

# **Aethalynmur's Plight**

**A One-round AD&D Living City tournament**

**by Jean Rabe**

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character. The actual playing time will be about three hours.

Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the player text is general and must be adapted to the specific situation or to actions of the player characters.

Reference material: Some of the settings and creatures were culled from "The Great Glacier," a Forgotten Realms product by Rick Swan, published in 1992.

## Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38+

## DM's Background

The solar Aethalynmur from a demiplane of air has been captured by R'ek, a demon from one of the lower planes of the Abyss, using some devious tricks and an ensnarement spell. He is being held in a cave surrounded by an anti-magic zone on the Great Glacier. R'ek didn't have the power to kill Aethalynmur, nor did he truly wish to and risk the

wrath of one of Faerun's goodly-aligned gods who favored the solar. Hence, he settled for sticking the solar in a cave for a time, from which he believes there is no escape. He plans to eventually release the solar--in a decade or two. And R'ek believes if a god somehow finds out, he cannot get in too much trouble, as the solar has not been seriously harmed--just "put on ice." To ensure the solar goes nowhere, R'ek made certain the cave had occupants.

One of Aethalynmur's friends, a sylph from the demiplane of air, noted the solar's absence. She journeys to Ravens Bluff seeking brave adventurers who can locate the solar. She remembers that adventurers from the city helped the solar once before, in the LC adventure called Aethalynmur's Wings, and is certain some will be so inclined again. The sylph has no idea exactly where Aethalynmur is, as something is blocking her magic to find him. However, she has it within her power to transport the PCs to the proximity of the solar. See the Player's Introduction for more information.

Conditions on the Great Glacier are far from hospitable, and these are detailed on the DM handout at the end.

## Player's Introduction

Tell the PCs to pick their spells based on a typical day in Ravens Bluff--which means they are certain to expect trouble.

It is a lovely summer day, and they are headed to the Downunder Patisserie, which is advertising a free piece of sponge cake and a cup of lemonade for the city's heroes.

Weather report: temperature in the low 80s, wind 10 mph from the Dragon Reach, skies are clear and the sun is shining brightly.

*Ah, the summer sun is warm this late morning, but the breeze blowing in from the Dragon's Reach keeps you from being uncomfortable. The breeze brings with it the scent of the sea, and the delicate fragrance of lilacs, roses, and honeysuckle blossoms, which are being sold by a corner merchant. It is a grand day to be out and about the city.*

*You are heading to the Downunder Patisserie, one of the city's best bakeries. The establishment announced that it wishes to thank the city's adventurers for all their grand and glorious deeds by offering them a piece of sponge cake and a cup of lemonade.*

*You've decided to get there before it's all gone. As you round the corner, you see that several other adventurers have had the same idea. You step up on the Downunder's porch, grasp the door handle, and whirl to face the street when you hear a gasp of amazement.*

*"Lookit that woman!" a man cries. "She's floatin' on a cloud and ain't wearin' nothin'!"*

*Well, you note that she is wearing a little something--a diaphanous short gown the color of morning dew.*

*The cloud lowers to the street, and she slips from it. Ignoring the startled and gaping townsfolk, she heads right toward you.*

Pause for player character reaction. It is possible someone might attack her--which would promptly end the adventure for them. The sylph will not ask for help from someone so recklessly violent. When you're ready, continue with the following:

*"My senses guided me here," the beautiful woman says. Her voice is as soft and pleasant as windchimes.*

*"I sense power and magic among you--and power and magic is what I need. My dear friend Aethalynmur, a solar, has vanished, and I humbly request that you find him. Our plane needs him. He is our guardian, our teacher, and our beloved companion. Please help."*

The sylph, called **Rahmare**, will reveal the following information, whether the PCs ask or not:

- There is foul play involved, my magic told me that. Some force used powerful evil magic to whisk Aethalynmur away from our home.
- I cannot tell exactly where Aethalynmur is. Something is blocking my ability to precisely locate him. However, it is within my power to send you somewhere nearby. I can't accompany you, as I must watch over our plane in his stead.
- You must take care, as I know not where my spell will send you. He could well be on an unfriendly plane filled with smoke and demons. Or he could be nearby to your own city, perhaps in the sewers beneath these very streets.
- I have determined that the force which took him bears him considerable malice. Perhaps Aethalynmur thwarted this force's malign plans and the abduction is revenge. I am able to discern

that the force has not killed him. Perhaps it cannot. Aethalynmur is blessed. Still, I suspect the solar is far from safe. We need him to come home.

- I can promise you no reward for saving my friend, as I possess no real material wealth. Material things do not matter much to me. However, you will forever have my gratitude.
- If you agree to help, I will meet you here in front of this wonderful-smelling shop in exactly one of your hours. You have that long to gather whatever you wish to take with you. I cannot transport anything that you cannot carry.

With that, Rahmare disappears. Look at your watch and instruct the players they have up to ten minutes of real time to decide what they are taking with them.

This means they need to set in a pile next to them--where you can see them--the "certed" magical items they are taking along. Some characters have sheets upon sheets of certificates, and if they opt to bring everything they better have a way to carry it all. Some characters have more than two rings. Make them indicate whichever two rings they are wearing at any given time.

Some of them might wish to bring extra provisions--have them write down what food and mundane supplies they are taking--and how much gold. If they purchase the goods, use the prices in the Player's Handbook.

Do not give them a clue that they are going someplace cold, as Rahmare doesn't have a clue about the climate. Divination spells and other enchantments won't reveal the destination. However, spells can reveal that the sylph told the truth to the best of her knowledge. It's likely few groups will be prepared for the harsh climate, and so you will be able to make full use of the effects of the weather.

If any of the PCs decide to go into the Downunder Patisserie, tell them they are fed a piece of delicious sponge cake, are given a cup of wonderfully-sweet pink lemonade, and show them the player's handout with the Downunder specials. They might opt to buy something to take with them. And, by chance, it might come in handy later. The Downunder has up to four dozen of any given item on the list. If the PCs buy lots of tasty treats, they better have a way to carry them all.

When the ten minutes are up, continue with the following:

*"I am indeed fortunate. This City of the Ravens has yielded champions to save my dear friend Aethalynmur. Join hands."*

*She slips inside the circle you've formed and reaches up behind her ear, tugging free a white feather. She places it in the pocket of \_\_\_\_\_ (lowest-level PC at the table).*

*"This was all we could find to evidence Aethalynmur's plight. Using the magic that dwells within me, I will send you and this feather close to my friend. I haven't the power to retrieve you. But I know in my heart that Aethalynmur can use his magic to bring you home. So I fear that your destinies will be tied to his."*

*With that, she blinks her eyes and the streets of Ravens Bluff vanish.*

*As does summer.*

*White stretches away from you in all directions, an unending blanket of snow. You're instantly chilled to the bone, so fierce is the cold (save PCs with magical protections). A harsh wind stings your faces and maddeningly whips your hair.*

*You see no signs of life--only this stark whiteness against a pale gray sky.*

## A Long Way From Home

Consult the DM handout "Effects of the Great Glacier" at the end of the tournament. Assign damage and various effects whenever appropriate. Make sure you convey an alien atmosphere to the players. Their characters are a long way from home, and this should be anything but routine. PCs who seem to forget about the cold, about the difficulty of walking through the snow, and about the unpredictability of the landscape should quickly be reminded that the going is not easy here.

### Flying PCs

Some characters might think to fly or levitate to get a better look at the surrounding landscape. That's fine. Describe to them white and white and more white. There are mountains, and in the distance they can spot the sea, dotted with large hunks of ice.

Depending on where they are in the tournament, they might also see a cave in the mountains or a village. Use your discretion. They might also see an illusion.

### Illusions

Throw some illusions the PCs' way as they travel across this wondrous country!

Extreme temperatures combined with light and reflection off the snow can create very real-looking illusions. Flying PCs should be more prone to see them, as they can see more of their surroundings.

Describe to a flying PC a mountain range or a lake--though the objects aren't really there. Or explain that the horizon simply seems to disappear and takes all landmarks with it. Everything is white. Maybe a mountain suddenly seems closer than it actually is. Or perhaps spots of bright light dance in the sky. PCs trying to disbelieve the illusions suffer a -4 penalty to the check because they seem so real. PCs who are successful still see the illusion, though they note it isn't real, and they can tell it isn't a magical effect.

## Encounter One--Surprise!

Weather report: temperatures -10, wind 20 mph from the west, skies are quite overcast.

Let's start things off with a proverbial bang. The PCs are out of their element, and might be distracted by the cold. If they are not carefully watching their surroundings, they'll be more easily surprised by the great beast that thinks he has found himself an easy meal.

They've been traveling a little bit--the direction they've taken doesn't matter. Make sure they've been walking for an hour or so (the higher the tier, the more hours), so the cold will have really sunk in and you can apply a little cold damage.

They're very near some mountains--snow covered, naturally--when the big beastie strikes. It moves silently, so the PCs cannot possibly hear it coming. It has sensed them because they were walking on the snow and because they give off a noticeable amount of body heat. When you're ready to have at them, read the boxed text. The players can interrupt the boxed text if they like, but then they won't know what the critter looks like.

The creature comes at them from behind, further increasing its chance to surprise them.

At lower tiers, the beast is a young tirichik.

