



HERE THERE BE DRAGONS

A Two-Round D&D[®] LIVING GREYHAWK[™] Core Special Homeplay Adventure

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A timeless dragon-lore prophecy speaks of an empire of serpents and their worshippers who will threaten even the greatest nations of Oerth. In the frozen world of the obsidian North, the desperate, the ambitious, and the foolhardy eke out a meager existence, all pursuing their own mysterious goals. What impact can a few adventurers have on a cruel and barren land and the wyrms that dwell there? A two-round core special scenario for APLs 2-18

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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For rules questions specific to this document and the LIVING GREYHAWK campaign 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 player² and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on July 31, 2006.

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PLAYERS READ NO⁴. 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*, and the *Monster Manual*.

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 Appendix 1.

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:

Determine the character level for each of the PCs participating in the adventure.

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.

Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a two-round Core Special adventure, set in Greyhawk City and the Land of Black Ice. All Characters pay four Time Units.

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 scenario.

A character that 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

In the Land of Black Ice, a small village, called Farthenmoor by the inhabitants, has grown up around a set of hot springs. These springs provide just enough warmth and water to sustain life. The village has been able to survive in part because of the great white wyrm Aggeborealus, who offers the village protection from ravaging predators in return for tributes and sacrifices.

Many years ago, a red dragon named Preethryma learned of a fragment of a dragon-lore prophecy that said a young dragon – born of a red mother and a male dragon native to that area – would rise to power in the Land of Black Ice and create an empire to rival

the great human kingdoms of Oerth. With this prophecy in mind, she flew north and mated with Aggeborealus. Preethryma planned to raise the young dragon, thus assuring herself a long and luxurious life in the comfort and safety of this prophesied empire. Aggeborealus had other plans though, attempting to kill Preethryma and whisking the young hatchling away to be raised by kobold followers until such a time when the young one was powerful enough to be used as a tool in furthering Aggeborealus' own (currently unknown) goals. The young dragon – named Aquilomortis – is not happy at his captivity at the hands of his father's followers, and he plots to escape and start his own lair. Each of the dragons (and their followers and servants) have been playing a cat-and-mouse game, trying to gain more followers and more treasure in an attempt to outwit the other two. See the appropriate chapter for their specific Adventure Summaries.

IMPORTANT DM NOTES

There are several special aspects of the Land of Black Ice that the judge must know:

The Land of Black Ice is a realm where the Serpent holds sway. The Serpent has more power there than even the gods that the PCs worship. The Serpent's power has created some strange effects in this land.

Outside the warmth and safety of the village of Farthenmoor, the average temperature in the Land of Black Ice is -10 degrees Fahrenheit. PCs who wear "arctic exploration gear" (covered by standard upkeep but different than cold-weather gear) or use the *endure elements* spell can avoid taking non-lethal damage without the need for a Fortitude save (DC 15 + 1 per previous check or take 1d6 points of nonlethal damage. The encumbrance of the arctic exploration gear, however, effectively reduces the PCs' Dex by 2 points and adds -2 circumstance penalties to skills that are affected by Armor Check penalties. Spellcasting is not affected. See page 302 of the *Dungeon Master's Guide* or page 9 of *Frostburn* for further information on Cold Dangers.

If the PCs fly more than 5 feet off the ground, the wind and atmospheric conditions drop the temperature to -40 degrees Fahrenheit. The above precautions eliminate the non-lethal damage (saves as above, but only 1d4 nonlethal damage), but the PCs still take 1d6 cold damage per 10 minutes while in the air, even if protected by arctic exploration gear or *endure elements*.

Mounts and animal companions not accustomed to the severe cold cannot be brought to the Land of Black Ice without magical protection. Even if magically protected from the cold, mounts have difficulty carrying a rider while dealing with the treacherous footing.

Icy conditions, when noted specifically in an encounter, limit movement. Moving into an icy

square requires 2 squares of movement for every 1 of normal movement. Running or charging on ice requires a DC 15 Balance check. Failure by 4 or less means the PC cannot move that round. Failure by 5 or more means the PC falls prone. DCs for Tumble and Balance checks are increased by 5. Other special Balance check situations are covered in individual encounters.

- Divination spells that call for an answer from a deity or agent (*commune, augury, divination*, etc.) fail in the Land of Black Ice because of the power of the Serpent, and divination spells seeking information from or about the Land of Black Ice and its inhabitants also fail automatically. The PC casting the spell must pay the component costs and cast the spell, but he is aware that the spell fails. Divination spells that create a magical sensor or reveal a location (*scry, prying eyes, arcane eye, locate object*, etc.) last for one round and then a caster level check (DC 20 + spell level) must be made or the Land of Black Ice absorbs the sensor. Other divination spells work normally.
- The Serpent's power has a deleterious effect on large extra-dimensional spaces. Items the size of a *bag of holding* or smaller are unaffected. Larger spaces that can hold living creatures, such as those resulting from *rope trick, Leomund's secure shelter*, or the like, are affected. The first time these spells are cast by the PCs, they last exactly 9 hours before being drained away by the magic of the Serpent. A second casting of this type of spell lasts only 9 rounds before being absorbed. Subsequent castings fail immediately.
- Ice-touched creatures absorb magic and have resistance to magical weapons. When PCs with Knowledge (arcana) see an ice-touched creature absorb a spell or get hit by a magical weapon, give them a check (and this check can only be made once per PC). Use the following chart to tell them what they know based on the check:
DC 10: The creature seems to absorb magic.
DC 15: Creatures touched by the magic of the Land of Black Ice seem to absorb more magic the more powerful they are.
DC 20: There is probably a threshold on the amount of magic that a creature can absorb before being affected normally.
DC 30: Magical weapons are less effective against these creatures than non-magical ones, as the creature draws energy from the magic.

CHAPTER 1: “DRAGON-LORE PROPHECY”

CHAPTER SUMMARY

A Keoish noble, Chancellor Stoakdor Redlee Neheli of the Shelspring Barony, has need of information on a mysterious village located in the Land of Black Ice. He (or his emissary) contacts the PCs about embarking on an expedition to this village on his behalf. The PCs are directed to someone in Greyhawk City who has more information about the village and the Land of Black Ice. On their way to meeting, the PCs are attacked by an offspring of the red dragon Preethryma (and an accomplice at APL 14+). If they survive the attack, the PCs can continue to the meeting to learn about Farthenmoor, the Land of Black Ice, the dragon-lore prophecy, and the possibilities of fantastic wealth there if it is true that dragons do lair in the region. The PCs are then directed to the Great Library to gain some further information. Finally, the PCs may equip themselves for the trip into the flesh-ripping cold and ice of the frozen north.

INTRODUCTION A: AN OATH

[Summary: If at least one of the players at the table has successfully completed COR4-01 *Shedding Scales*, Stoakdor Redlee Neheli, the primary NPC in that module, contacts the PCs and asks them to confer with a human named Lanicaster Schnee about a rumored settlement in the Land of Black Ice. If none of the PCs at the table have played *Shedding Scales* or have no connection to the Redlee Family, use Introduction B: A Challenge.]

The action begins in Greyhawk City, where the PCs are resting comfortable at the Black Dragon Inn (or whatever inn/tavern you wish to set the introduction). Read or paraphrase the following:

The sweltering heat of Greyhawk City has turned even more oppressive in the last three days. Even the hardiest folks seek relief in the shade. The windows of the Black Dragon Inn, located in the Clerkborg Quarter of Greyhawk City, are thrown wide open to allow the faint cooling breeze of early evening to waft through the common room. Although the traffic in and out of the inn has been constant, the Suloise human now entering attracts your attention. Stoakdor Redlee Neheli, whom some of you remember from your expedition into the Rushmoors on his behalf, spots you and waves a greeting in your direction, but he walks to the barkeep instead of approaching you.

Unless the PCs interrupt, Stoakdor asks the barkeep if he may rent a private room for an hour, laying a pouch of coins on the table. Seeing the

pouch, the barkeep nods enthusiastically and points to a door off the common room. Stoakdor then waves to the PCs again, pointing to that door and exiting the common room through the door.

If the PCs follow Stoakdor into the private room, read or paraphrase the following:

In the private chamber is a large oak table surrounded by sturdy chairs. Stoakdor runs his hands through his reddish-blond hair and motions you all to take a seat.

[Stoakdor greets by name the PCs who have earned the “Favor of the Redlee Family.” He asks these PCs to introduce their companions if he does not know them already.]

Stoakdor nods at your party, appraising you. Finally he speaks. “For those of you who bravely assisted my family in the Shelspring Barony, you know our plight. Since last we spoke, I have learned a bit more about an area which seems to figure prominently in our barony’s unhappy situation: the Land of Black Ice. Actually, I haven’t learned much about the land itself, but I have heard from one of my informants that a man has recently returned from that place. He spoke of a village located deep in that area. Unfortunately the man seems to have been killed, but I was able to locate his brother, who supposedly learned a bit about what his brother knew. I need you to first speak with this human – Lanicaster Schnee – and then journey to the Land of Black Ice to learn if this village truly does exist. If it does, find out more about it and the area surrounding. I do not need you to investigate anything else in particular. Simply gather information on the village and its environs and the report back to me. So little is known about this area that even that little bit will be doing our cause the greatest of services.

Stoakdor pauses here to take questions from the PCs. Here is other information Stoakdor can reveal, based on PC questions and conversation:

The informant who told him about the man returning from the Land of Black Ice (whose name is Jedibo Schnee) is a low-level librarian at the Great Library of Greyhawk named Rilethan.

Stoakdor does not know how Jedibo Schnee died. He just heard about his death hours ago upon his arrival in Greyhawk City. Two days ago Jedibo Schnee was alive and well.

Lanicaster is waiting for the party in an old theatre in the Clerkborg Quarter near the shrine to Lydia. Lanicaster is a very short human of Flan and Oeridian descent. The PCs can meet him there in the next hour.

Lanicaster has been paid by a servant of Stoakdor to turn over all information that his

brother may have gained. The man is reported to be very nervous but willing to talk.

- Stoakdor has to return to the Shelspring Barony in Keoland this very evening. The PCs should get the information from Lanicaster and then act on it when they can. They can return to the Great Library and leave their report on their findings with Rilethan.
- Stoakdor cannot offer any rewards for the PCs work; however, he reminds them that so little is known of the Land of Black Ice that even if the PCs don't find any treasure there, they can learn information which can certainly be sold to sages for a handsome reward. He vows not to interfere with the PCs on this matter. As long as they share what they learn with him, for his own private use, they can sell the information. They are also welcome to do any other adventuring they wish while in the Land of Black Ice.
- None of the divinations (both arcane and divine) that Stoakdor has attempted have succeeded. It seems as though the Land of Black Ice is hidden by more than just geographic location and unpleasant climate. If the PCs have any more questions, Stoakdor answers them to the best of his abilities. If the PCs agree to undertake the exploration on his behalf, he tells them that a line of credit has been established for them at a shop in the Artisan's Quarter: Eridok's Expedition Provisions. When business is concluded, he wishes the PCs well and leaves. He goes back to his inn, packs up his few items, and leaves the city. Then he teleports back to Redlee Manor in Keoland.

INTRODUCTION B: A CHALLENGE

[**Summary:** If none of the PCs played *COR4-01 Shedding Scales*, a young female bard approaches them. She claims to be working for a Keoish noble who is looking for explorers to travel to and scout an area within the Land of Black Ice. If they wish to take this mission, they can meet a man named Lanicaster Schnee, who can give them more information on the settlement.]

The action begins in Greyhawk City, where the PCs are resting comfortable at the Black Dragon Inn (or whatever inn/tavern you wish to set the introduction). Read or paraphrase the following:

The sweltering heat of Greyhawk City has turned oppressive in the last three days. Even the hardest folk seek relief in the shade. The windows of the Black Dragon Inn, located in the Clerkborg Quarter of Greyhawk City, are thrown wide open to allow the faint cooling breeze of early evening to waft through the common room. The traffic in and out of the inn has been constant, and now a female Suloise human enters the inn and moves directly to your

table. She is young and attractive, wearing a holy symbol of an open palm from which sprays forth a rainbow. [A DC 15 Knowledge: Religion check informs a PC this is a symbol of Lydia, Suloise goddess of knowledge and light.] She looks at your faces around the table, nods, and speaks. "I have heard that you are seekers of adventure. Is this so?"

She continues if the PCs at some point answer in the affirmative.

"I wish to speak to you all about an opportunity for exploration of a land which most people only speak of as legendary. Would you hear my offer?"

Again, unless the PCs refuse, she continues.

"Excellent. Wait here a moment while I secure a private chamber."

The young woman asks the barkeep if she may rent a private room for an hour, laying a pouch of coins on the table. Seeing the pouch, the barkeep nods enthusiastically and points to a door off the common room. The young woman waves to the PCs, pointing to that door and exiting the common room through it.

The woman is a 22-year-old Lydian bard named Liefrynn. She has been asked by Stoakdor Redlee Neheli to find a trustworthy band of adventurers to undertake a trip to the Land of Black Ice. The mission would be simply to investigate the rumored existence of a village there. If the PCs follow Liefrynn into the private room, read or paraphrase the following:

In the private chamber is a large oak table surrounded by sturdy chairs. The young woman smooths her red tunic and takes a seat. She nods at your party, appraising you. Finally she speaks. "My employer, who wishes to remain anonymous for his own reasons, has an offer for you. He has learned that an explorer has returned recently from an extended journey to the Land of Black Ice. The man spoke of a village located deep in that largely unexplored area. Unfortunately the man has been killed, but I was able to locate his brother, who learned a bit about what his brother knew. I need you to first speak with this human – Lanicaster Schnee – and then journey to the Land of Black Ice to learn if this village truly does exist. If it does, find out more about it and the area surrounding. I do not need you to investigate anything else in particular. Simply gather information on the village and its environs and the report back to me; so little is known about this area that even that little bit will be doing my employer the greatest of services."

She pauses here to take questions from the PCs. Here is other information Liefrynn can reveal, based on PC questions and conversation:

- The informant who told her about the man returning from the Land of Black Ice (whose name is Jedibo Schnee) is a low-level librarian at the Great Library of Greyhawk named Rilethan.
- She does not know how Jedibo Schnee died. She just heard about his death hours ago. Two days ago Jedibo was alive and well.
- Lanicaster is waiting for the party in an old theatre in the Clerkgburg Quarter near the shrine to Lydia. Lanicaster is a very short human of Flan and Oeridian descent. The PCs can meet him there in the next hour.
- Lanicaster has been paid by Liefrynn to turn over all information that his brother may have gained. The man is very nervous but willing to talk.
- Her employer cannot offer any rewards at this time for the PCs work; however, she reminds them that so little is known of the Land of Black Ice that even if the PCs don't find any treasure there, they can learn information which can certainly be sold to sages for a handsome reward. As long as they share what they learn with her, for her master's private use, they can sell the information. They are also welcome to do any other adventuring they wish while in the Land of Black Ice.
- None of the divinations (both arcane and divine) that her master has attempted have succeeded. It seems as though the Land of Black Ice is hidden by more than just geographic location and unpleasant climate.
- If she is somehow compelled to tell who her employer is, she reveals it to be Stoakdor Redlee Neheli, Chancellor of the Shelspring Barony in Keoland. He believes the Land of Black Ice has something to do with a curse that had befallen his barony.
If the PCs have any more questions, Liefrynn answers them to the best of her abilities. If the PCs agree to undertake the exploration on her behalf, she tells them that a line of credit has been established for them at a shop in the Artisan's Quarter: Eridok's Expedition Provisions. When the business is concluded, she wishes the PCs well and leaves. She goes back to her inn and practices with her lyre, and that evening she performs at two taverns in the Clerkgburg Quarter.

ENCOUNTER 1: A WARM WELCOME

[**Summary:** As the PCs approach the theatre, a mob of terrified citizens rushes past them. In the fracas, one of the red dragon Preethryma's many offspring, a half-dragon mongrelfolk named Charirhyaex, attempts to slay the PCs to keep them from going on

the mission and learning of the dragon-lore prophecy. A letter from Preethryma to the half-dragon gives the PCs some clues about what they might face in the Land of Black Ice. See Appendix 1 for stats.]

As the PCs approach the theatre where the meeting with Lanicaster is set to take place, read or paraphrase the following:

The harsh afternoon sun beats down on the city streets. Around you, a variety of city folk move in different directions. Some are dressed as if planning for a day on the town. Others are beggars, hoping to gain a coin or two from the wealthy passers-by. Still others are just looking for a cool place to relax. To the right of the theatre, a costumed, hunchbacked juggler is tossing flaming brands into the air. Up the street to the left, a minstrel is plucking a lute and singing a bouncy tune to a large group that has stopped to listen. To the left of the theatre, a lone human female preaches to no one in particular about the virtues of industriousness and the worship of Bralm. A dwarf armored in platemail approaches you. He is holding a parchment rolled and sealed with wax, and the sun glistens off the greataxe strapped to his back. "I was instructed to give you this. The lady who sent me said that it was extremely urgent." [The dwarf then tries to leave. If the PCs stop him, he stays around to answer questions. He only knows that an elven woman stopped him in the street and asked him to deliver this message to a group fitting the PCs' description. She knew where they were going to be. The dwarf is a guard in the employ of the Courier's Guild and is often asked to deliver messages if no official messenger is available.]

There is no insignia imprinted into the wax seal. If the PCs open the parchment, read the following:

Unrolling the parchment, you see what appears to be a letter or missive of some sort; however, the script is written in an alphabet unfamiliar to you.

The letter is a ploy to trick the PCs into standing still for a few seconds, giving Charirhyaex (and Stanislaw at higher APLs) the chance to prepare and get into position. Let the PCs use skill checks or magic to try to read the unintelligible letter – it is gibberish. After a couple of rounds, read the following:

Suddenly, the group that was listening to the bard, as if in unison, screams in terror and runs in your direction.

See *DM Aid 1: Map of Theatre and Environs* for details of the theatre and the surrounding area. Exactly what is happening in this encounter depends on the APL. At APL 2-6, Charirhyaex has hired this group of people (struggling actors, beggars, thieves,

and the like) to pretend being scared and run past the PCs. This offers him a distraction as he approaches. At APL 8-12, Charirhyaex has hired the group as in the previous example, but he comes at the PCs invisibly. At APL 14-18, Charirhyaex's bard accomplice Stanislav has enchanted the crowd and frightened them with a *scare* spell, causing them to run away from him. The bard then assists Charirhyaex in the battle. Further information on the battle can be found in the Tactics section of this encounter.

Creatures

Charirhyaex has been searching for Lanicaster for two days, waiting for the opportunity to attack him and take the map. He has also been using an accomplice to scry on Lanicaster. Charirhyaex knows Lanicaster is meeting a group of adventurers at the theatre to give them the map, and he wants to stop that from happening. At APL 14+, Stanislav the bard is working with Charirhyaex. The bard is not Charirhyaex's friend, but he understands the great power and wealth that could come his way if he joins forces with the half-dragon.

APL 2 (EL 3)

☛ **Charirhyaex:** Male Half-Red Dragon Mongrelfolk Monk1; hp 12; see Appendix 1.

APL 4 (EL 5)

☛ **Charirhyaex:** Male Half-Red Dragon Mongrelfolk Monk3; hp 30; see Appendix 1.

APL 6 (EL 7)

☛ **Charirhyaex:** Male Half-Red Dragon Mongrelfolk Monk5; hp 48; see Appendix 1.

APL 8 (EL 10)

☛ **Charirhyaex:** Male Half-Red Dragon Mongrelfolk Monk8; hp 75; see Appendix 1.

APL 10 (EL 12)

☛ **Charirhyaex:** Male Half-Red Dragon Mongrelfolk Monk10; hp 93; see Appendix 1.

APL 12 (EL 14)

☛ **Charirhyaex:** Male Half-Red Dragon Mongrelfolk Monk12; hp 111; see Appendix 1.

APL 14 (EL 17)

☛ **Charirhyaex:** Male Half-Red Dragon Mongrelfolk Monk14; hp 129; see Appendix 1.

☛ **Stanislav:** Male Human Brd14; hp 72; see Appendix 1.

APL 16 (EL 19)

☛ **Charirhyaex:** Male Half-Red Dragon Mongrelfolk Monk16; hp 147; see Appendix 1.

☛ **Stanislav:** Male Human Brd16; hp 82; see Appendix 1.

APL 18 (EL 21)

☛ **Charirhyaex:** Male Half-Red Dragon Mongrelfolk Monk18; hp 165; see Appendix 1.

☛ **Stanislav:** Male Human Brd18; hp 92; see Appendix 1.

Tactics

Tactics vary based on the APL:

At APL 2-6, Charirhyaex tries to use the rushing crowd as a distraction. When he is 30 feet away and moving toward the PCs within the crowd, give the PCs a Spot check. Anyone who beats a DC of 10 sees a suspicious creature moving toward them and can act in the surprise round. Charirhyaex charges the nearest PC in the first round of combat. Charirhyaex has already used his breath weapon for the day at APL 2 and 4. (You can even describe him as a fire-breather as well as a juggler in the boxed text before he attacks.)

At APL 8-12, as the PCs interact with the dwarf and read the letter, Charirhyaex stops juggling and casts his buff spells. As the crowd moves past the PCs, Charirhyaex moves invisibly and attacks a PC. Give the PCs a Listen check. PCs who make a DC 11 know that someone is approaching. PCs who make a DC 31 can pinpoint exactly where he is.

At APL 14-18s as the PCs interact with the dwarf and read the letter, Charirhyaex and Stanislav buff. *Greater invisibility* and *greater heroism* should be the first spells cast, followed by the bard song *inspire greatness*. Charirhyaex then moves up to the PCs and prepares to attack as the crowd rushes past. Stanislav has a variety of options, all of which he does invisibly. His bard songs can further enhance Charirhyaex, and the feat *lingering song* makes those enhancements last even after he stops singing. Using the feat *subsonics* he can use bard songs without being heard. He can cast enchantments on the PC fighter-types. He can use his scrolls to damage the PCs. Using his *ring of the ram*, he can attempt to bull rush a PC through Charirhyaex's threatened areas, provoking attacks of opportunity from the half-dragon. His *greater dispel magic* spells can dispel PC magic, counterspell, or remove harmful spells cast on Charirhyaex. If run properly, Stanislav should make this encounter extremely frustrating, as he should be hard to find and has many options to foil the PCs' battle tactics.

Treasure

The PCs can take items from Charirhyaex (and his bard accomplice at higher APLs). They also find the letter to Charirhyaex from Preethryma (see *Player Handout 1: Letter from Preethryma to Charirhyaex*).

Developments

The letter should contain all the information the PCs need to know. Questioning Charirhyaex reveals no more information. Questioning Stanislav reveals that he used scrying to keep tabs on both Jedibo and Lanicaster. Stanislav helped Charirhyaex because the half-dragon was so powerful and destined for greatness, and the bard wanted to be in a position to be part of that.

ENCOUNTER 2: MARIONETTES

[**Summary:** The PCs meet Lanicaster Schnee in an old theatre that has been converted for use by marionette troupes. The PCs arrive in time to see a bowdlerized puppet-show version of the Vecna story being played out for children as a morality tale. In the middle of the show, Lanicaster approaches the PCs and tells them all he knows about the village of Farthenmoor in the Land of Black Ice. He was never there himself, but his brother was. His brother was killed recently, but he gave Lanicaster a map pointing the way to the village. The brother also donated some of his old journals about his travels to the Greyhawk Library.]

The theatre is easily located in the Clerkbury Quarter. The small building has obviously seen better days, but is still in good shape and functional as a theatre. Inside, four rows of benches sit in front of the stage. A rickety set of stairs in the corner to the right of the main doors leads up to a small balcony. Read or paraphrase the following description:

The interior of the theatre looks similar to the outside: nothing lavish, but utilitarian. At the front of the theatre, just before the stage, a marionette's box has been erected. About two-dozen children sit in the front two rows, staring at the puppet show in rapt fascination. Six adults of various races sit further back watching the show. One of the adults, a female half-elf, has a raven sitting on her shoulder. The raven stares at you as you enter the theatre.

The raven and the half-elf are a wizard and her familiar, but they only came to watch the puppet show while waiting for a bard's performance to begin at a nearby tavern. Give the PCs a chance to look around, ask questions about the layout of the theatre, and get paranoid. If you really want to have fun, call for initiative as the PCs enter the theatre. If the PCs remain calm and don't act rashly, drop out of initiative.

After the PCs have acted, and as long as they don't cause a ruckus, continue with the description of the puppet show:

A loud pop from the front of the theatre causes a few of the younger children to shriek in alarm. A loud baritone voice from behind the marionette stage shouts, "There once was a powerful sorcerer who ruled a far-off land. His followers liked him because he kept the alligators from eating them." Down from the sky floats a marionette looking like an average middle-aged human dressed in a robe covered with arcane symbols: the perfect stereotype of a sorcerer. "The sorcerer ruled his followers, and they gave him gifts." Other marionettes enter the stage, bringing flowers and packages and various trinkets. "Soon though, the sorcerer grew tired of the gifts. He only wanted more power. He began to search for magic that would give him more power than anyone else in the Flanaess." Down from the sky comes a huge creature made of wispy gauze. It appears to be draconic in form. "The sorcerer found very terrible and evil magic, and instead of turning away from what he knew would be bad, he let his desire for power overcome him." The gauzy dragon wraps around the sorcerer marionette, and both fly up into the sky, out of sight. Then there is another boom followed by more shrieks. The marionette that comes down out of the sky wears the same clothes as the sorcerer, but the marionette is hideously disfigured, missing an eye and a hand, face twisted in an evil smirk. "The sorcerer gained his power, but the ugliness he let into his heart also scarred his body, making him into a monster." "Quite a tale for children, eh?" says a voice right behind you. An extremely short human looks at you with an expression that is hard to read. "I assume you're the ones who want to know what my brother found in the frozen north. Let's talk up in the balcony."

The human is Lanicaster Schnee, the man the PCs are supposed to meet. He leads them up the stairs and to the balcony, where they can talk openly without being overheard. He has in his hand a folded piece of paper, which he hands to the PCs once they are settled. Give the players *Player Handout 2: Jedibo's Map of the Land of Black Ice*.

"This is the map that my brother made of the Land of Black Ice. He was a thrill-seeker. He went there because people told him he would be a fool to try. He kept a journal of his travels, but he wasn't much of a scholar, being barely literate, really. When he returned a few days ago, he donated his journal to the Great Library, but he kept this map for himself. Just two days ago he gave it to me and told me to keep it safe, because he thought maybe he was in danger. He must have left the city immediately after talking with me, because his corpse was found not long after that to the south of the city. Beaten quite brutally, or so I was told by the city watch. Take the map. I don't want it anymore."

If asked, Lanicaster can relay the following information:

- Jedibo's body has been burned and his ashes scattered in the Cairn Hills. It's what he would have wanted.
- Lanicaster had little contact with Jedibo after the man returned from the Land of Black Ice. He only talked to him long enough to learn of the map and the journal – and to get the idea that Jedibo felt he was in some sort of danger.
- Lanicaster wants nothing else to do with this. He is afraid that he might be in danger too. After the PCs have taken the map and finished questioning Lanicaster, he wishes the PCs well and leaves the theatre.

ENCOUNTER 3: THE PROPHECY

[**Summary:** At the Greyhawk Library, the PCs can view the journals of the elder Schnee brother. In the journals is included a portion of the dragon-lore prophecy.]

The PCs may wish to act on the information provided by Lanicaster and seek out the Journal of Jedibo Schnee. They can go to the Great Library of Greyhawk, where admission is free but no weapons are allowed.

If they were paying attention during the beginning of the module, the PCs may remember that a man named Rilethan notified their employer about the information regarding the Land of Black Ice. If the PCs enter the Great Library of Greyhawk and ask for Rilethan, they are asked to wait in a sitting area. Fifteen minutes later a Sulioise human approaches them:

"I understand you wanted to speak with me. This must concern the journal of the Schnee fellow. I put it in the area of the Library that houses uncategorized texts. But I remember exactly where I placed it, just in case Chancellor Neheli or one of his representatives was interested in seeing it. Follow me."

Rilethan leads the PCs directly to a room full of texts, tomes, and scrolls – all are packed haphazardly in precarious piles throughout the room. Rilethan moves behind one of the piles and carries out a small bound journal, heavily worn. After reading the journal, the PCs see that most of the useful information is contained on just a couple of pages. Give the PCs *Player Handout 3: Excerpts from the Journal of Jedibo Schnee*.

If the PCs do not think to ask for Rilethan, they are in for a long day of searching. First, they must find someone to tell them where the journal is located. Since no one except Rilethan even knows

that the journal has been brought here, this is a time-consuming process.

The steps to gaining access to the journal are as follows:

- Locate a librarian and ask about the book.

The librarian points to a scholar who can assist the PCs in locating the proper section "Geography"

When in the section, the PCs need to find another librarian in that section, who can attempt to find the book: ***"I've been working in Geography for several years, and I've never even heard of that title."***

The Geography librarian finally confirms there is no such title in the Geography section. He points the PCs to the Unarchived Section.

A librarian there gives the PCs permission to hunt through the several rooms of unarchived texts. Feel free to improvise the role-playing encounters with the various librarians as you wish, but in the end the PCs are shown to a suite of cluttered rooms full of as-yet uncategorized books. After 2d4+4 hours of searching through the unarchived texts (subtract 1 hour for each PC that makes a DC 10 Intelligence check to a minimum of 1 hour), the PCs find Jedibo's journal. Reduce the search time for PCs who think of more inventive ways to locate the journal. When they do find the journal, give the PCs *Player Handout 3*.

ENCOUNTER 4: PREPARATIONS

[**Summary:** While purchasing items to prepare for their trip to the Land of Black Ice, the PCs overhear a man speaking of a dream that might be a harbinger of things to come.]

After gathering the available information, the PCs may prepare to leave for the Land of Black Ice. A line of credit has been established at Eridok's Expedition Provisions, a shop in the Artisan's Quarter of Greyhawk City. When the PCs arrive, the proprietor, Eridok Golbedor, greets them. The human has obviously seen many adventures, as evidenced by his scars, two missing fingers on his left hand, and a slight limp.

If the PCs inform Eridok that they are sent by Stoakdor/Liefrynn, he speaks:

"Aye, so you're the hearty souls traveling to the frozen north. I wish I'd had such a patron in my adventuring days – willing to put up a good bit o' gold to supply my folly. I've taken the liberty of setting aside some gear you might need."

The first item Eridok suggests for each of the PCs is an Arctic Exploration Outfit. (See a description and game rules in the Important DM Notes section.) The line of credit also covers standard equipment, specifically: normal or masterwork simple and martial weapons (but no composite bows), normal

and masterwork armor and shields (but no half-plate or full plate), and anything 50 gp or under from Table 7-8 of the *Player's Handbook* except food/drink/lodging, mounts/mount gear, transport, and spellcasting/services. If the PCs attempt to abuse the line of credit, such as trying to get something very expensive (spyglass, water clock, and so on.) or something obviously of no use in an exploration of the Land of Black Ice (royal outfit, masterwork artisan's tools, etc.), cap them at 300 gp each (not counting the Artic Exploration Outfit. This outfitting will be the same for 1st level characters and 18th level characters, so be reasonable. The PCs should be using the opportunity to get rations, rope, etc.

Sometime during the outfitting of the party, they overhear two of Eridok's assistants, both human, talking:

"Had the strangest dream last night, I did. Even stranger because I never remember my dreams, but this one is as clear as Gnomish firewater to me. I was standing in some strange land, with ice and hills as far as I could see. Only the ice was this strange blue color. I wasn't dressed for the weather, and suddenly I was trapped in a block of ice. Then my skin turned deep blue-black, and I wasn't cold any longer. I was flying through the air, and I flew over this blue icy land like I owned it. Then I flew down into an icy cave in the ground, and I was surrounded by more treasure than even the bards sing about; gold, platinum, gems, magical doodads all over the place. Then I woke up because my cat was licking me."

The two men (Rellian and Lombard) laugh and go about their business. If the PCs question the man who had the dream, he is suspicious of them and can't tell them any more. He is just a simple man from Greyhawk who happened to be visited in his dreams by the Serpent.

After the PCs have equipped themselves and made any other preparations, move to **Chapter 2: The Land of Black Ice**.

EXPERIENCE POINT SUMMARY

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

Encounter 1:

Defeat the Charirhyaex (and Stanislav)

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	300 XP
APL 10	360 XP

APL 12	420 XP
APL 14	510 XP
APL 16	570 XP
APL 18	630 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that feature 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 the 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 bodies, 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 character's total value increase at the end of the adventure. Write the total in the GP Gained field of the adventure record. Because this is a Core Special scenario, characters may not spend additional time units to practice professions or create items after the adventure.

L = Looted gear from enemy.

