

THE UNDERHALLS OF FROSTWOUND

A PERILOUS DESCENT INTO THE FROZEN UNKNOWN



An adventure from levels 1 to 3
Compatible with Old School Essentials

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Thanks to our playtesters Marcelo Sepúlveda, Andrea Alfaro, Luis Beth and Gabriel Silva.

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If you want to read more about Flux Space in Dungeons go to <https://www.paperspencils.com/flux-space-in-dungeons/>

The Underhalls of Frostwound

A perilous descent into the frozen unknown.

A scenario for Old-School Essentials for characters from levels one to three

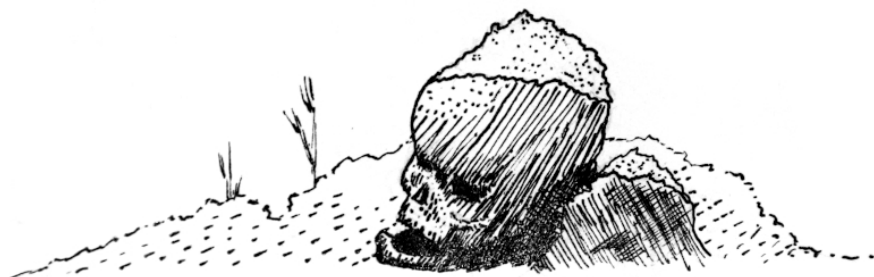
INTRODUCTION

*A barren, white land at the end of the world, and there, the Citadel.
Gleaming spires of ice rising to a clear sky, thawed and frosted again.
High balconies and pillars eroded as limestone, featureless.
And among the lonely streets and halls, they eat, love and die.
Frostlanders.*

*Their numbers are few, their chances even less.
'Cause from the depth of dreams a call has been made,
to trail the Underhalls for its secrets to confess.*

The Underhalls of Frostwound is a module for Old-School Essentials and other OSR-compatible games set in a frozen Citadel and its forgotten Underhalls. Characters will be drawn into the mysteries of the place guided by the nightmares that haunt their rest.

Ignore them, and you will fall into **madness**.



NEW RULES

FROSTBITE

When exposed to **extreme cold for three turns**, characters temporarily lower their maximum HP by **1d4 points** until they warm themselves in a campfire or equivalent source of heat. For every three turns of continuous exposure, maximum HP **continues to diminish by 1d4**. If maximum HP ever reaches a value of zero, the character **dies** unless exposed to the heat source within 10 minutes.

UNDERHALL EXPLORATION

The Underhalls of Frostwound uses an **abstract** approach to underground exploration. Even if the Underhalls are a vast network of corridors and halls from the old city, characters will explore them traveling from one area of interest to another, making **encounter rolls** of variable difficulty to represent the time spent in these corridors. One Travel Encounter Roll (a **node** in the map) summarizes one hour of exploration.

This method of designing underground exploration is called **Flux Space** (you can learn more about it from its creator in the credits section).

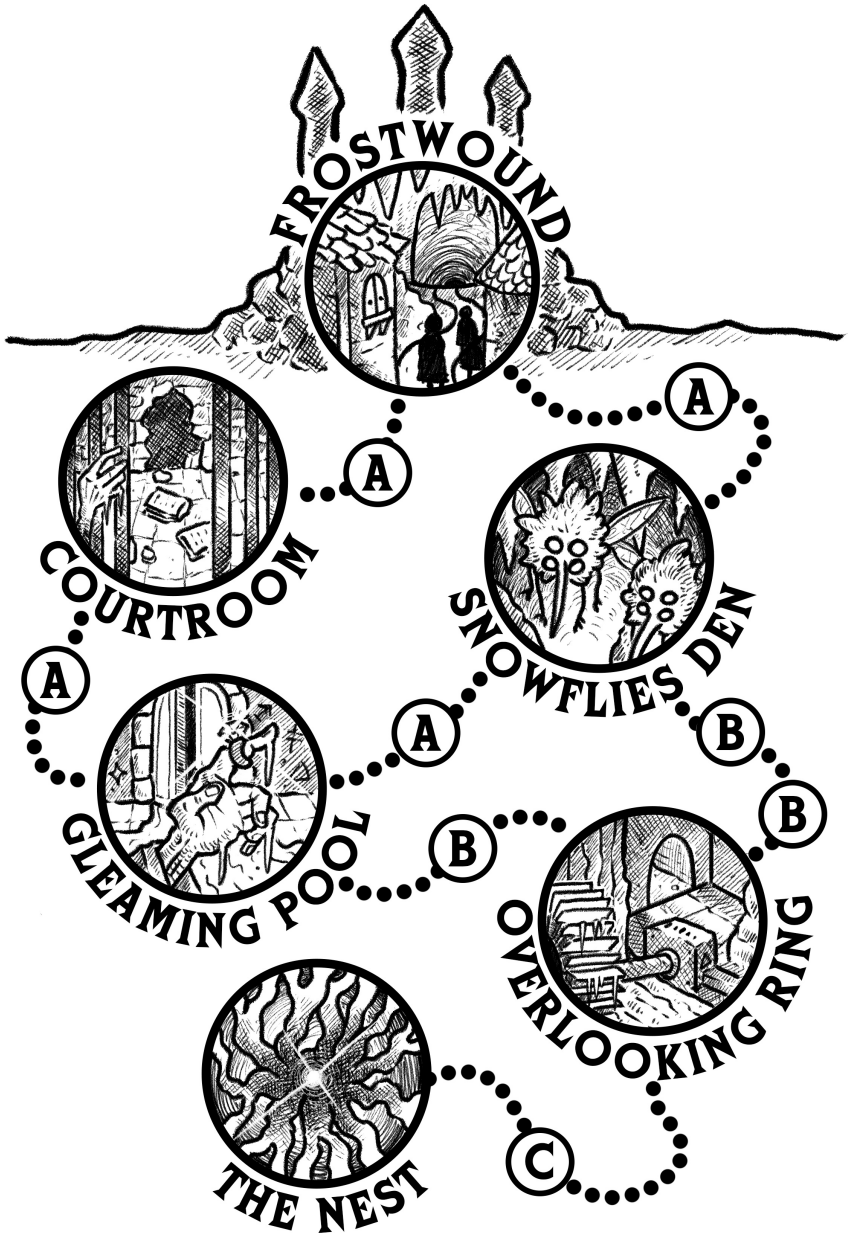
How to travel underground

Once characters decide to enter the Underhalls from the surface or leave a dungeon area from one of its exits, make them **roll 2d4** and consult the table of the appropriate difficulty in **page 4**. Travel difficulties are rated **A** to **C** on the Citadel Map.

Light Sources

Remember that **one torch** lasts for one hour of exploration and a **lantern's oil** lasts four hours of exploration. Keeping track of these expendables is very important, as it will determine the pacing of the adventure.

THE UNDERHALLS



Travel Table A: Surface Levels

2. An useful, spendable item left behind (torches, bandages or food)

3. 1d4 Icebreakers

4 - 5. A crew of Frostlanders exploring the Underhalls.

6. An immediate exit from the Underhalls.

7. An unknown room (20% chance of 3d6 sp inside).

Travel Table B: Intermediate Levels

2 - 3. 1d2 Frost spirits

4 - 6. 1d4 Worker Snowflies + 1d2 Warrior Snowflies

7. You are lost! Characters end up in one of the chambers linked to their previous area. The options include their original destination.

8. The Forgotten, wrestling with a big plate of blue-iron trapped under fallen masonry.

Travel Table C: Deep Levels

2 - 3. The Forgotten looking for new treasures to offer at The Nest

4 - 6. A Blue-iron Colossus.

