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## About This Content

### A Lost City at the Top of the World!

*On an epic journey across the frozen wastes, your characters seek their destiny and that of the future empress. Yet at the top of the world, having overcome the ravaging storms and dark forces arrayed against them, you discover a marvel of legend, a ruined city both ancient and alien. Surely you cannot simply pass it by without exploring it and seeing what mysteries have lain untouched for time out of mind. Then again, if the caravan tales are true, perhaps others have come not so long ago, leaving behind a mysterious treasure that may be of great aid in claiming your imperial destiny in the eastern realms.*

Under Frozen Stars is a 5th Edition adventure for 8th-level characters, which can be dropped into any campaign where the heroes are exploring the frozen reaches beyond the end of civilization, whether high atop an inaccessible mountain range or at the farthest polar reaches at the top of the world, especially if your campaign bridges traditional western fantasy with the mysteries of the far east. It is a classic lost city where magic and technologies ancient and alien lie buried in the ice, forgotten by the world beyond but still filled with mechanical marvels and deadly dangers your players will never forget.

Under Frozen Stars can be played as a standalone adventure or as a loosely connected sequel to the events in Road to Destiny and The Baleful Coven. Grab this 28-page 5E adventure today and Make Your Game Legendary!

Conversion by: **Danny Stratton**

**Requirements:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included 5E ruleset.

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Title: Fantasy Grounds - Under Frozen Stars (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 15 Dec, 2016

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**Minimum:**

**OS:** Windows XP, Vista, 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** N/A

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

**Introduction**

Under Frozen Stars is an adventure set in a frozen and desolate arctic wilderness, where mid-level PCs (7th-9th level) encounter the ice-encrusted ruins of an ancient and alien civilization. The adventure does not provide enough experience in and of itself for the PCs to increase in level, but it provides a number of interesting challenges and rewards, especially if the heroes are leading an exploratory expedition to the far polar regions, or escorting a caravan journey across the arctic trade routes from a land of Western-style fantasy into the realms of the mysterious and fantastic Orient. The PCs may also be tracking down rumors of a legendary location at the literal end of the world, as well as a rare and powerful magical item with its roots in the far eastern lands towards which they reach those lands as well as be

**6.1. Adventure Background**

**6.2. A Journey to the East**

**6.3. The Adventure Begins**

**6.4. The Empty Streets**

**6.5. The False Guardian (2,900)**

**6.6. The True Guardian (5,900)**

**6.7. Miniya's Quarters (450 XP)**

**6.8. The Manufactory**

**6.9. Epilogue**

**6.8. The Manufactory**

In contrast to the towering facades and monoliths around it, this building is comparatively low-slung, set into a natural rise with a metallic portal offering access to the upper level and a second set of metal doors at the foot of the slope allowing access to the lower level.

**Map The Manufactory**

**Key Areas**

**Table: Clockwork Servant Trap**

Roll	Custom	Output			
1d4	Trap	Attack	Target	Effect	
1	1	swinging arm	+4	10-foot line	1d8+1 damage (1-2, bludgeoning, 3-4, piercing, 5-6 slashing)
2	2	grabber	+5	one creature	moved 10 ft. towards cyborg processor
3	3	falling block	+6	5-foot square	21 (6d6) bludgeoning damage (DC 12 Dexterity saving throw for half)
4	4	sprayer	+5	one creature	condition for 1 round (re. 35 Mod-A-4 71.41)

**6.8.6. Catwalk and Upper Works (3)**

A large open metal stairwell spirals down to the floor below, and just across it a hulking half-metallic humanoid stands armed with bow and blade. At each corner of the room stands a bank of strange devices tended by a vaguely human mechanical creature. Other mechanical creatures are moving below.

The ceiling of this chamber is 10 feet above the level of the catwalk, 40 feet above the floor. Because of all of the hanging machinery, flying creatures treat the entire chamber as difficult terrain and Dexterity (Acrobatics) checks have disadvantage. However, creatures may use Strength (Athletics) to cross the chamber hanging from equipment; this requires a DC 10 Strength (Athletics) check using two hands (DC 15 using one hand).

