

ADP7-03

The Frostfell Rift

A D&D[®] LIVING GREYHAWK[™] Adapted Adventure

Version 1.0

Adapted by Steven Conforti

Reviewers: The Circle

Resources: *Fantastic Locations: The Frostfell Rift* by Ari Marmell; *Living Greyhawk Gazetteer* by Gary Holian, Erik Mona, Sean K. Reynolds, and Frederick Weining; *Frostburn* by Wolfgang Baur, James Jacobs, and George Strayton.

The depths of the Corusk Mountains can be an unforgiving land where cold and terrain can kill as swiftly as the predators that stalk in the desolation. Few sane people would ever dare enter the place. But hidden within the ice and snow are mysteries and challenges that draw the adventurous nonetheless. A two-part adapted adventure for APL 6 (Part 1) and APL 14 (Part 2), based on *Fantastic Locations: The Frostfell Rift* by Ari Marmell. Each part is played separately, in any order, and you do not have to play Part 1 to play Part 2.

Note: This adventure will be of particular interest to PCs who like outdoor adventures or with backgrounds from the barbarian nations of the Northeastern Flanaess. DM must possess a copy of *Fantastic Locations: The Frostfell Rift* to run this adventure.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Visit the LIVING GREYHAWK website at www.rpga.com.

For questions specific to this document please e-mail Steven Conforti at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth multiple points.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Note: This adventure retires from RPGA-sanctioned play on December 31, 2008. The adventure is in two separate parts, Part 1 is for APL 6 and Part 2 is for APL 14. Each part will have its own order code in the RPGA database (and its own Adventure Record). They are not intended to be run consecutively; the APL spread requires adventuring between Parts 1 and 2. They also don't require the same PC to play both parts (or the player to play them in order). However, DMing either part makes you ineligible to play both parts thereafter (you can certainly play them before you DM them, of course).

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than

this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and the *Fantastic Locations: The Frostfell Rift*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

The adventure is in two separate parts, Part 1 is for APL 6 and Part 2 is for APL 14. Each part will have its own order code in the RPGA database (and its own Adventure Record). They are not intended to be run consecutively; the APL spread requires adventuring between Parts 1 and 2. They also don't require the same PC to play both parts (or the player to play them in order).

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives. Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

TIME UNITS, UPKEEP, AND ORDER OF PLAY

This is a standard two-part adapted adventure, set in the Kingdom of the Schnai (Frost Barbarians). Characters pay a certain number of Time Units per part, as listed below.

Part One	4 TUs
Part Two	4 TUs

The adventure is in two separate parts, Part 1 is for APL 6 and Part 2 is for APL 14. Each part will have its own order code in the RPGA database (and its own Adventure Record). They are not intended to be run consecutively; the APL spread requires adventuring between Parts 1 and 2. They also don't require the same PC to play both parts (or the player to play them in order).

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

See Adventure Background in the *Fantastic Locations: The Frostfell Rift* adventure. It is modified as noted below.

CONVERSION TO LIVING GREYHAWK

This adapted version of *Fantastic Locations: The Frostfell Rift* is set in the depths of the Corusk Mountains, near Knudje, a major town of the Kingdom of the Schnai (Snow Barbarians). Please refer to the map of the Flanaess provided with the Living Greyhawk Gazetteer for a more detailed look at this area. This document will provide details on the translation of places mentioned in the adventure to locations in the Flanaess; however, it is left to you to make the changes within the text.

Conversions:

- **The Frostfell, The Skyfrost Mountains:** The depths of the Corusk Mountains, near Knudje, a major town of the Kingdom of the Schnai (Snow Barbarians).
- **The Skaraj Vale:** A forgotten lowland within the Corusk Mountains.
- **Caves of Chaos:** Hides an ancient shrine to Erythnul within the Skaraj Vale.
- **The Black Library:** Founded by scholarly Suloise monks after the Twin Cataclysms and a library of great esoteric lore. Near Knudje, at a point just before one finds oneself going into the Corusk Mountains

People and Places of the Snow Barbarians:

Kingdom of the Schnai (Snow Barbarians): Independent feudal monarchy with hereditary rulership, loosely governing powerful jarls; jarls meet yearly at the Assembly of Knudje (without king present), then send representatives to Soull to negotiate with king or have him resolve judicial disputes; king and jarls each have a retinue of advisers (clerics and skalds)..