C = Coin, Gems, Jewelry, and other valuables

M = Magic Items (sell value)

Encounter 1:

APL 2: L: 75 gp; C: 0 gp; M: *cloak of resistance +1* (83 gp per character); *hat of disguise* (150 gp per character); 2 potions of mage armor (8 gp per

character); 2 potions of cure light wounds (8 gp per character); 4 potions of endure elements (16 gp per character)

APL 4: L: 75 gp; C: 0 gp; M: cloak of resistance +1 (83 gp per character); hat of disguise (150 gp per character); ring of protection +1 (167 gp per character); 2 potions of mage armor (8 gp per character); 2 potions of cure moderate wounds (50 gp per character); 4 potions of endure elements (16 gp per character)

APL 6: L: 50 gp; C: 0 gp; M: +1 kama (192 gp per character); cloak of resistance +1 (83 gp per character); hat of disguise (150 gp per character); periapt of wisdom +2 (333 gp per character); ring of protection +1 (167 gp per character); 2 potions of mage armor (8 gp per character); 2 potions of cure moderate wounds (50 gp per character); 4 potions of endure elements (16 gp per character)

APL 8: L: 50 gp; C: 0 gp; M: +1 flaming kama (692 gp per character); cloak of resistance +1 (83 gp per character); gloves of dexterity +2 (333 gp per character); hat of disguise (150 gp per character); periapt of wisdom +2 (333 gp per character); ring of protection +1 (167 gp per character); 2 potions of mage armor (8 gp per character); 2 potions of cure serious wounds (125 gp per character); 4 potions of endure elements (16 gp per character)

APL 10: L: 50 gp; C: 0 gp; M: +1 flaming human bane kama (1525 gp per character); cloak of resistance +1 (83 gp per character); gloves of dexterity +2 (333 gp per character); hat of disguise (150 gp per character); periapt of wisdom +2 (333 gp per character); ring of protection +1 (167 gp per character); 2 potions of mage armor (8 gp per character); 2 potions of cure serious wounds (125 gp per character); 4 potions of endure elements (16 gp per character)

APL 12: L: 50 gp; C: 0 gp; M: +1 flaming human bane kama (1525 gp per character); cloak of resistance +3 (750 gp per character); gloves of dexterity +2 (333 gp per character); hat of disguise (150 gp per character); periapt of wisdom +4 (1333 gp per character); 2 potions of mage armor (8 gp per character); 2 potions of cure serious wounds (125 gp per character); 4 potions of endure elements (16 gp per character)

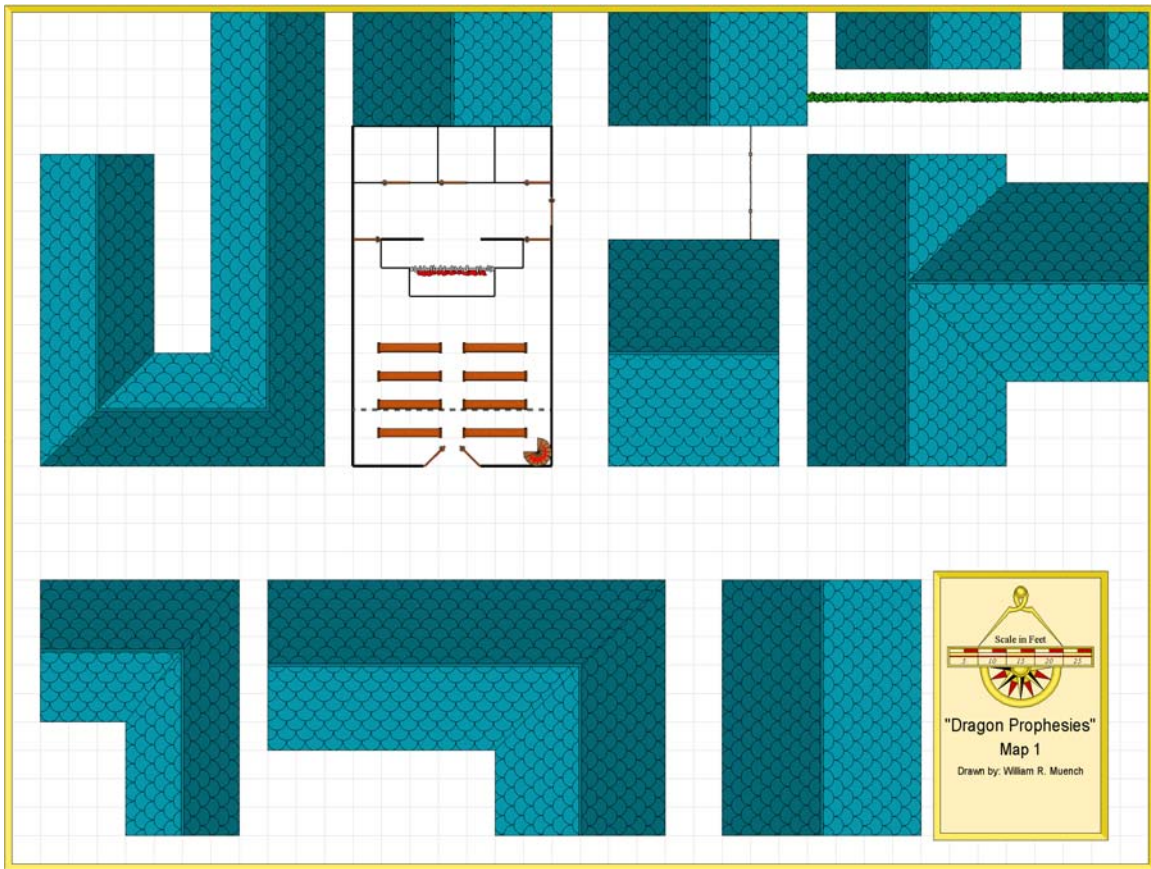
APL 14: L: 0 gp; C: 0 gp; M: +1 ki focus flaming human bane kama (2692 gp per character); 20 +1 shurikens (193 gp per character); +1 rapier (193 gp per character); +2 silent moves mithral chain shirt (487 gp per character); cloak of charisma +4 (1333 gp per character); cloak of resistance +3 (750 gp per character); gloves of dexterity +4 (1333 gp per character); hat of disguise (150 gp per character); periapt of wisdom +4 (1333 gp per character); 2 potions of mage armor (8 gp per character); 2 potions of cure serious wounds (125 gp per character); 4 potions of endure elements (16 gp per character); potion of shield of faith +5 (75 gp per character); ring of the ram (717 gp per character); scroll of

maximized scorching ray (11th level caster) (115 gp per character); scroll of blade barrier (138 gp per character); scroll of spell immunity (9th level caster) (75 gp per character)

APL 16: L: 0 gp; C: 0 gp; M: +2 ki focus flaming human bane unholy kama (6025 gp per character); 20 +1 flaming shurikens (692 gp per character); +1 rapier (193 gp per character); +2 silent moves mithral chain shirt (487 gp per character); cloak of charisma +4 (1333 gp per character); cloak of resistance +3 (750 gp per character); 2 gloves of dexterity +4 (2667 gp per character); hat of disguise (150 gp per character); periapt of wisdom +4 (1333 gp per character); 2 potions of mage armor (8 gp per character); 2 potions of cure serious wounds (125 gp per character); 4 potions of endure elements (16 gp per character); 2 potions of shield of faith +5 (150 gp per character); ring of the ram (717 gp per character); scroll of maximized scorching ray (11th level caster) (115 gp per character); scroll of blade barrier (138 gp per character); scroll of spell immunity (9th level caster) (75 gp per character)

APL 18: L: 0 gp; C: 0 gp; M: +2 ki focus flaming human bane unholy kama (6025 gp per character); 20 +1 flaming shurikens (692 gp per character); +1 rapier (193 gp per character); +2 silent moves mithral chain shirt (487 gp per character); cloak of charisma +6 (3000 gp per character); boots of speed (1000 gp per character); cloak of resistance +5 (2083 gp per character); gloves of dexterity +6 (3000 gp per character); hat of disguise (150 gp per character); monk's belt (1083 gp per character); periapt of wisdom +6 (3000 gp per character); ring of counterspells (dispel magic) (333 gp per character); ring of counterspells (greater dispel magic) (333 gp per character); 2 potions of barkskin +5 (200 gp per character); 2 potions of mage armor (8 gp per character); 2 potions of cure serious wounds (125 gp per character); 4 potions of endure elements (16 gp per character); 2 potions of shield of faith +5 (150 gp per character); ring of the ram (717 gp per character); scroll of maximized scorching ray (11th level caster) (115 gp per character); scroll of blade barrier (138 gp per character); scroll of spell immunity (9th level caster) (75 gp per character)

DM Aid 1: Map of Theatre and Environs



Player Handout 1: Letter from Preethryma to Charirhyaex (in Common)

My Mongrelkin Charirhyaex,

I have heard of your unfortunate ouster from your clan. The fools don't appreciate your power and superior heritage. When the time is right, you and I shall go back there and remind them why we placed you as their leader in the first place.

Until that time, however, I have an incredible opportunity to share with you. I have found a new lair in the Black Barrens, far north of the lands plagued by humans and their ilk. I know it sounds strange that one such as me could survive here, but I have found a most lovely volcano in which to lair.

I have plans for this area—plans far beyond anything to which even dragons could hope to aspire. My plans so far move smoothly toward fruition, save for a couple minor inconveniences. You I call upon to remove one of those.

A human who foolishly wandered into the area around my lair escaped. He spoke with another humanoid creature that knows something of my plans. The meddling human kept a book in which he wrote down certain bits of information. One of my followers learned that this human most assuredly scribbled notes which, if found by the wrong parties, could cause even more inconveniences.

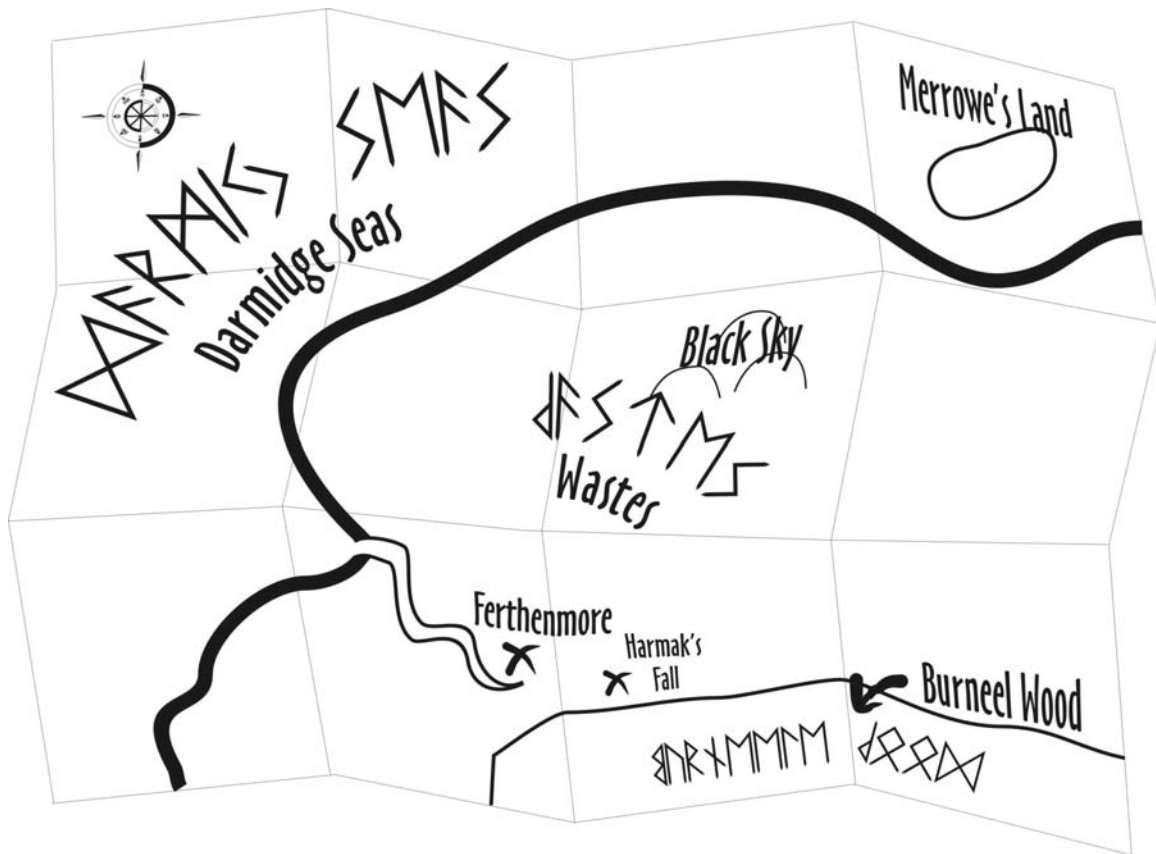
I charge you, my son, to find this human. Destroy him and any notes he may have taken regarding this land or me. His name is Jedibo Schnee, and my contacts tell me he is currently heading toward Greyhawk City in the humanoid-infested lands. Once you have rid us of him, his information, and anyone he may have shared his information with, come to the Black Barrens, above the Evergreen Forest and near the Warm Seas. Your dragon heritage will tell you where I lair. Together, we will rain fiery death upon our foes and fulfill our draconic destiny.

Don't ever forget that I am,

Your Matron,

Preethryma

Player Handout 2:
Jedibo's Map of the Land of Black Ice



Player Handout 3: Excerpts from the Journal of Jedibo Schnee

7 Planting CY 592

Past thru Duntreedin yesturday. Bout some warm clothes and suplys. Reelly cold heer. Herts. Going to skurt the northern edge of the Burneel Wood and mabee find animels to eet. Dout why I do this.

22 Reaping CY 592

Kobulds evereeware up heer. Sum are blue and black skined. Think sum saw me, but ignord me for sum reeson. Hurd them talking to humen about villege cald Ferthenmore. Must be geting close to Darmidge Seas.

3 Harvester CY 592

Found vilege. Very strang. No one wood take my gold, but tradded tindurtwegs and oil for fud. Hot watur makes land farmible heer. Stil cold but does not hert. Lots of strang creeters heer. Blue things. Man with to heds. Litle one talkd to me about dragoon profesee.

17 Ready'reat CY 592

Lejends tru. Darmidge Seas warm. Saw lots of fish. Saw larj blak fling creeter.

3 Fireseek CY 593

Larj creeter blak dragoon. Saw it many tims. Watcht it eet big white fury creeter. Scarry but awsum sit.

28 Coldeven CY 593

Bak in vilege. Haf to sta heer and get beter. Feling sik. Farm for mayer for fud.

22 Wealsun CY 593

Saw red dragoon wil farmeng. Aat hurd of cows. Roostd them with fir breath. Mayer sez red dragoon bad and shuld be kild. No one wiling to go kil it.

9 Sunsebb CY 593

Left vilege. Feling beter. See more kobulds. Going bak to Greyhawk. Lots to tel. This part of the dragoon profesee litl one wrot for me *[The following is written in a different hand than the rest of the journal, but still in Common.]*

*Within the land that Wicked cannot rule
Built on the pyre of the Serpent's crowning jewel
When peace does reign between the north and south
And ghostly foes do spout from Tenha's mouth
A scaly one shall rise up from the ice
To make the weaker races pay the price
For worshipping the ones who bound their sire.
The dame shall forge her whelp's power in fire
While angry drake does seek to make him heel.
For in that time will come beings of zeal
Who hold the key to halting Serpent's power
And finding means to quell the icy shower
Of Doom on all who rejoice in the Sun
Though they may be destroyed before they're done.
The strongest is the weakest at the time
Though moving ice protects him in his rime.
The dame though trapped is trapping all who come—
Her guards are likely ground beneath her thumb.
The master of them all just sits in wait
Expecting not to share the Serpent's fate.
A little one who dreams will point the way
For Dreams live in the realm of Serpent's sway.*

CHAPTER 2: “THE LAND OF BLACK ICE”

CHAPTER SUMMARY

The PCs leave Greyhawk City and travel toward the Land of Black Ice. Parties that attempt to teleport arrive at the edge of the Land of Black Ice, northeast of the Burneal Forest. The trek from the edge of the Land of Black Ice to the village of Farthenmoor is fraught with danger – both from the creatures living there and from the environment and terrain itself. The party also meets a caravan of kobolds taking goods to their village in the Burneal Forest. If they parley with the kobolds, the PCs can learn a bit more about the Land of Black Ice and the dragons that dwell there.

DM's Note: If the PCs take the most direct route to Farthenmoor, they enter the Land of Black Ice after passing through the Burneal Forest. This puts them roughly 60 miles from Farthenmoor when they enter the Land of Black Ice proper. The following encounters take place in the time it takes PCs to move that 60 miles through the harsh climate. Since the area is considered frozen tundra, the PCs are held to three-quarters movement. At a base speed of 20 feet and getting an appropriate amount of rest, that is 5 days of travel. Although the following encounters should be run in the order they are written, when they happen can be adjusted based on the actions of the PCs. The cold is something the PCs must deal with on a continuing basis, whereas the other three encounters are events. To retain an air of uncertainty, keep the PCs off guard about just when the events happen. For example, call for a marching order and watches at rest time well before running the encounters. Although you should keep the game flow moving, make the PCs understand the dangers of the cold and the land itself by reinforcing the information during play. Note that any attempt to teleport directly to Farthenmoor results in the PCs arriving at the edge of the Burneal Forest, where it meets the Land of Black Ice.

Encounter 1: The Cold

[**Summary:** The PCs travel from Greyhawk City to the Land of Black Ice. They must contend with environmental factors, including severe cold.]

Read or paraphrase the following, modifying as needed based on the players' choices and actions:

The weather has grown progressively cooler as you traveled from Greyhawk City northward toward your destination. First it was just a little chill in the

air at night, then it was a noticeable cold even during the day, and finally, as you passed the edge of the Burneal Forest and entered the legendary Land of Black Ice itself, the cold became painful. Other than the unnatural cold and the constant wind, the only thing breaking the monotony of the journey has been an occasional frozen corpse or animal carcass and the herds of blue-black caribou grazing on the nearly non-existent vegetation of the Land of Black Ice. Your arctic exploration gear and magical protections against the elements barely keep out the chill, and on a few occasions during your journey even they have not been enough. The terrain itself is little more than several layers of thick, rough, and uneven blue-black ice, occasionally surrendering its hold on the land to give way to frozen earth.

At this point ask the PCs for a marching order and start figuring if any of the PCs are taking damage from the cold, based on the rules outlined on page 6 of this module, under Important Judging Notes. Low-level PCs who are unprepared for the journey should be given the chance to return to the nearest civilized village and purchase arctic exploration gear (if they were foolish enough not to have done so in Greyhawk City).

Encounter 2: The Beasts

[**Summary:** As the PCs travel toward their destination, they are attacked by some hungry – and mutated – creatures from the Land of Black Ice.]

As the PCs trek forward toward their destination, one or more beasts native to this region charge them, looking for a freshly killed meal.

Read or paraphrase the following:

The endless fields of blue-black ice stretch in front of you as far as the eye can see. No precipitation blocks your sight, although the razor-sharp winds and flesh-numbing cold cause your eyes to water. In the distance you can see wandering herds of strange-blue black animals.

The flat and featureless terrain gives the PCs a chance to spot the advancing creatures. At 300 feet, give the PCs the opportunity to make a DC 10 Spot check to notice that the creatures are approaching in an attack posture; however, don't forget to apply the -1 penalty to the roll for every 10 feet between the PCs and the creature(s). Give the PCs another Spot check with the same DC at 200 feet, then at 100 feet, and finally at 50 feet. The creatures are magically attuned to their habitat, so they are aware of the presence of the PCs, although that magical sense does not allow them to automatically spot invisible, hiding, or otherwise obscured PCs. If the creatures get within 50 feet of the PCs without the PCs noticing their behavior, the PCs are surprised and

the creatures get to act in the surprise round. If the creatures are spotted earlier and are attacked by the PCs, the creatures charge the PCs with their most efficient form of locomotion.

Creatures

Creatures native to the Land of Black Ice have shown a tendency to suffer from mutations brought on by the magic of the land and the sway of the Serpent. One such mutation is the presence of a second head.

APL 2 (EL 3)

➤ **Two-Headed Wolf**; hp 30; see Appendix 1.

APL 4 (EL 4)

➤ **Two-Headed Bison**; hp 59; see Appendix 1.

APL 6 (EL 6)

➤ **Two-Headed Polar Bear**; hp 95; see Appendix 1.

APL 8 (EL 9)

➤ **Two-Headed Advanced Saber-Toothed Tiger**; hp 144; see Appendix 1.

APL 10 (EL 11)

➤ **Two-Headed Woolly Mammoth**; hp 216; see Appendix 1.

APL 12 (EL 12)

➤ **Two-Headed Roc (2)**; hp 250; see Appendix 1.

APL 14 (EL 15)

➤ **Advanced Two-Headed Roc (3)**; hp 287; see Appendix 1.

APL 16 (EL 18)

➤ **Advanced Two-Headed Roc (3)**; hp 400; see Appendix 1.

APL 18 (EL 20)

➤ **Advanced Two-Headed Roc (3)**; hp 551; see Appendix 1.

Tactics

All of the creatures are both hungry and intent on protecting their hunting grounds from intruders. They fight to the death and use only basic tactics that you would expect from a creature of animal intelligence.

ENCOUNTER 3: THE TERRAIN

[**Summary:** The PCs are forced to deal with some of the hazards inherent in the terrain of the Land of Black Ice.]

At some point during their travels, the PCs come across an area in the Land of Black Ice that is terribly dangerous due to a combination of the severe cold and underground gases (see Trap below). Have the PCs make a DC 16 Spot check. Anyone who succeeds notes a distinct lack of animal tracks or carcasses in the area, whereas they were more common before. This is the only clue that something in the area may be amiss. This information may prompt Search checks, which can find the dangerous areas. Survival checks are also applicable to find the hazard. If the Search and/or Survival checks succeed, the PC notices gas bubbles trapped in the ice that look unsafe. If the checks fail or the PCs ignore the bubbles and traverse the area regardless, the lead PC triggers the hazard, which affects anyone or anything within 15 feet of him.

Trap/Hazard

The cold of this land is so severe that pockets of certain volatile gases are frozen intact just under the surface of the ice. The slightest bit of warmth or movement can cause these gases to explode, sending jagged shards of ice flying in all directions. The PCs who spot the danger (using Search or Survival checks) can simply avoid the dangerous areas, so no Disable Device check is needed).

APL 2, 4 and 6:

➤ **Exploding Ice Trap**: CR 2; mechanical; location trigger; no reset; explosion of ice shards (2d6 damage); multiple targets within 15 feet; DC 15 Reflex save half damage; DC 20 Search or Survival check to find.

APL 8, 10, and 12:

➤ **Exploding Ice Trap**: CR 4; mechanical; location trigger; no reset; explosion of ice shards (6d6 damage); multiple targets within 15 feet; DC 22 Reflex save half damage; DC 28 Search or Survival check to find.

APL 14, 16, and 18:

➤ **Exploding Ice Trap**: CR 6; mechanical; location trigger; no reset; explosion of ice shards (10d6 damage); multiple targets within 15 feet; DC 29 Reflex save half damage; DC 36 Search or Survival check to find.

ENCOUNTER 4: THE NATIVES

[**Summary:** When the PCs arrive within a day's travel of the village of Farthenmoor, they come across a kobold trade caravan. None of the members of the caravan are combatants, and the PCs can

communicate with the kobolds to gain further knowledge of the area.]

Read or paraphrase the following:

The day is clear and wickedly cold. The low-sitting sun reflects brilliantly off the wind-polished black ice, making your eyes smart. You have found a trail, little more than a set of ruts in the ice, which leads in the direction of your destination. In the distance, through the glare, you make out a caravan. It appears to be roughly a dozen small carts being pulled by elk. The figures driving and riding the carts are unrecognizable at this distance, although you think they are smaller than humans.

The PCs can avoid the caravan if they wish. If the PCs do not hail or interact with the kobolds, the caravan passes by without a word. If the PCs approach the caravan or hail them as the caravan approaches, the kobolds respond peacefully. The kobolds in the caravan are non-combatants who have just been to Farthenmoor, trading timber and magic items from the Burneal Forest for standard supplies. The small carts are full of these supplies – other than some rations, there is nothing on the carts that would interest the PCs: oil, leather harnesses, shovels and picks, cloth, nails, etc.

If the PCs interact with the kobolds, read or paraphrase the following:

A kobold dressed in heavy furs raises his empty hands. He speaks in a high-pitched yapping voice [in Draconic]: “We are simple travelers going back to our village. We have no treasure and offer no threat. Will you allow us passage?”

If the PCs do not speak Draconic, the leader yaps a command, and a young female kobold runs up from one of the carts to translate into Common.

The kobolds do not give the name of the village where they are from, for they fear an attack by humans. The leader’s name is Galugli, and he is one of the elders of his village. The young kobold’s name is Rhuna. If engaged in conversation, the kobolds supply the following information if asked:

- Farthenmoor is just a half-day’s journey along this path.
- Farthenmoor is a peaceful place where creatures of all kinds can find respite and camaraderie in this hostile land.
- The kobolds generally only deal with the owner of the trading post: a human with two heads.
- A blue-skinned ogre keeps the peace in Farthenmoor.
- The kobolds have heard rumors about dragons lairing to the north of Farthenmoor, but they have never encountered them, and no one in the village is willing to talk about dragons.

Feel free to add any other general information about the village of Farthenmoor that these kobolds would be likely to know.

If the PCs detect evil on the kobolds, the leader does not radiate, although a few of the caravan members do radiate a faint evil. If the PCs attack the caravan, the kobolds attempt to flee and do not fight back. Slaughtering these innocent should be considered an evil act.

After this encounter, proceed to Chapter 3: The Village of Farthenmoor.

EXPERIENCE POINT SUMMARY

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

Encounter 1:

Defeat the two-headed beasts

APL 2	90 XP
APL 4	120 XP
APL 6	180 XP
APL 8	270 XP
APL 10	330 XP
APL 12	360 XP
APL 14	450 XP
APL 16	510 XP
APL 18	600 XP

Encounter 2:

Encounter the exploding ice

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP
APL 8	120 XP
APL 10	120 XP
APL 12	120 XP
APL 14	180 XP
APL 16	180 XP
APL 18	180 XP

CHAPTER 3: “THE VILLAGE OF FARTHENMOOR”

CHAPTER SUMMARY

The PCs arrive at the village of Farthenmoor. First, they encounter the strange gnome known to the locals as Silent Hreve. The ice-touched gnome prophesies and points the PCs in the right direction for their APL. After getting the information they need, the PCs can explore the village and meet some of the residents.

Judge's Note: No combat should take place in the village. If the PCs are causing trouble, most of the NPCs just stay out of their way. The ice-touched ogre mage known as Sheriff Lohjoh takes care of any trouble. As a lawful paladin of Murlynd, he attempts first to quell the dispute with words and understanding before resorting to physical violence. As everyone in the village at this point is peaceful, any problems in the village will most likely be instigated by the NPCs, and the judge should consider killing anyone in the village an evil act.

ENCOUNTER 1: SILENT HREVE

The PCs, having traversed the harsh terrain of the Land of Black Ice, finally arrive at Farthenmoor. They are currently a mile from the rumored village of Farthenmoor, using a map they have received from their employer to guide them (Player Handout 2). The village is built over a set of hot springs, making the land habitable and even capable of sustaining some hardy plant and animal life within a small area. The town is very much like one out of the early American West: lawless, wild, and not for the faint-of-heart.

Your cold-weather outfits and magical protections against the elements barely keep out the chill, and on a few occasions during your journey even they have not been enough. Shaking off frostbite and hypothermia, your destination rests in the distance. The blue-black ice of this dreadful land has finally given way to soil, and in the center of the thawed area sits a small village. Roughly two-dozen buildings comprise this village, and the air here is noticeable warmer – maybe even above the freezing point.

The PCs are 400 yards outside the village at this point. No matter how they enter the village or what they do, the first person they encounter *has to be*

Silent Hreve. Move him around the village if needed, and as a last resort have him march out to meet the PCs.

As the PCs enter town, they first encounter an old gnome sitting outside a building in the midst of the village. The villagers call him Silent Hreve, and he is quite insane – touched by madness but given the gift of prescience – as if under the influence of a *true seeing* spell. He speaks to the PCs, pointing them in the right direction based on the APL they are playing. He is also ice-touched, and the PCs may learn more about that condition by interacting with him.

The streets of the village are empty, save for one small figure huddled in a blanket outside a small wooden hut. The figure raises its head, lifting a small gnarled hand and beckoning you.

Remember that Hreve is under the effects of a continual *true seeing* spell. He is also ice-touched. He can see through magical disguises, detect invisible creatures, etc. You can tailor what he says to make it clear to the PCs that the gnome is seeing through their spells. When the PCs speak with Hreve, continue with the following:

The small figure sitting on the ground is a gnome. He is obviously quite old, and his skin is bright blue. His long and unkempt beard is also blue. He looks up at you, or maybe just past you, with eyes as black as a frigid, starless night. “I know you. All of you. Your coming is foretold. My dreams never lie. This land may not often reveal the truth, but it never lies. The Serpent never lies.”

What he says next depends on the APL of the party:

APL 2-APL 6 (Low Tier)

“Your task is the most important, and the outcome most dire. You seek the child, but in some ways the child is the strongest. The child is the one who poses the biggest threat. The Serpent already speaks to the child. You must confer with Miss Kittay at the Bathhouse.” The gnome raises a weary arm and points to a three-story wooden structure at the far end of the village.

Continue with Encounter 2 after the PCs leave Silent Hreve.

APL 8-APL 12 (Mid Tier)

“The Red Lady grows more powerful and gains more followers. If she finds the child, it means our fiery doom. You are the only ones who can challenge her and foil her plans. You must speak to Mayor Rhertrök immediately.” Raising a weary arm, the gnome points to a one-story stone building in the center of town.


Continue with Encounter 3 after the PCs leave Silent Hreve.

APL 14-APL 18 (High Tier)

"The great blue-black wyrm terrorizes all who live in this blessed and forsaken area. The Serpent has made him strong, but he must not be allowed to remain. His power and wealth are vast. Destroy him, heroes. Slim the barkeep can tell you how to find the wyrm." Raising a weary arm, the gnome points to a two-story wooden structure across the wide village street.

Continue with Encounter 4 after the PCs leave Silent Hreve.

Silent Hreve, after giving this information, lives up to his moniker and remains completely silent. He answers no questions and reveals nothing else. Spells cast on him are absorbed. (See the Ice-Touched template in the appendices for further details.)

 **Silent Hreve:** Male Ice-Touched Gnome Com16; hp 64.

ENCOUNTER 2: MISS KITTAY

DM's Note: Miss Kittay only talks about the dragons with PCs at APL 2-6. She is hospitable to other PCs who might seek her out, but she only offers her services and does not try to recruit them to capture the young white dragon.

Miss Kittay owns the Bathhouse. She is an elven female weretiger who was one of the first creatures to set up shop here, having been driven out of the Vesve Forest because of her affliction. She is also a spy for the red dragon Preethryma. The red dragon has promised Miss Kittay great power and prestige in the coming dragon empire, and all Miss Kittay has to do is keep an eye on the happenings in the village and send back reports. Miss Kittay believes (rightfully) that if she can get the PCs to capture the young white dragon at the center of the power struggle, the red dragon might reward her even more. With that in mind, she sends the PCs after the white dragon on her behalf – but only those PCs playing APL 2-APL 6.

If the PCs approach and enter the Bathhouse in a normal manner, read or paraphrase the following text. If they approach in a different way, adjust the text as needed:

The Bathhouse is the only three-story building in the village. It is in fairly good upkeep despite some needed repairs, and it is even painted. In the main sitting chamber stands a creature of stunning beauty. Her features are elven, but she is nearly six feet tall. Her muscular yet slender physique is

displayed by the skin-tight black bodysuit she wears. Around her run and prance white monkeys. When she sees you, she bows gracefully in welcome. Her voice is almost a purr. "Welcome to Farthenmoor, travelers. You must be extremely motivated by something to come all this way. Would any of you be interested in a warm bath and perhaps some food?"

At APL 2-APL 6 only, Miss Kittay quickly starts planning on how she can get the PCs to do her bidding. She bides her time, however. She would rather have them mention it first so as not to look too eager. When the discussion finally does get around to the dragons, Miss Kittay tries to make it sound like the PCs' idea.

"Well, you certainly are an ambitious bunch. I like that. It so happens I know a little bit about a young dragon in the area. A white one, to be precise. Its presence here has caused a bit of turmoil. The old wyrm who lives to the north has been a bit agitated about it, and no one around here sleeps very soundly when he is agitated. I've got a proposition for such enterprising folks as you. Bring that little dragon back to me alive, and I'll make it worth your while to the tune of 200 gold pieces each. And even those little drakes like to hoard treasure, so you can keep anything you find. Surely that wouldn't be much of a problem for you brave souls, who came all this way through a most inhospitable land. I have a good idea where the little creature is lairing – a traveler who came through a few months back claimed to see it entering.

It is important, however, that you capture the creature and not kill it. Such a creature captured alive could be a great benefit to the town. Also, when you do capture it, do not bring it into the village. The other people here would probably panic and cause no end of problems. Just come get me once you have the beast captured, and I will meet you outside of the village at a safe distance.

Miss Kittay's high Bluff skill (+21 Bluff) should be enough to convince the PCs she speaks the truth. There are no overt lies in her words – she simply doesn't include the information about her association with the red dragon.

Miss Kittay can also supply the PCs with the following information:


The white dragon's lair is in a cave just a day (8 hours travel on foot) to the north of the village. She can give landmarks describing the exact location.

Some creatures, drawn to the dragon's power, certainly guard it. Kobolds are not uncommon in the area.

This land has a tendency to attract strange creatures – outcasts from other more normal areas. The magic of the land itself can warp creatures, like

Do'Say the trading post owner, who has two heads but is not an ettin.

Do'Say can supply the PCs with any equipment they might need for the expedition, including nets and ropes and blunt arrows/bolts for ensnaring or subduing the beast without killing it.

