



Smash the ICE CORE to start the No THAW? 1d6 cold/round & all ice stays frozen

THAW

After THAW this ice melts in #min.
Ice has 20 HP per minute remaining.
Melting floods the dungeon.
@10 min. 1' of ice water:
1 cold/min.
@15 min. 2' of water:
2 cold/min & 3/4 speed.
@20 min. 3' of water: 1d6 cold/min & 1/2 speed.

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D12 Mundane Items: If an item has already been found, reroll.

- 1 Burlap sack of hardy oats. Ice-rams love this stuff. Enough to feed one ram.
- 2 Twine wrapped, thawing meats. Yetis have to eat too. Enough for one yeti.
- 3 Thick, winter-fur lined lab white lab coat and earmuffs. A note in the pocket says, "David ate the prototype. Keep him in the cage until he passes it." One of the two lone Yeti has a Yeti-Translator in its gut. It takes 1 min. to dig for.
- 4 2 50 ft. coils of rope, a 10 ft. chain, and three strong padlocks.
- 5 A slab of rock with "Ice. Stab You. Red Ice." carved into it with an attached note "Give language tutor a raise. Hire etiquette tutor."
- 6 An employee handbook listing the research done here. It describes the treasures table in the overcomplicated abstract.
- 7 A teacher's jacket with elbow-patches. Ice-Goblins are nice to the wearer.
- 8 A map of the level, showing the layout and room names.
- 9 Lava-Worm-Yolk-lined gloves. Heat immune gloves, rub together for warmth.
- 10 Fur-lined containment suit. -2 to fine motor skills but ignore 5 cold each round.
- 11 A set of keys, some crumble to tin pest. If you fumble through them, you can find a key to unlock any lock here.
- 12 An evacuation notice, "All Employees are to evacuate. A team will return for salvage at a later date."

D10 Wandering Monsters: Roll when noisy or loitering. If dead or still frozen, ignore.

- 1 Ice Goblin: Red nosed goblins with black skin and white. 2d4 Rabble + 1d4 Raiders.
Rabble: HD 2 (12 HP) S AC 15 MV 30ft. STR 13 DEX 15 CON 10 INT 7 WIS 5 CHA 7 ATK* Spear +4 or Icicles(60ft.) DMG 1d6+2/1d4+2
Raider: HD 4 (25 HP) M AC 17 MV 30ft. STR 14 DEX 15 CON 12 INT 8 WIS 5 CHA 7 ATK* Sword +5 DMG 1d8+2+1 cold.
Matron: HD 3 (16 HP) S AC 14 MV 30ft. STR 12 DEX 15 CON 11 INT 11 WIS 11 CHA 13 ATK* Frost Ray +4 DMG 1d10. 1/day: Create 5'x10' ice wall.
*Gang Tactics: +1 attack per adjacent goblin. +1 damage per goblin hitting the same target
- 2 Ice Ram: Curled horns laden with icicles. Covered in icy wool and are territorial.
HD 6 (42 HP) L AC 14 MV 40 ft. STR 18 DEX 12 CON 14 INT 6 WIS 3 CHA 4. ATK* Ram +8 DMG 1d10+4. **2 attack and +1d10 damage on a charge. Frost Breath: 60ft cone. Targets take 2x blunt damage for 1d6 rounds. CON save DC 13 or be paralyzed that long. Usable during a charge. Recharges in 1d4 minutes.
- 3 Yeti: Troll's arctic cousins, covered in white fur. Grumpy but reclusive. Reusable until both die.
HD 9 (66 HP*) L AC 16 MV 30 ft. STR 18 DEX 13 CON 14 INT 8 WIS 7 CHA 5. ATK Two Claws or Ice Ball(90ft.) +9/+6 DMG 1d8+4**/ 2d6+4 *Heals 5 hp/round with ice or snow within reach. **If both hit, the yeti bites for 1d8+4 damage.
- 4 Lava Worm: Ashen worm with flakes shedding, revealing a deep glowing red.
HD 14 (109 HP) H AC 18 MV 40ft. STR 20 DEX 13 CON 17 INT 3 WIS 2 CHA 2. ATK Bite/Tail +9/+9 DMG 1d12+5*/1d10+5. *Lava Drool: Attack creates a 5' diameter pool of lava under the target. Swallow: DEX save, DC 15, or be swallowed: Bite + 3d6 fire/round. To escape: DC 20 DEX or deal 15 damage.
- 5 Cold Spike: Frost creeps into the room, giving 1 round of warning. Then 3d6 cold for 3 rounds. Preparing for the cold halves it. Negating or countering the cold snap blocks the damage.
- 6 Rising Ice Water: Echoes of falling ice and moving water give 1 round of warning. Then, frigid water pours in, three feet deep, and the unprepared get wet. While wet, double cold damage taken. It takes five minutes to dry.
- 7 Ice Goblin Raiders: 2d4 Ice-Goblin Raiders, wielding a shield and an ice-covered sword. Reusable until both groups are killed.
- 8 Yeti Pair: A mated pair of yeti that wander and fight in tandem.
- 9 Dueling Rams: Two enraged Ice Rams fighting for status. Each will try to get its rival hurt by the party. +20 HP and +2 attack and damage each.
- 10 Ice Goblin Mob: 3d6 Rabble. Reusable encounter until 30 Rabble have been killed.

D8 Treasure: Reroll if already found.

- 1 Ice-Meld. Applying the ice-gel to a wound freezes the target in time. They are Immune to damage and dying while frozen. They wake when warmed up, or 1d4 hours later. If lit, it burns white-blue, as alchemical fire that deals cold damage. 5 vials.
- 2 Un-Frozen Amnesiac General. Huron Tezoa. Bad short-term memory for non-military things. 8 HD Bard.
- 3 Tamed Ice Ram. Collar with "Mr. Bones" etched onto it. Loves to cuddle. Licks candles and torch handles.
- 4 Ice-Goblin Matron and Crown. Lays 2d6 goblins eggs a week that are utterly loyal to her. 1-in-10 are warriors. 1-in-100 are matrons. She obeys the crown wearer. Actually sort of pretty for a goblin. For a goblin.
- 5 Lava Worm Eggs: They wiggle occasionally. Eggs look and feel like burning coals. Under pressure, they get as hot as a blast furnace. 2d6 fire on touch. 1d4+1 eggs.
- 6 Frost Suit. Insulated, blue-steel armor that eats ice meld. AC as plate. +1d4 cold to melee and +2 STR. Uses 1 Ice-Meld vial per 10 minutes. Unfed: -10ft. speed and no bonuses.
- 7 Frost Rye Seeds. 10 lbs. of hardy grain. Frost rye flowers during blizzards and has grains like fat snowflakes. Make ice-meld by mixing 1lb. in a pint of alcohol, steeping it for a month.
- 8 Yeti Translator. Necklace with a purple cone telepathically translates Yeti-Grunt. User can parley or try to hire yetis as grumpy, bashful henchmen.