

A4

FOR THE FAR AWAY LAND
ROLE-PLAYING GAME

Far Away Land RPG Adventure Module Journey Into the White

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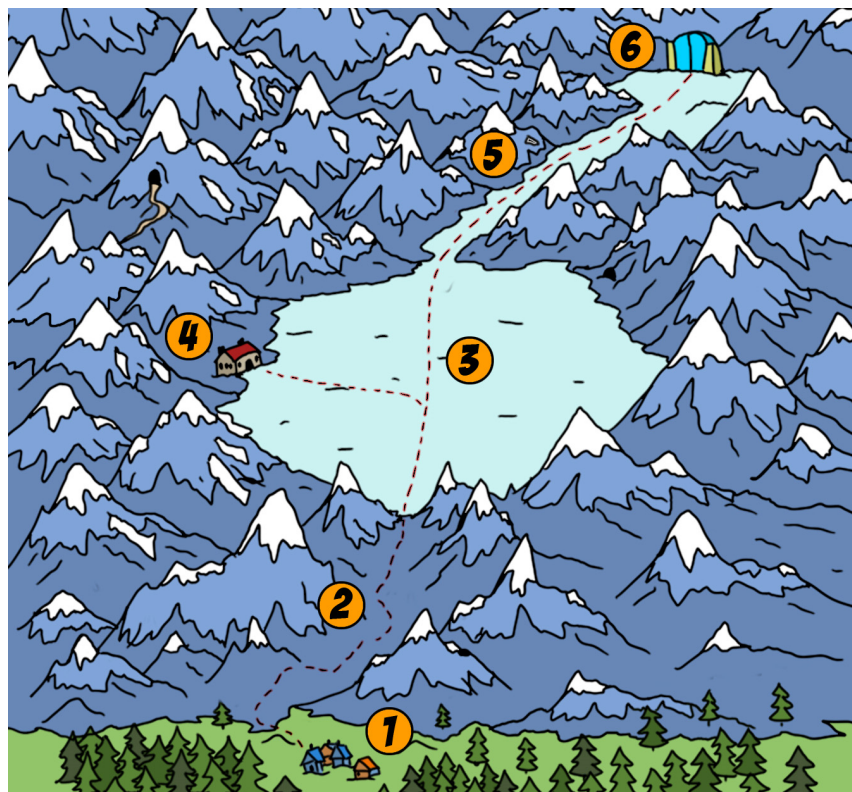
The frozen wastes of the north are no place for the weak of spirit. Grab your coat and your hiking gear and get ready to take a cold trip into an untamed land as you make your journey to the renowned Winter Tournament. In this Far Away Land adventure module your party will face all manner of terrible creatures as you walk headlong into a flurry of winter terror.

This is the fourth adventure module in an ongoing series of introductory adventures for the Far Away Land Role-Playing Game.

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JOURNEY INTO the WHITE



Overview

Journey Into the White is the first part of a two-part adventure. In this adventure the PCs take on the dangerous trip to the Glacierian Kingdom of Thanok where they will participate in a tournament (A5: The Winter Tournament). In this adventure the party will have to face terrible weather, the potential for getting lost, other travelers (who may be friend or foe), cold-blooded beasts, and maybe even some help. This adventure is designed to be the segue between the current location of the PCs and the Winter Tournament.

Hook

This adventure picks up wherever the PCs are located, preferably a small town or village. They may hear of locals talking about a blue-skin or an out-of-towner posting about a tournament. Even the least amount of investigation will result in the party finding an announcement that reads...

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Hear ye! Hear ye! The great King Thanok invites all wizards and warriors of the southern realms to attend the 357th Tournament of the North.

When: The Week of Skalos

Where: The Glacierian Kingdom of House Thanok

Who: All who are worthy!

Entry fee is 10 gold coins.

Beneath the advertisement is a map which marks the route from a village called Lowfrost to Thundra's Gate on the edge of the Glacierian Kingdom of Thanok.

A Brief Description of the North

The northern realms are cold and remote places. Beyond the village of Lowfrost, few have reason to tread. But, in the case of the PCs, they do have reason to venture forth and what they will find in these snowy lands are folks hardened by the icy winds, rugged and desolate monuments of stone and ice, bloodthirsty creatures, and maybe even some helpful souls who show mercy to wayward travelers. Rocky crags spire into the sky, their tops and crevices covered in white snow. The wind howls during the day and night. Storms rise up from nowhere and can last days or even weeks. This is a land few can survive.