•  **Miss Kittay:** Female Elf Were-Tiger Ench10; hp 95; see Appendix 1.

ENCOUNTER 3: I FOUGHT THE LAW

The Mayor, an ice-touched bugbear named Rhertrok, only speaks about the dragons with PCs at APL 8-12. He still interacts with the PCs, but he does not try to recruit PCs unless they are playing at APL 8- APL 12. Rhertrok was cast out of one of the local tribes for trying to usurp power from the chieftain. He found his way to this area and solidified his base of power by enlisting the assistance of an ogre mage as his partner. The Mayor is in cahoots with Aggeborealus, keeping the great wyrm apprised of local events and offering payments of fealty. He has been tasked by the great wyrm to send someone to vanquish his mate Preethryma before she can foil his plans and steal his son.

If the PCs approach and enter the Mayor's office in a normal manner, read or paraphrase the following text. If they approach in a different way, adjust the text as needed:

The only stone building in the village sits before you. The heavy wooden door opens and out walks a bugbear dressed in fine clothes. Seeing your group, he stops and stares for a moment. [Dramatic pause.] Then a huge grin appears on his face and he roars a welcome. "AH! Travelers! Welcome to Farthenmoor! What brings you to our humble village?"

Rhertrok the bugbear is the consummate politician. He only has his own best interests in mind, even though he plays the part of the worried patriarch of the village. To his credit, he has kept the peace in the village by placating Aggeborealus, quickly eliminating threats to the stability of the town, and being kind to those who live there. He makes small talk and tries to size up the abilities of the PCs. At APL 8-APL 12, he waits for the PCs to mention the red dragon before offering money to hunt her.

"As you may know, the village has survived here for many years. We've overcome many threats – I even killed a rampaging wooly mammoth myself. But I'm worried about that red dragon. It has been coming closer and closer to the village. One farmer lost an entire herd of elk to it just last month. We need someone to drive it away. We've got some money saved up in the village's coffers that could go as a fee

for a group of dragon hunters. Interested? I think 500 gold pieces each is a fair price."

Rhertrok can also supply the PCs with the following information:

The red dragon's lair is in a cavern just three day's travel on foot to the northwest of the village. It is near what is most likely an active volcano beneath what is known as Shining Mountain. It is a peak that is covered with wind-polished ice, causing the south-facing slope to glow brightly in the weak sunlight to the south. He can give landmarks describing the exact location.

Some creatures, drawn to the dragon's power, certainly guard it. Kobolds are not uncommon in the area.

This land has a tendency to attract strange creatures – outcasts from other more normal areas. The magic of the land itself can warp creatures, like Do'Say the trading post owner, who has two heads but is not an ettin.

Do'Say can supply the PCs with any equipment they might need for the expedition. The PCs would be wise to rope themselves together during the trek, as the blinding snow squalls and disguised crevasses can utterly destroy a hapless band of wanderers. If asked about the other two dragons, Rhertrok admits that they are around, but they leave the village alone. The red, however, is a threat that must be dealt with.

•  **Mayor Rhertrok:** Male Ice-Touched Bugbear Ftr4/Rog10; hp 115; see Appendix 1.

Encounter 4: Give Me Ale in a Dirty Glass

The Barkeep, a young athach who goes by the moniker Slim, only speaks about the location of the blue-black dragon Aggeborealus with PCs at APL 14-18. Otherwise he just plays the part of the amiable bartender.

Slim works for the mayor, who owns the saloon. Slim realizes that the old dragon must have an incredible amount of wealth in his lair, and he offers to tell the PCs where the great wyrm lairs for a small part of the profits. He is the only one who knows exactly where the wyrm can be found, having spied the lair when he was younger. He knows the Mayor would not approve of him sending a group of adventurers after the dragon, so he is very discreet.

A sign on the two-story wooden structure says "Last Breath Saloon." The building is not particularly attractive, but it appears to be sturdy. From inside you hear the sound of loud talking and perhaps the strumming of a stringed instrument.

If the PCs enter the saloon, describe the scene:

Over a score of patrons inhabit the saloon. Included in their ranks are a human so pale it's hard to imagine he could be alive, a beardless dwarf arm wrestling a powerfully built, blue-black-skinned kobold, a blue-black skinned female human at least a foot taller than anyone else in the saloon but terribly thin, a halfling whose face and bald head are covered with strange markings, and a goblin picking a tune on a weird variety of lute with a round body and long neck. Behind the bar stands a creature that must weigh at least 700 pounds. With two hands he cleans a large ale tankard, and with a third hand sprouting from the arm in the middle of his chest he wipes the bar.

The third hand drops the cloth and waves as you enter. The noise then stops. All the patrons turn to stare at you, and a whispered voice in the back says, "They'll let any old freak in here, won't they?" The crowd laughs in unison and they go back to their various activities.

Give the PCs a chance to react if they wish. None of the saloon patrons can tell the PCs anything of particular interest. They are all misfits who have been unable to find a life anywhere else, so they have come here to make a life farming, mining the rare veins of blue-black gold, seeking artifacts buried beneath the ice, or doing whatever else they can to survive.

When the PCs finally do approach the bar, Slim the athach barkeep speaks to them. Remember that he only mentions the lair of the great blue-black wyrm to PCs playing the high tier of APL 14-18.

"Can I get you strangers a drink or a bite to eat? I'm the barkeep here. Name's Slim." He holds out his third hand to shake while he pours ale with the other two. A vile green ichor trips off his fangs as he grins at you.

Slim makes small talk with the PCs if they are interested. If the PCs make any mention of dragons, Slim gives them a long and thoughtful glance. If they are less than APL 14, he denies knowledge of the dragons. At APL 14+ he whispers to them:

"You folks dragon hunters?"

If the PCs respond in the positive:

Slim looks around to make sure no one else is listening. He leans close. "The great wyrm has more treasure than you can even imagine. Seen it myself. Well, some of it. I was doing some exploring around the Wastes before I settled down here – the Wastes are about three days' travel northeast of here. Saw this huge form flying through the sky, carrying a tarp. The tarp slipped and fell to the ground, and out of it came gold and platinum and gems like I've

never seen before. Dozens of kobolds came around to pick it up and carry it into this cave in the ice, and the dragon flew off." Slim pauses. "I can tell you where that cave is. All I ask is a small part of the treasure."

Slim can offer some other interesting information to appropriate PCs:

The great wyrm is a strange blue-black color. No one has ever seen what sort of breath the dragon has and lived to tell the tale.

The dragon leaves the village alone, probably for his own reasons. The mayor does his best to dissuade adventurers from hunting the wyrm, fearing reprisals against the village if the wyrm sees it as a staging area for raids against him.

Some creatures, drawn to the dragon's power, certainly guard it. Kobolds are not uncommon in the area.

This land has a tendency to attract strange creatures—outcasts from other more normal areas. The magic of the land itself can warp creatures, like Do'Say the trading post owner, who has two heads but is not an ettin.

Do'Say can supply the PCs with any equipment they might need for the expedition.

☛ **Slim:** Young Male Athach; hp 147; see Appendix 1.

ENCOUNTER 5: TWO HEADS ARE NOT BETTER THAN ONE

The General Store Keeper is a two-headed human of mixed heritage named Do'Say. He was born in the village to a farming couple. The mother died in childbirth (for obvious reasons) and the father died of grief not long thereafter. The villagers pitched in to raise him, and now he has used his strong business sense to open and maintain a thriving trading post. He has contacts from all over the Flanaess, who come to trade their goods for the rare items found only in this strange and harsh land.

The Trading Post is a good-sized building, crammed full of a variety of goods. The right half the store is immaculate and neatly organized, with tidy shelves and bins holding items. The left half of the store is clean but breathtakingly disorganized, with unruly stacks of goods teetering precariously everywhere. Behind a counter in the rear center of the store is a human, completely average in appearance except for his second head. The head on your left is slumped forward with closed eyes, while the right head stares down at a ledger.

If the PCs enter and draw his attention, continue:

The head to your right looks up, and the man carefully places the quill he was using into a silver holder. It says in a voice much louder than it needs to be to make itself heard, "WELCOME TO THE TRADING POST! How can I help you!?" With that, the other head startles awake, wiping a bit of drool from its chin.

The no-longer-sleeping head looks at you, then scowls and looks over at the right head. "You did that on purpose!"

The right head continues to look straight at you, but says in a stage whisper through the side of his mouth, "If you would get to bed at a normal hour, this wouldn't happen."

If this is a timed event, role-play only as much as the PCs are willing. If the PCs ask for a certain item, the right head knows exactly where it is on his neatly organized half of the store. If the item is on the side managed by the left head, he knows generally where the item is, but he has to search for a minute to find it. The right head is the organized, rational, and pragmatic head. The left head is the schemer and dreamer who is relied upon for imaginative ventures. Do'Say has the following items of interest in stock:

- 3 wands of cure lights wounds: 750 gp each
- 20 potions of cure light wounds: 50 gp each
- 10 potions of cure moderate wounds: 300 gp each
- 12 potions of endure elements: 50 gp each
- 4 Pair of boots of the winterlands: 2500 gp each
- 4 potions of resist energy (cold 10): 300 gp each
- 2 Cold-Resistant Nets: 30 gp each
- 4 50 ft. Lengths of Cold-Resistant Rope: 20 gp each
- 100 Blunt Arrows and 100 Blunt Bolts: 10 gp/20 arrows or bolts (These do non-lethal damage only.)
- 4 sets of Ice-Climbing Crampons: 50 gp per set (These attach to hands and feet and give a +10 circumstance bonus to Climb checks on icy surfaces. Wearing them and trying to move normally cuts movement in half.)
- He also has *Player's Handbook* normal weapons of standard shapes and sizes, plus standard equipment (anything that can be purchased normally in LIVING GREYHAWK minus the magical or masterwork quality items).
Do'Say can offer the PCs some further information:
 - He suggests getting a good night of rest at the Saloon or Miss Kittay's before attempting the trek to the lair.
 - At least once each month some group of adventurers buys equipment and heads out on some foolhardy mission. Do'Say pays some local villagers to follow the adventurer's tracks a couple days later. Usually they find the adventurer's dead, retrieve the equipment, and return it to Do'Say. He makes a handsome profit on this "equipment rental."

He doesn't have any opinions on anything happening in town. Opinions are bad for business. He refuses to comment on the dragons at all.

Silent Hreve is a strange one. Never speaks except to prophesy, and he has never been wrong as far as anyone knows.

Do'Say: Male Two-Headed Human Exp6; hp 59; see Appendix 1.

Chapter 4: “Capture the White” Low Tier (APL 2-6)

SPECIAL NOTES: Unless noted, none of these areas have light. Review page 164 of the *Player's Handbook* on Vision and Light.

Once the PCs have entered the lair of the young white dragon and his keepers, they have *only one* opportunity to rest and regain spells. If the PCs attempt to rest a second time, they are attacked by an ice paraelemental once each hour (as per Frosty from Encounter 4). If the PCs pass the Ice Fortress (Encounter 3) and then leave the lair, they find the lair empty upon their return, although the darkmantles are still occupying their home (Encounter 5).

ENCOUNTER 1: MEPHITS...BLESS YOU (AREA 3, MAIN MAP)

The trip from the village of Farthenmoor to the lair/prison of the white dragon takes 8 hours. As long as the PCs are magically protected from the elements or are wearing polar exploration gear, they need not fear damage from the elements. See the Important DM Notes section on page 6 for further details on cold damage and arctic exploration gear.

The PCs find the entrance to the caverns right where Miss Kittay said it would be. Upon entering the tunnel to the caverns, read the following description, assuming the PCs have some way of seeing in the dark:

Although it's possible that this cursed land couldn't get any colder, the air in this cavern is decidedly lower in temperature. If your breath wasn't taken away by the frigid conditions, the sight that lies before you certainly might: a cavern of stalagmites and stalactites glistening with ice. The entire scene appears like the gaping maw of some fantastic frost creature. An exit from the cavern lies on the far side.

This cavern is a lair to an ice mephit or two, charged by Aggeborealus to guard his progeny. They hide among the stalactites on the ceiling, 30 feet up near the ceiling and 20 feet in from the cavern opening. This cavern has shadowy light from the opening to the outside. When entering, have the characters roll a Spot check against the creature's Hide check(s) to see if anyone notices them. Any character not making the Spot check is surprised.

If anyone enters the cavern with stealth and goes unnoticed by the creature(s), they are able to hear conversation coming from the ceiling. (At APL 2, the lone mephit is bored and talking to himself to

pass the time.) Feel free to make up different voices to alert the players of either 1 or 2 opponents.

“Dang brat tried to break out again the other night. Good thing Frosty was there to keep 'im in line. I wouldn't want to be the one to tell his Papa if he got loose!”

APL 2 (EL 3)

➤ **Ice Mephit**; hp 15; see *Monster Manual*.

APL 4 (EL5)

➤ **Ice Mephit (2)**; hp 15; see *Monster Manual*.

APL 6 (EL 7)

➤ **Half-White Dragon Ice Mephits (2)**; hp 19; see Appendix 2.

Tactics

As the ice mephits are hiding behind stalactites, they have cover – adjust their ACs and Reflex saves accordingly. The mephits do not close until they have used all of their ranged attacks. First use *chill metal* on any metal-armored characters, and then use *magic missile* on the character that has done the most damage with ranged attacks or has the appearance of a spellcaster. At APL 6, however, begin combat with the dragon breath weapon attacks.

When all ranged attacks have been exhausted, the mephits at APL 2 and APL 4 close within 10 feet of the PC(s) that appear the most damaged and use its mephit breath weapon. This continues until the monster is defeated. At APL 6, the mephits begin to use their flyby attacks after using up any ranged attacks.

Around the floor of the cavern are several stalagmites that the party could conceivably use for cover. Refer to the map for their location within the cave area. As this area is covered in ice, PCs need to make Balance checks against DC 15 to run or charge (see Important DMNotes on page 6).

ENCOUNTER 2: A BOY AND HIS DOG (AREA 4, MAIN MAP)

The tunnel in which this encounter takes place is approximately 50 feet long and only 10 feet high. There are no stalactites or stalagmites anywhere within the passage. The leader of the kobold forces guarding the baby dragon is currently patrolling this section of the caves. His name is Sharpclaw Stormbender, a druid accompanied by his animal companion. The party is alerted to his presence if they make a DC 25 Listen check (or a DC 15 Listen check if they defeated the mephits without being heard [see below]).

As you round the corner, you find a tunnel heading south. Further down the tunnel are two creatures: a

small humanoid form sitting atop a four-legged beast.

APL 2 (EL 4)

➤ **Sharpclaw Stormbender:** Kobold Druid 4; hp 23; see Appendix 2

➤ **Wolf companion;** hp 28; see Appendix 2

APL 4 (EL 6)

➤ **Sharpclaw Stormbender:** Kobold Druid 6; hp 33; see Appendix 2

➤ **Wolverine companion;** hp 42; see Appendix 2

APL 6 (EL 8)

➤ **Sharpclaw Stormbender:** Kobold Druid 8; hp 43; see Appendix 2

➤ **Dire Wolverine companion;** hp 51; see Appendix 2

Tactics

Sharpclaw is making his rounds in Area 4 during the battle with the mephits in Encounter 1. Before the party enters Area 4, roll a DC 10 Listen check for Sharpclaw (assuming the PCs make normal battle noises during the encounter with the mephits). If Sharpclaw is aware of the PCs, he positions himself at the far end of the tunnel and has 3 rounds to prepare before the party enters this area. He usually precasts his *bear's endurance* and *barkskin* spells, sharing them with his companion (granting both of them +8 hp, +2 to Fortitude saves, and +2 to their natural armor) as well as casting *magic fang* on his companion at APL 2. If Sharpclaw is not aware of the party, he is halfway up the tunnel when the party enters this section and attempts to reach the end of the tunnel as soon as possible to buff and put space between himself and the PCs. Regardless of where Sharpclaw is positioned, there are no tracks. Sharpclaw has *trackless step* and has cast *pass without trace* on his companion. Sharpclaw has a shutter lantern available to allow his companion to see, but he shuts it so as to not alert the PCs.

At APL 2, Sharpclaw rides his animal companion as a knight would his warhorse. His first free action is to command his companion to defend (a bonus trick) and then he casts *produce flame* at the first PC he sees. Next, he attempts to cast *flaming sphere*. That allows him to control the sphere and still throw flames while his mount moves.

At APL 4, Sharpclaw is much more of an up-front fighter than at APL 2. He casts the general version of *greater magic fang* on himself and his animal companion before going on patrol so that all of their natural weapons have a +1 enhancement (already included in stats in Appendix 2). He also enjoys casting *produce flame* while wildshaped so that his natural attacks do an extra 1d6+5 fire damage. Sharpclaw tends to wildshape into a boar

and go into combat alongside his companion. See Wild Shape (Su) in Sharpclaw's stat block for more information on his stats while wildshaped.

At APL 6, Sharpclaw is much more of an up-front fighter. He also casts the general version of *greater magic fang* on himself and his animal companion so that all of their natural weapons have a +1 enhancement (already included in the stats in Appendix 2). As soon as he sees the party enter the tunnel, he will cast *spike stones* to impede their progress and then hit them with *ice storm* and *flame strike*. He also enjoys casting *produce flame* while wildshaped so that his natural attacks do an extra 1d6+5 of fire damage. Sharpclaw tends to wildshape into a polar bear and go into combat alongside his companion. See Wild Shape (Su) in Sharpclaw's stat block for more information on his stats while wildshaped. He is usually able to have Lorenshek (see Encounter 3) cast *mage armor* on both himself and his animal companion using scrolls before battle (requires 4 rounds after battle in area 2 is heard).

At all APLs, Sharpclaw should be at the southern end of the tunnel within 2 rounds at most unless dispatched immediately. When he casts *flaming sphere*, he starts it in front of Area 5 to alert the rest of the kobolds of an impending attack and then direct it against the PCs. Any PC in position to see this tactic gets a DC 10 Spot check to notice that he purposely summoned the flaming sphere near Area 5 first before moving it.

Treasure

After defeating Sharpclaw, the party finds a key among his other possessions, which unlocks the gate to the pen in Area 9. Sharpclaw gives no information if captured alive.

APL 2: L: 50 gp; C: 0 gp; M: *potion of cure light wounds* (4 gp per character), *small dragoncraft hide armor* (263 gp per character), *small dragonfang shortspear* (50 gp per character)

APL 4: L: 0 gp; C: 0 gp; M: *potion of cure moderate wounds* (25 gp per character), +1 *light wooden shield* (96 gp per character), +1 *small dragoncraft breastplate* (613 gp per character), +1 *small dragonfang shortspear* (217 gp per character), +1 *small sling* (192 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: *potion of cure moderate wounds* (25 gp per character), +2 *light wooden shield* (359 gp per character), +1 *small dragoncraft breastplate* (613 gp per character), +1 *small dragonfang shortspear* (217 gp per character), +1 *small sling* (192 gp per character), *periapt of wisdom* +2 (333 gp per character)

ENCOUNTER 3: REMEMBER THE ALAMO (AREA 5, MAIN MAP)

This encounter occurs in Area 5, which is a cavern approximately 60 feet wide by 70 feet long. The two main features are the ice fortress that houses the kobolds and the frozen stream “trap” that lies in front of the fortress. The ice on the floor here requires Balance checks to run or charge. See DM Aid 2: Detailed Map of the Alamo at the end of this chapter for a visual layout of the ice fortress.

A layer of ice covers the floor of this large cavern. Ahead of you is a bewildering sight: a fortification made completely out of blue-black ice! A 10-foot tall wall of ice with two 20-foot tall guardhouses on either end blocks any further progress into the cavern beyond. The guardhouses have arrow slits in them. In the center, a wooden gate is the only visible means of entrance.

If Sharpclaw in Encounter 2 successfully warned the rest of the kobolds, they are prepared for the party. At APL 4 or 6, the wizard Lorenshek has a snow owl familiar nesting in the walls above the cavern entrance (Spot DC 29 to see), which also warns his master of the party's approach.

As soon as the party comes into view of the fortress, they come under fire from the kobolds inside.

APL 2 (EL 3)

☞ **Ice Touched Kobold War1** (7); hp 6; see Appendix 2

APL 4 (EL 6)

☞ **Ice Touched Kobold Ftr1** (5); hp 11; see Appendix 2

☞ **Lorenshek, Ice Touched Kobold Evoker1**; hp 7; see Appendix 2

APL 6 (EL 7)

☞ **Ice Touched Kobold Ftr2** (5); hp 18; see Appendix 2

☞ **Lorenshek, Ice Touched Kobold Evoker3**; hp 16; see Appendix 2

Between the party and the fortress is a 5-foot wide stream that has been covered over by a thin layer of ice. Only at the point marked on DM Aid 2 is there a bridge under the ice where the characters can safely cross. Attempting to pass over the stream at any other point causes the PC to fall through the ice and into the stream. When anyone in the party comes within 10 feet of the stream, have that character make a DC 12 + APL Spot or Survival check to notice the stream. Obviously Jump checks can be used to clear the stream.

☞ **Frozen Stream Trap**: CR 1; natural; location trigger; no reset; immersion (1d6, nonlethal cold); DC 10 + APL Reflex save avoids; Search/Spot DC 12 + APL; Disable Device n/a; PCs weighing under 50 lb. do not activate this trap.

If the party approaches the stream while under fire from the kobolds, assign a -2 circumstance penalty to the Spot check to notice the stream. Running/charging characters get a -6 penalty. If any characters fall into the stream, the kobold crossbowman concentrate their fire on the submerged PC. A submerged PC has cover while in the stream, but they lose their Dexterity bonus to AC. If a PC should go unconscious while in the stream, there is a 50% chance each round that they are dragged under the ice and pulled downstream. If the PC is not recovered within 3 rounds of this happening, the PC is lost.

The next major challenge is storming the fort while coming under fire from the kobolds. The only place that a PC cannot be targeted is directly in front of the gate and the square to either side. The kobolds are firing from arrow slits as described in DM Aid 2, which provides them with cover at APL 2 and improved cover (+8 to AC, +4 to Reflex saves and Improved Evasion) at APL 4 or 6.

At this point, there are many things the party could do. If the party has flying capability, they may try to go over top the fortification and attack from the other side. The cavern is 40 feet high so this is possible, but notice on DM Aid 2 that there are arrow slits on all sides of the towers. The PCs may attempt to cover the arrow slits by something like a *web* spell or tanglefoot bag. Allow a *web* spell to cover an entire wall of a tower and a tanglefoot bag covers a single arrow slit. Use your best judgment for other means to cover arrow slits, but try to reward PC creativity.

The PCs may also attempt to breach the walls of the tower to get at the kobolds. The ice that makes up the walls is 20 inches thick and has hardness of 10 and 60 hp per 10-foot square section. Refer to the description of the *wall of ice* spell for reference, with the exception that the PCs take no damage from passing through a breached section of wall.

Finally, the party can attempt to lift/break the gate, which then grants them access to the doors to each of the towers. At APL 4 or 6, the kobold evoker has access to *color spray* and positions himself at the arrow slit in door to the left tower when a PC reaches the gate and attempts to open it. The evoker moves to the door of his tower and readies an action to cast *color spray* when the party moves beyond the gate. The gate must be lifted up, so the party gains no cover advantage from it.

Refer to pages 61-62 of the *Dungeon Master's Guide* for information on the gate and the doors. The gate is considered a wooden portcullis, and the towers have simple wooden doors. The gate and the

doors are barred with a weak wooden beam instead of locked, so set a Break DC of 18.

If the party attempts to send a rogue or two sneaking over the wall, they must succeed on a DC 30 Climb check. Remember that even though there is no illumination in the chamber, the kobolds all have darkvision, so PCs attempting to hide have no extra advantage.

Tactics

At APL 2, there are no spellcasters, so simply position the kobolds at arrow slits to provide the best advantage for firing. Once the PCs have made it to the gate, make sure to have one kobold at each door with readied actions to fire upon the party as they enter the gate. Depending on the situation, you may even decide to put 2 kobolds at each door. One kobold can fire as the party enters the gate and then step aside for another kobold to step in and fire.

At APL 4 or 6, each kobold fighter has one *screaming bolt* (*Dungeon Master's Guide*, page 227). Have only one kobold fire this magic bolt each round, attempting to catch as many PCs within the area of the fear effect. The *screaming bolts* can be used to affect PCs attempting to open the gate even if you cannot target a particular character. Firing one of these bolts near them still puts them within the fear effect. As for Lorenshek, the kobold evoker at APL 4 or 6, he should cast *mage armor* and *shield* off his scrolls if he is aware of the party's approach. At APL 6, use up the *scorching rays* before switching over to *magic missile*.

If the party captures any one of the kobolds, it is possible to gather some information from him with a successful Intimidate check. Remember that a medium-sized PC gets a +4 bonus against small creatures. If a prisoner is successfully intimidated, the party can gain the following information if they speak Draconic:

- The dragon, Aquilomortis, has attempted to escape his imprisonment on several occasions. As a result, his father has placed a special guard outside his pen.
- The kobolds call this guardian "Frosty," and he appears to be a living being of ice and snow. After "Frosty" was placed on duty, that area of the cavern became much colder.
- If asked specifics about the dragon, a general description of the size and age and the fact that the dragon can walk/climb on ice is given. The kobolds have no idea about any other special abilities.
- If asked anything about the layout of the rest of the cavern, the prisoner mentions the fissure and something about a "steam room" but cannot elaborate further as they do not venture into those areas because of "Frosty."

Treasure

APL 2: L: 30 gp; C: 0 gp; M: 0 gp

APL 4: L: 149 gp; C: 0 gp; M: 5 *screaming bolts* (111 gp per character), *Lorenshek's spellbook I* (42 gp per character), *scroll of mage armor* (2 gp per character), *scroll of shield* (2 gp per character)

APL 6: L: 186 gp; C: 0 gp; M: 5 *screaming bolts* (111 gp per character), *Lorenshek's spellbook II* (50 gp per character), 3 *scrolls of mage armor* (6 gp per character), *scroll of shield* (2 gp per character), 5 *small white dragonfang spears* (250 gp per character)

ENCOUNTER 4: NONE SHALL PASS (AREA 7, MAIN MAP)

The approach to this encounter requires the party to pass over a crack or fissure in the cavern. The presence of the fissure is not intended to present any challenge to the party. It is actually intended for use only in the higher APL adventures, so crossing the fissure is automatic and does not hamper normal movement. If the party wants to investigate the fissure, tell them that it is impossible to enter the fissure.

A tunnel at the far end of the cavern leads deeper into the mountain. Ahead, a crack has formed in the floor of the passage, the result of an earthquake or some other catastrophic event perhaps. Beyond the fissure the tunnel comes to a "T", continuing off to the left and right.

"Frosty" is waiting for the party in the area to the left of the junction.

APL 2 (EL 4)

➤ **Advanced Medium Ice Paraelemental**; hp 40; see Appendix 2

APL 4 (EL 5)

➤ **Large Ice Paraelemental**; hp 64; see Appendix 2

APL 6 (EL 6)

➤ **Advanced Large Ice Paraelemental**; hp 96; see Appendix 2

Tactics

The cavern where the paraelemental is waiting is 15 feet by 15 feet. At APL 2, the monster is waiting at the bottom right corner. At APLs 4 and 6, it is positioned to cover the opening. As soon as any character crosses the fissure, the *chill metal* ability of the creature starts to take effect if they are within 10 feet. "Frosty" keeps this effect running for the entire combat, so make sure to keep track of damage dealt to the PCs each round if they have metal-hafted weapons or metal armor.

Any character on the far side of the fissure gets the following description:

Ahead of you appears a most fantastic creature. It looks like someone took shards of broken glass and shaped it into the form of a man, except the creature is composed entirely of blue/black ice. The chill from the beast is pronounced. A voice that sounds like a combination of the chiming of bells and the whipping wind of a snowstorm begins to fill your ears.

If any PC is able to speak or understand Auran, the creature keeps repeating the same phrase: "None Shall Pass." "Frosty" attacks any creature that crosses over the fissure, but he does not pursue the PCs beyond the fissure should they decide to retreat. If the PCs retreat to the other side of the fissure, he returns to his position near the gate to the dragon's den, as his only concern is to prevent the dragon from escaping or allowing intruders to free the dragon.

ENCOUNTER 5: TAKE A STEAM (AREA 8, MAIN MAP)

This encounter takes place in Area 8. The party may decide to explore this area before attempting to confront the dragon, or they may choose to investigate this area later. If so, you may have to proceed to Encounter 6 and then return to this encounter later.

This cavern is approximately 35 feet square and the roof is 30 feet high. Roughly in the center is a fissure where extremely warm air is escaping – basically a thermal vent. This causes the entire area to fill with fog, creating the effects exactly like that of an *obscuring mist* spell, except that it is non-magical in origin.

The cave in front of you is shrouded in fog. The temperature is decidedly more comfortable, but the inability to see through the mist certainly is not.

Obviously, the room does not detect as magic if the party checks. Any PC with Knowledge (nature) or Survival can determine that this is natural fog with a DC 10 check. The lower temperature emanating from the paraelemental combined with the warm air is creating this effect.

Waiting inside the cave is a pair or more of darkmantles. The mist does not hamper the creatures due to their Blindsight ability. They lie in wait directly above the opening to this area. Consider them to have total concealment unless a PC is within 5 feet of them. As soon as the party, or even a single character, enters the cave, one of the darkmantles casts *darkness* just behind its target and

the other(s) attempt to grab a PC. In the next round of combat, the remaining darkmantle(s) also attempts to grab a PC. Any darkmantle that misses its initial grab attempt continues to try to engulf a PC in subsequent rounds.

Describe to any PC engulfed by a darkmantle that they seem to have had a blanket thrown over the top of them and are being choked. Do not allow any PC so grappled to converse with any other player. Because of the already poor visibility within the *darkness* spell, no character can see what has happened, but if the *darkness* is dispelled they see what is attacking if they are within 5 feet.

APL 2 (EL 2)

➤ **Darkmantle (2);** hp 7; see *Monster Manual*

APL 4 (EL 4)

➤ **Advanced Darkmantle (2HD) (2);** hp 14; see Appendix 2

APL 6 (EL 6)

➤ **Advanced Darkmantle (3HD) (3);** hp 21; see Appendix 2

The party may try to use a fire-based spell to clear the fog in the chamber. Use the procedure in the description of the *obscuring mist* spell to resolve this. It is also possible that during combat, one of the players may stumble across the heat vent. If the PC completely covers the vent, it takes only 2 rounds for the fog to dissipate and the cold air to re-fill the chamber.

The EL of this encounter has been increased by 1 to take into account the advantage given to the darkmantles by the fog.

ENCOUNTER 6: SIX HEROES AND A BABY (AREA 9, MAIN MAP)

Having dispatched the guardian, the party can now attempt to capture Aquilomortis. The key found on the druid in Encounter 2 opens the lock on the gate to Area 9. If the PCs don't have the key, it is a strong wooden door with an average lock requiring a DC 25 Open Lock check to unlock.

In front of you is an imposing solid wood gate that has been reinforced with iron bands. It is 10 feet tall by 10 feet wide and is both barred and locked on this side.

After the party makes preparations and unlocks/opens the gate, what they see depends on the APL and whether the dragon is aware of their presence. Unless the party has cast *silence* on the

door, the dragon can make a DC 15 Listen check to hear the battle outside the gate. If the PCs need to hack down or break down the door, the dragon knows they are there. If the dragon is unaware, he is positioned at the far end of the cavern. If the dragon is aware of the PCs, he uses his *icewalking* ability to position himself above the gate on the wall. At APL 6, however, there is an added twist. At this APL, the dragon has the *fog cloud* ability (3/day). He uses this ability twice to cover the majority of the cavern in fog and save the last use should the effect be dispelled. So, at APL 2 and 4, the party can see into the cavern when they open the gate. At APL 6, the PCs may be confronted with fog.

For APL 2 or 4 (or APL 6 if the dragon is not aware of the party) describe the following, assuming the use of darkvision or a light source:

Extending before you is a hole of inky darkness. You can see neither the far end of the cavern nor the ceiling. The walls are thickly coated in ice. A quiet like that before a storm fills the space beyond.

For APL 6, use this description if the dragon is aware of the party's approach:

Upon opening the gate to the dragon's lair, you are confronted with yet another obstacle. The cavern before you is completely covered in fog. The quiet of a graveyard presents itself from the swirling mists ahead. The edges of the opening are thickly coated in ice.

APL 2 (EL 3)

➤ Aquilomortis, Very Young White Dragon; hp 45; see Appendix 2

APL 4 (EL 4)

➤ Aquilomortis, Young White Dragon; hp 76; see Appendix 2

APL 6 (EL 6)

➤ Aquilomortis, Juvenile White Dragon; hp 102; see Appendix 2

Tactics

As soon as a PC enters the cavern, have Aquilomortis roll a Spot check against the dragon's Hide check (unless the party is APL 6 and is entering the *fog cloud*). If the dragon is spotted and the party reacts to him, he breathes immediately – otherwise he waits to get the maximum number of PCs in the area of his breath. When breathing from above onto the cavern floor, the dragon's breath affects a radius rather than a cone. At APL 2, the radius is 20-feet. At APL 4 & 6, the radius is 30-feet (and 45-feet at APL 6 if using his Enlarge Breath feat). After breathing on the party, the dragon then flies to the other end of cavern and lands on the wall about 30 feet up.