7. The Frozen Watcher: A frozen corpse rests laying on the wall, its hand extended and its eyes following the character's movement. Upon inspection, the only valuable thing is a silver ring in its bony hands (Ring of Magic Protection, +2 to all saves).

You can roll this result only once, then treat it as an 8.

8. The Forgotten, wrestling with a big plate of blue-iron trapped under fallen masonry.

STORY HOOKS

One way or another, player characters come to realize all of them share the same visions. They may call them nightmares, others premonitions, but the important thing is their **everyday life is being disturbed** by these intrusive flashes. Steadily, they are drawn to explore the Underhalls.

The visions are divided into **three stages**, each one bringing a new piece of information, whether it is true or false, along with a scaling sense of urgency. Every character should start with the first stage, and the Referee should reveal the next stage when deemed appropriate. Some suggestions are: every time they **sleep on the Underhalls**, or after **discovering a new area of interest**, or everytime the character's **Wisdom falls to 8 or less**, if you are using the Playing the Visions optional rule.

It is a good idea to let players come up with the backstory about how they realize they were having these similar visions, and how it's altering their everyday life. Give them **agency** to build some of the backstory.

PLAYING THE VISIONS (Optional)

These sights are more than a narrative device, they have a **mechanical impact**. For every day a character does not delve into the Underhalls, her Wisdom attribute decreases by **one**. Then, at the end of a session where she has delved under Frostwound, her Wisdom score goes back to normal, just to restart the countdown next morning.

If the Wisdom score ever reaches **zero** the character falls to madness, brought upon her by the visions. The character will then wander aimlessly into the Underhalls. That character is now **out of the game**.



The Visions

1. THE CALL OF NATURE

First Stage: A mountain of ice emerges from the middle of a white desert, just beneath your feet. You realize that the world is upside down, and therefore the ice mountain is carving into the center of the world. The center of the world is calling you.

Second Stage: The inverted mountain brings a weight to the world, acting as a point of balance in the world. You need to learn his secrets.

Third Stage: Atop the inverted mountain, you lie in complete darkness. You can feel your destination looming near, just there over your head, a few seconds from your fingertips. Anxiety eats you by the second.

2. WHISPERS IN THE DARK

First Stage: In the middle of eternal darkness, there is a whisper. Somehow you know that you are the only one that can truly attend to the needs of this ancient presence.

Second Stage: You can't hear the old words anymore, but you feel the energy of growth overflowing from the entrails of the world, under the ruins of a forgotten city.

Third Stage: The whispers return, and the only moments of clarity you have are when your steps take you closer to this calling.

3. THE GREATER GOOD

First Stage: An ominous shadow looms over a frozen land, threatening all the hard-working folk that inhabits the farthest town there is. There is something in the depths that needs to be cleansed.

Second Stage: You see a spiral of pure darkness descending into the veins of the earth. There once were lost souls that worshiped the shadow that you need to cleanse.

Third Stage: You see the evil before you, but it is not what you thought. The spiral of darkness changes into a chaotic tornado of colors and flashes.

4. THE TRUE PROPHET

First Stage: A false prophet crawls under the ice, hidden from the gaze of the world, feeding on a source of pure divinity. He calls you to fulfill his command to bring balance to the world once more.

Second Stage: Like a chorus in harmony, a voice from the stars joins the one from the deep. They call each other, trusting you to bring them eternal joy.

Third Stage: Darkness is broken by a blazing ball of fire, flying through the cosmos. The meteor is calling your name; you are the one that will bring it to its long-lost brother, deep within the entrails of this frozen land.

The Frostlands

THE LAND

If Frost Giants lived, the Frostlands would be their dream. An **unending land of white glaciers**, indistinguishable from the clouded sky, unless the ragged grey teeth of some rock formation traces the horizon.

It is a harsh land, ravaged by **snowstorms and loneliness**, but even then, once or twice a year, heavily prepared merchant caravans come to the last city on the road to acquire goods that only exist here: **The Citadel of Frostwound**.



FROSTLANDERS

Why would anyone choose to stay and live in Frostwound?

There are a couple of reasons.

First, it is only here that Frostlanders do what they do best: mining and scavenging.

Besides the rare gems only found in this part of the world, they unearth **blue-iron**. Found in small stones in the ragged hills that sometimes pierce the ice outside the walls of the Citadel, nobody knows what this mineral actually is. Smiths call it iron because they can work it like it, allowing them to recreate jewels, tools and decoration in this unusual material. But unlike iron, this stone is blue and glitters faintly when exposed to the sun. The **annual caravan** (or biannual, if weather allows) is specially interested in acquire all the blue iron they can, hoping to sell it for a huge profit margin in faraway lands.

And for **scavenging**, even if few, there are a couple of groups that dare to trail the crumbling corridors of the old Citadel underneath, in search of forgotten valuables and materials that they get to sell, too.

Frostwound Citadel

Nailed into the glacier that sleeps among the Irondrift Mountains, the Frostwound Citadel glimmers under the fair rays of the sun. It is a common mistake for those few that come to this land for the first time to think the Citadel is made of crystal glass.

In reality, centuries of exposure to the eternal winter have covered the white stone of the Citadel in a **plate of frost**, clear as glass, eternal as time. But as time flows, so does the ice, and where balconies and railings stood majestic, now only **featureless, thawed-looking surfaces** hang.

Nowadays, most of the Frostwound Citadel is uninhabited, having been abandoned five generations ago (or something close to that) after a tremor **sank the city** further into the glacier. Today, only the upper level sits at ground level and most of the city quarters are **deserted**, their houses and towers sealed under a coat of permafrost.

Those who call this place home live clumped together in the old **Museum District**.

PEOPLE FROM FROSTWOUND

The Guardian of The Gates

Old, tired and worn by time, **Tarko** guards the barricade of The Gates every day, from dawn to dusk. His daughter was part of an ice mining expedition, fell on a chasm not far from the Citadel and disappeared into The Underhalls years ago (see Hidden Cavern in Snowflies' Nest). Tarko still hopes one day she will enter the city again.

The Anticuarian

A young woman called **Ditria** that put herself in charge of the Museum (not that there wasn't anyone else interested in the position). She is obsessed, and has convinced herself, that some of the blood of the old houses in the Mausoleum run in her veins. She has asked several Frostlanders to sack the place for her, but all have refused. This explains why nobody looks for her company in the Museum.

The Snow Oracle

Afde is an old man in good clothes. He roams at night exchanging **predictions for a sip of liquor**. Roll a d6 in the following table.

1 - "Forgo gold and gems, copper is your way"

2 - "You will find what you look for inside the belly of a fish"

3 - "Music will keep you from Death"

4 - "Do not follow the waterfall down too quickly"

5 - "A Frost Mastiff will choose you tomorrow"

6 - "The dear one waits behind a mirror"

The Head of the Ice Farmers

A man as cold as his land, carrying the thickest beard there is. His hand was replaced with an **iron hook**, the result of the confrontation with an icebreaker. **Gant** is the head of the Ice Farmers, men and women in charge of acquiring materials for construction, bending the ice to their needs by sheer force.

THE LIVING QUARTERS

The Lone Museum

An old and **unvisited building** in the inhabited part of the Citadel. It houses a lot of irrelevant trinkets from the city's past, except for an blue-iron triangle labeled "**The Three Justices**". Nobody knows what that means, not even the Antiquarian who runs the place.

The Hanging Icicle

A scruffy tavern built around a giant fallen stalactite. Provides **housing** and has a shop with **basic supplies**. The frostlanders tend to gather here by the night to warm their bodies with thick beverages and to sing songs about the dangers that live below their home. Lately, the conversation

tends to focus on the **shortage of food** for the winter and the weird **nightmares** that haunt some of them.

