

The TORTURED LAND



A 5E SOLO GAMEBOOK
BY PAUL BIMLER



THE TORTURED LAND

A SOLO ADVENTURE FOR DUNGEONS & DRAGONS (FIFTH EDITION)

BY PAUL BIMLER

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*Dedicated to my Mum Margaret and my Aunty Norma
Who instilled in me a love of books and learning.*



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THE TORTURED LAND

ADVENTURE IN THE FRIGID NORTH



INTRODUCTION

Welcome to the next solo adventure in the series that was started with *The Death Knight's Squire*. This adventure sees your PC continuing their quest across Faerun, exploring the area north of the Moonsea known as The Ride, and venturing into The Tortured Land. This adventure is designed for a single level 4 player, without a DM, and comes after the Level 3 adventure *Citadel of the Raven*. It can also be played as a standalone. The written narrative entries in this book serve in place of the dungeon master, and guide you through the adventure.

Based on feedback, this adventure is written to be a little more challenging than our previous gamebooks, and contains a few hard to deadly encounters. Bear this in mind as you set out on your quest. It is definitely *not* a pushover!

WHAT WILL YOU NEED?

All you will need for this adventure is a level 4 PC, ideally created using the guidelines in the *Player's Handbook* and, if you like, one other core sourcebook (not including *Unearthed Arcana*). You can use any race and player combo you like, but keep in mind that this adventure is designed to be balanced for core classes. If you are using a homebrew class, and find the adventure too easy, then perhaps you need to examine aspects of your class to see whether they are OP. The adventure has been extensively playtested to make sure it is not too easy, nor ridiculously difficult to complete.

TOKENS

If you are playing a tabletop style of adventure with printed map, find something to function as PC and

monster tokens: game tokens, coins, dice, anything with a bit of weight.

PROGRESS POINTS

Some of our previous adventures used a mechanic named *Progress Points*, and future adventures will also. However, this book does not use that mechanic as it doesn't fit with the story. Time is not so much of a factor here. As you will discover, survival, useful items, and avoiding exhaustion are more relevant factors as you journey across *The Tortured Land*.

MOVEMENT

All battle maps utilise a standard 5 ft. grid. When moving diagonally, treat every *other* square as 10 ft of movement.

COMBAT SHEETS

All encounters in this adventure are managed via the use of custom combat sheets, which are found at the back of the book (but don't look now!) They progress you through a series of events that make up each encounter, and which can take many different paths.

You will need to roll dice, saving throws and all other appropriate rolls for yourself AND any enemies. Keep in mind that a few of the encounters in this adventure would be considered 'deadly'. You will enter some dangerous places in the course of this adventure, and if you blunder into somewhere you shouldn't be, you may end up paying for it with your life!

FEATS

Every class has combat feats; a fighter's action surge, a bard's cutting words, a barbarian's rage, a rogue's sneak attack... the list is long and varied. Use these in your combat encounters. You do not need to be prompted by the text to do this.

HOUSE RULES

Death saves:

There are no death saves in this adventure, unless there are two or more PCs (see below), or an NPC present. If you die, you will simply have to roll up another PC and try again!

Max HP:

To balance out the above rule of no death saves, and to account for the fact that there is only one of you, we've added the additional rule that when you level up, you take max HP instead of rolling. It keeps the combat a bit more interesting and means you're not so squishy! So, take max HP for every level of your PC (and your con mod too).



MULTIPLAYER AND DM VERSIONS OF THE QUEST

If you are playing with a friend as a two-player party, **death saves are allowed**, but also, ignore the Max HP rule. To make the game more balanced, you should also consult the **Multi PC Conversion Table** at the back of the book, after the Combat Sheets section. This contains adjusted monster numbers for every encounter, depending on whether you are adventuring with 2, 3 or 4 PCs.

When the narrative text calls for skill checks, all PCs will get to try, but the DC is raised by 2.

Also, keep tabs on *who* is interacting with whatever is going on in terms of what's happening in the story - it could be both of you, or, if appropriate, it could be just one of you while the other stands a little way off observing.

You can also run this adventure as a DM'd campaign. The DM keeps the Adventure Book to themselves, runs the combat, and both DM and players have the maps visible. The DM controls the maps and reads the entries to the player.

DM IDEAS: DMs, if you are running this adventure for any number of players then obviously you have free license to read whatever entries you want and examine the elements of the book in depth. Whole encounters of your own could easily be inserted into the adventure, as long as you know the start and end entry numbers. Theoretically, this adventure could

serve as the framework for a multi-week campaign.

SPELLCASTING

I have given options throughout the adventure for casting spells (eg: "*Do you know the spell **Detect Magic**? You could use this to see whether this weapon is enchanted or not.*"). So if you're playing a mage, think about what



spells could be useful in a solo adventure. (Hint: combat spells are what you should probably focus on, although you will get occasional opportunities to use other spells as well). When in combat, you do not need to be prompted by the text entry to cast spells.

So, feel free to cast spells even if the text does not call for it. Use common sense. For example, if you want to cast *Feather Fall* to prevent fall damage, but the option is not given, still go ahead and cast it, avoiding

the damage. Even if the options are not given, if you think the spell is appropriate for the situation and all the conditions are met, then go with it. Ask the question "What would a DM do?" Also, keep track of your spell slots.

RESTING AND HEALING

Opportunities will be given to rest at certain points. Follow normal rules for resting and recovering hp.

If you have healing abilities (Lay hands, Goodberry, Cure wounds etc etc), or healing potions, use those when you like and as appropriate, following normal 5e rules. You do not need to be prompted by the text to use these.

SKILLS

Skill checks will be asked for when appropriate.

NON-DARKVISION PCS

If you are playing a character *without* darkvision, then you will need torches. When you are in combat situations in dark places, you will not be able to wield a two-handed weapon or a shield and a weapon simultaneously, and you will not be able to use two-weapon fighting, unless that space is illuminated in some way. Outside there will always be a small amount of light. So, when you are entering dark spaces, it is presumed you are always kindling a torch (otherwise entering such spaces and encountering scenarios is

basically impossible). This rule is circumvented if you happen to find some aid to vision within the adventure.

OTHER ISSUES

Any issues where you are not sure of the judgement or how you should play it, just exercise common sense and ask yourself...

WHAT WOULD A DM DO?

This should be your guide when in doubt.

GO WITH IT

Feel free to improvise. The last thing I want this adventure to be is too prescriptive. You might decide that the monster you are fighting does something different, even if its not so great for your PC. If it's in the spirit of the game, go with it.

Sometimes you may need to roleplay something your character would *definitely* do in this circumstance. In that situation, you have my permission to perhaps look an entry or two ahead to see what the outcome is, and decide which is the fairest outcome for your character. Try to keep this sort of thing for an emergency, however, when you are certain you *must* play it in this way.

CHARACTER CREATION

If you are new to our adventures, please create a level 4 character, equipping them with gear according to class. In addition to that, let's say they've already completed one quest and received 300 gp, which they will

get a chance to spend early on in the book. For ability scores, use point-buy or standard array.

If you have played our previous solo adventures, you might have a PC who has completed those quests and collected loot and other items. If this is the case, use that PC.

XP in this adventure is not awarded by defeating monsters, it is awarded by milestone. Expect to advance your PC to Level 5 at the successful completion of this quest.

Also, come up with a compelling personal backstory and background for your character as well, just because it's fun, and helps you to enjoy the adventure. Your backstory will give the events within your quest a unique flavour and context, so this is highly encouraged.

There are no restrictions on race or class – go with whatever you're feeling, but keep in mind that this adventure is designed to be balanced with core classes. If you're new to D&D

just stick with creating a character using the *Player's Handbook*, as the PHB already contains numerous options for character creation. For the sake of my own sanity, I do not include feat options for non-core classes in the adventure text. I can't possibly account for every known class and their feats by level and still keep the adventure entries at a manageable size! So if you are playing a non-core class, and in general really, accept that you won't be able to do everything you can think of – that's just the nature of this style of play – and enjoy *The Tortured Land* for what it is.

Fair warning – in true gamebook style, there are one or two choices in this adventure that will result in sudden death, so choose your options wisely. Don't rush when considering your options, especially if the outcome appears to be potentially deadly.

With all that out of the way, let's get into the adventure!



THE ADVENTURE BEGINS!

BACKSTORY

The vast, bitterly cold expanse of steppes known as The Ride has been your home for the last month. During this time, the only people you have been in contact with are a small tribe of barbarians known as the Erakan, who welcomed you into their village with open arms. But now you crave solitude, and so you strike out into the wind-whipped tundra once more. This north, it is cold year-round and those hardy souls who make this land their residence are few and far between. The Erakan told you of a village to the east. Your scant knowledge of their language suggests that the village is called Bearfoot, but you can't be sure. With nothing better to do, you set out for Bearfoot which lies just south of a small mountain range. There you plan on picking up supplies and continuing east. Perhaps you will visit Ilinvur, or perhaps pass it to the north on your way to Vaasa. East seems to be the way you are going.

North of the mountains is The Tortured Land - a barren, icy wasteland, inhospitable to all but the most twisted, hardened creatures. You say your farewells to the Erakan people and set out for the village, keeping the sun's path across the sky as your guide.

Taking your time, you walk for three days, enjoying the solitude once more. By nightfall on the third day, you see a cluster of lights some way off, which you reason must be Bearfoot.

Not quite ready for civilization yet (although this barely qualifies) you spend the night camped out on the steppe, surprisingly warm in the tent you obtained from the Erakan. You bank stones high around your campfire so that they are protected from the wind - and from far-off eyes. After cooking a basic but hearty meal over the embers of your fire, you turn in for the night. Sleeping peacefully under the stars, it occurs to you that you have become very attached to the



empty space of The Ride and are starting to feel quite at home in it. The wide open plains have a beauty all their own.

You sleep soundly, only waking once when you heard an animal snuffling just outside your campsite. Always primed, you have become highly alert to any sounds that don't belong and always waken when something is nearby. Breaking camp the next morning, you shoulder your pack and look east towards Bearfoot, which sits upon a slight rise.

When the sun clears the horizon and touches the plain, you are about half a mile out from Bearfoot. You wonder what awaits you in this small town. It has been a long time since you visited anything resembling a town. You hope to get in, get the supplies you need, and then leave, continuing east. A night's sleep in an actual bed might be nice, but you certainly don't want to linger here. At least, that's your intention as you approach the gates of Bearfoot.

Now proceed to Entry 1.

1

The town is ringed by a wall of wooden stakes about ten feet tall. Approaching the western side of the settlement, you see it is manned by a single guard standing atop a tower about twice as tall as the fortifications.

"Good morning," you call out.

"Morning," the man returns, in a thick northern accent. "Where are you coming from?" You see he is dressed in leather armour and wears a broadsword strapped across his back. He is not your usual lazy-

looking town guard, however. This man looks hardened, battle-ready. Only the strong survive out here on The Ride, and it is certainly wise to have your best warriors manning the gates of a village so exposed.

"From the Erakan settlement to the west," you say. "Is this the village of Bearfoot?"

"Bearclaw," he replies. "Hold on, I'll open the gate. We don't get many visitors this time of year, especially on foot."

The man descends the tower quickly. His friendliness and eagerness are a welcome change. It's not the suspicious treatment you are used to when entering cities of late.

A large wooden gate creaks open to reveal the main street of Bearclaw.

You thank the guard and enter the town.

The first thing you notice is the wind - or rather the lack of it. The buildings shelter you from the relentless, icy breeze that scours everything on The Ride. It is nice to be out of it for a change.

Despite the hour, the town is quiet, but you do see a few faces peering out at you as you make your way down the main street. A tavern bearing the name The Crackling Hearth sits halfway down this street, and you also see a general supplies store, named Durfar's General Supplies. Towards the end of the street, what appears to be a temple bears a thick totem pole at the apex of its entrance. The image of a warrior wearing a necklace of crystals sits there cross-legged, looking impassively out over the town. A little further down, an

interesting-looking shop name
Kannoth's Rare Books and Tomes
sits.

Where will you visit?

To pay a visit to The Crackling
Hearth, go to 53.

To have a closer look at the temple,
perhaps trying to decipher what
deity it is devoted to before visiting,
go to 244.

Or to simply enter, go to 86.

To pay a visit to Durfar's Supplies
Store, go to 108.

Or, to visit Kannoth's Rare Books
and Tomes, go to 152.

2

Hopping nimbly across the rolling
scree, you ride the moving surface,
keeping your balance well.

Soon, you reach the bottom of the
scree and are on solid ground once
more. Looking down the slope you
see that there is a little way to go to
the bottom of the Pass.

Turn to entry 320.

3

You feel drawn towards this illusion,
and unbeknownst to yourself, wander
off the path and into thigh-deep
snow!

Finally, you finally recover your wits
and curse yourself for being so easily
led astray. Then you begin searching
for the way back to the path.

Make a survival check, DC 17. If you
possess a compass, you may make
this check with advantage.

If successful, go to 223.

If unsuccessful, go to 312.

4

Boldly, you stride up the causeway
that leads to the front gate of this
isolated fortress. As you get closer,
faces appear at the small windows
which dot the stone walls, and you
realise that your approach has not
gone unnoticed.

Halting about five metres from the
gate, you announce yourself in a loud
voice.

A disembodied voice replies, "What
business do you have with Lord
Bragol, traveller?"

How will you reply?

"I have come to test my prowess
against your Lord." Go to 313.

"I am on an important mission, and
wondering if Lord Bragol can assist
in any way." Go to 213.

"I am merely travelling through and
looking for a hot meal. In return, I
can share stories and good company."
Go to entry 188.

5

You cannot detect any signs of life
from within this glade. All appears
quiet.

However, having been on the ride for
some weeks, you are well aware of
the cunning of creatures forced to
survive in this harsh wilderness.
Cautiously, you edge forward.

Turn to entry 185.

6

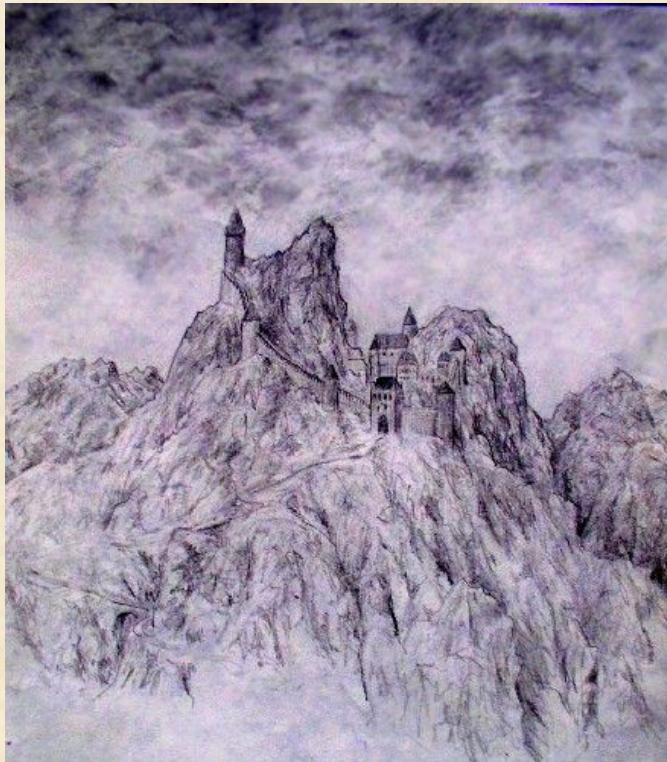
You make your way up the valley
towards the stronghold of the ice
mage Aurilana. You wonder if your
approach has been noticed already.
There is nowhere really to hide in
this open, frigid landscape, but that
doesn't deter you from your quest,

and soon you reach the foot of the mountain on which the stronghold sits.

You begin your ascent, pulling your cloak around yourself tightly as a wind whips around the rocky crags and buttresses of this harsh, inhospitable peak.

Soon you are approaching the keep itself. You stop some way off and survey it.

Turn to entry 301.



7

As quietly as you can, you creep across the courtyard area towards the steps that lead up to the castle entrance.

Make a stealth check, DC 14.

If successful, go to 368.

If unsuccessful, go to 331.

8

You cannot recognize the architecture, but you can see there is a fair bit of activity going on around here. If you do journey this way, you might be accosted by its inhabitants. Take the codeword *structure*.

What will you do now?

You can inspect the books on the table by going to 141.

You can descend the ladder that leads down to the floor below. Go to 63.

Or you can leave this tower and continue your quest. Go to entry 323.

9

"Ach, look who's coming to challenge, Gruggus!" says one of the half-orcs, visibly drunk.

"Fancy your luck do ya matey?"

Oh, well, put your stake down, roll up your sleeve and let's see what you've got!" Despite their macho talk, the half-orcs are friendly and welcoming, but also keen for a bit of light-hearted competition.

Gruggus, the one who you will face, is built like a brick outhouse with thick arms, and he plonks himself down opposite you, lifting and draining a large tankard of ale in one draught, before calmly placing one elbow on the table and fixing you with a cheeky grin. "Come on then, traveller. Do your worst!"

There's no backing out now. Choose between a stake of 50 or 100 gp, and then make an Athletics check, DC 17.

If successful, go to 363.

If unsuccessful, go to 280.

10

Suddenly you hear an arrow whistle past your ear, and then a loud yapping noise. From out of nowhere two gnolls appear, running towards you from opposite sides of the river. They seem accustomed to the snow and move quickly along it, attempting to trap you in a bottleneck.

Go to Gnoll Encounter (River) and do battle with this canine critters!

11

"Who is this sister you speak of?" you ask, your interest piqued. Perhaps this has something to do with your quest... could she be the one that the gnolls are bringing the staff to?

"SILENCE!" the figure booms. "You will ask no questions of me, and now you have lingered here far too long! Arm yourself, adventurer, and prepare to die!"

Standing, the figure makes its way towards you, and as it passes through a shaft of light that filters through the chamber, you see that it is decayed, a skeleton which is somehow animated and draped in ancient robes. From within these robes, it draws a longsword which it grasps in its two bony hands, and squares up for combat before you! Go to Undead Warlord Combat Sheet and do battle with this menacing foe!

12

You are not one to wait and determine whether such grim-looking foes are friendly or not! Taking advantage of surprise, you

aim for these armoured warriors and prepare a deadly attack.

Go to Undead Bannermen Combat Sheet, taking one attack (ranged or otherwise) on these unsuspecting warriors, and then proceeding with combat proper.

13

Gingerly you place your foot on the ice and transfer your weight onto it. It seems to hold, so you take another step, moving across the ice, placing one foot in front of the other. You will spread your weight very even if you want to make it safely to the other side!

Make a Dexterity check, DC 15.

If successful, go to 217.

If unsuccessful, go to 233.

14

As darkness descends, you set foot on the glacier that marks the bottom of the Pass of Auril, and begin your climb.

The moon lights your way, and all is still... at first. Then a tide of cloud comes pouring over the summit at the top of the slope; the front end of a storm. Soon you are engulfed in a swirling maelstrom of snow and sleet, and can barely see the hand in front of your face. You call on your navigational skills to get you out of this dire situation.

Make a Survival check.

If you score 1-9, go to 55.

If you score 10-14, go to 343.

If you score 15-18, go to 247.

If you score 19-20, go to 68.

15

You know this mark, and it fits with what you have encountered so far on this quest. This is the mark of Auril, also known as the Cold Goddess, Icedawn, the Frostmaiden. She is known as an enemy of Ulutiu, due to her siphoning his power while he lay in slumber.

You naturally wonder why these gnolls bear this mark. Certainly, you have never heard of gnolls worshipping human gods. The dog-like humanoids invariably worship Yeenoghu, who also holds domain over ghouls. This is most odd.

Take the codeword *frigid*.

Storing this information away, you turn your mind to finding a suitable campsite. Proceed to entry 97.

16

You make your way through the forest towards the low mountain saddle which you know as the Pass of Auril.

If you have the codeword *redberry*, take note of this entry number and go to entry 109, returning to this entry afterwards.

If not, continue reading below.

It grows dark as you near the mountains, huge monoliths of ice and snow. You feel their chill well before you reach them.

Finally, you arrive at the foot of a long, upward-sloping glacier. Frozen spires tower high, either side of the icy mass, piercing the evening sky, and strange lights seem to dance in the heavens above. A haze of snow swirls in the upper regions of these mountains, and as you survey this scene you wonder if you will even

survive this crossing! Despite its beauty, this terrain is the harshest, the most inhospitable you have encountered so far. On the far side of this icy colossus lies the Tortured Land, a tundra even more savage than the one you have crossed to reach this point. You do not know whether what you seek lies there, but you are determined to find out.

You consider your course of action. Will you press on, climbing the Pass of Auril to reach the Tortured Land beyond? If so, go to entry 14.

Or will you find a place to make camp for now, leaving the crossing until the morning? Go to entry 222.

17

Make a Dexterity save, DC 15.

If successful, go to 192.

If unsuccessful, go to 310.

18

You make your way back down to the first floor.

To inspect the door that leads off to the north, (unless you have already investigated this room) go to 158.

To leave the castle and continue your quest, go to 220.

19

You push your way loudly through the door, making a quick survey of the room beyond.

Three armoured figures are seated at a table, clad from head to toe in rusted plate. As soon as you enter, they all stand as one and draw swords.

“What fool would dare to enter our lord’s chambers unbidden?” one of them growls in a rasping voice.

Before you know what is happening, they are advancing on you. Go to Undead Bannermen Combat Sheet and do battle with these three warriors!

20

You feel your leg snag on something – a tripwire!

To your horror, three logs swing out from the wall, pivoting on some sort of turning stake. They all bear vicious spikes and you have only a fraction of a second to get out of the way.

Make a Dexterity save, DC 18. If you fail, take 3d6 piercing damage. If you are still alive (or if you succeed), continue reading below.

Reeling from this cruel and savage trap, you pause for just a moment to gather yourself, then stand, and putting your head down, continue your run east, along the ravine.

Ahead, you see the ravine coming to an end! Is it possible that you have made it through Poison Pass in one piece? You grit your teeth and sprint for the end.

Go to entry 66.

21

Ahead, you see several more miles of steppe before another range of mountains. And there, in the far distance, you fancy you can make out a stronghold of some sort, perched atop a rocky peak. Something tells you that you must head there, that whatever you find there will be the answer to the quest which Remigius gave you. For there is nothing else out here on this barren waste known

as The Tortured Land; only white, featureless plains and jagged peaks. Looking west, you think to yourself that the north side of the Pass of Auril must not be too far away, and you wonder if that route would prove to be a safer path.

Will you head straight north from here? If so, go to 294.

If you would rather head west towards the north end of the Pass of Auril, go to 348.

22

It doesn't take you long to spot movement, off to your left: two gnolls, attempting to catch you by surprise, are advancing with longbows!

Before you is a frozen river, and to your right is an area of rocky boulders. You will need to move quickly, or stand your ground and do battle!

Go to Gnoll (Frozen River) Combat Sheet and do battle!

23

You stay hidden, watching as the tribesmen pick over the bodies of the gnolls, wondering if they will pull out an impressive looking staff. But no, the gnolls carry nothing of interest to these barbarians, and after dallying a little while the three riders turn their mounts around and gallop off in a northerly direction.

You emerge from your hiding place and approach the scene of battle.

Picking over these corpses, you find nothing of interest. You do notice something on their chests, however – a snowflake symbol, branded there, bearing six points.

If you have the codeword *frigid*, go to 49.

Otherwise, there is nothing else of interest here. Go to 279.

24

Somehow you manage to hurl yourself out of danger, dextrously avoiding the flying stone steps, and land safely at the bottom of the perilous stairway. Your heart is pounding, but you calm your nerves and look down the passage ahead. It ends in a t-junction, and you slowly make your way towards it.

Reaching the junction, you look left and see double doors - the entrance to the keep that you saw before.

Then, turning right, you peer down a long corridor that appears to lead to a chamber from which blue light is emanating. A soft sound comes to your ears - chanting, an incantation of some kind - and you make your way towards it.

Turn to entry 122.

25

Several rocks come crashing down on you, the impact cutting large gashes in your head and shoulders, and leaving you dazed.

Take 2d6 bludgeoning damage. If you are still alive, continue reading below.

But you can see the plain ahead, and you run hard for it, eventually reaching the end of the ravine. Cries of orcish frustration echo in the Pass behind you, and you cannot help but smile with satisfaction. You have survived the perils of Poison Pass! Not many can claim that.

Catching your breath, you survey the icy steppe that spreads out before you.

Turn to entry 21.

26

Crouching and stepping through the broken gap in the gate, you feel your foot snag on something! Too late, you realize you have triggered a tripwire and you hear something releasing above you. Quickly you try to throw yourself out of the way.

Make a Dexterity save, DC 15.

If successful, go to 159.

If unsuccessful, go to 347.

27

You tell the Lord that yes, you do wish to face him in battle.

Immediately a broad smile spreads across his face.

"Excellent," he says, and immediately stands, heading over to the wall where a shirt of chain mail is draped over a practice dummy. As he puts it on, you notice it seems to shimmer slightly. Magic armour?

At that moment Nilena appears, bearing two greatswords, two longswords and a shortsword.

"You may choose one of those if you wish," Bragol says. "Or you may use your own weapon."

One of Lord Bragol's warriors then motions you towards an elevated area at the side of the hall, a sunken, stone-floored pit, ringed by elevated areas that serve as seating. You are impressed. Lord Bragol has his own battle arena, no doubt for training fledgling warriors.

Word spreads fast throughout the compound and it doesn't take long

before a sizable crowd starts to gather. Men, women, children, young and old, have all come to see this duel between you and Lord Bragol. You position yourself down one end of the battle arena, preparing yourself to face this seasoned warrior. Then, emerging from the crowd, Lord Bragol appears at the opposite end. His smile gone, he eyes you ferociously, swinging his greatsword from side to side, cleaving the air with menace! His bear lurks nearby, eager to join the fray. "Keep Snout back, Brugorn!" he tells one red-headed strapping lad, who bears an uncanny resemblance to the fighter. "We can't have the odds getting tipped *too* far in my favour." With that he gives you a wink, and then roars, "On guard!" and begins advancing towards you. Go to Lord Bragol Combat Sheet and do battle with this seasoned warrior!

28

Lord Bragol smiles bemusedly at this request.

"I... am taken aback," he says. "And somewhat tempted. It's been a while since I was truly tested in combat. Do you think you have what it takes? Do you have some enchanted weapon in there or some devastating spell that you are going to fire at me?" You do not answer these questions but merely hold Bragol's gaze, unwaveringly. The red-headed lord strokes his pet bear's head casually. "I will accept this challenge," he says, "if we agree beforehand that the duel will not be to the death. What say you? In the meantime, I can have Nilena fetch weapons for us." Lord

Bragol motions to Nilena to do this and the warrior-maiden nods and departs.

While Nilena retrieves weapons from the armoury, you have the chance to consider.

Are you certain you want to pursue this all the way to actual combat with Lord Bragol? By his bearing and manner, he seems like he could potentially be a formidable opponent. If the answer is yes, go to 27.

If you would rather laugh it off and say, "Ah, I was just jesting. I would never presume to challenge such a hardened veteran as you, sir. A warm fire and a cup of mead are what I really seek, truth be told." Go to 98.

29

The way forward appears clear, and so you move onto the bridge and begin traversing the icy river.

Roll a d20+1 and compare the results to your AC.

If it is equal to or higher, go to 268.

If it is lower, go to 10.

30

Seeing the little plaything, Aurilana's defenses fall. The anger drains out of her like water from a broken pot, and she drops to her knees, sobbing.

"Oh Shar," she weeps, shaking her head in misery. "What have I done? What have I done?"

You stand there for some time, not knowing what to do. As you watch, you see a transformation occur.

Previously young and beautiful, Aurilana's face takes on a wrinkled, elderly appearance, her posture stooped, her hair thinning and

turning an even paler shade of white, like fresh snow.

Eventually, taking up the staff Frostbringer, you leave the keep and walk down into the valley where Shar awaits. Telling her what happened, you watch as the old wizard, now a match to her sister, makes her way up towards her sister's keep.

Now turn to entry 352.

31

The half-ogre lies dead at your feet. If you had not seen him before, you now see a young tribal warrior bound and gagged and lying by the large fire the half-ogre had been trying to start. You cut his bonds and remove the gag from his mouth. The warrior speaks Erakan, and from the little you know, you get the following: he expresses his gratefulness, tells you that he was alone, foraging for game when the half-ogre ambushed him and beat him unconscious. He also conveys to you that he is the son of the chief of a small Erakan tribe that lives northeast of here, in the direction of Poison Pass. He points the direction out to you. He says if you are going that way, to make sure you pass through their tribal encampment where you will be treated like a king. Then he tells you he must return to his father as he has been gone for some time.

Take the codeword *saviour*, and then you bid the young warrior farewell and both of you set out, the warrior north and east, and yourself due north, towards the Frozen Stones. Turn to entry 214.

32

"Snow," you answer.

"Well done!" the figure says. "And now, you may leave without molestation. Go well, and do not wander into my stronghold again! For I hold dominion over these lands south of the mountains, while my sister holds dominion over the lands to the north."

To ask the lord for more information about his sister, risking his ire, go to 11.

To promptly leave this room and the castle, go to 231.

33

You dig for all you are worth, but it is no use. You are buried too deep, and eventually you begin to suffocate on the air which is no longer breathable. What a way to go! Your quest ends here, brave adventurer. But fear not! There are many encounters in The Tortured Land, enough that replayability is assured. So roll up another Level 4 PC and make another attempt to conquer The Tortured Land!

34

You set up your camp here at the foot of mountains which tower above, their high rocky reaches coated in snow and ice.

Did you pack a fur-lined tent? If so, go to 106.

If not, go to 177.

35

You try your best to decipher the Erakan, but the meaning escapes you. You know the words "beware" and

“hungry” but that is all you can make out.

You shiver, it is icy cold now. Above you see the fog lifting and a blue, clear sky emerging once more. Climbing the stairs out of the underground ruin, and stepping over the low, broken walls, you make your way back onto the ice and turn north once more, heading for the mountains.

Go to entry 361.

36

You easily recognize this rockslide for what it is - an illusion! Forging ahead, you test it with a foot and discover that it is indeed spectral. You walk through it, penetrating to the other side, where the ravine continues!

Progress to the next point east on the Poison Pass map, and turn to the number indicated.

37

If you have not yet investigated the staircase that leads off the first-floor corridor, and you wish to, go to 51. To leave the castle and continue your quest, go to 220.

38

You try to chant the mantra, but something is wrong - you are unable to make a sound! There is some sort of curse on this room perhaps. Quickly, you ready yourself for whatever the ice witch may throw at you.

Turn to entry 170.

39

Make a Perception check, DC 14.

If successful, go to 75.

If unsuccessful, you cannot discover anything. To open the door (if it is unlocked) go to 150.

To proceed down the hallway to the staircase, go to 51.

40

“That sounds like a good idea,” you tell the trapper, and the two of you set off towards the river. After some time you can hear a river nearby and you begin descending a slope. The snow here is deep as you come to a row of trees. Walking through, you see the river.

“That’s it,” the trapper says with a smile. “Gold in there, if you can brave the cold.”

You survey the river ahead which is, amazingly, not frozen.

Make a Perception roll, DC 16.

If you succeed, go to 225.

If unsuccessful, go to 196.

41

Much to the alarm of the three tribesmen who led you back to the village, you stride straight up to the entrance of this large hut and open the sturdy wooden door, entering the dwelling.

“Who’s that?” you hear from inside.

Emerging in the spacious central room, you see a huge bear of a man seated at a table, studying a map. He is clad all in furs and sports a long, red beard. A wry smile curls the corners of his mouth as he sees you enter.

“And who might you be, traveller?” he asks.

You introduce yourself and tell this man, who you take to be the chief, that you are on a quest to recover the staff of Tolrik Bearclaw.

Immediately he stands, offering you a seat.

"Come, sit, sit!" he says. "Your arrival is auspicious, my friend! We have much to discuss."

Go to entry 115.

42

Carefully you secure your rope to a large boulder at the top, then slowly begin your descent.

The cliff is vertical, with no ledges or footholds for you to take advantage of. You will have to rely on the strength in your arms to make this descent.

Make an Athletics check, DC 14.

If you are successful, go to 167.