The tactics of the dragon are to do strafing runs using his Flyby Attack feat. In the rounds he cannot

breathe, he uses his bite attack, which has been enhanced with the Improved Natural Attack feat. The DC of his breath has also been increased by the Ability Focus feat.

The cavern is roughly 45 feet wide by 80 feet long. The ceiling of the cave is 60 feet high. The walls and ceiling are all coated in ice, but the cavern floor is relatively ice-free so that movement is not hampered. There is still no illumination in the room, as the dragon has no need for it considering his darkvision 120 ft., low-light vision and blindsense.

The dragon continues fly back and forth from wall to wall until he is finally subdued. If the party is not having any success with ranged attacks, you can have the dragon land on the cavern floor occasionally to give the party the opportunity to close for a melee attack. Under no circumstances, however, should you have the dragon stay grounded and go toe to toe with the party. The dragon's advantage is his mobility and his ability to stay away from combat.

One of the obvious tactics that the characters may employ is either thrown nets or tanglefoot bags. If ensnared by either of these items, the dragon takes an attack at its first opportunity to destroy the item and then move. If the first attack fails to hit or does not succeed in destroying the net/bag, then continue with a full attacks to try to free it and then move on its next turn.

The young dragon's ultimate goal, however, is simply escape. If the PCs leave the door open, the dragon attempts to escape, flying out of the room and then out of the lair as fast as it can. Once gone, it does not return. The PCs get its treasure, but they never catch it.

Treasure

Once the party has dealt with the dragon, a successful Search check against DC 15 + APL discovers a niche at the back of the cave covered in ice. Once cleared, the party finds the dragon's treasure that was given to it by its father in an attempt to appease him in his captivity.

APL 2: L: 0 gp; C: 100 gp; M: *white dragonhide mantle* (317 gp per character), *boots of the winterlands* (208 gp per character)

APL 4: L: 0 gp; C: 100 gp; M: *white dragonhide mantle* (317 gp per character), *boots of the winterlands* (208 gp per character), *masterwork dragonbone composite longbow* (42 gp per character), *potion of resist energy (cold)* – caster level 11 (92 gp per character)

APL 6: L: 0 gp; C: 100 gp; M: *white dragonhide mantle* (317 gp per character), *boots of the winterlands* (208 gp per character), *+1 dragonbone composite longbow* (208 gp per character), *potion of resist energy (cold)* – caster level 11 (92 gp per character), *glove of storing* (833 gp per character), *ring of minor cold resistance* (1500 gp per character),

wand of magic missile – caster level 7 (438 gp per character)

CONCLUSION: REWARDS

If the party takes some reasonable precautions to keep the dragon bound and/or subdued, they have no trouble returning to town with their captive.

Trussed up like the proverbial Feastday turkey, your draconian captive is relatively docile on the trip back to town. The cold of your body is warmed by the thoughts of the adventure you survived and the riches you have gained.

If the PCs follow Miss Kittay's instructions, she and two helpers come to meet them outside the town and take possession of the subdued beast, giving them their promised reward. If they foolishly enter town with the baby white, the villagers berate them for bringing doom to the village, for now the dragon's father surely comes to find his progeny. Miss Kittay still gives them their reward, as long as they do not tell anyone she is the one who hired the PCs. If they tell, she gives them nothing and the villagers subdue the PCs, retrieve the baby white, and banish the PCs from the village.

Treasure

APL 2: L: 0 gp; C: 200 gp; M: 0 gp

APL 4: L: 0 gp; C: 200 gp; M: 0 gp

APL 6: L: 0 gp; C: 200 gp; M: 0 gp

EXPERIENCE POINT SUMMARY

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

Encounter 1:

Defeat the mephits

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Encounter 2:

Defeat the kobold druid & companion

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Encounter 3:

Encounter the stream trap

APL 2	30 XP
APL 4	30 XP
APL 6	30 XP

Defeat the kobold defenders at the ice fort

APL 2	90 XP
APL 4	180 XP
APL 6	210 XP

Encounter 4:

Defeat the ice paraelemental

APL 2	120 XP
APL 4	150 XP
APL 6	180 XP

Encounter 5:

Defeat the darkmantles

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP

Encounter 6:

Capture the dragon alive

APL 2	90 XP
APL 4	120 XP
APL 6	180 XP

or

Kill the dragon

APL 2	45 XP
APL 4	60 XP
APL 6	90 XP

Roleplaying Experience:

APL 2	135 XP
APL 4	195 XP
APL 6	270 XP

Total Possible Experience:

APL 2	675 XP
APL 4	1,010 XP
APL 6	1,350 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that feature 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 the 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 bodies, 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 character's total value increase at the end of the adventure. Write the total in the GP Gained field of the adventure record. Because this is a Core Special scenario, characters may not spend additional time units to practice professions or create items after the adventure.

L = Looted gear from enemy.

C = Coin, Gems, Jewelry, and other valuables

M = Magic Items (sell value)

Encounter 2:

APL 2: L: 50 gp; C: 0 gp; M: *potion of cure light wounds* (4 gp per character), *small dragoncraft hide armor* (263 gp per character), *small dragonfang shortspear* (50 gp per character)

APL 4: L: 0 gp; C: 0 gp; M: *potion of cure moderate wounds* (25 gp per character), +1 *light wooden shield* (96 gp per character), +1 *small dragoncraft breastplate* (613 gp per character), +1 *small dragonfang shortspear* (217 gp per character), +1 *small sling* (192 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: *potion of cure moderate wounds* (25 gp per character), +2 *light wooden shield* (359 gp per character), +1 *small dragoncraft breastplate* (613 gp per character), +1 *small dragonfang shortspear* (217 gp per character), +1 *small sling* (192 gp per character), *peripat of wisdom* +2 (333 gp per character)

Encounter 3:

APL 2: L: 30 gp; C: 0 gp; M: 0 gp

APL 4: L: 149 gp; C: 0 gp; M: 5 *screaming bolts* (111 gp per character), *Lorenshek's spellbook I* (42 gp per character), *scroll of mage armor* (2 gp per character), *scroll of shield* (2 gp per character)

APL 6: L: 186 gp; C: 0 gp; M: 5 *screaming bolts* (111 gp per character), *Lorenshek's spellbook II* (50 gp per character), 3 *scrolls of mage armor* (6 gp per character), *scroll of shield* (2 gp per character), 5 *small white dragonfang spears* (250 gp per character)

Encounter 6:

APL 2: L: 0 gp; C: 500 gp; M: *white dragonhide mantle* (317 gp per character), *boots of the winterlands* (208 gp per character)

APL 4: L: 0 gp; C: 900 gp; M: *white dragonhide mantle* (317 gp per character), *boots of the winterlands* (208 gp per character), *masterwork dragonbone composite longbow* (42 gp per character), *potion of resist energy (cold)* – caster level 11 (92 gp per character)

APL 6: L: 0 gp; C: 100 gp; M: *white dragonhide mantle* (317 gp per character), *boots of the winterlands* (208 gp per character), +1 *dragonbone composite longbow* (208 gp per character), *potion of resist energy (cold)* – caster level 11 (92 gp per character), *glove of storing* (833 gp per character), *ring of minor cold resistance* (1500 gp per character), *wand of magic missile* – caster level 7 (438 gp per character)

Conclusion:

APL 2: L: 0 gp; C: 200 gp; M: 0 gp

APL 4: L: 0 gp; C: 200 gp; M: 0 gp

APL 6: L: 0 gp; C: 200 gp; M: 0 gp

Total Possible Treasure:

APL 2: 675 gp

APL 4: 975 gp

APL 6: 1,350 gp

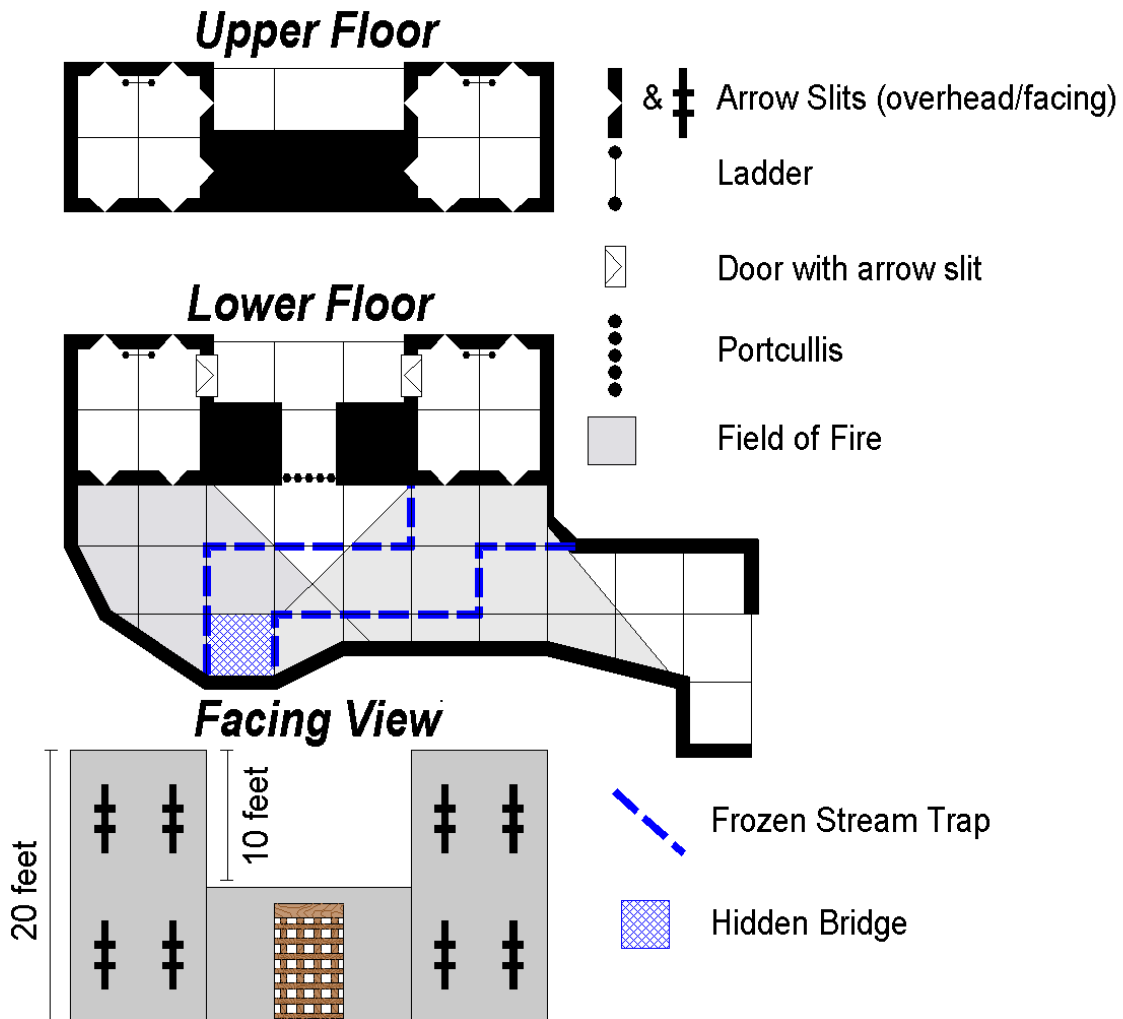
Special:

❧ **Chilled to the Bone:** For the next three adventure rounds played by this character, the PC will have cold resistance 3, as the magic of the Land of Black Ice has gotten under the PC's skin.

❧ **Cold-Resistant Net:** As per a normal *Player's Handbook* net, but the net takes no damage from cold. Price: 30 gp.

❧ **Cold-Resistant Rope:** As per normal *Player's Handbook* silk rope, but the rope takes no damage from cold. Price: 20 gp

DM Aid 2: Detailed Map of the Alamo



CHAPTER 5:

“VANQUISH THE RED”

MID TIER (APL 8-12)

SPECIAL NOTES: Unless noted, none of the areas within the caverns have light. Review page 164 of the *Player's Handbook* on Vision and Light.

Once the PCs have entered the lair of the red dragon and the other inhabitants, they have only one opportunity to rest and regain spells. If the PCs attempt to rest a second time, frost giants and winter wolves attack once each hour (as per Encounter 3). If the PCs leave the lair after defeating the frost giants in Encounter 3, they find the red dragon has fled, although the beholders (or gauths) and the werebear priestess are still there.

ENCOUNTER 1: STICKS AND STONES (OR, ICE AND ARROWS)

(AREA 1, MAIN MAP)

The trip from the village of Farthenmoor to the lair of the red dragon takes 3 days on foot. As long as the PCs are magically protected from the elements or wearing cold-weather gear, they need not fear damage from the elements. See the Important DM Notes section on page 6 for further details on cold damage and cold-weather gear or on parties that attempt to fly.

The party finds the entrance to the caverns right where the Mayor said it would be. As the PCs get within a mile of the entrance, read or paraphrase the following:

The directions given by Mayor Rhetrok lead out of the relative comfort of Farthenmoor and into the tumultuous, wind swept, northern reaches of this land covered with blue-black ice. After three days of arduous travel, the valley leading to the Shining Mountain offers at least a little respite from the constant, brutal wind. Ahead to the north, less than an hour away, is a blue-black mountain of ice that glaringly reflects the radiance of the southerly sun. The glare makes it difficult to look at the mountain for more than a brief moment, but there is a tunnel entrance at its base.

Once the PCs have found the mountain and moved closer, they can see the layout of the area better.

From 60 feet away, you can see the opening to the cavern is 10 feet wide and slopes down sharply into darkness. Snow and ice cover the ground between

you and the narrow opening, and the low southern sun reflects harshly off the mountainside.

Every round that a PC looks directly at any part of the mountain higher than the tunnel opening, she must make a DC 10 + APL Fortitude save or be dazzled for 3 rounds. A dazzled character looking into the glare and failing a similar save while dazzled becomes blinded for 2d6 rounds.

Tracks of various sorts (Tracking/Survival DC 5 + APL) lead into and out of this valley and toward the tunnel, but due to the snowing and blowing it is impossible to tell more than the sizes of the prints, which vary from small to huge.

In well-hidden and shadowed holes carved into the mountainside, camouflaged kobold archers watch the PCs from each of two ledges 15 feet above and 10 feet to either side of the cave entrance. At a distance of 60 feet away or less, PCs looking up the face of the mountain and succeeding at their Fortitude save have the following Spot check DCs to see a kobold: APL 8, DC 33; APL 10, DC 35; APL 12, DC 37.

The ledges themselves can easily be seen by anyone in a glance. Due to small chips and scratches on the mountainside, someone searching must beat the following DCs to tell that something often climbs up to or down (cannot tell which way) the ledges: This requires a DC Search check, the DC of which is dependant on the APL of the party. APL 8, DC 18; APL 10, DC 20; APL 12, DC 22.

Twenty feet in front of the entrance, buried in snow, is the kobold's pet cold-element cryohydra. It likes to sleep a lot, only waking when the kobolds feed it or when it is taken hunting. It awakens when someone walks over it, or when the kobolds shoot an arrow into the snow above it. It leaves a 10-foot by 10-foot and 5-foot deep depression in the snow after waking and moving. PCs might be able to use this hole to their tactical advantage to gain cover from the hydra or the sniping of the kobolds on the ledges.

APL 8 (EL 11)

➤ Elite Six-Headed Cold Element Cryohydra; hp 78; see Appendix 3

➤ Kobold Archers Ftr3/Rog3/Order of the Bow Initiate1 (2); hp 49; see Appendix 3

APL 10 (EL13)

➤ Elite Eight-Headed Cold Element Cryohydra; hp 104; see Appendix 3

➤ Kobold Archers Ftr3/Rog3/Order of the Bow Initiate3 (2); hp 65; see Appendix 3

APL 12 (EL 15)

➤ Elite Ten-Headed Cold Element Cryohydra; hp 130; see Appendix 3

➤ **Kobold Archers Ftr3/Rog3/Order of the Bow Initiate5 (2); hp 79; see Appendix 3**

Tactics

The kobolds remain hidden and prefer to attack when the PCs are engaged with the hydra or if the PCs find and attack one of them first. They also try to attack when the PCs who are within 30 feet of them in order to use their ranged precision ability while sniping (see page 76, *Player's Handbook*).

It is a move action for the hydra to unbury itself from the snow, so even if it gets a surprise round, it can only stand up. The hydra's breath weapon may overwhelm a party; this hydra can only breathe once every 4 rounds. In the case where it is decimating the party, give them a break and concentrate on melee attacks.

If the PCs move to the cave entrance while combat with the archers and the hydra is still happening, they may trigger the trap in Encounter 2. If captured, the kobolds (Yip and Yap) believe Preethryma to be the mother of the prophesized dragon lord who is destined to restore reptilian kind to their proper station on Oerth – ruling over the inferior mammal folk. They also believe she is a white dragon. They are loyal and do not betray her in any way.

If the PCs continue into the cavern without defeating the kobolds and their pet, the creatures follow the PCs and harass them during other battles, avoiding the traps along the way.

Treasure

APL 8: L: 270 gp; C: 0 gp; M: *+1 shock composite longbows (3) (2100 gp per character); +2 white dragoncraft hide armors (3) (2541 gp per character)*

APL 10: L: 15 gp; C: 0 gp; M: *+1 shocking burst composite longbows (2) (3067 gp per character); +2 white dragoncraft hide armors (2) (1694 gp per character); eyes of the eagle (2) (417 gp per character)*

APL 12: L: 15 gp; C: 0 gp; M: *+1 shocking burst composite longbows (2) (3067 gp per character); +2 white dragoncraft hide armors (2) (1694 gp per character); eyes of the eagle (2) (417 gp per character)*

ENCOUNTER 2: SLIP SLIDING AWAY (AREA 2, MAIN MAP)

When one or more PCs approach the entrance of the tunnel, read the following:

Several ice stalactites hang down over the entrance to the tunnel, some reaching right down to the ground to form columns barring entrance. Peering past them, you can see the tunnel floor is extremely icy and slopes steeply down into the dark cavern beyond.

A DC 25 Spot check, or a DC 10 + APL Search check, reveals that one of the ice columns barring the way is really an ice-covered rope. PCs must break the columns to enter the tunnel, but breaking the ice-covered rope springs the avalanche trap.

➤ **Avalanche Trap:** CR 3/4/5; mechanical; touch trigger; manual reset; DC 10+APL Reflex save avoids (1d6 × ½ APL bludgeoning damage + buried); Search DC 10 + APL; Disable Device DC 10 + APL.

The trap only affects PCs within 10 feet of the entrance (outside only). Those who make their Reflex save must state whether they are moving into or away from the entrance. The avalanche blocks the entrance.

Buried creatures are helpless and must hold their breath or start to suffocate (see page 304 of the *Dungeon Master's Guide* about Suffocation). Each buried creature can be excavated in 2d6 character rounds of digging by unburied creatures. If more than one creature is buried, diggers must decide whom they are trying to save before they start digging, but rescuing one person automatically cuts the time to rescue the others in half.

A hole large enough for a medium-sized creature to pass through may be cleared in 20 rounds if 6 creatures work at it. Add 10 rounds for every creature less than 6 that is digging, or subtract 3 rounds for every additional creature digging. You may also allow alter this based on the size of the creature digging. A fireball or lightning bolt or other area of effect heat spell clears one 5-foot square for each 10 points of damage done.

When the PCs have dealt with all of the action outside the entrance and cleared away the ice stalactite and columns (or maybe while they are in the process of dealing with them!), read the description of the tunnel entrance itself:

A fifteen foot tall, ten foot wide, twenty foot long ice tunnel slopes sharply down to the cracked and eroded stone floor of a very large chamber.

The icy floor beyond the entrance slopes steeply down for twenty feet into Area 3. It is severely slippery and for every round spent in the tunnel requires a DC 17 Balance check to move at half speed, or a DC 13 Balance check to stand still and avoid falling and sliding into Area 2. If they fail the check, they take no damage but slide into the larger chamber and are prone. PCs in the tunnel can avoid the sliding PCs while the others slide by. Using a rope allows the PCs to move down the tunnel at full speed with no check, but they must have both hands free (on the rope) to do so.

ENCOUNTER 3: COLDER THAN A WITCH'S... HEART (AREA 3, MAIN MAP)

If any loud battle takes place at the mouth of the tunnel or in the immediate area beyond, the creatures in Area 3 hear it with a DC 5 Listen check. If the PCs manage to defeat the snipers, hydra, and avalanche trap quietly, the giants here are relaxed and can be surprised, but they are still on duty and alert. No matter what, the kobold from Area 3 runs for Preethryma at the first sign of trouble and does not engage the PCs.

Icy stalagmites sprout from the cracked and eroded floor, but a clear ten-foot wide path leads through the center of this area. A deep blue light comes from the ice wall to the south, providing illumination equal to a moonlit night. And as impossible as it seems after crossing leagues of the Land of Black Ice, the air is even more frigid in this cavern.

Frost giant(s), ice-touched winter wolves, and a single young ice-touched kobold guard this area. It is also trapped with brown mold. The kobold is by the north entrance and runs out that entrance at the first sign of anything suspicious to warn Preethryma.

APL 8 (EL 11)

- Frost Giant; hp 140; see *Monster Manual*
- Ice-Touched Winter Wolf (2); hp 51; see Appendix 3

APL 10 (EL 13)

- Frost Giant (2); hp 140; see *Monster Manual*
- Ice-Touched Winter Wolf (4); hp 51; see Appendix 3

APL 12 (EL 15)

- Frost Giant Rgr2 (2); hp 195; see Appendix 3
- Advanced Ice-Touched Winter Wolf (4); hp 78; see Appendix 3

Tactics

At APL 8, the giant tries to spend 2 rounds throwing rocks from the cover of a stalagmite (+4 to AC, +2 to Reflex saves) 40 feet from the entrance, and then close to engage in melee. The giant fights moderately intelligently, using his feats. He is not exceptionally intelligent though and can be duped by clever PC actions. His winter wolves breathe while he throws rocks, and then they melee.

At APL 10, one giant tries to spend 2 rounds throwing rocks from the cover of a stalagmite (+4 to AC, +2 to Reflex saves) 40 feet from the entrance, and then he closes to engage in melee. The other is hiding to the east of the tunnel where the PCs enter,

swatting PCs (perhaps prone) who enter any of the squares he threatens. The giants fight moderately intelligently, offering flanking and using their feats. They are not exceptionally intelligent though and can be duped by clever PC actions. The wolves breathe as much as possible, engaging in melee when they can't.

At APL 12, two giants try to spend 2 rounds throwing rocks from the cover of a stalagmite (+4 to AC, +2 to Reflex saves) 40 feet from the entrance, and then close to engage in melee. The wolves are stationed to the east and west of the tunnel where the PCs enter, attacking PCs (perhaps prone) who enter any of the squares they threaten. The giants fight moderately intelligently, offering flanking and using their feats. They are not exceptionally intelligent though and can be duped by clever PC actions. The winter wolves breathe while the giants throw rocks, and then they melee. If captured, the giants (Grunt and Groan) give the following information:

"The White Dragon Preethryma offered us a reward of great wealth and weapons, if she succeeded in reclaiming her kidnapped son." (They think she is a white dragon, but she is, of course, a red.)

"We were not to be part of the search team, but were only to guard this desolate cave complex."

"We have never been farther into the caves." (This is untrue.)

Successful Diplomacy or Intimidate or a *charm monster* or similar spell convinces a giant to admit: "I snuck through the stalactite-filled tunnel, over the frozen creek and into the ancient fortress, which is the entrance of the great treasure room [Area 5], but thought it better to not enter. The treasure looked mostly like diamonds, but there were weapons and armor too, the kind she promised me (us). Why steal what is soon yours?"

The kobold is a non-combatant with only 4 hps who would rather die than talk. The brown mold knows nothing!

Some barrels of freeze-dried meats are stacked in the northeast corner, and several bearskins are scattered about the cave. A Search check (DC 12) also finds: a whetstone, a 50 ft. coil of silk rope, a small steel mirror and a set of masterwork thieves' tools.

Treasure

APL 8: L: 58 gp; C: 0 gp; M: 0 gp

APL 10: L: 115gp; C: 0 gp; M: 0 gp

APL 12: L: 0 gp; C: 0 gp; M: +1 large heavy picks (2) (386 gp per character); +1 large chain shirts (2) (225 gp per character)

Trap

What look like cracks in the floor are actually strips of brown mold Preethryma had the giants scatter about the area.

If no great source of heat is brought into this area, each PC has only a 5% chance after any movement through this room of winding up within 5 feet of a patch of active brown mold and taking 3d6 nonlethal cold damage. If one *fireball*, *flame strike*, or other large source of heat goes off in the room, the mold becomes active to cover a larger area, and the chance to be within 5 feet of some brown mold increases to 50%. If two such spells go off in the room, the chance increases to 100%. A cold spell can make the brown mold dormant again.

ENCOUNTER 4: LONG TIME, NO SEE (AREA 4, MAIN MAP)

There is no light source in the long curving passageway of Area 4.

This long curving tunnel [height varies from 15-feet to 45-feet] is completely dark. The many stalactites hanging from the ceiling and natural pillars along the walls give it an eerie shadowy look. A relatively clear 10-foot wide path proceeds down its twisting center.

In the center of this passageway, the creature(s) are hiding in a recess in the ceiling that is shaped like a “7”. As the PCs move through the passage, give them DC 22 Spot checks. A successful check reveals the 10-foot radius hole in the ceiling but does not reveal the presence of the creature(s), as they are also back in a recess in the upward-pointing tunnel. However, just noticing the hole is enough to thwart any chance of a surprise round.

If no Spot check succeeds, the monster(s) hidden at the 40-foot mark float down to a 15-foot height and attack the rear of the party on the round it believes all of the PCs have passed. Just before this attack occurs, the PCs see the statue of a kobold posed running away from them (toward Area 5).

Around a corner, 15 feet ahead, is an unmoving, blue-black kobold posed as if running toward the west.

The kobold – who was running to warn Preethryma – was either paralyzed at APL 8 or petrified at APL 10 and 12. He holds a key (to the ice fortress) in his hand. As the PCs investigate the paralyzed/petrified kobold, the monsters fly down from their hidey-hole and attack. Only if the earlier Spot check was successful or if a character specifically states to be looking back is there no surprise for the creatures.

APL 8 (EL 10)

➤ Gauths (4); hp 48; see *Monster Manual*

APL 10 (EL 13)

➤ Beholder; hp 99; see *Monster Manual*

APL 12 (EL 15)

➤ Beholders (2); hp 99; see *Monster Manual*

Tactics

Remember the creatures can all stay 15 feet above the floor when attacking, so Medium PCs need reach weapons to enter normal melee.

At APL 8, the gauths spread out and hit PCs with ray and gaze attacks without grouping themselves to be in range of area of effects spells or cleaving PCs.

At APL 10, the beholder floats down behind the PC and fires off a *finger of death* ray at the most heavily armored PC in the surprise round. After that it does what it needs to do to first win, and then win in a way that leaves him some food.

At APL 12, the beholders float down behind the PC and fire off a *finger of death* ray at the two most heavily armored PC in the surprise round. After that they do what they need to do to first win, and then win in a way that leaves them some food.

If a gauth or beholder is somehow captured, they know nothing and care nothing about anything the PCs ask about. “We (I) were (was) just looking for a new home and a decent meal in this gods-forsaken land!”

ENCOUNTER 5: ON THIN ICE (AREA 5, MAIN MAP)

The tunnel leads to a huge cavern containing the remains of an ancient fortress. A 25-foot tall fortress with a heavy iron portcullis bars passage. A dark blue light filters past the portcullis from the other side.

There are no traps or immediate threats here, but let the PCs search if they ask, and do nothing to make them think otherwise. The portcullis is locked. The key is accessible on the paralyzed kobold in Area 4 at APL 8, unless the party captured him in Area 3 or cast *stone to flesh* or the like upon him at APL 10 or 12. An Open Locks check (DC 12 + APL) unlocks the portcullis or a Strength check of 25 (5 if unlocked first) lifts it. It can be broken down with a with a Strength check of 28 and it has 60 hit points with a hardness of 10. PCs could also fly or make DC 20 Climb checks to get over the wall of the gatehouse.

Beyond the fortress, this cavern, roughly 60 feet by 60 feet and 45 feet tall, opens out. The walls and floor are stone, but the ceiling is letting a dark blue light (equal to moonlight) in, leading you to believe

it may be formed out of ice. In the northeast corner sits a massive throne that is covered with gems (mostly diamonds), jewelry, weapons and armor. There aren't any living creatures in this chamber.

The floor of this room and the treasure on the far side are *permanent image* illusions. Preethryma forced an illusionist to cast before she had him for dinner. The floor is actually a thin sheet of ice over a 20-foot deep, extremely frigid underground river. The ice is strong enough to support one PC, but as soon as a second PC steps onto it, both are dumped into the frigid water, and only those within 5 feet of the fortress get a Reflex save to jump back to solid ground. Remember that you must interact with the illusion in some way (throw something at it, walk on it, etc.) to get the Will save.

➤ **Illusion/Thin Ice Trap:** CR 2; natural; location trigger; no reset; DC 21 Will save for disbelief of floor; DC 15 + APL Reflex save to avoid submersion; (1d6 nonlethal cold damage per round in water); Search/Spot n/a; Disable Device DC n/a. As the PCs pull each other out of the icy water or see the room for what it really is, a large were-polar bear aggressively swims toward the PCs (and toward the most heavily armored submerged PC if anyone is in the water). This is Mocra'hurrae, a Were-Polar Bear Cleric of Telchur, who is trying to help, but her intentions may be misunderstood.

If the PCs avoid the trap, she swims from her underwater cave entrance and breaks through the ice as far from the PCs as possible, crawling onto the ice and changing into human form if not attacked.

If Mocra'hurrae is attacked, she backs off in either form. As a bear she points to the PC she is trying to help, to herself and then the surface. She then tries to help a second time. In human form she says, "I mean you no harm."

If she is attacked a second time, she flees as best she can in bear form down the river, not to be seen again. The PCs may get lucky and find their way to the dragon's lair, but most likely the adventure is over for them here. Preethryma becomes suspicious and paranoid when the kobolds don't send their daily report in an hour or so. She believes the great white wyrm Aggeborealus, her mate and enemy, has found her lair, and she flees the region until allies locate her son.

If not attacked, Mocra'hurrae finishes helping PCs out of the water until all are safe or dead. She then changes to human form (if she was not already in human form) and says in Common with a Baklunish accent:

"I am Mocra'hurrae, priestess of Telchur [Knowledge: Religion check (DC 20) reveals he is a lesser god of winter]. Would you answer a riddle, that I might know that I can trust you? What must one give away, before it can be kept?"

If the PCs answer "your word" or "a promise" or something similar, she continues:

"Then you will understand, that in order to live here, I gave my word not to harm the dragon or any of her followers, allies, or her son in any way, and to help all who come here seeking my god's healing power." She smiles slyly when she says the word "all" and continues, "I will not break my word."

Mocra'hurrae performs whatever healing she can on the party if they ask, and she is willing to share the following, but only if asked:

"I came here from Perrenland ten years ago after I was afflicted and my friends no longer trusted me."

"The dragon (she does not know its name) took over the caves 2 years ago."

"The dragon appears to be white, but the water hisses with steam when she enters it."

"I cannot tell you where the dragon lairs, but my cave opens under the water – many caves do. Warm water flows from one such cave that heads north. It is just down the river east from here."

"The dragon claims to be the mother of the next greatest power on Oerth."

"A kobold passes through here each day, then a short time later he goes back to the southern caves. I think he reports to the dragon. He has not reported to her yet today."

Mocra'hurrae can also cast *water breathing* or other spells for the party so long as the spells don't directly harm the dragon or any of her followers. She can even cast *raise dead*, if the PCs are willing to pay for the components.

ENCOUNTER 6: HEAT WAVE (PREETHRYMA'S LAIR, MAPS 1 AND 2)

The PCs must swim from Area 5 and find the warm underground current that leads to the red dragon's volcanic lair. The map of the lair is not included on the main map, but you can find it at the end of this chapter as *Preethryma's Lair, Map 1 and 2*. The volcanic cavern is well lit by the red light of the magma lake. It is possible to cast spells underwater with a DC 10 + spell level Concentration check due to the flowing water.

Swim rules are on page 84 of the *Player's Handbook*. PCs may take 10 or may choose to walk on the bottom at one-quarter speed as a full round action, but they may not move if they do anything else. The water in the main river is calm, requiring a DC 10 Swim check by the PCs to move forward.

Entering the frigid, water-filled 30-foot diameter tunnel and swimming east 120 feet downstream leads to a place where the water flow is warmer, coming from a cave in the north wall of the riverbed.

Remember that the frigid water deals 1d6 points of non-lethal cold damage per round during this first 120 feet in the water to anyone not protected from the cold. Once the warm tributary is entered, the damage stops. At the juncture of the intersection between the cold-water river and the warm tributary leading to the volcano lair, Preethryma has cast an *alarm* spell (mental ping) that alerts her to intruders.

The tunnel for this warm tributary is smaller [20-foot radius] but is also water-filled, and the current is stronger, impeding your progress. Krill and strange dark blue fish team in this warmer water and algae grows on the tunnel walls.

The water in the tributary is rough requiring a DC 15 Swim check from all swimmers to progress due to the stronger current. After another 60 feet of underwater travel the roof of the tunnel rises up into an air-filled cave. Another tunnel enters the tributary from the north, but this one is dry and angles upward out of the water. The air here is unpleasantly warm, and as the PCs leave the water the temperature rises rapidly, the heat becomes painful. Unprotected PCs take 1d3 points of non-lethal heat damage per round while in this active volcanic chamber.