*Suddenly the snow comes alive! Looming from behind is a creature that resembles a white dragon! The only thing not white about it is its pink eyes. It has the body of a snake, eight stumpy legs protruding from it, and a spiny ridge runs down its back. It has a wide head filled with icicle-like teeth, and tentacles shoot out at you from the side of its jaws.*

**Tier 1: If the PCs' levels total 6-13:**

**Tirichik spawn** (1): Int semi-; AL CE; AC 4; MV 12, Br 3; HD 4; hp 32; THAC0 17; #AT 1 or 2; Dmg 3-12 (3d4) or 1-8/1-8; SA -5 penalty to opponents' surprise rolls; SD Immune to magical and natural cold, including all cold-based spells; MR Nil; Size H (15' in length); ML 16

**Tier 2: If the PCs' levels total 14-25:**

**Tirichik spawn** (1): Int semi-; AL CE; AC 4; MV 12, Br 3; HD 8; hp 64; THAC0 13; #AT 1 or 2; Dmg 3-18 (3d6) or 1-8/1-8; SA -5 penalty to opponents' surprise rolls; SD Immune to magical and natural cold, including all cold-based spells; MR Nil; Size H (15' in length); ML 16

**Tier 3: If the PCs' levels total 26-37:**

**Tirichik (1):** Int semi-; AL CE; AC 1; MV 12, Br 3; HD 13; hp 104; THAC0 7; #AT 1 or 2; Dmg 3-24 (3d8) or 1-8/1-8; SA -5 penalty to opponents' surprise rolls; SD Immune to magical and natural cold, including all cold-based spells; MR Nil; Size G (30' in length); ML 16

**Tier 4: If the PCs' levels total 38+:**

**Tirichik (1):** Int semi-; AL CE; AC 0; MV 12, Br 3; HD 15; hp 120; THAC0 5; #AT 1 or 2; Dmg 3-24 (3d8) or 2-12/2-12; SA -5 penalty to opponents' surprise rolls; SD Immune to magical and natural cold, including all cold-based spells; MR Nil; Size G (30' in length); ML 16

In this fourth tier, the tirichik has a special attack: "The tirichik has special elastic tendons in its neck that allow it to temporarily detach its skull from its spinal column. The creature can strike like a snake by suddenly elongating its neck, stretching itself an additional five feet. When making a stretch attack, the tirichik gains a +2 bonus to its attack roll."

If the PCs are especially tough, let the monster get all three attacks each round.

From "The Great Glacier" module: "Vicious, stealthy, and with an insatiable appetite for human flesh, the tirichik is one of the most feared predators in the Great Glacier. The tirichik resembles a cross between a dragon and an immense centipede. Both its dragon-like head and long, tubular body are covered with white scales. A bony ridge extends from the back of its neck, along its spine, and across its stumpy tail. It has eight thick legs that end in flat, saucer-shaped feet, each with a dozen hooked claws. Its sunken eyes are dull pink, the only part of its body not colored white. A pair of short horns grow behind its eyes, curving upward into the air, their tips indented into shallow

cups. The horns serve as hearing organs and are useless in combat. Likewise, the claws on its feet are too short to be useful in attacks, and instead are used for climbing and clinging. The tirichik has a mouthful of long teeth that protrude over its lips even when its mouth is closed. On either side of its mouth is a three-inch-diameter opening. The tirichik can extend snaky tentacles from these holes at will, up to 20 feet. The tentacles are also white, as touch as metal cable, and end in needle-sharp points. Though the tentacles are primarily used as sense organs, capable of sensing motion, scents, and body heat, they also can be used as piercing weapons. The tirichik's claws enable it to scuttle across snow and ice, scale sheer cliffs, and cling to any solid surface. It can also burrow through snow at a movement rate of 3.

The tirichik is utterly silent."

**Very Important Combat Note:** If the PCs cast any powerful spells at the tirichik, such as *fireball*, *lightning bolt*, other flashy things that produce considerable heat or noise, they will have triggered an avalanche from the nearby mountains. Allow them to hear the rumbling as they're fighting the monster. The tirichik doesn't mind avalanches, he can burrow his way out, and hence won't run away. The snow won't reach the PCs until the combat with the beastie is finished.

**Look Out for the Snow!**

*It seems the spells you cast at the hideous snow-serpent triggered an avalanche on the mountain near you. The snow is rolling down the mountainside, headed right toward you!*

**Options: Running.** This is a good idea. Flying, levitating, and the like will also work. PCs with a movement rate of 12 or better will be able to escape the brunt of the snow and will suffer no damage. However, PCs who hesitate for a round or two after the fight, or PCs in heavy armor (with a slower movement rate)--as well as halflings, gnomes, and dwarves--will not be able to get out of the way.

**Ouch!**

The avalanche has loosed hundreds of tons of snow. A PC in the path of any of this snow (even though they're at the bottom of the mountain) will suffer damage. Don't kill 'em yet. To make it less painful, allocate damage by tier. You might have to cut back on already-seriously hurt PCs.

Tier 1: 1d8  
Tier 3: 3d10

Tier 2: 2d8  
Tier 4: 4d10

Really high-level PCs: 5d10

### **Buried Alive**

If a PC isn't in negative hit points, have him buried in several feet of snow, requiring his friends to dig him out. Don't smother the hapless PC, just worry his friends that he'll suffocate if they don't hurry.

## **Encounter Two--Arctic Dwarves**

Just as the PCs are finishing the battle with the tirichik. . . .

Or just as the player characters are digging themselves out from the snow that resulted from the avalanche. . . .

A band of Innugaakalikit (arctic dwarves) arrives. They were tracking the tirichik, and from a distance saw the PCs fighting it. If the PCs were using flashy spells, they stayed back as they knew there might be an avalanche. If such was the case, they'll try to help dig out any buried PCs.

Read or paraphrase the following:

*The expanse of white is interrupted by a dozen small forms trudging your way. They look like dwarves, having blocky bodies and stubby legs. Indeed, they're nearly as broad as they are tall. Their eyes are bright blue, their cheeks ruddy. Curly white hair covers their heads and tumbles down nearly to their waists. They have short beards and twisting moustaches. And they wear few clothes. They are dressed in polar bear fur tunics, and their feet are bare.*

If the PCs make a move to attack the dwarves, the Innugaakalikit will oblige them and fight back.

### **The Innugaakalikit**

From "The Great Glacier": "Squat, hardy, and eccentric, the Innugaakalikit are the only dwarven race native to the Great Glacier region. With blocky bodies, pinched faces, and stubby legs, Innugaakalikit resemble normal dwarves who have been squashed. They seldom exceed three feet in height, and are nearly as broad as they are tall. Their eyes are bright blue, their cheeks as ruddy as apples. Normally, their skin is white, almost bluish, but because of their fondness for basking under the bright sun, many Innugaakalikit are sunburned red from head to toe, a condition that causes no discomfort or other ill effects. Their fingers and toes are thick and

blunt, their feet flat and wide, enabling them to walk on the snow without sinking. Innugaakalikit speak a dialect similar to that of the Ulutiuns. They also speak the languages of white dragons, yeti, frost giants, and selkie. Their high, gentle voices are particularly suited for singing."

**Innugaakalikit** (12): Int average; AL LN; AC 8; MV 6; HD 3; hp 24 each; THAC0 17; #AT 1; Dmg 2-7; SA Nil; SD Inured to the harsh cold; MR Nil; Size S (2-3' tall); ML 13

Note that one of the Innugaakalikit has a +2 *weapon*.

### **Relating to the Innugaakalikit**

Unless the PCs can cast a tongues spell or know one of the unusual languages mentioned above, they will be relegated to using sign language to communicate with the dwarves. The dwarves will help tend to any wounded PCs. In the low tiers, you might need to give the dwarves the equivalent of a potion of healing or two. None of the dwarves are clerics.

The Innugaakalikit are first interested in the characters' weapons. From "The Great Glacier": "Innugaakalikit are fascinated by weapons of all types. When coming across an unusual weapon--which for the Innugaakalikit can be anything from a scimitar to a trident to a blowgun--they may spend hours turning it over in their hands, admiring its craftsmanship and discussing its merits."

The Innugaakalikit are used to spears and battleaxes, as well as several weapons the PCs would consider odd. Use your judgment on what weapons the PCs have that might interest them.

If a PC gives an Innugaakalikit a weapon, he is immediately presented with a gift: an ornate, enchanted iuak (the gifter happens to have a better one at home, so doesn't mind relinquishing this one). Only the first PC to be so generous gets the magical iuak--and he won't know it's magical at the time. All subsequent generous PCs get nonmagical iuaks.

The iuak is a bone blade resembling a machete, about two feet long and six inches wide. The end of the blade is flat, not pointed, and hence it is not considered an edged weapon. It is mainly used to cut blocks to make snowhouses, though it also makes a good offensive weapon. There is a certificate for the magical iuak.

Next, the dwarves want to recover the body of the tirichik. They use the leathery hide to make waterproof tents and cloaks, and the meat of the underbelly is delicious. They'll gladly accept the PCs' help and will try to communicate which parts of the creature are

good eating and what the hide is used for. If the PCs protest the dwarves taking anything from the kill, the Innugaalikurit understand--they didn't kill the beast. And they will back off.

### **Getting Information From the Dwarves**

If the PCs established any kind of magical communication, getting information will not be difficult. Otherwise, the PCs will have to pantomime, draw pictures in the snow, come up with something clever, or give up. The arctic dwarves know:

\* There are frost giants lairing in some of the caves in the mountains. The giants tend to leave the powerful Innugaalikurit alone. However, that is because the Innugaalikurit know to watch for giant tracks and stay away from the giants' lairs.

\* The PCs are on a land called the Great Glacier. It was formed when the avatar Uliuti died, his ice barge sank, and the necklace he wore started to freeze the ocean, in effect creating the Great Glacier. That was nearly 4,000 years ago. The dwarves can't tell the PCs where the Great Glacier is, other than to say "it's a land that sits in an ocean." They have no comprehension of Toril or Faerun or any land other than the Great Glacier.

\* There are white dragons living on the Great Glacier. Fortunately, there are only two at the present time--who knows where the others went. The Innugaalikurit stay away from any humongous footprints.

\* They don't know anything about solars or men with wings. The only thing with wings around here are penguins--who can't fly, and arctic birds, which are pretty tasty.