**Creatures**

At area 6A is an oni cyborg, once one of Liao Ku's compatriots turned into a slave of the machine. In addition, at each corner of the room (6B) is a clockwork servant, though unlike Miniya's servant Lin these are not awakened.

**Encounter: Upper Works**

The clockwork servants fight only if directly engaged. Otherwise, they manipulate the room's machinery to attack the PCs remotely. These attacks can target anyone in the chamber but gain advantage to attack rolls if a target is adjacent to the conveyor belt or the cyborg processor at area 7. The trap device they attack with each round is generated randomly.

**Table: Clockwork Servant Trap**

Activating a trap takes a clockwork servant's entire turn. Destroying the clockwork servant's instrument panel (Break DC 25, AC 17, hp 40) prevents it from making trap attacks.

**Upper Works**

CR 8 XP 3150

Token # Name

3 Clockwork Servant

Placement: 1 Oni Cyborg

Unidentified Map / Image

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REFERENCE

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FRELUDE

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- What You Will Find Inside Under Frozen 1
- Experience Counts

ADVENTURE: UNDER FROZEN STARS

- Introduction
- Adventure Background
- A Journey to the East
- The Adventure Begins
- The Empty Streets
- The False Guardian (2,900 XP)
- The True Guardian (5,900 XP)
- Miriyah's Quarters (450 XP)
- The Manufactory
- Epilogue

Introduction

Under Frozen Stars is an adventure set in a frozen and desolate arctic wilderness. PCs (7th-9th level) encounter the ice-shrouded ruins of an ancient and alien civilization. This adventure does not provide enough experience in and of itself for the PCs to increase their level, but it provides a number of interesting challenges and rewards, especially if the heroes as exploratory expedition to the far polar regions, or escorting a caravan journey across the frozen wastes from a land of Western-style fantasy into the realms of the mysterious and the unknown. The PCs may also be tracking down rumors of a legendary location at the literal end of the world, as well as a rare and powerful magical item with its roots in the far eastern lands. This item can increase their notoriety as well as being quite useful in their battles against the forces of evil.

- 6.1. Adventure Background
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6.1. Adventure Background

A low bunker of blue-black stone protrudes from the ice. Dimly visible beneath a thick layer of frost is a faint tracery of silvery wire inlaid in a repeating star-like pattern encircling a hexagonal portal in the bunker's face. To the right of the portal is a hexagonal panel of milky-white crystal, spiderwebbed with cracks and smashed through in several places.

This entire portal is covered in a layer of ice (AC 13, hp 20) which must be removed before the portal can be opened or the crystal panel accessed. If the ice takes more than 20 points of damage, any damage over this amount is applied as damage to the access panel. Once the ice is removed, the panel must be repaired using mending or creation, or 1 hour of work and a DC 20 Dexterity check can also repair 144 points of damage. The crystal panel begins with 10 hit points (subtracting any damage suffered from breaking through the ice) and must be repaired up to 20 hit points to function. Once repaired, several vertical slots can be accessed, one of which is sized for the pendant the Caravan Master owns, which allows the portal to be opened with a DC 15 Wisdom (Perception) check to figure out the right sequence. The portal itself can also be broken or battered down (hp 100, DC 25 Strength check to burst).

6.1. Adventure Background

The White Peacock Crown was the pride of the princes of Waj Khor, signifying their independence from the larger kingdoms around them. The kings claimed the crown gave them power to see and hear the truth, which allowed them to outwit the deceptions of rakshasas to the south and on the west. The rulers were clever, however, and copies of the crown that infiltrators never knew which crown was whom they could deceive until their schemes and their plots unfolded.

