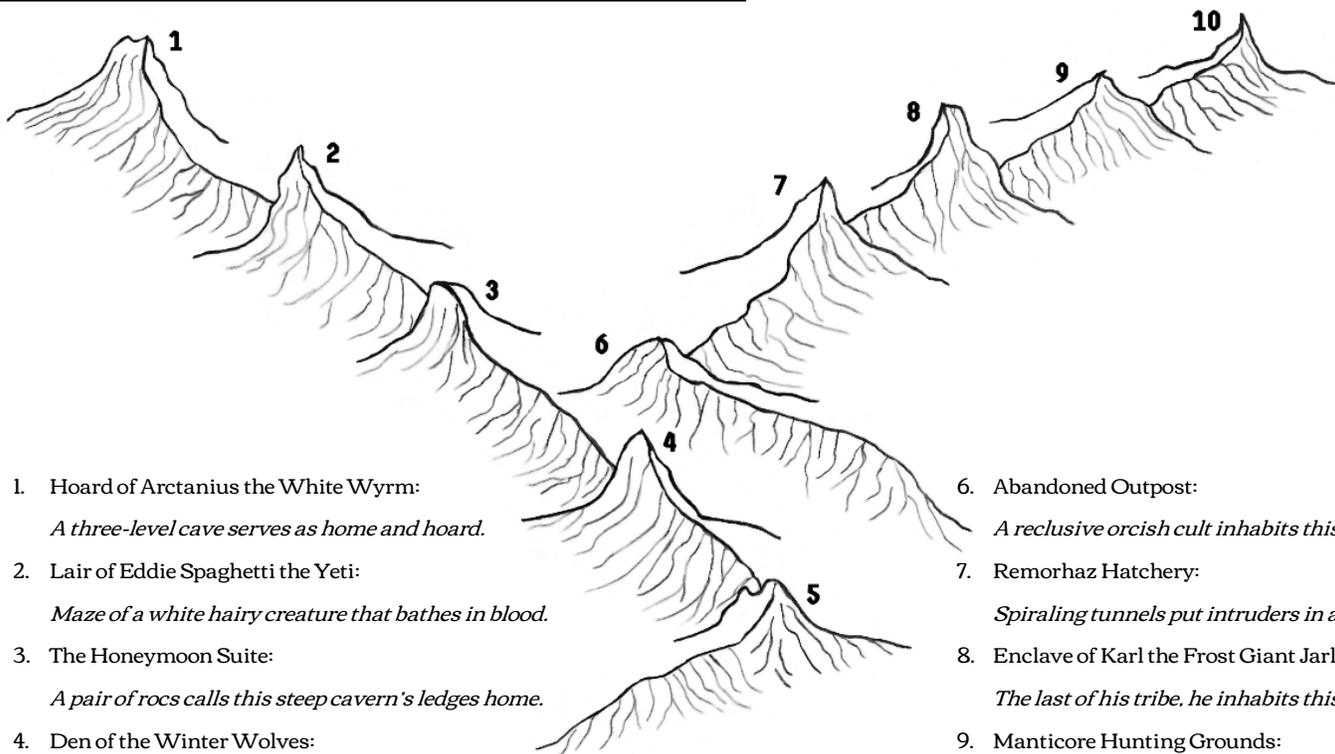


Long ago, an enchanted set of rings were forged for a powerful mage. With a ring on each of his ten fingers, he tapped into wells of immense arcane power. Over the long years, the fate of the mage and his rings became legend. Some said the power destroyed the mage and the rings themselves lifted the very earth to the sky, creating a range of snowy peaks. Others said the mage hid them away in the mountains for the safety of all. The mage's name gradually faded from memory, and "The White Knuckles" came to be the name for both the mythical rings and mountains.

Recently, arcane historians believed they had pieced together enough information to locate a mountain range matching the tales surrounding the White Knuckles. This information quickly leaked out into the wider world, attracting the attention of an unscrupulous organization known as the Green Dusk. They offered untold riches for adventurers to collect any of these fabled rings, as even a handful of five could let them bend the world to their will.

In a panic, the sages at the Academy reached out to your party, imploring you to collect the White Knuckles. The sages are not nearly as well-funded as the Green Dusk, but they can provide you with an airship, piloted by a gnome named Brock Rocknocker, which can take you to the White Knuckles faster than the other parties of adventurers who will be battling the mountain terrain. The sages nervously hand you a map to help you reach the mountains and wish you Godspeed and good luck.

GM note: Traveling between locations via airship takes 8 hours, as does acquiring any of the rings (exploring the mountain, avoiding hazards, defeating foes). For every 8 hours that passes, randomly determine which of the ten locations a new group of Green Dusk adventurers arrives at. For each location with a group of unopposed Green Dusk adventurers, there is a 50% chance they acquire that location's ring, a 25% chance they perish, and a 25% chance they make no progress during that 8 hour period.



1. Hoard of Arctanius the White Wyrn:

*A three-level cave serves as home and hoard.*

2. Lair of Eddie Spaghetti the Yeti:

*Maze of a white hairy creature that bathes in blood.*

3. The Honeymoon Suite:

*A pair of rocs calls this steep cavern's ledges home.*

4. Den of the Winter Wolves:

*The pack dwells in chambers of this former mine.*

5. Winter Keep of Ted, the Bandit Lord:

*Just a nice, quiet mansion in the mountains, right?*

6. Abandoned Outpost:

*A reclusive orcish cult inhabits this long-ruined castle.*

7. Remorhaz Hatchery:

*Spiraling tunnels put intruders in a vulnerable position.*

8. Enclave of Karl the Frost Giant Jarl:

*The last of his tribe, he inhabits this feast hall alone.*

9. Manticore Hunting Grounds:

*A sheltered perch overlooks the exposed mountainside.*

10. Ice Devil's Portal:

*Who said hell is hot? Deep in the mountain, evil grows.*