\* The Ulutiuns (collective name referring to the human tribes of Iulutiuns, the Angulutiuns, and the Nakulutiuns) might know about a winged man. The nearest village is made up of Iulutiuns. One of the old men there is most wise and seems to know much of what goes on at the Great Glacier. The arctic dwarves will take the PCs to the village. In fact, if the PCs don't ask questions, the dwarves will try to tug them toward the Iulutiuns' village, as they suspect someone there can talk with the newcomers.

When the PCs are ready to be escorted or tugged to the human village, go to the next encounter.

Weather report for the trip: temperatures -20, wind 20 mph from the west, skies are very overcast. In fact, it starts to snow heavily.

## **Encounter Three--Village of Yinntut**

It will take the dwarves and PCs nearly six days to reach the village. Gloss over this time unless the PCs truly want to do something. Their food and water will have frozen, and the dwarves will show them to keep their containers insulated between their bodies and clothes.

Yinntut consists of two dozen ice-dome complexes, which are essentially igloos. Part of the homes are dug deep into the ice to help with insulation. The population consists of 40 adults and 35 children. There is a pen for sled dogs, and another pen surrounds a hole they've dug in the ice and have managed to keep open enough so they can fish.

The people are hardy, virtuous, and friendly. They are stockier and shorter than most humans in the rest of the Realms, with few--and none in this village--being over five feet. Their arms and legs are short and thick, their faces are round with dark brown eyes, flat noses, and small ears. They have blunt teeth that are wider than other humans', and they don't have facial hair.

They speak a language similar to the common the PCs know.

When the PCs reach the village, read or paraphrase the following:

*The arctic dwarves have led you to a small valley, in the center of which rests ice-and-snow domes.*

*Moving from dome to dome are bundled-up humans. Near the largest dome is a pen filled with big, heavily-furred dogs. At the edge of the village is a large hole in the ice at which a few humans fish.*

*The dwarves nudge you toward the village, nod, and wave goodbye.*

The PCs cannot talk the dwarves into accompanying them without resorting to charm person spells and the like. The dwarves occasionally trade with the Iulutiuns in Yinntut, but they have no desire to meet with the humans today.

As the PCs come closer, the Iulutiuns stop what they're doing and stare. The PCs are obviously strangers, and they have instantly become the center of attention.

The children are the first to run up to the PCs, chattering in a language the characters can mostly understand and tugging on clothes, packs, and weapons. After this annoyance continues for a few moments, one of the older villagers speaks.

The man who steps forward is old, and he stands little more than four feet tall.

*"Welcome we to you. Strangers you, friends we. Hungry, thirsty share we. Fire share we. No more strangers. Friends all."*

He gestures toward one of the larger ice domes, turns, and apparently expects you to follow him. Two younger men gesture to the dome as well, then fall in place behind you.

Once inside, the PCs discover the home is much larger on the inside, as the floor is well below the surface of the snow. A small fire burns in the central room, and the PCs are encouraged to sit on thick furs around it.

*"Anatuk, me," The old man begins. He points to the two broad-faced young men who accompanied you inside. "Graguk, he. Uluthuruk, brother he. You? From where?" He seems to be expecting introductions.*

After the PCs have introduced themselves and explained how they got to the Great Glacier (a feat which will impress all three Iulutians), they can get down to business.

If any PCs are still injured, Uluthuruk, a cleric of Pahluruk, has up to five cure light wounds spells he can offer. He is the only cleric in the village. PCs with a successful religion nonweapon proficiency check can tell that the crude holy symbol to Pahluruk that he wears around his neck looks very similar to the holy symbol of Chauntea.

The PCs are given smoked fish to eat and fresh water to drink. In their course of conversation with Anatuk, they might learn the following:

- There are 75 residents in Yinntut, and all are fishermen and sled dog raisers. They trade with other villages.
- Many thousand people live on the land called the Great Glacier. There are no large settlements, however. Some of the people are nomadic. However, most live in small villages like Yinntut.
- Like the arctic dwarves, these people know of no lands beyond the Great Glacier. However, a pair of half-orc traders who sometimes come to the village claim to have once lived "far away." The Iulutians will be very interested to hear of the PCs' homeland.

- The Great Glacier was formed when the avatar Uliutiu died, his ice barge sank, and the necklace he wore started to freeze the ocean, in effect creating the Great Glacier. That was nearly 4,000 years ago. And the Great Glacier has grown much since Uliutiu's barge sank.
- Most of the people here do not worship a god, they revere nature. However, some in Yinntut--about 20--worship Pahluruk.
- Anatuk is considered the village wise man, as he has been around the longest and has traveled the most.

If the PCs start asking questions about a man with wings or other unusual things, Anatuk slightly frowns.

*"More than common knowledge want you. That requires a singdown. Decree of village leader. Singdown, you. Knowledge share we. Singdown tonight. Remainder of day, rest you. Eat. Trade."*

If pressed, he'll tell the PCs that a singdown is a custom of his people. It is practiced when someone is wronged or insulted, when someone wishes to leave this tribe for another, or when visitors come seeking information and shelter from especially harsh weather. The rules of the singdown will be explained tonight.

If the PCs wish to trade, Anatuk takes them to the largest dome.

### Trading in Yinntut

It's very likely the PCs will have something the villagers want. Any exotic foods--like things they might have picked up in the bakery--will be especially welcomed. Fancy clothes, wine (unheard of!), jewelry, weapons, etc. are also oohed and aahhed over.

In exchange, the Iulutians offer:

- **Underwear:** this is made of the skin of a young deer. It is soft and is made to cover the legs, arms, and torso. Definitely warm.
- **Socks:** heavy socks, worn fur-side in.
- **Parka:** a wonderfully-warm fur jacket with an attached hood. Made of deer skin and polar bear fur.
- **Trousers:** deer skin on the outside, yeti fur on the inside. Also wonderfully warm.
- **Water-proof boots:** made from the hide of a tirichik.
- **Mittens:** the inside is young caribou skin, the outside polar bear fur.

- **Earrings:** these are small and are called uwas. Only one pair of these are available, and there is a certificate for them.
- **Sled and dogs:** because the village needs the dogs and sleds to facilitate in trade with other villages, they will only part with one. The PCs must trade something worth 1,000 gold pieces or more to get the sled and dogs. There is a certificate for this.

### The Singdown

The singdown is drawn from "The Great Glacier" module. It is a custom of the Iulutiuns, and if the players are good sports you can have some fun with it. In a singdown, there are usually two participants. Since the PCs are new, the villagers will allow up to half of them to participate. The participants trade insults, which must be sung. The insults go back and forth until a clear winner arises. The Iulutiuns do not take any of the singdown insults personally--the PCs are welcome to take them any way they like.

Graguk is the village singdown champion, and hence he will duel with the PCs. He goes first. Give the players a couple of minutes to confer, and then let the singing begin.

There are several insults listed on this and the following page. Make sure you sing them. PCs who do not sing will not get the XP.

### Ready Insults for Polite Game Masters

Pick and choose between these. If you don't care for them, or if by chance you run out, make up some of your own. Don't get carried away here; the idea is to have fun and for the players to have fun too.

- If me had a sled dog as ugly as you, me would shave its butt and teach it to walk backwards.
- If me had a nose as long as yours, me would run line and a hook through it and use it as a fishing pole.
- A half-wit gave you a piece of his mind, and you held onto it.
- Your sharp tongue is no indication of a keen mind.
- All of your ancestors must number in the millions; it's hard to believe that many people are to blame for producing you.
- All that you are you owe to your parents. Why don't you send them a fishbone to square the debt?
- Alone: You are in bad company.
- Any friend of yours . . . is a friend of yours.
- Anyone who told you to be yourself couldn't have given you worse advice.
- Are you always so stupid or is today a special occasion?
- Before you came along we were hungry. Now we are fed up.
- Intelligence isn't everything. In fact, in your case it's nothing!
- Calling you stupid would be an insult to stupid people.
- Can me borrow your face for a few days while my butt is on vacation?
- Careful now, don't let your brains go to your head!
- Did your parents ever ask you to run away from home?
- Did your parents have any children who lived?
- Do you want me to accept you as you are or do you want me to like you?
- You don't know the meaning of the word fear, but then again you don't know the meaning of most words.
- Don't feel bad. A lot of people have no talent!
- Don't let your mind wander -- it's too little to be let out alone.
- Don't you have a terribly empty feeling ---- in your skull?
- Don't you love nature, despite what it did to you?
- Everyone has the right to be ugly, but you abused the privilege.
- Go ahead, tell them everything you know. It'll only take a few heartbeats.
- You have depth, but only on the surface. Down deep inside, you are shallow.
- You are always lost in thought -- it's unfamiliar territory.
- You are dark and handsome. When it is dark, you are handsome.
- You are depriving a village somewhere of an idiot.
- (To a gnome or halfling) He is so short that when it rains he is always the last one to know.
- You have a far away look. The farther away you get, the better you look.
- How did you get here? Did someone leave your kennel open?
- Me believes in respect for the dead; in fact me could only respect you if you were dead.
- Me do not know what makes you so stupid, but it really works!
- Me feels sorry for you because you are so homely, but me feels even sorrier for other people because they have to look at you.
- Me heard that your brother was an only child.
- Me knows that you are nobody's fool, but maybe someone will adopt you.
- Me knows you are not as stupid as you look. Nobody could be!

- Hmm. If me stands close enough to you, me can hear the ocean.
- Me has come across decomposed seals that were less offensive than you.
- People can't say that you have absolutely nothing! After all, you have inferiority!
- Brak said you're not fit to sleep with penguins. Me stuck up for you and said, 'oh yes he is.'
- That twinkle in your eyes is actually the sun shining between your ears.
- They hurled you through the stupid mountain range, and you did not miss hitting a single outcropping.
- When me looks into your eyes, me sees the back of your head.
- You are living proof polar bear manure can grow legs and walk.
- Me would insult you, but you are not bright enough to notice.
- Me would like to help you out. Which way did you come into our village?
- Do not thank me for insulting you. It was my pleasure.