The Blue Kennels

In Frostwound, **blue mastiffs** are treated as citizens, and maybe even more than that. By the Old Tradition, every Frostlander coming of age is brought to the Blue Kennels and, if any puppy licks the boots of the new adult member of the citadel, they are **bonded for life**.

Blue mastiffs are trackers, companions and able explorers. Being bonded to one of them is regarded as the most precious gift you can receive in your lifetime.



Rumors in Frostwound Citadel

Roll a d10 and consult the following table:

1. "You know, Marra overheard one of the guys working at the Blue Kennels that one of the cubs was born with something weird and they are keeping it there until someone knows what to do with it. Nasty thing they say."

2. "I've heard the fishers say eels are especially squalid this year. If this continues they will even think of ration mastiffs' food."

3. "One of the scavengers ventured alone into the Conjurers' Alley. He prepared for climbing, they say. Their friends think he went for one of the abandoned magicians towers, but it's been 4 days and the lad hasn't come back."

4. "Erkar, the guy from the wall, you know him. He was on duty two nights ago, and he swears he saw a woman walking outside one of the old entrances to the Underhalls. He went to see if she needed help, t'was cold, you know. But he got there and no one was there. No woman, no footprints, nothing. That guy's a tracker, if there were footprints he would find them!"

5. "Vilias' miners found a new mineral vein far to the south of the city. They say it is beyond any other mining spot we had worked before, so she is looking for people just to carry all the heating supplies needed. Are you interested?"

6. "Someone heard Incar, one of the leaders of the scavengers, talking about a tower that crumbled in the Conjurers' Alley as they were searching for a new entrance into the Underhalls. Better to keep oneself far from there, lest a wizard spirit will trap you."

7. “Tarko said he saw a caravan approaching far on the road this morning, but hasn’t moved since. He fears they are caught in a blizzard, or worse. Do you want some soup?”

8. “Ditria is looking for volunteers to raid the Mausoleum again, but you didn’t hear it from me! Look, the woman is now offering gold for the expedition, thirty pieces total! Can you imagine? She has surely gone mad. Where would she get thirty pieces of gold, huh?”

9. “It’s all damn true! I tell you! Those nasty snowflakes have built a home right on one of the access to the Underhalls!”

10. “I’ve heard the scavengers say there’s nothing left in the more accessible chambers of the Underhalls. They want to go deeper, but one of them went down the stairs and saw it was infested with Icebreakers!”

Random Citadel Location Table

The main point of interest in The Underhalls of Frostwound is the exploration of the chambers below the settlement, but the abandoned quarters of the Citadel also hold interesting secrets.

You may have noticed we do not provide a street map. This is intentional, so to not bring conflict with your Citadel in case you want to drop this adventure into an existing game.

Nonetheless, here you will find four intriguing quarters of the Citadel that you can randomize to spice up surface exploration:

1. The Conjuror's Alley

Most Frostlanders are superstitious enough to **leave this street alone**. Weird events happens all the time, and most people attribute this to the **spirits of the magicians**, dead inside their frozen houses or some **demonic entity** left unbound after the wizards departure.

There's a lot of valuable items left inside these homes, if you can break the eternal ice that shuts them airtight.

Magic-users will immediately feel the threads of reality have been distorted here, and any spell casted has a **1-in-6 chance** of unleashing a completely different sorcery, determined at random from the same spell-level list.

2. The Rift

When the Old Citadel crumbled into the glacier, most of the upper streets sat untouched at ground level. The only exception was **Artificers' Road** that fell into an enormous tear on the Citadel's cobblestones. This street is where several shops, warehouses and schools dedicated to create and teach the technologies that made life in the Frostland easier was located. Now, only the Rift remains, isolating a segment of the Citadel.

(The first time you use The Rift, immediately choose or roll **another Random Location**. That location is completely unattainable unless The Rift is crossed).

3. The Mausoleum

One of the biggest buildings inside the Citadel, the Mausoleum holds **eight spacious chambers**, each one of them dedicated to a different family. There are **no living members** left from these houses and everyone assumes they must have perished with the falling of the city.

Few have dared to raid this place, as it is considered to be too new and still part of the community that lives in Frostwound, but that may change with new generations.

4. The Makeshift Shrine

Among the frozen streets of the far side of Frostwound there is a shrine built with the most common objects. Spoons, old rags and loose cobblestones form a **weird grotto** around a single pebble that is **always warm to the touch**. Upon inspection, the rock has been carved with the image of a snowfly trapped inside a small dome.

THE COURT ROOM

This section was the justice center of the old Citadel. Tall walls of white stone showing the remnants of frescoes and wide open spaces are the hallmark of this area. Tell the players how their steps make a gentle and wide echo while walking these rooms. Do not tell them what this area is, let them discover that for themselves.

1. Judges' Offices

These two rooms hold the desks and molded towers of paper of the two judges from the city. Aside from **two iron coins** of unknown origin there is nothing of interest here.

2. High Courtroom

This majestic hall is where the public trials were held. At its bottom lies a **triangular table** with **two iron rings** on one of its sides. All around, ascending stands for the public show this was a popular gathering place, as the paint and wood appear worn out. Tall white pillars flank the perimeter and hold the tall, golden vault.

3. Guard's Room

This room contains a weathered table, two chairs and a **rack holding rusted weapons**. There is a **1-6 chance** one of the weapons is still usable, its unusual manufacture makes it worth **8 gp**.

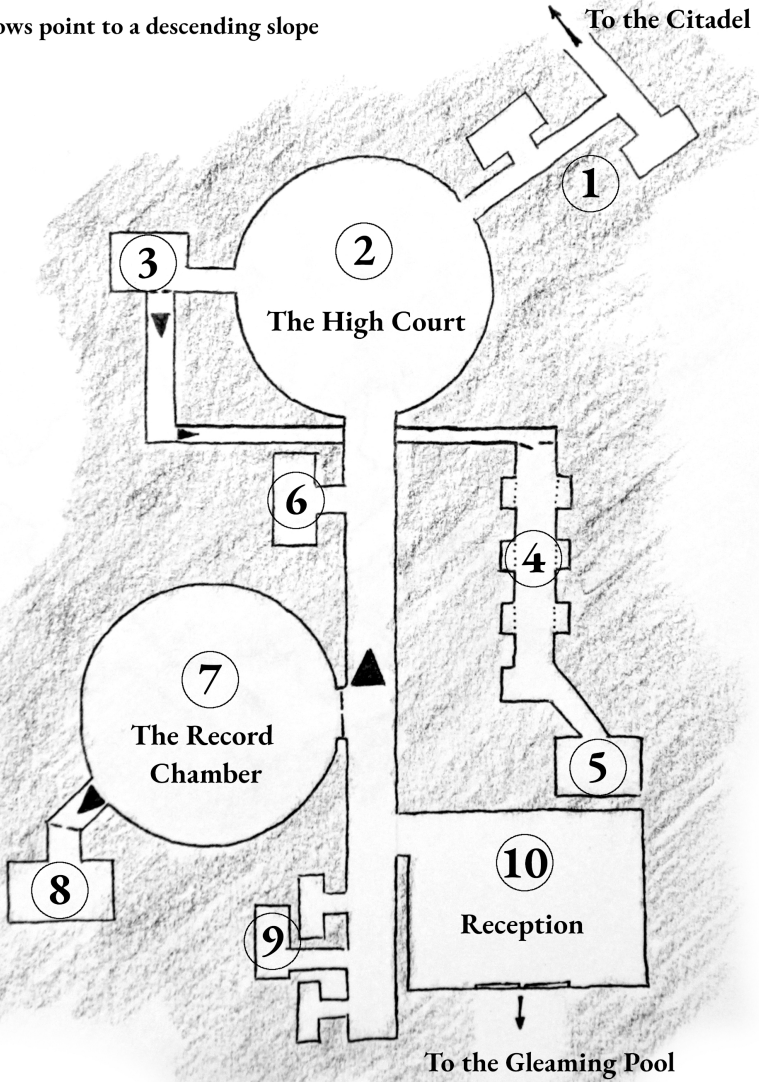
4. The Cells

There are **seven prison compartments** with their iron bars rusted but firmly in place. Cell **A** is open and empty.