In this adventure the PCs will find that they are always cold and as a result, perhaps more tired than usual. In Lowfrost they should be given the chance to gear up. Heating oil, blankets, tents, food rations, rope, picks and climbing equipment, lanterns, and good weapons are a must have for this rugged environment.

As long as the PCs stay on the map or take the advice of locals, they should have little chance of getting lost. If a storm comes up and visibility is nil, the PCs should take cover or risk exposure, exhaustion, or getting lost. If the PCs do get lost, they will find numerous caves and shelters (perhaps some bodies of fallen adventurers as well?) as they attempt to get back on the prescribed course.



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1. Village of Lowfrost

The village of Lowfrost is a quaint and quiet place that sees a good deal of traffic when the Winter Tournament is held. Many folks making their way to the tournament will pass through the village, picking up supplies and much needed resources as they move through.

Lowfrost is populated by elves, humans, glacierians, and even a few dwarves. The people of the village are welcoming of travelers as long as they behave (tourism is of vital importance to the village).

There are several inns and taverns, all of which are very similar and welcoming to guests. There are also outfitters, smiths, leather workers, candle makers, clothiers and various other equipment shops that buy and sell all sorts of wares.

2. Sacor Pass

In order to enter into the northern lands, the PCs must venture through Sacor Pass, a dangerous and ancient road carved into the mountainside long ago. While on the pass the PCs will face strong winds, crumbling stones, rockslides, and snow storms. The pass itself rises nearly one thousand feet and wraps precariously around mountain sides and peaks. The view is a real killer. Once through the pass, the PCs will make their way onto Lake Malor.

3. Lake Malor

Lake Malor is a frozen mountain lake. Most of the lake is covered in ankle deep snow. Winds from the mountains that surround the lake are constant as there is nothing to impede their blowing. Nights on the lake are cold and there is no shelter (as the lake is flat). There are sections of the lake that are wind swept with no snow which exposes the ice below. The PCs will discover the remains of several noknil frozen on the lake (and perhaps the remains of other adventurers as well). These noknil have already been looted of any valuables (except their hats).

As the PCs cross Lake Malor, they may notice something large moving beneath the ice (this is possible in areas where the snow has been blown free of the ice). They may even hear a rumble or an uneasy sound as the ice partially gives way to the thing moving below it. The PCs may even see a creature moving beneath the surface. This is the frigid cephalos and it will burst through the ice to ambush the PCs. Once on the surface, the creature will raise its head and thrash about with its giant tentacles. As it thrashes it will break apart the surface ice into large, floating chunks.

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4. Grim Dyer's Lodge

Grim Dyer is an old hermit who lives on the far edge of Lake Malor. Grim is hospitable and welcoming to guests. The PCs will find their host in good spirits and excited about tales from the south. The lodge is a large house surrounded by a tall wall composed of frozen earth, wooden stakes, and the skeletons of several dead wolvers. The party will find the lodge warm and inviting. The whole place is adorned in polished wood, fine carpets and tapestries, old paintings, and a multitude of guest quarters. While the PCs are in the lodge, they will receive warm beds and fine meals. These group meals are treated as parties of sorts and the demeanor is very light. Grim is very talkative. Talk of the outside world is generally cheery and any negativity that Grim displays is about things that happened long ago.

At night, as the blustery winds outside the lodge beat snow against the logs of the place, the PCs will be entertained by Grim's tales of past adventurers and strange lands. Grim will also warn the PCs about Lake Malor and Korlox Canyon. If they are in need of supplies, Grim will furnish some basics (such as food, ale, and maps). As long as the PCs are respectful of Grim, they will be welcome to stay at the lodge.



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5. Korlox Canyon

Korlox Canyon is a dangerous passage through the mountains on the frozen River Malor. The walls of the canyon are steep and icy. Loose rock and avalanches are common and make passage treacherous. If that wasn't enough, korlox inhabit portions of the canyon. These korlox often hunt atop ice steeds. Korlox are notorious for ambushing their victims from above, pushing boulders to crush their enemies, or hurling spears from hidden places. While there are other ways to Thundra's Gate, this is the most direct passage.