### **Information About the Solar**

Once the PCs have finished the singdown, and a winner is declared (the winner receives the praise of the entire village), they will be given information about the solar. However, they have to mention wings or feathers to get the proverbial ball rolling.

*Anatuk warmly congratulates you for participating in the village singdown. "Did well you for being strangers," he says. "Singdown with we anytime. Now, you were wishing for valuable information. Value to you, only passing interest for we."*

Anatuk knows the following. He has learned this because traders tell him about things transpiring elsewhere on the Great Glacier:

- *"Three days ago a seal skin trader mentioned that when he was hunting by the lake near the base of Mount Akka he found odd feathers. They were lodged into the snow and had a bit of blood on them. He cleaned them off and traded one to me. The trader said there were footprints and dragmarks. As if some hunters bagged a very big bird and drug it toward the mountain." Anatuk produces a feather from the folds of his parka. It nearly matches the one the PCs should still have. "It is a pretty feather and does not come from the*

*arctic birds that fly over this part of the great glacier."*

- *Mount Akka is a fair distance, six days at a good walk, maybe seven. The PCs could go faster if all of them had sleds and dogs, but the village will only willingly spare the one.*
- *Mount Akka is a dangerous area. There is a big crevasse along the base of one side of the mountain. And there are polar bears. "Don't fall into the crevasse, as it is rumored that a family of polar worms live there. They are horrid, dangerous beasts."*
- *There are two lakes along one side of the mountain, and one is always somehow free of ice. There is good fishing, which is why there are polar bears nearby. The water is very cold, and the PCs should take care not to fall in, lest they freeze and die.*

The Iulutians will not accompany the PCs to the mountain. However, they will provide the PCs with good directions and a fairly accurate map, and they will offer a guide to take them part of the way. It is roughly a week-long trip.

There is nothing else for the PCs to do in the village, though they are welcome to stay for a few days if they desire.

## **Encounter Four--Toad to Wait Here**

Weather report for the trip: temperatures -10, wind 30 mph from the east, skies are quite overcast. It snows the first and third day. The toads strike during the third day's snow.

If the PCs spent a lot of time role-playing with the villagers and previously with the arctic dwarves, you can skip this encounter. However, they'll miss some of the treasure.

If they have time, their path takes them by a group of arctic toads that are searching for food. Everything in the Great Glacier seems to be always searching for food.

Unless the PCs were paying close attention or were on their guard, the toads will likely surprise them.

If they have a guide from the Yinntut village, the guide could easily die if they're not careful--and then they'll have to decide what to do with the body. The guide has an Armor Class of 7 because of all his furs, and he has 12 hit points.

## Ice Toads

Ice toads are intelligent. In addition to their vicious bite, they can generate a special cold attack every other round. This is in a 10-foot radius. All noncold-using creatures within this sphere suffer 3-18 points of damage. For tier 1, this cold radius inflicts 2-8 (2d4) points of damage. Those who make a saving throw suffer half damage. If the toads themselves suffer more than two-thirds their hit points in damage, they attempt to retreat to their lair. If the PCs opt to follow them, they discover the toads' goodies. Ice toads collect gems and are particularly fond of diamonds.

### Tier 1: If the PCs' levels total 6-13:

**Ice Toads (2):** Int average; AL N; AC 4; MV 6, hop 6; HD 5; hp 24 each; THAC0 15; #AT 1; Dmg 2-8 (2d4); SA generate cold for 2-8; SD Immune to natural cold; MR Nil; Size L (8' in length); ML 12

### Tier 2: If the PCs' levels total 14-25:

**Ice Toads (3):** Int average; AL N; AC 4; MV 6, hop 6; HD 5; hp 35 each; THAC0 15; #AT 1; Dmg 3-12 (3d4); SA generate cold for 3-18; SD Immune to natural cold; MR Nil; Size L (8' in length); ML 12

### Tier 3: If the PCs' levels total 26-37:

**Ice Toads (4):** Int average; AL N; AC 4; MV 6, hop 6; HD 7; hp 48 each; THAC0 13; #AT 1; Dmg 3-12 (3d4); SA generate cold for 3-18; SD Immune to natural cold; MR Nil; Size L (8' in length); ML 12

### Tier 4: If the PCs' levels total 38+:

**Ice Toads (6):** Int average; AL N; AC 4; MV 6, hop 6; HD 8; hp 60 each; THAC0 12; #AT 1; Dmg 3-12 (3d4); SA generate cold for 3-18; SD Immune to natural cold; MR Nil; Size L (8' in length); ML 12

\* If the PCs are especially high level and tough, and waltz through these toads, feel free to add up to another six as a second wave.

**Important combat note:** If the PCs cast fireball and other intensely-hot spells, the snow in the radius of the spells' effects is vaporized. This creates a thick fog, making it very difficult to see. Further, it melts the ice around the spells' areas. PCs standing here are plunged into deep snow.

Heavy, armored PCs sink much faster, as if they were in quicksand. Such PCs can hold their breath for a number of minutes equal to one-third their Constitution scores. They need assistance to get out.

Unarmored PCs can flounder around in the snow until someone helps pull them out. The PCs will need to dry out a bit or they will be chilled and risk frostbite.

If the PCs search for the ice toads' lair, they can easily find it. The lair is surprisingly clean, as the toads were fastidious and ate all of their kills outside. Read the following:

*You easily track the ice toads to their lair. It is a large cave dug into the snow, with walls slickened to ice. You have to practically slide down a wall of the cave to get inside. And once inside, you are amazed. The lair is clean, immaculate. The smooth snow is colorful and gleaming. Embedded into one wall is a collection of gems. They sparkle merrily and practically dazzle you.*

The gems consist of: 20 small diamonds, each worth 1,000 gold pieces, one large diamond worth 5,000 gold pieces, four emeralds each worth 500 gold pieces, two rubies each worth 500 gold pieces, and 15 sapphires each worth 200 gold pieces--for a total value of 31,000 gold. One of the sapphires is magical. When swallowed, it heals 2d6 points of damage. The large 5,000 gp diamond is also magical. It is one of the rare gems intended to fit the magical dagger called "Ice." If fitted into the dagger, the gem grants the wielder cold protection once an adventure. Otherwise, the gem can be used by anyone to cast a cold protection spell once, then the magic is gone. The gem is still worth 5,000.

If the PCs are injured, they could rest up in the ice toad's lair. Though cold, it is not near so cold as the ground above. They still have four days of travel left to Mount Akka.

Weather report for the next four days: temperatures a balmy 0, wind 20 mph from the north, skies are clear, making the snow bright.

## Encounter Five--Mount Akka

Weather report when the PCs arrive: the temperature has fallen to -30, wind 30 mph from the northeast, skies are clear, and the sun shines down very brightly.

Refer to the PCs' and DM map of the area when running this section. There are three places the PCs can visit: the two lakes, the mountain, and the crevasse.

Because it has been many days since the trader found the feathers, the PCs will not find any trace of drag marks or such.

They might gain more information if they are able to cast speak with animals and converse with the critters around each of the map's features. Refer to each section for the information the animals know and the clues the PCs can find. The villagers were not kidding about the polar bears and the remorhazes.

It is possible the PCs will go straight to the caves. They can avoid the crevasse and the lakes, though they will have to go around the back of the mountain to do so.

### **Crevasse**

There are two of these, the largest of which is near the base of Mount Akka. The smaller crevasse is not very deep, about 15 feet, though it is dangerous because of jagged thick ice. There is nothing to be found around or inside it. The larger crevasse is much more interesting. Read the following if the PCs come close to it:

*A jagged cut in the land, it looks like a scar, but it is beautiful. Faint colors dance along its edge, reflections from the sun that gleams down.*

*Peering over the edge, you see another dazzling display of colors where the sun hits the ice formations that stretch to the crevasse floor. It looks like there is a narrow path that leads from the lip of the scar to nearly the bottom.*

A pair of arctic terns is in a nest just below the lip of the crevasse. PCs who cast *speak with animals* on them learn that their nest was disturbed by a pair of large creatures, a man with tentacles and Aethalynmur, quite a while ago. They came up from the bottom of the valley. The terns do not know where the creatures went. However, they will volunteer that one was quite beautiful. It had massive wings. Only if they are asked about creatures living in the "valley" will the terns volunteer that there are horrid beasts of cold and heat that live there. This is a reference to the polar worms.

PCs who have observation or a magical method of looking closer can see feathers and blood about halfway down the path. Note: This is because R'ek appeared at the bottom of the crevasse with Aethalynmur, transported via a spell after he had captured the solar. He took the solar up the trail and to the lake, where he turned him over to the giants for safekeeping.

PCs who travel down the path must make a Dexterity check or a Mountaineering check to avoid slipping. Those who fall slip and slide down the trail, picking up the following damage:

**Unarmored PCs:** 1d4, 2d4, 3d4 or 4d4 (depending on tier)

**Armored PCs:** 1d6, 2d6, 3d6 or 4d6 (depending on tier--it hurts more falling in armor)

The crevasse is thirty feet to forty feet deep, varying because of drifting snow. The feathers and the blood are stuck to the ice in a few places here and there and along the bottom. In case the PCs ask: the feathers stick because the blood warmed the ice enough to melt a bit of it. When it cooled again, it froze the feathers to it. The feathers are a close enough match to the one the PCs have so they can tell Aethalynmur was here. They could surmise that the solar was either taken up the path, or down. The former assumption would be correct.