Cells **B, C, E, F** and **G** have their gates fused due to weathering, and each has an old skeleton held together by frozen remains of flesh. Cell **D** has its door fused, but no skeleton inside, and masonry has crumbled on the back of the cubicle.

Cell **D** was the one where the Forgotten was imprisoned. Behind the collapsed stonework lies the **tunnel** he dug to escape once the city fell. If characters discover this tunnel (hinted by the fact the cell is closed but with no skeleton inside), they can travel to the **Gleaming Pool** area.

▼ Arrows point to a descending slope



5. Interrogation Room

In the farthest corner of this room there is **a corpse fused with the stone**, as if it were slammed into the wall. The body is **undead**, but **it can not leave its place**. If the characters enter the room it will welcome them with sarcastic remarks about needing a scratch in the back. Only characters that **save versus spells** can **hold the fear back** and interact with the thing.

The undead saw the fall of the Citadel and has fleeting memories of that moment. The characters can obtain this information if they promise to free it from its trap (a *Dispel Magic* spell targeted at it will break the bonds and allow it to finally rest).

This is what it remembers:

During the last weeks of the Citadel, an increasing number of people reported having woken up in the deepest levels of the city, as if sleepwalking.

He remembers the last prisoner. A man condemned for implying that the High Magister hid something deep down the halls.

He remembers the last instant. An energy wave traveling through the tunnels. He had magic too, and tried to protect himself with it, resulting in his corpse being trapped in the wall.

6. Waiting Room

This room contains a long table and several chairs.

7. Record Chamber

This cylindrical room towers **several floors tall** and contains **thousands of books**, most of them unreadable with the exception of the lucky ones wrapped in leather bags.

For every **four hours** a character explores the unending rows of tomes you can **reveal one of these facts about the old Citadel** (this is a fairly unvisited area of the Underhalls, so you should check for encounters one every four hours):

- The **Cult of the Iron** was one of the religions of the old Citadel. Inhabitants were prohibited from extracting the mineral by their own, and only official mining was allowed.
- It appears that **religious and terrenal authorities** were one and the same in the old Citadel.
- For some reason, inhabitants **had to ask for permission to use copper** when constructing in the citadel. One record reads about fines for someone who dared to decorate the Underhalls with copper inlays.

8. Evidence Room

This room is filled with rusted tools and objects broken by time.

Characters spending ten minutes searching will find a good-quality wooden box containing a **Knock spell** scroll and 1d6 rough gems.

9. Scribes' Desk

This room contains ten desks used by the court's scribes. Some of the desks have collapsed, showing the writing surface is also the top lid of a small storage space.

If characters rummage among the desks they will find, among other things, a half transcribed copy of a **map of the Underhalls**. If they keep this document, it allows them to reroll once a 'You are lost!' result for an Encounter roll while traveling underground. After one use, consider as if the map contains no more useful information about the Underhalls.

10. Reception

An ample space dominated by a **fresco** over a long wooden counter.

The painting shows a large, humanoid figure holding a silver triangle over his back, from where white beams of light are projected.

A cold wind whistles through the double-winged, wooden door on the south wall.



THE GLEAMING POOL

Formerly a cult area for the four gods of the old Citadel, this area became flooded after the fall, when the aqueducts froze. Eventually a glass curtain connected this area with the depths.

1. Ritual Chamber

The walls of this room are covered with **copper inlays** patterned in wavy lines. Any magic-user will know that the pattern is somewhat related to magic (any spell cast inside this room has a 3-6 chance of not being erased from the magic-user's mind). The **north door** is closed with a simple lock and opens into a gallery with open arches to the east with a view to the bridge.

2. The Pond

This small chamber was once a place for meditation. All along its walls there are **ponds** where fishes were bred for decoration. The fishes were from a species that lived in the deep sea, far below the ice, and produced a yellow light of their own. Now, only their spines and bones remain, layering the bottom of the pond.

3. The Gleaming Pool

The east wall of this chamber houses an enormous **water source** that drains into a pool in the floor, from where it descended into the Frozen Watermill

(see The Overlooking Ring). Now, the fountain and the pool are **frozen**, as well as the overflow that created a waterfall down the bridge and flooded rooms 4 and 6.

The **open bridge** in the south wall ends in a collapsed wall, and any character walking on it must pass a **Dexterity save roll** or fall over the edge due to frost.

4. Sky Chamber

The north wall of this chamber retains fragments of a **fresco** depicting the stars in the night sky, but Frostlanders won't recognize any of the constellations drawn in it. There is a **triangle** (the Triangular Code of Justice), a **double cross** (The Explorer), a **four pointed star** (Mother Winter) and an **arrow** (Father Hearth).

There is a **small shrine** in front of the fresco with a jeweled iron cup (worth 3d6 x 50 gp) and a pack of incense.

5. High Priest's Quarters

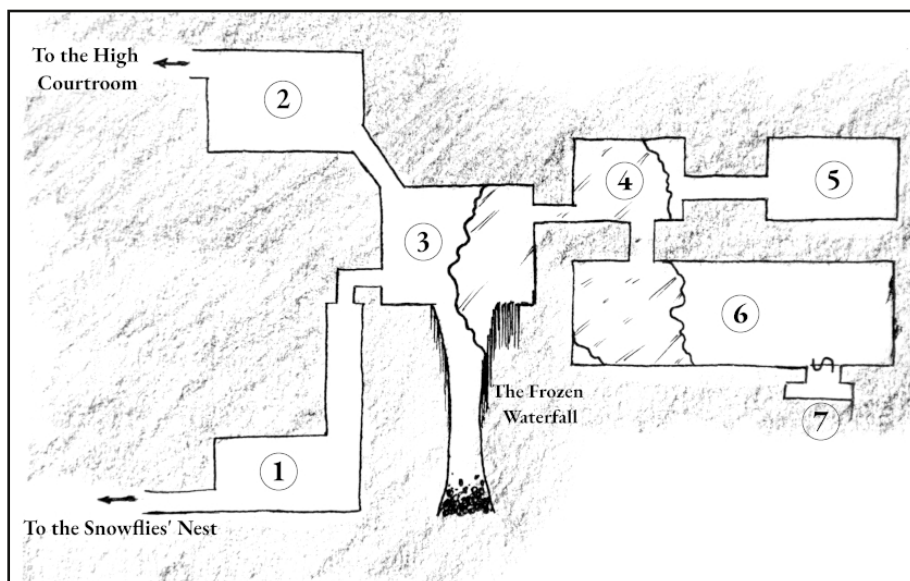
This room was saved from the flood. It has a small bed and a wooden wardrobe. Near the bed there is a small, personal shrine, and in front of it there is a **frozen corpse** in a praying position. The corpse is dressed in a **luxurious copper-and-silver robe** worth 1000 gp, and it will dismember if anyone tries to take it. There is a **Ring of Spell Storing** (1 divine spell) in one of its praying hands.