If unsuccessful, go to 90.

43

Walking to the back of the entrance hall, you begin ascending a long, curving staircase. Portraits of old warriors line the walls, regarding you with stoic expressions. You wonder what sort of hardy souls chose to make their home this far away from the civilized world, and what sort of horrors did they have to beat back from their gates?

You reach the landing at the top of the stairs. It is utterly dark, and quiet but for the whistling of the chill breeze which finds its way in through cracks in the ancient masonry.

Cautiously, you move forward.

You wander along a wide, deserted corridor for some way before you see a door on your left. Ahead, you see

that the passage ends in another staircase.

What will you do?

To inspect the door to your left, go to 158.

To continue to the staircase ahead, go to 51.

44

You begin your ascent of the crumbling stone tower. The higher you go, the stronger the wind gets and several times you have to brace yourself against the ancient masonry to avoid falling over.

As you near the top, you place a foot on a stair which proves to be loose and slips underfoot! Quickly you struggle to regain your balance, trying to avoid taking a tumble down the stairs.

Make a Dexterity save, DC 12.

If successful, go to 353.

If unsuccessful, go to 305.

45

You approach the castle entrance, wondering what you might find inside this abandoned keep.

Suddenly you catch sight of something moving towards you, coming from the right. Some gnoll-like creatures, three of them in fact, have tried to sneak up on you, but you noticed them in time! They have failed in their attempt to catch you by surprise.

As the ghastly things approach, you see that they are not really whole.

Parts of their flesh are decaying and bones are visible. Are they undead?

Go to Gnoll Witherling Combat

Sheet and do battle with these three!

46

You manoeuvre as best you can down the constantly moving mountainside, stones rolling under your feet. But this treacherous terrain gets the better of you and you lose your balance, falling heavily and then tumbling, over and over, all the way down. Several larger rocks slam into you as you careen down the slope.

Take 2d6 bludgeoning damage. (If this kills you, then unfortunately one of those larger rocks connected with your head and did you in. If you are still alive, continue reading below). Bruised and out of breath, you reach the bottom of the slope, a little worse for wear. You pick yourself up, gather your wits and survey your surroundings.

Go to entry 320.

47

“Your doom enters here!” you say boldly.

The figure throws back its head in an uproarious, mocking laugh. “Is that so? I admire your valour, young one. But honour prevents me from allowing such a challenge to go unanswered. Arm yourself!”

The robed figure stands and draws a longsword from within its tattered garments. Now that the beam of light from the window falls on it, you see that it is a skeleton, somehow animated although clearly long dead. It advances towards you. Go to Undead Warlord Combat Sheet and do battle with this hideous enemy!

48

At the mention of the name Grokkung, the tribesmens’ whole demeanour changes. They become deferential, bowing their heads slightly. One dismounts his horse and brings it to you, and indicates that he will return to the village on foot.

Thinking it unwise to refuse this courtesy, you mount the horse and follow the remaining two tribesmen across the short distance north to the little cluster of huts that sits out on this open, barren plain.

You enter the cluster of huts and emerge in an inner circular area. One of the barbarians shouts a phrase in Erakan, and moments later you see movement from the largest hut. A huge, hulking bear of a man emerges. You take this to be Grokkung.

Grokkung approaches you, looks you up and down, and then straight into your face. He is an intimidating man, with biceps as thick as your thigh, and he towers over six feet tall.

“Welcome, stranger!” he booms suddenly, a broad grin spreading across his face. You are initially surprised that Grokkung Bearclaw speaks Common, but then you see the logic in it. The chieftain of this barbarian village must act as an emissary for his people, so the ability to speak Common is valuable.

Grokkung invites you inside his spacious dwelling, and there you get acquainted.

Go to entry 115.

49

These markings are identical to those you saw on the chests of the gnolls at the Frozen Stones. Clearly, they are part of the same cult or band. The mark, as you know, signifies the goddess Auril, who is the enemy of Ulutiu and certainly not a deity that gnolls are known to worship. So something, or someone, has these gnolls in their employ!

The plot thickens.

Leaving the gnoll carcasses for the elements to take care of, you press on northwards.

Go to entry 279.

50

Lord Bragol extends a hand to help you up.

"You fought bravely, my friend," he tells you. "Now come, share mead with me!"

Lord Bragol summons his cleric, who, with the aid of spells and potions, heals you up to your full hp value.

You thank Bragol for the duel, and for his hospitality. Facing this warrior in battle, you feel you have learnt some valuable tactical lessons. (Take 1 inspiration as a result of this encounter).

After exchanging pleasantries and taking a little food, you make your farewell and leave Bragol's castle. Exiting the gates of his keep, you turn north, heading towards the Pass of Auril.

Eventually the rock formation to your east dwindles, and patches of fir trees begin appearing. Soon you are in the midst of a thick forest.

Go to entry 354.

51

You head towards the staircase at the end of the corridor. Looking up, you see that it curves to the left as it ascends to the next floor.

You begin your ascent up these wooden stairs. But halfway up, as you place your weight on one of the stairs, you find the wood has rotted!

The stair gives way beneath your feet, and you fall through.

You quickly grab at the next stair up to stop yourself from falling through to the ground floor.

Make a Dexterity saving throw, DC 12.

If successful, go to 254.

If unsuccessful, go to 94.

52

You continue trudging in a northeast direction. The mountains now loom large, dominating your view, and everything is covered in hard-packed snow or ice. Puffing with exertion, you see your breath frost up before your face with every laborious step. As the day wears on, you notice your eyes becoming tired with all the white that surrounds you.

Do you have a pair of snow glasses?

If so, then you are saved from the pain of snowblindness.

If not, make a con save, DC 17. If you fail, then you suffer from snowblindness. Take a level of exhaustion. If you already had one level of exhaustion (disadvantage on ability checks), then take a second level of exhaustion (speed halved). If this is your third level of exhaustion, then that will result in disadvantage on attack rolls and saving throws. More information on levels of

exhaustion can be found on p.291 of the *Player's Handbook*.
Proceed to entry 194.

53

Pushing your way through a heavy wooden door, you enter a cosy little tavern populated by local townsfolk. Faces turn towards you as you walk to the bar, most friendly, one or two suspicious.

"Greetings, traveller!" the barkeep says. "Welcome to The Crackling Hearth. What'll it be? We've ale, of course, brewed in the village, or else there's mulled elderberry wine, or a little spirit I brew myself called Arsekicker. Warms the cockles, I tell thee!"

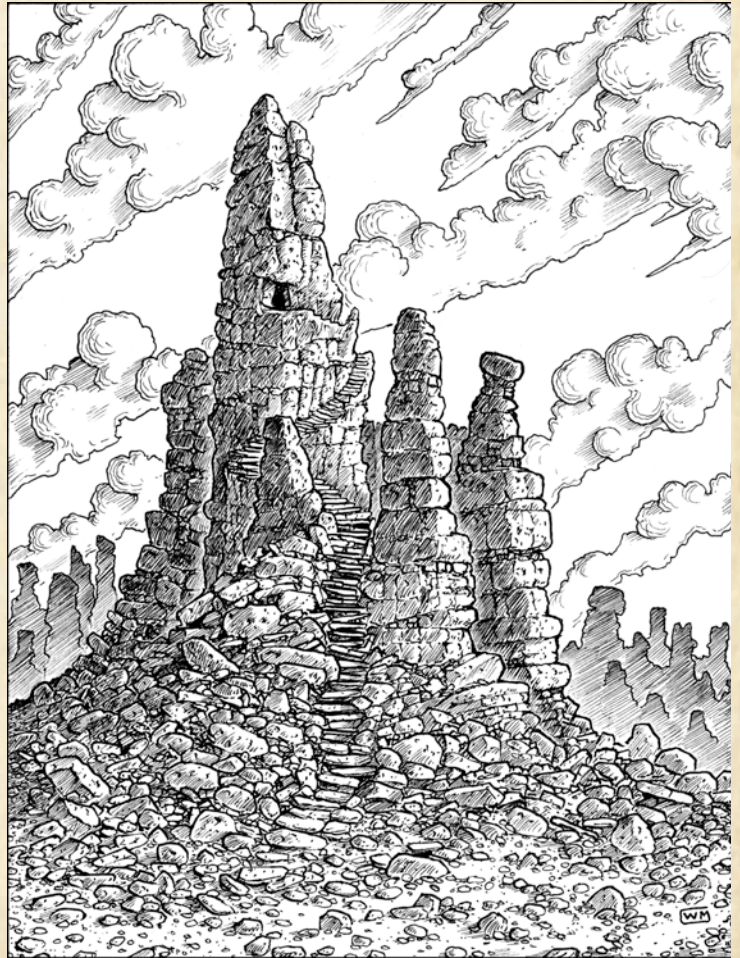
"Don't drink his homebrew, friend!" a drunk halfling shouts across the bar. "It'll bloody well kill ye, shure as the day is sshhort!" You chuckle at these villagers and their banter and order yourself a drink (the first one is on the house). Sipping on it, you feel warmth spreading through your body. Looking around the bar, you see various characters seated at various tables or by a large, roaring fire that is set into one wall, heating the room.

Who will you talk to?

Two large half-orcs, laughing and challenging patrons to an arm wrestling contest? Go to 9.

A sullen-looking priest, sitting alone in a back corner of the room? Go to 298.

Or, you could join a large group of villagers seated around a merchant who is narrating what is obviously a gripping tale. Go to 114.



54

You take the eastern route around this large network of rock formations, and begin to climb a gentle rise, the snow thinning and the ground becoming rocky and awkward.

You reach a barren, boulder-strewn plateau, and ahead see a ruined tower of some sort. Puffy white clouds scuttle across the sky as you approach this crumbling structure. It appears totally deserted.

To approach this tower and scale its precipitous stone stairway, go to 44.
To bypass the tower and continue north, go to 145.

55

You are utterly blinded, and completely disoriented. You wander forward, trying to find some familiar landmark or form of shelter.

Then, suddenly, you place a foot on what looks like solid ground, and it gives way beneath you! You fall badly, about 20 ft, down an icy crevasse, hitting the sides on your way to the bottom.

Take 2d6 bludgeoning damage. If you are still alive, continue reading below.

You recover your wits and survey your situation. Thinking that the only option now is to find shelter, you decide to stay in the crevasse and try to get some rest. At least you are sheltered in here.

Laying out your bedroll, you soon fall into a restless slumber.

(Because it is so cold in here, and you have wandered for hours, you only regain the advantages of a short rest rather than a long rest).

Go to entry 116.

56

Carefully you make your way across, testing each board before you place your full weight on it, inching your way across to the other side. You happen to glance down at one point.

The canyon floor is over 200 feet below, and you start to feel dizzy.

That's a long way down!

Looking back up, you focus on getting across safely.

Did you succeed on an earlier Perception roll to visually check this bridge?

If so, go to 297.

If not, go to 271.

57

Primed for whatever might happen, you begin crossing the bridge. You are unsurprised when you see an arrow shearing through the air towards you, and easily dodge it. Two gnolls suddenly appear, approaching the two separate ends of the bridge and obviously meaning to cut you off.

If you have a ranged attack readied, you may make it now against AC 15, consulting the Gnoll River Encounter map. Take note of whether it hits and any damage, then proceed to Gnoll Combat Sheet (River) and do battle with these heinous hounds! Use the PC spawn point situated on the bridge.

58

You are on edge and possibly suspect an attack, or think that assassins might be above, zeroing in on you with longbows. Either way, you do not feel safe lingering here and you quickly move on.

Take an Inspiration point for listening to your instincts and not wasting time on what could have been a deadly diversion. Proceed to the next entry number on your path.

59

You begin your ascent of the Pass of Auril. The day is bright and sunny, and the peril of your journey seems somewhat lessened with blue skies overhead. You press on up the glacier towards the summit which lies ahead, at the top of a long, steep slope. After about two hour's climbing, you pause to catch your breath.

Make a Survival check, DC 14. If you possess the book *Surviving in the Snow*, add your +2 bonus.

If you are successful, go to 187.

If you are unsuccessful, go to 91.

60

The day dawns crisp and clear, and you wake early, stoking a fire and cooking yourself a nourishing gruel over your campfire. You sit for a while with a hot cup of tea which warms you from the inside. By the look of the terrain that stretches north towards the mountains, you are going to need all the warmth you can get.

After breakfast, you search the area north of the Frozen Stones.

Make a Survival check, DC 12.

If successful, go to 328.

If unsuccessful, go to 208.

61

The gnolls lie dead, their blood staining the sacred ground. Still on the alert, you check the area to see if any more of them are hiding behind the stones, but it seems the area is clear. It was just these two.

Were these part of the band who stole the staff Frostbringer from the temple of Ulutiu in Bearclaw? Or were they just random wanderers who happened to be in the area?

To search the bodies of the gnolls, go to 257.

To move on, looking for a place to camp, go to 97.

62

Make a DC 15 Intelligence check to decode the text of this book.

If you are successful, go to 314.

If unsuccessful, you can have a look at the next book in the pile by turning to entry 193.

Or, you could leave the books and either go to the windows that look out over the landscape (go to 163), or descend the ladder that leads downward from this floor (go to 63). Or you could leave this tower and continue your quest. Go to entry 323.

63

Moving over to the circular opening in the floor, you descend a rickety old ladder downwards, into a dark cellar-like space.

Reaching the bottom, you look around and see old beds, some crates and a table with chairs. Evidently people lived here at some stage, but now the elements have forced their way into this ruined structure.

Rubble and stone dust cover every surface, and icicles hang from the roof. This place is long since deserted, the former inhabitants either fled or slaughtered - although you don't see any bodies to speak of. To investigate this room more closely, make an Investigation check, DC 15.

If you are successful, go to 250.

If unsuccessful, go to 147.

Or, if you are ready to leave the tower, you could go to 207.

64

Not wasting any more time, you begin your descent. It is tricky as the stone is constantly moving underfoot, and your agility is tested to the utmost.

Make a Dexterity or Acrobatics check, DC 17.

If you are successful, go to 2.
If unsuccessful, go to 46.

65

As quietly as you can, you exit the front door of the castle and make your way towards the gate. However, you are not stealthy enough and the undead gnolls soon emerge from hiding, lumbering their way towards you...

Go to Gnoll Witherling Combat Sheet and finish off these horrid creatures!

66

Arrows hit the ground behind you as you emerge from the ravine, a barren plain of ice which spreads out into the distance. You do not stop running until you are well clear of the ravine. Turning and looking back, you see about a dozen orcs standing on the high ridge above the pass, watching your departure. They stay there for a little while then shake their heads and turn, walking back to resume their stations, waiting for the next poor fool to attempt Poison Pass!

Turning, you survey the barren waste before you.

Go to entry 21.

67

You are buried under a huge mass of snow, but miraculously, are within an air pocket. However, you know you only have limited time before you choke on your own breath, so you start digging straight away.

Things are dire here. This could easily be the end of your adventure.

You need to make three Athletics checks to represent your time spent in digging yourself out. If one of those rolls is 16 or above, go to 133. If all the checks are below 16, go to 33.

68

You press on uphill, seeing if you can get through this blizzard and find some clear weather, but quickly realize this will not be possible. Abandoning this course of action, you take off your pack and begin making a snow cave using some stationary boulders to provide you with extra cover from the blizzard. Your superior survival skills allow you to construct a cosy sleeping-place that is more or less completely sheltered from the storm. Add 1 Inspiration point.

Crawling into your bedroll, you fall into a deep sleep, warm inside your snowcave halfway up the mountain. Go to entry 116.

69

You watch the path of the weather as it nears. It appears to be a tornado or twister of some sort, and it is moving fast. You will need to make a choice about which direction to divert your course towards, and soon too! In order to figure this out, make a Survival check, DC 14.

If successful, go to 248.

If unsuccessful, go to 365.

70

You make your way confidently through the cobbled area that leads to the steps of the castle entrance.

But then you pause, your Divine Sense activated... something evil lurks nearby! Undead, if you are not mistaken, and hiding behind one of the buildings ahead!
You may ready an attack. Then, proceed to 242.

71

Roll a d20+3.
If the result is equal to or greater than your AC, go to 269.
If lower, go to 166.

72

Your arrow finds its mark and the gnoll you were aiming for drops in his tracks, seemingly already wounded in some way.
Suddenly, you hear a commotion coming from up ahead, and look up to see three tribal horsemen, clad in white furs, charging towards the gnolls and swinging battleaxes. One of them also wields a bow.
With swift and brutal efficiency, the horsemen dispatch the poor gnolls in the blink of an eye. Their battle prowess takes your breath away. One of them spots you and quickly gallops over. Initially his bearing is menacing but when he sees that you are not offering challenge, he softens and gestures his companions over.
Another tribesman appears and deftly jumps on the back of his friend's horse. Now there is one horse free, and the barbarians indicate that you should mount this horse and follow them.
If you wish to do so, go to 184.
If you would rather proceed on foot, you make your apologies and they depart. Then, go to entry 279.

73

You tell the figure that you do not know the answer to his riddle.
“A pity,” he says. “If you answered had correctly, I would have let you go. As it stands, I am duty-bound to show you the error of your ways! Arm yourself, adventurer, and prepare to die!”
Standing, the figure makes its way towards you, and as it passes beneath a shaft of light that filters through the chamber, you see that it is decayed, a skeleton which is somehow animated and draped in ancient robes. From within these robes it draws a longsword which it grasps in its two bony hands, and squares up for combat before you!
Go to Undead Warlord Combat Sheet and do battle with this menacing foe!

74

You hear the door's lock click open. However, as you ease it open, suddenly the guards notice your presence. “Halt, intruder!” one of them utters in a low, hollow rasp. “You will die before entering my lord's chamber!”
All three stand, drawing long blades. They advance on you.
To flee through the open door towards whatever waits to the north, go to 199.
To engage these guards in this room, go to Undead Bannermen Combat Sheet. Place your token just south of the northern door.

75

After a thorough search, you cannot find anything resembling a trap. To open the door, go to 150. To proceed down the hallway to the staircase, go to 51.

76

Remigius shows you a space in the monastery where you can set up your bedroll. The floor has been laden with rushes so it is not too hard, and the monks who reside there provide good company, regaling you with fascinating stories regarding the myths and history of the local area. Despite sleeping on a hard floor, you are kept warm by a cheerful fire which the monks keep blazing all night, and you get an excellent rest in the monastery. You wake up the next morning, have breakfast with Remigius, and then prepare to get on your way, in search of the thief who stole the staff of Tolrik Bearclaw! Go to entry 234.

77

The beast lies dead, blue blood trailing out across the snow. After gathering your breath, you look down the slope and continue your descent to the steppe below. Go to entry 322.

78

Using some sort of implement, you roughly sketch out the shape of a staff in the snow. "Tolrik Bearclaw," you say. "Staff. I find." You point north towards the mountains.

The tribesmen look at each other quizzically. You are not sure if they have understood your meaning. You accentuate this little bit of play-acting by baring your teeth, snarling and gnashing at the air, imitating a gnoll. Perhaps the combination of words and actions will help them understand.

Make a Performance check, DC 15. If successful, go to 111.

If unsuccessful, go to 321.

79

You walk over to the inebriated halfling who has plonked himself down by the raging hearth and try to strike up a conversation with him.

"Ah, new in town eh?" he drawls.

"Well, you'll have a tough time making friendsh here, I can tell ya... one shlip-up, and they never forgive ya!"

Prying a little further, you discover that the halfling was a guard in a temple, the same one you saw out in the street. "Then the relic wash shtolen.... not my fault though! How could I guard againsht... those... those ANIMALSH!"

"What animals?" you ask.

"Her... you know... the dogsh!"

Walking dogsh, bearing weaponsh, yapping like fiendsh!" The halfling then drains his tankard, stands unsteadily and staggers to the bar. It appears the conversation is over! To talk to the innkeeper, go to 309. Or, if you have spent enough time here, you can leave by going to 120.

80

Approaching carefully, you keep your eyes and ears peeled for any signs of

habitation, but detect none. Perhaps you'll be able to make camp here. Evening is not far off as it is, and now that the sun has dipped below the horizon, the temperature is dropping accordingly. A chill breeze blows steadily across the open tundra.

Would your PC be moving with stealth? If so, make a Stealth check, taking note of the roll, and proceed to entry 316.

81

The old man is somewhat placated by the gold pieces you have left him - certainly worth more than the trap itself.

You mumble your thanks and depart the cabin, continuing your trek north.

You may take an Inspiration point for doing the decent thing and leaving a little gold. Deduct the gold from your character sheet, but add an Inspiration point.

Proceed to entry 221.

82

Setting out east, you make your way across the plain. It takes several hours, but eventually you reach the north end of Poison Pass, a narrow ravine leading south back towards The Ride. Looking north, you wonder what the path from here holds in store for you.

Ahead, you see several more miles of steppe before another range of mountains. And there, in the far distance, you fancy you can make out a stronghold of some sort, perched atop a rocky peak. Something tells you that you must head there, that

whatever you find there will provide the answer to the quest which Remigius gave you. For there is nothing else out here in this barren waste known as The Tortured Land; only white, featureless plains and jagged peaks.

Turn to entry 294.

83

You reach the sturdy wooden door and test it - it is open. Pushing it open gently, you make your way inside the darkened interior. A fire burns low in a hearth, and you detect an unpleasant aroma - the smell of disease.

"Who's there?" you hear a fevered voice say. "I've no money, so there's no point in robbing me! Have mercy on a dying man!"

Making your way further into the cabin, you see that a man lies on a bed in a corner of the room. His forehead is coated in sweat, and his eyes clouded over, hazy and delirious. Moving closer, you see that his leg has been hastily bound with some sort of dressing. He sees you looking at it. "I was savaged, friend, in case you were wondering. By those hideous dog creatures. What are they called?"

"Gnolls?" you supply.

"That's the vermin!" he exclaims and promptly falls into a fit of coughing. "They came through here several nights ago, looking for food. Hard to find out here, I'll tell you that. Well, I tried to fight them off, but they wounded me. Cut me down. And now I'm infected. Bloody miserable wretches! They should have killed

me. I hope the Cold Goddess takes them down to the Nine Hells!!!!"

You wonder how you can help this man. Do you have healing abilities, a spell or a Potion of Healing perhaps? Or, perhaps you have a herbalist's kit and can clean his wound somehow. If you have any of these and wish to help him, proceed to entry 119.

Otherwise, you could look around to see if there's anything of use in this cabin? Go to 338.

Or, you could ask the man for more information about the gnolls. Go to entry 112.

Or, if you want to simply leave, do so by going to 221.

84

Make a Perception roll, DC 12.

If successful, go to 261.

If unsuccessful, go to 26.

85

After eating a meagre breakfast, you quickly break camp, packing your supplies away, and then survey the way forward into Poison Pass.

You can see why it has such a feared reputation. A long, narrow passage that snakes its way through the mountains at the bottom of the gully, it is flanked by high rock walls. It is the ideal place for snipers to pick off unsuspecting targets, or for a band of raiders to catch their prey in a bottleneck.

Beyond Poison Pass, on the other side of these mountains, is the waste known as The Tortured Land, which is presumably where the gnolls who stole Frostbringer have fled to. Their purpose in taking the staff this far

north, however, remains unclear to you.

Cautiously you enter the pass, your eyes scanning all around for any signs of danger. Not dallying, you proceed with haste through the twisting, narrow trail that cuts through the mountains.

Go to Poison Pass Map. You will progress through this map from left to right, choosing your route as you see fit. There are four possible routes through Poison Pass, as you can see. On the map, you will see entry numbers on pieces of parchment. Choose your route, turning to the entry numbers displayed on your route as you encounter them.

Now go to the map and turn to the first displayed entry number on the left.

86

You make your way inside the temple. At the end of the room, lit by an atmospheric blue light, an idol stands atop an altar, similar to the figure depicted on the totem, but in a standing position. Behind this idol is a pedestal that bears a wooden rack. The rack looks as if it was designed to display something, but it is currently empty.

"The Lord of Ice blesses you, traveller," comes a soft voice to your left. From out of the shadows a young man in priestly garb emerges. "What brings you to our humble temple?"

You explain that you are new in town, and just finding your way around.

The young priest steps back and looks you up and down. "The

adventuring type, eh?" he says.

"Perhaps you were meant to come here, friend. Perhaps you have come here to aid us in the time of our greatest need."

You ask the priest what he means by this.

"We have had our soul, our lifeblood taken from us," he says, looking at the floor. "A great relic has been stolen from this temple.

Frostbringer, the Staff of Tolrik Bearclaw, our forefather and the founder of this village." He waves a hand at the empty rack behind the idol. "It used to sit up there, behind the image of our benevolent god."

"Stolen? By whom?"

The priest sighs. "Three nights ago, we were invaded by a marauding band of gnolls... do you know of these creatures?"

You reply that you have heard of them, and the priest continues.

"The priests of this temple believe they were acting under duress, fulfilling the quest under the orders of someone much more powerful than they."

"Who would that be?" you ask.

"That we do not know. What we really need is a skilled warrior or mage to venture north - for that is the direction that the brutes departed in - to investigate this, hopefully to return Frostbringer to us. In return... we can offer the services of a great weaponsmith, a devotee of Ulutiu and a patron of this temple. We will have him forge an arcane weapon for you, to your specifications. A bow, a sword, a greataxe... he will craft it for you, and our mages will place

enchantments on it. Gold we do not have much of, I'm afraid. But we can offer this."

You nod, and look around the temple. You told yourself that you would only stay in Bearclaw for a short time, not allowing yourself to be distracted. But you find yourself drawn in by the offer of a quest... something you have not had for quite some time!

Turn to entry 229.

87

You have reached the entrance to the castle. A sturdy door stands before you with a knob shaped like a bear's head. Turning the knob, you pull the door open and quickly move inside out of the cold, shutting it behind you. There is a large crate nearby which you ram up against the door to stop anyone from following you in. If there were any gnolls remaining out there, they will not be able to budge the door.

Turning, you regard the entrance hall of the old castle. Tattered tapestries adorn the walls and unlit braziers line each side of this large hall. At the far end, you see a long, curving staircase which ascends up to the next floor.

What will you do?

To search this room, go to 258.

To have a closer look at the tapestries, go to 162.

To climb the spiral staircase to the next floor, go to 43.

88

"Stop there!" you hear a voice address you. Quickly turning, you see a burly dwarf approaching, mounted on a polar bear. As you address him in Dwarvish, stating that you mean no harm, his demeanour quickly changes.

"Welcome to the realm of Mountainshade!" the dwarf greets you, pulling up his polar bear and dismounting. Coming forward, he proffers a hand, which you shake. "What brings you to our fair realm?" To tell this friendly dwarf the details of your quest, go to entry 181. Or, if you would rather not, you could tell him you are just travelling through. Go to 92.

89

The riders soon greet you, and you see that they are tribal barbarians, not too different in appearance to the Erakan who you spent time with recently. Clad in thick furs and shod with sturdy boots, three young men quickly rein their horses up before you and give you the once over. One of them says something in a language which sounds a lot like Erakan. You take it to mean, "Who are you?" and "What are you doing out here?"

How will you respond?

Use your best Erakan to try and explain yourself? Go to entry 339.

Draw a picture of a staff in the snow, and say the words Tolrik Bearclaw. Go to entry 78.

Or do you have another name you could mention? If so, there should have been a number that you noted down when you learnt that name. Go to that number now.

90

You shimmy down the rope, trying to reach the bottom before your arms give out.

Unfortunately, by the time you are about halfway down your arms are burning with fatigue, and your grip fails. You fall about 30 ft to the snowy slope below. The snow breaks your fall somewhat, but still it is a nasty fall.

Take 2d6 fall damage.

If you survive this fall, you stand and survey the remaining distance that you must descend.

Turn to entry 320.

91

Having got your breath back, you continue up the mountainside. The day is fine and you are confident you will reach the summit before too long. You put your head down and focus on placing one foot in front of the other, ploughing your way through the deep, soft snow.

Suddenly you hear a rumbling, and look up in horror to see the mountainside has collapsed and is thundering quickly towards you! You will need to move fast to get out of the way, or the consequences could be deadly.

You could make Athletics check to see if you can get out of the path of the avalanche. The DC is 16. If you are successful, go to 219.

If unsuccessful, go to 139.

You might have some other feat which allows you to move quickly, such as feline agility or Boots of Striding and Springing. If so, you can make the above check with advantage. There may be still

another method, such as a Potion of Gaseous Form or a spell you can use. If you know of another feat or spell that sound reasonable, use that. For the sake of calculation, the avalanche is approximately 200 ft wide and 25 ft high, and is far enough away that you have three rounds to get out of the way. You are situated approximately in the middle, and so you have 100 ft either side of you that you have to traverse. If you are not wearing snowshoes, this also counts as difficult terrain. If you can feasibly get out of the way in three rounds, then go to 219. If not, go to 139.

92

"You have picked a savage country to traverse, my friend," the dwarf says. "But so be it. A few words of advice: stick to this trail. It will take you straight to the Pass of Auril. You should probably camp for the night on this side of the mountains. You don't want to attempt the Pass in the dark. That would be suicide." Thanking the dwarf for this advice, you move past him and continue your trek towards the mountains. Go to 16.

93

Quickly you run through the twisting, narrow ravines, fearing for your life. Poison Pass has certainly earned its name! Make a Perception check, DC 17. If successful, go to 303. If unsuccessful, go to 20.

94

In desperation, you grab for the wood of the stairs above but your fingers slip, and you fall through the air, landing heavily on the bottom floor. Instantly you are knocked unconscious.

Take 3d6 fall damage.

You awake sometime later, disoriented, but determined to continue your quest.

To leave the castle and continue your quest, go to 220.

If you wish to return to the first floor, go to entry 18.

To return to the stairs and climb again, avoiding the hole this time, go to 336.

95

You would recognize Dwarven architecture anywhere. This is a large Dwarven keep, situated out here in the unforgiving icy tundra. Obviously this is inhabited by a tribe of mountain dwarves, as there seems to be a fair bit of industry going on around it. It's probably about an hour's walk away.

Take the codeword *structure*.

Then, you may either inspect the books on the table by going to 141. You may descend the ladder that leads down to the next floor. Go to 63.

To leave this tower and continue your quest, go to entry 323.

96

The undead gnolls are finally dead, and your quest to retrieve Frostbringer beckons once more. You have spent enough time here and must be on your way.

Exiting the keep through the hole smashed in the front gate, you leave the abandoned castle behind and follow the mountain foothills towards Poison Pass.

Go to 183.

97

Night is descending fast, and with it the temperature. The moon comes up and casts its white glow over the snowy mountaintops to the north, enhancing their striking beauty. Yes, this is a harsh place, but it has a certain majesty to it.

You busy yourself finding a nice flat area within the stones and make camp. With every hour, the cold settles in more and soon you see the grass glistening as frost begins to take hold. You see patches of snow here and there and reason that, by tomorrow, you will probably enter country where the ground is completely frozen.

You may take all the benefits of a long rest.

Then, proceed to entry 60.

98

Lord Bragol is silent for a moment, then breaks into an uproarious laugh. "You had me going there, friend! For a minute I thought I was going to have to don armour and get these creaking bones moving! Yes, excellent idea! Brugorn, bring mead, bread, roast oxen! We shall have a banquet!"

You spend an hour in the company of Bragol and his entourage of warriors, drinking and eating to your heart's content. (Recover one hit die, if you wish, from this nourishing interlude).

Soon, however, your quest begins to weigh on your mind again and you realize you must be going. You tell Bragol as much, and he seems a little downcast.

"I am sad to see you go, friend," he admits. "It's been a while since I met a traveller such as yourself. Perhaps we have gotten a little too comfortable in our warm, cosy keep. But I wish you well on your quest!" He pauses then, and considers. Then, he exclaims, "I have a gift for you!" Turning to his son Brugorn, Bragol whispers something. The boy disappears into a back room, then reappears a few moments later with a small pouch. You open it and look inside, surprised to see a tiny flute inside.

"It is made of the bones of a fire drake," Bragol tells you. "The reason I am giving this to you is that the Pass of Auril is known for its snow drakes. But a little tune from this flute will send them packing! They cannot bear the sound. So keep that close if you're heading through the Pass. You might just need it."