Now, before they get to go anywhere else, they're going to have a fight on their hands. The villagers said there were polar worms--remorhazes--in the area, and the tournament author wouldn't want to prove them wrong. The remorhazes were denied a meal when Aethalynmur was dragged through here. They're hoping to fill their bellies this trip. It's a straight-up fight. However, the remorhazes attempt to escape if they suffer three-fourths of their hit points in damage.

**From the AD&D Monstrous Compendium:** "Remorhaz, sometimes known as polar worms, inhabit only chill arctic wastes. They are very aggressive predators that devour any animal matter, including humans, demihumans, and humanoids; they have even been known to attack frost giants.

A remorhaz has a segmented body with a winged head and neck, standing on dozens of chitinous legs. Remorhaz have an ice blue color everywhere except on their backs, where a streak of white sets off the many protrusions located there.

In combat, the remorhaz beats its small wings, raising up the front quarter of its body. It then snaps itself forward, striking with blinding speed. They are able to swallow prey whole on an unmodified attack roll of 20 . . . its back protrusions actually glow cherry red from excess heat. Any nonmagical weapon melts from contact with its back, and any creature touching the spines suffers 10-100 points of damage.

To determine where a blow has struck a remorhaz, consider where the attacker is in respect to the remorhaz. While the remorhaz is rearing to attack, a blow from the front hits the relatively soft underbelly. When the remorhaz is attacking a creature, any blow inflicted hits the head unless the underside is specifically stated as the object of the attack. In all other cases, the body is the object of the attack."

Remorhaz like to burrow into the snow and surface when they hear prey nearby, hoping to achieve surprise. Do not surprise tier 1 parties, however, as that could quickly turn way too deadly.

### **Tier 1: If the PCs' levels total 6-13:**

**Remorhaz (1):** Int semi-; AL N; AC 0, head 2, underbelly 4; MV 12; HD 7; hp 35; THAC0 13; #AT 1; Dmg 3-12 (3d4); SA swallow whole, heat lash; SD melt metal; MR 75%; Size G (25' in length); ML 14

Allow tier one parties to escape if they have no magical weapons and no chance in the fight.

### **Tier 2: If the PCs' levels total 14-25:**

**Remorhaz (1):** Int semi-; AL N; AC 0, head 2, underbelly 4; MV 12; HD 8; hp 64; THAC0 13; #AT 1; Dmg 4-24; SA swallow whole, heat lash; SD melt metal; MR 75%; Size G (25' in length); ML 14

### **Tier 3: If the PCs' levels total 26-37:**

**Remorhaz (1):** Int semi-; AL N; AC 0, head 2, underbelly 4; MV 12; HD 11; hp 88; THAC0 9; #AT 1; Dmg 5-30; SA swallow whole, heat lash; SD melt metal; MR 75%; Size G (33' in length); ML 14

### **Tier 4: If the PCs' levels total 38+:**

**Remorhaz (1):** Int semi-; AL N; AC 0, head 2, underbelly 4; MV 12; HD 14; hp 104; THAC0 7; #AT 1; Dmg 6-36; SA swallow whole, heat lash; SD melt metal; MR 75%; Size G (25' in length); ML 14

If the PCs are of exceptionally high level and it looks like this beastie won't give them enough of a challenge, add a second remorhaz from tier 1, 2, or 3.

There is nothing of value at the bottom of the crevasse. However, if the PCs search they can find bits of bones from terns, penguins, polar bears, and seals. They can even find the remains of a pair of arctic dwarves.

## **The Twin Lakes**

The air is especially foggy around the lakes, as there is a big temperature difference between the water and the air. This has cut visibility considerably. The handoff of Aethalynmur to the giants happened at the lake, so observant and searching PCs can find a few more bloody feathers stuck to ice. However, they can find no tracks or drag marks.

The largest lake is coated with fairy ice. This consists of incredibly beautiful soft precipitation in the form of tiny ice spheres that have stuck to the surface of the water. The fairy ice sparkles like a rainbow, and all PCs must save vs. spells, Wisdom bonuses applying. Those who do not save stand transfixed at the site--for they have never seen anything like it before.

Walking on the fairy ice could spell their doom, as it is thin ice, and the offending PC will quickly fall into

the water. Look at the weather chart and apply the worst condition of temperature and wind.

The other lake is free of the ice, so protected because it is nearer the mountains and high drifts.

There are lots of penguins around the lakes. They are a curious lot and will not immediately flee from the PCs. The penguins can tell that the PCs are not out to eat them. If the PCs establish communication with them, they can learn quite a lot--though not all of it useful.

The penguins talk quickly, inserting lots of beak clacks and flapping their small wings.

- There is very good fishing in the lake. We especially like the tiny crystal nippers, they slide down our throats quite nicely.
- The big bloated fish taste very good, too, but they're too big for us to catch. The polar bears catch them when they come to the edge of the lake. And sometimes the nice polar bears give us pieces of the fish. The bad polar bears try to eat us, so we stay away from the lake when the bad polar bears come around.
- The bad polar bears are bigger than the good polar bears and their eyes look different--they look mean. We can easily tell the difference between bad and good polar bears. Two-leggers like you probably can't tell the difference because you don't have any wings.
- We did see a two-legger with wings quite a while ago. He was being carried. And he didn't have any fur on, just all pink skin. He was pretty good looking for a two-legger, but he was hurt. His wings were rumpled and bleeding. He was bleeding, too. We think the creature carrying him rescued him from something. But then the very big two-leggers came and took him from the creature. The creature looked like a man, but he was brown and sunset colored and had tentacles like a squid, and he talked to the very big two-leggers. Then the sunset-squid creature just disappeared. It was magic. We couldn't tell what the creature and the very big two-leggers said because they do not speak our language. The winged man didn't talk, he just moaned a little and dripped blood and feathers.
- The very big two-leggers took the man up the mountain.
- Would you like to come swimming with us? The water is not so cold as the air. We could swim you down to where the big puffy fish are and you could catch one for us. They are very tasty.

If the PCs opt to swim, consult the weather chart and apply the worst condition. The PC will be frostbitten, unless somehow magically protected. There are big puffy fish in the lake--they look like white manta rays. If a PC really wants to fish for one, here they are:

**Blootfish** (10): Int Non; AL Nil; AC 9; MV Sw 9; HD 1; hp 4; THAC0 20; #AT Nil; SA Nil; SD Nil; MR Nil; Size T (2' in length); ML 2

Blootfish have a bladder filled with cold, fresh water. Fishermen typically take the bladder with them, drinking from it. The penguins will explain to the PCs what human fishermen do with the bladder. The penguins are just interested in the meat.

### **Searching for Tracks**

If the PCs search around the two lakes and make successful Tracking checks, they find three sets of footprints:

Bear tracks--these are probably polar bear tracks. There are several pairs of tracks of various size, indicating adult bears and big cubs.

Human tracks--there are two sets of tracks, both likely adult. If the penguins are asked about these tracks or about humans, they act confused and provide no information. The penguins only know about the very big two-leggers and the polar bears.

Giant tracks--yep, these are obviously giant tracks, and they go toward the mountain.

The PCs can't find tracks for the sunset-squid creature. The demon didn't want to leave any tracks. Besides, he's not in the tournament anyway. There are a couple of long white feathers, tinged with frozen blood, stuck into the ice near the base of the mountain.

### **The Mountain**

There are three large caves in the mountain, and these are clearly visible from the base of the mountain. There are smaller cracks and nooks where the PCs can seek temporary respite from the harsh wind, but these contain nothing of interest--other than a few tern nests.

Mount Akka is one giant anti-magic shell, and it is this shell that primarily is keeping Aethalynmur from going anywhere. Mount Akka has always been this way, and no one knows what caused the spell-like effect to be here. What does it mean for the PCs?

- Any PCs with active spells up--such as stone skins, armor, protection from cold, protection from evil, etc. cannot set foot on the mountain.

- Any PCs with magic weapons drawn cannot set foot on the mountain. However, if the weapons are sheathed, the PCs can climb. The pluses of the weapon do not count on Mount Akka. The PCs better have some nonmagical weapons if they want to fight.
- Any PCs with ioun stones up and functioning cannot set foot on the mountain.
- Any PCs with bracers of defense, magical armor, or magical rings on and functioning, can set foot on the mountain. However, those items do not count toward a PC's protection.
- PCs who try to fly to the mountain can fly as high as they want. However, when they try to land on the mountain they strike an invisible inexplicable force, and suffer 1d4 points of damage.
- The PCs can clearly see birds flying into the crevices on the mountain. And they can see that the bear tracks and the giant tracks go up the mountain.

Allow the PCs time to figure it out. They can put magical items and the like into their bags. Bags of holding and other magical storage devices can pass through the anti-magic shell. However, the bags cannot be accessed once the PCs are on the mountain.

If the PCs give up and leave the mountain, go to Ending--Failure.

### **Going Up the Mountain**

If the PCs figure out that they have to ditch, pocket, or sheath their magic items, they can climb the mountain.

Explain that the slopes look treacherous, but there seems to be a few narrow, winding paths that stretch upward to the three large caves. PCs with the mountaineering nonweapon proficiency can handle the climb with little problem, as can those who they help. Otherwise, have the PCs make some Dexterity checks, with those who fail slipping and sliding down partway. In the end, however, they should all be able to climb to the caves.

It is much colder on the mountain than on the ground, figure another -10 degrees.

Allow the PCs to find a few more feathers stuck in the ice to encourage that they continue.

### **Low Cave**

This cave is occupied by the "good polar bears" the penguins might have mentioned to the player characters.

The cave is the home of four were-polar bears, and they are at home. The PCs can tell that polar bear

tracks enter and leave the cave, and that other polar bear tracks (different ones if a successful Tracking roll is made) go up the trail and toward one of the higher caves.

If the PCs enter the low cave, one of the polar bears trundles forward to check them out. The other three polar bears hang back until they make sure the PCs are peaceful.