6. The Sanctuary

This holy chamber holds the sacred representation of the four Great Constellations of the old Citadel, four iron statues standing in the corners. The south wall hides a **secret door** to the Reliquary.

7. The Reliquary

A small, secret storage area keeping a **holy relic** for each of the gods, as well as the **Amulet of the Prophets** (see room 5 of The Overlooking Ring). The **Relics** are an ever spinning, blue-iron triangle; an astrolabe; a cube of permafrost with an unknown seed in it; and a stone ever warm to the touch. All of them are worth 1500 gp.



SNOWFLIES' DEN

The white, chiseled stone of the corridors is gradually replaced by patches of grey stone covered with ice that eventually replace all masonry. Characters may realize they are leaving the old Underhall behind for some natural tunnels that were never worked into the architecture of the city. The air becomes chill, and a strong wind runs from the Snowflies Nest toward the Citadel entrance.

Encounters in this area

While in this area, whenever characters enter an unlabeled room, roll 2d4 and refer the following table for encounters:

2 2D10 Worker Snowflies

3 - 4 1d4 Worker Snowflies

5 Nothing of importance

6 - 7 1d4 Warrior Snowflies

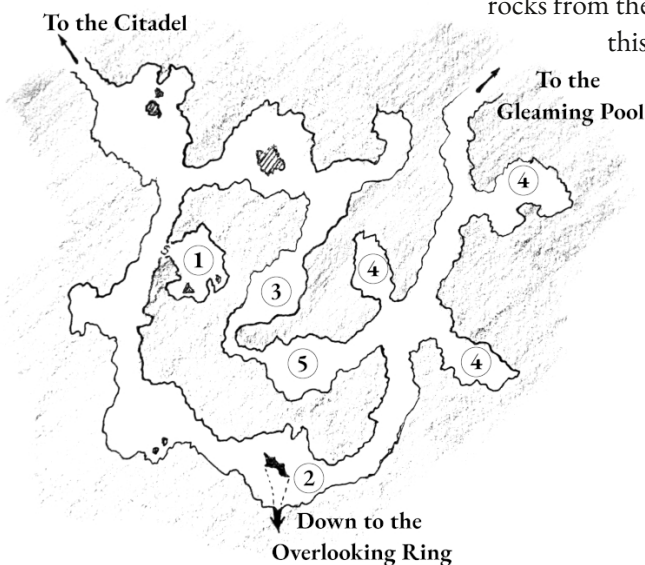
8 2d10 Warrior Snowflies

1. Hidden Cavern

Many years ago, the daughter of the Guardian of the Gates (see 'The Citadel') fell through a chasm while on a mining expedition and ended in this section of the Underhall.

Besieged by snowflies she fought for her life, but in the end she saw herself overwhelmed by the number of creatures and fled for her life. She hid herself in a small cavern, closed the entrance with rocks and waited for the help that never came. In time, the rocks from the entrance frosted, and this chamber was isolated from the outside.

Characters may find the **frozen corpse** of the Guardian of the Gates' daughter here.



2. The Fissure

The **floor** of this chamber looks particularly **fragile**, cracked and unleveled. In the center lies a **fissure** five meters long and one meter wide that descends into darkness, to the ‘Overlooking Ring’ area.

Any character approaching enough to take a look into the fissure must pass a **Wisdom Ability check** or make an unwise step and fall with some segments of the floor through the fissure.

3. The Nest

This area is the **heart of the Snowfly population** and the home of **(2d10)x5** of these creatures.

Characters that take a glimpse of this chamber will notice there is **no roof** in it, and they may even have a glimpse of sky up there.

At least **half of the snowflies will attack** anyone approaching the nest on sight.

Characters will also notice there are metal coils, glistening filaments and glass recipients showing between the bodies of the snowflies resting on the walls.

If characters get to free this section from the snowflies, and trap at least ten of them inside the glass containers, a **heating system** warms a 30 feet radius around the machine.

4. Worker Snowflie’s Chamber

These caverns are walled with **diamond-shaped cells**, each one housing a snowfly larva. Each cell contains also a **glue** rich in oils. One cup of this highly concentrated food equals an entire week’s ration. It can also be sold for 10 gp. Anyone approaching near the cells must pass a **Dexterity save or be paralyzed for 2d4** turns due to the larvae electrical discharge.

5. Iron Chamber

Iron is one of the main mineral intakes of the snowflies, and is needed for the development of the larvae. Thus, snowflies amass a respectable quantity of this element in the form of **iron dust** that they collect by magnetization. The iron Chamber contains four **one-meter-tall heaps** of such dust, though most of it has agglutinated into small clusters due to humidity and rust.



THE OVERLOOKING RING

Surrounding an enormous circular chasm, a series of half-demolished halls and galleries look into the abyss under Frostwound. From time to time something shines down there and shuffling steps can be heard. These ruins feel uncanny, as if they don't belong to any culture known by the frostlanders, giving the impression that the Underhalls themselves created them.

Encounters in this area

When exploring the Overlooking Ring follow the encounter rules and roll 2d4 on the following table:

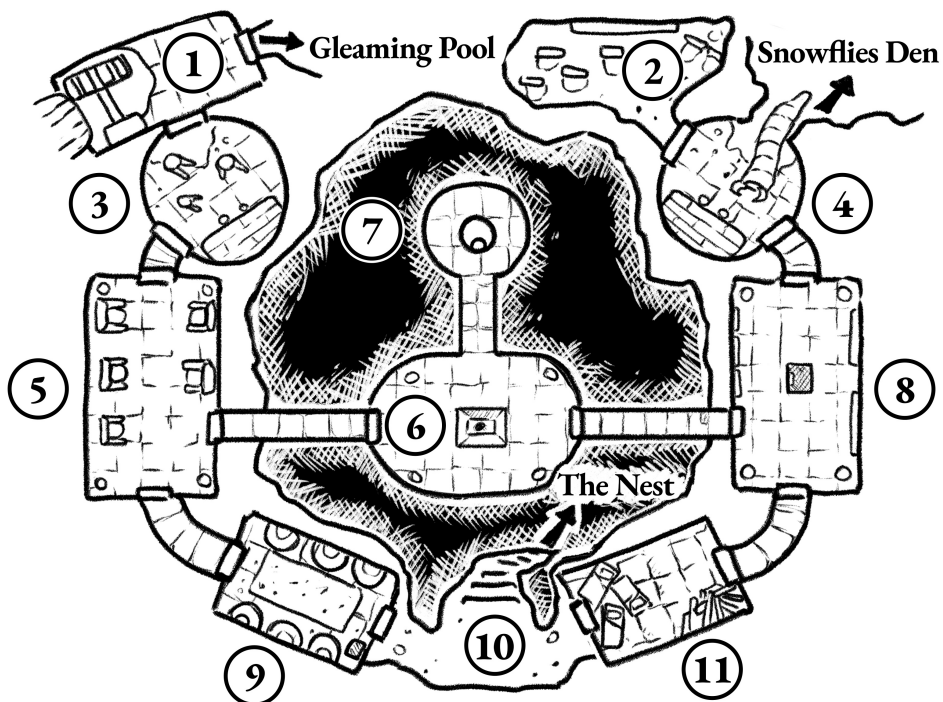
2. 2d4 Hunting Icebreakers

3-4. 1d4 Frost Spirits performing mundane tasks

5. A lone Icebreaker separated from his pack

6-7. A Blue Iron Colossi carrying the remains of an Icebreaker

8. The Forgotten scavenging through the ruins, whispering in an unknown language



1. Frozen Watermill

This ruined chamber contains the remains of a **Giant Watermill** and the core of the arcane-mechanical system that it once powered; an enormous **iron pillar inscribed with runes and symbols**, standing in the center of the room. The watermill is incrustated on the ice of the frozen waterfall that drops from the gleaming pool into the center of the room. The north stairs go up to the path towards The Gleaming Pool, while the south ladder descends deeper into the building. If the waterfall gets unfroze, or if the watermill is activated in some way, the system will produce enough energy to breathe the last moments of life to the Overlooking Ring, momentarily activating the colossi on **The Hall of Statues (5)** and turning on the red light of the **Abyss Ritual Chamber (7)**.