You thank Bragol for this gift and say goodbye to him and his warriors. Then, you leave his warm fire and hall, and make your way out into the courtyard. It is still busy within the wooden walls of Bragol's Keep. Children run here and there, a small band of bards play a jaunty tune and merchants have stalls set up selling baked goods and various other wares. Linger for a little while, you eventually make your way to the gate and, somewhat reluctantly, emerge once more into the frozen tundra of The Ride. Turning north, you press

on towards the jagged mountain range which marks the border between The Ride and The Tortured Land.

After another hour's travel, the rock formations to your east gradually dwindle and then all is unbroken, white, snowy expanse once more. You continue north, into a landscape where fir trees, dusted with snow, stretch east and west of the trail. Go to entry 354.

99

Taking out the little flute given to you by Lord Bragol, you play a few notes. Even to your ears it sounds slightly discordant, but also beautifully haunting.

However, the snow drake cannot stand it! Visibly wincing at the sound, as if a firebrand had been applied to its skin, the drake flaps its wings and flies quickly away from you, up the mountainside and out of earshot.

After gathering your breath, you look down the slope and continue your descent to the steppe below. Turn to entry 322.

100

Staying well behind but still within line of sight, you track the gnolls for about half an hour, trying to discern whether they are carrying the staff you seek. But they give no clue as to whether they carry Frostbringer, and you start to wonder how many parties of gnolls are out here roaming the tundra.

Your reverie is interrupted by loud shouts, and you rush forward to where you can see what is happening.

Ahead, you see the gnolls arming themselves as three tribal horsemen, clad in white furs, charge them rapidly, swinging battleaxes. One of them also bears a bow.

With swift and brutal efficiency, the horsemen dispatch the gnolls in the blink of an eye. Their battle prowess takes your breath away, and you wonder whether you should go forward and introduce yourself. Are they friend or foe?

To come out of hiding and present yourselves before these tribal warriors, go to 230.

To stay where you are and wait until the warriors have departed, go to entry 23.

101

"Shar Wintersong is my true name," the old wizard tells you as you walk. "My family once ruled these lands. My father kept a castle south of the mountains, where he raised us. Myself, my brother, and my sister Aurilana," she sighs. "But not everyone respected my father's rule. When he died, my brother Agnom became lord of the keep, and he tried to restore my father's rule through force. He was a cruel man, my brother."

"And my sister... she became more and more... distant. Obsessed with the Cold Goddess, Auril. I think all those years in the castle drove her insane, but whatever the case, she began to think she was a reincarnation of the Frostmaiden. She spent all her hours in her little shrine, worshipping, and learning the dark arts of magic from books that she had Agnom's men bring to her

from Ilinvur and Zhentil Keep. Both she and I studied magic, under the recommendation of our father, long since dead. And we were both excellent students, learning under the elder master who father had hired for our education. But after father died, Aurilana changed. And now, she has shut us all out, even me. Shut out the world, locked herself within her castle."

"Why?" you ask. "What is she doing in there?"

Shar is silent for a long while. Finally she looks towards you.

"Consolidating her power," she says quietly. "She dreams of reclaiming the rule of my father, which our brother Agnom was not able to preserve."

You tell Shar of the staff

Frostbringer, and she doesn't seem surprised. "I know of the staff," Shar says. "It will increase her power, but the truth is, Aurilana is already very powerful." And then Shar's face takes on a drawn, sorrowful expression.

"And she must be stopped."

You walk with Shar some way north in silence. Both of you stop at the beginning of the valley and gaze up at the stronghold where the ice wizard Aurilana has her lair.

"My sister placed a ward on her keep so that I could not enter, not ever. She cannot face me. In truth, I think I am dead to her. Certainly she is no longer the sister I grew up with. She has become twisted, evil, her mind disturbed and consumed with the lust for power."

Shar turns to you then, her eyes full of compassion. "Please," she says. "I know it is probably a lost hope, but if

there is any way she can be saved... defeated, but not killed, perhaps.... there might be a chance I can get through to her."

"My mission is to retrieve the staff," you tell Shar. "I can't promise anything."

Shar nods, and tears begin to stream down her face. She looks away for a long moment, then turns back towards you. Reaching into her robe, she takes out something - a small box, intricate in design - and holds it out to you.

"This is a plaything father gave her as a child. When she left to come into the land north of the mountains, she left it behind. Perhaps, if you get a chance, you could show it to her. It might stir some memory."

You open the little box, and inside is a miniature landscape, with snow-covered trees, tiny boulders, and a stream. It is an illusion of some kind. As you watch, the scene comes to life and begins to move, and a little girl walks across the snow with a dog. Stooping, the girl picks up a snowflake and holds it in her hand, then blows it into the air. The snowflake grows in size until you can see every detail, and it shimmers with a divine blue radiance. The little scene is entrancing, and moving, in a way.

When you look up, Shar is gone. Turning north, you see the imposing keep perched high on the mountainside, and you set out towards it.

Go to entry 6.

102

You turn up something of definite worth: one of the kobolds is carrying a Potion of Healing! A fat lot of good it'll do the poor creature now though. A Potion of Healing won't cure an arrow through the neck.

Quickly you stow the healing potion and prepare to move on.

Roll a d20+3.

If the result is higher than your AC, go to 123.

If lower, go to 180.

103

The Frostmaiden is another name for Auril, the Cold Goddess, a vain and evil deity who coveted the power of Ulutiu, the Lord of Ice. With a view to killing him so she could take over his dominion, Auril siphoned off his power while he slept.

Aurilana... was that her birth name, you wonder? This sister of Agnom Wintersong evidently considered herself a channel of the evil power of the Frostmaiden! You wonder where she is now...

To inspect the tapestries (if you have not already done so) go to 162.

To climb the stairs to the next floor, go to 43.

104

You quickly search the bodies of the dead gnolls, but find nothing: certainly not any magical staves. Not wasting any more time here, you refill your waterskin and forge northward, drawing ever closer to the valley where the stronghold lies. You enter another patch of wood, and are caught off guard when you see an old woman standing before you, bearing a long staff that looks like the staff of a wizard.

"Good day, traveller," she says in a quiet voice, looking you up and down warily.

Go to entry 355.

105

Arriving at the monument known as The Frozen Stones, you scour the area for signs of life.

Choose between a perception or survival check, DC 14.

If you are successful, go to 326.

If unsuccessful, go to 80.

106

You sleep well, insulated against the alpine cold by your cosy tent. Take all the benefits of a long rest.

Then, proceed to entry 85.



107

You notice the change in the man automatically. His face transforms into a scowl and he bares his teeth at you, making a low growling sound. As if this wasn't alarming enough, you then notice a hideous transformation taking place. He slowly transforms, fur growing on his body, his teeth elongating, his torso extending and changing shape. This man is a werewolf!

You have heard of the beast known as the werewolf, and know that this is a powerful foe, certainly beyond your prowess.

Go to Werewolf Combat Sheet, and use Werewolf Battle Map B and the notes for that map.

108

You push your way through a solid wooden door into a warm, well-maintained shop. A fire blazes in a hearth at the side of the room, and around the walls of the spacious interior you see shelves arrayed, all bearing a wide variety of wares. Bear and elk heads peer down from mounts on the wall. Most of the equipment for sale here is survival-based, which makes sense given the surrounding terrain, but there are also home-brewing supplies, barrels of grain, wine and everything that the citizens of Bearclaw could possibly need.

However, you are more concerned with things that are going to be of use to you on your travels, and so you restrict your perusal to the relevant items.

A cheery-looking dwarf who introduces himself as Durfar, the

proprietor of the shop, greets you as you enter and asks you if you would like a brandy to help ward off the cold, compliments of the shop. He is very cheerful and you soon get chatting.

Make a DC 12 charisma check (you can attempt this again if you are visiting for the second time). If successful, he will give you a 20% discount on anything you wish to buy. "You're one of the locals now!" he'll tell you after you've chatted for a while. Durfar will also change gems and other coins for gp, up to a value of 500 gp.

For a list of items available in this shop (and their prices), consult the *Player's Handbook*, p.150. Also, be sure to read the item descriptions on pp.148-154 to discern what their uses are. The shop also has a selection of the following weapons (in case you want to buy them): Dagger, Handaxe, Spear, Light Crossbow, Shortbow, Sling, Battleaxe, Longsword, Shortsword, Whip, Net. Prices are as listed in the *Player's Handbook*, p.149. Leather and Hide Armour is also available. There are also Cleric's supplies such as holy water and holy symbols. Additional goods that may be of use to you are listed below.

Compass (100 gp, weight ½ lb) A small metal compass which points to the magnetic north pole. Using a compass grants advantage on Survival checks to avoid getting lost. A PC with a compass always knows which way is north.

Fur-lined Tent (50 gp, weight 32 lb) This heavy tent, which packs

away into a surprisingly compact roll, is made from bear fur and will keep you sheltered against even the coldest nights.

Smoke Bomb (25 gp, weight 2 lb)

Created by an alchemist, a smoke bomb is a small round glass bottle filled with a swirling black cloud. As an action, you can throw a smoke bomb up to 20 ft, shattering it on impact. Thick smoke fills an area in a 5 ft radius around where the smoke bomb shatters: this area is heavily obscured. The smoke disperses after one minute. A strong wind can also disperse the smoke after one round.

Snow glasses (10 gp, weight -)

These eye protection devices, crafted from bone, are designed to stop snow blindness when travelling through snowy terrain.

Snowshoes (1 gp, weight 1 lb)

Frames constructed of wood and sinew can be attached to your boots. Wearing snowshoes allows you to ignore difficult terrain caused by snow.

Choose the items you wish, and then bid the dwarf farewell and return to entry 1 to choose a new destination.

109

Remembering the Elvish book you read in the ruined tower, you keep a lookout for the red berries described, and it doesn't take long before you spot them.

On a squat, hardy bush, clumps of the little berries grow. You pop one in your mouth, and moments later it is if your tongue is on fire! They are extremely spicy and quite bitter, but then you feel a pleasant, pervasive

warmth spreading throughout your body, and the cold doesn't seem so bad all of a sudden.

Leave the codeword *redberry* on your Character Sheet. Now return to the last entry and continue reading.

110

Moving east, you circle around the back of the buildings that stand adjacent to the courtyard, thinking that there could be creatures hiding behind these, waiting to ambush those passing through the courtyard. But you will need to move quietly in case you alert them to your presence, should they be there.

Moving around these buildings, you proceed as quietly as possible.

Make a Stealth check, DC 14.

If successful, go to 284.

If unsuccessful, go to 218.

111

Your communication skills seem to have worked, and the warriors' whole demeanour changes. One of them dismounts and bids you take his horse and ride back to the village with the other two, while he returns on foot.

Not wanting to refuse this gesture, you mount and accompany the other tribesmen back to the village. You are led inside the cluster of huts into a wide, open area ringed by the small dwellings, coming to a halt before the largest dwelling there. The two tribesmen dismount. You follow suit and are led inside the dwelling.

Inside, seated at a table and poring over a map, a huge bear of a man sits, clad in furs and wearing heavy boots.

"And what have we here?" he says in perfect Common. "Who might you be, traveller?"

You introduce yourself and tell this man, who you take to be the chief, that you are on a quest to recover the staff of Tolrik Bearclaw.

Immediately he stands, offering you a seat.

"Come, sit, sit!" he says. "Your arrival is auspicious, my friend! We have much to discuss."

Go to entry 115.

112

The old man considers this. "I hadn't seen them in this area before, no," he says, straining to remember. "They usually stay east of here. Or out on The Ride. Too many Erakan to the west. Something must have driven them into this area. The promise of spoils perhaps? I don't know."

The old man falls into another fit of coughing.

Leaving him to his devices, you depart and continue your journey north. Go to entry 221.

113

Striding up towards the castle doors with confidence, you remain on alert, watching for anything hiding in the shadows of the outbuildings which flank the wide approach to the castle's front doors.

Are you a paladin? If so, go to 70.

If not, roll a d20-1.

If the result is higher than your passive perception, go to 149.

If equal to or lower, go to 45.

114

As you near, you begin to pick up on the tale which is keeping the villagers enthralled. "Well anyway, I don't know where the thing came from, but it's infested my cellar, and won't go away! I think it must have leaked up from underground somehow, maybe from the tunnels of those horrible drow!"

"Don't be bloody silly Stellan, the nearest drow tunnels are in Vaasa! Their realm doesn't extend this far west."

Stellan waves his hand dismissively and begins describing the creature. "Horrible thing it is, like sticky red glue. Marta tried to go near it and it gave her a terrible headache... she couldn't think straight for the rest of the day. So we've locked the cellar, and we daren't go down there. But I'll tell you what..." The man picks up and takes a long swig from his tankard. "There's a reward for anyone who can get rid of the thing." At this, most of the villagers shake their heads. "Not me," you hear, and "Sounds like your problem, mate!" Gradually they all leave the table.

What will you do now? Do you offer your services to this poor chap? If so go to 210.

If not, you could go and see if the half-orcs will accept you as a challenger for an arm wrestle - go to 9.

Or you could sit down and strike up a conversation with the sullen-looking priest in the corner. Go to entry 298.

"So, you are the one who will retrieve the staff of my ancestor, Tolrik Bearclaw!" Grokkung says.

"Excellent, my friend. I hope you have better luck than our warriors have had!"

You are seated inside Grokkung's hut, which is well-appointed.

Weapons adorn the walls and the floor is strewn with fur rugs of varying sizes. Hot yak stew is brought, and ale, and you are soon feeling very comfortable as Grokkung tells you what his warriors have learnt recently.

"The gnolls do not work alone, my friend, as I am sure you have deduced by now. They act under the duress of one Aurilana, the Ice Mage."

"Ice Mage?" you say, frowning.

"Yes, and a fearsome mage she is too." Grokkung waves an arm in a vaguely northern direction. "She has her lair north of the mountains. It is there that the gnolls are headed. They take the staff to her, and when she receives the mighty

Frostbringer, her power, which she has been nurturing for years, will reach a new level. Her plan is to dominate these lands. To become the emissary for her cruel mistress, the Cold Goddess, Auril! The enemy of our beloved Ulutiu."

Grokkung tells you that his tribe learnt of the theft of the staff just recently, and have not had time to send anyone out to track the gnolls. He also says the majority of his warriors are far away to the east, hunting aurochs for meat to dry before the winter sets in properly. This is a yearly ritual for them, one

which keeps them fed throughout the lean months. He expresses his gratitude that you are taking up this quest and offers you an interesting piece of information.

"Frostbringer answers the commands of one who wears the amulet of Tolrik Bearclaw." Reaching inside his tunic, Grokkung takes out a necklace: a huge bear's claw, in a gold setting, suspended on a leather cord. Fixing you with a meaningful stare, he passes the amulet to you.

"When you are faced with the evil mage Aurilana, chant the phrase *Tolrik Akur Kraggung*. That will bind you to Frostbringer, and Aurilana will be unable to use it to fight you. If you can then somehow get hold of Frostbringer, perhaps you may be able to use it against her."

You stay a little longer in the village but are soon eager to be on your way again. With the few hours of daylight left, Grokkung tells you, you should be able to make it to the base of the mountains north of the village. He tells you there is an abandoned castle that used to belong to a warlord, which sits on this side of the range.

"Be warned, friend, do not venture there! It is cursed, occupied by the undead lord who used to hold sway over these lands, many moons ago. The brother of this same Aurilana: Agnom Wintersong. He guards his wealth doggedly, and he has a band of undead warriors who remain loyal as well! You will never get through him and his guards. Believe me - many of my loyal tribesmen have tried. Tried, and died."

Armed with this information, you set out once more from the barbarian

village, looking to make it to the foot of the mountains by nightfall.

Take the codeword *amulet*.

Proceed to entry 263.

116

You push on, gradually making your way up the slope as the sun climbs into the sky. By midday, you have reached the summit.

The view to the north is beautiful in its own way, but bleak. The landscape is utterly white, a frozen waste. Descent on this side will be precarious and steep, and you will need to watch your footing. Once you reach the plain, a journey of less than a day should take you into a valley flanked by rocky peaks. You should reach this area before nightfall.

Slowly, you begin your descent of the north side of the Pass of Auril.

Go to entry 228.

117

You have fallen victim to a craftily-set rope trap, and are now dangling in the middle of Poison Pass, wondering what will become of you. The rope was hidden against the cliff face and led back behind a boulder. You consider your options. From what you have heard of Poison Pass, you know that if you don't get free, it is doubtless the end of the road for you here. You may attempt one of the following.

OPTION 1: If you are strong, you may attempt to pull yourself up and cut through the rope with a blade. This will require a successful DC 18 Athletics check, which you can attempt three times. If one of your checks is successful, you will fall to

the ground and take 1d6 fall damage, but you will be freed.

OPTION 2: If you have a ranged weapon, you can make an attack vs AC 15. You will have three attempts to hit it. If successful, you will fall to the ground and take 1d6 fall damage, but you will be freed.

OPTION 3: If you are a druid, you could wild-shape into a smaller creature that you have seen before and slip out of the noose that is currently around your ankle. You will fall to the ground and take 1d6 fall damage, but you will be freed.

OPTION 4: A Monk following the Way of the Four Elements could use Elemental Attunement to form a nearby stone into a crude blade and cut themselves free.

OPTION 5: A caster who has access to one of the following spells could free themselves.

Burning Hands: Burn through the rope. You will take 1d6 fall damage.

Enlarge / Reduce: You can reduce your size and get free of the noose. You will take 1d6 fall damage.

Fire Bolt: Attempt to hit and ignite the rope. AC is 11. If you crit fail, you set your leg on fire, taking 1d4 fire damage before managing to put it out. You can attempt this repeatedly. 1d6 fall damage.

Levitate: You can levitate yourself and undo the knot. No damage incurred.

Mage Hand: You can summon Mage Hand to loosen the knot. You will take 1d6 fall damage.

Misty Step: You can teleport away a short distance. No damage incurred.

Produce Flame: Burn through the rope. 1d6 fall damage.

Shatter: You can disintegrate the rope. You will take 1d6 fall damage, Spider Climb: This will allow you to climb up the rope and undo it, 1d6 fall damage.

Unseen Servant: Summon Unseen Servant to undo the knot. 1d6 fall damage.

If there is some other feat or spell that you think can reasonably, honestly be used to get yourself out of this predicament, then do that. If you are successful in getting free of this trap, go to 330.

If you are not able to get free of the trap using any of the above methods, go to 333.

118

Looking out over the terrain that lies below this ridge, you continue along, wondering how long it will take you to reach The Frozen Stones. By your reckoning, it should take about an hour to reach them from your current position.

You are lost in thought when suddenly, you descend into a slight dip and see, right ahead of you, a half-ogre, trying to start a fire.

Nearby is a young man, trussed with thick rope, his mouth gagged. The half-ogre quickly turns and sees you, and gives an almighty roar, incensed that you have interrupted his dinner! It picks up a wicked-looking blade and strides towards you.

Go to Half-ogre Combat Sheet.

119

The old trapper is supremely grateful for your help.

“Thank you, friend. You’ve eased my pain. Ulutiu himself must have sent you to help me in my time of need.” The man feeds you and you spend a short while resting in this cosy cabin. You may take the benefits of a short rest.

What will you do now?

If you would like to get moving again, heading northwest, go to 221. Or you could ask him if he knows anything more about the gnolls that attacked him. Go to entry 112.

120

You push open the door of The Crackling Hearth and emerge once more in the main street of Bearclaw. The chilly north wind whips along the street as you consider where you will visit next.

Return to entry 1 and choose a new destination.

121

Quietly you back away and move out of sight, giving the area a wide berth. You have your mission in mind, and regardless of how cruel your decision might seem to that warrior, the fate of a whole village is at stake.

You heartless wretch!

You move quickly, putting as much distance between yourself and the half-ogre as possible.

Go to entry 214.

122

Your senses primed, you edge slowly up the corridor, although a voice in your head tells you that your presence here has already been noticed.

All along this passageway, large deposits of ice cover areas of the wall and floor, and at times you have to move to the side to get through the narrow spaces made by these clusters. Gradually you edge towards the large chamber that lies to the north.

“Come, stranger,” you hear a voice echo all around you, disembodied and booming, though clearly a female voice. “Come and join me in worship of the Frostmaiden.”

It is impossible to tell where the voice is coming from, but peering up towards the chamber, you now notice a shape, humanoid, at the far side of the chamber. There, kneeling on the floor before an altar, a robed figure has their back to you. Looking past them, you see an idol in the shape of a white, female figure, clothed in garments that shimmer like ice. And there, resting on a wooden stand placed before the idol, you see it. A silver staff, bearing a large, bluish sapphire at its head.

Frostbringer.

“Yes, beautiful isn’t it?” the voice resounds again. You edge ever closer towards the chamber. “I am, with the Goddess’s grace, now attuned to it. Come, witness what it can do in my hands!”

If you have the codeword *amulet*, go now to entry 38.

Otherwise, go to 170.

123

You feel a searing pain as an arrow pierces your shoulder! (Take 1d8+3 piercing damage) Crying out, you look up, but cannot see anything.

Another arrow comes shearing towards you, and you quickly dodge out of the way. The rumours that Poison Pass was a dangerous place were all too true!

You realize now that you were foolish to spend so much time here searching these bodies. Turning east, you bolt down the ravine, out of range of these unseen assassins.

Proceed to the next entry number on your path. Pray to whatever deity you hold dear that you can make it out alive!

124

Quickly you look around for a place to hide, but the only available cover is a low shrub. Sighing, you realize there would be little point in attempting to hide here, as it would be pretty obvious where you had attempted to conceal yourself!

The riders arrive at your location.

Go to entry 89.

125

You head towards the ridge which lies to the northeast and begin the long ascent up to the highland.

The views across the tundra are spectacular. As the morning wears on, the weather begins closing in and soon the sky is covered with thick, grey cloud. Spitting rain turns into drizzle, and you soldier on through the rain. In the distance, you think you can make out an area where obelisks are arranged in some sort of

pattern. This must be The Frozen Stones.

Make a Perception roll, DC 14,

If you are successful, go to 206.

If unsuccessful, go to 118.

126

You enter the narrow pass, not dallying at all. The quicker you can get to the other side, the quicker you can continue your quest to find Frostbringer.

You scan the clifftops warily, looking for enemies, but you see nothing.

Ahead, the track splits in two. You cautiously approach the junction.

Make a perception check, DC 15.

If successful, go to 351.

If unsuccessful, go to 304.

127

You prepare an attack, aiming for the gnoll that is nearest to you.

Make your attack roll with advantage, aiming for an AC of 12.

The strange gnoll-like creatures have still not noticed you.

Roll damage, take note of it, then proceed to 264.

128

The mark borne by these gnolls is not familiar to you, but you reason that perhaps it marks them out as belonging to some sort of cult or order perhaps. Maybe their whole tribe bears this mark. In which case, maybe they are part of some larger group.

Pondering all this, you set about finding a camp. Go to entry 97.

129

You continue towards the circle of stones, keeping an eye out for a good spot to make camp. There are patches of snow on the ground here and there. You are starting to reach far enough north that the chill of the mountains reaches down to the tundra. From here, it's only going to get colder, and with a clear sky, it will be a frigid night ahead!

You enter the stone circle, seeing that these monoliths, which each stand about 15 feet tall, are arranged in a rough circle. They provide some shelter from the elements. You wonder what purpose this monument was erected for.

Make a perception roll, DC 14.

If successful, go to 260.

If unsuccessful, go to 71.

130

Hunkering down, you try your best to conserve your warmth as the icy fog descends. (Perhaps you have some item that can ward off cold - best use it now!)

The white cloud descends over everything, seeming to have a mind of its own. You watch a tree nearby and see the fog touch it. It almost seems to visibly shrivel with the icy touch. And then the fog reaches you...

Clinging to your exposed skin, the fog crystallizes into ice, and it almost seems you are being gripped by an invisible, icy hand! This is cold like you have never experienced before. If you have nothing to guard you against the cold, make a Constitution save, DC 15.

If you fail, take 2d4 cold damage.

If you have the codeword *redberry* you may ignore any cold damage. Finally the fog passes. Shivering, you stand and try to stamp the cold out, but you are utterly chilled to the bone. You decide the best thing is to get moving again, and you set out north once more.
Go to entry 361.

131

You take a moment to catch your breath after defeating the creature. How many more such terrors does this inhospitable wasteland hold? Gritting your teeth, you see that the menacing clouds that were brooding over the mountains are now descending down towards the plain, and what looks like snow is falling thickly several miles to the north. Hopefully you will be able to find a place to camp come nightfall, but for now there are still miles to be covered. Perhaps the rocks at the base of the mountains will provide you with some shelter.
Your breath frosting up before your face, you set out once more, now on guard for any unexpected movement. After two hours trudging through the snow, you come to a shallow gully which splits in two, offering you two possible ways forward. To take the route that bends slightly more eastward around the right-hand side of a hill, go to 249.
To proceed straight ahead through the gully, go to 295.

132

Too late you turn, just in time to see two gnolls loose arrows at you! Turn to Gnoll (Frozen River) Combat Sheet, giving your foes a free attack. Then roll initiative and do battle as normal.

133

Fresh, cold air caresses your face as you break through the top crust of snow. You can breathe again. That was a close call, and you do not want to find yourself in a predicament like that again. Dying in battle is one thing. Buried alive under snow, well that's just humiliating for an adventurer such as yourself! You slowly gather your wits and begin your trek up the mountain once more. Eventually, you reach the place where you were hit by the avalanche. Keeping a watchful eye out, you press on.
Go to entry 116.

134

You catch a hint of a scent on the air... which has a distinctly *canine* aroma to it. There is something dog-like ahead. Gnolls perhaps? Whatever they are, you cannot currently see them. But if they are gnolls, you realize there is a chance they could have the staff Frostbringer in their possession. Take the codeword *alerted* and then proceed to 185.

135

Keeping your course, you ignore the man and continue north, focused on your quest. But then you hear a snarling sound, and you turn,

looking through the trees at the man... who is a man no longer! A werewolf stands in his place, and the beast narrows its eyes and then breaks into a sprint, coming straight for you.

You have heard of the beast known as the werewolf, and know that this is a powerful foe, certainly beyond your prowess.

Go to Werewolf Combat Sheet, and use Werewolf Battle Map B, and the notes for that map.

136

These markings are identical to those you saw on the chests of the gnolls at the Frozen Stones. Clearly they are part of the same cult or band. The mark, as you know, signifies the goddess Auril, who is the enemy of Ulutiu and certainly not a deity that gnolls are known to worship. So something, or someone, has these gnolls in their employ!

The plot thickens.

You leave the gnolls to stain the snow with their blood and continue north. Turn to entry 182.

137

The dwarf eyes you warily. "Relic? What relic?" he asks. "From the look of you, I see that you are not some opportunist. There is a purpose to you. Tell me more, friend, perhaps I can help. I am one of King Hugram's Bloodblades. If your quest is worthy, we will offer what help we can. There are many terrors out here in the frozen waste, and those who battle them need all the allies they can find."

You then begin relating your quest to return the staff Frostbringer to Temple of Ulutiu. And the more you speak, the wider the dwarf's eyes grow.

Go to entry 181.

138

Shar quickly moves to your side and inspects your wounds. She bids you lie down. If you were bitten, the old mage takes time to cast a ritual to remove the curse of lycanthropy from you. This old but powerful mage restores you to your full hit points. Then, standing, she takes a step back and looks you up down, assessing you carefully.

Turn to entry 355.

139

You cannot move fast enough. You brace yourself for impact, and a wall of snow hits you at speed, sending you tumbling and burying you under a mass of snow. You tumble a long way down the slope, hitting a boulder or two as well as being crushed by the weight of snow on top of you.

Take 5d6 bludgeoning damage.

If you are still alive, continue reading below.

Do you possess a Potion of Snow Breathing? If so, go to 227.

If not, go to 67.

140

You straighten up and enter the room. Clearing your throat, you address these warriors in a clear voice.

"Excuse me, good sirs, but might I inquire what this place is?"

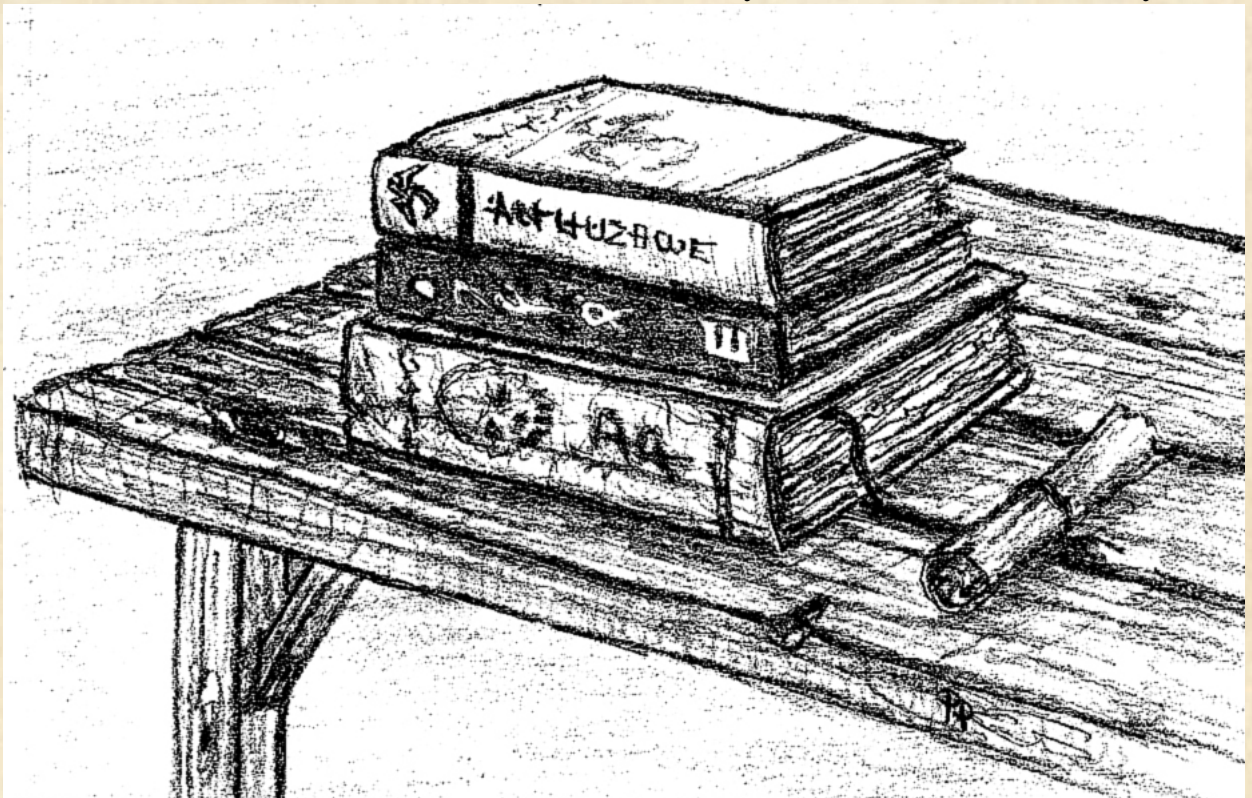
The warriors do not move at first, and you wonder whether they have even heard you, or if they are really alive or merely empty suits of armour! They don't even move. Then, after a pause that seems like an eternity, the guard nearest to you slowly turns his head towards you. "Begone from this place, intruder!" he intones in a low, deep growl which chills you to the soul. "My lord does not suffer trespassers!" "Your lord?" you ask. "And who might that be?" As one, the three guards all stand and turn towards you. Within their helmets, you see glowing red eyes. "That is one question too many!" the warrior says, and in unison, all three draw their swords. "You were given a chance to leave. Now, you will die!" Quickly arming yourself, you face these three ghoulish warriors and prepare for battle. Go to Undead Bannermen Combat Sheet and engage these three foes!

141

You take the top book and begin reading. This book appears to be written in some sort of code. The letters are those of Common, but they have been re-arranged to form what looks like gibberish. To attempt to decode this text, go to 62. To ignore this book and look at the next one, turn to entry 193.

142

Moving away to the right, you leave the area of the gate and inspect the rest of the wall which surrounds this imposing stronghold. Looking up, you see numerous arrow slits where archers would have fired out their shafts, picking off the enemies exposed below. Long, dark oil stains mark the walls from the battlements down where scalding hot oil would have been poured down on those attempting to scale the walls. You are just about to give up this survey of the castle walls when you



see a small opening in the stone at the base of the wall. Something has managed to burrow through here: you hesitate to think what would be capable of such a feat.