Beyond the cave is an ash- and cinder-covered ledge bordering a lake of magma. Heat can be seen rising to the north past the lip of the ledge. If she has been alerted by the *alarm* spell in the underwater tunnel, Preethryma is waiting for the PCs to come out of the water and approach the magma pool (with her fire elemental guards at the higher APLs). Her breath weapon can essentially fill the passage between the tributary and the magma lake (see *Preethryma's Lair, Map 1*).

If she was not alerted, the fire elementals are resting in the lava pool and Preethryma is resting (but not sleeping) with her treasure on the northern ledge of the volcano, opposite the entrance. PCs need to beat her Listen check to get out of the water without being heard. The PCs are at a -5 to their Move Silently check for coming out of water and dripping, but Preethryma is at a -15 to her Listen check for distance. Her dragon senses are keen, however, and it is unlikely that the PCs can get very close to her without being seen or heard.

APL 8 (EL 12)

🔥 **Preethryma, Female Advanced Juvenile Red Dragon**; hp 234; see Appendix 3

APL 10 (EL 14)

🔥 **Preethryma, Female Young Adult Red Dragon**; hp 266; see Appendix 3

🔥 **Large Fire Elemental (3)**; hp 60; see *Monster Manual*

APL 12 (EL16)

🔥 **Preethryma, Female Advanced Young Adult Red Dragon**; hp 294; see Appendix 3

🔥 **Greater Fire Elemental (3)**; hp 189; see *Monster Manual*

Tactics

Preethryma's Lair, Map 2 is a cross section of the volcanic cavern. Note that the cavern has a vent (marked B on the map) that Preethryma can use to escape should the battle go against her. She is loath to use it though, since leaving her volcanic lair places her out in the open cold environment of the Land of Black Ice, vulnerable to attacks from Aggeborealus and his minions. The vent is full of poisonous gas, which rises from the volcano and escapes the cavern via the vent. The poisonous gas is ONLY in the vent area. Exposure to the gas provokes a DC 20 Fortitude save to resist the 1d6/1d6 points of Con damage. Preethryma is immune to the gas. The end of the escape vent is not noticeable from above the mountain, and Preethryma needs to clear away the ice at the end of it in order to escape. One blast from her breath weapon does the trick.

One advantage Preethryma (and fire elementals) has is the magma lake. Bull rushes can be used to knock the PCs into the lake. The dragon, at higher APLs, can also snatch smaller targets and drop them into the magma lake. The magma begins 10 feet below the ledge. Contact with the magma does 8d6 per round of heat damage. Submersion increases that damage to 20d6 with no save. If PCs are foolish enough to get close to the ledge, warn them once about the unbearable heat emanating from the bubbling lava. The walls of the magma pool are rutted and covered with handholds, making the Climb check to get out a reasonable DC 8.

At APL 8, Preethryma strafes the PCs with her breath weapon using Flyby Attack. Wingover allows her to use Flyby Attacks more effectively. She can also Hover near the PCs, sending up billowing ash and dust. If a PC gets close to the edge of the magma lake, a *ray of enfeeblement* followed by a bull rush can be a wicked combination. Preethryma is smart enough to know not to land and place herself in jeopardy of being hit in melee. If she can isolate an opponent, though, she does not hesitate to land long enough to take a full attack action with all her natural weapons.

At APL 10, the fire elementals can try to draw the PCs close to the edge of the magma lake by Spring Attacking and retreating back to the lava.

Preethryma can use the APL 8 tactics, plus use Snatch to drop PCs into the magma.

At APL 12, as APL 10, plus the fire elementals now have enough strength to possibly be successful in a bull rush, which still does burn damage if contact is made. Preethryma's tactics are similar to the other APLs.

Treasure

If the PCs are victorious, they can find Preethryma's hoard stashed at the rear of the cavern, as well as take what she is wearing.

APL 8: L: 0 gp; C: 2200gp; M: *Vest of resistance +2 (333 gp per character); Amulet of health +4 (1333 gp per character); +1 Necklace of three natural weapons (550 gp per character); Ring of cold resistance, minor (1000 gp per character); Preethryma's commentaries (283 gp per character)*

APL 10: L: 0 gp; C: 3000gp; M: *Vest of resistance +2 (333 gp per character); Amulet of health +4 (1333 gp per character); +1 Necklace of three natural weapons (550 gp per character); Ring of cold resistance, minor (1000 gp per character); Preethryma's commentaries (283 gp per character)*

APL 12: L: 0 gp; C: 4000 gp; M: *Vest of resistance +3 (750 gp per character); Amulet of health +4 (1333 gp per character); +1 Necklace of three natural weapons (550 gp per character); Ring of cold resistance, minor (1000 gp per character); Preethryma's commentaries (283 gp per character)*

CONCLUSION: REWARDS

Back at the town, the Mayor holds a celebration in honor of the PCs if they bring back evidence that they have slain Preethryma. He gives them the money he promised them and gives them plenty of supplies for the trip back to civilization.

EXPERIENCE POINT SUMMARY

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

Encounter 1:

Defeat the snipers and hydra

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Encounter 2:

Encounter the avalanche trap

APL 8	90 XP
APL 10	120 XP
APL 12	150 XP

Encounter 3:

Defeat the giants and wolves

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Encounter 4:

Defeat the gauths/beholders

APL 8	300 XP
APL 10	390 XP
APL 12	450 XP

Encounter 5:

Encounter the trap AND parlay peacefully with Mocra'hurrae

APL 8	390 XP
APL 10	390 XP
APL 12	390 XP

Encounter 6:

Defeat the dragon and elementals

APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

Maximum Possible Experience:

APL 8	1,625 XP
APL 10	2,025 XP
APL 12	2,350 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that feature 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 the 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 bodies, 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 character's total value increase at the end of the adventure. Write the total in the GP Gained field of the adventure record. Because this is a Core Special scenario, characters may not spend additional time units to practice professions or create items after the adventure.

L = Looted gear from enemy

C = Coin, Gems, Jewelry, and other valuables

M = Magic Items (sell value)

Encounter 1:

APL 8: L: 270 gp; C: 0 gp; M: *+1 shock composite longbows (3) (2100 gp per character); +2 white dragoncraft hide armors (3) (2541 gp per character)*

APL 10: L: 15 gp; C: 0 gp; M: *+1 shocking burst composite longbows (2) (3067 gp per character); +2 white dragoncraft hide armors (2) (1694 gp per character); eyes of the eagle (2) (417 gp per character)*

APL 12: L: 15 gp; C: 0 gp; M: *+1 shocking burst composite longbows (2) (3067 gp per character); +2 white dragoncraft hide armors (2) (1694 gp per character); eyes of the eagle (2) (417 gp per character)*

Encounter 3:

APL 8: L: 58 gp; C: 0 gp; M: 0 gp

APL 10: L: 115gp; C: 0 gp; M: 0 gp

APL 12: L: 0 gp; C: 0 gp; M: *+1 large heavy picks (2) (386 gp per character); +1 large chain shirts (2) (225 gp per character)*

Encounter 6:

APL 8: L: 0 gp; C: 2200gp; M: *Vest of resistance +2 (333 gp per character); Amulet of health +4 (1333 gp per character); +1 Necklace of three natural weapons (550 gp per character); Ring of cold resistance, minor (1000 gp per character); Preethryma's commentaries (283 gp per character)*

APL 10: L: 0 gp; C: 3000gp; M: *Vest of resistance +2 (333 gp per character); Amulet of health +4 (1333 gp per character); +1 Necklace of three natural weapons (550 gp per character); Ring of cold resistance, minor (1000 gp per character); Preethryma's commentaries (283 gp per character)*

APL 12: L: 0 gp; C: 4000 gp; M: *Vest of resistance +3 (750 gp per character); Amulet of health +4 (1333 gp per character); +1 Necklace of three natural weapons (550 gp per character); Ring of cold resistance, minor (1000 gp per character); Preethryma's commentaries (283 gp per character)*

Total Possible Treasure:

APL 8: 1,950 gp

APL 10: 3,450 gp

APL 12: 4,950 gp

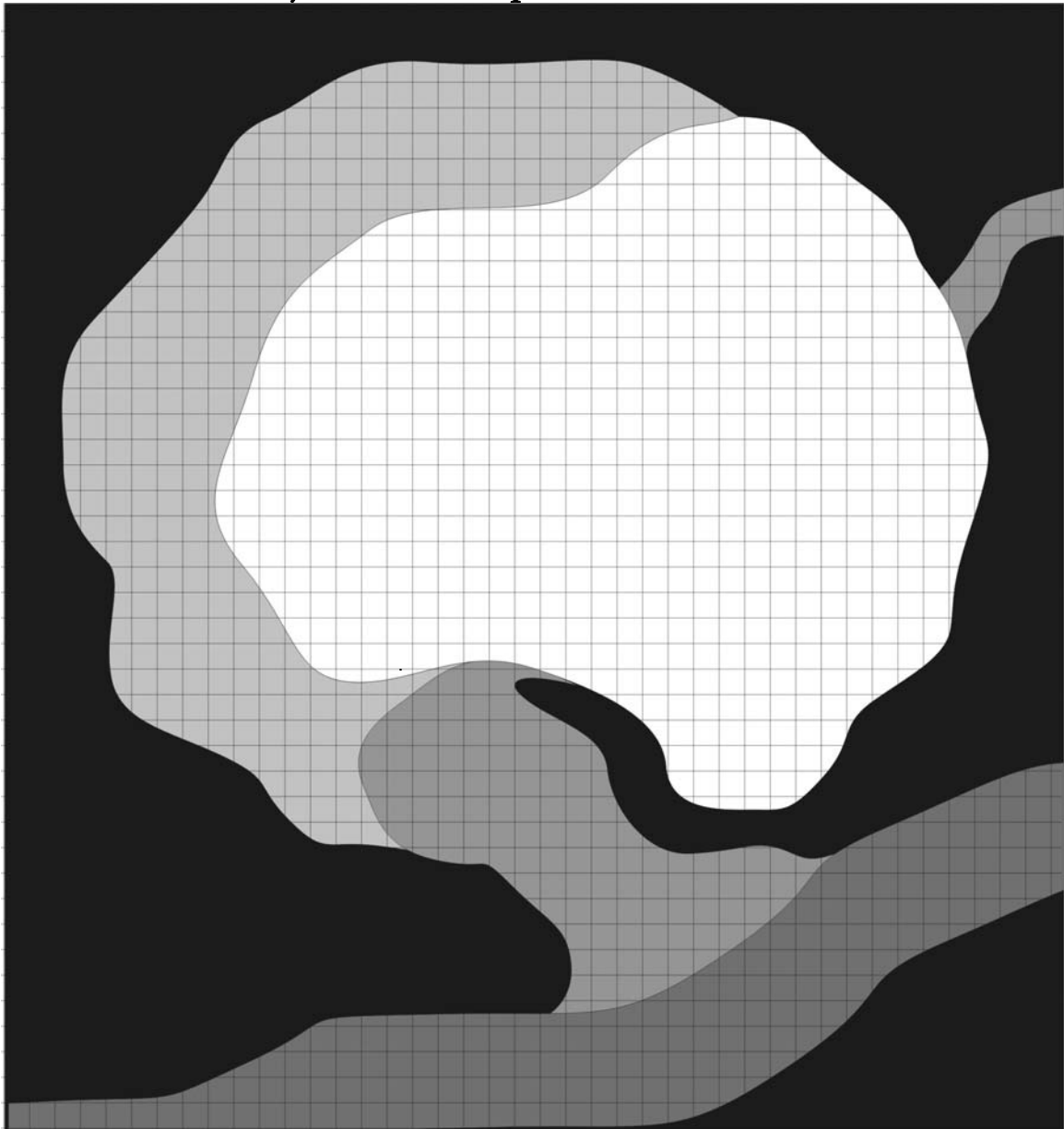
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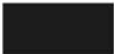




☞ **Chilled to the Bone:** For the next three rounds played by this character, the PC will have cold resistance 3, as the magic of the Land of Black Ice has gotten under the PC's skin.

☞ **Red Dragonfang Weapons:** You were able to pry the teeth from Preethryma's body and bring them back to Farthenmoor where they can be worked into weapons. Each PC can buy two weapons that must be either piercing or slashing weapons. Ammunition is not available. APL 8: small or medium light weapons, small one-handed weapons; APL 10 & 12: small, medium, or large light weapons, small or medium one-handed weapons, or small two-handed weapons. Cost: price of masterwork weapon + 300gp. See *The Draconomicon*, page 117 for more details.

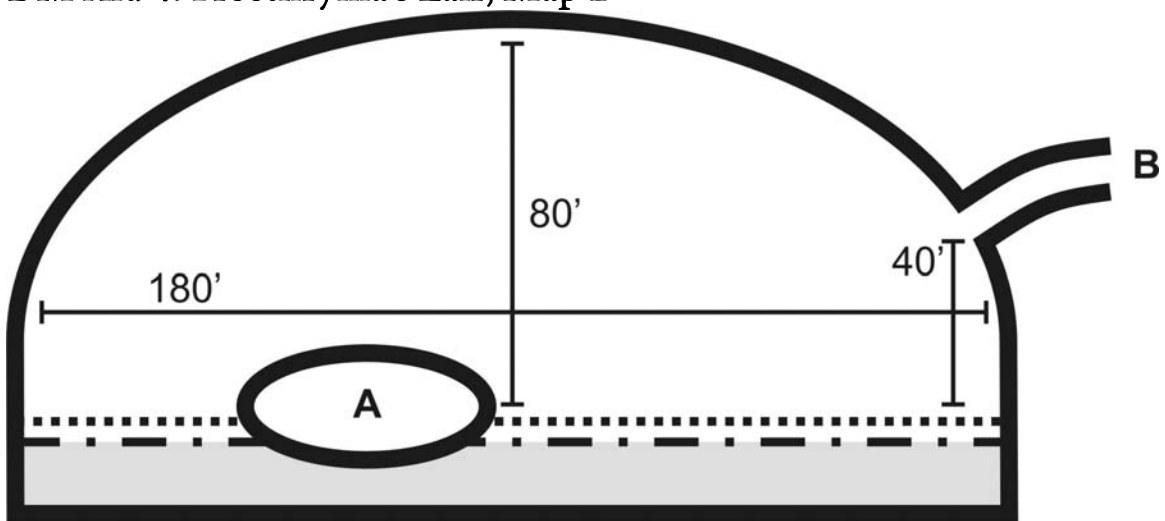
☞ **Preethryma's Commentaries:** This is a large tome, two feet wide, three feet high, and half a foot thick. The cover is made of copper dragon hide, and the pages are of heavy parchment. Written neatly in Draconic are notes regarding the Dragonlore Prophecies, including extensive commentaries and information tying it to many different arcane traditions. This book, when held, grants a +5 competence bonus to Knowledge (arcana) checks, and it also contains the following spells: *contingent energy resistance*, *draconic might*, *dragonskin*, *earthbind*, *suppress breath weapon*. Weight: 10 lbs., Cost: 4,500 gp

DM Aid 3: Preethryma's Lair, Map 1



-  Solid rock wall
-  Entrance tunnel: 20' ceiling
-  Even stone ground
-  Magma
-  Subterranean river

DM Aid 4: Preethryma's Lair, Map 2



Chapter 6: “Destroy the Blue-Black” High Tier (APL 14-16)

SPECIAL NOTES: Unless noted, none of the areas within the caverns have light. Review page 164 of the *Player's Handbook* on Vision and Light.

Once the PCs have entered the lair of Aggeborealus and his minions, they have only *one opportunity* to rest and regain spells. If the PCs attempt to rest a second time, magma drakes (as per Encounter 4) attack once each hour. If the PCs leave the lair after fighting the Grbleringbeshen, they find the dragon and his minions have left.

There are some special features of the great dragon's lair that a judge should be familiar with.

Icy Rime [Areas 7-10 / Encounters 5-8]: The cavern surfaces are completely covered with an icy rime, byproduct of the presence of the great white dragon. Treat those walking on or climbing these surfaces as ice-covered for calculations of charging, running, and tumbling. See Important DM Notes (page 6) for details on icy surfaces. This applies to Bissimir [Encounter 5] and the Grbleringbeshen [Encounter 7] as well. Nestor [Encounter 8] wears *slippers of spider climb* to maintain his footing.

ENCOUNTER 1: TO SLEEP, PERCHANCE TO DREAM (NO MAP NEEDED)

This encounter occurs as a PC sleeps in Farthenmoor or the surrounding countryside. This encounter does not occur if all PCs present are elves nor if all are continually warded from mental contact as by a *ring of mind shielding*. If the encounter does not occur, the PCs need to rely on information from Slim the barkeep to discover the location of the lair of Aggeborealus.

A covey of hags allied with Nestor, the servant of Vecna, has been alerted to the presence of powerful adventurers in Farthenmoor (by Mayor Rhertrok via *sending*). The three sisters have been charged with monitoring and alerting Nestor and Aggeborealus, the great white wyrm, to potentially dangerous individuals in the Land of Black Ice. To accomplish this, the covey visits one of the PCs with a *dream*. The PC should be selected preferentially based on the following criteria (in order of importance):

1. Majority of levels as a Barbarian, Fighter, Ranger or related Prestige Class.
2. Majority of levels as a Cleric, Druid or related Prestige Class.
3. Majority of levels as a Sorcerer, Wizard or related Prestige Class.

4. Lawful Good alignment.
5. Neutral Good alignment.
6. Chaotic Good alignment.

If several PCs are matched in these criteria, determine the recipient of the *dream* randomly among them.

As you sleep, you are visited by a vision. You are borne by the North Wind high above a vast expanse of black tundra. It propels you over a glacier toward a series of hills resembling an open hand, fingers spread, palm up with a white stone in the center. Now you descend, slowly at first, then more rapidly until your eyes sting and fear clutches at your heart. Surely it would mean your end to be dashed upon this great rock. Instead, the wind carries you into the shadow of the stone and into the tunnel of black ice concealed within. At the end of the tunnel, the wind dies, leaving you in a great chamber illuminated by an emerald nearly the size of a fist. As you approach it you hear a voice. “This gemstone will guide you to unexpected allies in the domain of the great Wyrm. Protect the gem and keep it close, for it will vouchsafe your journey across the black glacier.”

If a PC asks to make a Sense Motive roll, they may try. A successful (APL 14: DC 26; APL 16: DC 32; APL 18: DC 38) Sense Motive check gives that PC the feeling she is being manipulated. Only the dreamer may make this check. *Do not prompt the dreamer to make this check.*

Development

If the party wishes to find the gem, the PC visited by the *dream* can provide directions. Proceed to Encounter 2. If the party does not wish to find the gem, they can use Slim's directions and go directly to Encounter 3.

The Wastes

Once the party leaves behind the oasis of temperate climate fostered by the hot springs of Farthenmoor and heads northeast toward the place in the dream and the lair, read the following:

A black and barren terrain of frozen twilight is spread before you. The winds are constant and terrible. Not even magical wards are proof against the bone chilling cold and companions standing only paces away need to shout to be heard over the wailing of the winds. Sunlight reflected off the ebon ice is blinding. Spots soon dance before your eyes. In mere moments, your skin and senses are numb. In the face of the storm, the shelter of Farthenmoor seems a veritable equatorial pleasure garden.

Consult the **Important DM Notes** (page 6) for environmental challenges. PCs that do not take great pains to protect themselves from the cold by

mundane or magical means won't survive for long in the Wastes.

ENCOUNTER 2: WHO 'SCAPES THE LURKING SERPENT'S MORTAL STING? (MAP INCLUDED)

While the residents of Farthenmoor fear all of the untamed wilds in the Land of Black Ice, the Wastes are avoided at all costs. The environment is particularly hostile and anything able to survive in such harsh conditions is a creature to be feared. One such creature is Baelberyth, spawn of the nether planes and master of this severe domain. It is Baelberyth's lair that the hag covey reveals to one PC in the *dream*. PCs are able to follow landmarks seen in the *dream* to the entrance of the lair. The party may approach by one of two ways:

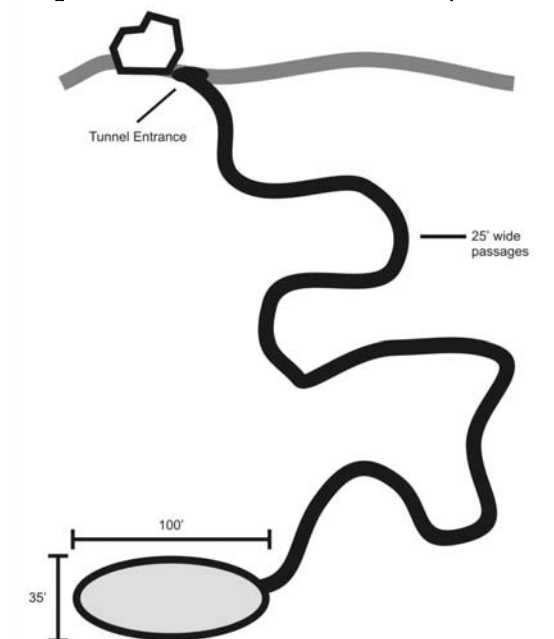
1. Without setting foot on the ground. PCs *fly*, *wind walk* or the like and arrive never having set foot on the ground. Note the environmental consequences in the **Important DM Notes**. Also note the effects of *wind walk*. PCs are essentially in *gaseous form* per the spell, may choose either to have a speed of 10 feet (perfect) or 600 feet (poor) and it takes 5 rounds to move from solid to gaseous state and vice versa. A party that never sets foot on the ground encounters Baelberyth in his lair.
2. Traveling across the surface of the glacier or teleporting to the entrance to Baelberyth's lair. If teleporting, the closest the PCs can come to the gem is the edge of the tunnel on the surface of the glacier next to the white rock seen in the *dream*. Beyond that point, the dreamy images are inaccurate and insufficient to properly establish location. Such a party encounters Baelberyth on the surface of the glacier.

If the PCs approach the obvious entrance to the lair, read the following:

You arrive in a place familiar to one of your number. Through a stinging storm of grainy black snow you note the fingerlike projections of the glacial hills around you. At the center, in the midst of a recessed plain you see a large white rock, and near it, blacker than the ice, a tunnel through the permafrost. Streams of black snow dart and swirl across the surface of the plain on razor winds howling like the spirits of the damned.

Baelberyth lurks beneath the surface of the glacier. He may be alerted in one of two ways: first, any footstep on the surface triggers his tremorsense; second, the gem radiates an *alarm* spell to which he

Map: Tunnel to the Lair of Baelberyth



Note: As the tunnel descends, it twists and turns as much horizontally as vertically. Flying creatures with less than good maneuverability have difficulty navigating the turns and maximizing movement.

is attuned telepathically. In either case, give the PCs a DC 10 + APL Listen check to feel the vibration as he burrows to the surface. Those who make the Listen check are not surprised.

If alerted by PCs on the surface, combat begins on the surface. If alerted in the tunnel or by the gem, the encounter occurs in the lair.

Once the PCs reach the lair and enter (assuming they did not yet alert Baelberyth), read the following:

One thousand feet of icy tunnels filled with twists, turns and drops lead finally to a great chamber 100 feet across. The chamber is illuminated, though poorly, by a green glow from a light source on the far side. The chamber is much warmer than the surface of the glacier. The wind is conspicuously absent.

The chamber is illuminated by the *Eye of Abitur* (see below). Note that the gem counterspells any *teleport* or *dimension door* spell affecting the creature holding it. Escape from the infernal remorhaz is not so simple as grabbing the gem and teleporting out of the lair. Otherwise, the chamber is smooth and bare.

APL 14 (EL 16)

➤ **Advanced Two-Headed Half-Fiend Remorhaz;**
hp 368; see Appendix 4

APL 16 (EL18)

➤ **Advanced Two-Headed Half-Fiend Remorhaz;**
hp 522; see Appendix 4

APL 18 (EL 20)

➤ **Advanced Two-Headed Half-Fiend Remorhaz;**
hp 630; see Appendix 4

Description

This enormous creature is a thing of nightmare. It dwarfs all of the creatures in your company. Its armored body, licked with flames of amber and violet, sprouts two fearsome heads. Clusters of eyes smolder with malice and cunning. From its back spring two quicksilver wings. Though its bulk is ponderous, the creature moves nimbly on insectoid legs, melting the ice wherever it touches.

Tactics

One round after Baelberyth hears/feels the PCs, he emerges from the glacier approximately 120 feet from the party. If the PCs are clumped near one another he casts an *empowered horrid wilting*, then descends and casts *summon monster IX* and *unholy aura*. After that, Baelberyth closes and tries to cut down the number of opponents, grappling and swallowing them with one head if possible (taking a -10 penalty to his grapple check to do so, lessened from -20 due to his Multigrab feat). If able to Crush three or more PCs, the creature may do so. Baelberyth is a cunning and formidable opponent. Wise PCs attempt to take the gem and flee. •

Important Note: Baelberyth has already used his blasphemy ability for the day. **UNDER NO CIRCUMSTANCES SHOULD BLASPHEMY BE USED AGAINST THE PCS!**

PCs should be given a DC 17 Knowledge (arcana) check to recall special powers or vulnerabilities of the base creature, a Remorhaz. For every 5 points by which the check result exceeds the DC, remind the PC of another piece of useful information. In all cases, give information about the *Heat* ability first, as that will likely destroy PC weapons if they attack in melee.

Treasure

The *Eye of Abitur* is a flawless emerald larger than a halfling's fist. The gem emanates a green radiance, which dims once it is held. It radiates auras of conjuration, divination, abjuration and enchantment. If viewed with *true seeing*, the gem appears as a disembodied eye. It is a Hag Eye created by the Three Sisters. The gem is immune to heat, counterspells *teleport* and *dimension door* effects and is imbued with other magics that can be triggered by the Three Sisters in Encounter 3.

Development

If the PCs retrieve the gem, note which character has it in her possession. Once the gem is held, a PC feels an impulse guiding her to the North and Encounter 3.

ENCOUNTER 3: MACHINATIONS, HOLLOWNESS, AND TREACHERY (AREA 5, MAIN MAP)

Your journey has led you across the glacier to a mist-shrouded promontory. Through the mist it is difficult to make out specific features. There is no sign of life here. In the distance, stilled waves stretch farther than even the hawk-eyed elves can see. Zephyrs of snow drift across the frozen plates of ice, broken here and there by mighty tidal forces.

As PCs approach the lair a DC 10 Spot check allows them to notice a cave approximately 10 feet wide and 15 feet high. This is the entrance at Area 1.

Development

The obvious entrance to the lair lies before the PCs. If they choose to investigate the cavern entrance before them, proceed with Encounter 3. There are two less obvious entrances:

Crystalline Mist: A party exploring the outlying area before attempting to penetrate the lair of Aggeborealus by the obvious entrance (Area 1) can spy an alternate entrance by succeeding at a DC 28 Spot check or Search check. Steam issues from a small rift in the ice, revealing the volcanic activity beneath the frozen tundra. The frigid air turns the steam into a crystalline mist that shrouds much of the land near the lair. This brings the PCs to Encounter 4.

Frozen Waterfall: Buried 10 feet beneath the surface of snow on a sheer cliff face is a 10-foot thick frozen waterfall (See *DM Aid 5: Lair of Aggeborealus Map*). Volcanic activity occasionally causes water to flow and re-freeze here. Though thick, the ice here is unstable. Twenty points of physical damage, a *shatter* spell, *shout* spell or similar magicks cause the frozen waterfall to collapse. If it collapse, all creatures within 30 feet of the waterfall (inside and out) must make a DC 12 + APL Reflex save or suffer 10d6 damage. Should PCs clear snow from the surface of the waterfall they can see large shadowy shapes within, however, the creatures in Encounter 8 notice the increase in natural light within, alerting them to the presence of the party. This brings the PCs to Encounter 8.

These entrances are very difficult to find. There are no clues to their locations. The waterfall lies beneath 10 feet of snow. If discovered, the waterfall can be breached as indicated above.

The gemstone, if they possess it, leads the PCs through the caverns and tunnels of Areas 1-4 to Area 5. At this tier, the fortress shown on the map now is a temple carved from the black ice. The guard towers of the previous tiers are now monoliths.

Black ice monoliths protrude from the cavern walls on either side. This monument to the hostile terrain of the Land of Black Ice conveys both strength and elegance. The hands master craftsmen dressed massive obsidian slabs. The construction seems ancient, obdurate and timeless. Beyond a 5-foot-wide cleft in the slabs you discern a faint blue light and long, shadowy humanoid forms.

If one of the PCs carries the *Eye of Abitur*, all within are aware of their presence and are masked by the spells of the covey. The hags are covered with *disguise self* spells making them appear as tall human Suel women. (To discern true form, the PCs need to make a DC 33 at APL 14 and 16, DC 40 check at APL 18S pot check. The Formorians are covered with a *veil* spell to make them appear to be northern Suel pilgrims to this frozen temple. All creatures appear to be tall, but of medium size. *Mirage arcana* makes the chamber beyond the monoliths appear to be a temple. It is lit by blue magical lights. Animal skins cover the floor. There appears to be no other exit from this chamber.

The cleric annis, Kathay, is the leader of this band and speaks for all. The male pilgrims present do not speak at all. Here is the ruse the creatures play out: Kathay is glad that the PCs have come. They have longed for liberation from the Great Wrym of the North all of their lives. She wishes to know more about their mission so that she can give them aid and information. Once these fair creatures have gathered as much information as they can from the PCs, they reveal their foul natures and attack. The hags and giants hope to catch the PCs off guard and capture or slay the intruders for their master. If a PC carries the *Eye of Abitur*, a hag activates its curse. A PC failing a DC 20 at APL 14, DC 21 at APL 16, and DC 22 at APL 18 Will save is compelled to put out his eye and replace it with the gemstone. At that time the PC is considered *dominated* by the hags. It takes a PC 3 rounds to put out his eye unless his companions can stop him. After that, it takes 1 round to replace it with the gemstone. At that point, the PC is dominated by the annis hags until a *remove curse*, *break enchantment*, or similar spell can be cast. If the PCs surprise the creatures within, they appear as their native selves. The walls of the chamber are inscribed with paeons to Vecna.

APL 14 (EL 16)

➤ **Draconic Fomorian Bbn1**; hp 199; see Appendix 4

➤ **Ice-Touched Annis Hag Rog3 (2)**; hp 79; see Appendix 4

➤ **Ice-Touched Annis Hag Clr5**; hp 135; see Appendix 4

APL 16 (EL 18)

➤ **Draconic Fomorian Bbn1 (2)**; hp 199; see Appendix 4

➤ **Ice-Touched Annis Hag Rog5 (2)**; hp 105; see Appendix 4

➤ **Ice-Touched Annis Hag Clr7**; hp 157; see Appendix 4

APL 18 (EL 20)

➤ **Draconic Fomorian Bbn1 (4)**; hp 199; see Appendix 4

➤ **Ice-Touched Annis Hag Rog7 (2)**; hp 121; see Appendix 4

➤ **Ice-Touched Annis Hag Clr9**; hp 179; see Appendix 4

Tactics

At all APLs, the draconic fomorians enjoy tripping their foes and then striking them while they are on the ground. Their *sweeping flails* add +4 to the Strength check to trip their opponent (+26 or +28 when in a rage).

At APL 14, if the Three Sisters are aware of the party's approach, they will prepare themselves accordingly. Kathay will cast *bless* (+1 morale bonus to attack and saves vs. fear effects), *shield of faith* (+2 deflection bonus to AC), *magic circle against good*, and *invisibility purge*. She will cast *bull's strength* and *protection from good* on the two rogues. When going into combat, Kathay will cast *divine favor*. All of the Three Sisters are protected with *mind blank*. During the combat, don't forget to use their Hag Covey abilities while the Fomorians keep the PCs at bay.

At APL 16, if the Three Sisters are aware of the party's approach, they will prepare themselves accordingly. Kathay will cast *bless* (+1 morale bonus to attack and saves vs. fear effects), *magic circle against good*, and *invisibility purge*. She will cast *bull's strength*, *protection from good*, and *shield of faith* (+3 deflection bonus to AC) on the two rogues. When going into combat, Kathay will cast *recitation* (giving all the hags and their minions a +3 luck bonus to attack rolls and saving throws and all their enemies a -2 luck penalty to attack rolls and saving throws) and *divine power* if she has the chance. All of the Three Sisters are protected with *mind blank*. During the combat, don't forget to use their Hag Covey abilities while the Fomorians keep the PCs at bay.

At APL 18, if the Three Sisters are aware of the party's approach, they will prepare themselves

accordingly. Kathay will cast *bless* (+1 morale bonus to attack and saves vs. fear effects), *magic circle against good*, and *invisibility purge*. She will cast *bull's strength*, *protection from good*, and *shield of faith* (+3 deflection bonus to AC) on the two rogues. When going into combat, Kathay will cast *recitation* (giving all the hags and their minions a +3 luck bonus to attack rolls and saving throws and all their enemies a -2 luck penalty to attack rolls and saving throws), *divine power*, and *righteous might* if she has the chance. All of the Three Sisters are protected with *mind blank*. During the combat, don't forget to use their Hag Covey abilities while the Fomorians keep the PCs at bay.

Treasure

The creatures are mostly using the treasure, so the PCs can strip them if they win the battle.