2. Burial Cave

The icy floor of this wide cave is full of small funerary monuments made from stone. The northern wall has the faint remains of a mural depicting the souls of the fallen returning to the abyss as their bodies are dropped into the lower levels of the Underhalls. The piece of the mural that shows the bottom of the halls is completely ruined and unrecognizable.

3. West Tower

A half-frozen guard tower. The iron door on the north side is wide open, leading into the Watermill. There are **three frozen humanoid bodies** standing around the room, with their hands forming a circle over their face, looking downwards in the direction of the chasm. They are slightly taller than the average human, their arms are longer and thinner, and their skin seems coopery, even in this frozen state.

There is a loft with a window that looks into the abyss, giving a **faint view of The Hanging Temple**, but the stairs are missing.

4. East Tower

Similar to the West Tower. The northeast wall is completely destroyed, leaving an opening that leads to the **fissure in the Snowflies Nest (2)**. The frozen body of an enormous **Icebreaker** lays between the ruined wall. An eerie breeze comes through the iron door on the north side of the tower. An iron staircase leads to the tower loft, where there is a window that gives a faint view of the Hanging Temple and the abyss.

5. Hall of Statues

The walls of this long hall are covered with a network of runes and symbols engraved in blue iron. Along the walls of the hall, there are stone thrones suited for creatures twice as big as the average human. While most of the thrones are empty and half-ruined, three of them on the west side of the room have unpowered **Blue Iron Colossi**, covered by a large cloth.

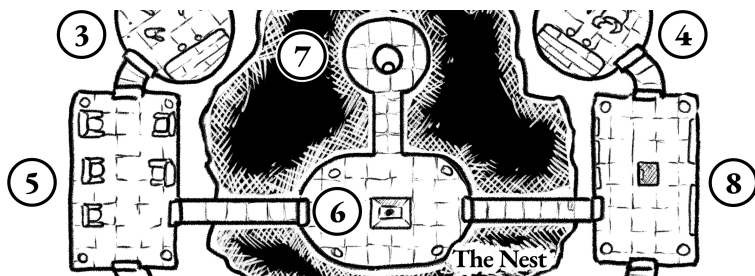
The Blue Iron Colossi

The colossi are peaceful in nature since their original function was mainly ritualistic; they can walk, move heavy objects, pray and chant. The vibrations of their chants keep violent creatures calm. The Colossi will obey anyone who wears the Amulet of the Prophet; otherwise, they will remain on their thrones. However, if they sense that anyone is stealing any item from The Overlooking Ring, they will follow them until the item is retrieved, or the intruder is subdued.

6. Hanging Temple

A circular dome that stands over the abyss, connected to The Overlooking Ring by two stone bridges. The interior of the chamber is arranged in a circular manner around an iron pillar with a small stone on top, dark as the night and emitting a strange “cold-heat”. This is a **fragment of The Phenomena**. Anyone who directly touches the black stone has to make a Save vs Death to avoid entering a trance for 1d4 minutes, receiving a vision from the depths of the Underhall (Advance one stage on their vision or give a piece of information about The Phenomena). Additionally, roll on the “**Exposure to the phenomena**” table.

The walls show pictures of the humanoid inhabitants of the citadel praying and looking into the ground. One of the them is on his knees, looking through a red hole on the ground with a blank expression. They all seem to be wearing iron ornaments.



7. Abyss Ritual Chamber

A small chamber with a hole in the middle, designed for exposing an individual to the influence of the abyss, and therefore to the gaze and influence of The Phenomena.

There is a **crimson red gem** (1,000gp) attached to one of the sides of the hole; if the power system of the ring is activated, or if any form of energy is imbued into the gem, it will produce an intense red light that will illuminate the abyss, **showing the path to the bottom of The Underhalls (11)**. Anyone who stares directly at this light has to make a Save vs Spells to avoid the urge to recklessly rush to the illuminated path for 1d4 turns.



8. Ceremonial Hall

The walls of this wide hall are decorated with murals and looms. The **three preserved looms** are heavy, woven with threads of different metals, and barely hanging from ruined pillars (250gp each). Removing the looms from the pillars without special care causes the pillar to fall, dealing **1d6 points of damage** to anyone standing in front.

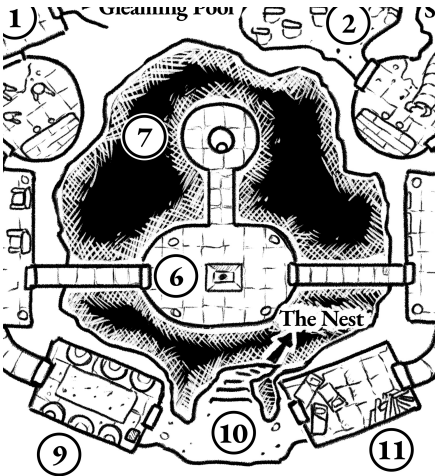
The mural on the east wall shows a rough map of the old citadel, depicting a **tall figure dressed in a copper and silver robe** on an upper level of the Underhalls, holding a shining amulet inside a sanctuary. The figure is surrounded by four kneeling Blue Iron Colossi, and seems to be gently passing through one of the walls with its fingers.

There is a sealed iron box in the center of the room that can be open by dropping blood on a hand-shaped bladed opening on the side. Inside the box there is a well-preserved **copper dagger** and a pair of **black coins**. When placed in the eyes of a dead body, the coins can voice their soul to answer a single question. The answer can be true or not, and afterwhile the body is destroyed.

9. Incubator

The sides of this chamber hold the ruined remains of six spherical structures used for **breeding Icebreakers** and other beasts. The center of the room is actually a pit covered in thin ice, which will **break** as soon as someone steps on it. Examining the thin ice reveals an Ancient Icebreaker on the bottom of the pit. If disturbed, the Icebreaker will wake from his frozen slumber, attacking the first creature it perceives.

On the southwestern side of the room, across the pit, there is an old chest containing three **Blue Iron staffs** adorned with a purple gem (300gp each), old tools of the worm-breeders.



10. Acolyte Quarters

These are the old rooms of the acolytes from the old citadel. The beds have been piled up on the south door, forming a weak barricade. **The Forgotten** has made his camp in the corner of the room, inside a makeshift structure made from scavenged materials and Icebreaker skin. There is a **bag with 500gp** worth of blue iron relics and a **Invisibility spell scroll** inside. There is a **3-in-6** chance of encountering The Forgotten here.

11. The Endless Steps

An irregular structure made of stone and covered in ice. From this point, the abyss can be clearly seen, as well as the exterior of the temple hanging over it. A series of carved steps indicates the path that descends **into the depths**.

The Forgotten

Once an escaped prisoner, The Forgotten made contact with The Phenomena by mere chance many ages ago. Now he wanders through the underhalls looking for worthy offerings, trapped within his own mind, unable to die until The Phenomena is nullified, or someone take his place as the cursed prophet of the depths.