6. Thundra's Gate

After the PCs cross Lake Malor and venture through Korlox Canyon, they will come to Thundra's Gate. The gate is imposing in its structure. It is located in the cutout between two mountains and rises nearly two hundred feet high. The glacierians keep a full guard of soldiers at both the base of the gate and above. This is the entrance to the Glacierian Kingdom of House Thanok. If the PCs cooperate with the guards and explain their presence, that they have come for the Winter Tournament, the guards will eventually allow them to enter through the gates. Any rebellion or disrespect to the guards will most likely get the PCs killed. If allowed through the gates, the party will be given guest insignia to show they have come to participate in the tournament. It is mandatory that these insignia be worn at all times.

Weather Chart (d6)					
1	2	3	4	5	6
Snowy	Snowy	Windy	Freezing	Ice Storm	Blizzard



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Random Encounters	
1	Other Travelers (friendly)
2	Other Travelers (unfriendly)
3	Frozen Travelers
4	1d3 Wolver
5	1d6 Korlox
6	1d6 Wild Ice Steeds

NPCs

Frigid Cephalos (18)

Enormous (+6), Monster

HP: 60, AC: 3, ACT: 8

BRT: 4, DEX: 4, WIT: 3

Tentacle Whip (2): 2d6 dmg. **Tentacle Squeeze (2):** 2d6 dmg. **Bite (2):** 3d6 dmg. **Immune to Cold. Water Breathing.**

The frigid cephalos is a feared hunter in the icy seas of the north. It generally preys on sea creatures as it roams beneath the ice but sometimes it will break through to the surface to devour that which walks on land (sometimes attacking ships as well). The frigid cephalos is highly intelligent and will use ambush along with its great speed and strength to take its victims off-guard. In combat, the frigid cephalos will use its tentacles to pull its prey toward its razor teeth filled mouth. It will thrash about, whipping at its enemies while snapping with its mouth. If all that doesn't sound bad enough it's giant-sized and protected by thick scaly skin too.

Glacierian Guard (3)

Average (0), Humanoid

HP: 14, AC: 2, ACT: 5

BRT: 2, DEX: 2, WIT: 1

Frost Blade (2): 1d6 dmg. **Resistance to Cold.**

The Glacierian Guard are the highly trained and greatly respected guard of the Glacierian Kingdom. They are skilled warriors and carry frost blades

and don steel-ice armor which is adorned with signets of their individual houses as well as the kingdom of which they have been charged to protect. They often ride ice steeds.

Grim Dyer (15)

Giant (+2), Humanoid

HP: 36, AC: 2, ACT: 6

BRT: 4, DEX: 4, WIT: 3

Thunderous Blow (3): 2d6 dmg.

Dyer Clan Blade (3): 1d6+2 dmg.

Resistance to Magic. Immune to Cold.

Grim Dyer is half glacierian half frost giant. He is huge with blue skin, a long bushy beard, and thick tough hands. He built his lodge from trees that he pulled from the ground. He is good-natured and friendly. He loves stories and tales of the outside world. He dislikes large groups and stays away from crowds (hence his isolation). For food he grows bunt roots and purple stumps and eats wolvers and dire elk that he hunts.

Ice Steeds (4)

Average (0), Animal

HP: 16, AC: 0, ACT: 5

BRT: 3, DEX: 2, WIT: 0

Gore (1): 1d6+2 dmg. **Trample (2):** 3d6 dmg. **Immune to Cold. Mount**

Bonus: Riders get +1 die when attempting to control an ice steed mount. Riders take no unstable footing penalties while riding an ice steed.

Ice steeds are four-legged beasts of the north. They are covered in long, white hair and have curled horns on the sides of their heads. They make awesome mounts in snowy and icy areas due to their resilience and surefootedness. Riders get +1 die when attempting to regain control of an ice steed mount.

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Korlox (2)

Average (0), Humanoid
HP: 12, AC: 1, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Light Weapon (1): 1d6 dmg.

Missile Weapon (1): see below

Immune to Cold.

These pale creatures are mischievous and downright dangerous for the uninitiated. They cover their faces and heads with hoods, wear thick hides made of ice steed and other northern animals. They make their homes in isolated areas of the north and prey on weak or outnumbered victims who aren't expecting danger. Korlox prefer to attack from a distance by throwing rocks, pushing boulders, or launching spears from above to their enemies below. They will often attempt to surround their victims and overwhelm with numbers and surprise.