To enter through this opening, go to 318.

To return to the large wooden gate, go back to 340 and choose an option there.

143

As the tribesman comes near bearing rope, intending to bind you, you stand staunchly facing him, and snarl with anger, showing him that you will not allow yourself to be bound by any means.

The barbarian backs off, intimidated by this display.

Turn to entry 156.

144

You stand in a hallway on the first floor of an abandoned castle, having just visited a room directly north of here.

To continue to the staircase at the end of the corridor, go to 51.

To go back down to the entrance hall and leave this place to continue your quest, go to 220.

145

Leaving the tower behind, you press on. Slowly the rock formations to your west dwindle, and to your surprise, hardy foliage begins to show itself once more. Swathes of fir trees, dusted in snow, stretch out to your left and right, painting a picturesque scene in this otherwise unforgiving environment.

Gradually afternoon turns to evening. The mountains now loom large in your view, and the sky is turning hues of pink and orange as you reach a point where the west road rejoins the trail north. In the snow you see tracks: several creatures have travelled this way today, humanoids, and larger footprints that could belong to some sort of four-legged predator. A bear or a sabre-tooth perhaps.

Putting your head down, you press on, determined to reach the mountains by nightfall.

Turn to entry 354.

146

You approach the sturdy-looking wood cabin, visually inspecting the outside as you approach. From the items hanging outside the cabin - traps, animal skins, barrels of oil and other supplies - you discern that this must be a trapper's cabin.

As you near, you hear something.

Groaning, coming from within.

Someone inside the cabin is obviously in a lot of pain!

Will you enter to see what is going on? If so, go to 83.

Or, if you would prefer to move on, not wanting to get caught up in any trouble, go to 221.

147

You have a good look around this dormitory but see nothing of interest.

Roll a d20+3.

If the result is equal to or higher than your passive Perception, go to 174.

If lower, go to 164.

148

"Wherever the wind takes you, eh?" Lord Bragol says. "I like that. A true wanderer. There are not many like you left in the world. Adventuring souls, not tied to any place, any cause. I admire you. I envy you, actually. Come, warm yourself by the fire."

Lord Bragol offers you hot food and a place to rest. His companions regale you with stories of the frozen north, some of which are almost too incredible to believe.

You may take the benefits of a short rest from this interlude.

Eventually, you decide it is time to leave and continue your mission.

Making your way out of Lord Bragol's stronghold, you turn your sights northward and focus once more on your quest.

Turn to entry 145.

149

You approach the castle entrance, wondering what you might find inside this mighty abandoned keep. Suddenly, you see movement from your right and are caught off guard by three gnolls rushing you! You just have time to notice that they don't appear living - their hide is rotting in places, bones showing through.

Go to Gnoll Witherling Combat Sheet. Allow one gnoll a free attack on you, then roll initiative and proceed with combat as normal.

150

Are you attempting to move through the door with stealth? If so, make a Stealth check, DC 12.

If successful, go to 236.

If unsuccessful, or you choose not to make a stealth check, go to 19.

151

"Just a traveller, eh?" the dwarf drawls, eyeing you suspiciously.

"Very well. I'll let you on your way, but beware... do not attempt to cross the Pass of Auril tonight. That would be suicide. Fare thee well, traveller!"

Bidding the dwarf farewell, you watch him manoeuvre his bulky mount back up the track and lumber off through snow and fir trees. A short while later, he has disappeared from view, and continue your trek towards the Pass of Auril.

Go to entry 16.

152

Pushing the door of this small shop open, you enter a dark, musty-smelling interior. The shop appears deserted. At least, no-one is in sight currently, and it is silent in this dusty, cramped little shop.

The store is piled from floor to ceiling with interesting-looking tomes, and you begin to look through the stacks for anything that might prove useful.

As you are looking through, you hear motion from out the back, and the sound of book stacks collapsing, followed by loud cursing in what sounds like Orcish, if you're not mistaken.

Then, from a door behind the counter, an elderly half-orc appears,

all clad in furs. When he sees you, he is utterly shocked.

"Gruumsh, a customer! Welcome, welcome friend! What can I interest you in?"

The half-orc, whose name is Brukor, is highly knowledgeable on all matters concerning the area. He quickly locates the books that he thinks will be most useful to you. Most of the books concern wilderness tracking and survival. However, as most of the tomes are quite large, you will realistically only be able to choose one to fit in your backpack. Also, as this is one of the only sources of local knowledge and culture, these tomes are very rare and some of them are the only copies in existence. The prices reflect this fact.

Brukor shows you three tomes that appear to be particularly useful. You may select from one of the following.

Tracking Across The Tundra by Lathiel Anmar

This book will improve your ability to survive on the tundra of The Ride and The Tortured Land, giving you a +2 bonus to Perception and Survival rolls while on the tundra. (200 gp)

Surviving in the Snow: The Tale of a Dwarven Scouting Party by Drinskor Farkdaldrin.

When traversing a mountain pass or climbing a mountain, this will enable you to gain a +2 bonus to Perception, Dexterity or Survival skills that deal with avoiding hazards like avalanches, crevasses, getting lost in blizzards or digging snow caves. (200 gp).

Ice Magic by Zadel Akgrytan.

This obscure tome, written by an orcish mage, teaches spellcasters how to channel the energy of the surrounding environment in order to enhance their ability to cast cold-based spells. The caster, while in the environs of the frozen north, gains an extra 2 spell slots that can be used to cast spells that inflict cold damage (300 gp).

Once you are done here, you could choose another place to visit.

Durfar's General Supplies: go to entry 108.

The Crackling Hearth Tavern: go to 53.

153

Spending a bit of time, you figure out what the markings say, although you still can't make sense of it. It reads:

*Beware of strangers in the Darkwood!
The Mardagal is always hungry...*

You shiver. It is icy cold now, but above you see the fog lifting and a blue, clear sky emerging once more. As you climb the stairs out of the underground ruin, you ponder this chilling message and its possible meaning. The Mardagal? What is that? You have never heard this word before, but you are certainly on your guard now! Stepping over the low, ruined walls, you make your way back onto the ice and turn north once more, heading for the mountains.

Go to entry 361.

154

Quickly you search the kobold's dead bodies, looking for anything of worth.

Make an Investigation check, DC 16.

If successful, go to 102.

If unsuccessful, go to 203.

155

Quickly retreating back through the small hole through which you entered, you emerge on the far side of the wall, looking across the plains towards Poison Pass.

What now?

To leave the castle and make your way across the plain towards Poison Pass, go to 183.

To return to the main front gate to the castle, go back to entry 340 and choose an option from there.

156

The tribesman stops dead in his tracks, taken aback at your intimidating display, and backs away towards his horse.

The three young warriors turn and

begin riding their horses back towards the village. You follow, thinking that you may just pass through and continue through to the other side.

Eventually, you reach the village and move through the first row of huts into an open area ringed by the small mud and stone dwellings.

Will you move north through the village, and out onto the open plain once more? If so, go to 263.

Or, alternatively, you could investigate the largest dwelling in the village, which looks like it could be the chief's residence. If you wish to do this, go to entry 41.

157

Keeping the large rock formations to your right, you continue north towards the mountain range that separates these northern reaches of the Ride from The Tortured land beyond. The snow thins a little here and you are able to make good progress.

Rounding a large bluff that juts out into the icy plain, you are surprised to see a large structure, clearly a fortress or stronghold of some kind, sitting on a rise in the middle of this open area. Spikes line either side of the road that approaches it and the solidly-constructed castle is surrounded by a tall brick wall. It is clearly inhabited - plumes of smoke



rise from several chimneys and a banner flaps in the stiff breeze coming from the west.

To approach the front gate of this stronghold and announce yourself, go to 4.

To move past this stronghold and continue your journey north, go to 186.

To stop where you are and see whether anyone rides out to meet you, go to 262.

158

Are you checking this door for traps, or simply opening it?

If you are checking for traps, go to 39.

If you are just opening it, go to 150.

159

You hurl yourself forward, rolling on the ground and just managing to avoid a large section of log which crashes to the ground behind you, the impact vibrating through the earth. Catching your breath, you quickly stand, looking this way and that, trying to see who it was that set this cowardly trap.

Ahead, you see a series of steps leading up to the main castle. There are outbuildings either side of it. If something wanted to hide behind one of those and ambush someone approaching the castle, this would be the perfect place for it.

You are unsure whether anyone or anything has seen your approach. Will you walk straight towards the castle confidently? Go to entry 113. Or will you approach stealthily, trying to move towards the castle undetected? Go to 7.

Alternatively, you could move around the far side of the outbuildings, seeing if you can get the drop on anyone who might be hiding behind them, waiting for your approach. Go to 110.

160

At these words, you see the figure seated on the throne throw its head back and laugh uproariously. "A lone adventurer, indeed! As I once was. Well, my friend, you have blundered into the domain of Lord Agnom Wintersong, and so you will pay for it with your life... unless you can answer me this one question...

*Dust of the water, light of weight am I
Dripping in the sun, but in the cold am
dry*

*I rivers make, though first upon the
ground I lie*

*Answer swiftly, and perhaps you shall
not die.*

Do you know the answer? If so, count the number of letters in the word you have in mind, and multiply it by 8. Then turn to that entry number.

If you do not know the answer, go to 73.

161

You look the bridge over, but it appears fairly sound from where you are standing. Seeing no other option, you gingerly place your first step on the bridge and test your weight. The wooden boards hold you up, and so you cautiously proceed across. Go to entry 56.

162

You move closer to the tattered old tapestries and start inspecting the scenes depicted there.

You see great scenes of battle, and a general leading his men against an army of what looks like ice giants, or giantkin.

On some of the other tapestries, a goddess-like figure is shown, dressed all in white and ice-blue. She is shown blessing three figures: the general depicted on the other tapestries, and two women who could be mages or priestesses of some kind. The three are all bowing before the goddess.

To explore some other areas of this entrance hall, go to entry 258.

To leave this area and climb the stairs that go up to the next floor of this castle, go to 43.

163

You move to the gaps in the stonework that are situated at regular intervals around this circular tower. Each looks out at a different compass point. You move to the south one first. In the middle distance you see The Frozen Stones, where you began your journey, and far beyond that the village of Bearclaw, just visible through a thick haze of snowfall which appears to have descended there.

Then you move to the north window, the direction you are headed. From here you see that the large rock formations to your west gradually dwindle, and a mass of fir trees lies beyond that. A trail runs directly down the centre of this, straight towards a dip in the mountain range

which can only be The Pass of Auril, where you plan to cross over into the Tortured Land.

Inspecting the trail through the forest more closely, you see a side trail that leads off and ends at a stone structure: low and solid, this structure has a certain look to it. Something about the architecture sparks a memory.

Are you familiar with this style of architecture? Make a history check, DC 17.

If successful, go to 95.

If unsuccessful, go to 8.

If you have stonecunning, go to 291.

164

Your attention is drawn to movement in your peripheral vision, and you turn just in time to see it: the icicles have come to life! Previously hanging from the roof, three creatures, composed of ice, are now advancing on you!

Go to Ice Mephit Combat Sheet and do battle with these frosty foes!

165

Heading generally northwest, you take the lowland route towards The Frozen Stones. A chill wind whips across the tundra but as your path descends into a valley you soon find yourself sheltered from it. The river meanders its way beside the track, ice forming at its edges. To your east, the plateau that bears the highland route rises up steeply and you are grateful for having chosen this route. After about an hour's walking, the path enters a section of ancient forest. The path, seemingly quite well maintained (you reason that

hunters and trappers from Bearclaw must use it) meanders through the wood.

Make a Survival check, DC 16.

If successful, go to 350.

If unsuccessful, go to 302.

166

An arrow flies past you, embedding itself in a nearby tree. Looking in the direction it came in, you see two gnolls, one advancing on you, the other standing at a distance.

Go to Gnoll Hunter Combat Sheet and deal with these cowardly dogs!

167

Your arms are burning from supporting your weight, but finally you make it to the bottom of the cliff. Unfortunately, as your rope was tied securely to the boulder above, it will be impossible to retrieve, unless you can use Mage Hand or some similar ability to undo the knot. The top of the cliff is about 55 feet away.

You turn and survey the remaining slope beneath you. Turn to entry 320.

168

You successfully make your way to the front gate without being waylaid by the undead gnolls.

Exiting the keep through the hole smashed through the front gate, you leave the keep and castle behind and follow the mountain foothills towards Poison Pass.

Go to 183.

169

Avoiding the rocks, you sprint hard and eventually reach the end of the ravine. Cries of orcish frustration echo in the Pass behind you, and you cannot help but smile with satisfaction. You have survived the perils of Poison Pass! Not many can claim that.

Catching your breath, you survey the icy steppe that spreads out before you.

Turn to entry 21.

170

You open your mouth to address the mage, but suddenly discover you cannot make a sound!

“Yes,” Aurilana says, now turning to face you, the staff resting in her hands. Despite her malice, you are struck by her cold beauty, which seems almost otherworldly.

“There is a ward on my keep... only I can speak here! No others have that privilege... And now, I am finally attuned to Frostbringer! Let’s see what I can craft from the ice, using its power!”

Holding the staff before her, you see Aurilana focusing her attention on the gem at its head.

Suddenly the ice that is clustered on the wall begins to crack. You look towards the sound and see small creatures forming themselves from the ice. They drop to the floor and begin grouping themselves around the mage!

“Come, brave fool!” Aurilana cries triumphantly. “See how you fare against the power of the Frostmaiden!”

Now, go to Aurilana Combat Sheet and finally face the ice mage Aurilana Wintersong!



171

With very little effort you cross the frozen stream, landing safely on the other side. Your attention is immediately grabbed by a loud yapping and yowling, and you look up to see two gnolls, on either side of the river, making their way through the snow towards you. It looks as if they were waiting at the bridge in hopes of ambushing you! An arrow whistles above your head, and you realize that

these malicious mutts are out for blood!

Go to Gnoll (River Encounter) Combat Sheet and do battle. Use the PC spawn point situated in the lower right area of the encounter map.

172

Trekking laboriously through the thick snow, you gradually make your way towards the bridge that spans the icy river. It takes you some time, but eventually you stand before it, ready to cross.

Make a Survival or Perception check, DC 12.

If successful, go to 275.

If unsuccessful, go to 29.

173

Creeping up towards the ring of monolithic stones, you prepare your attack. The gnolls come into sight... one of them is preparing a campfire, the other is approaching with an armful of wood. They have not seen you.

Go to Gnoll Hunter Combat Sheet. You may make one surprise ranged attack with advantage, then roll initiative and proceed with combat as normal. If you do not have any ranged attacks, you will need to go straight to initiative and melee as it will be impossible to stay concealed once you move inside the ring of stones.

174

Suddenly you feel a chill air on your back, and - too late - realize you are not alone in this room!

Turn to Ice Mephit Combat Sheet. Grant one surprise attack, with

advantage, to your foes, and then proceed with combat as normal.

175

You are pulled quite some distance through a thick fir forest until you see, from your view tied up on the sled, tall wooden gates sliding past. And then, you are within a compound of some sort, surrounded by dwarves who all gaze with astonishment at the new prisoner!

The dwarf who captured you, whose name you still have not learnt, stands you up and frees you from the net.

Then, escorted by a dozen or so heavily-armed warriors, you are led inside a large keep.

The room you are led into is nothing short of a throne room, a medium-sized gallery where warriors line each side of the hall. At the end of this gallery is a throne, not situated on a dais, on which a middle-aged dwarf, with a thick beard and clad in furs, is seated.

"Greetings, friend!" he booms.

"Approach."

You feel several axe heads prodding you in the back, and see that you have no choice but to approach the throne.

Gradually you near the throne, and the beaming king nods, apparently pleased with your appearance.

"First of all," King Hugram says, "I'd like to apologise for Brugli's abrupt manner! He can be rude at times. But you must understand, we are in the wilds here! We must protect our borders vigilantly. And so, you enter our little realm of Mountainshade... would you care to tell me what brings you here?"

You are mindful of your quest, and can see from his bearing that this king means you harm. Wasting no time, you relate the details of your quest, your mission to retrieve Frostbringer.

The King falls into silence.

"Gnolls, you say? Hmmm... there can be only one explanation for this. And if I'm right, it confirms what I have thought for quite some time."

"Go on," you say.

The King regards you for a long moment, and then begins speaking.

"Some distance due east of here is an abandoned castle. It is generally avoided both by my warriors and by the Erakan barbarians. A long time ago, it was occupied by a mighty warlord, Agnom Wintersong, a man who ruled over this area with an iron fist. He kept a small army, and they imposed some sort of order of these lands. But they fell victim to a terrible curse, and now that duty falls to us.

"The man had two sisters. Those three children grew up under their father's watchful eye, who was the previous castellan, but after he died... one of the sisters became... withdrawn. Obsessed with the occult.

And especially with the story of Ulutiu and Auril. Do you know it?"

"A little of it," you say. "Ulutiu is the Lord of Ice. He had his power drained from him by Auril while he slept. She was trying to weaken him so that she could steal his dominion." "That's the gist of it," King Hugram says. "And now, this sister, this Aurilana, became a devout follower of this goddess. As a result, she became twisted by a malignant

energy, for this was a dark goddess. She left her other sister, and her brother, and journeyed north, beyond the mountains, where she could be alone in her worship. And the longer she stayed there, the more twisted - and powerful - she became.

"So," you say after a pause. "You believe she is behind this? The theft of Frostbringer?"

Hugram narrows his eyes. "Perhaps," he says. "All I know is, there are many gnolls in these lands lately. Much more than there were before. Perhaps she amasses an army. Perhaps she plans something. Perhaps, with the aid of Frostbringer, she will realize a power more terrible than any of us can imagine!"

This is disturbing news indeed. King Hugram bids you take food with him, and platters of steaming hot stew and roast meat are presented. Eating your fill, you tell the king that you must be on your way. If what he says is true, then you cannot dally any longer.

"Good luck, my friend," the King says. "I hope, for all our sakes, that my suspicions are not true. But if they are... well, I hope you return victorious."

A small detachment of dwarves escorts you to the gates of Mountainshade Keep, and soon you are back on the trail, headed towards the Pass of Auril. The mountains are now so close you feel you could just about reach out and touch them.

Go to entry 16.

176

The last of the mephits destroyed, you survey the room and find nothing of any real interest. Focused on your quest, you leave this room and return to the top room of the tower.

Descending the ruined staircase that leads down from this tower, you are soon back outside on the icy tundra, and you turn north once more, the line of snowy peaks that stretches west-east growing ever larger as you approach.

Slowly the rock formation to your west dwindles, and the snow deepens. Stands of fir trees become more and more frequent, and soon you are approaching a thick forest which stands between you and the mountain range.

Go to entry 354.

177

You try your best to get a good night's sleep, but the cold here is pervasive, and you wake several times during the night, shivering.

Huddling up into a ball, you do manage to rest but not fully.

Take all the benefits of a long rest, but then roll one hit die and deduct this from your hp.

Then, turn to entry 85.

178

Fortunately, you have enough presence of mind to remember that the monk Remigius told you to beware of tricks of the light, mirages and illusions that the mountains sometimes throw up before an unwary traveller. If you are not mistaken, this is a human likeness of

Ulutiu, The Lord in the Ice, whose temple housed the staff Frostbringer. All that talk of gods and sacred artefacts must have gone to your head.

Slowly, as you compose yourself, you see the terrain clearly once more and the illusion fades. You press on across the tundra, and ahead you see that you are approaching a junction of some sort where a path to the east rejoins the one you are on.

Go to entry 239.

179

Your arrow goes sailing wide of the gnoll you were aiming for, but now you have attracted their attention!

The ugly dogs turn and start towards you, raising their weapons! Suddenly, you hear a commotion coming from up ahead, and look up to see three tribal horsemen, clad in white furs, charge the gnolls and swinging battleaxes. One of them also wields a bow.

With swift and brutal efficiency, the horsemen dispatch the poor gnolls in the blink of an eye. Their battle prowess takes your breath away. One of them spots you and quickly gallops over. Initially his bearing is menacing but when he sees that you are not offering challenge, he softens and he gestures to his companions. Another tribesman appears and deftly jumps on the back of his friend's horse. Now there is one horse free, and the barbarians indicate that you should mount this horse and follow them.

If you wish to do so, go to 184.

If you would rather proceed on foot, you make your apologies and they depart. Then, go to entry 279.

180

You feel a small gust of air whoosh past you, and see an arrow ricochet off the ravine wall! Quickly you turn and look up, but cannot see anything. Another arrow comes shearing towards you, and you quickly dodge out of the way. The rumours that Poison Pass was a dangerous place were all too true.

You realize now that you were foolish to spend so much time here searching these bodies. Turning east, you bolt down the ravine, out of range of these unseen assassins.

Proceed to the next entry number on your path. Pray to whatever deity you hold dear that you can make it out alive!

181

You tell the dwarf the nature of your quest, to retrieve Frostbringer and return it to the Ulutiu temple. The dwarf is visibly taken aback by your account; impressed even.

"Frostbringer, stolen?" he splutters eventually. "By... by whom?"

"That I do not know," you reply. "I am tracking gnolls across this waste, good sir dwarf. Gnolls were seen leaving the Ulutiu temple, and the head monk there, Remigius, thinks that they might have stolen it. For what purpose though..."

"Gnolls, stealing the sacred staff of Tolrik Bearclaw?" he exclaims. "I've never heard of such a thing!"

"It is true," you say. "And I have been tasked with retrieving it. So, I ask you, will you let me pass?"

The dwarf eyes you for a long time. Then he gives a short, brisk nod, and tugs on the polar bear's reins, moving the huge beast off the path. "Stick to this trail, traveller," he tells you. "It will take you straight to the Pass of Auril. You should probably camp for the night on this side of the mountains. You don't want to attempt the Pass in the dark. That would be suicide."

Thanking the dwarf for this advice, you move past him and continue your trek towards the mountains.

Go to 16.

182

Do you have the codeword *plunge*? If so, go immediately to entry 283.

The sun reaches its zenith as you push on northwards, the teeth-like mountains that line the horizon growing ever larger. Snow is everywhere. A few hardy fir trees stand above the white ground, and rocky outcrops jut out here and there, but otherwise all is snow, and ice, and cold.

As you wander, you see a pack of wolves wander across the snow ahead, deftly padding across the soft ground, sniffing here and there. You are downwind of them, and they do not detect you. They look thin, as if they had been searching for food for many days, and you feel a pang of pity for the poor creatures. It must be harsh surviving out in this cruel wilderness.

About an hour later, you come to an area where a series of large rock

formations - a kind of miniature mountain range - splits the way ahead in two.

Will you go west, around the left-hand side of these formations? If so, go to 157.

Or will you go around the right-hand side? If so, go to 54.

183

Turning east, and keeping the mountains on your left, you make your way towards the thin fissure that you saw before from the plain, the narrow ravine known as Poison Pass.

After about an hour's walk, you reach the entrance to the pass. A trail, which has somehow remained free of snow, ascends between two steep rock walls. Did the gnolls go through this pass, carrying the staff Frostbringer with them?

You ponder this as you begin to make camp for the night, which is descending fast, bringing with it a frigid cold.

Go to entry 34.

184

The tribesmen lead you on horseback a little way north, and before long you see a cluster of huts ahead. You enter this small village and watch as the tribesmen dismount and go inside a hut, the largest one in the settlement.

A few moments later, a man emerges, a huge bear of a man with biceps as thick as your thigh, towering over six feet tall.

"Welcome, stranger!" he booms, a broad grin spreading across his face. "I am Grokkung Bearclaw, chief of

this small village of Erakan warriors.
Who might you be?"

Something about Grokkung tells you that you can trust him, and you share knowledge of the errand that the monk Remigius sent you on.

"I had a feeling you might be on this mission, friend!" Grokkung bellows.

"Please, join me in my hut where we can discuss further!"

Dismounting, you follow Grokkung inside his hut.

Go to entry 115.

185

You make your way into this copse of trees and see a frozen river ahead, bisecting the route north. You realize you will have to cross this to continue your trek north towards the mountain stronghold. Cautiously, you set foot on the ice and move forward.

If you have the codeword *alerted*, turn to 22.

Otherwise, turn to 132.

186

The quest given to you by Remigius is high in your mind, and you do not want to waste time with this unnecessary diversion. Hoping that the inhabitants of the fortress are friendly, you give it a wide berth, noticing heads watching you above the battlements. Perhaps raising a hand to give a salutation, you press on north towards the jagged mountain range which marks the border between The Ride and The Tortured Land.

After another hour's travel, the rock formations to your east gradually

dwindle and all is unbroken, white, snowy expanse once more.

You press on north into a landscape where fir trees, dusted with snow, stretch east and west of the trail.

Go to entry 354.

187

Your sharp eye spots movement on the slopes above. Loose snow is beginning to slide, and it is growing in frequency. There is no doubt - an avalanche is imminent!

You do not wait to see what happens.

Quickly you begin making your way towards the glacier wall. There is an area where a rocky outcrop forms a kind of natural shelter that a person could hide behind.

You are 150 feet away from it when you hear the sound behind you, a rumbling which grows in intensity. Looking up the slope, you see a huge mass of snow thundering its way towards you! You run for all you're worth through the thigh deep snow towards the rocky outcrop and dive behind it, moments before a tidal wave of snow hits.

The mountainside is a churning mass of white which takes quite a while to subside. You thank the gods that you made it to the outcrop in time.

Finally the snow settles and you are able to continue your trek over the Pass.

Go to entry 116.

188

You wait a while. There is a long moment when nothing happens, then finally the gates swing open, revealing a courtyard and keep beyond.

A female guard, clad in chainmail, comes forward. "This way, my friend. Lord Bragol welcomes all to his fire. Come, warm yourself." With that, she turns and walks back inside the compound.

Will you accept her offer and accompany her within the stronghold? If so, go to 345.
Or will you refuse the invitation and press on? If so, go to 243.

189

You reach a point where the path that branched off earlier rejoins the main path. Ahead you see another fork, and you edge forward.

When you are about halfway to this new fork, a burly orc warrior drops down in front of you, having descended quickly via a rope.

You turn, to see if you can retreat back the way you came, and to your horror see another orc closing the gap, lumbering towards you. But this one looks diseased, its skin corrupted with boils, its bloated body trailing noxious fumes!

You prepare for battle. Perhaps there is a chance you can get out of this, fleeing past the orc who stands to your east. Whatever the case, you will have to act quickly!

Go to Orc Ambush Combat Sheet and deal with this deadly situation!

190

"Yield, Aurilana!" you cry. "You are defeated!"

Gritting her teeth, the ice mage prepares to unleash yet another blast of frigid fury on you.

"Never!" she growls. "I will assert dominion over these lands, and you cannot stand in my way!"

Then, you reach into your pocket and produce the little plaything that Shar Wintersong gave you.

"Aurilana," you say quietly. "Look." Holding it out to her, you open the little trinket, and the beautiful little scene plays out. Aurilana stops in her tracks, momentarily halted in her rampage.

Make a Persuasion check, DC 12.

If successful, go to 30.

If unsuccessful, go to 237.

191

Searching the bodies of these gnolls, you find no real possessions apart from their longbows, but do find a strange symbol branded on their chests: a six-pointed snowflake.

If you have the codeword *frigid* turn to 136.

If not, you may take a longbow if you wish, and then you are on your way by proceeding to entry 182.

192

Ducking and rolling, you quickly move out from under the net and get to your feet, hand on your weapon.

"What is your quarrel with me?" you ask. "I mean you no harm, sir dwarf, but I'll not be caught."

The dwarf is visibly flustered, and frustrated that you have escaped his net. "You will state your business in the realm of Mountainshade," he demands. "Or you'll have me to deal with!" The dwarf places a hand on his axe as a warning.

To state your business to the dwarf, telling him about your mission, go to 181.

"I have no business, my friend. Merely a traveller passing through." Go to entry 151.

193

Opening the front cover of this book, you see that it is written in Elvish. If you know Elvish, or you can cast Comprehend Languages, you may read this book by going to 241.

If you do not, then you could instead go to the windows that look out from this tower. Go to 163.

To descend the ladder that leads down from this floor, go to 63.

Or, you could leave the tower and continue your quest. Go to 323.

194

The narrow gully of Poison Pass is close now, just a couple of hour's walk northeast. You reason that you will probably reach the base of the mountains by nightfall.

Directly to the north is an abandoned castle, which looks like it might once have been quite a grand structure.

Now dilapidated, its battlements crumbling, it sits alone, a little way from the base of the mountains.

Will you head straight towards Poison Pass? If so, go to 293.

Or will you go and investigate the castle? Go to entry 340.

195

As you trudge ever further northwards, you enter a small valley where the snow is thick on the ground, thigh-deep.

Do you possess snowshoes?

If you do not, your movement is halved until the text says otherwise.

As you look down into this valley you see a river, ice blue, snaking its way along the valley's bottom.

Carving a course through the thick snow, the top of the river appears to be frozen while water runs beneath the transparent ice.

Some way ahead, you see a bridge that spans the frozen river. It looks like you will have to cross, and the bridge seems like the only way.

To make your way towards the bridge, go to 172.

To take your chances walking over the thin ice to cross the river, go to 317.

196

You look towards the river, wondering where the best place to begin looking for gold might be.

Walking towards it, you search for any tell-tale glimmer coming from the water, and consider how you might sift through the fine gravel in the river bed.

You hear a noise behind you and turn, just in time to see a hideous man-wolf charging you, its jaws open and slavering! The trapper has transformed into a werewolf, and you have no time to prepare an attack to defend yourself! The werewolf is about 20 ft away.

Go to Werewolf Combat Sheet, and use Werewolf Battle Map A, and the notes for that map. Use the furthest-north PC token. Give the werewolf one attack (unless you have some feat that doesn't allow you to be surprised) and then proceed with combat as normal.

197

You can discern nothing about the strange totem that sits atop the temple building.

To enter, go to 86.

Or to choose a different place to visit, return to entry 1 and choose a new option.

198

Turning towards the door you entered by, you attempt to sneak out of the room. But as you move towards the door, suddenly you hear a loud, booming voice.

"Halt, intruder! Who are you to enter unbidden into my lord's castle!"

All three guards then stand in unison, turning towards you and drawing swords. Within their helmets, you see points of blood-red light, and they advance on you.

Go to Undead Bannermen Combat Sheet and do battle with these foes!

199

Take the codeword *guards*.

Quickly moving through the north door, you quietly shut the door behind you and survey the chamber you have entered.

You are within a throne room. To your left and right, large tapestries depict battle scenes on mountainsides. Directly ahead is a throne on a dais, and a figure is seated there, draped in tattered robes. There is an ancient, musty smell and the air is freezing cold, chilling you to the bone. Dim light from a large circular window behind the throne illuminates the silent chamber.

"Who enters here?" a voice booms, seeming to come from all around you.

How will you answer?

"A lone adventurer is all I am. Who might you be?" Go to 160.

"Your doom enters here!" Go to 47.

"Who's asking?" Go to 356.

200

You move towards the north door, attempting to sneak past the guards. However, due to the small confines of the room, it will be a miracle if your presence is not noticed as you approach the north door.

Make another stealth check, DC 19.

If successful, go to 300.

If unsuccessful, go to 204.

201

You set out northwest towards the Pass of Auril, anticipating the dangerous weather and terrain you might encounter there. However, the idea of a gully that orcs use for ambush doesn't appeal to you. You would much rather face the wrath of the weather than the danger of an unseen attack.

Your mind turns to your quest, and the retrieval of Frostbringer, the staff of Tolrik Bearclaw. All you know so far is that it was taken by a band of marauding gnolls who stole into the village some nights ago. You wonder what their motives were, and how they organized themselves so well to slip past the village gatekeepers - hardened warriors themselves, you thought. Perhaps they had help. Perhaps they were sent here by someone who held the promise of a reward - or a threat - over their

heads. There is more to this than meets the eye, you reason. Gnolls are not known for their cunning. In the hazy blue distance, the mountains sit, picturesque and serene, giving no hint of the dangers that lie within. About half a mile ahead, you see something moving: a column of cold weather, rotating, churning like a whirlpool. It looks like some kind of ice tornado! What to do? Will you divert your course to avoid it? Go to entry 69. Or will you stick to the path you are on, hoping that it changes direction? Go to entry 289.