THE PHENOMENA

Exposure to The Phenomena

At the deeper levels of the Underhalls the influence of the unknown being that inhabits the underground starts to affect both creatures and their surroundings.

Roll **1d8** to determine the effects of the Phenomena:

1 - Timestretch: From now on, for every hour spent in the current area, a day passes by outside. This effect ends when characters exit this section of the Underhalls.

2 - Wild magic: Magic-users must save vs wands or one of their available spells is involuntarily cast.

3 - Transmutation: A number of 1d4 iron items currently carried by player characters change its nature. Roll a d6 for each item affected: on a 1-3 they transmute to copper, on a 4-6 to blue iron.

4 - Memory of the Ages: A wave of memories rushes into the player character's minds. Those who save vs Wisdom receives 200 XP.

5 - Gravity anomaly: Characters must save vs Spell or be subject to inverted gravity for 1d6 turns.

6 - Life drain: An unnatural, chilling wind blows from the upper halls. Characters suffer the effects of Frostbite as if they have been exposed for three turns (lower max HP by 1d4).

7 - Avoid the light: As a candle that no longer breathes, every light source based on fire extinguishes.

8 - The call of iron: A buzzing vibration fills the air. In 1d4 turns 2d4 Worker Snowflies enter this area.

THE NEST

At the end of abyss there is only silence.

As the last tunnels of the Underhalls come to an end, the creaking of the ice and the distant noise of the lurking creatures begins to fade, leaving an uncanny silence that forces every being to listen to their inner sounds. The growling of an empty stomach becomes the desperate shifting of an inner land and the tired heartbeats of those who ventured into this icy underworld transform into the insistent ticking of a rumbling clock deep within.

For every hour expended on this area every player rolls a d6. There is a 3-on-6 chance that they get affected by the **Exposure to the Phenomena** (p. XX)

1. Cave Entrance

A wide opening in the icy walls welcomes the unlucky ones at the bottom of the abyss. The walls have a faint crimson hue.

A 10' tall deep black monolith stands in the middle of the cave, surrounded by a small pile of bones. All the bones have carvings of arrows, triangles, rhombus, and four-pointed stars. Any item that touches the monolith has a 3-on-6 chance of turning its composition into copper. Otherwise, it would be absorbed by the dark stone.

The northern side of the cavern transforms into a crimson wall with an open arc, as if the rock melted into the building, or vice-versa.

To the right of the open arc, there is a small tunnel that carves through the stone. Small pebbles seem to shake in this direction.

2. Twisted Hall

The washed-out crimson walls of this room pulse with a rhythmic beat. On a closer inspection characters discover several veins of iron coming from the next room and diverging through the walls of this hall. The iron veins throb as if it were made of flesh.

In the exit of this room there is a standing silhouette as if it was peering into the Natural Altar. The humanoid body has been turned to iron, its clothes petrified in the wind.

3. Natural Altar

As they follow the iron veins into this round chamber, characters immediately note how the lines of metal have protruded from the walls, weaving four enormous Blue Iron spheres. It seems like there is a transition from common iron into its Blue Version.

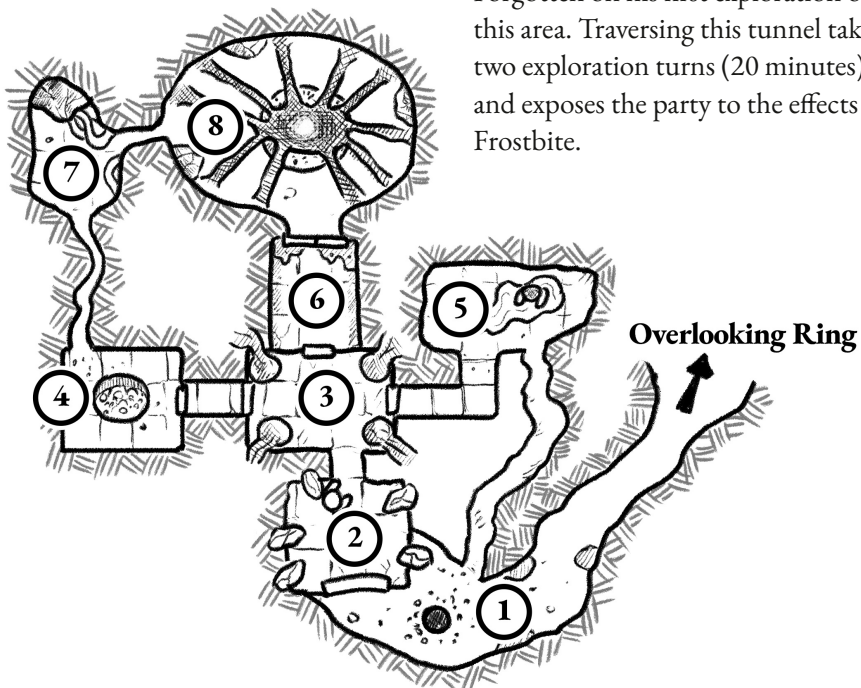
Characters looking through the iron threads will notice each sphere houses a mummified humanoid dressed in rich clothes and ceremonial jewelry. It takes mining tools to break through this weave and it makes a loud noise. Each sphere contains the equivalent of 1000 gp.

4. Offering Pit

The 20' wide pit at the center of this frozen cave is filled with Blue Iron items, a collection of offerings The Forgotten has brought to The Phenomena in his eternal wandering. An Ancient Icebreaker is sleeping under the offerings. The creature has completely fallen under the influence of The Phenomena, and its skin has turned blue.

The total of Blue Iron trinkets on the pit are bulky and heavy, and they are worth 1200gp.

The north wall of the room has a circular tunnel carved by The Forgotten on his first exploration of this area. Traversing this tunnel takes two exploration turns (20 minutes) and exposes the party to the effects of Frostbite.



5. Inverted Chamber

Characters stepping into this cylindrical tunnel will gradually feel the pull of gravity shifting to one side and then all the way up to the roof, in a spiraling pattern. Throwing anything into the tunnel will reveal this.

There is a frozen pool of water that follows the gravity pattern, and where the ice reaches the roof of the tunnel there is a corpse similar to the Forgotten's body trapped in the roof as if the iron veins had fused with it. The corpse belongs to one of the few survivors after the fall of the city: a High Priest whose transformation killed him, and the veins of the Phenomena push forward to reclaim his servant. The corpse wears a snowflake-shaped jeweled necklace worth 1500 gp.

6. The Gates

This wide crimson hallway is sustained by six stone pillars, barely standing. An imponent iron arc stands on the north side of the hall, sealed by a membrane-like substance. This is an extension of The Phenomena, and only allows the passage of Blue Iron items (Or whoever is wearing enough of them). The Core can be seen on the other side of the membrane.

7. Penitent Tunnel

An ice chamber opens at the end of the tunnel. If The Forgotten hasn't been encountered yet, he is here, and he won't let anyone enter The Nest through the small gap to the east of the cave.

There is a big iron vein on the north wall, connected to The Nest by a series of crimson tentacle-like appendages. If the characters expend some time in this room they would see the iron slowly turning blue.

8. The Core

An enormous circular chamber with crimson red walls, carved by the piece of sky that fell into the land many ages ago. Ice shards and small rocks float freely within the room, disconnected from gravity.