If the PCs threaten the bears, they attack and fight to the death.

However, if the player characters attempt to communicate with the bears, one of the bears leaves the cave, gesturing with its head to get the PCs to follow him--do your best Lassie impersonation. Once down the mountain and out of the anti-magic shell, the bear will turn into its human self and talk. The anti-magic of the mountain is so powerful it prevents the bears from changing form. They must become either humans or bears before they climb the mountain. It is a bit of an inconvenience, but it is a very nice cave and worth the trouble. Besides, they live in the lowest cave so the walk is not bad. They are safe here, as only creatures with silver or magical weapons can hit them. And since magical weapons don't work on the mountain. . . . The giants could hurt them, of course, but the bears have a truce with them. They don't consider the giants bad company.

**Werebears, Polar (4):** Int exceptional; AL CG; AC 2; MV 9, Sw 9; HD 7+3; hp 45 each; THAC0 13; #AT 3; D 1-8/1-8/1-10; SA Hug for 2-16; SD hit only by silver or +1 or better magical weapons; MR Nil; Size L (8'); ML 14

If the PCs pick a fight with the bears, and do not have silver weapons to use, they cannot injure the bears. If the PCs do not run away, the bears will kill them.

### Talking to the Bears

If the PCs were polite and followed one of the bears down the mountain, he will chat with them. He is Nentrek, eldest son of Nook, who is staying in the cave with the others. Nentrek has the following information:

- Magic does not work on the mountain. The werebears believe a god made it so.
- There are other polar bears on the mountain, but there are not werebears. They get along well enough together, however the true polar bears might not get along with the PCs.
- The were-polar bears used to live in one of the Iulutiu villages, however they didn't quite fit in and so moved on. The four are husband and wife

and two near-adult children. The children likely will move onto an Iulutiu village within a year or two, as they crave the company of others.

- There are frost giants farther up the mountain, in the middle cave complex. The giants have the best cave in the mountains. And when they decide to move on, the were-polar bears intend to move in. The giants are all right, they fish for food and have not picked a fight with any of the polar bears. Sometimes the bear family talks to them while everyone is fishing. And they sometimes share dinner. The giants aren't the best of conversationalists, and lately have been grumpy.
- It seems the giants have been forced to work for some man-creature called R'ek. He's from "someplace very far away from here," and he occasionally visits them. Stole all of their treasure, one of the giants said, though R'ek promised to give it back later.
- There are polar worms in the large crevasse. The worms aren't very talkative either, and the bears have learned to keep their distance lest they wind up as dinner. They've seen the polar worms devour penguins and seals with seemingly no provocation.
- They know nothing about a solar. However, Nook said one of the giants claimed he was keeping a "package" for the man-creature R'ek and that he would be glad when R'ek picked it up in a few years.

If the PCs have been cordial, the bears invite them to dinner--raw bloatfish and icetail. If the PCs share some of their own food, especially if they have any goodies from the Downunder Patisserie, they've made friends for life. The bears offer to watch over them while they sleep for the evening.

### The Giant's Cave

If the PCs travel up the side of the mountain toward the middle cave (see map), they'll find large, deep footprints in the ice--giant-sized.

The going here is much more difficult, especially if the PCs are small, such as gnomes, halflings, and dwarves. A PC who has the mountaineering proficiency, and who has some spikes and rope with him, can rig up something to help everyone climb. PCs who have real or makeshift claws will have no problem. Require some Dexterity checks, failure resulting in people sliding down the trail and taking some incidental damage. Add a touch of menace--maybe a PC has slipped over the edge and is barely holding on by his fingers. The other PCs have to rescue

him. In the end, if they work at it, they can reach the second cave.

The giants are home, and if the PCs have done any talking on the way up, the giants will know they have company coming. They will be ready for the visitors--clubs in hand.

However, the giants will not immediately attack the PCs unless they are first attacked. They would much rather talk to the strangers than to beat them into a bloody pulp. They don't get many visitors in these parts. When the PCs enter the cave, read the following:

*The cave you have entered is massive, with a high domed ceiling that looks so smooth that it might have been sculpted. Torches protrude at straight angles from the walls, providing light. It is so cold here that there is little danger the small heat generated by the torches will melt anything.*

*There are thick, black furs scattered here and there, a crude table chiseled out of ice, and there are blocks of ice that obviously serve as chairs.*

*Just beyond the table are six tall figures, white skin nearly matching the color of the snow. They are giants, the clubs they shoulder as long as a tall human. The oldest one grunts, and his eyes narrow.*

Wait for PC reaction. If the PCs have not attacked the giants, continue:

*"Visitors," the old one pronounces. "What brings visitors to our cave?"*

*A female giant gestures to the blocks of ice around the table. "Sit," she says, her voice sounding like the blustering wind. "Sit and share time with us."*

Determine what the PCs do. Any threat on the PCs' part and the giants will demand they leave the cave.

If the PCs decide to fight the giants, only a high-level group will have any chance of success. The giants fight a few rounds, demand the PCs leave, and then fight to slay the characters if they don't comply.

Go to **Ending--Failure** if the PCs are chased from the cave.

**Frost Giants** (6): Int low; AL CN; AC 0; MV 15; HD 14+ 1-4; hp 88 each; THAC0 7; #AT 1; D 2-16+9 (club); SA Nil; SD Impervious to cold; MR Nil; Size H (21'); ML 14

If the PCs decide to talk to the giants, they are offered chilled caribou steaks and icetail fillets. For liquid, the giants suck on icicles.

The giants are not especially bright, but they like to talk, and they are especially interested in what is going on throughout the rest of the Great Glacier. If the PCs mention they are from beyond the Great Glacier, they'll be here a while as the giants attempt to pry all sorts of information out of them.

In exchange, the giants will talk about the following:

- How good the fishing is at the Twin Lakes.
- How poor the caribou hunting has been the past several days.
- The polar bears in the lower cave are friendly and are sometimes invited up for dinner, but only when they're not being bears. When they're not bears and look like people, they make for good conversation.
- The polar bears in the high cave are always bears and don't talk. They're rather surly.
- The arctic dwarves and the nomadic humans are afraid of the frost giants. While this is great for the giants' image and makes them feel superior, it also makes them lonely.
- A solar? A man with wings? Never heard of such a thing. You must have the wrong cave.

The giants will fervently deny having a solar or a man with wings--or any kind of prisoner (he's being kept in a far chamber in ice). The only way the PCs will get the truth out of them is to offer them a sufficient bribe. You'll have to play it by ear a bit on how much is suitable. Obviously, lower-level parties will not have as much to offer as higher-level parties--unless they ran into the toads and found all the gems. If the PCs have the gems, it will take 25,000 worth of them to make a sufficient bribe. The higher level the PCs, the more it should cost them.

Lots of pastries from Downunder will help. The giants are primarily interested in good food, gems, jewelry, big weapons, interesting trinkets, and the like--several thousand gold pieces worth. Especially high-level groups should have to hand over a certified item.

Once the giants have been suitably bribed, they'll admit they're holding a man with wings for their tentacled friend R'ek. The winged man is an enemy of R'ek, and R'ek wanted him put someplace where no one would find him--hence the giants' cave. R'ek befriended the giants only weeks before he brought the solar to them.

The winged man has been put in a block of ice to keep him well preserved for the time R'ek will come back and get him--in a couple of years or so. And the giants can't wait for that time to pass. R'ek took all of

their treasure, saying that he would return it when he came back and found the solar still here.

The giants don't know what the winged man did to make R'ek mad at him. And, frankly, they don't care. They just want to keep up their part of the bargain so they can get their stuff back. They really miss having treasure.

If the PCs coughed up enough goodies, in your opinion, the giants are willing to consider it a trade for the winged man. The giants will move onto another mountain and another cave with their new treasure, believing (wrongly) that R'ek won't be able to find them.

If no transaction is made, the giants eventually shoo the PCs from their cave. Go to **Ending--Failure**.

However, if the PCs have "paid" enough for Aethalynmur, the giants take them to the back of the cave, where they are holding the solar. He is encased in ice.

*The giants lead you through their cave complex to a chamber in which they practically have to stoop. Against the far wall, encased in ice, is a winged man.*

*"We were keeping him safe here," the eldest explains. "R'ek said he would come back in a few years and take him back. You can have him now. Just chip him out and carry him away."*

*The giants turn and begin collecting their possessions. "We will go now to find a new mountain and a new cave where we can keep our new treasure. That way R'ek won't find us and won't be mad that we gave away the winged man."*

The giants will not help the PCs free Aethalynmur. All the PCs have to do is chip away at the ice with edged weapons for a while. The giants will be on their way to a new home by the time the PCs have freed the solar.

Aethalynmur is alive, but injured from his fight with R'ek. He's missing quite a few feathers, and he's very weak and cold. He's only wearing a loin cloth. Even with curative spells, it will take several days of rest before he can move around.

The PCs can nurse him back to health in the giant's cave--provided they have some extra clothes to warm him up. Or they can take him back to Anatuk's village.

Once the PCs have waited several days, Aethalynmur has enough strength to magically transport them back to Ravens Bluff.

Go to **Ending--Success**.

If there is plenty of time left in the tournament, use the optional encounter on the following page. It's a big fight, and the PCs will have to make sure Aethalynmur

doesn't get injured worse during it. Then Aethalynmur can transport them home.

## **High Cave**

This is the home to the real polar bears. The PCs might venture here out of curiosity. The real bears are indeed a surly lot and will view the PCs as food. Since the PCs cannot use animal friendship spells and other enchantments while on the mountain, they cannot effectively communicate friendship to the bears. Don't forget: magic doesn't work here.

The bears will fight until they suffer two-thirds their hit points in damage, then they attempt to retreat.