202

You do your best to creep towards the area where the noise is coming from without being seen. However, the wind suddenly changes, and whoever is ahead suddenly growls with menace. Standing up from where you are crouching, you see a huge half-ogre, bearing a three-headed battleaxe, striding towards you across the tundra. You will have to fight this massive brute! Go to Half-ogre Combat Sheet.

203

You rifle the dead kobolds but find nothing. Unnerved, you leave these corpses and quickly move on. Roll a d20+3. If the result is equal to or higher than your AC, go to 123. If lower, go to 180.

204

“Stop!” one of the guards barks. “You may not enter my lord’s chamber!” All three guards stand and draw their swords. As they turn their helmeted heads towards you, you see their eyes as blood-red points of light. Go to Undead Bannermen Combat Sheet and do battle with these guards. Place your PC token at the top of the map, just south of the north door.

205

Staying close to the wall, you creep north, moving slowly and quietly, trying to stay undetected. If you can just get within bolting distance of that door...

But as you move, you slip and quickly put a hand up to steady yourself on the wall, dislodging a loose stone. The sound of it falling alerts the gnolls to your presence! Barking in alarm, the three gnolls turn and see you by the wall. They break into a run, coming at you. Now that they are approaching you can see that parts of their bodies are decayed, rotting... Are they undead? Regardless, you will now have to do battle with these wretched creatures! Go to Gnoll Witherling Combat Sheet and use Map B, placing your PC at Location 2.

206

A sound from ahead makes you freeze. You hear a low muttering, a guttural voice cursing and debating with itself. Quickly you duck down and begin to make your way stealthily forward, using rocks and

tussock as cover. Not an easy job, as this highland terrain is fairly bare. Make a Stealth check, DC 14. If successful, go to 287. If unsuccessful, go to 202.

207

You go back towards the ladder that you descended to this floor and prepare to climb back out and exit the tower.

Roll a d20+3.

If the result is equal to or higher than your passive Perception, go to 174.

If lower, go to 164.

208

You make a thorough search of the area north of the Frozen Stones but find nothing. Where would the thieves have gone, what direction would they have taken?

You remember the monk Remigius's words, and consider your options. The northwest path leads towards the Pass of Auril, known for its treacherous weather and avalanches. The northeast path will take you towards Poison Pass, which is notorious for its bands of marauding orcs, known for ambushing travellers.

Which is the lesser of the two hazards - death by ambush or by avalanche?

To take the northeast path towards Poison Pass, go to 224.

To take the northwest path towards the Pass of Auril, go to 201.

209

Stellan Smithhand is overjoyed at having his cellar cleared of the red

goo, and pays you the promised 75 gold pieces. After feeding you and letting you rest a while (take a short rest), you leave and continue your exploration of Bearclaw.

Return to Entry 1 and choose another location. You may visit the temple, the supplies store or Kannothe's Rare Books and Tomes, but The Crackling Hearth has gone pretty quiet now, the patrons having all departed for their homes.

210

You seat yourself at the man's table. He regards you with some surprise. "What?" he asks.

"I couldn't help overhearing your story," you say. "I might be able to help."

The man's face transforms into an expression of delight. "Really? If you could, I'll reward you with all the gold I have!"

You confirm that yes, you will help him. The man quickly finishes his drink and together you leave The Crackling Hearth.

Turn to 235.

211

You wait until the brute has his back turned, and then, staying low, move quickly on him, attacking while you have a chance!

Go to Half-ogre Combat Sheet. You may make one attack before rolling initiative.

212

Eager to treat yourself to at least one night of comfort, you head back to The Crackling Hearth and pay for a room.

Deduct 5 gp from your inventory.
You take a meal in the tavern:
potato-topped fish pie with mountain
herbs and root vegetables,
accompanied by a goblet of hot
mulled wine. In the almost too-warm
interior of The Crackling Hearth you
are the only customer and you relish
the pleasant glow that comes as a
result of excellent food and wine.
Soon you feel yourself begin to nod
off, so you say goodnight to the
Innkeeper and head up to bed.
A comfortable bed with clean linen is
a decadent luxury for a travel-
hardened soul such as yourself, and
after soaking in a hot bath and
washing the cares of the road away,
you fall into bed and into the deepest
sleep you have known for some time.
At some point during the night, you
dream that you are lost in the middle
of a white-out blizzard. Trudging
through a mountain pass, you
traverse a snowy expanse that never
seems to end. Always there is a face,
shimmering, just out of sight, in the
sky above you. The face is female,
beautiful, but is laughing at you,
defying you. Determined, you always
press on, but never find the end of
the pass, and you are becoming
colder and colder...
You awake the next morning feeling
well-rested, but the memory of that
dream lingers with you. You cannot
shake the feeling that it was
significant in some way.
Take the benefits of a long rest. Then
turn to entry 234.

213

You wait a while. There is a long
moment when nothing happens, then
finally the gates swing open,
revealing a courtyard and keep
beyond.
A female guard, clad in chainmail,
comes forward, giving you the once-
over. "An important mission, eh?
Very well, keep your secrets,
traveller. But how do you think Lord
Bragol can help? Is it lodgings you
seek? If so, they will be freely offered.
Lord Bragol turns no-one away. But
I suspect you want to ask for
something more. Hmmm..."
She regards you for a while longer,
then seems to reach a decision.
"Well, whatever it is, you can ask
him yourself. Come, warm yourself
by the fire."
Will you accept her offer and
accompany her within the
stronghold? If so, go to 345.
Or will you refuse the invitation and
press on? If so, go to 243.

214

The day wears on and the land
begins to dip down towards the plain
the stretches all the way to the
northern mountain range, which has
been slowly growing in size as you
travel towards it. You are nearing
the ring of sacred monoliths known
as the Frozen Stones, looking down
on it as you descend from the
highland path.
After about half an hour's walk, you
arrive at the ancient site.
Turn to entry 105.

215

You exit the abandoned keep and make your way out of the compound through the hole smashed in the front gate. Leaving the keep behind, you follow the base of the mountain foothills, leading towards Poison Pass.

Turn to entry 183.

216

You take a moment to get your breath back. This was a savage encounter, but you are also aware that you are in a dangerous position here, so you do not want to linger too long.

Consult the Poison Pass map once more, and proceed to the next appropriate numbered entry, according to your choice.

217

Keeping your weight evenly distributed, you cautiously tread across the ice, watching as cracks appear around your feet. Eventually, staying calm, you reach the far bank and collapse into the snow, relieved to be over the frozen stream.

A loud yapping startles you, and you look up to see two gnolls, on either side of the river, making their way through the snow towards you. It looks as if they were waiting at the bridge in hopes of ambushing you! An arrow whistles above your head, and you realize that these malicious mutts are out for blood!

Go to Gnoll (River Encounter) Combat Sheet and do battle. Use the PC spawn point situated in the lower right area of the encounter map.

218

Anticipating some sort of ambush, you move quietly to the east, around the far side of the outbuildings. As stealthily as you can, you proceed forward, until you are almost at the gap between two of the buildings.

Approaching this alleyway from behind, your suspicions are confirmed when you see three gnoll-like creatures standing hidden, their backs to you, looking out onto the courtyard beyond. These vile beasts were lying in wait for one such as yourself to come strolling past!

But then, disaster! As you pass one of the buildings, you accidentally bump against the corner of it, and a loose board clatters to the ground.

Now alerted to your presence, the gnoll-like creatures round on you, and you see that they are decayed, their flesh rotting. They appear to be undead of some kind.

Go to Gnoll Witherling Combat Sheet and use Map B, Location 1.

219

Somehow you manage to get clear of the avalanche which thunders past in a billowing mass of snow. Panting with excitement, you take a moment to gather your wits, and to check whether any further avalanches are triggered.

When all is still, you set out once more.

Turn to entry 116.

220

You make your way back to the front entrance of the castle in order to leave and continue your quest.

Do you have the codeword *remains*?

If so, go to 315.

If not, go to 215.

221

You leave the cabin, your mind on your quest to recover the staff.

Trudging through snow that is now thigh-deep you feel fatigue creeping into your bones, but you press on regardless.

Are you wearing snowshoes? If not, make a Constitution save, DC 12. If unsuccessful, take one level of exhaustion (disadvantage on ability checks).

Proceed to entry 239.

222

You are not so foolish as to attempt the crossing at night. Searching for a campsite, you soon find a flat area, relatively clear of snow, some distance from the bottom of the Pass of Auril. There is even a stream with running water nearby. After making camp, you take provisions and then settle down to sleep.

Go to entry 59.

223

You finally make your way back to the path, using your navigational skills, and are on your way again.

A short while later, you approach a junction where the eastern path rejoins the one you are on.

Go to 239.

224

You set out on the path northeast, and soon the ground is covered in snow. In the distance, storm clouds gather over the mountains, fists of slate grey fury that threaten to pound down their icy wrath. A thin fissure cuts through the rock of the mountain as if a mighty sword had cleaved down on it. That must be Poison Pass, the site of the orc ambushes Remigius told you of.

Your mind turns to your quest, and the retrieval of Frostbringer, the staff of Tolrik Bearclaw. All you know so far is that it was taken by a band of marauding gnolls who stole into the village some nights ago. You wonder what their motives were, and how they organized themselves so well to slip past the village gatekeepers - hardened warriors themselves, you thought. Perhaps the gnolls had help. Perhaps they were sent here by someone who held the promise of a reward - or a threat - over their heads. There is more to this than meets the eye, you reason. Gnolls are not known for their cunning.

Wind whips across the barren steppe and you scan the landscape ahead.

There appears to be about a day's travel to the mountains.

Roll a d20+4, and match it against your passive Perception.

If it is higher, go to 276.

If equal or lower, go to 357.

225

You look towards the river, but then hear a noise from your left. Turning to look at the trapper, you gape in horror. He is morphing, changing into a horrible beast. As you watch,

you see fur growing on his body, his teeth elongating, his torso extending and changing shape. This man is a werewolf!

You have heard of the beast known as the werewolf, and know that this is a powerful foe, certainly beyond your prowess.

Go to Werewolf Combat Sheet, and use Werewolf Battle Map A, and the notes for that map.

226

Looking the bridge carefully over, you can see that about two-thirds of the way across, one of the ropes appears frayed, and at the halfway point are a few boards which could be rotten. Noting this, you set out across the bridge.

Go to entry 56.



227

You find yourself trapped, miraculously, in a pocket of air within the mass of snow. Before the avalanche hit, you had the presence of mind to drink the potion that Lord Bragol gave you, and you're glad that you did. Amazingly, you can breathe underneath all this snow. Now you just have to dig yourself out somehow.

It takes a long time, but finally you manage to dig yourself out.

The effort has drained you, and you sit for a while, getting your strength back.

You recover and get going again.

Half an hour later you are back where you were when the avalanche hit.

Turn to entry 116.

228

You cautiously begin your descent of the north side of the Pass of Auril. As you do so, you hear a wind whipping across the mountainside, and fancy you can hear something... a female voice on the wind? Is that singing, or chanting? Either way, the disembodied voice is eerie and sets your nerves on edge.

You descend further and pull yourself up just in time to avoid toppling over a cliff edge! A sheer drop of just over 50 ft is below you.

You survey your options. If you secure your rope to a boulder you could lower yourself down without too much effort, but you will lose your rope. Due to the smoothness of the cliff face,

however, you will need to be strong to succeed in this method.

Alternately, some way to your right is a steep slope of loose scree, which you could make your way down, although that will not be easy either. If you lose your footing, you could create a cascade of stone, or you could tumble roughly all the way to the bottom, which could injure you. Your agility will be tested to the utmost.

Which path will you choose?

To attempt to descend the cliff using your rope (if you have one), go to entry 42.

If you decide to go down via the scree, go to 256.

229

Overjoyed that you have decided to accept the quest, the priest, who introduces himself as Remigius, helps you prepare for the journey.

"The area north of here is fraught with peril," he says. "Some of our men tracked the gnolls as far as The Frozen Stones, a monument some five miles north of here. It is an ancient, sacred place.

"On these frigid plains, as I'm sure you are well aware, your greatest enemy is the cold. Take care to look after yourself at all times, and if you are near or on any mountains, be on the lookout for avalanches. They are a constant threat. Also, the lights this far north sometimes play tricks on you. Beware of illusions. If your path leads you to the mountains, there are two ways you could progress. Poison Pass is to the northeast and leads into the Tortured Land through a series of

twisting gullies. To the northwest, the Pass of Auril is a low saddle between two mountains, and a very hard climb. You'll be exposed to the elements there and will need to be on the lookout for crevasses, avalanches and severe weather."

"Poison Pass it is, then," you say.

Remigius raises a finger. "You might think that, but Poison Pass is home to orc raiding parties who are ever on the lookout for travellers they can relieve of their money. And their lives. So it's a choice between dying under snow or dying under a hail of arrows," Remigius concludes with a wry grin.

The priest takes you into the temple storerooms where he provides you with two things: a set of heavy furs to keep you warm (add to your inventory, 5 lb), and provisions: hard bread, cheese, dried meat and root ginger to chew to aid digestion and also to keep you warm.

Having concluded your conversation with the priest, you may now wish to visit some of the shops on the main street (if you haven't already).

Remigius tells you that, as this is the quiet part of the year, you will probably only have time to visit one of these shops as business generally shuts at midday, and time has gotten on. If you do, take note of this entry number, and then choose one of the following shops to visit. When you are finished at those shops, you may return to this entry. Choose between Kannot's Rare Books & Tomes (entry 152) or Durfar's General Supplies store (entry 108), and then return here. If you have already

visited these, then they are probably closed by now.

The priest offers you a bed for the night in the small monastery that adjoins the Ulutiu temple. It is free, and you will be fed, but it is certainly not the luxurious bed you had been looking forward to.

Alternately, the priest tells you that The Crackling Hearth has very comfortable rooms for 5 gp a night, which will cover accommodation and meals.

If you think your character would be fine sharing a room with the monks, then go to entry 76.

If you think that they would rather spend at least one night in comfort before heading into the wilderness once more, then go to entry 212.

230

You come out from your hiding place and hail the tribesmen, who seem startled at your presence. One of them quickly rides over. Initially his bearing is menacing but when he sees that you are not offering challenge, his attitude softens and he gestures to his companions.

Two of them jump on a horse together, indicating that you should mount the spare horse. These tribesmen do not speak your language, but it is evident they want you to come with them.

If you wish to do so, go to 184.

If you would rather proceed on foot, you make your apologies and they depart. Then, go to entry 279.

231

With the undead lord's blessing, you make your way from his throne room and waste no time in making your way to the front door of the castle. Go to entry 220.

232

"You don't understand!" you cry, as the dwarf straps you down on his sled. "I am on an important mission, to return the staff of Tolrik Bearclaw to the Temple of Ulutiu!"

This gives the dwarf pause.

"Frostbringer, stolen?" he breathes quietly. "By whom?"

"That's what I'm trying to find out!" you say. "Now release me, and let me go on my way!"

Make a Persuasion check, DC 12.

If successful, go to 334.

If unsuccessful, go to 270.

233

Carefully you shift your weight onto each leg as you step, taking care to keep it evenly distributed.

But then, to your horror, you see a large crack form and two large pieces of ice buckle inwards, depositing you into the freezing river below!

You quickly scramble to get out of the river but you are now drenched to the bone and cold will be setting in quickly.

Take the codeword *plunge*.

You barely have time to contemplate these thoughts when you hear a loud yapping and yowling. Looking up, you see two gnolls, on either side of the river, making their way through the snow towards you. It looks as if they were waiting at the bridge in hopes of ambushing you! An arrow

whistles above your head, and you realize that these malicious mutts are out for blood!

Go to Gnoll (River Encounter)

Combat Sheet and do battle. Use the PC spawn point situated in the lower right area of the encounter map.

234

You are ready to leave Bearclaw and track the gnolls who stole the staff of Tolrik Bearclaw. At the northern end of town, another guard mans the gate. He is bald and well-built, but not as talkative as the guard manning the gate you arrived by. He merely gives you a grunt which you translate as “good luck.”

You stand at the northern gate of Bearclaw and look out over an expanse of grassland that leads towards a range of mountains spanning the horizon. On the other side of those mountains is the frozen steppe known as The Tortured Land. The further north you go from this point, the colder it will get. You also see some ominous-looking slate grey clouds blowing in from the northeast, darkening the mountain tops in that area.

Remigius joins you as you stand by the gate, preparing to depart. He comes near.

“Good luck, dear friend,” he says. “I cannot tell you what this means to us. If you can retrieve the staff, you will have saved not only the spirit of this village but the Order of Ulutiu as well! We are one of the few remaining temples left in all of Faerun. Who knows, maybe the Lord of Ice will return from his sojourn and bless us all!”

You assure the priest that, no matter what, you will try your best. He reiterates his promise to you that when you return, an enchanted weapon will be forged according to your specifications.

Saying your final goodbyes, you shoulder your pack and set out from the north gate of Bearclaw.

Two paths lead out from Bearclaw towards the Frozen Stones. One follows an unnamed river that runs down from the Pass of Auril and traverses the lowland, going through a forest for one part of the journey. The second ascends a ridge and takes the highland, overlooking the plain. To take the lowland route to The Frozen Stones, which goes by the river and through forest, go to 165. To take the highland route to The Frozen Stones, which travels along a ridge, go to 125.

235

The man introduces himself as Stellan Smithhand, a local grain merchant and family man.

“Thank the gods you’ve agreed to help,” he says. “My house isn’t far, just at the western edge of town.”

You ask Stellan to describe the beings that have infested his cellar, spoiling his supply of grains which was supposed to get him through the winter.

He shudders. “Terrible things they are. Red, sticky things, like great blobs... No idea where they came from.”

Following Stellan, you finally reach a humble little shack. You follow him inside and see a woman and three

children, all huddled by the fire. They look at you with alarm. "Nothing to worry about, my love," Stellan assures his wife. "Our friend here is going to help us with the little problem in the cellar!" The wife smiles faintly at this. Stellan leads you towards a narrow opening. Looking down, you see a staircase leading to a door below. Stellan passes you a key. "I don't think they're too bright," he says. "So if you're stealthy, you might be able to catch them by surprise. Good luck, friend. There's 75 gold waiting for you when you return!" You look down the narrow staircase towards the door and slowly begin your descent. Turn to Red Goo Combat Sheet.

236

You ease the door open, and immediately notice that it is light inside the room. Peeking inside, you see a bizarre sight. Seated at a table are three warriors in full armour, visors down. They do not talk or even move. Before each one is a plate of what could have once been food but is now reduced to dried remains and dust. The whole scene is lit by four braziers, one in each corner of the room, and on the right-hand side of the room is a fireplace, which burns with a dull light. There is a foul smell in this room as of rotting flesh. To the north on the far wall is a large door. To attack these warriors, go to 12. To ask them what this place is, go to 140. To attempt to creep past them to the northern door, go to 200.

237

"Childish nonsense," Aurilana sneers. "I left such weak sentiments behind a long time ago. Now, arm yourself, meddler, and prepare to pay for your insolence!" You have not been able to appeal to Aurilana's emotions, and so the battle must go to the death - yours or hers. Return to Aurilana Combat Sheet and finish this!

238

Stealthily you creep up behind the gnolls, getting yourself within shooting range of them. As they are facing away from you, and you are coming quietly behind, it is not too much trouble to get the drop on them. You prepare your ranged attack. Make an attack roll against AC 13. If successful, go to 72. If unsuccessful, go to 179.

239

Eventually, after an hour or so of hard going, the path ascends upwards and you notice the snow thinning somewhat. You ascend back up to the level of the plains that lead to the mountains, relieved to be back on easily traversable ground once more. Sometime later, you are surprised to see a small cluster of huts ahead. As you approach, you see a group of horsemen set out from the small settlement, galloping across the steppe straight towards you! Will you attempt to hide from these approaching riders? If so, go to 124. Or, if you will face them openly, go to 89.

240

Finally, after another hour's trek through the snow, you reach the entrance to the pass. A thin trail, which has somehow remained free of snow, cuts into the mountain between two steep rock walls. Did the gnolls go through this pass, carrying the staff Frostbringer with them?

You ponder this as you begin to make camp for the night, which is descending fast, bringing with it a frigid cold.

Go to 34.

241

This book is a treatise on healing plants that grow in this area. It speaks of the realm of Mountainshade, which is an area just north of here, surrounded by fir trees, and mentions a specific type of hardy tree, the berries of which can be eaten to improve resistance to cold.

Take the codeword *redberry*, then decide on your next action.

You could go to the windows that look out from this tower, to see what the view offers. Go to 163.

To descend the ladder that leads down from this floor, go to 63.

Or, you could leave the tower and continue your quest. Go to 323.

242

Having readied your attack, you continue towards the castle entrance. But as you pass the outbuildings on your right, you spy three repulsive creatures - gnolls - who make ragged, hollow barking noises when they see you!

As they lurch towards you, you also see that their skin is decaying, the bones of their ribcages showing through.

Go to Gnoll Witherling Combat Sheet, and use your readied attack before rolling initiative and proceeding with combat proper.

243

You make your apologies to the warrior-maiden. She wishes you luck, and you strike out north once more across the frozen plain, towards the jagged mountain range which marks the border between The Ride and The Tortured Land.

After another hour's travel, the rock formations to your east gradually dwindle and you enter a landscape where fir trees, dusted with snow, stretch east and west of the trail.

Turn to entry 354.

244

You approach the temple. The entrance to the low building is marked with a squat totem. A single figure is depicted on the totem. It appears to be a giant of some sort, in a crouching position, wearing a necklace of blue and white crystals. To see if you can recall what deity this is, make a Religion check (DC 16).

If successful, or if you already know, go to 332.

If unsuccessful, go to 197.

245

Turning, you make your way quickly back towards the last junction, but then you hear a skittering sound, something hitting the rocks, and you

realize that arrows are falling around you like rain!

Make an Athletics or Dexterity check, DC 14. If you fail, deduct 2d8 piercing damage, then consult the Poison Pass Map once more, navigating your way to the alternate route.

246

Merging with the shadows, you slink out of the southern door and re-emerge in the corridor, the guards none the wiser.

To continue to the staircase at the end of the corridor, go to 51.

To go back down to the entrance hall and leave this place to continue your quest, go to 220.

247

Although lost in the blizzard, you have enough sense to be able to turn back in the opposite direction and make your way back down the glacier.

After an hour or so you reach the bottom of the glacier and waste no time finding a campsite. Erecting a shelter, you unfurl your bedroll and quickly fall asleep.

Go to entry 59.



248

You decide to move off to the right, out of the path of the ice tornado.

Watching anxiously, you see that the column of swirling wind and sleet veers off to the left, away from you, and you breathe a sigh of relief.

Setting your gaze on the mountains ahead, you trudge on through the ice which now covers the ground.

Go to entry 195.

249

You strike out east, following a valley which dips down into the landscape. Soon you find yourself out of the wind, but the cold down here is pervasive and the ground thick with snow. As the sun passes its zenith and dips towards the horizon, you realize that daylight is a scant commodity this far north. Within an hour of departing on this path, the brightest part of the day is already gone. You stop to eat, munching on hardbread, and then get moving again, conscious that to stay motionless out here is to die.

About half an hour after stopping for lunch, you enter a scant forest of ancient, gnarled trees. Navigating your way through, you are surprised

to see a hut ahead.

It appears uninhabited.

Will you investigate this hut? If so, go to 146.

Or, will you try to pass by unnoticed? Go to entry 221.

250

You move to the crates and check to see if the lid is tightly secured. It is not, and cautiously you lift it, placing it to the side. The whole crate is filled with rotted food supplies, bags of spoilt grain and shrivelled vegetables.

Roll a d20+3.

If the result is higher than your passive Perception, go to 174.

If equal to or lower, go to 164.

251

You find the sorts of things that are to be expected in the entrance hall of an abandoned castle. Old, rusting suits of armour stand sentinel over this lobby, probably ornate in their time but now unusable after decades of neglect. Small wooden tables hold the stems of withered flowers in simple vases.

Then, on a stand, you find a visitor's book. Flicking through its pages, you see that the castle was active some fifty or so years ago. The lord of the castle was apparently one Agnom Wintersong, a great warrior and general. There are many exhortations and messages of praise to this man, who was obviously a great warrior.

One message in particular catches your eye. Written in a beautiful, flowing hand, it is from Agnom's sister Aurilana, and thanks him for a lovely birthday celebration. It ends with the phrase "May the blessings of the Frostmaiden shine down upon you."

Curious, you think.

Have you heard of the Frostmaiden before?

Make a religion check, DC 18. If successful, go to 103.

If unsuccessful, you cannot recall any information about this name.

To inspect the tapestries (if you have not already done so) go to 162.

To climb the stairs to the next floor, go to 43.

252

You quickly descend within the ruins, eager to escape the storm, but also mindful that something could lurk in here. Keeping a watchful eye, you make your way down the stairs and into a dark, underground passage. Here you are sheltered from the savage weather above, and you can feel the temperature dropping as the freezing fog descends over everything. But there is enough shelter here that you are spared the worst of the effects. You congratulate yourself for choosing wisely.

Scouting about, you can see something written on the wall here.

You move closer and see scratched markings. It appears to be in Erakan, but there are several words you don't recognize. With your rudimentary knowledge of the language, however, you may be able to decipher what it says.

Make an Intelligence check, DC 12.

Alternately, you can take a success on the following check if you have the spell Comprehend Languages or possess a Helm of Comprehend Languages (which you may have picked up in an earlier book).

If you are successful, go to 153.

If unsuccessful, go to 35.

253

You are safely on the far side of the canyon, and turn your attention to the trail ahead. Setting out once more, you are nearing the beginning of the valley in which the stronghold is situated, perched high on a mountainside in the hazy distance. You walk for a good while longer. Eventually, you see a small copse of trees ahead. There seems to be a frozen river running through this glade of fir trees, and you edge cautiously ahead, scanning the landscape ahead, and sniffing the air for evidence of habitation. Choose between a Survival or Perception check to detect signs of life in the landscape ahead. The DC is 14.

If you are successful, go to 134.

If unsuccessful, go to 5.

254

You manage to grasp at the wood of the next stair up and stop yourself from falling through. Steadying your nerves, you strain hard, praying to gods that the wood you are grasping will hold your weight, and pull yourself back up to safety.

To scale the remaining stairs up to the top floor, go to 336.

If you would rather not risk it, you can retreat to the first floor by going to entry 18.

255

You find the usual suits of old rusted armour, standing to attention along both sides of the entrance hall. Small tables bear vases containing the stems of withered flowers. There are also a few rotting rugs and broken

pottery. But nothing of any real significance.

To climb the stairs that lead to the next floor, go to entry 43.

To have a closer look at the tapestries (if you have not done so already), go to 162.

256

Backing away from the cliff, you make your way east along the edge of the drop towards the scree slope. Reaching it, you place a tentative foot on it and notice that the stones shift quickly underfoot. You are going to need to be extremely agile to make your way down here. One misstep, and you could go tumbling all the way down.

To return to the clifftop and get down that way, go to 42.

To continue down the scree slope, go to 64.



257

The gnolls carry their weapons and basic survival equipment. Initially your investigation turns up nothing, but searching further you find something of interest: a mark that both of them bear on their chest. It appears to be a religious symbol of some kind, and it is not so much tattooed there as branded. It appears to be a crude depiction of a snowflake, with six points. Something or someone burned this mark into these creatures. To try and discern the meaning of this mark, make a History or Religion check, DC 14. (If you have succeeded at one Religion check already in this adventure, you may make this check with advantage). If you are successful, go to 15. If unsuccessful, go to 128.

258

Make an Investigation check, DC 14. If successful, go to 251. If unsuccessful, go to 255.

259

A quick inspection reveals that the barrels contain wine and sacks of grain, simple food provisions. There is nothing of any real note here. You turn your mind back to your quest: finding the staff Frostbringer, presumably in the possession of the mage Aurilana Wintersong. Quietly, you move towards the staircase which leads down from the tower. Go to entry 282.

260

Just in time, you catch sight of two gnolls. One is advancing on you, the other standing at a distance nocking an arrow into a longbow! Go to Gnoll Hunter Combat Sheet and deal with these cowardly dogs!

261

Making your way carefully inside the gate, you catch sight of something and freeze in your tracks. A tripwire extends across the bottom of the crude opening in the gate, obviously set up by someone still inhabiting the place. You have no idea what it is attached to, but it must be some sort of trap. Carefully you step over it and make your way stealthily inside. Ahead, you see a series of steps leading up to the main castle. There are outbuildings either side of it. If something wanted to hide behind one of those and ambush someone approaching the castle, this would be a perfect place for it. You are unsure whether anyone or anything has seen your approach. Will you walk straight towards the castle confidently? Go to entry 113. Or will you approach stealthily, trying to move towards the castle undetected? Go to 7. Alternatively, you could move around the far side of the outbuildings, seeing if you can get the drop on anyone who might be hiding behind them, waiting for your approach. Go to 110.

262

Curious as to what might happen if you simply stay where you are, you take off your pack, dumping it on the ground, and wait.

Nothing happens for quite some time. You watch the wind-swept battlements, and see sentries there, looking your way every now and then.

After a while, it becomes evident that no-one is going to emerge from the stronghold. After all, what reason do they have to talk to you? You realise that if you want to find out what goes on in there, you will have to go to the gate and announce yourself.

If you choose to do this, go to entry 4.

If you would rather move on past the tower and continue north, go to entry 186.

263

You leave the village and emerge once more on the barren snowy plain, which stretches uninterrupted towards the mountains. The narrow gully of Poison Pass now appears to be just a couple of hours walk away. Go to entry 52.

264

The gnolls, now alerted to your presence, round on you, yapping in alarm and anger. Now that you can get a good look at them, you see that they are decaying, their faces rotting and parts of their ribcage showing. They appear to be undead! They seem totally caught off-guard by your attack. Whether it hit or not, you have caught them on the back foot.

To engage these gnolls in combat, go to Gnoll Witherling Combat Sheet and use Map B, remembering to deduct any damage you did from any gnolls you wounded. Your PC will be at location 1.

Or, you could make a run for the front entrance of the castle, Go to 265.

265

Take the codeword *remains*.

Taking advantage of the gnoll's distraction, you quickly make a run for the door of the old castle. The miserable creatures seem absolutely terrified of you - your surprise attack has caught them off-guard - and they have run into the courtyard to get away from you. Seizing the moment, you bolt for the steps that lead up to the entrance, taking them two at a time.

Make a Perception check, DC 12, if you succeed, you notice that the steps are very icy, and adjust your run accordingly. You reach the castle entrance. Go to 87.

If you fail the Perception check, you do not notice that they are coated in ice and get a nasty surprise when your foot slips on the treacherous steps!

If you failed the Perception check, make a Dexterity save, DC 15.

If successful, go to 288.

If unsuccessful, go to 319.

266

Suddenly, you see the werewolf take a blow to its chest, but it is no attack that you have made. The creature howls in pain, and then another attack hits it square in the chest

again, some sort of magical bolt. You feel a breath of chill air coming from the werewolf, and see that it is much weakened, and then turn to see that an elderly woman bearing a staff is quickly striding towards you. She lifts her staff once more and another beam of ice slams into the werewolf, dropping the beast to its knees. You stagger back, amazed at the power of this diminutive woman.

The werewolf struggles to its feet, but the wizard is upon it now and finishes it off with a swift blow from her staff, which shimmers with an ice blue radiance. The werewolf sprawls dead on the ground, and as you watch, it transforms back into the man that you met originally, the trapper.

Turning, the old wizard regards you thoughtfully.

Are you wounded? If so, go to entry 138.

If not, go to 355.

267

You take out the small plaything given you by Shar Wintersong. "Aurilana," you say quietly. "Look." Holding it out to her, you open the little trinket, and the beautiful little scene plays out. Aurilana stops in her tracks, momentarily halted in her rampage.

Make a Persuasion check, DC 12.

If successful, go to 30.

If unsuccessful, go to 237.