Travelers (Random)

The PCs may meet other travelers on their way to the tournament. These competitors may be friend or foe depending on the GM's choice and the direction of the adventure. It is up to the GM to flesh these NPCs out and make them fit not only this adventure, but perhaps the next as well (as they may be competing in the tournament against the PCs). If the party is struggling, these fellow travelers may befriend them and make the journey easier (and then what happens when they must face one another in the tournament?). Or, perhaps the party is having an easy go of the journey. Nefarious folks on the road may offer some spice to the journey and also create a lasting nemesis that can be faced in the tournament.

Wolver (9)

Average (0), Humanoid
HP: 22, AC: 0, ACT: 6
BRT: 3, DEX: 2, WIT: 1

Bite (1): 1d6*, **Claws (1):** 1d6 dmg.

Resistance to Physical Attacks. Immunity to Magic. Silver weapons do 2x damage.

Wolver are humanoid wolves. They frequent areas of the north and feed on most anything they can find and kill. In combat, wolver will often work together, attack their prey, and rip it to shreds, sometimes fighting one another as they feed. In combat wolver will wait for the perfect chance to strike (often when their prey is asleep or off guard). Silver weapons do double damage to these creatures. There is a 50% chance that a survivor of a wolver bite will transform into a wolver by the next full moon.

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Ideas and Opportunities

Lake Terror

As the frigid cephalos thrashes about it breaks apart the ice. Some PCs may go into the drink while others find themselves stranded on a broken chunk of ice. Imagine some archer or wizard floating along, shooting arrows or casting spells as the angry cephalos churns up the freezing water. Imagine her allies falling into the water. Should she continue attacking or save her friends?

Crumbling Lands

Sacor Pass is treacherous. Maybe the PCs have to make Brute or Dexterity checks to avoid falling, to hold on to rock after they have fallen. There are rockslides. Will the party escape? Will they jump free? All of these things can easily wipe out an adventurer. What if the PCs have hired help? This could be a great opportunity to get rid of some hired hands. It's a pretty horrific thing to watch as a party member plunges to his or her doom from a ledge. Make your players nervous.

It's Warm Inside

Grim Dyer's Lodge is a great place to hang out and heal up. This is also a great place for the GM to tell a few stories and expand the setting of their world and the campaign. The food is good, the drink is ale, and Grim is always happy to have lively guests. Grim is also an avid wargamer. He collects hand-carved miniatures and loves to play a game or two of table-top combat. Depending on the stay of the PCs (and the severity of their wounds from the first parts of the adventure), they may find they are staying a significant period in Grim's Lodge. Give them something to do. Make it cozy and fun.

Let's Tell Stories

Grim Dyer loves stories. In fact, he loves them so much he collects them. He may challenge the PCs to a story telling contest, the winner receiving a prize. These stories are told around a warm fire with lots of ale and good food. Perhaps your players would be interested in participating in this contest. What will Grim give the winner as a prize? Will they be able to use it in the tournament?

Friends or Foes?

Perhaps the party will discover other travelers on their way to the tournament. Will these travelers be friends or foes? Will they attempt to work with the party so that all can arrive safe or will they try and thwart the progress of the PCs and prevent them from reaching the tournament? This is a perfect situation for the GM to create some memorable NPCs that the party meets. The fate of these NPCs may not become clear until the end of the adventure. The GM should keep these NPCs in mind when running the next adventure (A5: The Winter Tournament) as the NPCs may be participating.

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Retreat!

It's highly unlikely the party will be able to defeat the frigid cephalos (in fact, it's meant to be a very difficult foe). They might want to escape (as the creature is sort of trapped in its ice hole). Sometimes retreat is the only way to survive.

Wolvers vs. Korlox

It would be pretty cool to have the party encounter some korlox, for everything to seem lost, and then, all of a sudden, a rogue band of wolvers attack the korlox. The party has a chance to escape or join the fight.

Notes on the Upcoming Winter Tournament

This adventure ends when the PCs enter Thundra's Gate. But the adventure is far from over. The Winter Tournament is adventure A5 in Far Away Land Adventure Module series. This adventure (A4) serves as the journey to the Winter Tournament. The tournament itself is a combat tournament that pits fighters and wizards from all over Far Away Land against one another. The tournament lasts for five days with a single winner being crowned. Combatants fight either until one opponent gives up or one is killed. But this is all in the next adventure...