### **Tier 1: If the PCs' levels total 6-13:**

**Polar Bears (2):** Int semi-; AL N; AC 6; MV 12, SW 9; HD 8+8; hp 30 each; THAC0 11; #AT 3; Dmg 1-8/1-8/2-8; SA Nil; SD Nil; MR Nil; Size H (14' tall); ML 10

### **Tier 2: If the PCs' levels total 14-25:**

**Polar Bears (3):** Int semi-; AL N; AC 6; MV 12, SW 9; HD 8+8; hp 48 each; THAC0 11; #AT 3; Dmg 1-10/1-10/2-12; SA Hug: a paw hit of 18 or better indicates a hug, which inflicts an additional 3d6 points of damage; SD Nil; MR Nil; Size H (14' tall); ML 10

### **Tier 3: If the PCs' levels total 26-37:**

**Polar Bears (3):** Int semi-; AL N; AC 6; MV 12, SW 9; HD 8+8; hp 72 each; THAC0 11; #AT 3; Dmg 1-10/1-10/2-12; SA Hug: a paw hit of 18 or better indicates a hug, which inflicts an additional 3d6 points of damage; SD Nil; MR Nil; Size H (14' tall); ML 10

### **Tier 4: If the PCs' levels total 38+:**

**Polar Bears (5):** Int semi-; AL N; AC 6; MV 12, SW 9; HD 8+8; hp 72 each; THAC0 11; #AT 3; Dmg 1-10/1-10/2-12; SA Hug: a paw hit of 18 or better indicates a hug, which inflicts an additional 3d6 points of damage; SD Nil; MR Nil; Size H (14' tall); ML 10

If the PCs are of especially high level, you can add one to three more bears.

Searching the cave turns up nothing of value--some seal and penguin bones and some frozen fish that was being saved for a future meal.

## **Optional Encounter--Trolling for Fun**

A group of ice trolls is out for a stroll and come across the PCs. This works best if the PCs are traveling to the

human village. However, if the PCs stay in the giants' cave to nurse Aethalynmur back to health, the trolls can find them there, too. If the trolls fight inside the caves, they cannot regenerate.

Ice trolls are more "brittle" than their cousins. They regenerate 2 hit points a round--if they are not on the mountain. Fire-based attacks inflict double damage against them. However, they are smarter than their brethren, and will try to surround their foe.

### **Tier 1: If the PCs' levels total 6-13:**

**Ice Trolls (4):** Int semi-; AL CE; AC 8; MV 9; HD 2; hp 16 each; THAC0 19; #AT 2; Dmg 1-8/1-8; SA Regeneration; SD Immune to natural cold; MR Nil; Size L (8' tall); ML 11

### **Tier 2: If the PCs' levels total 14-25:**

**Ice Trolls (12):** Int semi-; AL CE; AC 8; MV 9; HD 2; hp 16 each; THAC0 19; #AT 2; Dmg 1-8/1-8; SA Regeneration; SD Immune to natural cold; MR Nil; Size L (8' tall); ML 11

### **Tier 3: If the PCs' levels total 26-37:**

**Ice Trolls (12):** Int semi-; AL CE; AC 8; MV 9; HD 4; hp 30 each; THAC0 17; #AT 2; Dmg 1-8/1-8; SA Regeneration; SD Immune to natural cold; MR Nil; Size L (8' tall); ML 11

If the PCs are tough, give some of the trolls clubs, these inflict 1-8+4 points of damage because of strength.

### **Tier 4: If the PCs' levels total 38+:**

**Ice Trolls (12):** Int semi-; AL CE; AC 8; MV 9; HD 6; hp 46 each; THAC0 14; #AT 2; Dmg 1-8/1-8; SA Regeneration; SD Immune to natural cold; MR Nil; Size L (8' tall); ML 11

If the PCs are especially high level and are in the open where they can use magic, you can increase the trolls by up to another 12. Give some of them clubs, these inflict 1-8+4 points of damage because of strength.

The trolls cannot be reasoned with. They fight to the death, and they have no treasure. However, they'd be more than happy to take whatever the PCs have and establish a treasure horde.

To kill the trolls, the PCs will have to burn them or use acid.

## **Ending--Failure**

The player characters were not able to rescue Aethalynmur--either they were not able to get on the mountain because they couldn't figure out to ditch their magic or they backed down to the giants.

They wander about the Great Glacier for a while and find the coast. There, the natives set them up with a boat, and they can eventually set sail. It will take them two years to get back to Ravens Bluff. Instruct them to add two years to their characters' ages.

The sylph will have contacted another group of adventurers in the meantime, and they will have saved Aethalynmur.

## **Ending--Success**

The PCs were able to talk the giants out of Aethalynmur or were high enough level to defeat the giants.

After several days of nursing the solar back to health, he is able to use his magic to transport them back to Ravens Bluff.

*"My friends," the solar begins. "You risked much to save me, and I will be in your debt for your efforts. I shall send you home now."*

*The air shimmers and the cold of the Great Glacier is instantly replaced by the heat of Ravens Bluff's summer.*

*You are on the street outside of the Downunder Patisserie, where your adventure began. The townsfolk gape at you and point at Aethalynmur. He hovers above you, white wings beating slowly. "You are indeed heroes," he says as he plucks one of his feathers and lets it drift to the ground. "Let this singular gift reflect some measure of my thanks. Rahmare will gift you as well. I return now to my own realm." The air shimmers again, and he disappears.*

Rahmare's gift takes the form of accompanying ONE PC on an adventure as a hireling one time. There is a certificate for this.

### **So Ends Aethalynmur's Plight**

## **Experience Point Summary**

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.

2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

#### The Tirichik

Defeating the tirichik: 100 xp

#### The Arctic Dwarves

Giving weapons to the dwarves: 50 xp

#### Arctic Toads

Slaying the toads & finding the treasure: 100 xp

#### The Twin Lakes

Catching a bloatfish for the penguins: 50 xp

Defeating the polar worm(s): 50 xp

Befriending the were-polar bears: 50 xp

Negotiating successfully with the giants: 100 xp

Leaving the real polar bears alone: 50 xp

#### Optional Encounter

Defeating the Ice Trolls: 50 xp

Total experience for objectives: 600 xp

Role-playing experience: 0-500 xp

**Total possible experience: 1,100 xp**

Tier 2: 2,200 xp

Tier 3: 3,300 xp

Tier 4: 4,400 xp

## Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

- *iuak* +2: The *iuak* is a bone blade resembling a machete, about two feet long and six inches wide. The end of the blade is flat, not pointed, and hence it is not considered an edged weapon. It is mainly used to cut blocks to make snowhouses, though it also makes a good offensive weapon. This one is ornately carved, with the images of walruses and seals along the sides. The pommel is in the shape of a penguin. The weapon inflicts 2-7 points of damage, plus its +2 bonus. It can be wielded by an individual who has the broadsword proficiency.

- **Carved ivory earrings:** These *uwas*, or earrings, carved of ivory. They are in the image of twin fish, called *icetails*. The carving is intricate, and the earrings are valued at 100 gold.

- **Kupuk Dogs and Sled:** In the village of Yinntut, you traded for a pair of sled dogs and a two-person sled. The sled can only be used on snow or ice. The dogs are called *kupuks*, and they are raised by the Yinntut villagers. The *kupuk* has a thick body and the hairless, leathery hide of a walrus, colored tan. Its round head resembles that of a husky, with a long muzzle, black eyes and nose, and upright ears. Soft fur, the same color as its body, covers its head, and two six-inch-long tusks protrude from its mouth. It has four strong legs with broad flat feet and sharp claws, enabling it to move easily in the snow and on icy surfaces. An able swimmer, the *kupuk* uses its flat feet to propel it in the water. The *kupuk*'s most unusual feature is its long tail, a snakelike appendage about six inches thick and five feet long, covered with fur and typically coiled on the creature's back so as not to drag in the snow. The *kupuk*'s mournful howl is easily mistaken for that of a wolf. It can understand simple commands from human companions, and can distinguish scents from up to 100 yards away.

These *kupuk* were bred as sled dogs, and hence will not serve as guard dogs or attack animals. However, they will attempt to defend themselves if attacked. Further, as they are used to cold climes, the owner of these dogs must make sure there is plenty of water around so they can cool themselves during Ravens Bluff's summers.

These dogs and the sled cannot be traded. The dogs have bonded with the owner's name on the cert, and will not serve another.

**Kupuk sled dogs** (2): Int semi-; AL N; AC 4; MV 9, SW 15; HD 5; hp 25 each; THAC0 15; #AT 3; Dmg 1-4/1-4/1-8; SA Nil; SD *Kupuks* are immune to all ill effects of cold, including cold-

based spells and magically-generated cold effects, such as white dragon's breath; MR Nil; Size M (4' long); ML 16

- *Gem of cold protection*: This valuable diamond is one of the stones that belongs in the dagger called "Ice." How it came to be separated from the dagger and in the lair of a group of ice toads in the Great Glacier is an intriguing mystery. If placed in the dagger, it grants the wielder the ability to call upon a *protection from cold* spell once an adventure. This certificate should be affixed to the Ice certificate.

Protection from cold: the owner is invulnerable to the effects of normal cold for the duration of the spell—six turns (one hour). Further, he or she is invulnerable to the effects of magical cold, such as from *cone of cold*, *wall of ice*, white dragon breath, and the like, until the spell has absorbed 60 points of damage.

Otherwise, the gem can be used only once, the bearer gaining the use of a *protection from cold* spell as if it were cast at the sixth level of ability. Then the magic is used up, though the gem is still worth 5,000 gold.