268

Suddenly an arrow pierces your flesh, making you cry out in pain! from out of nowhere two gnolls appear, both coming quickly towards you from

opposite sides of the river. They seem accustomed to the snow and move quickly along it, attempting to trap you in a bottleneck.

Go to Gnoll Combat Sheet (River) and do battle with these canine critters!

269

An arrow pierces you deeply, and you stifle a cry of agony. (Take 1d8+2 piercing damage) Looking in the direction it came in, you see two gnolls, one advancing on you, the other standing at a distance.

Go to Gnoll Hunter Combat Sheet and deal with these cowardly dogs!

270

The dwarf laughs bitterly, shaking his head. "Frostbringer, stolen? I've never heard such nonsense in all my life. Now quiet, or I'll gag you! I'm taking you to see King Hugram Orcbasher, Lord Regent of our realm of Mountainshade. He will decide what is to be done with you."

There is little that you can do but consent. The sled moves smoothly across deep snow, taking you deeper into the fir tree forest.

Go to entry 175.

271

You feel a board give way under you, and to your horror, your foot goes through the bridge! Splintered wood falls into the canyon below, and you quickly grab at the rope of the bridge to save yourself.

Reeling backwards, you watch helplessly as an item falls from your pack and drops down into the deep canyon.

Choose an item from your inventory to drop out of your backpack and into the canyon. That item is now gone, so remove it from your inventory! You may elect to roll a dice and count down that many items to select the item randomly, or you may wish to simply choose the item. You clamber back onto the wood of the bridge, and then, much more cautiously, make your way slowly to the other side, feeling a massive surge of relief when you finally reach solid ground once more. Turn to entry 253.

272

Moving quickly through this narrow, rocky ravine, you keep an eye on the clifftops above, wondering whether you will be peppered with arrows. But the attack never comes. Perhaps the orc bandits are in a different part of the Pass.

Near the end of this ravine, you make a grisly find. Lying on the ground are the corpses of three kobolds, skewered with multiple arrows. To search these kobolds, go to 154. If you would rather not dally here, go to 58.

273

You make your way towards the rocks and reach out to place a hand on them, to begin your ascent. But your hand goes straight through. It takes a moment for you to realize... this is an illusion! Now emboldened, you walk through it, penetrating to the other side, where the ravine continues.

Progress to the next point east on the Poison Pass map, and turn to the number indicated.

274

The ice goblins are in pieces, fragments of their bodies scattered across the stone floor of the keep's entrance hallway. You look down the hallway that appears to lead to a chamber from which blue light is emanating. A soft sound comes to your ears - that of chanting, a mantra of some kind - and you slowly make your way towards it.

To your right, you pass a passageway which leads to a stairwell, but your attention is fixed on the chanting from ahead which is growing louder. You continue up this passageway, towards the chamber which lies beyond...

Go to entry 122.

275

Casting your eye about, you notice tracks in the snow - two-legged dog tracks! It seems there are gnolls about. Perhaps they wait nearby, waiting for someone to cross the bridge so they can attempt to ambush them.

Will you still cross, but perhaps with an attack readied so you cannot be surprised? If so, go to 57.

Or will you wait here to see what happens, perhaps trying to discover their hiding place? If so, go to 327.

276

Suddenly, you are taken aback to see the ground before you come to life, and a long, serpent-like shape materialize out of the ice itself.

Rearing up before you, this creature lunges at you, fangs of blue ice slashing at your face!

Proceed to Ice Serpent Combat Sheet. Give the creature one free attack on you (due to your being surprised), then roll initiative and proceed with combat as normal.

277

You continue towards the circle of stones, keeping an eye out for a good spot to make camp. There are patches of snow on the ground here and there. You are starting to reach far enough north that the touch of the mountains is coming down to the tundra. From here, it's only going to get colder, and with a clear sky above it could be a frigid night ahead!

Suddenly you pull up short, looking straight ahead at a dog-like creature, standing on its hind legs and staring straight at you! The thing narrows its eyes and growls menacingly, then gives a short, violent bark! From behind a stone to the north, you see a second one of the creatures appear, carrying a load of firewood. It promptly drops the firewood and takes a longbow from its back, nocking an arrow!

It looks like you will have to fight these two! Go to Gnoll Hunter Combat Sheet.

278

Making your way back towards the door you entered by, you attempt to sneak out of here without being noticed. Make a further Stealth check, DC 19.

If successful, go to 246.

If unsuccessful, go to 198.

279

You trudge on through the snow for another hour or so, watching as the mountains to the north grow ever larger. The exertions of the day are beginning to take their toll on your body, and you feel yourself getting somewhat light-headed from a mixture of the cold and the featureless terrain.

Suddenly, as you gaze over the landscape ahead, you see a strange sight. Hovering over the mountain range ahead is the giant head of a man, a god-like figure, partially



shrouded in mist. You feel drawn towards this vision.

Make a wisdom check, DC 15.

If successful, go to 178.

If unsuccessful, go to 3.

280

Unfortunately, Gruggus is just too strong for you and he finally succeeds in getting your knuckles down to the table.

"Oosh, that wasn't easy friend," he says, wiping sweat from his brow.

"You're stronger than you look. But anyway... pay up!"

Grumbling to yourself, you push your stake across the table to Gruggus who gathers it all in happily.

"Nice to know you, eh! Let us know next time you're in town!"

Cheeky sod, you think, and look around the bar, considering your options. Who will you grace with your presence next?

The large group of villagers who were listening to their friend's tale have now dispersed, but you could talk to the drunk halfling. He could be quite entertaining. Go to 79.

Alternatively, you could seat yourself at the bar and see what tidbits of information the innkeeper has to offer. Go to 309.

If you have spent enough time here, you can leave by going to entry 120.

281

Suddenly your attention is alerted to someone approaching quickly from your east! You turn just in time to see a dwarf, mounted on a polar bear, emerging from the undergrowth. He

wears a helmet adorned with spikes and a hand-axe dangles from his belt.

"Stop where you are!" he commands in a deep, booming voice. "You enter the realm of Hugram Orcbasher, what is your business here?"

Somewhat taken aback, you consider what to tell this dwarf.

"I am on an important mission to retrieve an ancient relic. Kindly let me pass sir." Go to 137.

Or, you could make up a story that you are simply a traveller heading north, looking for adventure. Go to 151.

282

You pad quietly down the stairs, listening out for any sounds. And, straining your ears, you fancy you can hear something... the sound of quiet chanting, coming from somewhere beyond the bottom of the stairs.

Suddenly, to your horror, the ground begins to move beneath your feet! At first you think it might be an earthquake, but then you quickly realize that the stairs themselves have come to life and are attempting to hurl you down to the passage below. This staircase must be some kind of mimic!

Quickly you try to run to get to the bottom of this staircase before you come to peril on these undulating stone steps!

Make an Acrobatics check, DC 17.

If you are successful, go to entry 24.

If unsuccessful, go to 349.

Alternately, you may have some flying or jumping feat or spell, but you must still manage to get clear of the stones. If this is the case, make a

Dexterity saving throw, DC 17, and then cast the spell or use the feet, going to the same entry numbers for success and failure as those above.

283

Your plunge in the icy river has left you freezing and you must start a fire immediately. Make a Survival check, DC 15, to find wood and get a fire going in this wooded hollow.

Alternatively, if you have a bottle of Firebelly Tonic, you may take a swig of that and it will warm you from the inside out as your body heat dries your clothes.

If you can do neither of these two, then make a Constitution save, DC 16. If you fail, take one level of exhaustion. If this is your first level of exhaustion, then that means disadvantage on all ability checks. Page 291 of the *Player's Handbook* will provide more information on exhaustion levels.

Now return to entry 182 and continue reading from where you left off.



284

Anticipating some sort of ambush, you move quietly to the east, around the far side of the outbuildings. As stealthily as you can, you proceed forward, until you are almost at the gap between two of the buildings. Approaching this alleyway from behind, your suspicions are confirmed when you see three gnoll-like creatures standing hidden, their backs to you, looking out onto the courtyard beyond. These vile beasts were lying in wait for one such as yourself to come strolling past. As yet they have not noticed your presence.

What will you do?

To make a surprise attack on them from behind, go to Gnoll Witherling Combat Sheet, using Map 2, Location 1. Make an attack before rolling for initiative, then proceed with combat as normal.

Or, you could try to make it all the way to the castle entrance without being noticed by the gnolls. Go to entry 368.

285

Quietly you ease the door to the courtyard open. Glancing about furtively, you cannot see the gnolls anywhere.

You look towards the front gate where a section of the gate has been smashed with a battering ram, big enough for you to crawl through. With stealth and a bit of luck, you might be able to make it there without encountering the gnolls. Make a Stealth check, DC 14.

If successful, go to 168.

If unsuccessful, go to 65.

286

As slowly and quietly as you can, you creep away from the Snow Drake, who gazes regally out over the frozen steppes below, not noticing you.

Finally, you are far enough away that a few rock formations block you from the view of the dragon-like beast.

You continue on towards the steppe below.

Go to entry 322.

287

Creeping carefully up, you see that the land dips away ahead into a small depression in the plateau. The grunting and muttering get louder as you approach. Cautiously, you move even closer, using a bush as cover, and then poke your head out to get a view of the terrain ahead.

In the area to the north, amongst a shelter of boulders, you see a burly half-ogre, trying to start a fire and cursing at the wind for frustrating his efforts. Nearby is a young man, a warrior, trussed with thick rope, his mouth gagged. By chance, the young man catches sight of you and his eyes go wide. You put your finger to your lips and shake your head. The prisoner appears to be some sort of tribal warrior, possibly Erakan. The half-ogre has not noticed you.

What do you wish to do?

Make a surprise attack on the half-ogre? Go to 211.

Stealthily move away and leave the poor warrior to his fate? Go to 121.

288

As your foot hits the step, you feel it sliding on thick ice that coats the stone, and you quickly adjust your weight so that you don't go flying. Thankfully, you are able to keep your balance and moments later you stand at the entrance to the castle.

Go to entry 87.

289

You stick to the path, not wanting to lose your direction in this icy wasteland, and continue north-west. Watching the column of icy weather as it approaches, you see that it begins to veer off to the left, away from the main path, and you allow yourself a slight smile, pleased at your decision. Maybe if you had moved off the trail, you would have walked right into the path of the ice tornado. You continue on your way. Go to entry 195.

290

You approach the stone doors that stand at the front of the tower, preparing yourself to face an enemy you know to be extremely dangerous. As you near the keep, you are startled to see the door open, seemingly of its own accord, to reveal a passageway beyond. (You may ready an attack here, cast a spell. drink a potion - whatever you need to do to prepare yourself for what may come).

Pausing, you consider your options. It appears your arrival is expected. Finally, weighing things up, you see no option but to proceed inside. Cautiously, you do so.

As you step inside the entrance, the door slams shut behind you with a mighty boom! Then, lit by an ethereal blue light, you see the passageway ahead which appears to lead into a large chamber.

Suddenly, from out of the shadows three beings, seemingly composed of ice, but in the shape of goblins, jump out at you and attack with clubs!

These guardians of the keep advance quickly on you.

Go to Ice Goblin Combat Sheet and do battle with these three!

291

The features of Dwarven architecture are as familiar to you as the heft of a greataxe, and you feel heartened that your brethren have a foothold this far north in the frigid wastes. There is a good chance you will be accosted by them as you proceed towards the Pass of Auril.

What will you do now?

You may inspect the books on the table by going to 141.

You may descend the ladder that leads down to the next floor. Go to 63.

To leave this tower and continue your quest, go to entry 323.

292

With a new determination you set out, determined to reach this stronghold that you can see amongst the peaks to the north. There is a chill wind out here which cuts through even your thick layers of clothing, and you pick up your pace, trying to warm yourself up. What you wouldn't give for a warm inn and a crackling fireplace!



Then you chance upon something curious: a scattering of ruined walls, coated in snow, stand out here in the middle of nowhere. This was a house or a waystation or some point, but it has now succumbed to nature. What could have been out here, on this barren steppe? Moving closer you notice, in the midst of this ruin, a staircase leading underground, beneath these ruined remnants. The wind whips around the walls, making eerie echoes. Or is it the wind after all? You have a bad feeling about this place, and are keen to get going again!

Turning to the north, you suddenly reconsider this idea. Some way off, and approaching fast, is even more foul weather. A wide bank of fog is bearing down on you, a white mass that covers everything in its path. If you didn't know better, you'd think was a creature, some sort of

elemental, and you fear being frozen where you stand!

Quickly you consider your next course of action.

To take shelter inside the ruin, go to entry 252.

If you don't fancy entering this ruin, you could take your chances with the ice fog. Go to entry 130.

293

You press on, taking the northeast route towards Poison Pass. The thought of orcs and potential ambush is high in your mind as you approach the narrow ravine that you were warned about.

You have been walking about an hour when suddenly you hear a cracking, splintering sound from just to your right, which makes you jump. Overhead, you hear the cawing of a bird, and you look up.

You are surprised to see a flock of large birds circling directly overhead. They look like oversized eagles. As you watch, you see one of them drop something and realize that it is a large stone. It is coming straight for you. You move quickly out of the way, but then notice several other birds dropping similar large stones, raining them down on you where you walk. As soon as a bird drops a stone, it flies some way off, lands and picks up another, then ascends back into the air. They follow you as you move across the terrain.

Perhaps you have strayed into their nesting area, but whatever the case, you are going to need to move quickly to avoid being struck with these large stones!

Choose between an Athletics or a Dexterity check, DC 15.

If you are successful, you manage to run quickly along the trail until you are out of harm's way.

If you are unsuccessful, you take 2d6 bludgeoning damage from being pelted with these deadly projectiles. When you are done getting yourself out of danger, proceed to entry 240.

294

You strike out, head down against a chill wind which is whipping down from the rocky peaks to the north. Walking for several hours across a featureless tundra, you glance up every now and then to behold the stronghold, perched high on a rocky mountain set inside a valley of similar inhospitable peaks. Whoever lives there does not like company, that much is clear!

After walking for about two hours straight you come to a canyon, a deep gash in the earth that runs east-west across your path. The only way across is a rope bridge which looks reasonably well constructed.

You take a moment or two to survey



it closely, as, if it can't bear your weight, it would be a long fall to the bottom!

Make an Investigation check to visually inspect the ropes and boards on this bridge, looking for weakness. The DC is 15.

If you are successful, go to entry 226. If unsuccessful, go to 161.

Alternately, you could cross the canyon using an appropriate magical item or spell, if you possess it. The width is about 60 ft. If you choose to get across this way, progress to entry 253.

295

You follow the natural slope of the valley as it progresses north-east, descending into a long, shallow gully that dips below the plain. Soon the wind drops off as you enter this sheltered area, but you notice that the snow gets much thicker.

You stop for a lunch of hardbread and cheese and then get on your way again. Eventually, you enter a rocky area where your progress is slowed by a maze of boulders and rocky outcrops.

Hearing something from ahead, you freeze in your tracks. The sound of dogs, barking, snarling at each other. Thankful for the lack of wind, you crouch low and move slowly forward to the nearest boulder, then slowly raise your head above and survey the scene before you.

The land dips down even further from this point, and in the gully below you see a trio of gnolls. One is quite a bit larger than the two that follow it, and this one forges ahead through the snow while the two

smaller ones follow, bickering between themselves. Every now and then the larger one turns and gives the smaller ones a good clip around the head, and they fall silent again for a short while. You watch their progress along the valley below, wondering what you should do. To follow behind the gnolls, staying out of sight, go to 100.

To get in range so that you can make a ranged attack, go to 238. Your PC would understand, however, that going up against these three would be a hard battle, possibly even a deadly one.

296

Throwing caution to the wind, you gird yourself for battle and stride boldly out the front door of the castle. Within moments, the undead gnolls appear and come slavering towards you, chomping their rotting jaws.

Go to Gnoll Witherling Combat Sheet.

297

Knowing where the weak points are in the bridge, you successfully avoid these, stepping over the rotting boards, and being especially light-footed as you pass that section of the bridge where the rope has worn thin. A little while later, you are safe and sound on the other side of the canyon!

Go to entry 253.

298

You seat yourself at the priest's table and introduce yourself. He looks up and gives you a faint smile, then introduces himself as Farius, a priest at the local temple to Ulutiu. "The Lord of Ice, the Eternal Sleeper," he tells you. "Worshipped by many around here, for many centuries. Some think him dead, but he is not. We feel his presence here, in the ground, in the mountains, in the very air itself. He lives here in the north. You won't find his presence in Waterdeep or anywhere to the south... but he is here, mark my words."

You listen patiently to the old priest who is obviously passionate about his god. You ask him why he appears so sullen.

"My friend," he says, "I cannot begin to tell you the reason. I am trying to put it out of my mind. If you really want to know, you should visit the Ulutiu temple, a little way down the street from here. But before you go..." the priest takes out a small piece of parchment. "I can see that you are a righteous soul. Take this small verse, this stanza. Commit it to memory. In times of peril, when the cold assails you, it will serve you well."

You take the piece of parchment. On it are written a few lines of text in Common. Add it to your inventory: "Parchment Verse." If you are ever assailed by the cold, this hymn to Ulutiu will grant you advantage on Survival checks to resist the cold. What would you like to do now? The table that was listening to the villager's tale has dispersed, but you

could try your luck arm-wrestling a burly half-orc, go to 9.

You could go and try to strike up a conversation with the drunk halfling, although he doesn't look like he'll be very coherent. Go to 79.

Or, you could sit at the bar and try to chat to the innkeeper. Go to 309.

If you feel you have spent enough time here and wish to leave, go to 120.

299

You extend a hand to Lord Bragol, who lies on the stone floor at your feet, breathing heavily, a look of shock on his face.

"You have bested me, friend," he pants. "That was well met. You fight like a true champion!"

"Thank you," you reply, pretty out of breath yourself.

Lord Bragol takes your hand, and you help him up.

In the hour or so that follows, Lord Bragol summons his cleric, who tends to your wounds with spells and healing potions. (Restore your hp to maximum).

"And now, my friend, I must grant you your prize! For no-one bests me in combat and goes unrewarded."

You are taken aback - you certainly weren't expecting this level of generosity. But you won't say no to it either. You wait expectantly as Nilena departs to fetch whatever Lord Bragol has in mind for you as a reward. Nilena soon returns, bearing a small box. The outside is a deep blue velvet, and you wonder what treasure such a small box could hold. Smiling slightly, she goes down on one knee, holding the box out to you.

Taking it, you slowly remove the lid. Inside is a delicate silver chain. "A Periapt of Proof against Poison," Lord Bragol tells you. "It will protect you against any kind of poison... you cannot be poisoned in any way while wearing this! I have a feeling such an artefact might be of use to someone as widely travelled as yourself! There are all sorts of fiends and miscreants who like to tip the scales unfairly in their advantage... well, this levels the playing field, does it not?" Lord Bragol beams broadly.

(See DMG p.184 for all the details regarding this item).

You thank Bragol for this generous gift, telling him that you'll treasure it as a fond memory of your encounter. After exchanging pleasantries and taking a little food, you make your farewell and leave Bragol's castle. Exiting the gates of his keep, you turn north, heading towards the Pass of Auril.

Eventually the rock formation to your east dwindles, and patches of fir trees begin appearing. Soon you are in the midst of a thick forest.

Go to entry 354.

300

You reach the north door without being noticed, staying in the shadows and moving as quietly as a ghost. Unfortunately, when you try the handle, you find it locked! The guards remain seated, motionless, as if in a trance of some kind.

If you have thieves' tools, you could attempt to pick the lock. Make a thieves' tools check with a DC of 16. If successful, go to 74. If

unsuccessful, choose another option below.

To attack the warriors, go to 12.

To ask the warriors what this place is, go to 140.

To sneak back out of the room into the corridor, go to 278.

301

You cannot see any sign of movement outside the keep. Two large stone doors stand at the base of the tower. You give the keep a good look-over but can only see one other potential entrance: a tower window, high on the keep's right-hand side. To approach the stone doors at the front of the keep, go to 290.

If you have some way of reaching the tower window, go to entry 325.

302

You continue through the dark, silent forest, thinking over the quest that Remigius has given you. So, gnolls stole this staff. You wonder what use they would have with such a relic. Then, you remember that Remigius said that he thought they were acting on someone's orders. If so, who would that person be? Who even lives out here in this cold, inhospitable terrain?

Your reverie is broken by a growling, slavering sound coming from up ahead.

You freeze, watching as three wolves emerge from the undergrowth, baring teeth and licking chops. Cautiously, they begin advancing towards you, spreading out in order to surround you. They appear to have one thing on their minds: dinner! Go to Wolves Combat Sheet.

303

Glancing down, you see a hair-thin trip wire across the ravine floor, at about shin height. At the last moment, you leap over it, narrowly avoiding triggering whatever was in store.

Ahead, you see the ravine coming to an end! Is it possible that you have made it through Poison Pass in one piece? You grit your teeth and sprint for the end.

Go to entry 66.

304

You approach the junction, considering which direction you should take, left or right.

Suddenly you hear a whipping noise and glance down to see a rope loop quickly closing in on your legs!

Make a dexterity save, DC 15.

If successful, go to 329.

If unsuccessful, go to 117.

305

You fight to maintain your balance but your efforts are futile. Falling backwards, you land hard and tumble down the stairs, the unforgiving stone steps knocking the wind out of you.

Take 1d6 bludgeoning damage.

Catching your breath, you attempt the stairs again, more carefully this time, and finally reach the top once more. Looking up, you see that the staircase ends at an entrance to a lookout, at the very top of the tower. You make your way towards it.

Go to entry 324.

306

The old man is cursing you vehemently as you stow the trap in your pack, but you ignore him. Your mission is too vital to take the trivial concerns of a trapper too close to heart.

Closing the door on the old man, you depart the hut and continue your trek north.

Proceed to entry 221.

307

You allow yourself to be bound, reasoning that it is probably the only way these tribesmen will let you pass through. Besides, taking them on in combat seems suicidal. There are three of them, and they are well-built. You have spent long enough among tribespeople in this area to know that there is a base level of warrior training that is quite high in comparison with other societies, and you reason that it is not worth risking your neck trying to fight your way out of this situation.

The barbarian binds your wrists behind your back, and then has you walk ahead, while he and his fellow tribesmen ride behind you, guiding you towards the village.

After a short while, you reach the village, and you pause in the central area which is ringed by huts. The tribesmen seem to want you to keep going, however, and they goad you forward, directing you towards the other side of the village. It appears you are being escorted through.

They don't want you to stay!

To go along with this course of action and walk through the village to the other side, go to 342.

To stay where you are and yell out, "I am on a quest for Tolrik Bearclaw!" go to 367.

308

Moving quickly along this ravine, you follow its twisting course through the dry rock of Poison Pass. Soon, however, you come to a stop, seeing something ahead.

A rockslide is blocking your progress. Spanning the width of the ravine, there appears to be no way past this obstacle!

To attempt to climb over the rockslide, potentially making yourself a slow-moving target, go to entry 273.

To retrace your steps and take the other route, go to 245.

If you are a spellcaster, go to 36.

309

Making your way back to the bar, you plonk yourself down on a stool and attempt to engage the innkeeper in conversation. He tells you various tidbits of local knowledge, including information about orc raiding parties that have been journeying down from The Tortured Lands to the north.

"Steer clear of Poison Pass, my friend, if you know what's good for you. They've set up camp there, and they're raiding settlers in the area. A dangerous lot they are."

You ask the innkeeper if he has any other interesting information.

"If you come across the local Erakan, make sure you mind your manners.

Mention the name Grokkung and you should be all right."

"Who's Grokkung?" you ask.

"The descendant of the Lord of the North," the innkeeper replies. "Bit of a legend around here. Tolrik Bearclaw. Town's named after him. It's his staff that was stolen recently." "Stolen?" you say.

"Yes, from the temple. Look, I've got a lot to do young'un. Can't believe you haven't heard about that... but if you want to know more, head down to the temple. They'll fill you in. The whole town's practically in mourning because of it!" With that, the innkeeper leaves the bar area and heads into a room out the back. The bar is more or less empty now that everyone has had their breakfast ale! Seeing nothing else for it, you depart and head back out to the street.

Take note of the name Grokkung and the entry number 48.

Then go to entry 120.

310

The net drops down over your head, and then, as if it had a mind of its own, wraps itself around you, completely immobilising you from head to toe. It is obviously imbued with magic of some kind. Your arms are pinned in place and your body is made rigid, like a tree trunk.

"Now you will come and answer to King Hugram," the dwarf says. "No-one presumes to enter his kingdom without declaring themselves."

Will you tell this dwarf who you are and what your mission is? If so, go to 232.

If not, continue reading below.

The dwarf manoeuvres your body onto a small sled and ties you down securely. He makes sure your belongings are well-secured also, and

anything else you might have with you. Finally, he mounts his polar bear, shouts, "Ha!" and you feel the sled moving underneath you, carrying you deeper into the fir tree forest.

Go to entry 175.

311

You tell Lord Bragol the details of your mission to retrieve the staff Frostbringer. You mention Remigius's assertion that it was stolen by gnolls, and that they fled north with it.

He frowns. "What could gnolls possibly want with an Erakan relic?" he says. "That doesn't make sense." You can't help but agree with Lord Bragol. He regards you for a long while, then speaks once more, stroking the head of his bear as he talks.

"I like you, traveller. Not many would accept such a quest when they have no vested interest themselves. It was noble of you to take that quest from the monk. I want to help you somehow, if I can."

Lord Bragol then mutters something to a young man seated by his side, who stands and goes to a chest at the side of the chamber. Moments later he returns with a small vial of ice-blue liquid, which he hands to you. "This is a Potion of Snow Breathing," Bragol tells you. "Avalanches are common in the area north of here, where you are headed. In some ways, they are even more dangerous than the orcs of Poison Pass. But if you must go to The Tortured Land, then that is what you must face. If you are buried beneath an avalanche, then

this should keep you alive long enough to dig yourself out."

You thank Lord Bragol and put the potion in your backpack (add it to inventory).

After taking some food (Lord Bragol insists you eat) and resting for a while by his fire, you prepare to depart.

You may take the benefits of a short rest for your stopover here.

Making your way out of Lord Bragol's stronghold, you turn your sights northward and focus once more on your quest.

Turn to entry 145.

312

You have gotten yourself thoroughly turned around, disoriented, and it takes you what seems like an age to find the path once more.

By the time you do, you are weary to the bone.

Take a level of exhaustion. You may have more than one level of exhaustion. Consult the table below to find out what the penalty is.

- 1: Disadvantage on ability checks.
- 2: Speed halved.
- 3: Disadvantage on attack rolls and saving throws.

Consult p.291 of the *Player's Handbook* for detailed information on the different levels of exhaustion. Finally, you reach what appears to be a junction where an eastern path rejoins the one you are on.
Go to 239.

313

There is the sound of uproarious laughter from behind the gate. "You?" a female voice scoffs. "In single combat against Lord Bragol? Don't be foolish! Why would you throw your life away so needlessly?" Suddenly the gates swing open and a female warrior stands there, looking you up and down. "Still, I am sure he will admire your bravery. Come, warm yourself by the fire, traveller." Will you accept her offer and accompany her within the stronghold? If so, go to 345. Or will you refuse the invitation and press on? If so, go to 243.

314

You've encountered far more complex codes than this before, and it is only a matter of moments before the text reveals itself to you. This book, marked out in columns, is a roster detailing watch duties for an order of rangers who evidently inhabited this tower at some stage. By the dates, it seems this tower fell into disrepair about a year ago. The last few entries are confusing, but you surmise that the rangers here were set upon by elemental ice beings, under the control of a powerful female mage. From all indications, it seems the rangers, tasked with keeping an eye on goings-on here in this part of the north, were overwhelmed by Ice Mephits and Ice Goblins.
(continued across...)

Take the codeword *icicle*.

To read the next book, turn to entry 193.

To go to the windows that look out from this tower, go to 163.

To descend the ladder that leads down from this floor, go to 63.

Or, you could leave the tower and continue your quest. Go to entry 323.

315

Remembering that you left the three undead gnolls out in the courtyard, you pause, considering how to proceed.

To quietly make your way out of the front door and attempt to stealthily leave the keep compound, go to 285.

To stride out into the courtyard with no regard for personal safety, go to 296.

316

If your stealth roll was 13 or over, go to 277.

If your roll was below 13, or you chose not to roll, go to 129.

317

You ignore the bridge and instead make your way towards the part of the river that seems the narrowest, possibly the easiest to cross.

After a short while, you reach it.

Surveying the crossing, you can see that this it will be impossible for you to jump as the soft snow does not provide any kind of launching point, even for someone as dextrous as a monk or a mage using the Jump spell. It seems unavoidable that you will have to step on the thin ice shell that covers the river. However, if you

have some sort of magical item which will help you get across, that could also be an option.

If you have an item such as Boots of Striding and Springing, or a spell such as Levitate, go to 171.

To proceed with crossing the river here anyway, go to 13.

To change your mind and proceed to the bridge, turn to entry 172.

318

You lower yourself down and shimmy through the tight space, emerging on the other side of the wall. Standing, you get your bearings and survey the scene before you. You stand east of the castle, looking towards the back of some outbuildings. To your left and forward is the inside of the large wooden gates you saw before. And directly in front of you, standing and staring vacantly towards the courtyard before the castle, with their backs to you, are three very strange-looking creatures indeed. They appear to be like gnolls, but their bodies are decaying, partially decomposed. They have concealed themselves at the side of one of the outbuildings, waiting for anyone who might happen to wander past through the courtyard area on their way to the entrance to the main keep. Who knows how long they have been waiting here for? They appear to have nothing better to do.

(continued across...)

What to do?

To hit these creatures from behind with a surprise attack, go to 127.

To crawl back through the wall and make your way away from this castle, go to 155.

To attempt to approach the castle without being seen by these gnoll-like creatures, go to 359.

319

Your foot lands on the step and, to your horror, slides out from under you. Flying up into the air, you land hard on the stone stairs. The impact knocks the breath out of you, Take 1d4 bludgeoning damage. Thankfully you are back on your feet before the gnolls can reach you, and you stagger as quickly as you can to the castle entrance.

Go to entry 87.

320

You look down the slope. The landscape is covered in snow and ice, and as the sun reaches its zenith, the sound of cracking, moving ice echoes across the mountainside. You reckon you have about half an hour left to reach the bottom, where a wide plain awaits you. Sidling your way down the steep slope, you begin your descent.

You marvel at the icy formations that cling to rocky outcrops that protrude from the snow, seeing all sorts of shapes, strange creatures and forms that suggest all sorts of objects. Then you freeze in your tracks. One of these icy formations looks a little too real. And then it slowly begins to move, stretching and unfurling its wings, as if just waking up. You

realize in horror that, without realizing it, you are standing about twenty feet away from a dragon-like beast who now turns its elongated head this way and that, perhaps sensing a disturbance. So far it doesn't appear to have seen you. Your blood runs cold. You are looking, you realize, at a Snow Drake! You have heard of these creatures, but never thought you would be facing one. If you possess a flute made from the bone of a Fire Drake, go to 99. Otherwise, make a Stealth check, DC 18. If successful, go to 286. If unsuccessful, go to 366.

321

Despite your best efforts, the tribesmen do not understand your attempts to communicate and regard you with suspicion. Then, when you are starting to wonder whether things will turn nasty, one of them dismounts and comes towards you bearing a length of rope. Placing his hands together, he indicates that he wants to bind you.

To submit to this course of action, go to 307.

If you have no intention of allowing yourself to be bound, you could attempt to intimidate this tribesmen. Go to 143.

322

You finally reach the bottom of the mountain and breathe a sigh. You have made it through the Pass of Auril in one piece.

But your jubilation is short-lived. Ahead, you see several more miles of

steppe before another range of mountains. And there, in the far distance, you fancy you can make out a stronghold of some sort, perched atop a rocky peak. Something tells you that you must head there, that whatever you find there will provide the answer to the quest which Remigius gave you. For there is nothing else out here on this plain known as The Tortured Land; only white, featureless plains and jagged peaks.

Looking east, you think to yourself that the north side of Poison Pass must not be too far away, and you wonder if that route would prove to be a safer path.

To continue on your current path, go to 292.

To follow the foothills east, and try to locate the north exit of Poison Pass, go to 82.

