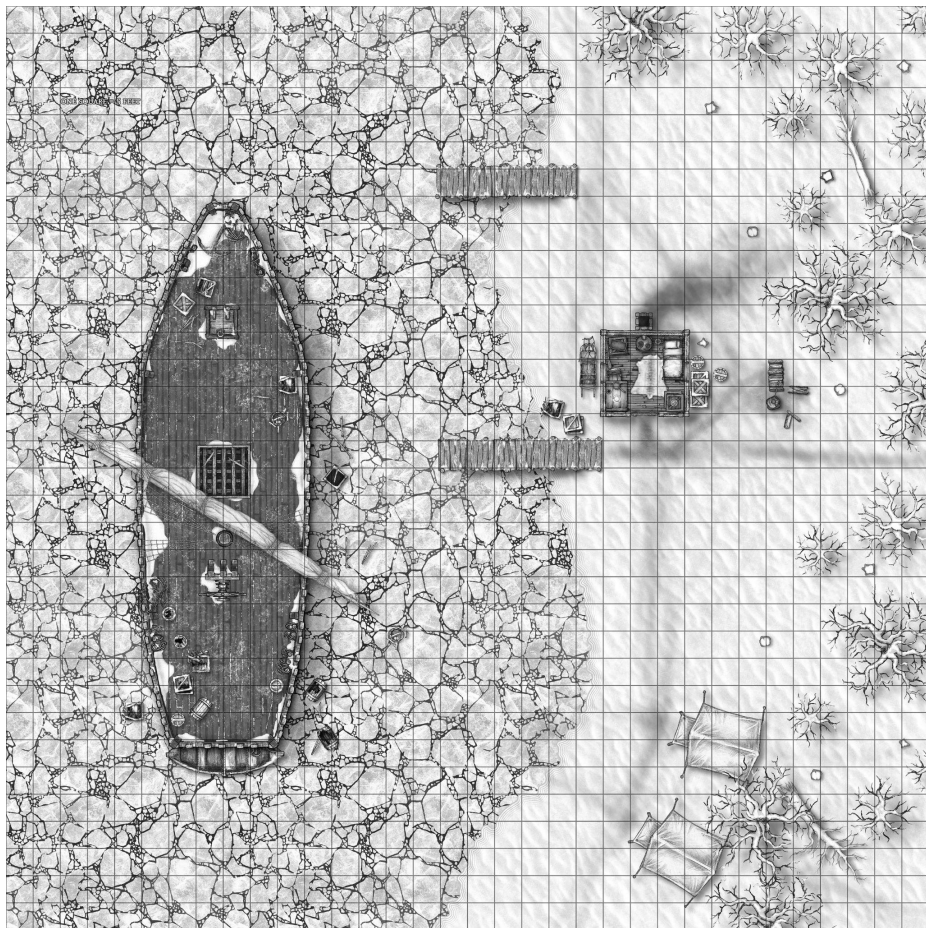
Once the characters arrive, the mephits will keep attacking them, trying to lure them out to where the frozen form is.

Hooks

Below are some hooks you can use to lure the PCs to this location.

Table: Hooks

D6	Hook
1	Map: The PCs find or are sold a map to the location of the lost ship.
2	Hired: The PCs are hired by the descendants of the captain to find the ship.
3	Duty: The party's paladin or cleric is commanded by their church to seek out the ship as it was carrying a sacred artefact.
4	Family: One of the PCs is the great, great grand-daughter/son of the captain, and wants to find out what happened to him.
5	Treasure Hunt: The PCs are one of two groups of treasure-seekers who are racing to locate the ship first.
6	Stumble Upon: The PCs stumble upon this location after getting lost or on their way somewhere else.



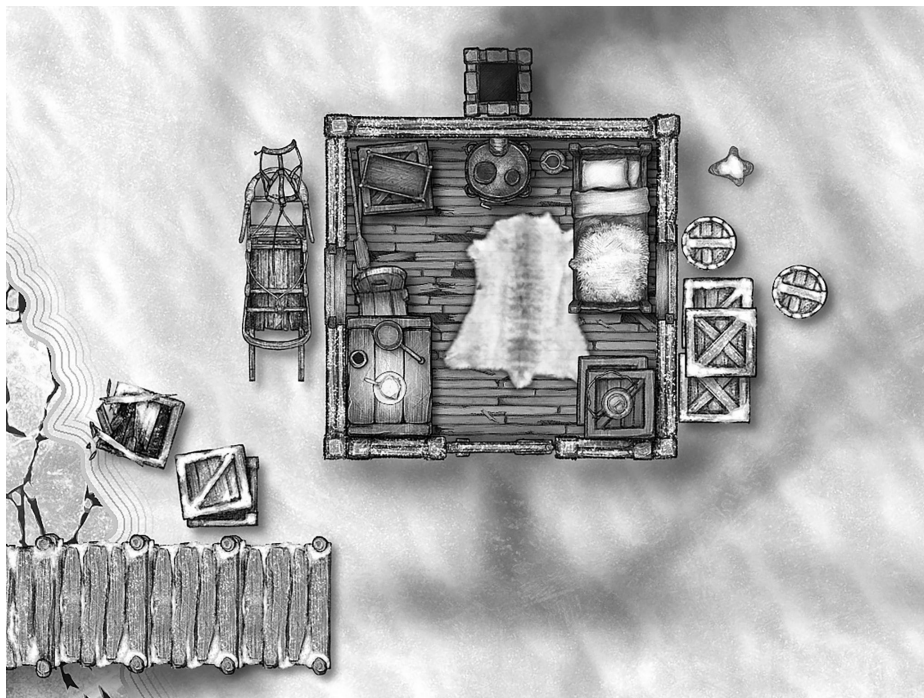
The Ship

The ship itself is frozen solid and no areas below deck are accessible.

The deck is covered in ice and is considered frozen ground (see the article *Snowbound* in this issue for more information and game effects).

It would take months to hack away at the ice in the ship to access the cargo within (and that's assuming it's still there and not at the bottom of the freezing sea).

The ice is so thick that even using the ring of warmth would take weeks, and the ice would just keep refreezing on them.



Ice Mephits

Ice mephits are cruel and aggressive, and have hearts as cold as the environment they love.

These ice mephits are led by Krus, an ice mephit who is a little more cunning than his fellow mephits.

He will start by trying to attack the PCs using hit-and-run tactics, trying to get the PCs to the location of the frozen vampire.

If that doesn't work, he will try and parlay with the PCs, telling them that they have knowledge of the location of a valuable treasure from the ship, and he will bargain

with them for a magic item in exchange for this information.



Ways to Expand this Location

- Captain Luman, now a vampire, is still out there and probably wreaking havoc on some native village or town.
- Or, perhaps, he is still fighting the demon inside him and has gone slightly mad, feasting on wild animals.
- Perhaps Captain Luman returns and finds his place disturbed and starts tracking the PCs (who probably has his magic ring).
- If the PCs were after a particular item, then perhaps Captain Luman has it now, and they must track him.
- The path the mephits took to get here could still be trackable, and could lead to a still open portal to the para-elemental plane of ice.
- The mephits could be here on another mission, perhaps for an icy demon or elemental being.
- The mephits could have found and taken the item the PCs were after, and the characters will need to defeat the mephits somehow.



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