Waj Khor was Miriyah who cared for the crown. She was a long-lost descendant of an imperial family. Enemies of her family have found her and she is being hunted. She is a skilled thief and a spy. She did not realize she was being hunted until she was captured. She was not a great success in her band, but she was not a failure. She was a small kingdom that had been taken over by a larger one. She was a small kingdom that had been taken over by a larger one. She was a small kingdom that had been taken over by a larger one.

6.2. A Journey to the East

While this adventure can occur in any remote icy region, it is ideal for a campaign taking heroes on an epic journey from the Western lands of traditional fantasy to the Far East, crossing the arctic rather than the wide, uncharted oceans. To draw your heroes into the adventure, you can introduce a simple plot device: either a PC or a friendly NPC or long-lost descendant of an imperial family. Enemies of her family have found her and she is being hunted. She is a skilled thief and a spy. She did not realize she was being hunted until she was captured. She was not a great success in her band, but she was not a failure. She was a small kingdom that had been taken over by a larger one.

You can incorporate begin the adventure by having the heroes provide, but this epic journey is a journey, of any class or race, to the story and the challenge. The Caravan Master is host and guide. He knows the stories in the arctic. He is familiar with the frozen north. He is familiar with the frozen north. He is familiar with the frozen north. He is familiar with the frozen north. He is familiar with the frozen north.

6.3. The Adventure Begins

The adventure begins as the heroes approach a strange spire deep in the high ice. The adventure background assumes the heroes are crossing the arctic wastes at the pole, but the adventure could also be set amidst the glacier fields of an inaccessible mountain range or a desolate island locked in an icy sea.

- Image: Ancient Civilization
- Map: Ancient Civilization 1

Key Areas

- 1. Doorway to Midnight
- 2. Entry Ramp
- 3. Antechamber
- 4. Passage into Darkness (1,100 XP)
- 5. The Bubble Tube (9,000 XP)
- 6. Point of Entry
- 7. Alien Atrium (2,910 XP)

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**Map - Lost City 1** Unidentified Map / Image

### 6.3.5- 5. The Bubble Tube (9,000 XP)

Ahead in the distance in this seemingly endless tunnel, you see a flickering blue light, guttering out and then after a brief span warily returning before again going dark. Approaching closer, you see the battered hulk of a hexagonal metallic tube, with cracked bubble-like windows along both sides and at each end. Several bluish lights seem to be moving inside the hulk.

The slightly crumpled tube is the remains of a transport vehicle that once moved to and from the city on a cushion of force. It has long since fallen to ruin, but the eldritch mechanism that generated its force cushion still sputters and throws off irregular waves of force. Strange degenerate beings that consume this force energy huddle around it from time to time, draining the field's energy each time it manifests. These force morlocks hate all creatures other than their own kind. While they flee from the clockwork monitors in the city above, they attack any other creatures on sight.

As you approach the wreckage, you see a half-dozen hunched, misshapen humanoid creatures clutching long shards of metal. They are clad only in rags and sagging drapes of skin, and their flesh glows with a pale blue light, their eyes a baleful red.

Images: Force Morlocks

#### Force Morlock 1

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR 13 DEX 16 CON 16 INT 10 WIS 14 CHA 10

Damage Resistances force

Senses darkvision 120 ft., passive Perception 12

Challenge 5 XP 1800

**TRAITS**

**Breathless**  
A force morlock does not breathe and is immune to inhaled effects.

**Force Aura**  
A force morlock is surrounded by a dull blue aura as bright as a candle that flares brighter when struck, dealing 1 (1d6) force damage to attackers who hit them with melee attacks.

**Sunlight Sensitivity**  
While in sun light, the morlock has disadvantage on attack rolls, as well

#### Force Morlocks

CR 13 XP 9000

Token #	Name
6	Force Morlock

Placement:

#### COMBAT TRACKER

Name	Init	HP	Temp	Wind
Force Morlock 1	18	120		
Force Morlock 2	18	120		
Force Morlock 3	18	120		
Force Morlock 4	18	120		
Force Morlock 5	18	120		
Force Morlock 6	18	120		





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