323

Descending the ruined staircase, you are soon back on the frozen tundra. Turning north once more, you make for the saddle that must be the Pass of Auril.

Soon the rock formation to your west dwindles until all is just white, with a smattering of fir trees. Ahead, these grow thicker, and you see that you will soon enter the forest that stands between here and the mountain range.

Go to entry 354.

324

Reaching the top of the staircase, you enter a small room at the top of the tower. A slight draft blows through here, but it is mostly sheltered.

In the centre of the room is a table with a pile of books on it. Around the sides of the room are gaps in the stone, windows that look out onto the surrounding landscape. And by the south wall is a small hole where you can see the top of a sturdy ladder protruding. From the ceiling, large icicles hang.

What is your next course of action? Inspect the books on the table? Go to 141.

Look out the windows? Go to 163.

Descend the ladder? Go to 63.

Or you may leave this tower and continue your quest. Turn to entry 323.

325

With some effort, you reach the tower window. An icy wind whips around you as you haul yourself through the small portal, falling through onto a stone floor beyond. Taking a moment to gather your senses, you see that you are in a storage room of some kind. Barrels are stacked in one corner, and in the other are various sacks and urns. On the western side of the room you see that a staircase leads downward. To search this room, go to 259. To descend the staircase, go to 282.

326

On the air, you catch the scent of wood fire coming from the direction of the monoliths. Someone - or *something* - must be camped out there! Taking your time, you change your approach to the monument so that the standing stones block any sight of you from those that might be within the circle.

When you are about a hundred yards away, you hear it: a doglike yipping and yowling. Something is here, maybe the gnolls that Remigius spoke of. You wonder if they might have the staff with them. If so, then this has been a short mission indeed! Perhaps you can be back in Bearclaw by nightfall if you can recover the relic now.

Due to your knowledge of these creatures' presence, it should be fairly easy to creep up on them and make a surprise attack. Make a Stealth check, DC 10.

If successful, go to entry 173.

If unsuccessful, go to 362.

327

Knowing that gnolls possibly lurk nearby, you pause, scanning the area for any sign.

You could use this pause as a chance to prepare yourself for any battle that might be imminent, for example by Wild Shaping if you are a druid, or casting Mage Armour or Mirror Image on yourself. Or you could simply ready an action.

Suddenly, you see an arrow shearing towards you from the other side of the river! Being primed for action you easily dodge it, ducking out of the way, and then from behind you hear a horrid yowling as another gnoll reveals itself, rushing out from the scrub towards you. He has a longbow across his chest and is brandishing a spear at you.

Go to Gnoll Combat Sheet (River) and begin battle with the gnolls, using the PC start point south of the bridge.

328

Surveying the hard ground as best you can, you discover tracks leading off northwest and northeast. They appear doglike, possibly left by the gnolls who stole the staff from the Ulutiu temple. But you cannot tell which path they took.

Then it occurs to you that perhaps they split their party in two in order to confuse anyone who might be following. Which path did the staff take, though? The tracks tell you nothing in that regard.

You remember the monk Remigius's words, and consider your options. The northwest path leads towards the Pass of Auril, known for its treacherous weather and avalanches. The northeast path will take you towards the Poison Pass, which is notorious for its bands of marauding orcs ambushing travellers.

Which is the lesser of the two hazards - death by ambush or death by avalanche?

To take the northeast path towards Poison Pass, go to 224.

To take the northwest path towards the Pass of Auril, go to 201.

329

You quickly roll out of the way of the rope trap. A sack of rocks, attached to a pulley fixed to the rock wall, comes plummeting down. You're not sure how you triggered this, or whether someone was lying in wait, but you move along quickly, not really eager to find out.

Choose your path and move to the next appropriate entry number on the Poison Pass Map.

330

You are free of the trap, and breathe a sigh of relief. But you are mindful of the danger you are in here and do not dally any longer. Choose from the two routes ahead and pick an entry number from the map. Move quickly!

331

Moving quickly and quietly, you make your way across the courtyard towards the entrance to the abandoned keep.

But as you move, you slip on an icy patch of ground and upset a nearby bucket.

From your right, you hear a ragged barking and quickly get to your feet. Three gnoll-like creatures are running towards you. You notice that parts of their flesh appear decaying, and bone is showing through. Are they undead?

Regardless, it appears you will have to do battle with these creatures.

Got to Gnoll Witherling Combat Sheet.

332

You are familiar with this god, or at least have some knowledge of him. It is a lesser deity known as Ulutiu, Lord of Ice, The Eternal Sleeper.

Ulutiu is worshipped in cold parts of Faerun, but he is an obscure god. He is known as the father of the giant-kin races and the god of glaciers, polar environments, and arctic dwellers.

You enter the humble little temple. Go to entry 86.

333

Dangling helplessly from the rope noose that suspends you from the ankles, you wonder what horrible fate awaits you. You don't have to wonder long.

A mob of burly orcs appears and cuts you down. After rifling your clothes and belongings for any valuables, you are stripped of your weapons and beaten to within an inch of your life. You fight back valiantly but are hopelessly outnumbered.

Then, escorted at blade-point, you are taken to the caves of this savage orc tribe and become a slave, chained to a rock in the court of the Orc chief.

You are always searching for an escape and perhaps one day you do succeed in escaping, but you have failed in your mission to retrieve the staff Frostbringer.

NOTE: If you are particularly attached to this PC, you may attempt a Stealth check at DC 18 to escape your life of slavery. If you succeed, you may advance this PC to level 5 in preparation for the next adventure, even though you failed in this one. If you fail, your PC is killed while attempting to escape. The experience gained in the frigid north is still valuable, and you may continue with this PC. Of course, you can always roll up a different Level 4 PC and attempt this adventure again!

334

The dwarf considers your story for a long moment, then appears to make a decision. He moves to your side, kneeling down and untying the ropes, then frees you from the net.

"I am tracking gnolls across this waste, good sir dwarf," you say, stretching out the crick in your neck. "Gnolls were seen leaving the Ulutiu temple, and the head monk there, Remigius, thinks that they might have stolen it. For what purpose though..."

"Gnolls, stealing the sacred staff of Tolrik Bearclaw?" he exclaims. "I've never heard of such a thing!"

"It is true," you say. "And I have been tasked with retrieving it. So you must let me continue."

The dwarf eyes you for a long time. Then he gives a short, brisk nod, and tells you the following.

"Stick to this trail, traveller," he tells you. "It will take you straight to the Pass of Auril. You should probably camp for the night on this side of the mountains. You don't want to attempt the Pass in the dark. That would be suicide."

Thanking the dwarf for this advice, you move past him and continue your trek towards the mountains.

Go to 16.

335

You hear rustling in the undergrowth directly to your right and turn to see what approaches, but you are too late! As you turn, you see a stout dwarf, mounted on a polar bear, throwing a net over your head! You quickly move to avoid being trapped in the net.

Go to entry 17.

336

Carefully you ascend the remaining stairs to the top floor, which brings you into a large bedchamber.

Carefully moving about in case you step on any other weak floorboards, you inspect the furniture and knick-knacks in this room. An opulent four-poster bed occupies a large part of the far wall. The wall adjacent is where a large window looks out over the snowy plain, back south towards Bearclaw. It is eerily peaceful in this bedchamber, and for a moment you consider lying down on the ancient bed, which will probably provide you with a much more comfortable sleep than what you will get in your tent, out on the tundra.

Touching the covers of the bed, still perfectly made, you see dust rise into the air in a thick cloud, which makes you cough and splutter. Perhaps not. Moving around, you find some interesting items, such as a glass chess set on a marble board.

Inspecting the game, you see that it was left at an interesting juncture, with the white queen in a very powerful position.

Ornamental weapons adorn the walls, and the floor is festooned with thick, expensive-looking rugs. But all of this is too heavy to carry.

Then, you find a small book, a diary. Opening this near the end, you quickly discern that it is a lady's diary... possibly the wife of the Lord who made this castle his home. One entry in particular catches your eye.

Aurilana is becoming more and more distant from us, as her magic grows more powerful. She has disappeared into the northern wastes, The Tortured Land, saying she will build herself a castle there. The woman scares me. Agnom and his sisters are powerful, there is no doubt,

but their minds are those of children. I suspect Shar is the only one of the three that possesses any amount of sanity, and as for my husband and his warmongering... well, the truth is that I fear for my life..."

This cryptic entry intrigues you no end, and you commit it to memory (you may take the diary with you if you wish).

There is really nothing else of interest in this chamber.

What will you do now?

To return to the floor below, go to 18.

To leave the castle entirely and continue your quest, go to 220.

337

"Tolrik Akur Kraggung!"

You chant the phrase given to you by Grokkung Bearclaw, and feel the magic from the amulet around your neck begin to pulsate.

Suddenly, Aurilana drops

Frostbringer. "What have you done!" she cries. "You have destroyed my bond with it, somehow!"

"The Amulet of Tolrik Bearclaw," you tell Aurilana, showing her the jewel given to you by Grokkung Bearclaw. "Give up this fight, Aurilana... before you force me to destroy you."

Aurilana shows her bared teeth. "You will pay for that, meddler!"

Screaming with fury, she unleashes on you once more.

If there are any left, you notice the Ice Minions now await your command. Perhaps with these little animated shards, you will have a chance of defeating her.

What will you do now?
To take out the plaything that Shar Wintersong gave you, in the hope of stirring some memory, go to 267.
Or, return to the Combat Sheet and fight to an icy death!

338

You begin searching around the cabin for useful-looking supplies. "Eh? What are you doing?" the old man croaks "So, rather than help me, you'll rob me eh? What sort of character are you, you wretch!" There is little of use to you here, but one thing catches your eye. A bear trap.
"Don't even think about taking that, friend! That cost me a pretty penny!" You may take the bear trap if you wish, but you could always leave the old man a little money to compensate.
To leave him 2 gold pieces for the trap, go to 81.
To simply take the trap and leave, go to 306.

339

In the scant Erakan you know, you try your best to explain why you are there.
Choose between a Persuasion or an Intelligence check, DC 15.
If successful, go to 111.
If unsuccessful, go to 321.

340

You decide to strike out for the castle, and you leave the route headed for Poison Pass to investigate the abandoned structure.
As you near it over the next hour, you see that this must have once been

a formidable fortress. It towers over the landscape, an imposing sight from any angle, and the battlements that remain, crumbling and broken, still form an impressive sight. In your minds' eye, you can see men-at-arms walking those battlements, gazing out across the icy tundra, on the lookout for an orc army or a horde of marauding berserkers. But those battlements are empty now, and a chill wind is the only thing that moves around this castle. Eventually, you reach the outer wall and approach a set of huge wooden gates that tower thirty feet high. The bottom corner of one of these gates has been smashed in by a battering ram which has been dropped and left here, forming a hole through to the other side.

What will you do?

To make your way through this hole and into the keep beyond, go to 84.
To inspect more of the outer wall, go to 142.

To leave and follow the base of the mountains to Poison Pass, go to 183.

341

You stop, waiting for the trapper to catch up. If he is this far north, he must be a hardy soul indeed! And as far as trapping goes, you haven't seen much wildlife up this way.

"Greetings!" he says enthusiastically, extending a hand. You offer yours and he gives it a good shake. "You're a long way north, friend. Don't usually see others this far up."
"What are you hunting up here?" you ask.

"Bear," he replies. "The pelts are worth a lot around here. Can never

have enough fur. Protects against the cold, of course. Tents, clothing, shoes... you name it. What brings you up here?"

You quickly make up some story about prospecting for minerals, which he seems to buy without too much effort.

"Fair enough. There's actually a river nearby where gold can be found. I've turned up a couple of small nuggets myself when the hunting's been slow. Could take you there if you like."

You consider the trapper's offer.

Does the idea of a little gold prospecting sound appealing to you? If you agree to go along with the trapper to check out the river, go to 40.

If you tell him you intend to travel further north towards the mountains, go to 107.

342

Submitting to the will of the tribesmen, you continue walking through the village's central area, past the huts on the northern side of the village, and emerge once more on the barren snowy plain, which stretches uninterrupted towards the mountains. The narrow gully of Poison Pass now appears to be just a couple of hours walk away.

Go to entry 52.

343

Lost in the blizzard, you wander for hours downhill, trying to return to the bottom of the glacier, but instead end up in an unfamiliar flat area. Everything looks the same - white in all directions. Completely disoriented, you become more and

more fatigued. Finally you resign yourself to the fact that you are lost and decide to dig a snow cave.

Once you have dug out a large enough cavity, you crawl inside, unfurl your bedroll and collapse into a restless sleep. You are absolutely exhausted.

(Because it is so cold in here, and you have wandered until the early hours of the morning, you only regain the advantages of a short rest rather than a long rest).

Go to entry 116.

344

As you deal the final blow to the warlord, his skeletal frame disappears and the tattered robe collapses to the ground in a heap.

The chamber falls utterly silent.

Searching around the room, you find two items of interest. A locket containing the portrait of a young lady is draped over one arm of the throne. She is dressed all in white and bears a crown on her head. An inscription reads, "To my darling brother. May your valour always stay true. Love, your sister Aurilana Wintersong."

Rifling through the robes of the now-departed warlord, you find an amulet - a red gem set in silver. The setting is fashioned like a shield, and the gem is in the shape of a heart. It is a beautiful piece of jewellery, and merely holding it imbues you with a sense of fearlessness!

You have found an Amulet of Valour! Once per day, you may call on the Gods to grant you courage in battle. This amulet will allow you to make two attacks with advantage in any

combat encounter (but it can only be used in one encounter per day). Once it has been used, it will regain its charge at dawn the following day. Take note of all this on your adventure sheet, and then continue by going to 37.

345

The warrior, whose name is Nilena, leads you through the gates of the stronghold and into a busy compound. Right there in the courtyard is a forge where smiths forge steel and iron into cartwheels, pots, tools and weapons. A baker has a stall with hot breads and pastries available, seemingly free of charge, to all those who pass, and groups of youngsters drill with wooden swords and practice archery.

"Lord Bragol is a great man," Nilena tells you. "A father to orphans, a friend to those who have none."

"Where is he from?" you ask. "How did he come to be here?"

"He was once a Zhentarim soldier, in the city of Mulmaster," she tells you. "But he tired of the corruption, the exploitation of the citizens. He came here, far from the corrupt south, to create a refuge for the downtrodden." Looking around, it occurs to you that Lord Bragol seems to have achieved his aim.

Nilena leads you inside the keep proper, and up several flights of stairs. Finally, you emerge in a large chamber with a huge fire pit in its centre. There, seated amidst cushions on the far side of the pit, and surrounded by warriors, is a large man with a mass of red hair and a thick beard who seems to be the

centre of attention. Nilena approaches the man with you in tow. As you approach, you notice the man seems to be petting a tame bear!

"My Lord," she says, bowing deeply.

The man laughs good-naturedly.

"Now now, girl, I've told you that isn't necessary." He catches sight of you. "Who's this?" he asks.

"A traveller, roaming the steppe," Nilena says.

Bragol pouts appreciatively.

"Indeed," he says thoughtfully. "It takes a hardy soul to walk this far north. What brings you to these parts, traveller?"

To tell Lord Bragol of your quest, go to 311.

To tell him that you are simply a wanderer, going wherever the wind takes you, go to 148.

To tell Lord Bragol you have come to test your prowess against him, go to 28.

346

The undead warriors lie at your feet, a pile of armour and wrecked bodies.

To check what is beyond the door to the north, go to entry 199.

Or, to return to the hallway to the south, go to entry 144.

347

You try your best to get out of the way, but as you move you are hit by a large section of log which drops onto you from above, landing on your back. It knocks the wind out of you and you are crushed under its weight. Take 2d6 bludgeoning damage. You take a minute to catch your breath, then, with great effort,

wriggle out from under the large piece of wood and get to your feet. Ahead, you see a series of steps leading up to the main castle. There are outbuildings either side of it. If something wanted to hide behind one of those and ambush someone approaching the castle, this would be a perfect place for it.

You are unsure whether anyone or anything has seen your approach. Will you walk straight towards the castle confidently? Go to entry 113. Or will you approach stealthily, trying to move towards the castle undetected? Go to 7.

Alternatively, you could move around the far side of the outbuildings, seeing if you can get the drop on anyone who might be hiding behind them, waiting for your approach. Go to 110.

348

Setting out west, you make your way across the plain. It takes several hours, but eventually you reach the north end of the Pass of Auril. You look south and see a precipitous climb, descending from a snowy summit, and you think to yourself that this peak could have held even more dangers than Poison Pass. But your way lies north, and you turn and survey the land before you. Ahead, you see several more miles of steppe before another range of mountains rises up from the land. And there, in the far distance, you fancy you can make out a stronghold of some sort, perched atop a rocky peak. Something tells you that you must head there, that whatever you find there will prove the answer to

the quest which Remigius gave you. For there is nothing else out here in this barren waste known as The Tortured Land; only white, featureless plains and jagged peaks. Turn to entry 292.

349

You are picked up by one of the moving stone steps and hurled to the base of the stairs, landing heavily on the hard ground. For good measure, a smaller step slams into your midriff, winding you, but you manage to roll away quickly enough to avoid further injury. Still, you have sustained a few knocks.

Take 2d4 bludgeoning damage.

Calming your rattled nerves, you stand, then turn and look down the passage ahead. It ends in a t-junction, and you slowly make your way towards it.

Reaching the junction, you look left and see double doors - the entrance to the keep that you saw before.

Then, turning right, you peer down a long corridor that appears to lead to a chamber from which blue light is emanating. A soft sound comes to your ears - that of chanting, a mantra of some kind - and you slowly make your way towards it.

Turn to entry 122.

350

Keeping an eye out, you see that there are many tracks on this path, but a few stand out. Doglike tracks, but only in pairs, can be seen quite frequently, obviously heading northwest, in the same direction as you are. You reason that these are possibly the gnolls that the priest

Remigius told you of. It seems they came this way as well! You wonder how far ahead they might be. Perhaps you'll find some camped out at The Frozen Stones. Or, perhaps they have moved on from there. You are just considering how you might deal with such creatures when all of a sudden you hear a growling, slavering sound coming from up ahead. On the other side of a shallow stream, three large wolves emerge from the undergrowth, baring teeth and licking their chops. Cautiously, they begin advancing towards you, spreading out in order to surround you. They appear to have one thing on their minds: dinner!

Go to Wolf Combat Sheet.

351

Ahead on the ground, you see the outline of a large rope loop cleverly concealed in the dust. Someone has set up a potential trap here! Carefully you step around the outside of this rope loop and proceed to the junction. You are now presented with two ways forward. Choose which route you would like to take and go to appropriate entry number on the Poison Pass Map.

352

You make your way back to the village of Bearclaw, feeling triumphant at having succeeded in this dangerous and difficult quest! It takes three days

to make the journey south once more, and you only encounter a few orcs and other beasts of the frigid north. But they seem to give you a wide berth as soon as they catch sight of Frostbringer in your hands. Finally, entering Bearclaw through the north gates, you make your way to the Temple of Ulutiu where the monk Remigius is overjoyed - and a little surprised - to see you. "To be honest, I didn't expect you to return," he confesses. "I thought The Tortured Land would consume you. Your deeds will be immortalized in our history, my friend!"

Spending a few days in Bearclaw while a weapon is forged for you according to your specifications, you get to know the weaponsmith well, and while away the hours by the warmth of his forge as he works your new weapon into an elegant, finely-crafted shape. If you specified a wooden weapon (such as a staff or bow), then a carefully selected tree is chosen and a fine piece of wood is shaped into the weapon you desire. The weaponsmith will then shape



ornate silver ornamentation for the wood.

When the weapon is crafted, it is passed to the priests of the Ulutiu temple, who, under the auspices of the God in the temple, Ulutiu, utter sacred enchantments, staying up all night.

(You may add a +1 weapon of any kind to your inventory! This will aid you greatly in future adventures in this series).

Finally, as always, you decide it is time to leave the village of Bearclaw, but you do so reluctantly. The people are warm and welcoming. Perhaps you spend a little more time than you normally would. But finally, you do leave, setting your course eastward. There, some miles off, lies the city of Ilinvur. Perhaps more adventure awaits you there!

Proceed to the Epilogue.

353

You manage to regain your balance just in time and avoid taking a nasty fall.

Catching your breath, you see that the staircase ends at an entrance to a lookout, at the very top of the tower. You make your way towards it.

Go to entry 324.

354

You press on towards the craggy mountain range that pierces the darkening sky, looming over the icy landscape. The sky is clear and stars are beginning to prick through the curtain of evening. There is still a little daylight left, enough for you to continue for another couple of hours

perhaps. Your breath frosts before your face as you labour through thigh-deep snow.

Roll Perception, DC 18. If you have the codeword *structure* you may make this check with advantage.

If successful, go to 281.

If unsuccessful, go to 335.

If you are a dwarf, or you know Dwarvish, go to 88.

355

After a long while, the old crone speaks.

“Why have you come here?” she asks.

“Is it because of my sister?”



You say nothing, unsure of how to answer this.

“I know what she has done,” the woman says. “I am Shar Wintersong, Aurilana’s sister. The mage who lives

in her keep, high on the mountain, the stronghold you have no doubt seen. And it can only be for her that you have come."

"If she is the one who has stolen the staff Frostbringer," you say, "then yes. It is her that I have come for." Shar is silent for a long time. Finally, she speaks.

"Come with me," she says, turning and walking north, beckoning you to follow.

Turn to entry 101.

356

"Who is asking, you say? I admire your bravery, friend. I am none other than the great warlord Agnom Wintersong, and you have foolishly stumbled into my lair. For such folly, you will pay with your life! But it will be an honourable death, meeting your end at the blade of a renowned warrior such as myself!

The robed figure stands and draws a longsword from within its tattered garments. Now that the beam of light from the window falls on it, you see that it is a skeleton, somehow animated although clearly long dead. It advances towards you. Go to Undead Warlord Combat Sheet and do battle with this hideous enemy!

357

You get the sudden instinct that something is amiss, and freeze on the spot, senses honed for danger. Your eye is drawn to the ground before you, which appears to be moving! From the ice itself, a snake-like shape materializes and rears up before you! Whatever this creature is, you have

inadvertently wandered into its territory.

Go to Ice Serpent Combat Sheet.

358

The last of the wretched undead gnolls falls dead before you. With them out of the way, you proceed to the castle entrance unhindered.

Go to entry 87.

359

Staying close to the wall, you creep closer to the castle. Perhaps you can make a run for the entrance and make it to the door before the creatures have a chance to get to you. Make a Stealth check, DC 12.

If successful, go to 265.

If unsuccessful, go to 205.

360

You catch your breath, relieved that you survived the encounter with these ferocious forest beasts. But you do not linger. You are keen to be away from here before the smell of warm blood attracts any other creatures to your location.

Quickly you leave, continuing along the path.

The forest path twists and turns, taking you down shallow gulleys and across small rivers.

Eventually, after about three hours of walking, the forest thins and finally ends, and ahead you see, not too far away, a ring of stones that look deliberately arranged in some sort of ritualistic circle.

This must be the monument known as The Frozen Stones. Cautiously you approach the circle.

Proceed to entry 105.

361

You trek north for several hours, seeing nothing. No beast crosses your path, and you hear no sound but the wind whistling past your ears. To the north, the stronghold, perched on the side of a desolate mountain within a valley of rocky peaks, grows larger in size as you near it, and you can make out details. Whoever lives there does not like company, that much is certain.

Eventually you reach the top of a slight rise and look down at a small forest of dark green pines that covers about a mile of land before you. You will need to travel through this forest to reach the mountain range on the other side.

You descend a long slope and eventually enter the forest. Tall firs sit motionless, crowned with snow, and you weave your way through them, moving deeper and deeper into the dark interior of this small forest. About an hour later you hear a voice, off to your left. "Ho there! Traveller!" Looking in that direction, you see a man headed your way. He is dressed like a trapper and carries an axe over his shoulder.

To wait until the man reaches you, go to 341.

To ignore him and continue walking north through the forest, go to 135.

362

Creeping carefully towards the monolithic stones, you spy the gnolls preparing a campfire. However, as you approach, they catch your scent and look up, straight at you! Barking with alarm, they take up their

weapons and prepare themselves for combat!

You have lost any advantage you may have gained by surprise. Go to Gnoll Hunter Combat Sheet and proceed straight to combat!

363

You relish the look of shock on Gruggus's face as his fist hits the wood of the table. You can't help a broad grin spreading across your lips.

Gruggus shakes his head. "But I... how..."

"Pay up!" you demand, taking a long draught from your own beverage.

"Come on, brother," the second half-orc, Duggus, says. "You were beaten fair and square, now pay the victor!"

Reluctantly, Gruggus produces a pouch - these two half-orcs look to be fairly well-off (trappers by their attire) - and pay you an amount equal to the amount you staked.

Collecting your stake and your winnings, you thank the lads for a bit of healthy competition and turn to consider who you will grace with your presence next.

The large group of villagers who were listening to their friend's tale have now dispersed, but you could talk to the drunk halfling? He could be quite entertaining. Go to 79.

Alternatively, you could seat yourself at the bar and see what tidbits of information the innkeeper has to offer. Go to 309.

If you have spent enough time here, you can leave by going to entry 120.

364

You move quickly through this part of the Pass, wondering what other hazards these orcs will throw at you before you reach the end.

And then you see it. Ahead, a few hundred yards away, the tight, narrow ravine opens up and an icy plain lies beyond. Your heart lifts and you break into a run.

There is a guttural cry from above, and you look up to see about a dozen orcs on the ridge above. There is a shouted command, and then each lifts a rock above his head, preparing to hurl the crude missiles at you!

You will have to run hard to get through this last bit of the ravine!

Choose between an Athletics or Acrobatics check, DC 15. You can either dodge the rocks as they come, or run for all you're worth.

If you are successful, go to 169.

If unsuccessful, go to 25.

365

You move left off the path, eager to avoid the violent-looking bluish twister that is progressing your way quickly. To your horror, however, at the last minute the twister swings towards you and within moments you are caught within an icy maelstrom!

Dropping to your knees you curl into a ball to try and shelter from the fury of the storm, but it is futile... shards of ice rip pummel you where you huddle on the ground, piercing your flesh. It is as if the Gods of Winter are taking your presence here as a personal affront.

(Take 1d8 piercing damage).

Finally the storm passes, and you gather yourself, tending to your

wounds and moving back to the path you just left.

Proceed to entry 195.

366

You try your best to sneak away, but the drake sees you. It narrows its eyes, bares its teeth, then lets out a hideous, cracked roar which sounds like a wall of ice being torn asunder. Flapping its great wings it takes flight and bears down on you!

You will have to do battle with this formidable beast. Go to Snow Drake Combat Sheet.

367

Planting yourself in the middle of the square, you stand staunchly before the tribesmen on their mounts, and yell at the top of your voice "I am on a quest for Tolrik Bearclaw!"

They seem shocked at this initially, but then they become angry and begin manoeuvring their horses towards you, trying to force you on. "Ho!" comes a deep, booming voice, followed by a string of angry Erakan expletives. You turn to see a great hulking man who has emerged from a large hut and is reprimanding the young tribesmen. They mumble something that sounds like an apology and then receive another scolding from the large man, who you reason must be the chief of the village.

The barbarian comes close to you, looks up and down, then draws a long, curved dagger. Your heart pounding, you force yourself to stand strong as he moves around your back and, to your relief, cuts your bonds.

“Forgive me, friend,” he says in perfect Common. “Those young warriors can be impulsive sometimes. I am Grokkung Bearclaw, chief of this village. Please, come with me.” Chief Grokkung motions for you to follow him back inside his hut. Glad to be free of your bonds, you follow the large man inside his spacious dwelling.
Go to 115.

368

You move as swiftly and stealthily as the frozen north wind, using corners and other obstructions to reach the entrance to the abandoned keep without being noticed by anything that might be lurking. Take the codeword *remains* and then go to 87.

369

The power-hungry ice wizard, Aurilana Wintersong, lies dead at your feet. You stand there for some time, regarding her body, wondering how the lust for domination can drive people to destroy themselves, time and time again. Slowly, her features begin to transform, the charm which preserved her youth gradually subsiding until an old, withered woman lies before you. In this form, she bears a close resemblance to her sister Shar. Finally, you take Frostbringer and walk from Aurilana’s keep, taking the path that leads down into the rocky valley below.

Shar Wintersong waits for you there, and you exchange a look which tells her everything she needs to know. Shar nods, tears falling from her eyes, and slowly begins making her way up the path you have just descended. You watch her go, your heart full of pity for the old woman. Now turn to 352.

EPILOGUE

As reward for this quest, advance your character to Level 5, in preparation for the next quest in this series, *Drums At Daggerford*.

The author sincerely hopes you have enjoyed *The Tortured Land*, and hopes you will recommend it to your fellow solo adventure enthusiasts. Please check out our other solo adventure products:

The Death Knight’s Squire
Tyrant of Zhentil Keep
Citadel of the Raven
The Saviour of Sharn
Tables of Doom
The Solo Adventurer’s Toolbox

Also, come find us on our Facebook group: Dungeons & Dragons Solo Adventures.

See you very shortly, for our Level 5 solo adventure *Drums at Daggerford*.

COMBAT SHEETS

COMBAT SHEET: Red Goo

OBLEX SPAWN (x2)

Tiny Ooze, Lawful Evil

Armour Class 13

Hit Points 18

Speed 20 ft.

STR	DEX	CON
8 (-1)	16 (+3)	15 (+2)
INT	WIS	CHA
14 (+2)	11 (+0)	10 (+0)

Saving Throws Int +4, Cha +2

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this distance), passive Perception 12

Languages -

CR ¼

Amorphous The oblex can move through a space as narrow as 1 inch wide without squeezing.

Aversion to Fire If the oblex takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

ATTACKS

Pseudopod *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d4+3 bludgeoning damage + 1d4 psychic damage.



COMBAT NOTES (USE MAP: OBLEX SPAWN BATTLE MAP)

1. Place tokens. O: Oblex Spawn, PC: You. Roll initiative.
 2. A DC 18 Nature roll, or a DC 20 Perception roll will enable your PC to realize the Spawn's aversion to fire.
 3. The Oblex Spawn will slither towards you by the shortest route and attack. They will attempt to flank you if possible, and will move towards the most advantageous position possible in order to achieve this.
 4. A Dexterity check (DC 12) will enable you to jump on top of the barrels (when you are adjacent). This will prevent the Spawn from flanking you. If you fail, leave your token next to the barrels. You can attempt this move more than once. A jump constitutes 10 ft of movement. If leaving melee, it will provoke an attack of opportunity, even if it fails.
- ◆ *If you are victorious, go to entry 209.*

COMBAT SHEET: HALF-OGRE

HALF-OGRE

Large Giant, CE

Armour Class 12 (hide armour)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR 17 (+3)	DEX 10 (+0)	CON 14 (+2)
INT 7 (-2)	WIS 9 (-1)	CHA 10 (+0)

Senses Darkvision 60 ft., passive Perception 9

Languages Common, Giant

CR 1

ATTACKS

Battleaxe *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d10+3 slashing damage.

Rock *Ranged Weapon Attack* +2 to hit, range 30/50, one target. *Hit* 1d4 bludgeoning damage.



COMBAT NOTES (Use Map: HALF-OGRE BATTLE MAP)

1. Place tokens. O: Half-ogre, PC: You. Roll initiative.
2. The Half-ogre will immediately move into melee range and attack. At the end of each of its attacks, it will try to push you back. Make a strength save, DC 17. If you fail, move your token back 10 ft. If at any time you crit fail this save, then you stumble backward. The half-ogre will then make its next attack with advantage.
3. If it cannot get to within melee distance, it will move as close as it can, pick up a rock (there are plenty around) and hurl it at you.
♦ *If you are victorious, go to entry 31.*

COMBAT SHEET: WOLVES

WOLF (x3)

Medium Beast, Unaligned

Armour Class 13

Hit Points 11

Speed 30 ft.

STR 12 (+1)	DEX 15 (+2)	CON 12 (+1)
INT 3 (-4)	WIS 12 (+1)	CHA 6 (-2)

Senses passive Perception 13

Skills Perception +3, Stealth +4

CR ¼

Keen Senses The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5ft of the creature and the ally isn't incapacitated.