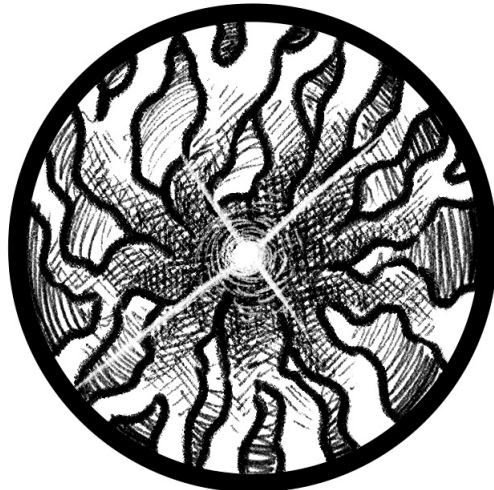
The Core of The Phenomena lies in the center of the room, connected to the walls by two dozens of appendages, reminiscent of roots. If threatened, The Phenomena will throw a pulse of energy. Save vs Spells or suffer 1d6 temporary Wisdom damage and roll on the Exposure to The Phenomena table. Additionally, The Forgotten along Two Iron Colossi will be immediately commanded to reach the room and eliminate the intruders if available.

The Phenomena can't come in contact with copper; it will repel him like a magnet, even going so far as to disconnect its roots from the walls to reposition itself.

Under The Core there is a frozen pit that contains all the treasure accumulated by the offerings provided by different individuals affected by The Phenomena. There is a total of 2200gp worth of treasure between jewelry and golden-threaded robes. Additionally, a silver tiara with blue crystals rests on the top of the items; it allows the wearer to interchange its conscience with a creature it touches for 1d6 minutes. Any harm received by any of the parts is shared.

The Core of The Phenomena

An ancient being that crashed into this land from the skies many ages ago. Since then, The Phenomena has been sleeping, feeding, and growing, reaching the creatures that come into the range of its eldritch conscience, communicating through their dreams, visions, and desires. Its true purpose is unknown, incomprehensible to the minds of this plane of existence, though it has been turning the ore deposits of The Underhalls into blue iron, slowly expanding its existence beyond its core, thus invading the dreams of more creatures.



BESTIARY

The Forgotten

A twisted humanoid creature that has lived longer than any other, sustained by the nutrients of the egg.

AC 5 [14], **HD** 5+3 (25hp), **Att** 1 × staff (1d4), 1 × claw (1d6), **THAC0** 15 [+4], **MV** 60' (20'), **SV** D9 W10 P12 B14 S12 (C5), **ML** 10, **AL** Chaotic, **XP** 225, **NA** 1, **TT** None

► **Spells:** Darkness, Produce Fear, Cause Light Wounds.

Worker Snowfly

An insectoid the size of a cat that lives off iron and produces electricity.

AC 6 [13], **HD** 2 (9hp), **Att** 1 × mandible (1d4), **THAC0** 17 [+2], **MV** 30' (10')/180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d4 (2d10), **TT** None

► **Electric gland:** On a hit causes paralysis for 2d4 turns (save vs paralysis; metal-armored opponents receive -4 to the roll).

Warrior Snowfly

Same as Worker Snowfly, but **THAC0** 16 [+3].

Icebreaker

An armoured worm that borrows the wall of the Underhalls, feeding on the living and carrion alike.

AC 7 [12], **HD** 3+1* (14hp), **Att** 1 × bite (2d4), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75, **NA** 1d4 (1d4), **TT** None

► **Tunneler:** Can borrow through solid ice at half speed.

► **Ecologicalization:** The Icebreaker doesn't have eyes. It can perfectly perceive its surroundings as long as it can hear and produce sound.

Ancient Icebreaker

Same as Icebreaker, but 20hp and **THAC0** 15 [+4]

Frost Mastiff

AC 6 [13], **HD** 4 (18hp), **Att** 1 × bite (1d6), **THAC0** 16 [+3], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 50, **NA** 0 (0), **TT** None

► **Resistance to cold:** Grants +4 for save rolls against cold-derived attacks. Subject to Frostbite rules after one-hour exposure.

Frost Spirit

A faint presence of the restless dead, bound to the Underhalls by The Phenomena.

AC 6 [13], **HD** 3 (13hp), **Att** 1 × Icy Touch, **THACO** 17 [+2], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 50, **NA** 0 (0), **TT** None

► **Icy Touch:** Anyone touched by the Frost Spirits must save versus spells or be numbed (+2 to its Armor Class) for 1d6 turns.

Blue Iron Colossus

AC 4 [15], **HD** 5 (22hp), **Att** 1 × Crush (1d8), **THACO** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 10, **AL** Neutral, **XP** 175, **NA** 0 (0), **TT** 2d4 Pieces of pure blue Iron (100gp each).

► **Citadel protector:** Peaceful by nature, will target anyone visibly stealing an item from the ruins.

► **Chanting:** Will chant while resting or idle. Violent creatures within 80' will calm down, additionally imposing a -4 penalty to attack rolls.

Optional Timeline and The End of Times

-~~2444~~ A blazing meteorite falls from the sky, piercing through a barren land of heat and stone. Everything starts to freeze.

-**1830** Guided by their visions, a small group of settlers arrives at the landing point. They start to build a new city from ice and blood.

-**1080** The Forgotten escapes the prison and becomes the avatar of The Phenomena.

-**1050** The Old Citadel falls. There was as much potential as there was ambition, and some folk decided to face what lies beneath the frozen land. They failed.

-**200** The upper portion of the Old Citadel is re-discovered by a group of settlers; criminals,

-**80** The ice citadel has many names; Frostwound is the one that sticks.

Now: The party starts its descent into The Underhalls

1: Most of the inhabitants of the citadel die from freezing or starving

2: Tarko, the guardian of the gates, decides to descend into The Underhalls looking for the body of his lost daughter. He comes upon a gargantuan deposit of Blue Iron.

5: Word travels through the land and The Underhalls become one of the main mining spots on the continent. One intrepid party travels to the bottom of the Underhalls, discovering The Phenomena. They fail to resist its influence.

10: The cult present in the old citadel is revived, quickly gaining popularity.

15: Veins of Blue Iron are found across the land. Folk attributes it to a miracle. The cult expands.

30: The main cities across the world start to use Blue Iron in their architecture. The cult becomes one of the main religions.

50: The Phenomena leaves, and all the Blue Iron in the world is called upon the skies by a force beyond the comprehension of humanity. Weapons, tools, machines, buildings, and even entire cities drift to the sky to never be seen again. Even the mineral veins deep within the earth are ripped away by an invisible force.

Everything is left in ruins.

The planet is left hollow, condemned to expire as many others.

Truths about the Old Citadel

Father Hearth is the God of gods, his symbol is the three-pointed flame (sometimes mistaken for a downward arrow). He presides over every family, bringing life and guarding them against the shadow.

Mother Winter is the Mistress of Hunt, her symbol is the snowflake (sometimes simplified to a four-pointed star). She is the watcher in the Wall of Time, chasing down the shadow.

The Explorer is the Guide of Life, his symbol is the double-cross (sometimes drawn as a rhombus). He is the way back home and the way towards hope, traveling faster than the shadow.

The Triangular Code of Justice is the Center, their symbol is the silver triangle pointed upwards. They are the measure under which everyone will be accounted for, even the shadow.

*A barren, white land at the end of the world, and there, the Citadel.
Gleaming spires of ice rising to a clear sky, thawed and frosted again.
High balconies and pillars eroded as limestone, featureless.
And among the lonely streets and halls, they eat, love and die.
Frostlanders.*

*Their numbers are few, their chances even less.
'Cause from the depth of dreams a call has been made,
to trail the Underhalls for its secrets to confess.*

The Underhalls of Frostwound is a module for Old-School Essentials and other OSR-compatible games set in a frozen Citadel and its forgotten Underhalls. Characters will be drawn into the mysteries of the place guided by the nightmares that haunt their rest.

Ignore them, and you will fall into **madness**.