- *Gems from the ice toads' lair*: 20 small diamonds, each worth 1,000 gold pieces, one large diamond worth 5,000 gold pieces, four emeralds each worth 500 gold pieces, two rubies each worth 500 gold pieces, and 15 sapphires each worth 200 gold pieces--for a total value of 31,000 gold.
- *Aethalynmur's winter wings*: Because you rescued the solar Aethalynmur from the lair of a group of frost giants in the Great Glacier, he gifted you with a prized magical feather. By concentrating, a pair of great, white wings will sprout from your back. Concentrating also causes them to retract. The wings allow you to fly at a movement rate of 18, maneuverability of C. However, the wings will only function when there is snow on the ground. Also, the wings function three times only.
- *Sylph favor*: Because you saved her friend, Aethalynmur, the sylph Rahmare feels indebted to you. To help repay your efforts, she will accompany you on an adventure. Inform the DM at the beginning of a tournament that you want the sylph to accompany you. The sylph will appear, and the DM will tear up this certificate at the end of the tournament. Rahmare will act in all ways as a hireling, but she has been paid and does not take

a share of treasure. She will not die for the PC, so when she is wounded down to 25% of her hit points she goes home and does not return. This certificate cannot be traded, sold, or given away. Rahmare will accompany only the PC who has this certificate.

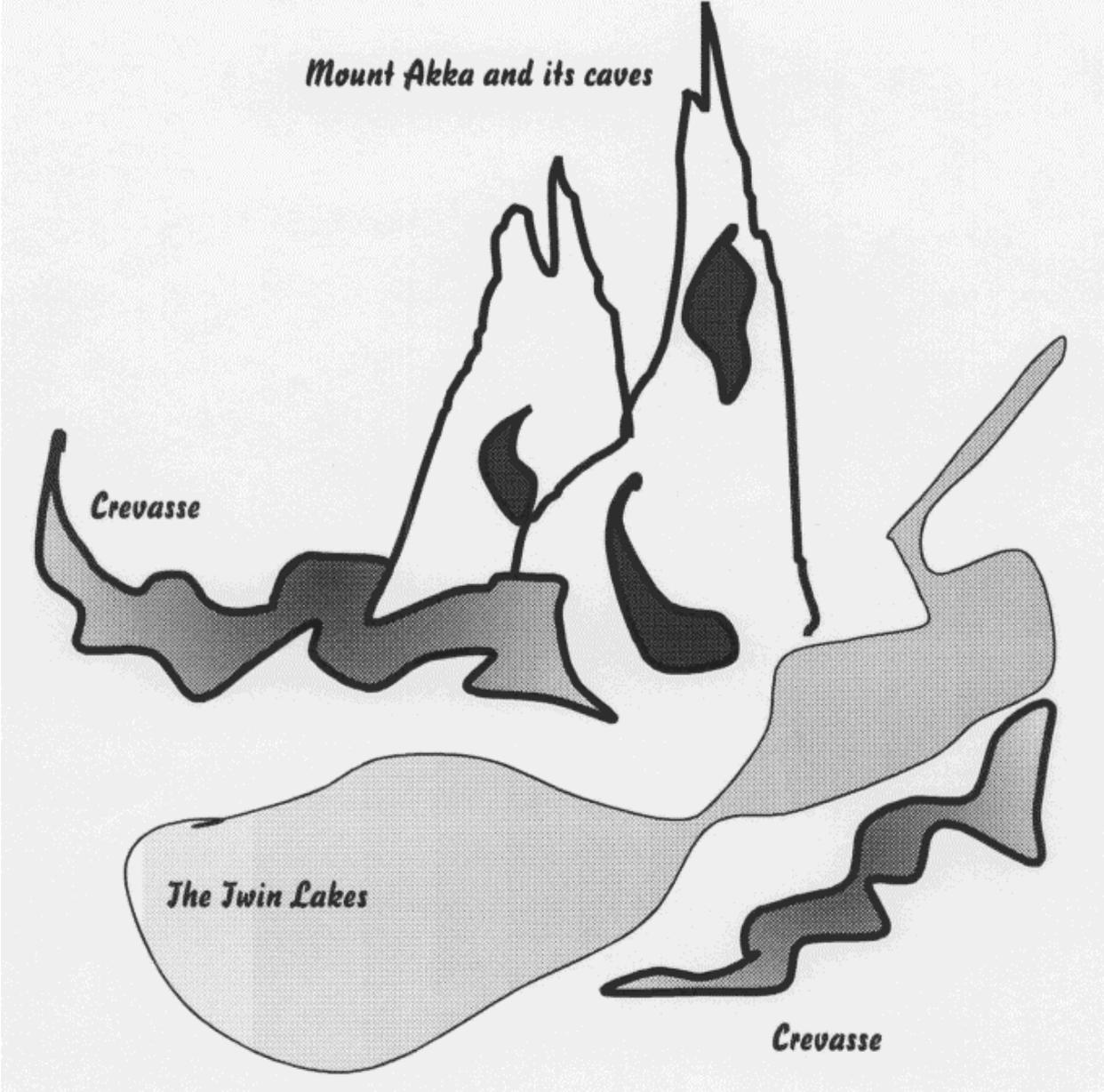
**Rahmare the sylph**: Int exceptional; AL NG; AC 9; MV 12, Fl 36 (A); HD 3; hp 24; THAC0 17; #AT 0; Dmg 0; SA spells, invisibility at will; SD spells; MR 50%; Size M (5' tall); ML 14

Spells: *magic missile* x2 (4d4+4), *sleep*, *wall of fog*, *detect evil*, *detect invisibility*, *levitate*, *web*, *fly*, *protection from evil* 10' radius, *polymorph self*

#### **Fame Award**

None.

**DM and Player Map of Mount Akka**



# DM Handout: Effects of the Great Glacier

## Baby, It's Cold Down Here!

Though it is summer in Ravens Bluff, it is winter on the other side of the world. And winter is the harshest time on the Great Glacier. Temperatures dip to their lowest. There are fierce winds, clear skies, and sporadic snow storms.

## How Cold Is It?

Each day, and therefore each encounter in the tournament lists a temperature and wind velocity. That will tell you how cold it is. Here's the chart to give you effective wind chill temperatures:

Actual Temp	Wind Velocity in Miles Per Hour			
	10	20	3	40
10	-10	-25	-35	-40
0	-20	-40	-50	-55
-10	-30	-50	-60	-70
-20	-45	-70	-80	-90
-30	-60	-80	-95	-100
-40	-70	-95	-110	-115

## Game Effects of the Cold

For every hour a PC is exposed to temperatures of -30 to -70 (including wind chill temperatures), he suffers four points of damage and loses a point of Con and Strength. For every hour a PC is exposed to temperatures of -80 to -100, he suffers six points of damage and loses two points of Con and Strength. Once a PC has suffered 10 points of cold damage, he is "frostbitten," and makes all combat attacks at a -2 penalty.

A normal person would fare far worse in such harsh conditions. But these are heroes, and the above simplifies damage.

## Protection From the Cold

- Normal clothing is not protection. PCs so dressed are going to get terribly cold terribly quickly. They'll have to improvise fast to stay alive.
- Blankets, heavy cloaks, and the like provide minimal protection. PCs wearing such garments can effectively protect against 20-degrees of temperature. For example, in -40 temps, the PC feels as if he is in -20 degree temps. That's still terribly cold!
- Heavy weather gear--that is clothes PCs specifically purchased for winter climes--protects against 40 degrees of temperatures. Using the

same example above, said PC would feel as if he were in 0 degree temps. Brrrrr.

- Rings of warmth, boots of the north, and other assorted magical protections are certainly more help. However, even they will not feel immune to the Great Glacier's cold. Spells such as protection from cold are also a bonus.
- Improvising: If the PCs come up with innovative ways to block out some of the cold, allow them to work.

## Snowstorms

When these are noted in the text, PCs can only see 25 feet in front of them during daylight, and 10 feet in darkness.

Movement rates, unless magically altered, are cut in half during storms.

## Snowblindness

When the sun is out, also as noted in encounters, it reflects brightly off the snow and ice. Unless they are taking special precautions to shield their eyes (and doubtful any will initially think about it), they risk going snowblind.

During each day of sun, a PC must roll a d10. On a roll of 1, his eyes swell and become irritated for the next several hours. Vision is reduced to have its normal range, and all combat rolls are made with a -1 penalty.

## Food and Water

The food and water the PCs brought with them will quickly freeze. Of course, they likely won't discover this until you tell them they're hungry or thirsty. And, please, remember to tell them their stomachs are growling.

Food and water can be protected by keeping it between clothing and the PC's skin or by putting it in such modern conveniences as bags of holding.

## Downunder Patisserie Summer Specials

<b>Tasty Treat</b>	<b>Individual</b>	<b>Dozen</b>
Almond Bars	3 cp	2 sp
Raspberry Frosted Bars	1 sp	1 gp
Coconut Creme Cookies	1 cp	1 sp
Strawberry-Almond Cookies	1 sp	1 gp
Mint-Green Apple Cookies	5 cp	3 sp
Summer Sugar Cookies	1 sp	1 gp
Date and Raisin Cookies	3 cp	2 sp
Sugar Wheel Cookies	1 cp	1 sp
Brandy Spice Cookies	3 cp	2 sp
Grape Pinwheel Cookies	1 sp	1 gp
Cherry Donuts	1 cp	1 sp
Blueberry Donuts	1 cp	1 sp
Apple-Spice Donuts	2 cp	2 sp
Powder-Sugared Donuts	1 cp	1 sp
City Watch Cinnamon Donuts	1 sp	1 gp
O'Kane's Favorite Donuts	3 sp	3 gp
Glazed Large Strawberries	1 cp	1 sp
Sugared Melon Slices	2 cp	2 sp
Walnut-Apple Role-Up	1 cp	1 sp
Procampurian Lime Role-Up	2 cp	2 sp
Cinnamon-Peach Cupcakes	2 cp	2 sp
Walnut-Lemon-Spice Cupcakes	1 sp	1 gp