After **THAW** this ice melts in 8 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 & ¼ speed.
  - @20 min. 3' of water: 1d6 cold/min & ½ speed.

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**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 CON 10 INT 7 WIS 6 CHA 3 ATK +4 or icicles(60ft.) DMG 1d6+1 DMG 1d6+1
   - *Raiders:* HD 3 (19 HP) H AC 15 MV 30 ft. STR 13 DEX 10 CON 13 INT 10 WIS 6 CHA 3

2. **Ramble:** HD 2 (12 HP) S AC 15 MV 30 ft. STR 13 CON 10 INT 7 WIS 6 CHA 3 ATK +4 or icicles(60ft.) DMG 1d6+1 DMG 1d6+1

3. **Yeti:** Troll's arctic cousins, covered in white fur. Grumpy but reclusive. Reusable until both die.
   - HD 6 (42 HP) L AC 14 MV 40 ft. STR 18 CON 14 INT 6 WIS 3 CHA 4.
   - *Raiders:* HD 3 (19 HP) H AC 15 MV 30ft. STR 13 DEX 10 CON 13 INT 10 WIS 6 CHA 3

4. **Lava Worm:** Ice Ball:
   - HD 3 (10 HP) H AC 14 MV 30ft. STR 12 CON 14 INT 11 WIS 11 CHA 13 ATK +4 DMG 1d6+4

5. **Cold Spike:** Frost creeps into the room, giving a round of warning. Then 3d6 cold for 3 rounds.

6. **Rising Ice Water:** Echoes of falling ice and moving water give a 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.

8. **Yeti Pair:** A mated pair of yetis 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.

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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 Yetis 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.**


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."**

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**DS Treasure:** Roll 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 2d4 hours later. If lit, it burns white-blue, as alchemical fire that deals cold damage. 5 vials.


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. 2-10 are warriors. 1-10 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-steele armor that eats ice meld. AC as plate. +1d4 cold to melee and +2 STR. Uses 1 Ice-Meld vial per 10 minutes. Unfed: -1off. 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.