Capital: Soull.

Major Towns: Soull (pop. 5,600), Knudje (pop. 4,500).

Population: 209,000 — Human 79% (S), Dwarf 8% (mountain 60%, hill 40%), Halfling 6%, Elf 3%, Gnome 2%, Half-elf 1%, Half-orc 1%.

Languages: Cold Tongue, Common, Dwarven, Halfling.

Alignments: CN*, N, CE, CG.

Religions: Kord, Llerg, Norebo, Xerbo, Vatun.

Allies: Frost/Ice Barbarians (sometimes), Ratik (sometimes).

Enemies: Iuz, nonhumans and giants in the Corusk Mountains, North Kingdom, Sea Barons, Bone March, Stonehold, Frost/Ice Barbarians (sometimes), Ratik (sometimes).

Overview: The Schnai, as the Snow Barbarians are named in their native tongue, are the most numerous of the Suel in the north. They are also considered the best example of the unmixed Suloise race, many being as pale as their namesake northern snows. They still assert their supremacy over the Ice and Frost Barbarians, but such claims are now ignored by their neighbors. Trade continues between the three barbarian states as it always

has, and they freely mingle together on raiding expeditions to the southern lands. Shipwrights of the Snow Barbarians are still considered to be the most skilled in Rhizia, and Schnai captains are felt to be the luckiest.

Corusk Mountains: The ice-capped Corusk Mountains are the backbone of the Thillonrian Peninsula. While the lower reaches are farmed with difficulty by humans, giants, ogres, trolls, and other monsters dwell in the central fastness. Monsters are less numerous farther east, but freezing fogs sweep down from the heights to threaten travelers. It is thought that this range possess little in the way of valuable ores and gems.

PREPARATION FOR PLAY

You must possess a copy of *Fantastic Locations: The Frostfell Rift* to run this adventure. See the Adventure Background section of the *Fantastic Locations: The Frostfell Rift* adventure. It is modified as noted above.

INTRODUCTION

The Black Library is a great hook for bringing the PCs to the adventure. Based on the PCs involved, work out an introduction that brings them to the Black Library. For example – the PCs go to the Black Library to find a piece of forgotten or esoteric lore they've been seeking (a new spell, a secret about an enemy, a new martial technique, etc.); the PCs are sent to the Black Library by a metaorganization or regional NPC to bring back some information they need; the PCs are summoned to the Black Library to assist them with some recent attacks on the library.

Also, PCs who played Part 1 may return to the Black Library because they librarians have asked for additional help.

PART 1: INITIAL INVESTIGATIONS (APL 6)

This Part costs 4 TUs to play. It follows the following chain of events from the adventure:

1. Book Burning (EL 4, page 3).
2. Cold Shadow (EL 5, page 4).
3. Unstable Footing (EL 7, page 5).
4. Hunter's Hunted (EL 8, pages 6-7).
5. The Caves of Chaos (ELs 4, 5, 7, and 8, see below).

Beyond the basic changes to the adventure noted under Conversion to LIVING GREYHAWK in the Adventure Background above, the following additional changes need to be noted for this Part of the adventure:

- **Book Burning (EL 4):** PCs who save the librarians receive the **Favor of the Librarians** reward on the Adventure Record. The librarians task the PCs to seek out the source of the attackers out in the mountains and search for some missing pilgrims who were supposed to have arrived at the library two days ago.
- **Cold Shadow (EL 5):** PCs are attacked by shadow gargoyles as they pass through the mountains. Still no sign of the pilgrims.
- **Unstable Footing (EL 7):** PCs encounter hordelings, who have slain the pilgrims and taken their cart. PCs who return the contents of the cart to the librarians receive everything in it other than the tapestries as well as the **Favor of the Black Library** reward on the Adventure Record. At this point, the trail to find the source of the attackers ends and the pilgrims have been found, so the PCs should head back to the library.
- **Hunter's Hunted (EL 8):** On the way back PCs encounter Labrys and his dire lion near the Caves of Chaos. After defeating him, they can investigate the nearby Caves of Chaos.
- **The Caves of Chaos (ELs 4, 5, 7, and 8):** See Exploring the Caves on page 7. There are four encounters in the Caves of Chaos:
 - **Room with Sacrificial Pit (EL 8):** An ogre mage resides here (see *Monster Manual*, page 200).
 - **Room with Exit A (EL 4):** Four cult sneaks reside here (see page 3).
 - **Room with Two Fire Pits (EL 5):** Three corrupt whitespawn hordelings reside here (see page 5).
 - **Room with Idol (EL 7):** A favored soul of Erythnul resides here (see page 8, use Allura Graul stat block, but give her a new name).
- **Conclusion:** At the end of Part 1, the PCs are aware of some sort of organized activity in the Corusk Mountains, but have not determined the source. PCs can return once they've gained some more levels to play Part 2.