APL 14: L: 5 gp; C: 0 gp; M: *huge* +3 *breastplate* (830 gp per character), *huge* +1 *sweeping heavy flail* (697 gp per character), *amulet of natural armor* +2 (667 gp per character), 4 *vests of resistance* +3 (3000 gp per character), 2 *large* +1 *shadow and silent moves studded leather armors* (1450 gp per character), 2 *amulets of mighty fists* +2 (4000 gp per character), 3 *belts of endurance* (2502 gp per character), *periapt of wisdom* +2 (334 gp per character), *large* +3 *full plate* (1025 gp per character), *ring of counterspells* (334 gp per character)

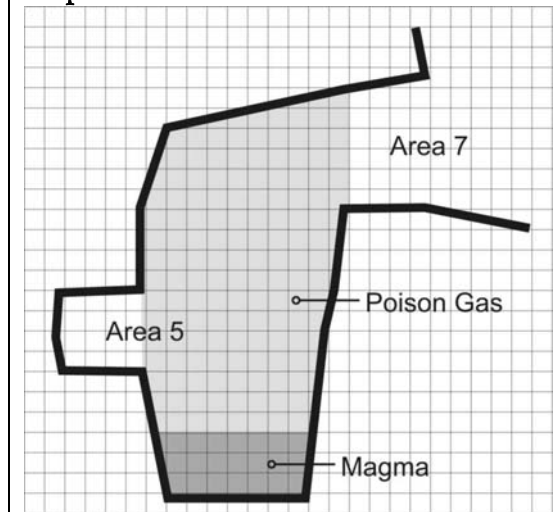
APL 16: L: 5 gp; C: 0 gp; M: 2 *huge* +3 *breastplates* (1660 gp per character), 2 *huge* +1 *sweeping heavy flail* (1394 gp per character), 2 *amulets of natural armor* +2 (1334 gp per character), 2 *vests of resistance* +3 (1500 gp per character), 2 *large* +2 *shadow and silent moves studded leather armors* (1950 gp per character), 2 *amulets of mighty fists* +2 (4000 gp per character), 3 *belts of endurance* (2502 gp per character), 3 *vests of resistance* +4 (4002 gp per character), *periapt of wisdom* +4 (1334 gp per character), *large* +4 *full plate of light fortification* (2346 gp per character), *ring of counterspells* (334 gp per character)

APL 18: L: 5 gp; C: 0 gp; M: 4 *huge* +3 *breastplates* (3320 gp per character), 4 *huge* +1 *sweeping heavy flails* (2788 gp per character), 4 *amulets of natural armor* +2 (2668 gp per character), 4 *vests of resistance* +3 (3000 gp per character), 2 *large* +2 *shadow and silent moves studded leather armors* (1950 gp per character), 2 *amulets of mighty fists* +3 (9000 gp per character), 3 *belts of endurance* (2502 gp per character), 3 *vests of resistance* +4 (4002 gp per character), *periapt of wisdom* +6 (3000 gp per character), *large* +4 *full plate of moderate fortification* (4346 gp per character), *ring of counterspells* (334 gp per character)

Development

A passage leads from the Temple Chamber (Area 5) deeper into the lair of the great wyrm. PCs may proceed down the passage toward Area 7 without triggering an attack from the Magma Drakes in

Map: Side View of the Volcanic Rift



Encounter 4 (Area 6) unless they go out of their way to investigate the magma rift. In that event, the drakes attack (see **Encounter 4**).

ENCOUNTER 4: THE FIERY GULF (MAP INCLUDED)

As was mentioned earlier, a party exploring the outlying area before attempting to penetrate the lair of Aggeborealus can spy this alternate entrance by succeeding at a DC 28 Spot check or Search check. Steam issues from a small rift in the ice, revealing the volcanic activity beneath the frozen tundra. The frigid air turns the steam into a crystalline mist that shrouds much of the land near the lair. The great dragon has allowed his fiery kin to remain here as guards. The magma drakes are not the brightest creatures in the Land of Black Ice, but they take their duty seriously, knowing they exist at the whim of the wyrm. The cavern vents heat and foul gasses from the superheated magma deep below.

PCs can enter this narrow rift, which brings them into the mountainside and allows a narrow 5-foot wide passageway. They must deal with the poisonous gas and the magma drakes, and then they exit the rift into the main lair, and they can choose to either go into Area 5 or Area 7. *PCs entering the lair through the main entrance and go through Encounter 3 do not have to face the magma drakes if they only cross the rift and continue toward Area 7.* Consult *Map: Sideview of the Volcanic Rift* to visualize the areas affected by this environmental hazard. PCs entering the poison gas cannot breathe and must make a DC 12 + APL Fortitude save or suffer 1d6 Con/1d6 Con damage from poison. Merely coming into contact with the magma inflicts 8d6 heat damage to a creature. Total submersion

inflicts 20d6 damage to vulnerable creatures, no save. For reference, see page 302 of the *Dungeon Master's Guide*. This is the habitat of the Magma Drakes. They are immune to these effects.

APL 14 (EL 15)

➤ **Magma Drake** (2); hp 172; see Appendix 4

APL 16 (EL 17)

➤ **Advanced Magma Drake** (2); hp 313; see Appendix 4

APL 18 (EL 19)

➤ **Advanced Magma Drake** (2); hp 425; see Appendix 4

Tactics

The drakes attempt to grapple individual PCs and drag them back into the magma. A drake either continues into the complex to alert all within to the presence of the PCs with a mighty roar or returns to try and grab another PC.

Development

If PCs brave the intense heat and poison gasses of the passage leading from this area to **Area 7**, they can bypass **Encounter 3** if they travel in the right direction.

ENCOUNTER 5: CRYSTAL TEARS (AREA 7, MAIN MAP/DETAIL)

This chamber marks the confluence of two extreme elemental forces: the heat of a volcano and the frigid cold produced by magic of the land. Traversing the chamber is very dangerous. As mentioned at the beginning of this chapter, from this point on, the chambers of the lair are covered with a rime of very slippery ice (see Important Judging Notes on page 6 for details on movement in icy chambers).

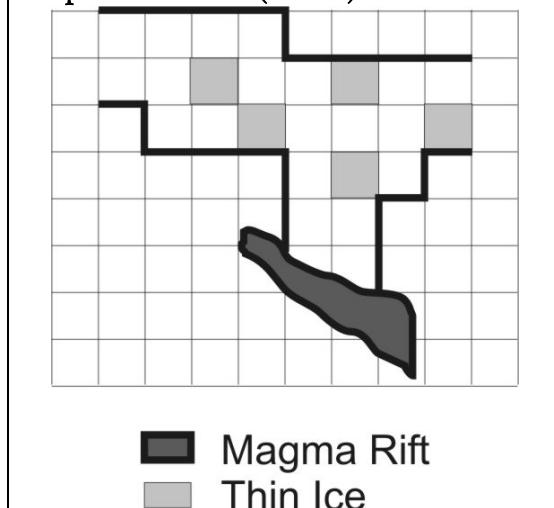
Once a PC has crossed the fissure, read the following:

Beyond the fissure, the cavern grows appreciably colder. Up ahead, the passage widens, splitting off to the right and left. The volcanic heat from the fissure has apparently caused the formation of huge icicles. A patter of drips echoes through the chamber.

Disrupting the delicate balance of this chamber can have calamitous consequences. The floor of the area is a sheet of ice covering pools of liquid acid belched from the bowels of Oerth. On the roof of the chamber, 30 feet overhead, patches of brown mold have grown.

➤ **Thin Ice Trap**: CR 3; natural; location trigger; no reset; Reflex save DC 15 + APL to avoid submersion;

Map: Encounter 5 (Area 7)



(6d6 acid damage per round); Search DC 18 + APL; Disable Device n/a.

PCs stepping onto weak patches of ice (see Map: Area 7) must make a DC 12 + APL Reflex save or fall through a hole in the ice. PCs must swim to stable ice to pull themselves out of the acid, which requires a successful DC 10 Climb check unless they are being assisted by another PC. A PC assisting another party member must make a DC 5 Balance check. Failing this check demands a DC 12 + APL Reflex save or they slip on the ice and fall into the acid. For each round in the acid, a PC takes 6d6 points of acid damage. If the PC rolls a 1 on the save (either initially or when trying to help another), that PC's armor and exposed weapons and magic items take damage as well. If damage exceeds the hit points of the item, it is destroyed.

Complicating matters are the machinations of Aggeborealus, who has had the cavern enchanted, preventing PCs from flying by any save natural means (suppressing all *fly*, *air walk*, *wind walk*, and similar spells). The cavern walls are coated with a Rime of Ice as well as the floor requiring DC 35 Climb checks to move on this surface.

ENCOUNTER 6: THAT ANGEL KNOWLEDGE (AREA 8, MAIN MAP)

Alter the setting below if the PCs have made enough racket to disturb a typical librarian. If the party has been relatively stealthy, the occupant of Area 8 is perusing his books so intently that he should not receive a Listen check. If alerted, the scholar peeks out around the corner, ready to defend himself with Ice Runes.

Though the floor of this passage is extremely slippery, it seems drier than the other caves in this

complex. The passage opens into a large chamber illuminated by pale amber light. Within, books are set into shelves of translucent gray ice. In the center of the room sits a giant with brittle skin of pale blue bent over a table of ice, paging through a huge tome with its formidable talons.

Crossing into the chamber activates a telepathic *alarm* spell (mental ping), alerting the creature seated at the table. The creature's name is Bissimir. He is an Immoth scholar who studies the magic of the Serpent. His knowledge of the arcane and the Elder Gods is quite profound. Aggeborealus and Nestor tolerate his presence, hoping to learn more from him about the Serpent and how to use its power. Bissimir may respond to the questions of the PCs if approached diplomatically. It requires a DC 2 + APL Diplomacy check to set him at ease or a DC 8 + APL Diplomacy check if Bissimir was alerted to their presence by the sound of combat) and a DC 7 + APL Diplomacy check to gain his trust after that. If he is given a gift (of knowledge or of magic), he shares his knowledge of the traits possessed by ice-touched creatures. In this case, tell the party what they would have learned with a DC 30 Knowledge (arcana) check (as per the chart found in **Important DM Notes** on page 6).

If, on the other hand, the PCs are aggressive, abusive or combative, Bissimir fights to defend himself and his laboratory. If the PCs slay Bissimir and search the bookshelves, they find a *tome of life trapping* with a DC 12 Search check. This powerful item may doom imprudent members of a murderous party.

All APLs (EL 9)

➤ **Bissimir, Immoth**; hp 90; see Appendix 4

Tactics

Bissimir wishes to continue his studies undisturbed. If provoked into combat, however, he unleashes the power of the Ice Runes. He can trigger 2 per round as free actions in addition to standard combat actions. He uses the runes in the following order: *chain lightning* ×2, *ice burst*, *solid fog*, *glitterdust*, *invisibility*, *draconic might*, *fire shield*, *resist energy* ×2, *shield*.

Trap

Tome of Life Trapping. This leather-bound tome, titled "*Bound Secrets: the Life of the Unturned Page*" has been activated by Bissimir to foil those that would raid his trove of knowledge. If opened, any creature standing within 30 feet of the tome must make a DC 25 Will save or be trapped within one of its pages, leaving all equipment behind. A page only functions once. There are 4 functional pages remaining. The rest of the volume tells tales of heroes and thieves that mysteriously vanished

exploring the northern latitudes of the Flanaess. Only Bissimir knows the command word to release a creature from the tome. Release of a creature may otherwise be accomplished only by a *wish* or *miracle*. Another command word allows the tome's owner to question creatures trapped in the pages. As they respond, words appear on the page (pictograms, if the subject is not literate). Other creatures are trapped in the many pages of the volume, though none of them powerful enough to effectively assist or threaten the party.

Encounter 7:

Thou Beastly Feeder (Area 9, Main Map)

Tucked away in the shadows of this cavern (Area 9) lurk the pets of Nestor, the servant of Vecna and terrible necromancer. They are agents of Vecna, wreathed in darkness. In the place of mouths, these variant gibbering mouthers, known as the Grbleringbeshen sport hands with cruel, razor-sharp nails. Once a mouter notices a PC enter 30 feet into the cavern, read the following:

This chamber is a natural, dark cavern. As you enter, you hear scraping and clicking noises. The sounds come from all about you.

APL 14 (EL 15)

➤ **The Grbleringbeshen, Advanced Shadow Gibbering Mouter Rog12**; hp 350; see Appendix 4
APL 16 (EL 17)

➤ **The Grbleringbeshen, Advanced Shadow Gibbering Mouter Rog12 (2)**; hp 350; see Appendix 4

APL 18 (EL19)

➤ **The Grbleringbeshen, Advanced Shadow Gibbering Mouter Rog12 (4)**; hp 350; see Appendix 4

Tactics

The Grbleringbeshen lurks in the shadows of its lair, waiting for prey to come by. Due to the shadows and his Shadow Blend ability, he has full concealment. This allows him to use his sneak attack abilities to their fullest. He can even use his sneak attacks while grappling an opponent, as long as he is using his Shadow Blend ability. This makes his Engulf attack particularly deadly. These pets of Nestor identify targets that can be grappled as their victims by trial and error. If their concealment is nullified by daylight, they attempt to flank targets. They are continually babbling once noticed, and they target PCs using ranged attacks with spittle as a free action, if possible.

ENCOUNTER 8: COME NOT BETWEEN THE DRAGON AND HIS WRATH (LAIR OF AGGEBOREALUS MAP)

This is the sanctum of the Great Dragon of the North, Aggeborealus. He is attended by creatures that are terrible and deadly in their own right, who wait for the day when their dread master returns, guarding this land of the Serpent.

Curtain of 10,000 Corpses

The 10,000 fallen enemies of the Serpent have been encased in ice all about the interior surfaces of the dragon's lair. Their spirits have been yoked to the will of Nestor the necromancer. The trapped spirits now guard the lair from ethereal trespassers. Any ethereal creature approaching within 20 feet of the Curtain of Corpses must make a DC 18 + APL Will save or be drawn among the spirits of the dead and immobilized until that creature is no longer ethereal. A creature so immobilized may not move or cast spells that require verbal, somatic or material components. A creature that makes her save may choose to move through the Curtain to the other side. This trap can be detected on a Search check (DC 12) up to 30 feet from the Curtain. No method to Disable Device is apparent. These souls can be dispersed by certain spells and weapons, but not destroyed, as they quickly re-form. Treat the Curtain of Corpses as a permanent effect until Nestor is slain.

Furthermore, *alarm* spells alerting Aggeborealus and Nestor have been placed on the entrance to the lair. If the PCs have alerted the creatures present in any way, Nestor is invisible and one beholder has his antimagic eye trained between the dragon and the party. Read the following when the PCs arrive and enter the cave:

At last, you have come to the lair of the great black Wyrms. He lies contented and confident upon his hoard piled high against the far wall of the cavern. His eyes are upon you as he speaks. "So, you've come at last. It certainly took you long enough. I hope my minions made your last victories sweet – for they were your last. Now, you will join my collection." With a razored claw, the creature gestures to the walls of the cavern. The corpses of thousands of creatures of all shapes and sizes have been mounted, from floor to roof of the cavern, in smoky ice.

It is likely that Aggeborealus and the minions of Vecna are prepared for the assault of the PCs. The entire floor of this great chamber is covered with a rime of slippery ice. Beholders *veiled* as stalactites

use their anti-magic eyes to ground flying creatures or powerful spellcasters.\

APL 14 (EL 17)

- Beholder (1); hp 93; see *Monster Manual*
- Nestor, Male Kobold True Necromancer; hp 60; see Appendix 4
- Aggeborealus, Male Ice-Touched Mature Adult White Dragon Bbn1; hp 291; see Appendix 4

APL 16 (EL 19)

- Beholder (2); hp 93; see *Monster Manual*
- Nestor, Male Kobold True Necromancer; hp 66; see Appendix 4
- Aggeborealus, Male Ice-Touched Old White Dragon Bbn1; hp 318; see Appendix 4

APL 18 (EL 22)

- Beholder (3); hp 93; see *Monster Manual*
- Nestor, Male Kobold True Necromancer; hp 99; see Appendix 4
- Aggeborealus, Male Ice-Touched Wyrms White Dragon Bbn1; hp 515; see Appendix 4

Tactics

See the stat blocks in Appendix 4 for details on tactics for this encounter, including what spells are in effect by the combatants. Suffice it to say that a properly prepared judge should have little trouble challenging PCs at any level with this encounter. PCs should be encouraged to run away if they feel overmatched, and if they do not do so, have no mercy on them.

Treasure

If the PCs are victorious, they can find Aggeborealus' hoard has been invested in magical items for himself and Nestor.

APL 14: L: 5 gp; C: 0 gp; M: *periapt of wisdom* +4 (1334 gp per character), *headband of intellect* +4 (1334 gp per character), +1 anarchic silver dagger of maiming (2694 gp per character), staff of necromancy (5417 gp per character), bracers of armor +6 of cold resistance (4500 gp per character), pearl of power 2nd (334 gp per character), vest of resistance +3 (750 gp per character), slippers of spider climbing (400 gp per character), +1 keen necklace of three natural weapons (2150 gp per character), claws of the ripper ×2 (167 gp per character), gemstone of light fortification (250 gp per character), vest of resistance +5 (2084 gp per character), Nestor's Spellbook I (350 gp per character)

APL 16: L: 5 gp; C: 0 gp; M: *periapt of wisdom* +6 (3000 gp per character), *headband of intellect* +6 (3000 gp per character), +1 anarchic silver dagger of maiming (2694 gp per character), staff of necromancy (5417 gp per character), bracers of

armor +6 of cold resistance (4500 gp per character), pearl of power 2nd (333 gp per character), vest of resistance +4 (1334 gp per character), slippers of spider climbing (400 gp per character), +1 keen necklace of three natural weapons (2150 gp per character), claws of the ripper ×2 (167 gp per character), gemstone of moderate fortification (1250 gp per character), vest of resistance +5 (2084 gp per character), Nestor's Spellbook I (350 gp per character), Nestor's Spellbook II (217 gp per character)

APL 18: L: 5 gp; C: 0 gp; M: periapt of wisdom +6 (3000 gp per character), headband of intellect +6 (3000 gp per character), +1 anarchic silver dagger of maiming (2694 gp per character), staff of necromancy (5417 gp per character), bracers of armor +6 of cold resistance (4500 gp per character), pearl of power 2nd (334 gp per character), 2 vests of resistance +5 (4168 gp per character), slippers of spider climbing (400 gp per character), +1 keen necklace of three natural weapons (2150 gp per character), claws of the ripper ×2 (167 gp per character), gemstone of heavy fortification (2917 gp per character), Nestor's Spellbook I (350 gp per character), Nestor's Spellbook II (217 gp per character), Nestor's Spellbook III (309 gp per character)

APL 16	510 XP
APL 18	570 XP

Encounter 5:

Encounter/avoid the acid pools

APL 14	180 XP
APL 16	180 XP
APL 18	180 XP

Encounter 6:

Defeat or parlay with the immoth

APL 14	270 XP
APL 16	270 XP
APL 18	270 XP

Encounter 7:

Defeat the gibbering mouthers

APL 14	450 XP
APL 16	510 XP
APL 18	570 XP

Encounter 8:

Defeat Aggeborealus

APL 14	510 XP
APL 16	570 XP
APL 18	660 XP

Total Possible Experience:

APL 14	2,700 XP
APL 16	3,025 XP
APL 18	3,375 XP

CONCLUSION: REWARDS

Should the PCs be completely successful in their endeavors, they will be wealthy indeed. If they bring back evidence of the great wyrm, the residents of Farthenmoor have mixed reactions. The mayor is furious, because now he doesn't have a connection to a great power to rely on. Many of the other villagers celebrate, however, knowing that a great source of evil in their land is dead.

EXPERIENCE POINT SUMMARY

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

Encounter 2:

Defeat the Baelberyth

APL 14	480 XP
APL 16	540 XP
APL 18	600 XP

Encounter 3:

Defeat the hags and their helpers

APL 14	480 XP
APL 16	540 XP
APL 18	600 XP

Encounter 4:

Defeat the magma drakes

APL 14	450 XP
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TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that feature 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 the 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 bodies, 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 the 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 character's total value increase at the end of the adventure. Write the total in the GP Gained field of the adventure record. Because this is a Core Special scenario, characters may not spend additional time units to practice professions or create items after the adventure.

L = Looted gear from enemy

C = Coin, Gems, Jewelry, and other valuables

M = Magic Items (sell value)

Encounter 3:

APL 14: L: 5 gp; C: 0 gp; M: *huge +3 breastplate* (830 gp per character), *huge +1 sweeping heavy flail* (697 gp per character), *amulet of natural armor +2* (667 gp per character), 4 *vests of resistance +3* (3000 gp per character), 2 *large +1 shadow and silent moves studded leather armors* (1450 gp per character), 2 *amulets of mighty fists +2* (4000 gp per character), 3 *belts of endurance* (2502 gp per character), *periapt of wisdom +2* (334 gp per character), *large +3 full plate* (1025 gp per character), *ring of counterspells* (334 gp per character)

APL 16: L: 5 gp; C: 0 gp; M: 2 *huge +3 breastplates* (1660 gp per character), 2 *huge +1 sweeping heavy flail* (1394 gp per character), 2 *amulets of natural armor +2* (1334 gp per character), 2 *vests of resistance +3* (1500 gp per character), 2 *large +2 shadow and silent moves studded leather armors* (1950 gp per character), 2 *amulets of mighty fists +2* (4000 gp per character), 3 *belts of endurance* (2502 gp per character), 3 *vests of resistance +4* (4002 gp per character), *periapt of wisdom +4* (1334 gp per character), *large +4 full plate of light fortification* (2346 gp per character), *ring of counterspells* (334 gp per character)

APL 18: L: 5 gp; C: 0 gp; M: 4 *huge +3 breastplates* (3320 gp per character), 4 *huge +1 sweeping heavy flails* (2788 gp per character), 4 *amulets of natural armor +2* (2668 gp per character), 4 *vests of resistance +3* (3000 gp per character), 2 *large +2 shadow and silent moves studded leather armors* (1950 gp per character), 2 *amulets of mighty fists +3* (9000 gp per character), 3 *belts of endurance* (2502 gp per character), 3 *vests of resistance +4* (4002 gp per character), *periapt of wisdom +6* (3000 gp per character), *large +4 full plate of moderate fortification* (4346 gp per character), *ring of counterspells* (334 gp per character)

Encounter 8:

APL 14: L: 5 gp; C: 0 gp; M: *periapt of wisdom +4* (1334 gp per character), *headband of intellect +4* (1334 gp per character), *+1 anarchic silver dagger of*

maiming (2694 gp per character), *staff of necromancy* (5417 gp per character), *bracers of armor +6 of cold resistance* (4500 gp per character), *pearl of power 2nd* (334 gp per character), *vest of resistance +3* (750 gp per character), *slippers of spider climbing* (400 gp per character), *+1 keen necklace of three natural weapons* (2150 gp per character), *claws of the ripper ×2* (167 gp per character), *gemstone of light fortification* (250 gp per character), *vest of resistance +5* (2084 gp per character), *Nestor's Spellbook I* (350 gp per character)

APL 16: L: 5 gp; C: 0 gp; M: *periapt of wisdom +6* (3000 gp per character), *headband of intellect +6* (3000 gp per character), *+1 anarchic silver dagger of maiming* (2694 gp per character), *staff of necromancy* (5417 gp per character), *bracers of armor +6 of cold resistance* (4500 gp per character), *pearl of power 2nd* (333 gp per character), *vest of resistance +4* (1334 gp per character), *slippers of spider climbing* (400 gp per character), *+1 keen necklace of three natural weapons* (2150 gp per character), *claws of the ripper ×2* (167 gp per character), *gemstone of moderate fortification* (1250 gp per character), *vest of resistance +5* (2084 gp per character), *Nestor's Spellbook I* (350 gp per character), *Nestor's Spellbook II* (217 gp per character)

APL 18: L: 5 gp; C: 0 gp; M: *periapt of wisdom +6* (3000 gp per character), *headband of intellect +6* (3000 gp per character), *+1 anarchic silver dagger of maiming* (2694 gp per character), *staff of necromancy* (5417 gp per character), *bracers of armor +6 of cold resistance* (4500 gp per character), *pearl of power 2nd* (334 gp per character), 2 *vests of resistance +5* (4168 gp per character), *slippers of spider climbing* (400 gp per character), *+1 keen necklace of three natural weapons* (2150 gp per character), *claws of the ripper ×2* (167 gp per character), *gemstone of heavy fortification* (2917 gp per character), *Nestor's Spellbook I* (350 gp per character), *Nestor's Spellbook II* (217 gp per character), *Nestor's Spellbook III* (309 gp per character).

Total Possible Treasure:

APL 14:	9,900 gp
APL 16:	14,350 gp
APL 18:	25,500 gp

Special:

❧ **Chilled to the Bone:** For the next three rounds played by this character, the PC will have cold resistance 3, as the magic of the Land of Black Ice has gotten under the PC's skin.

❧ **Gemstone of Light Fortification (Draconomicon p83):** This large, faceted stone must be embedded in a creature's hide to function. True dragons can accomplish this with ease, since they routinely embed gems in among the scales of their

bellies. Other creatures have a more difficult time of it, requiring a limited wish or wish spell to embed it in your flesh. This spell must be cast by yourself or by an NPC. It cannot be cast by another PC. When properly embedded, a gemstone of fortification protects the wearer's vital areas from lethal damage. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally. A gemstone of light fortification has a 25% chance to negate a critical hit or sneak attack. Strong universal or evocation; CL 13th; Craft Magic Arms and Armor, Craft Wondrous Item, *limited wish* or *miracle*; Price: 3,000 gp (light).

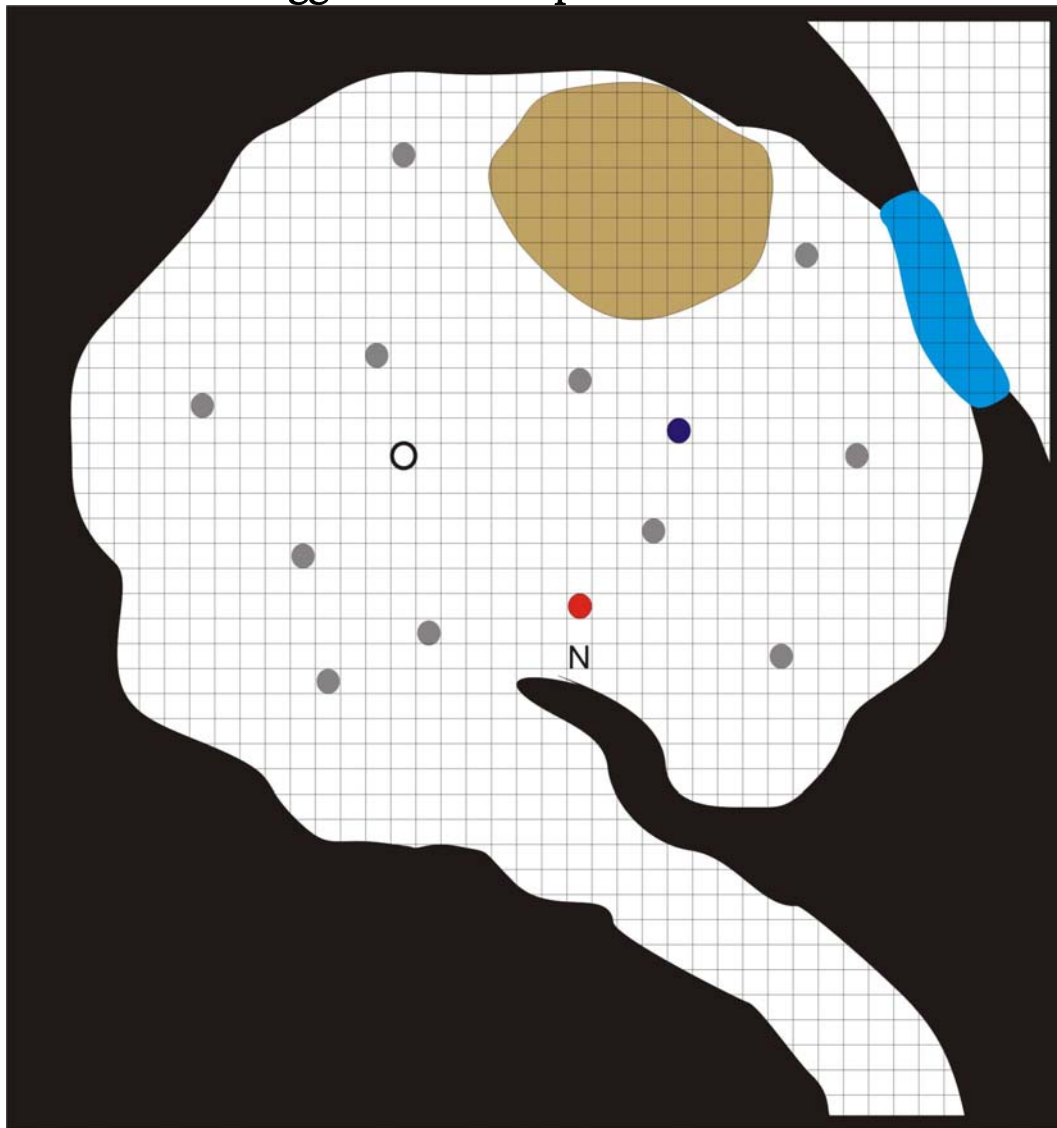
☛ **White Dragonfang Weapons:** You were able to pry the teeth from Aggeborealus' body and bring them back to Farthenmoor where they can be worked into weapons. Each PC can buy two weapons that must be either piercing or slashing weapons. Ammunition is not available. APL 14 & 16: small, medium, large, or huge light weapons, or small, medium, or large one-handed weapons, or small, or medium two-handed weapons. APL 18: small, medium, large, huge, or gargantuan light weapons, or small, medium, large, or huge one-handed weapons, or small, medium, or large two-handed weapons. Cost: price of masterwork weapon + 300gp. See *The Draconomicon*, page 117 for more details.

☛ **Nestor's Spellbook I:** [2nd – *earthbind*; 3rd – *dragonskin*, *halt undead*, *suppress breath weapon*, *vampiric touch*; 4th – *bestow curse*, *enervation*; 5th – *contingent energy resistance*, *draconic might*, *ghost form*, *symbol of pain*]. Market Price: 4,200gp. Weight: 3 lbs.

☛ **Nestor's Spellbook II:** [4th – *animate dead*; 5th – *magic jar*, *waves of fatigue*; 6th – *eyebite*, *symbol of fear*]. Market Price: 2,600gp. Weight: 3 lbs.

☛ **Nestor's Spellbook III:** [7th – *antimagic ray*, *symbol of fear*, *waves of exhaustion*; 8th – *horrid wilting*, *symbol of death*]. Market Price: 3,700gp. Weight: 3 lbs.

DM Aid 5: Lair of Aggeborealus Map



-  Solid rock wall
-  Hoard
-  Frozen waterfall
-  Nestor
-  Beholder 1
-  Beholder 2
-  Beholder 3
-  Stalactite

Appendix 1: Stat Blocks for Chapters 1-3

Chapter 1: Encounter 1: A Warm Welcome

APL 2

Charirhyaex, Male Half-Red Dragon Mongrelfolk Monk1: CR 3; Medium Dragon (augmented humanoid); HD 1d8+4; hp 12; Init +1; Spd 30 ft.; AC 21 (+1 Dex, +4 armor, +4 natural, +2 Wis), touch 13, flat-footed 20; BAB/Grapple +0/+6; Atk unarmed strike +6 melee (1d6+6), or masterwork kama +7 melee (1d6+6), or masterwork shuriken +2 ranged (1d2+6); Full Atk unarmed strike +6 melee (1d6+6) and claw +1 melee (1d4+3) and bite +1 melee (1d6+3), or unarmed strike (flurry) +4/+4 melee (1d6+6) and claw -1 melee (1d4+3) and bite -1 melee (1d6+3), or masterwork kama +6 melee (1d6+6) and claw +1 melee (1d4+3) and bite +1 melee (1d6+3), or masterwork kama (flurry) +4/+4 melee (1d6+6) and claw -1 melee (1d4+3) and bite -1 melee (1d6+3), or masterwork shuriken +2 ranged (1d2+6), or masterwork shuriken (flurry) +0/+0 ranged (1d2+6); SA breath weapon, flurry of blows, stunning fist 1/day, unarmed strike; SQ darkvision 60 ft., immunity to fire, paralysis, *sleep*, low-light vision, mongrelfolk traits; AL LE; SV Fort +2 (+7), Ref +2 (+4), Will +2 (+5); Str 22, Dex 13, Con 18, Int 8, Wis 15, Cha 8.

Skills, Feats, Languages: Bluff +2 (+0), Disguise +2 (+10), Sleight of Hand +2 (+11), Tumble +4 (+5); Improved Unarmed Strike^B, Quick Draw, Stunning Fist^B; Common, Draconic, Mongrelfolk.

Breath Weapon (Su): 30-foot cone, 1/day, damage 6d8 fire, Reflex DC 14 half. The save DC is Constitution-based.

Mongrelfolk Traits: Emulate Race (Ex): Mongrelfolk can automatically emulate any humanoid race when using the Use Magic Device skill, and have a +4 bonus to emulate nonhumanoid races. Sound Imitation (Ex): A mongrelfolk can mimic and voice or sound it has heard. Listeners must succeed on a DC 16 Will save to detect the ruse.

