

2-4	Nothing is found
5-8	Small Healing Potion
9-10	Small Healing Potion and a 5W purse

for loot by rolling 1D10 on the table below with  
**Conclusion :** If you eliminate the bandits, continue searching  
 ■ 3 Small, Low.  
 ■ 1 Medium, Low.  
 ■ Large, Low.  
 etc.)

<b>S</b>	Ability : None
<b>I</b>	AD : D8
<b>M</b>	AD : D8+2
<b>E</b>	Mvt N
<b>N</b>	Mvt N
<b>N</b>	PV 3
<b>N</b>	PV 4
<b>E</b>	Bandit Veteran (x1)

**Special Rule :** Fog. Maximum R5 for Ranged Attacks.  
**Obstacles :** Random movement. **Deployment :** Normal  
**Terrain Tip :** Favour natural surroundings (Bushes, Trees,

**Combat Challenge :** Defeat the Bandits of the Far North.  
 Gain 1 disadvantage for the 1st turn of combat only.  
 forwards, weapons at the ready !  
 softer... Too late, you realise they have seen you as they rush  
 breath, you crouch down hoping you haven't been  
 silhouettes moving in the freezing fog around you. Holding your  
 the same bandits who attacked Hesperon ! You spot three  
 charging feet and blood curdling battle cries. These must be  
 for the rest of your journey. As you search, you suddenly hear  
 can just about make it out on the horizon, but it remains  
 tantalisingly hidden by the wintry fog. As if those ignorant of  
 it were not worthy of seeing it, adorned as it is with its icy  
 mantle. Trudging on through the deep snow, your progress is  
 slow. Eventually, you stumble upon a disguised path. Walking  
 along its winding way, it passes by an abandoned cemetery,  
 now covered in ice and snow. You think the tombs and  
 mausoleums must be several centuries old at least. Carrying  
 on, still with a little difficulty due to the depth of the snow,  
 amongst the fog. Two of the silhouettes look humanoid, but the  
 third with a fat, bulbous body and eight hairy legs has you  
 extremely concerned, especially considering its massive  
 size...

### Act 1 -- "The Caravan Regained"

**After** many weeks of travel northward, you eventually find some recent tracks in the snow. Following them you are led to what appears to be a small, ragged camp with a small fire reduced to glowing embers. Huddled next to the fire, shivering lies an injured stranger. Hearing your approach, he begs you for aid. Introducing himself as Hesperon Manor. As you attempt to tend his wounds, he tells you, "Our caravan was attacked, by bandits, thirsty for blood and what coin we had...I am the only survivor. Please milord. Help me, I beg of you". You realise quickly in these forsaken lands ; it is far better to work together than to face danger alone...

**Narrative Challenge :** Heal Hesperon Manor to include him as your companion. CR5 (+Survival) against Hesperon.

**Success :** Hesperon regains his strength. Gain 1 advantage.  
**Failure :** His wounds are too grievous, and he dies as you tend his wounds.

**Hesperon Manor :** (Level 1) Health 7, Agility 3, Brawn 4, Archery 2, Swordsmanship 5, Arcane 7, Survival 4, Luck 7, Wisdom 2, Candour 4, Guile 0  
**Item :** Poison Antidote/ Bow (range 6), 2 arrows  
**Ability :** Survival Instinct

(On a Success) **Catching his breath, you help Hesperon to his feet. He thanks you warmly for your assistance and offers you a good mug of home-made mead. What a godsend for you ! As you sit around the now cheerily burning campfire, you tell tales of your adventures and listen to Hesperon tell tales of his. A new friendship begins. Hardly surprising as you have much in common.**

5w and 1xp.

**Conclusion :** The hero receives 5w and 1xp.  
 ■ 5 Small, Low (Bushes or Gravestones, ...)  
 ■ 1 Tall, High (Mausoleum/Colum ...)  
**Terrain :** Favour cemetery atmosphere.  
**Obstacles :** Random Movement. **Deployment :** Normal.  
 Enemies are unaffected by this rule.

<b>S</b>	Ability : Regeneration
<b>I</b>	AD : D6+2
<b>M</b>	Mvt N
<b>E</b>	Mvt F
<b>N</b>	PV 3
<b>N</b>	PV 2
<b>N</b>	Ghouls (x2)
<b>E</b>	Ice Spider (x1)

**Combat Challenge :** Defeat the Ghouls and Ice Spider.

**After** a much needed rest you press on towards the city. You can just about make it out on the horizon, but it remains tantalisingly hidden by the wintry fog. As if those ignorant of it were not worthy of seeing it, adorned as it is with its icy mantle. Trudging on through the deep snow, your progress is slow. Eventually, you stumble upon a disguised path. Walking along its winding way, it passes by an abandoned cemetery, now covered in ice and snow. You think the tombs and mausoleums must be several centuries old at least. Carrying on, still with a little difficulty due to the depth of the snow, amongst the fog. Two of the silhouettes look humanoid, but the third with a fat, bulbous body and eight hairy legs has you extremely concerned, especially considering its massive size...

### City Of Ice

**As** you return to town from your last adventure, as always, you head to the "Rusty Dagger" Tavern. Sipping on your favourite mead, you happen to strike up a conversation with a merchant sitting the next table over. He introduces himself as Crowley and after a few jars, the strong drink begins to loosen his tongue and he spins a yarn of his travels to make him sound more interesting, you think...

**You** invite him to your table, eager to hear more, you ply the merchant with mead. As the bottle gets lower, you can tell he feels more at ease with you and eventually he relaxes enough to pick up his tale. According to a rumour he has heard, a group of would-be adventurers were headed to the Great North and the unexplored lands thereabouts... Their goal, to find the mythical "City of Ice". A place rumoured to be full of unclaimed treasure but also of great danger.