ATTACKS

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 2d4+2 piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



COMBAT NOTES (Use MAP: WOLF BATTLE MAP)

1. Place tokens. W: Wolves, PC: You. Roll initiative.
2. The wolves will move to flank you. Note the Pack Tactics feat. They will use this whenever possible. Also note their increased speed.
3. If at any time you kill one of the wolves, have the wolves make a single Wisdom save as a whole, DC 10. If they fail, the wolves will flee.
 - ♦ *If you are victorious, go to entry 360.*

COMBAT SHEET: GNOLL HUNTERS

GNOLL HUNTER (x2)

Medium Humanoid, CE

Armour Class 13

Hit Points 22

Speed 30 ft.

STR	DEX	CON
14 (+2)	14 (+2)	12 (+1)
INT	WIS	CHA
8 (-1)	12 (+1)	8 (-1)

Senses Darkvision 60 ft., passive Perception 13

Skills Perception +3, Stealth +4

Languages Gnoll

CR ½

Rampage When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ATTACKS

Multiattack The gnoll makes two melee attacks with its spear or two ranged attacks with its longbow.

Spear *Melee or Ranged Weapon Attack* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit* 1d6+2 piercing damage, or 1d8+2 when used with two hands in a melee attack.

Longbow *Ranged Weapon Attack* +4 to hit, range 150/600 ft., one target. *Hit* 1d8+2 piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.



COMBAT NOTES (USE MAP: FROZEN STONES GNOLL ENCOUNTER)

1. Place tokens. G: Gnoll Hunters, PC: You. Roll initiative.
2. The north gnoll will stay in position and fire its longbow. The south one also uses longbow, but will also use cover while moving towards you on its turn, aiming to get on the opposite side of you, with the PC between the two gnolls.
3. In melee, the gnolls will use spear attacks.
4. If you begin making ranged attacks on the north gnoll, it will use the stones as total cover, only emerging to fire at you. If it cannot see you, it will take cover again.
5. You may also use the stones to provide yourself with total cover. The south gnoll will then move so he has line of sight towards you, and will make a longbow attack (if he can see you) until he can engage you in melee.
6. If you kill the south gnoll first, then a game of cat and mouse will ensue with the north gnoll. Both you and the gnoll will take your turn simultaneously. Each turn, you can either 1) emerge from cover to move/attack, 2) stand in the open until it emerges to shoot at you, when you may make a readied ranged attack, 3) remain in cover, perhaps taking actions to heal.
7. Emerging from cover will require a d20 roll every time. On a 1-10, the gnoll will also emerge and loose an arrow at you. On 11-20, it remains in total cover.
8. If you come within 15 ft, it will engage you in melee. Re-roll initiative and continue until one of you is defeated.
9. *If you are victorious, go to entry 61.*

COMBAT SHEET: ICE SERPENT

ICE SERPENT

Medium Elemental, Neutral Evil

Armour Class 14

Hit Points 22

Speed 30 ft.

STR	DEX	CON
14 (+2)	14 (+2)	11 (+0)
INT	WIS	CHA
7 (-2)	10 (+0)	8 (-1)

Skills Stealth +4, Athletics +4

Damage vulnerabilities fire

Damage resistances bludgeoning, piercing and slashing from non-magical attacks

Damage immunities cold

Senses Darkvision 60 ft, passive Perception 10

CR 2

Icy Grip The ice serpent wraps itself around the body of its target, restraining them. While restrained, the target's attacks are at disadvantage, and attacks on the target are at advantage. Each round that the serpent restrains the target in this way, it drains warmth from the target's body, inflicting 1d6 cold damage. The target may make an Athletics check (DC 14) at the end of each of its turns, ending the Icy Grip on a successful check.

ATTACKS

Multiattack The serpent makes two bite attacks.

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 2d4+2 piercing damage, and the serpent makes an Athletics check, the DC being the target's strength or dexterity ability score (target's choice). If the serpent succeeds on the check, the target is restrained and the serpent is able to use its Icy Grip attack, which it does once per round in place of one of its bite attacks.



COMBAT NOTES (USE MAP: ICE SERPENT BATTLE MAP)

1. Place tokens. I: Ice Serpent, PC: You. Roll initiative.
2. You are in deep snow. Unless you are wearing snow shoes, this area counts as difficult terrain for you.
3. Your PC may be able to reason that fire attacks could be useful against the serpent. Before combat begins, have them make an intelligence check, DC 15. If successful, they discern this and can begin making fire attacks. If unsuccessful, they may repeat the check after two rounds of combat.
4. Take note of the Icy Grip feat, and the serpent's resistances.
5. *If you are victorious, go to entry 131.*

COMBAT SHEET: GNOLL WITHERLING

GNOLL WITHERLING (x3)

Medium Undead, Chaotic Evil

Armour Class 12

Hit Points 11

Speed 30 ft.

STR	DEX	CON
14 (+2)	8 (-1)	12 (+1)
INT	WIS	CHA
5 (-3)	5 (-3)	5 (-3)

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses Darkvision 60 ft, passive Perception 7

Languages understands Gnoll but can't speak

CR ¼

Blood Fury When a target is reduced to one half of its hit points or below (bloodied) then the Gnoll Witherling gains a +2 advantage to its damage rolls.

ATTACKS

Multiattack The witherling makes two attacks: one with its bite and one with its club, or two with its club.

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d4+2 piercing damage.

Club *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d4+2 bludgeoning damage.

REACTIONS

Vengeful Strike In response to an ally being reduced to 0 hp within 30 ft of the witherling, the witherling makes a melee attack.



COMBAT NOTES (Use MAP: GNOLL WITHERLING ENCOUNTER MAP A, OR MAP B IF SPECIFIED)

1. Place tokens. G: Gnoll Witherlings, PC: You. Roll initiative. If on Map B, you will have been told in the text which location to use. PC Location 1 is to the left, Location 2 is to the right.
2. The gnolls seem hell-bent on stopping you from reaching the stairs to the castle. They will move in front of you to block your progress if they are able.
3. If on Map A and somehow you find yourself higher on the stairs than a gnoll, you may attack that gnoll with advantage.
4. When you defeat a gnoll, take note of the Vengeful Strike reaction.
5. *If you are victorious, go to entry 358.*
6. *If you have already been inside the castle, go instead to entry 96.*

COMBAT SHEET: UNDEAD

BANNERMEN

UNDEAD BANNERMAN (x3)

Medium Undead, Lawful Evil

Armour Class 13

Hit Points 21

Speed 30 ft.

STR	DEX	CON
13 (+1)	10 (+0)	8 (-1)
INT	WIS	CHA
11 (+0)	8 (-1)	6 (-2)

Senses Darkvision 60 ft, passive Perception 8

CR 1/8

Undead Legion The bannerman has advantage on attack rolls against a creature if at least one of the bannerman's allies is within 5 feet of the creature and the allies aren't incapacitated

ATTACKS

Necrotic Blade *Melee Weapon Attack* +3 to hit, reach 5 ft., one target. *Hit* 1d6+1 necrotic damage.



COMBAT NOTES (USE MAP: UNDEAD BANNERMEN BATTLE MAP)

1. Place tokens. B: Undead Bannermen, PC: You. Roll initiative.
2. Note the Undead Legion feat.
3. *If you are victorious, go to entry 346.*

COMBAT SHEET: UNDEAD WARLORD

UNDEAD WARLORD

Medium Undead, Lawful Evil

Armour Class 14

Hit Points 60

Speed 30 ft.

STR	DEX	CON
18 (+4)	12 (+1)	17 (+3)
INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)

Damage Resistances Necrotic

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses Darkvision 60 ft, passive Perception 10

Languages The languages it knew in life
CR 2

Rallying Cry (once per day) If in the presence of his bannermen, the warlord can make a rallying cry. This has the effect of granting advantage to every bannerman's attack in the next round.

Martial Fury As a bonus action, the warlord can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

ATTACKS

Longsword *Melee Weapon Attack* +6 to hit, reach 5 ft., one target. *Hit* 1d10+4 slashing damage (two hands).

Longbow *Ranged Weapon Attack* +3 to hit, range 150/600 ft.m one target. *Hit* 1d8+1 piercing damage.



COMBAT NOTES (USE MAP: UNDEAD WARLORD BATTLE MAP)

1. Place tokens. U: Undead Warlord, PC: You. Roll initiative.
2. If you have the codeword *guards* then after 2 rounds, the bannermen from the first room enter combat. There are three of them, and they appear at the start of the third round on one of the bottom middle squares north of the door. Roll initiative for them and have them enter combat.
3. Every time the warlord makes an attack, roll a d8. On a 7, the warlord uses its Martial Fury feature. On an 8, it uses its Rallying Cry (unless there are no bannermen present, in which case it uses Martial Fury)
4. If you move away, the warlord will follow, unless you are beyond 30 ft. In this case, he will produce a longbow which he will fire at you. If at the start of his turn you are 30 ft or nearer from him, he will move to melee and attack with longsword.
5. *If you kill the warlord, go to entry 344.*

COMBAT SHEET: GNOLLS (RIVER ENCOUNTER)

GNOLLS (x2)

Medium Humanoid, Chaotic Evil

Armour Class 15

Hit Points 22

Speed 30 ft.

STR	DEX	CON
14 (+2)	12 (+1)	11 (+0)
INT	WIS	CHA
6 (-2)	10 (+0)	7 (-2)

Senses Darkvision 60 ft, assive Perception 10

Languages Gnoll

CR 1/2

Rampage When the gnoll reduces a creature to 0 hp with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ATTACKS

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., one creature. *Hit* 1d4+2 piercing damage.

Spear *Melee or Ranged Weapon Attack* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit* 1d6+2 piercing damage or 1d8 +2 piercing damage if used with two hands to make a melee attack.

Longbow *Ranged Weapon Attack* +3 to hit, range 150/600 ft.m one target. *Hit* 1d8+1 piercing damage.



COMBAT NOTES (Use MAP: GNOLL ENCOUNTER - RIVER)

1. Place tokens. G: Gnolls, PC: You. Roll initiative.
2. The gnolls were hoping you would be on the bridge for their ambush to work successfully. Wherever you are, they must make their way towards you.
3. If you fell in the stream, then your movement is halved for two rounds while the water drains from your clothes.
4. If you are not on the bridge but on the eastern side of the river, then the gnoll on the west side of the river has to get to you. Make a wisdom check for that gnoll, DC 12. If he fails, have him attempt to cross the river to get to you without using the bridge. Make a dex check for that gnoll, DC 15. If he fails *that* then he falls in the river and has to spend a turn getting out.
5. The gnolls come towards you and attack, but may just pick at you with their longbows. Roll a d6. If they score 5-6, then they move to the maximum range that their longbows will allow and try to pick at you. If they reach the edge of the map, they will flee.
6. If you do not have snow shoes, your movement is halved.

If you kill the gnolls, go to 191.

COMBAT SHEET: ICE MEPHITS

ICE MEPHITS (x3)

Small Elemental, Neutral Evil

Armour Class 11

Hit Points 21

Speed 30 ft., fly 30 ft.

STR 7 (-2)	DEX 13 (+1)	CON 10 (+0)
INT 9 (-1)	WIS 11 (+0)	CHA 12 (+1)

Skills Perception +2, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft, passive Perception 12

Languages Aquan, Auran

CR ½

Death Burst When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 ft of it must make a DC 10 Dexterity saving throw, taking 1d8 slashing damage on a failed save, or half as much on a successful one.

False Appearance While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day) The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

ATTACKS

Claws *Melee Weapon Attack* +3 to hit, reach 5 ft., one target. *Hit* 1d4+1 slashing damage plus 1d4 cold damage.

Frost Breath (Recharge 6) The mephit exhales a 15 ft. cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 2d4 cold damage on a failed save or half as much on a successful one.



COMBAT NOTES (USE MAP: ICE MEPHIT ENCOUNTER BATTLE MAP)

1. Place tokens. M: Ice Mephits, PC: You. Roll initiative.
2. You can attempt to flee this encounter by making your way quickly up the ladder. Make an Athletics check, DC 13. If you fail, grant an opportunity attack for every point you fail by, to a maximum of the number of remaining mephits.
3. The first mephit to attack will cast *fog cloud*, a 20 ft. radius of fog centred on you.
4. The second mephit will direct its Frost Breath weapon directly at the point where you were. This forms a co-ordinated attack.
5. The third mephit will also use Frost Breath.
6. In the second round, the first two mephits will swap duties: the one who used *fog cloud* will use Frost Breath and vice versa.
7. At the start of each round, all mephits who used Frost Breath will attempt to recharge it. If they fail, they will enter melee and use claw attacks.
8. Note the Death Burst feat.
9. *If you kill the mephits, go to 176.*

COMBAT SHEET: LORD BRAGOL

LORD BRAGOL

Fighter (Battle Master), Lawful Good

Armour Class 16 (Chain Shirt +1)

Hit Points 44

Speed 30 ft.

STR 16 (+3)	DEX 14 (+2)	CON 14 (+2)
INT 12 (+1)	WIS 12 (+1)	CHA 12 (+1)

Skills Intimidation +4, Stealth +4

Senses passive Perception 11

Languages Common, Dwarvish

Superiority Dice 4 x D8

CR 2

Extra Attack Bragol attacks twice on each turn.

Second Wind On his turn, Lord Bragol can use a bonus action to regain 1d10+5 hp. He can only use this ability once.

Action Surge On his turn, Lord Bragol can take one additional action on top of his regular action and a possible bonus action. He can use this ability once.

Great Weapon Fighting When Lord Bragol rolls a 1 or 2 for an attack roll, he can reroll and must use the new result.

Disarming Attack When Bragol hits you, he can expend a superiority die to attempt to disarm you. Add the superiority die to the attacks damage roll, and you must make a Strength save (DC 14). On a fail, you drop the weapon, which lands at your feet.

Precision Attack If Bragol misses you, he can expend one superiority die to add it to the attack roll. He does this before any effects of the attack are applied.

Menacing Attack When Bragol hits you with an attack, he can expend one superiority die to attempt to frighten you. He adds the superiority die to the attack's damage roll, and you must make a Wisdom saving throw (DC 14). On a failed save, you are frightened until the end of Bragol's next turn.

ATTACKS

Greatsword Melee Weapon Attack +6 to hit, reach 5 ft., one target. *Hit* 2d6+3 slashing damage.



COMBAT NOTES (Use MAP: LORD BRAGOL ENCOUNTER MAP)

1. Place tokens. B: Lord Bragol, PC: You. Roll initiative.
2. The combat ends when either you or Lord Bragol reaches 7 hp or below. If for some reason you fall to 0 hp, take it that Lord Bragol will not have made the final killing stroke. He will stop short, honouring your previous agreement.
3. Note the Extra Attack Feat. Bragol gets two attacks on each of his turns.
4. If Lord Bragol falls to 15 hp or below, he will use his Second Wind feat.
5. Note the Great Weapon Fighting feat should Bragol ever roll a 1 or 2.
6. If Bragol misses you with an attack, roll a d100. On a 50 or below, he will spend a superiority die (he has 4) to use his Precision Attack Feat.
7. If Bragol hits you with an attack, roll a d100. On a 60 or below, he will use either (roll d4) 1-2: Disarming Attack; 3-4: Menacing Attack. He will use these until he is out of Superiority Dice.
 - If you reduce Lord Bragol to 7 hp or below, go to 299.
 - If you are reduced to 7 hp or below, go to 50.

COMBAT SHEET: SNOW DRAKE

SNOW DRAKE

Medium Dragon, Unaligned

Armour Class 15

Hit Points 60

Speed 30 ft., fly 50 ft.

STR 16 (+3)	DEX 12 (+1)	CON 16 (+3)
INT 4 (-3)	WIS 10 (+0)	CHA 7 (-2)

Skills Perception +2

Damage Vulnerabilities fire (Perc check DC 13)

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft, passive Perception 12

Languages Understands Draconic but can't speak.

CR 2

ATTACKS

Multiattack The drake makes two attacks, once with its bite and once with its tail.

Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d8+3 piercing damage.

Tail *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d6+3 bludgeoning damage.



COMBAT NOTES (USE MAP: SNOW DRAKE BATTLE MAP)

1. Place tokens. D: Snow Drake, PC: You. Roll initiative.
2. The drake will immediately take flight and attack you, swooping in and then flying past to the limit of its movement. Every time this happens, make a Dexterity check, DC 10. Whenever this check is unsuccessful, you are unable to make an opportunity attack.
3. *If you kill the drake, go to 77.*

COMBAT SHEET: ORC AMBUSH

ORC

Medium Humanoid (Orc), Chaotic Evil

Armour Class 13

Hit Points 15

Speed 30 ft.

STR 16 (+3)	DEX 12 (+1)	CON 16 (+3)
INT 7 (-2)	WIS 11 (+0)	CHA 10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft, passive Perception 10

Languages Common, Orc

CR ½

Aggressive As a bonus action, the orc can move up to its speed towards a hostile creature that it can see.

ATTACKS

Greataxe *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d12+3 piercing damage.

Javelin *Melee or Ranged Weapon Attack* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit* 1d6+3 piercing damage.

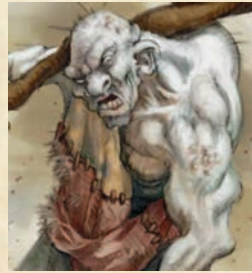


COMBAT NOTES (USE MAP: POISON PASS ENCOUNTER MAP)

1. Place tokens. O: Orc, N: Orc Nurtured One of Yurtrus, PC: You. Roll initiative.
2. The stat block for the Orc Nurtured One of Yurtrus is on the next page.
3. On its turn, the diseased orc to the west will use its Aggressive feat to get as close to you as possible, and then make a melee attack. As soon as it has made a successful melee attack, it will use its next turn to trigger its Corrupted Vengeance feat. It will only do this if it can get within 10 ft of you.
4. On its first turn, the orc to the east will make its ranged javelin attack on you.
5. On its second turn, the orc to the east will use its Aggressive feat as a bonus action, then its main action to move to melee and attack you. If it cannot, it will move to 40 ft away from you.
6. You may attempt to flee this encounter by fleeing down either one of the eastern ravines. The orcs will pursue you to the edge of the map.
7. *If you kill the orcs, go to 216.*

ORC NURTURED ONE OF YURTRUS

Medium Humanoid (Orc), Chaotic Evil



Armour Class 9

Hit Points 30

Speed 30 ft.

STR 15 (+2)	DEX 8 (-1)	CON 16 (+3)
INT 7 (-2)	WIS 11 (+0)	CHA 7 (-2)

Senses darkvision 60 ft, passive Perception 10

Languages Common, Orc

CR ½

Aggressive As a bonus action, the orc can move up to its speed towards a hostile creature that it can see.

Corrupted Carrier When the orc is reduced to 0 hit points, it explodes, and any creature within 10 feet of it must make a DC 13 Constitution saving throw. On a failed save, the creature takes 14 (4d6) poison damage and becomes poisoned. On a success, the creature takes half as much damage and isn't poisoned. (The orc can also trigger Corrupted Carrier as an action). A creature poisoned by this effect can repeat the save at the end of each of its turns, ending the effect on itself on a success. While poisoned by this effect, a creature can't regain hit points.

Nurtured One of Yurtrus The orc has advantage on saving throws against poison and disease.

ATTACKS

Claws *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d4+2 slashing damage + 1d4 necrotic damage.

Corrupted Vengeance The orc reduces itself to 0 hit points, triggering its Corrupted Carrier trait.

COMBAT SHEET: GNOLLS (FROZEN RIVER)

GNOLLS (x2)

Medium Humanoid, Chaotic Evil

Armour Class 15

Hit Points 22

Speed 30 ft.

STR 14 (+2)	DEX 12 (+1)	CON 11 (+0)
INT 6 (-2)	WIS 10 (+0)	CHA 7 (-2)

Senses Darkvision 60 ft, Passive perception 10

Languages Gnoll

CR 1/2

Rampage When the gnoll reduces a creature to 0 hp with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ATTACKS

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., one creature. *Hit* 1d4+2 piercing damage.

Spear *Melee or Ranged Weapon Attack* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit* 1d6+2 piercing damage or 1d8 +2 piercing damage if used with two hands to make a melee attack.

Longbow *Ranged Weapon Attack* +3 to hit, range 150/600 ft.m one target. *Hit* 1d8+1 piercing damage.



COMBAT NOTES Use MAP: GNOLL FROZEN RIVER ENCOUNTER)

1. Place tokens. G: Gnolls, PC: You. Roll initiative.
2. The gnolls come at you by the shortest route and attack. They will use bows until they are within melee range.
3. The frozen river that runs vertically up the centre of the map requires a Dexterity check, DC 12, to cross safely. You may do this while performing any other action, but if you fail and fall in, you must spend an action getting out.
4. If you do not have snow shoes, your movement is halved.
5. *If you kill the gnolls, go to 104.*

COMBAT SHEET: WEREWOLF

WEREWOLF

Medium Humanoid (human, Shapechanger), Chaotic Evil

Armour Class 11

Hit Points 58

Speed 40 ft. in wolf form

STR 15 (+2)	DEX 13 (+1)	CON 14 (+2)
INT 10 (+0)	WIS 11 (+0)	CHA 10 (+0)

Skills Perception +4. Stealth +3

Damage Immunities Damage from non-silvered/non-magical weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

CR 3

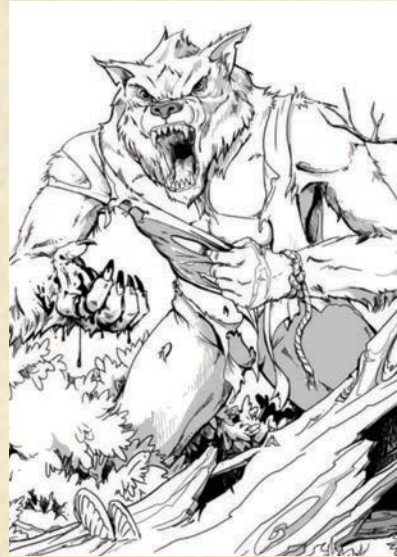
Shapechanger The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. **Keen Hearing and Smell** The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ATTACKS

Multiattack The werewolf makes two attacks: one with its bite and one with its claws.

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 1d8+2 piercing damage. If target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claw *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 2d4+2 slashing damage.



COMBAT NOTES (USE MAP: WEREWOLF BATTLE MAP A OR B, AS DIRECTED. IF MAP B, READ NOTES BELOW).

1. Place tokens. W: Werewolf, PC: You. Roll initiative.
2. The deep snow here counts as difficult terrain unless you are wearing snowshoes or have some other feat which allows you to not be hindered by it.
3. On its turn, the werewolf will pursue and attack you.
4. *If you are still alive after two rounds of combat, go to 266.*

NOTES FOR WEREWOLF BATTLE MAP B

1. Step 1 as above.
2. You may either attempt to flee or stand your ground. This will probably depend on who wins initiative.
3. On its turn, the werewolf will move to attack you.
4. *If you are still alive after two rounds of combat, go to 266.*

COMBAT SHEET: ICE GOBLINS

ICE GOBLIN (x3)

Small Humanoid (Goblin), Chaotic Evil

Armour Class 15

Hit Points 7

Speed 30 ft.

STR 10 (+0)	DEX 14 (+2)	CON 10 (+0)
INT 10 (+0)	WIS 8 (-1)	CHA 8 (-1)

Skills Stealth +6

Senses Darkvision 60 ft., passive
Perception 9

Languages Common, Goblin

CR ¼

Chill Breath (recharge 5-6) As a bonus action, the ice goblin can breathe a chill air towards the target. The target must make a DC 13 constitution saving throw. On a failed save, the target's next attack is at disadvantage.

ATTACKS

Club *Melee Weapon Attack* +2 to hit, reach 5 ft., one target. *Hit* 1d6 bludgeoning damage.



COMBAT NOTES (Use ICE GOBLIN BATTLE MAP).

1. Place tokens. G: Goblins, PC: You. Roll initiative.
2. The goblins come at you and attack with clubs.
3. Note the Chill Breath feat, which the Ice Goblins will use in their first round, and every time they successfully recharge it.
4. *If you are victorious, go to entry 274.*

AURILANA WINTERSONG

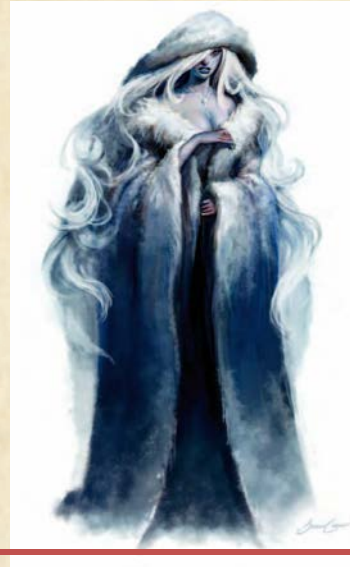
Human Wizard (Illusion), Lawful Evil

Armour Class 15 (w. Mage armour, base AC 12)

Hit Points 36

Speed 30 ft.

STR 8 (-1)	DEX 15 (+2)	CON 15 (+2)
INT 18 (+4)	WIS 12 (+1)	CHA 12 (+1)



Senses passive Perception 11

Languages Common, Elvish, Aquan

CR 2

Life Preservation Devotion to the Frostmaiden has gifted Aurilana Wintersong with unnaturally long life, and higher reserves of stamina than is normal for a woman of her age. Thus her high hit point count.

Spellcasting Aurilana Wintersong is a Level 3 Spellcaster with the following spells prepared:

Cantrips: *Mage Hand, Minor Illusion, Ray of Frost, Shocking Grasp*

1st Level (2 slots): *Mage Armour, Magic Missile, Shield, Thunderwave.*

2nd Level (2 slots): *Cone of Silence, Detect Thoughts, Misty Step.*

ATTACKS

Frostbringer *Ranged Magic Weapon Attack* +7 to hit, range 120 ft., one target. *Hit* 1d8+1 cold damage.

Magic Missile *Ranged Spell Attack* Automatically hits, range 120 ft, one (or multiple) targets. *Hit* 3d4+3 force damage.

Ray of Frost *Ranged Spell Attack* +6 to hit, range 60 ft., one target. *Hit* 1d8 cold damage and target's speed is reduced by 10 ft. until the start of Aurilana's next turn.

Shocking Grasp *Melee Spell Attack* +6 to hit, range 5 ft., one target. *Hit* 1d8 lightning damage and the target cannot take reactions until the start of its next turn.

Thunderwave Target must make a DC 14 Constitution saving throw. On a failed save, the target takes 2d8 thunder damage and is pushed 10 ft away from Aurilana. On a successful save, the target takes half damage and isn't pushed.

ICE MINION

Tiny Elemental, Chaotic Evil



Armour Class 11

Hit Points 5

Speed 30 ft. , fly 30 ft.

STR 7 (-2)	DEX 14 (+2)	CON 10 (+0)
INT 7 (-2)	WIS 5 (-3)	CHA 7 (-2)

Damage Immunities Cold

Damage Vulnerabilities Fire

Senses darkvision 60 ft, passive Perception 7

Languages None

CR 1/8

Freeze As a bonus action, the minion can attach to the body of a target, solidifying around one of the target's limbs. The target must make a DC 13 Strength save to shake off the minion. shattering its body. On a successful strength save, the minion is destroyed. On a failed save, the target takes 1d4-1 cold damage and its speed is reduced by 5 ft. until it can make a successful strength save (to a maximum of the target's speed being halved). While attached to the target in this way, the minion's spike attacks are made at advantage. The target can repeat the Strength save at the end of each of its turns. Failing will result in 1d4 cold damage each time.

ATTACKS

Ice Spike *Melee Weapon Attack* +0 to hit, reach 5 ft., one target. *Hit* 1 piercing damage.

COMBAT SHEET: AURILANA

WINTERSONG

COMBAT NOTES Use MAP: AURILANA'S KEEP

1. Place tokens. A: Aurilana, M: Minions, PC: You. Roll initiative.
2. Aurilana has cast Mage Armour on herself already, making her AC 15. This has also spent one of her spell slots.
3. Aurilana has cast a Cone of Silence (a ritual she devised) on the southern area of the temple room. Effect is as follows. You cannot use spells that have a verbal component, nor speak any words while in this space. The Cone of Silence area is shown on the map, but it will take a DC 14 Arcana check for your character to realize that moving out of this area will remove the effects of the spell. You may repeat this check at the beginning of each of your turns, until you realize that Aurilana is still able to speak where you are not.
4. The minions will come at you by the shortest route and attack. When they reach you, leave them on adjacent squares to your PC, but they are considered to be occupying the same space as your PC. Each round, the minion will use its bonus action freeze feat, and then attack. For each failed save against the Freeze feat, your movement is reduced by 5 ft., to a maximum of your speed being halved.
5. AT THE START OF THE MINION'S TURN, add 1 more minion to the fray, 1d8 squares from you (in a straight line), until Aurilana either loses possession of Frostbringer, or until combat is concluded. The minion needs to be able to enter your space in order to attack (even though its token is left adjacent). If Aurilana is defeated, the minions fall to the ground, resuming the shape of inanimate ice clusters.
6. If you have the codeword *amulet*, doing what is specified in the entry where you gained that codeword takes a full action (meaning you would not be able to move or attack in the same turn as activating the codeword). And of course you cannot do this while inside the Cone of Silence. If you manage to get beyond the cone and use the action that accompanies the codeword *amulet*, go to entry 337.
7. For diagonal movement, treat every other square of the grid as 10 ft. as usual.
8. IF AN ATTACK CAUSES AURILANA TO LOST 15 OR MORE HP, then she will cast Shield as a reaction, negating that damage, and increasing her AC to 20 until the start of her next turn.
9. IF AURILANA IS DEFEATED, the minions are reduced to inanimate ice once more.
10. AURILANA'S NORMAL ATTACK is to use Frostbringer, or Ray of Frost (naturally) to make ranged attacks. However, at the start of each of her turns round roll a d8. On an 8, Aurilana will use Magic Missile instead, directing all 3 magical darts at you.
11. AURILANA'S MELEE ATTACK is to cast Thunderwave at 2nd level if she has spell slots left, otherwise she will use Shocking Grasp. If she has no level 2 spell slots, she will cast Thunderwave at level 1. Even if she is in melee with a ranger's beast companion, she will engage the PC every time. Then in her next turn she will resume her Frostbringer/Ray of Frost attacks.
12. If you reduce Aurilana to 7 hp or less, and want to try and save her, go to 190.
13. If you kill Aurilana, go to 369.

MULTI PC CONVERSION TABLE

ENCOUNTER	2 PCs	3 PCs	4 PCs
Red Goo (Oblex Spawn)	3 Oblex Spawn	4 Oblex Spawn	6 Oblex Spawn
Half-ogre	2 Half-ogres	2 Half-ogres	3 Half-ogres
Wolves	4 Wolves	6 Wolves	7 Wolves
Gnoll Hunters	4 Gnoll Hunters	6 Gnoll Hunters	7 Gnoll Hunters
Ice Serpent	2 Ice Serpents	2 Ice Serpents	3 Ice Serpents
Gnoll Witherlings	4 Gnoll Witherlings	6 Gnoll Witherlings	7 Gnoll Witherlings
Undead Bannermen	6 Undead Bannermen	8 Undead Bannermen	10 Undead Bannermen
Undead Warlord	Increase AC to 16	Increase AC to 16, HP to 84	Increase AC to 17, HP to 104
Gnolls	4 Gnolls	6 Gnolls	7 Gnolls
Ice Mephits	5 Ice Mephits	7 Ice Mephits	8 Ice Mephits
Lord Bragol	Increase HP to 64	Increase AC to 18, HP to 64	Increase AC to 18, HP to 84
Snow Drake	Increase AC to 16	Increase AC to 16, HP to 84	Increase AC to 17, HP to 104
Orc Ambush	1 more of each type of orc	2 more of each type of orc	2 more of each type of orc
Gnolls Frozen River	4 Gnolls	6 Gnolls	7 Gnolls
Werewolf	1 Werewolf	2 Werewolves	2 Werewolves
Ice Goblins	4 Ice Goblins	6 Ice Goblins	7 Ice Goblins
Aurilana & Minions	Increase AC to 16	Increase AC to 16, HP to 64, 2 minions spawn per round	Increase AC to 16, HP to 84, 3 minions spawn per round

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