Stunning Fist: 1/day, Fortitude DC 12 negates.

Possessions: masterwork kama, masterwork shuriken $\times 10$, *cloak of resistance* +1, *hat of disguise*, *potion of mage armor* $\times 2$, *potion of cure light wounds* $\times 2$, *potion of endure elements* $\times 4$.

APL 4

Charirhyaex, Male Half-Red Dragon Mongrelfolk Monk3: CR 5; Medium Dragon (augmented humanoid); HD 3d8+12; hp 30; Init +1; Spd 40 ft.; AC 22 (+1 Dex, +4 armor, +1 deflection, +4 natural, +2 Wis), touch 14, flat-footed 21; BAB/Grapple +2/+8; Atk unarmed strike +8 melee (1d6+6), or masterwork kama +9 melee (1d6+6), or masterwork shuriken +4 ranged (1d2+6); Full Atk unarmed strike +8 melee (1d6+6) and claw +6 melee (1d4+3) and bite +6 melee (1d6+3), or unarmed strike

(flurry) +6/+6 melee (1d6+6) and claw +4 melee (1d4+3) and bite +4 melee (1d6+3), or masterwork kama +9 melee (1d6+6) and claw +6 melee (1d4+3) and bite +6 melee (1d6+3), or masterwork kama (flurry) +7/+7 melee (1d6+6) and claw +4 melee (1d4+3) and bite +4 melee (1d6+3), or masterwork shuriken +4 ranged (1d2+6), or masterwork shuriken (flurry) +2/+2 ranged (1d2+6); SA breath weapon, flurry of blows, stunning fist 3/day, unarmed strike; SQ darkvision 60 ft., evasion, immunity to fire, paralysis, *sleep*, low-light vision, mongrelfolk traits, still mind; AL LE; SV Fort +3 (+8), Ref +3 (+5), Will +3 (+6); Str 22, Dex 13, Con 18, Int 8, Wis 15, Cha 8.

Skills, Feats, Languages: Balance +0 (+3), Bluff +3 (+1), Disguise +3 (+11), Jump +0 (+14), Sleight of Hand +3 (+12), Tumble +6 (+7); Combat Reflexes^B, Improved Unarmed Strike^B, Multiattack, Quick Draw, Stunning Fist^B; Common, Draconic, Mongrelfolk.

Breath Weapon (Su): 30-foot cone, 1/day, damage 6d8 fire, Reflex DC 14 half. The save DC is Constitution-based.

Mongrelfolk Traits: Emulate Race (Ex): Mongrelfolk can automatically emulate any humanoid race when using the Use Magic Device skill, and have a +4 bonus to emulate nonhumanoid races. Sound Imitation (Ex): A mongrelfolk can mimic and voice or sound it has heard. Listeners must succeed on a DC 16 Will save to detect the ruse.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Stunning Fist: 3/day, Fortitude DC 13 negates.

Possessions: masterwork kama, masterwork shuriken $\times 10$, *cloak of resistance* +1, *hat of disguise*, *ring of protection* +1, *potion of mage armor* $\times 2$, *potion of cure moderate wounds* $\times 2$, *potion of endure elements* $\times 4$.

APL 6

Charirhyaex, Male Half-Red Dragon Mongrelfolk Monk5: CR 7; Medium Dragon (augmented humanoid); HD 5d8+20; hp 48; Init +1; Spd 40 ft.; AC 24 (+1 Dex, +4 armor, +1 monk, +4 natural, +4 Wis), touch 16, flat-footed 23; BAB/Grapple +3/+9; Atk unarmed strike +9 melee (1d8+6), or +1 kama +10 melee (1d6+7), or masterwork shuriken +5 ranged (1d2+6); Full Atk unarmed strike +9 melee (1d8+6) and claw +7 melee (1d4+3) and bite +7 melee (1d6+3), or unarmed strike (flurry) +8/+8 melee (1d8+6) and claw +6 melee (1d4+3) and bite +6 melee (1d6+3), or +1 kama +10 melee (1d6+7) and claw +7 melee (1d4+3) and bite +7 melee (1d6+3), or +1 kama (flurry) +9/+9 melee (1d6+7) and claw +6 melee (1d4+3) and bite +6 melee (1d6+3), or masterwork shuriken +5 ranged (1d2+6),

or masterwork shuriken (flurry) +4/+4 ranged (1d2+6); SA breath weapon, flurry of blows, ki strike (magic), stunning fist 5/day, unarmed strike; SQ darkvision 60 ft., evasion, immunity to fire, paralysis, *sleep*, low-light vision, mongrelfolk traits, purity of body, slow fall 20 ft., still mind; AL LE; SV Fort +4 (+9), Ref +4 (+6), Will +4 (+9); Str 22, Dex 13, Con 18, Int 8, Wis 16 (18), Cha 8.

Skills, Feats, Languages: Balance +0 (+3), Bluff +4 (+2), Disguise +4 (+12), Jump +0 (+14), Sleight of Hand +4 (+13), Tumble +8 (+9); Combat Reflexes^B, Improved Unarmed Strike^B, Multiattack, Quick Draw, Stunning Fist^B; Common, Draconic, Mongrelfolk.

Breath Weapon (Su): 30-foot cone, 1/day, damage 6d8 fire, Reflex DC 14 half. The save DC is Constitution-based.

Mongrelfolk Traits: Emulate Race (Ex): Mongrelfolk can automatically emulate any humanoid race when using the Use Magic Device skill, and have a +4 bonus to emulate nonhumanoid races. Sound Imitation (Ex): A mongrelfolk can mimic and voice or sound it has heard. Listeners must succeed on a DC 16 Will save to detect the ruse.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Stunning Fist: 5/day, Fortitude DC 16 negates.

Possessions: +1 *kama*, masterwork shuriken ×10, *cloak of resistance* +1, *hat of disguise*, *periapt of wisdom* +2, *potion of mage armor* ×2, *potion of cure moderate wounds* ×2, *potion of endure elements* ×4.

APL 8

☛ **Charirhyaex, Male Half-Red Dragon Mongrelfolk Monk8:** CR 10; Medium Dragon (augmented humanoid); HD 8d8+32; hp 75; Init +3; Spd 50 ft.; AC 26 (+3 Dex, +4 armor, +1 monk, +4 natural, +4 Wis), touch 18, flat-footed 23; BAB/Grapple +6/+12; Atk unarmed strike +12 melee (1d10+6), or +1 *flaming kama* +13 melee (1d6+7 plus 1d6 fire), or masterwork shuriken +10 ranged (1d2+6); Full Atk unarmed strike +12/+7 melee (1d10+6) and claw +10 melee (1d4+3) and bite +10 melee (1d6+3), or unarmed strike (flurry) +11/+11/+6 melee (1d10+6) and claw +9 melee (1d4+3) and bite +9 melee (1d6+3), or +1 *flaming kama* +13/+8 melee (1d6+7 plus 1d6 fire) and claw +10 melee (1d4+3) and bite +10 melee (1d6+3), or +1 *flaming kama* (flurry) +12/+12/+7 melee (1d6+7 plus 1d6 fire) and claw +9 melee (1d4+3) and bite +9 melee (1d6+3), or masterwork shuriken +10/+5 ranged (1d2+6), or masterwork shuriken (flurry) +9/+9/+4 ranged (1d2+6); SA breath weapon, flurry of blows, ki strike (magic), stunning fist 8/day, unarmed strike; SQ darkvision 60 ft., evasion,

immunity to fire, paralysis, *sleep*, low-light vision, mongrelfolk traits, purity of body, slow fall 40 ft., still mind, wholeness of body; AL LE; SV Fort +6 (+11), Ref +6 (+10), Will +6 (+11); Str 22, Dex 14 (16), Con 18, Int 8, Wis 16 (18), Cha 8.

Skills, Feats, Languages: Balance +0 (+5), Bluff +5½ (+3½), Disguise +5½ (+13½, +15½ acting), Jump +0 (+20), Sleight of Hand +5½ (+17½), Tumble +11 (+14); Combat Reflexes^B, Improved Trip^B, Improved Unarmed Strike^B, Multiattack, Power Attack, Quick Draw, Stunning Fist^B; Common, Draconic, Mongrelfolk.

Breath Weapon (Su): 30-foot cone, 1/day, damage 6d8 fire, Reflex DC 14 half. The save DC is Constitution-based.

Mongrelfolk Traits: Emulate Race (Ex): Mongrelfolk can automatically emulate any humanoid race when using the Use Magic Device skill, and have a +4 bonus to emulate nonhumanoid races. Sound Imitation (Ex): A mongrelfolk can mimic and voice or sound it has heard. Listeners must succeed on a DC 16 Will save to detect the ruse.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Stunning Fist: 8/day, Fortitude DC 18 negates.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Possessions: +1 *flaming kama*, masterwork shuriken ×10, *cloak of resistance* +1, *gloves of dexterity* +2, *hat of disguise*, *periapt of wisdom* +2, *potion of mage armor* ×2, *potion of cure serious wounds* ×2, *potion of endure elements* ×4.

APL 10

☛ **Charirhyaex, Male Half-Red Dragon Mongrelfolk Monk10:** CR 12; Medium Dragon (augmented humanoid); HD 10d8+40; hp 93; Init +3; Spd 60 ft.; AC 27 (+3 Dex, +4 armor, +2 monk, +4 natural, +4 Wis), touch 19, flat-footed 24; BAB/Grapple +7/+13; Atk unarmed strike +13 melee (1d10+6), or +1 *flaming human-bane kama* +14 melee (1d6+7 plus 1d6 fire), or masterwork shuriken +11 ranged (1d2+6); Full Atk unarmed strike (flurry) +13/+13/+8 melee (1d10+6) and claw +8 melee (1d4+3) and bite +8 melee (1d6+3), or +1 *flaming human-bane kama* (flurry) +14/+14/+9 melee (1d6+7 plus 1d6 fire) and claw +8 melee (1d4+3) and bite +8 melee (1d6+3), or masterwork shuriken (flurry) +11/+11/+6 ranged (1d2+6); SA breath weapon, flurry of blows, ki strike (magic, lawful), stunning fist 8/day, unarmed strike; SQ darkvision 60 ft., immunity to fire, improved evasion, paralysis, *sleep*,

low-light vision, mongrelfolk traits, purity of body, slow fall 50 ft., still mind, wholeness of body; AL LE; SV Fort +7 (+12), Ref +7 (+11), Will +7 (+12); Str 22, Dex 14 (16), Con 18, Int 8, Wis 16 (18), Cha 8.

Skills, Feats, Languages: Balance +0 (+5), Bluff +6½ (+4½), Disguise +6½ (+14½, +16½ acting), Jump +0 (+26), Sleight of Hand +6½ (+18½), Tumble +13 (+16); Combat Reflexes^B, Dodge, Elusive Target, Improved Trip^B, Improved Unarmed Strike^B, Mobility, Quick Draw, Stunning Fist^B; Common, Draconic, Mongrelfolk.

Breath Weapon (Su): 30-foot cone, 1/day, damage 6d8 fire, Reflex DC 14 half. The save DC is Constitution-based.

Mongrelfolk Traits: Emulate Race (Ex): Mongrelfolk can automatically emulate any humanoid race when using the Use Magic Device skill, and have a +4 bonus to emulate nonhumanoid races. Sound Imitation (Ex): A mongrelfolk can mimic and voice or sound it has heard. Listeners must succeed on a DC 16 Will save to detect the ruse.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Stunning Fist: 10/day, Fortitude DC 19 negates.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Possessions: +1 *flaming human-bane kama*, masterwork shuriken ×10, *cloak of resistance* +1, *gloves of dexterity* +2, *hat of disguise*, *periapt of wisdom* +2, *potion of mage armor* ×2, *potion of cure serious wounds* ×2, *potion of endure elements* ×4.

APL 12

☛ **Charirhyaex, Male Half-Red Dragon Mongrelfolk Monk12:** CR 14; Medium Dragon (augmented humanoid); HD 12d8+48; hp 111; Init +3; Spd 70 ft.; AC 28 (+3 Dex, +4 armor, +2 monk, +4 natural, +5 Wis), touch 20, flat-footed 25; BAB/Grapple +9/+15; Atk unarmed strike +15 melee (2d6+6), or +1 *flaming human-bane kama* +16 melee (1d6+7 plus 1d6 fire), or masterwork shuriken +13 ranged (1d2+6); Full Atk unarmed strike (flurry) +15/+15/+15/+10 melee (2d6+6) and claw +10 melee (1d4+3) and bite +10 melee (1d6+3), or +1 *flaming human-bane kama* (flurry) +16/+16/+16/+11 melee (1d6+7 plus 1d6 fire) and claw +10 melee (1d4+3) and bite +10 melee (1d6+3), or masterwork shuriken (flurry) +13/+13/+8 ranged (1d2+6); SA breath weapon, greater flurry, ki strike (magic, lawful), stunning fist 8/day, unarmed strike; SQ abundant step, darkvision 60 ft., diamond body, immunity to fire, improved evasion, paralysis, *sleep*, low-light

vision, mongrelfolk traits, purity of body, slow fall 60 ft., still mind, wholeness of body; AL LE; SV Fort +8 (+15), Ref +8 (+14), Will +8 (+16); Str 22, Dex 14 (16), Con 18, Int 8, Wis 17 (21), Cha 8.

Skills, Feats, Languages: Balance +0 (+5), Bluff +7½ (+5½), Disguise +7½ (+15½, +17½ acting), Jump +0 (+32), Sleight of Hand +7½ (+19½), Tumble +15 (+18); Combat Reflexes^B, Dodge, Elusive Target, Improved Trip^B, Improved Unarmed Strike^B, Mobility, Quick Draw, Spring Attack, Stunning Fist^B; Common, Draconic, Mongrelfolk.

Abundant Step (Su): At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is one-half her monk level (rounded down).

Breath Weapon (Su): 30-foot cone, 1/day, damage 6d8 fire, Reflex DC 14 half. The save DC is Constitution-based.

Diamond Body (Su): At 11th level, a monk gains immunity to poisons of all kinds.

Mongrelfolk Traits: Emulate Race (Ex): Mongrelfolk can automatically emulate any humanoid race when using the Use Magic Device skill, and have a +4 bonus to emulate nonhumanoid races. Sound Imitation (Ex): A mongrelfolk can mimic and voice or sound it has heard. Listeners must succeed on a DC 16 Will save to detect the ruse.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Stunning Fist: 12/day, Fortitude DC 21 negates.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Possessions: +1 *flaming human-bane kama*, masterwork shuriken ×10, *cloak of resistance* +3, *gloves of dexterity* +2, *hat of disguise*, *periapt of wisdom* +4, *potion of mage armor* ×2, *potion of cure serious wounds* ×2, *potion of endure elements* ×4.

APL 14

☛ **Charirhyaex, Male Half-Red Dragon Mongrelfolk Monk14:** CR 16; Medium Dragon (augmented humanoid); HD 14d8+56; hp 129; Init +4; Spd 70 ft.; AC 34 (+4 Dex, +4 armor, +5 deflection, +2 monk, +4 natural, +5 Wis), touch 26, flat-footed 30; BAB/Grapple +10/+16; Atk unarmed strike +16 melee (2d6+6), or +1 *ki focus flaming human-bane kama* +17 melee (1d6+7 plus 1d6 fire), or +1 *shuriken* +15 ranged (1d2+7); Full Atk unarmed strike (flurry) +16/+16/+16/+11 melee (2d6+6) and claw +11 melee (1d4+3) and bite +11 melee (1d6+3), or +1 *ki focus flaming human-bane kama* (flurry) +17/+17/+17/+12

melee (1d6+7 plus 1d6 fire) and claw +11 melee (1d4+3) and bite +11 melee (1d6+3), or +1 *shuriken* (flurry) +15/+15/+10 ranged (1d2+7); SA breath weapon, greater flurry, ki strike (magic, lawful), stunning fist 14/day, unarmed strike; SQ abundant step, darkvision 60 ft., diamond body, diamond soul, immunity to fire, improved evasion, paralysis, *sleep*, low-light vision, mongrelfolk traits, purity of body, slow fall 70 ft., SR 24, still mind, wholeness of body; AL LE; SV Fort +9 (+16), Ref +9 (+16), Will +9 (+17); Str 22, Dex 14 (18), Con 18, Int 8, Wis 17 (21), Cha 8.

Skills, Feats, Languages: Balance +0 (+6), Bluff +8½ (+6½), Disguise +8½ (+16½), +18½ acting), Jump +0 (+32), Sleight of Hand +8½ (+22½), Tumble +17 (+21); Combat Reflexes^B, Dodge, Elusive Target, Improved Trip^B, Improved Unarmed Strike^B, Mobility, Quick Draw, Spring Attack, Stunning Fist^B; Common, Draconic, Mongrelfolk.

Abundant Step (Su): At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is one-half her monk level (rounded down).

Breath Weapon (Su): 30-foot cone, 1/day, damage 6d8 fire, Reflex DC 14 half. The save DC is Constitution-based.

Diamond Body (Su): At 11th level, a monk gains immunity to poisons of all kinds.

Diamond Soul (Ex): At 13th level, a monk gains spell resistance equal to her current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

Mongrelfolk Traits: Emulate Race (Ex): Mongrelfolk can automatically emulate any humanoid race when using the Use Magic Device skill, and have a +4 bonus to emulate nonhumanoid races. Sound Imitation (Ex): A mongrelfolk can mimic and voice or sound it has heard. Listeners must succeed on a DC 16 Will save to detect the ruse.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Stunning Fist: 14/day, Fortitude DC 22 negates.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Possessions: +1 *ki focus flaming human-bane kama*, +1 *shuriken* ×20, cloak of resistance +3, gloves of dexterity +4, hat of disguise, periapt of wisdom +4, potion of mage armor ×2, potion of cure serious wounds ×2, potion of endure elements ×4, potion of shield of faith +5 ×2.

☛ **Stanislav, Male Human Brd14:** CR 14; Medium Humanoid (Human); HD 14d6+14; hp 72; Init +4; Spd 30 ft.; AC 20 (+4 Dex, +6 armor), touch 14, flat-footed 16; BAB/Grapple +10/+9; Atk +1 *rapier* +10 melee (1d6, 18-20/×2); Full Attack +1 *rapier* +10/+5 melee (1d6, 18-20/×2); SA spells; SQ bardic music; AL CN; SV Fort +4 (+5), Ref +9 (+15), Will +9 (+12); Str 8, Dex 18, Con 12, Int 12, Wis 12, Cha 24.

Skills, Feats, Languages: Bluff +17 (+24), Concentration +17 (+18), Escape Artist +17 (+21), Move Silently +17 (+26), Perform (vocal) +17 (+24), Perform (stringed instrument) +17 (+24), Tumble +17 (+21), Use Magic Device +17 (+24); Greater Spell Focus (Enchantment), Iron Will, Lightning Reflexes, Lingering Song, Spell Focus (Enchantment), Subsonics; Common, Elven.

Possessions: +1 *rapier*, +2 *silent moves mithral chain shirt*, *cloak of charisma* +4, *gloves of dexterity* +4, *ring of the ram*, *scroll of maximized scorching ray* (caster level 11), *scroll of blade barrier*, *scroll of spell immunity* (caster level 9).

Bard Spells Known (4/5/5/4/4/2; spell DC 17 + spell level, 19 + spell level for Enchantment spells): 0 – *detect magic*, *light*, *mage hand*, *message*, *read magic*, *summon instrument*, 1st – *expeditious retreat*, *grease*, *remove fear*, *Tasha's hideous laughter*, 2nd – *calm emotions*, *glitterdust*, *mirror image*, *scare*, 3rd – *confusion*, *cure serious wounds*, *screaming*, *slow*, 4th – *dimension door*, *dominate person*, *greater invisibility*, *hold monster*, 5th – *greater dispel magic*, *greater heroism*, *song of discord*.

APL 16

☛ **Charirhyaex, Male Half-Red Dragon Mongrelfolk Monk16:** CR 18; Medium Dragon (augmented humanoid); HD 16d8+64; hp 147; Init +4; Spd 80 ft.; AC 36 (+4 Dex, +4 armor, +5 deflection, +3 monk, +4 natural, +6 Wis), touch 28, flat-footed 32; BAB/Grapple +12/+18; Atk unarmed strike +18

melee (2d8+6), or +2 *ki focus flaming human-bane unholy kama* +20 melee (1d6+8 plus 1d6 fire), or +1 *flaming shuriken* +17 ranged (1d2+7 plus 1d6 fire); Full Atk unarmed strike (flurry) +18/+18/+18/+13/+8 melee (2d8+6) and claw +13 melee (1d4+3) and bite +13 melee (1d6+3), or +2 *ki focus flaming human-bane unholy kama* (flurry) +20/+20/+20/+15/+10 melee (1d6+8 plus 1d6 fire) and claw +13 melee (1d4+3) and bite +13 melee (1d6+3), or +1 *flaming shuriken* (flurry) +17/+17/+12/+7 ranged (1d2+7 plus 1d6 fire); SA breath weapon, greater flurry, ki strike (magic, lawful, adamantite), quivering palm, stunning fist 16/day, unarmed strike; SQ abundant step, darkvision 60 ft., diamond body, diamond soul, immunity to fire, improved evasion, paralysis, *sleep*, low-light vision, mongrelfolk traits, purity of body, slow fall 80 ft., SR 26, still mind, wholeness of body; AL LE; SV Fort +10 (+17), Ref +10 (+17), Will +10

(+19); Str 22, Dex 14 (18), Con 18, Int 8, Wis 18 (22), Cha 8.

Skills, Feats, Languages: Balance +0 (+6), Bluff +9½ (+7½), Disguise +9½ (+17½, +19½ acting), Jump +0 (+38), Sleight of Hand +9½ (+23½), Tumble +19 (+23); Combat Reflexes^B, Dodge, Elusive Target, Improved Trip^B, Improved Unarmed Strike^B, Mobility, Quick Draw, Spring Attack, Stunning Fist^B, Sun School; Common, Draconic, Mongrelfolk

Abundant Step (Su): At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is one-half her monk level (rounded down).

Breath Weapon (Su): 30-foot cone, 1/day, damage 6d8 fire, Reflex DC 14 half. The save DC is Constitution-based.

Diamond Body (Su): At 11th level, a monk gains immunity to poisons of all kinds.

Diamond Soul (Ex): At 13th level, a monk gains spell resistance equal to her current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

Mongrelfolk Traits: Emulate Race (Ex): Mongrelfolk can automatically emulate any humanoid race when using the Use Magic Device skill, and have a +4 bonus to emulate nonhumanoid races. Sound Imitation (Ex): A mongrelfolk can mimic and voice or sound it has heard. Listeners must succeed on a DC 16 Will save to detect the ruse.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Quivering Palm (Su): 1/day, Fortitude DC 24 negates.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Stunning Fist: 16/day, Fortitude DC 24 negates.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Possessions: +2 *ki focus flaming human-bane unholy kama*, +1 *flaming shuriken* ×20, *cloak of resistance* +3, *gloves of dexterity* +4, *hat of disguise*, *periapt of wisdom* +4, *potion of mage armor* ×2, *potion of cure serious wounds* ×2, *potion of endure elements* ×4, *potion of shield of faith* +5 ×2.

☛ **Stanislav, Male Human Brd16:** CR 16; Medium Humanoid (Human); HD 16d6+16; hp 82; Init +4; Spd 30 ft.; AC 20 (+4 Dex, +6 armor), touch 14, flat-footed 16; BAB/Grapple +12/+11; Atk +1 *rapier* +12 melee (1d6, 18-20/×2); Full Atk +1 *rapier* +12/+7/+2 melee (1d6, 18-20/×2); SA spells; SQ bardic music;

AL CN; SV Fort +5 (+6), Ref +10 (+16), Will +10 (+13); Str 8, Dex 18, Con 12, Int 12, Wis 12, Cha 24.

Skills, Feats, Languages: Bluff +19 (+26), Concentration +19 (+20), Escape Artist +19 (+23), Move Silently +19 (+28), Perform (vocal) +19 (+26), Perform (stringed instrument) +19 (+26), Tumble +19 (+23), Use Magic Device +19 (+26); Combat Casting, Greater Spell Focus: Enchantment, Iron Will, Lightning Reflexes, Lingering Song, Spell Focus: Enchantment, Subsonics; Common, Elven.

Possessions: +1 *rapier*, +2 *silent moves mithral chain shirt*, *cloak of charisma* +4, *gloves of dexterity* +4, *ring of the ram*, *scroll of maximized scorching ray* (caster level 11), *scroll of blade barrier*, *scroll of spell immunity* (caster level 9).

Bard Spells Known (4/6/6/4/4/3/1; spell DC 17 + spell level, 19 + spell level for Enchantment spells): 0 – *detect magic*, *light*, *mage hand*, *message*, *read magic*, *summon instrument*, 1st – *disguise self*, *expeditious retreat*, *grease*, *remove fear*, *Tasha's hideous laughter*, 2nd – *calm emotions*, *glitterdust*, *mirror image*, *scare*, 3rd – *confusion*, *cure serious wounds*, *screaming*, *slow*, 4th – *dimension door*, *dominate person*, *greater invisibility*, *hold monster*, 5th – *greater dispel magic*, *greater heroism*, *mass suggestion*, *song of discord*, 6th – *greater screaming*, *Otto's irresistible dance*.

APL 18

☛ Charirhyaex, Male Half-Red Dragon

Mongrelfolk Monk18: CR 20; Medium Dragon (augmented humanoid); HD 18d8+72; hp 165; Init +5; Spd 90 ft.; AC 44 (+5 Dex, +4 armor, +5 deflection, +4 monk, +4 natural, +5 natural enhancement, +7 Wis), touch 30, flat-footed 39; BAB/Grapple +13/+19; Atk unarmed strike +19 melee (2d10+6), or +2 *ki focus flaming human-bane unholy kama* +21 melee (1d6+8 plus 1d6 fire), or +1 *flaming shuriken* +19 ranged (1d2+7 plus 1d6 fire); Full Atk unarmed strike (flurry) +19/+19/+19/+14/+9 melee (2d10+6) and claw +17 melee (1d4+3) and bite +17 melee (1d6+3), or +2 *ki focus flaming human-bane unholy kama* (flurry) +21/+21/+21/+16/+11 melee (1d6+8 plus 1d6 fire) and claw +17 melee (1d4+3) and bite +17 melee (1d6+3), or +1 *flaming shuriken* (flurry) +19/+19/+14/+9 ranged (1d2+7 plus 1d6 fire); SA breath weapon, greater flurry, ki strike (magic, lawful, adamantine), quivering palm, stunning fist 19/day, unarmed strike; SQ abundant step, darkvision 60 ft., diamond body, diamond soul, immunity to fire, improved evasion, paralysis, *sleep*, low-light vision, mongrelfolk traits, purity of body, slow fall 90 ft., SR 28, still mind, timeless body, tongue of the sun and moon, wholeness of body; AL LE; SV Fort +11 (+20), Ref +11 (+21), Will +11 (+23); Str 22, Dex 14 (20), Con 18, Int 8, Wis 18 (24), Cha 8.

Skills, Feats, Languages: Balance +0 (+7), Bluff +10½ (+8½), Disguise +10½ (+18½, +20½ acting), Jump +0 (+44), Sleight of Hand +10½ (+25½), Tumble +21 (+26); Combat Reflexes^B, Dodge, Elusive

Target, Improved Trip^B, Improved Unarmed Strike^B, Mobility, Multiattack, Quick Draw, Spring Attack, Stunning Fist^B, Sun School; Common, Draconic, Mongrelfolk.

Abundant Step (Su): At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*; once per day. Her caster level for this effect is one-half her monk level (rounded down).

Breath Weapon (Su): 30-foot cone, 1/day, damage 6d8 fire, Reflex DC 14 half. The save DC is Constitution-based.

Diamond Body (Su): At 11th level, a monk gains immunity to poisons of all kinds.

Diamond Soul (Ex): At 13th level, a monk gains spell resistance equal to her current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

Mongrelfolk Traits: Emulate Race (Ex): Mongrelfolk can automatically emulate any humanoid race when using the Use Magic Device skill, and have a +4 bonus to emulate nonhumanoid races. Sound Imitation (Ex): A mongrelfolk can mimic and voice or sound it has heard. Listeners must succeed on a DC 16 Will save to detect the ruse.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Quivering Palm (Su): 1/day, Fortitude DC 24 negates.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Stunning Fist: 19/day, Fortitude DC 26 negates.

Timeless Body (Ex): Upon attaining 17th level, a monk no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the monk still dies of old age when her time is up.

Tongue of the Sun and Moon (Ex): A monk of 17th level or higher can speak with any living creature.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Possessions: +2 *ki focus flaming human-bane unholy kama*, +1 *flaming shuriken* ×20, boots of speed, cloak of resistance +5, gloves of dexterity +6, hat of disguise, monk's belt, periapt of wisdom +6, ring of counterspells (*dispel magic*), ring of counterspells (*greater dispel magic*), potion of barkskin +5 ×2, potion of mage armor ×2, potion of cure serious wounds ×2, potion of endure elements ×4, potion of shield of faith +5 ×2.

☛ **Stanislav, Male Human Brd18:** CR 18; Medium Humanoid (Human); HD 18d6+18; hp 92; Init +4; Spd 30 ft.; AC 20 (+4 Dex, +6 armor), touch 14, flat-footed 16; BAB/Grapple +13/+12; Atk +1 *rapier* +13 melee (1d6, 18-20/×2); Full Atk +1 *rapier* +13/+8/+3 melee (1d6, 18-20/×2); SA spells; SQ bardic music; AL CN; SV Fort +6 (+9), Ref +11 (+17), Will +11 (+14); Str 8, Dex 18, Con 12, Int 12, Wis 12, Cha 26.

Skills, Feats, Languages: Bluff +21 (+29), Concentration +21 (+22), Escape Artist +21 (+25), Move Silently +21 (+30), Perform (vocal) +21 (+29), Perform (stringed instrument) +21 (+29), Tumble +21 (+25), Use Magic Device +21 (+29); Combat Casting, Greater Spell Focus (Enchantment), Great Fortitude, Iron Will, Lightning Reflexes, Lingering Song, Spell Focus (Enchantment), Subsonics; Common, Elven.

Possessions: +1 *rapier*, +2 *silent moves mithral chain shirt*, *cloak of charisma* +6, *gloves of dexterity* +4, *ring of the ram*, *scroll of maximized scorching ray* (caster level 11), *scroll of blade barrier*, *scroll of spell immunity* (caster level 9).

Bard Spells Known (4/6/6/5/5/4/3; spell DC 18 + spell level; 20 + spell level for Enchantment spells): 0 – *detect magic*, *light*, *mage hand*, *message*, *read magic*, *summon instrument*; 1st – *disguise self*, *expeditious retreat*, *grease*, *remove fear*, *Tasha's hideous laughter*; 2nd – *calm emotions*, *glitterdust*, *mirror image*, *scare*, *sound burst*; 3rd – *confusion*, *cure serious wounds*, *displacement*, *scrying*, *slow*; 4th – *dimension door*, *dominate person*, *greater invisibility*, *hold monster*; 5th – *greater dispel magic*, *greater heroism*, *mass suggestion*, *song of discord*; 6th – *greater scrying*, *greater shout*, *Otto's irresistible dance*.

Chapter 2: Encounter 2: The Beasts

APL 2

☛ **Two-Headed Wolf:** CR 3; Medium Magical Beast (Augmented Animal); HD 4d8+12; hp 30; Init +3; Spd 50 ft.; AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; BAB/Grapple +3/+4; Atk bite +5 melee (1d6+1); Full Atk 2 bites +5 melee (1d6+1); SA trip; SQ darkvision 90 ft., low-light vision, scent; SV Fort +4 (+7), Ref +4 (+7), Will +1 (+4); Str 13, Dex 16, Con 17, Int 2, Wis 12, Cha 6.

Skills, Feats, Languages: Hide +1 (+4), Listen +2 (+5), Move Silently +2 (+5), Spot +2 (+5), Survival +0 (+1*); Combat Reflexes^B, Improved Initiative^B, Iron Will, Track^B, Weapon Focus (bite); None.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: Two-headed wolves have a +2 racial bonus to Listen, Search, and Spot checks. *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

APL 4

🐾 **Two-Headed Bison:** CR 4; Large Magical Beast (Augmented Animal); HD 7d8+28; hp 59; Init +4; Spd 40 ft.; AC 15 (-1 size, +6 natural), touch 9, flat-footed 15; BAB/Grapple +5/+15; Atk gore +10 melee (1d8+6); Full Atk 2 gores +10 melee (1d8+6); Space/Reach 10 ft./5 ft.; SA stampede; SQ darkvision 90 ft., low-light vision, scent; Fort +5 (+9), Ref +5 (+5), Will +2 (+2); Str 22, Dex 10, Con 18, Int 2, Wis 11, Cha 4.

Skills, Feats, Languages: Listen +7 (+11), Spot +3 (+7); Alertness, Combat Reflexes^B, Endurance, Improved Initiative^B, Improved Natural Armor; None.

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

Skills: Two-headed bison have a +2 racial bonus to Listen, Search, and Spot checks.

APL 6

🐾 **Two-Headed Polar Bear:** CR 6; Large Magical Beast (Augmented Animal); HD 10d8+50; hp 95; Init +5; Spd 40 ft., swim 30 ft.; AC 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15; BAB/Grapple +7/+19; Atk claw +14 melee (1d8+8); Full Atk 2 claws +14 melee (1d8+8) and 2 bites +14 melee (2d6+4); Space/Reach 10 ft./5 ft.; SA improved grab; SQ darkvision 90 ft., low-light vision, scent; SV Fort +7 (+12), Ref +7 (+8), Will +3 (+6); Str 27, Dex 13, Con 21, Int 2, Wis 12, Cha 6.