**Continuing his tale, he confesses that news from the expedition is well overdue, and he has not heard from them in several weeks. You try to keep the conversation going by pouring him another glass of delicious mead. Finally conceding that someone should go and find out what happened to them, Crowley describes to you the route the caravan took on its way north. Eventually, Crowley lurches up from the table, drunkenly mumbles his thanks to you, and staggers toward the exit. You watch him leave with a mischievous smile, just one more victim who can't keep up with your outstanding mead endurance !**

**One** by one, the patrons of the Rust Dagger head to their homes (or the nearest gutter) and the tavern keep announces closing time. Emptying your cup, you toss him a coin and bid him goodnight. It's time for a good nights rest. Tomorrow promises a new adventure and you must prepare what you will need to find the "City of Ice" !

**As** you examine the room, what's left of the roof begins to collapse. Frozen beams and masonry come crashing around rubble from crushing you to death...  
 Success : You leap to the side avoiding being struck by the debris  
**Narrative Challenge :** Dodge the falling debris CR 6 + Agility  
**Failure :** You twist your ankle trying to dodge the falling masonry. You suffer a -2 penalty to movement for the rest of the adventure AND you gain one disadvantage per failed character roll during the first round of the next combat encounter.

**You** find yourself drawn towards what appears to have been an ancient temple with a partially collapsed roof. The now open-air building seems to be dedicated to some ancient deity. Having no better options, you decide to explore it further. Arriving in front of its heavy double doors, their hefty intimidates you, you hesitate for a moment. Then, hurrying yourself at the great doors, one opens with a reverberating groan. The vibrations echoing through the building.  
 AD : D6+2  
 Mvt F  
 PV 2  
 Ice Spider (x1)

### Act 3 - - "The Forgotten Temple"

**Having** explored the cemetery fully now, you follow the path and continue in the direction of the city. And what a city ! Taking your time as the views are truly breath taking. As the sun awaits the word to attack. Emerging from the shadows of the hill is a much larger creature, its fendiish head covered with remnants of fog. Walking the streets, you are stunned by the grandeur of the city. The immensity of it all overwhelms your vision. There are ancient inns and taverns. Here are what could be guild halls and other public buildings.  
 AD : D6+2  
 Mvt N  
 Mvt N  
 PV 3  
 Temple Guardian (x1)



**Obstacles :** Fixed and random placement (See below).  
 ■ 2 Large, High « fixed » : columns in C3 R3 and C7 R3.  
 ■ 3 Small, Low, Random : pillars & tombs, etc...  
 ■ 1 Small, Low « fixed » : treasure chest in C10 R4.  
**Deployment :** Normal for heroes, Temple Guardian : C10 R3  
 Ghouls : C10 R1 and C10 R6.  
**Conclusion :** Upon opening the chest you find 20w and also a ring that you cannot identify.  
**Narrative Challenge :** Identify the ring – CR7 + Arcana  
 Success : You identify the item as **The Ring of the Silver Arrow**.  
**Failure :** You learn nothing at this time, however you make take the item back to town and have it identified by the **Guild of Arcanists** for 35w. You can do this anytime between adventures.

<b>S</b>	Ability : Regeneration
<b>I</b>	AD : D6+2
<b>M</b>	AD : D6+D8
<b>E</b>	Mvt N
<b>N</b>	Mvt N
<b>N</b>	PV 6
<b>E</b>	Temple Guardian (x1)

**Combat Challenge :** Defeat the Ghouls and The Temple Guardian.

**A** little battered and bruised from your close encounter with the temple roof, you quickly realise you are no longer alone. With hardly time to recover, you instantly recognise the two ghoulish forms staining beautifully at you. They seem to be awaiting the word to attack. Emerging from the shadows of the hill is a much larger creature, its fendiish head covered with remnants of fog. Walking the streets, you are stunned by the grandeur of the city. The immensity of it all overwhelms your vision. There are ancient inns and taverns. Here are what could be guild halls and other public buildings.  
 adrenaline pumping, you ready yourself to receive the charge.  
**Combat Challenge :** Defeat the Ghouls and The Temple Guardian.

Should Hesperon survive the adventure as a reward for his safe return his family rewards you with **10w**. Hesperon is also added to your companions list and can accompany you on further adventures.

**But now, it is time to return to town... Will Crowley be at the "Rusty Dagger Tavern" to greet you ? You remember he did say something about heading to the Southlands but did not give a reason for his journey. You tell yourself he is probably looking for another mythical city...Who knows !**

Reward of 1 XP for your hero

### Enemy Abilities

- Regeneration :** When a monster with this ability loses its last HP, roll 1D4. On a result of a 4 it recovers 1 HP. Apply this ability every time it looses its last HP.
- Icy Poison :** Reduces the targets movement by -1 square and inflicts -1 Agility.
- Ice Arrow :** R6. The target must defend against a ranged attack of AS6 + the targets Agility. The Ice Arrow passes through its allies without penalty.
- Agile Reflexes :** -1 to the shot result against this enemy.

### Companion Abilities

**Survival Instinct :** Once per combat challenge, if Hesperon falls below 0 hit points, on the roll of a 3+ on a D6, place him on 1 HP instead.

### Items

**Ring of the Silver Arrow :** (30W) The wearer of this ring ignores all penalties of small, medium and large, low scenery for ranged combat.

- This supplement is for "The Rusty Dagger" Solo Adventure zine game, created by Rob Salters from « Table Salt Gaming Designs ».
- "City of Ice" Written & Layout by Eric Caretti
- (Des Figurines & Des Jeux French YouTube Channel).
- English translation and edits by Kit Malarkey.

In affiliation with table Salt