PART 2: CONCLUDING INVESTIGATIONS (APL 14)

This Part costs 4 TUs to play. It follows the following chain of events from the adventure:

1. Weird Sisters (EL 9, pages 8-9).
2. Dead of Winter (EL 12, pages 10-11).
3. Stone and Blood (EL 15, pages 12-13).
4. Caves (ELs 12, 15, and 16 see below).
5. The Frostfell Rift (EL 17, pages 14-15).

Beyond the basic changes to the adventure noted under Conversion to Living Greyhawk in the Adventure Background above, the following additional changes need to be noted for this Part of the adventure: PCs returning to this adventure from Part 1 have been summoned back by the librarians of the Black Library who believe activity is increasing again in the Mountains. Otherwise, use the same suggested hooks as from Part 1.

- **Weird Sisters (EL 9):** PCs are attacked by half-fey sisters at the library. PCs who save the librarians receive the **Favor of the Librarians** reward on the Adventure Record. If one of the sisters escapes, the PCs receive the **Enmity of the Weird Sisters** effect on the Adventure Record. PCs are tasked by the librarians to seek out the source of their assailants and provide a map they've determined will lead to the source of this evil at Mount Skaraj.
- **Dead of Winter (EL 12):** As the PCs approach Mount Skaraj, they are attacked by Maelik and his icegaunts. PCs can continue on.
- **Stone and Blood (EL 15):** At Mount Skaraj, the PCs find a set of caves similar to the Caves of Chaos. They battle six cult berserkers and a golem. PCs can continue on by investigating the rest of the caves.
- **Caves (ELs 12, 15, and 16):** There are three encounters in the caves (see the Caves of Chaos map) besides the one in Stone and Blood above. PCs can continue on by passing through Exit A on the map:
 - **Room with Sacrificial Pit (EL 16):** Two truly horrid umber hulks reside here (see *Monster Manual*, page 249).
 - **Room with Exit A (EL 15):** Four troll hunters reside here (see *Monster Manual*, page 247).

- **Room with Two Fire Pits (EL 12):** Three frost giants reside here (see *Monster Manual*, page 122).
- **The Frostfell Rift (EL 17):** Exit A from the caves leads to a location on Mount Skaraj. They battle the source of the recent evil here – a powerful pair of fiends – a gelugon and a marilith.
- **Conclusion:** At the end of Part 2, successful PCs can return to the library and receive the **Favor of the Black Library** reward on the Adventure Record.

The End

EXPERIENCE POINT SUMMARY

Note: PCs receive rewards for each Part of the adventure separately (each Part has its own Adventure Record).

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

PART 1: INITIAL INVESTIGATIONS

Book Burning (EL 4, page 3)

Defeat the cult sneaks.

APL 6: 120 xp.

Put out or prevent a fire.

APL 6: 100 xp.

Cold Shadow (EL 5, page 4)

Defeat the shadow gargoyles.

APL 6: 150 xp.

Unstable Footing (EL 7, page 5)

Defeat the corrupt whitespawn hordelings.

APL 6: 210 xp.

Return the cart to the librarians.

APL 6: 80 xp.

Hunter's Hunted (EL 8, pages 6-7)

Defeat Labrys and his dire lion.

APL 6: 240 xp.

The Caves of Chaos (ELs 4, 5, 7, and 8, see above)

Defeat the ogre mage (EL 8).

APL 6: 240 xp.

Defeat the cult sneaks (EL 4).

APL 6: 120 xp.

Defeat the corrupt whitespawn hordelings (EL 5).

APL 6: 150 xp.

Defeat the favored soul of Erythnul (EL 7).

APL 6: 210 xp.

Discretionary Roleplaying Award

APL 6: 180 xp.

Total possible experience

APL 6: 1,800 xp.

PART 2: CONCLUDING INVESTIGATIONS

Weird Sisters (EL 9, pages 8-9)

Defeat the half-fey sisters.

APL 14: 270 xp.

Each librarian alive at end of combat.

APL 14: 180 xp each.

Dead of Winter (EL 12, pages 10-11)

Defeat Maelik and the icegaunts.

APL 14: 360 xp.

Stone and Blood (EL 15, pages 12-13)

Defeat the cult berserkers and the golem.

APL 14: 450 xp.

Caves (ELs 12, 15, and 16 see above)

Defeat the frost giants (EL 12).

APL 14: 360 xp.

Defeat troll hunters (EL 15).

APL 14: 450 xp.

Defeat the truly horrid umber hulks (EL 16).

APL 14: 480 xp.

The Frostfell Rift (EL 17, pages 14-15)

Defeat the fiends.

APL 14: 510 xp.

Discretionary Roleplaying Award

APL 14: 360 xp.

Total possible experience

APL 14: XXX xp.

TREASURE SUMMARY

Note: PCs receive rewards for each Part of the adventure separately (each Part has its own Adventure Record).

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

PART 1: INITIAL INVESTIGATIONS

Book Burning (page 3)

APL 6: L: 130 gp, C: 0 gp, M: 0 gp.

Cold Shadow (page 4)

APL 6: L: 0 gp, C: 0 gp, M: 0 gp.

Unstable Footing (page 5)

APL 6: L: 11 gp, C: 133 gp, M: *divine scroll of call lightning* (31 gp), *divine scroll of protection from energy* (31 gp), *divine scroll of remove blindness/deafness* (31 gp), 2 *potions of owl's wisdom* (25 gp each).

Hunter's Hunted (pages 6-7)

APL 6: L: 76 gp, C: 42 gp, M: 3 *potions of cure moderate wounds* (25 gp each), *boots of striding and springing* (458 gp).

The Caves of Chaos (see above)

APL 6: L: 228 gp, C: 100 gp, M: *divine scroll of bull's strength* (13 gp), *+1 elven chain* (429 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 445 gp, C: 275 gp, M: 1,118 gp – Total: 1,838 gp (1,800 gp).

PART 2: CONCLUDING INVESTIGATIONS

Weird Sisters (EL 9, pages 8-9)

APL 14: L: 69 gp, C: 0 gp, M: *divine scroll of bull's strength* (13 gp), 2 *arcane scrolls of major image* (31 gp each), 2 *potions of cure moderate wounds* (25 gp each), *+1 elven chain* (429 gp), *+2 studded leather armor* (348 gp).

Dead of Winter (EL 12, pages 10-11)

APL 14: L: 78 gp, C: 167 gp, M: *+2 leather armor* (347 gp), *druid's vestments* (833 gp), *ring of climbing* (208 gp), *+1 heavy wooden shield* (96 gp), *+1 scimitar* (193 gp).

Stone and Blood (EL 15, pages 12-13)

APL 14: L: 2 gp, C: 0 gp, M: 12 *potions of cure serious wounds* (63 gp each), 6 *+1 chain shirts* (104 gp each),

6 *+1 falchions* (198 gp each), 6 *amulets of natural armor +1* (167 gp each).

Caves (ELs 12, 15, and 16 see above)

APL 14: L: 61 gp, C: 0 gp, M: 4 *Large +1 chain shirts* (104 gp each), 4 *Large +1 battleaxes* (193 gp each).

The Frostfell Rift (EL 17, pages 14-15)

APL 14: L: 29 gp, C: 0 gp, M: *Large +2 unholy spear* (2,692 gp), *ring of protection +3* (1,500 gp), *staff of healing, 5 charges* (231 gp), 6 *Large +1 longswords* (194 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 14: L: 239 gp, C: 167 gp, M: 12,924 gp – Total: 13,330 gp (13,200 gp).