Skills, Feats, Languages: Hide +3 (-0*), Listen +4 (+7), Spot +6 (+9), Swim +0 (+16); Combat Reflexes^B, Endurance, Improved Initiative^B, Improved Multiattack^B, Iron Will, Run, Track; None.

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A two-headed polar bear has a +2 racial bonus to Listen, Search, and Spot checks. *A polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

APL 8

🐾 **Two-Headed Advanced (15-HD) Saber-Toothed Tiger:** CR 9; Large Magical Beast (Augmented Animal); HD 17d8+68; hp 144; Init +6; Spd 40 ft.; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; BAB/Grapple +12/+24; Atk bite +19 melee

(2d6+8/19-20/x3); Full Atk 2 bites +19 melee (2d6+8/19-20/x3) and 2 claws +19 melee (1d6+4); Space/Reach 10 ft./5 ft.; SA augmented critical, improved grab, pounce, rake 1d6+4; SQ darkvision 90 ft., low-light vision, scent; AL N; SV Fort +10 (+14), Ref +10 (+12), Will +10 (+12); Str 26, Dex 14, Con 18, Int 2, Wis 14, Cha 6.

Skills, Feats, Languages: Balance +0 (+6), Hide +8 (+10*), Jump +4 (+18), Listen +4 (+10), Move Silently +0 (+6), Spot +4 (+10); Alertness, Combat Reflexes^B, Dodge, Improved Critical (bite), Improved Initiative^B, Improved Multiattack^B, Mobility, Multiattack, Spring Attack; None.

Augmented Critical (Ex): A saber-toothed tiger deals triple damage if it scores a critical hit with its bite attack.

Improved Grab (Ex): To use this ability, a saber-toothed tiger must hit with a bite or a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a saber-toothed tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A saber-toothed tiger gains two additional claw attacks against grappled foes or foes it pounces on (attack bonus +19, damage 1d6+4). Rake attacks are not subject to the normal -4 penalty for attacking with a natural weapon in a grapple.

Skills: Two-headed saber-toothed tigers gain a +2 racial bonus to Listen, Search, and Spot checks and a +4 racial bonus on Balance, Hide, and Move Silently checks. * In forest terrain, their Hide bonus increases to +8.

APL 10

🐾 **Two-Headed Woolly Mammoth:** CR 11; Huge Magical Beast (Augmented Animal); HD 16d8+144; hp 216; Init +3; Spd 40 ft.; AC 18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18; BAB/Grapple +12/+32; Atk gore +22 melee 2d10+18; Full Atk Slam +22 melee (2d6+12) and 2 stamps +22 melee (2d6+6), or 2 gores +22 melee (2d10+12); Space/Reach 15 ft./10 ft.; SA improved grab, toss, trample 2d8+18; SQ darkvision 90 ft., low-light vision, scent; AL N; SV Fort +10 (+19), Ref +10 (+9), Will +10 (+11); Str 34, Dex 8, Con 28, Int 2, Wis 12, Cha 7.

Skills, Feats, Languages: Listen +10 (+15), Spot +9 (+14); Alertness, Combat Reflexes^B, Endurance, Improved Bull Rush, Improved Initiative^B, Improved Multiattack^B, Iron Will, Multiattack, Power Attack; None.

Improved Grab (Ex): To use this ability, a woolly mammoth must hit a Large or smaller foe with a gore attack. If it gets a hold, it tosses its opponent.

Toss (Ex): Woolly mammoths vigorously shake any creature caught in their tusks and fling it in a random direction. Resolve the toss as a bull rush maneuver (+24 check modifier), except that there is

no attack of opportunity, since the woolly mammoth has already grabbed its foe when it tries to toss the victim. The woolly mammoth does not need to move with its foe to throw its foe more than 5 feet. If the tossed victim beats the woolly mammoth's bull rush check, he remains in his current square with no ill effects and is not grappled any longer. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

Trample (Ex): Large or smaller creatures, 2d8+18, Reflex save DC 30. The save DC is Strength-based.

Skills: Two-headed woolly mammoths have a +2 racial bonus to Listen, Search, and Spot checks.

APL 12

🔥 **Two-Headed Roc:** CR 11; Gargantuan Magical Beast (Augmented Animal); HD 20d8+160; hp 250; Init +7; Spd 20 ft., fly 80 ft. (average); AC 19 (-4 size, +3 Dex, +10 natural), touch 9, flat-footed 16; BAB/Grapple +15/+39; Atk talon +23 melee (2d6+12); Full Atk 2 talons +23 melee (2d6+12) and 2 bites +23 melee (2d8+6); Space/Reach 20 ft./15 ft.; SA -; SQ darkvision 90 ft., low-light vision; SV Fort +12 (+20), Ref +12 (+15), Will +6 (+9); Str 34, Dex 16, Con 26, Int 2, Wis 13, Cha 11.

Skills, Feats, Languages: Hide +7 (-3), Listen +7 (+12), Spot +9 (+18); Alertness, Combat Reflexes^B, Flyby Attack, Improved Initiative^B, Improved Multiattack^B, Iron Will, Multiattack, Power Attack, Snatch, Wingover.

Skills: A two-headed roc has a +2 racial bonus to Listen and Search checks and a +6 racial bonus to Spot checks.

APL 14

🔥 **Advanced 21-HD Two-Headed Roc:** CR 12; Gargantuan Magical Beast (Augmented Animal); HD 23d8+184; hp 287; Init +6; Spd 20 ft., fly 80 ft. (average); AC 19 (-4 size, +3 Dex, +10 natural), touch 9, flat-footed 16; BAB/Grapple +17/+41; Atk talon +25 melee (2d6+12); Full Atk 2 talons +25 melee (2d6+12) and 2 bites +25 melee (2d8+6); Space/Reach 20 ft./15 ft.; SA -; SQ darkvision 90 ft., low-light vision; SV Fort +13 (+21), Ref +13 (+16), Will +7 (+10); Str 34, Dex 16, Con 26, Int 2, Wis 13, Cha 11.

Skills, Feats, Languages: Hide +7 (-3), Listen +7 (+12), Spot +12 (+21); Alertness, Combat Reflexes^B, Flyby Attack, Improved Initiative^B, Improved Multiattack^B, Improved Snatch, Iron Will, Multiattack, Power Attack, Snatch, Wingover; None.

Skills: A two-headed roc has a +2 racial bonus to Listen and Search checks and a +6 racial bonus to Spot checks.

APL 16

🔥 **Advanced 30-HD Two-Headed Roc:** CR 15; Gargantuan Magical Beast (Augmented Animal); HD

32d8+256; hp 400; Init +7; Spd 20 ft., fly 80 ft. (average); AC 19 (-4 size, +3 Dex, +10 natural), touch 9, flat-footed 16; BAB/Grapple +24/+49; Atk talon +33 melee (3d6+13); Full Atk 2 talons +33/+28 melee (3d6+13) and 2 bites +33 melee (2d8+6); Space/Reach 20 ft./15 ft.; SA -; SQ darkvision 90 ft., low-light vision; SV Fort +18 (+26), Ref +18 (+21), Will +10 (+13); Str 36, Dex 16, Con 27, Int 2, Wis 13, Cha 11.

Skills, Feats, Languages: Hide +7 (-2), Listen +7 (+12), Spot +21 (+30); Alertness, Combat Reflexes^B, Flyby Attack, Hover, Improved Initiative^B, Improved Multiattack^B, Improved Natural Attack (talons), Improved Snatch, Iron Will, Multiattack, Power Attack, Rapidstrike (talons), Snatch, Wingover; None.

Skills: A two-headed roc has a +2 racial bonus to Listen and Search checks and a +6 racial bonus to Spot checks.

APL 18

🔥 **Advanced 36-HD Two-Headed Roc:** CR 17; Colossal Magical Beast (Augmented Animal); HD 38d8+380; hp 551; Init +7; Spd 20 ft., fly 80 ft. (average); AC 21 (-8 size, +3 Dex, +16 natural), touch 5, flat-footed 18; BAB/Grapple +28/+61; Atk talon +37 melee (4d6+17); Full Atk 2 talons +37/+32 melee (4d6+17) and 2 bites +37/+32 melee (4d8+8); Space/Reach 30 ft./20 ft.; SA -; SQ darkvision 90 ft., low-light vision; SV Fort +21 (+31), Ref +21 (+24), Will +12 (+16); Str 44, Dex 16, Con 31, Int 2, Wis 14, Cha 11.

Skills, Feats, Languages: Hide +7 (-2), Listen +7 (+13), Spot +27 (+38); Alertness, Combat Reflexes^B, Flyby Attack, Hover, Improved Initiative^B, Improved Multiattack^B, Improved Natural Attack (bite), Improved Natural Attack (talons), Improved Snatch, Iron Will, Multiattack, Power Attack, Rapidstrike (bite), Rapidstrike (talons), Snatch, Wingover; None.


Skills: A two-headed roc has a +2 racial bonus to Listen and Search checks and a +6 racial bonus to Spot checks.

Chapter 3: Encounter 2: Miss Kittay

🔥 **Miss Kittay, Female Elven Weretiger Enchanter¹⁰ (Elf Form):** CR 14; Medium Humanoid (Elf, Shapechanger); HD 10d4+10 plus 6d8+24; hp 95; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +2 deflection, +2 natural), touch 15, flat-footed 14; BAB/Grapple +9/+8; Atk +1 *spellstoring longsword* +9 melee (1d8/19-20/x2); Full Atk +1 *spellstoring longsword* +9/+4 melee (1d8/19-20/x2); SA spells; SQ alternate form, elf traits, low-light vision, scent, summon familiar, tiger empathy; AL N; SV Fort +8 (+9); Ref +8 (+11); Will +9 (+12); Str 8, Dex 16, Con 12, Int 16 (20), Wis 12, Cha 14.

Skills, Feats, Languages: Balance +0 (+7), Bluff +9 (+21), Concentration +13 (+14), Control Shape +19 (+20), Diplomacy +0 (+12), Hide +0 (+7)*, Knowledge (arcana) +13 (+18), Knowledge (local - MR 2) +13 (+18), Listen +0 (+5), Move Silently +0

(+7), Perform (sing) +0 (+12), Search +0 (+7), Spellcraft +13 (+20), Spot +6 (+11); Alertness, Eschew Materials, Extend Spell^B, Greater Spell Focus (Enchantment), Heighten Spell^B, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw)^B, Iron Will^B, Scribe Scroll^B, Spell Focus (Enchantment); Common, Draconic, Elven, Flan, Sylvan.


 **Miss Kittay, Female Elven Weretiger Enchanter10 (Tiger Form):** CR 14; Large Humanoid (Elf, Shapechanger); HD 10d4+10 plus 6d8+24; hp 95; Init +9; Spd 40 ft.; AC 19 (-1 size, +5 Dex, +5 natural), touch 14, flat-footed 14; BAB/Grapple +9/+18; Atk claw +13 melee (1d8+5); Full Atk 2 claws +13 melee (1d8+5) and bite +8 melee (2d6+2); SA curse of lycanthropy, improved grab, pounce, rake 1d8+2, spells; SQ alternate form, DR 5/silver, elf traits, low-light vision, scent, summon familiar, tiger empathy; AL N; SV Fort +8 (+12); Ref +8 (+13); Will +9 (+12); Str 20, Dex 20, Con 18, Int 16 (20), Wis 12, Cha 14.

Skills, Feats, Languages: Balance +0 (+9), Bluff +9 (+21), Concentration +13 (+17), Control Shape +19 (+20), Diplomacy +0 (+12), Hide +0 (+9), Knowledge (arcana) +13 (+18), Knowledge (local - MR 2) +13 (+18), Listen +0 (+5), Move Silently +0 (+9), Perform (sing) +0 (+12), Search +0 (+7), Spellcraft +13 (+20), Spot +6 (+11); Alertness, Eschew Materials, Extend Spell^B, Greater Spell Focus (Enchantment), Heighten Spell^B, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw)^B, Iron Will^B, Scribe Scroll^B, Spell Focus (Enchantment); Common, Draconic, Elven, Flan, Sylvan.

Improved Grab (Ex): To use this ability, a weretiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a weretiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 1d8+2.

 **Miss Kittay, Female Elven Weretiger Enchanter10 (Hybrid Form):** CR 14; Large Humanoid (Elf, Shapechanger); HD 10d4+10 plus 6d8+24; hp 95; Init +9; Spd 30 ft.; AC 21 (-1 size, +5 Dex, +2 deflection, +5 natural), touch 16, flat-footed 16; BAB/Grapple +9/+18; Atk claw +13 melee (1d8+5); Full Atk 2 claws +13 melee (1d8+5) and bite +8 melee (2d6+2); SA curse of lycanthropy, spells; SQ alternate form, DR 5/silver, elf traits, low-light vision, scent, summon familiar, tiger empathy; AL N; SV Fort +8 (+12); Ref +8 (+13); Will +9 (+12); Str 20, Dex 20, Con 18, Int 16 (20), Wis 12, Cha 14.

Skills, Feats, Languages: Balance +0 (+9), Bluff +9 (+21), Concentration +13 (+17), Control Shape

+19 (+20), Diplomacy +0 (+12), Hide +0 (+9), Knowledge (arcana) +13 (+18), Knowledge (local - MR 2) +13 (+18), Listen +0 (+5), Move Silently +0 (+9), Perform (sing) +0 (+12), Search +0 (+7), Spellcraft +13 (+20), Spot +6 (+11); Alertness, Eschew Materials, Extend Spell^B, Greater Spell Focus (Enchantment), Heighten Spell^B, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw)^B, Iron Will^B, Scribe Scroll^B, Spell Focus (Enchantment); Common, Draconic, Elven, Flan, Sylvan.

Alternate Form (Su): A weretiger can assume the form of a tiger or a tiger-humanoid hybrid.

Tiger Empathy (Ex): Communicate with tigers and dire tigers, and +4 racial bonus on Charisma-based checks against tigers and dire tigers.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a weretiger's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.


Spells: Miss Kittay casts spells as a 10th-level Enchanter. Her prohibited schools are Evocation and Necromancy.

Typical Spells Prepared (5/7/6/5/5/4; spell DC 15 + spell level, 17 + spell level for Enchantment spells): 0 – *detect magic*, *daze* ×2, *ghost sound*, *prestidigitation*; 1st – *charm person* ×2, *color spray*, *disguise self*, *endure elements*, *mage armor*, *unseen servant*; 2nd – *detect thoughts*, *eagle's splendor*, *glitterdust*, *invisibility*, *Tasha's hideous laughter* ×2, *touch of idiocy*; 3rd – *charm person* (heightened), *fly*, *tongues*, *suggestion* ×2; 4th – *charm monster* ×2, *confusion*, *Evard's black tentacles*, *stoneskin*; 5th – *break enchantment*, *dominate person*, *feeblemind*, *hold monster*.

Skills: In any form, elven weretigers have a +2 racial bonus to Listen, Search, and Spot checks and a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8 in the tiger form.

Possessions: +1 *spellstoring longsword* (contains a *Tasha's hideous laughter* heightened to 3rd-level), *greater choker of eloquence*, *headband of intellect* +4, *ring of protection* +2, spellbook.

Chapter 3: Encounter 3: I Fought the Law

 **Mayor Rhertrök, Elite Male Ice-Touched Bugbear Fighter4/Rogue10:** CR 19; Medium Humanoid (Goblinoid); HD 3d8+6 plus 4d10+8 plus 10d6+20; hp 115; Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; BAB/Grapple +13/+16; Atk +3 *flaming double scimitar* +19 melee (1d6+7 plus 1d6 fire/15-20/×2) or non-magical adamantine double scimitar +17 melee (1d6+4/15-20/×2); Full Atk +3 *flaming adamantine double scimitar* +19/+14/+9 melee (1d6+7 plus 1d6 fire/15-20/×2) or non-magical adamantine double scimitar +17/+12/+7 melee 1d6+4/15-20/×2); SA sneak attack +5d6; SQ DR 20/non-magic, darkvision 60 ft., resistance to cold 20, scent, spell absorption 17; AL

N; SV Fort +8 (+15), Ref +11 (+19), Will +5 (+13); Str 16, Dex 12 (16), Con 10 (14), Int 18, Wis 13, Cha 13 (15).

Skills, Feats, Languages: Balance +0 (+5), Bluff +20 (+25), Diplomacy +20 (+31), Hide +6 (+9), Intimidate +13 (+20), Jump +6 (+11), Listen +6 (+7), Move Silently +6 (+13), Sense Motive +20 (+23), Spot +20 (+21), Tumble +15 (+20), Use Magic Device +20 (+25); Combat Expertise^B, Exotic Weapon Proficiency (double scimitar), Improved Bluff, Improved Combat Expertise^B, Improved Critical (double scimitar), Improved Initiative^B, Iron Will, Negotiator, Power Attack; Common, Draconic, Giant, Goblinoid.

Spell Absorption (Su): 17 levels, see Ice-Touched Template.

Possessions: +3 *flaming adamantine/non-magical adamantine double scimitar*, *amulet of health +4*, *circlet of persuasion*, *cloak of charisma +2*, *gloves of dexterity +4*, *vest of resistance +5*, *wand of cure serious wounds* (40 charges), noble's outfit with jewelry, 450 gp in mixed coins and small gems.

Chapter 3: Encounter 4: Give Me Ale in a Dirty Glass

🐉 **Slim, Young* Male Athach18:** CR 8; Large Aberration; HD 14d8+84; hp 147; Init +0; Spd 40 ft.; AC 17 (-1 size, +8 natural), touch 9, flat-footed 17; BAB/Grapple +10/+22; Atk morningstar +17 melee (2d6+8); Full Atk truncheon +13/+8 melee (2d6+8 nonlethal) and 2 truncheons +13 melee (2d6+4 nonlethal) and bite +13 melee (2d8+4 plus poison); Space/Reach 10 ft./10 ft.; SA poison; SQ darkvision 60 ft.; AL CE; SV Fort +4 (+10), Ref +4 (+4), Will +9 (+11); Str 26, Dex 10, Con 23, Int 10, Wis 14, Cha 11.

Skills, Feats, Languages: Climb +5 (+13), Jump +5 (+19), Listen +12 (+16), Spot +12 (+16); Alertness, Cleave, Multiweapon Fighting, Power Attack, Weapon Focus (bite); Common, Giant.

Poison (Ex): Injury, Fortitude DC 23, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Possessions: large truncheon ×3.

* Slim is constructed using the *Savage Species* rules for Monster Classes. He is not quite a full "adult" by Athach standards so is not fully grown, hence his size of Large instead of Huge.

Chapter 3: Encounter 5: Two Heads Are NOT Better Than One

🐉 **Do'Say, Male Two-Headed Human Exp6:** CR 7; Medium Humanoid (Human); HD 2d8+6 plus 6d6+18; hp 59; Init +4; Spd 30 ft.; AC 11 (+1 natural), touch 10, flat-footed 11; BAB/Grapple +5/+4; Atk masterwork dagger +5 melee (1d4-1/19-20/×2); Full Atk 2 masterwork daggers +5 melee (1d4-1/19-20/×2); SA superior two-weapon fighting; SQ darkvision 90 ft.; AL N; SV Fort +5 (+8), Ref +2 (+2), Will +5 (+6); Str 8, Dex 10, Con 16, Int 16, Wis 12, Cha 14.

Skills, Feats, Languages: Appraise +11 (+16), Bluff +11 (+15), Diplomacy +11 (+19), Listen +0 (+3), Search +0 (+5), Sense Motive +11 (+14), Sleight of Hand +11 (+13), Speak Language +1, Spellcraft +11 (+16), Spot +0 (+3); Combat Reflexes^B, Diligent, Improved Initiative^B, Magical Aptitude, Negotiator, Persuasive; Common, Draconic, Giant.

Skills: A two-headed human has a +2 racial bonus to Listen, Search, and Spot checks.

Possessions: masterwork dagger ×2.

Chapter 3: Any Encounter

🐉 **Sheriff Lohjoh, Elite Male Ice-Touched Ogre Mage Sorcerer 2/Paladin 4 (Murlynd):** CR 14; Large Giant; HD 5d8+20 plus 4d10+16 plus 2d4+8; hp 100; Init +3; Spd 30 ft., fly 30 ft. (good) (base speed 40 ft., fly 40 ft. (good)); AC 28 (+3 Dex, +10 armor, +5 natural), touch 13, flat-footed 25; BAB/Grapple +8/+19; Atk *Murlynd's thunderstick* +10 ranged touch (5d6 sonic/20/×2), or masterwork cold iron greatsword +15 melee (3d6+10/19-20/×2); Full Atk *Murlynd's thunderstick* +10 ranged touch (5d6 sonic/20/×2), or masterwork cold iron greatsword +15/+10 melee (3d6+10/19-20/×2); SA smite evil 1/day, spells, spell-like abilities, turn undead; SQ aura of courage, aura of good, DR 10/non-magic, darkvision 90 ft., *detect evil*, divine grace, divine health, lay on hands, low-light vision, regeneration 5, resistance to cold 15, spell absorption 11, SR 19, summon familiar; AL LG; SV Fort +8 (+20), Ref +3 (+16), Will +6 (+17); Str 23 (25), Dex 16, Con 16 (18), Int 12, Wis 16, Cha 20 (22).

Skills, Feats, Languages: Bluff +5 (+11), Diplomacy +1 (+11), Knowledge (arcana) +1 (+2), Listen +8 (+13), Sense Motive +12 (+15), Spellcraft +6 (+7), Spot +8 (+13); Alertness^B, Flyby Attack, Point Blank Shot, Precise Shot, Quick Draw; Common, Draconic, Giant.

Familiar: Sheriff Lohjoh has a weasel familiar named Doc. It grants him the benefits of the Alertness feat while it is within arm's reach and a +2 bonus on Reflex saves.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Spell Absorption (Su): 11 levels, see Ice-Touched Template.

Spells: Sheriff Lohjoh casts spells as a 2nd-level Sorcerer and as a 4th-level Paladin.

Paladin Spells Prepared (1/0/0/0; spell DC 13 + spell level): 1st – *protection from evil*.

Sorcerer Spells Known (6/6; spell DC 15 + spell level): 0 – *acid splash*, *arcane mark*, *detect magic*, *detect poison*, *prestidigitation*; 1st – *detect secret doors*, *true strike*.

Spell-Like Abilities: At will – *darkness*, *invisibility*, 1/day – *charm person* (DC 16), *cone of cold* (DC 20), *gaseous form*, *polymorph*, *sleep* (DC 16). CL 9th. The save DCs are Charisma-based.

Possessions: *Murlynd's Thunderstick* (spell trigger item that casts lesser sonic orb upon command, CL 9; 13,500gp), large masterwork cold iron greatsword, +2 *mithral full plate*, *amulet of health* +2, *cloak of charisma* +2, *gauntlets of ogre power*, *vest of resistance* +2, *scroll of bless weapon* ×3, *wand of lesser fire orb* (CL 9), silver holy symbol of Murlynd.

Appendix 2: Stat Blocks for Chapter 4

Encounter 1: Mephits... Bless You (Area 3, Main Map)

APL 6

☛ **Half-White Dragon Ice Mephit:** CR 5; Small Dragon (air, cold, extraplanar, augmented outsider); HD 3d10+3; hp 19; Init +7; Spd 30 ft., fly 50 ft. (perfect); AC 22 (+1 size, +3 Dex, +8 natural), touch 14, flat-footed 19; BAB +3; Grp +3; Atk claw +8 melee (1d3+4 plus 1d4 cold); Full Atk 2 claws +8 melee (1d3+4 plus 1d4 cold) and bite +3 melee (1d4+2 plus 1d4 cold); SA breath weapon, half-dragon breath weapon, spell-like abilities, *summon mephit*, SQ DR 5/magic, darkvision 60 ft., fast healing 2, immunity to cold, paralysis, and sleep, low-light vision, vulnerability to fire; AL TN; SV Fort +4, Ref +6, Will +3; Str 18, Dex 17, Con 12, Int 8, Wis 11, Cha 17.

Skills, Feats, Languages: Bluff +9, Escape Artist +9, Hide +13, Listen +6, Diplomacy +5, Disguise +3 (+5 acting), Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings); Flyby Attack, Improved Initiative; Auran, Common.

Breath Weapon (Su): 10-foot cone of ice shards, damage 1d4 cold, Reflex DC 13 half. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Half-Dragon Breath Weapon (Su): 1/day - 30-foot cone of cold, damage 6d8, Reflex DC 12 half.

Spell-Like Abilities: 1/hour—*magic missile* (caster level 3rd); 1/day—*chill metal* (DC 15, caster level 6th). The save DC is Charisma-based.

Summon Mephit (Sp): Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

Fast Healing (Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32°F or below.

Encounter 2: A Boy and His Dog (Area 4, Main Map)

APL 2

☛ **Sharpclaw Stormbender, Male Kobold Druid4:** CR 4; Small Humanoid (reptilian); HD 4d8; hp 23 [31]; Init +3; Spd 30 ft.; AC 19 [21] (+1 size, +3 Dex, +3 armor, +1 shield, +1 natural), touch 14, flat-footed 16 [18]; BAB +3; Grp -2; Atk shortspear +5 melee (1d4+1, +1 cold), sling +9 ranged (1d3-1); Full Atk shortspear +5 melee (1d4+1, +1 cold), sling +9 ranged

(1d3-1); SA Spells; SQ animal companion, darkvision 60 ft., light sensitivity, nature sense, resist nature's lure, resistance to cold 5, trackless step, wild empathy, woodland stride; AL NE; SV Fort +4 [+6], Ref +4, Will +7; Str 8, Dex 16, Con 11 [15], Int 10, Wis 16, Cha 8.

Skills, Feats, Languages: Concentration +7 [+9], Handle Animal +4, Ride +12, Spellcraft +2, Spot +10; Mounted Combat, Ride-By Attack; Draconic, Druidic.

Druid Spells Prepared (5/4/3; spell DC 13 + spell level): 0 – *create water*, *cure minor wounds* ×2, *flare*, *resistance*; 1st – *cure light wounds*, *magic fang*, *pass without trace*, *produce flame*; 2nd – *barkskin*, *bear's endurance*, *flaming sphere*.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: small dragoncraft hide armor, small masterwork light wooden shield, small masterwork sling, 10 sling bullets, small white dragonfang shortspear, mistletoe ×2, *potion of cure light wounds*.

☛ **Wolf Animal Companion:** Medium animal; HD 4d8+8; hp 28 [36]; Init +2; Spd 50 ft.; AC 17 [19] (+3 Dex, +4 natural), touch 13, flat-footed 14 [16]; BAB +3; Grp +5; Atk bite +6 [+7] melee (1d6+2 [1d6+3]); Full Atk bite +6 [+7] melee (1d6+2 [1d6+3]); SA trip; SQ evasion, link, low-light vision, scent, share spells; SV Fort +6 [+8], Ref +7, Will +4; Str 14, Dex 16, Con 15 [+9], Int 2, Wis 12, Cha 6.

Skills, Feats, Languages: Hide +2, Listen +3, Move Silently +3, Spot +5, Survival +1*, Iron Will, Track^B, Weapon Focus (bite); None.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

APL 4

☛ **Sharpclaw Stormbender, Male Kobold Druid6:** CR 6; Small Humanoid (reptilian); HD 6d8; hp 33 [45]; Init +3; Spd 20 ft.; AC 23 [26] (+1 size, +3 Dex, +6 armor, +2 shield, +1 natural), touch 14, flat-footed 20 [23]; BAB +4; Grp -1; Atk shortspear +6 melee (1d4, +1 cold), sling +10 ranged (1d3); Full Atk shortspear +6 melee (1d4, +1 cold), sling +10 ranged (1d3); SA Spells; SQ animal companion, darkvision 60 ft., light sensitivity, nature sense, resist nature's lure, resistance to cold 5, trackless step, wild empathy, wild shape (2/day, small-medium), woodland stride; AL NE; SV Fort +5 [+7], Ref +5,

Will +8; Str 8, Dex 16, Con 11 [15], Int 10, Wis 16, Cha 8.

Skills, Feats, Languages: Concentration +9 [+11], Listen +12, Spellcraft +9, Spot +12; Natural Spell, Improved Natural Attack (claw), Multiattack; Draconic, Druidic.

Druid Spells Prepared (5/4/4/3; spell DC 13 + spell level): 0 – *create water, cure minor wounds* ×2, *flare, resistance*, 1st – *cure light wounds, pass without trace, produce flame* ×2; 2nd – *barkskin, bear's endurance, bull's strength, flaming sphere*, 3rd – ~~greater magic fang~~ ×2, *poison*.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Wild Shape (Su): Sharpclaw can wild shape into a small or medium-sized animal 2/day. He prefers the form of a boar. While in boar form, he has the following statistics: Medium Animal; HD 6d8+18; hp 51 [63]; Init +0; Spd 40 ft.; AC 16 [19] (+6 natural), touch 10, flat-footed 16 [19]; Grp +6; Atk gore +6 [+7] melee (1d8+3 [1d8+4]); Full Atk gore +6 [+7] melee (1d8+3 [1d8+4]); SA ferocity; SV Fort +8 [+10], Ref +2, Will +8; Str 15, Dex 10, Con 17 [21], Int 10, Wis 16, Cha 8. Skills: Concentration +12 [+14]. **Ferocity (Ex):** In boar form, Sharpclaw can continue to fight without penalty even when disabled or dying.

Possessions: *small +1 dragoncraft breastplate, small +1 light wooden shield, small +1 sling, 10 sling bullets, small +1 white dragonfang shortspear, mistletoe* ×2, *potion of cure moderate wounds*.

🐾 **Wolverine Animal Companion:** Medium animal; HD 5d8+23; hp 51; Init +3; Spd 30 ft., climb 10 ft., burrow 10 ft.; AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; BAB +3; Grp +5; Atk claw +5 [+6] melee (1d4+2 [1d4+3]); Full Atk 2 claws +5 [+6] melee (1d4+2 [1d4+3]) and bite +0 [+1] melee (1d6+1 [1d6+2]); SA rage; SQ evasion, link, low-light vision, scent, share spells; SV Fort +7, Ref +6, Will +2; Str 15, Dex 16, Con 19, Int 2, Wis 12, Cha 10.

Skills, Feats, Languages: Climb +10, Listen +6, Spot +6; Alertness, Toughness, Track^B; None.

Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks.

APL 6

🐾 **Sharpclaw Stormbender, Male Kobold Druid:** CR 8; Small Humanoid (reptilian); HD 8d8; hp 43 [59]; Init +3; Spd 40 ft.; AC 24 [27] (+1 size, +3 Dex, +6 armor, +3 shield, +1 natural), touch 14, flat-footed 21 [24]; BAB +6; Grp +1 [+3]; Atk shortspear +8 [+10] melee (1d4 [1d4+2], +1 cold), sling +12 ranged (1d3

[1d3+2]); Full Atk shortspear +8 melee (1d4 [1d4+2], +1 cold), sling +12 ranged (1d3 [1d3+2]); SA Spells; SQ animal companion, darkvision 60 ft., light sensitivity, nature sense, resist nature's lure, resistance to cold 5, trackless step, wild empathy, wild shape (3/day, small-large), woodland stride; AL NE; SV Fort +6 [+8], Ref +5, Will +9; Str 8 [12], Dex 16, Con 11 [15], Int 10, Wis 19, Cha 8.

Skills, Feats, Languages: Concentration +11 [+13], Listen +14, Spellcraft +11, Spot +14; Natural Spell, Improved Natural Attack (claw), Multiattack; Draconic, Druidic.

Druid Spells Prepared (6/5/4/4/3; spell DC 14 + spell level): 0 – *create water, cure minor wounds* ×3, *flare, resistance*, 1st – *cure light wounds, faerie fire, longstrider, produce flame* ×2; 2nd – *barkskin, bear's endurance, bull's strength, flaming sphere*, 3rd – ~~greater magic fang~~ ×2, *poison, protection from energy*, 4th – *flame strike, ice storm, spike stones*.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Wild Shape (Su): Sharpclaw can wild shape into a small, medium, or large animal 3/day. He prefers the form of a polar bear. While in polar bear form, he has the following statistics: Large Animal; HD 8d8+32; hp 75 [91]; Init +1; Spd 50 ft., swim 30 ft.; AC 15 [22] (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14 [21]; Grp +18 [+20]; Atk claw +13 [+16] melee (2d6+8 [2d6+11]); Full Atk 2 claws +13 [+16] melee (2d6+8 [2d6+11]) and bite +11 [+14] melee (2d6+4 [2d6+6]); SA improved grab; SV Fort +10 [+12], Ref +3, Will +8; Str 27 [31], Dex 13, Con 19 [23], Int 10, Wis 19, Cha 8. Skills, Feats: Concentration +15 [+17].

Possessions: *periapt of wisdom* +2, *small +1 dragoncraft breastplate, small +2 light wooden shield, small +1 sling, 10 sling bullets, small +1 white dragonfang shortspear, mistletoe* ×2, *potion of cure moderate wounds*.

🐾 **Dire Wolverine Animal Companion:** Large animal; HD 5d8+23; hp 51; Init +3; Spd 30 ft., climb 10 ft.; AC 16 [20] (–1 size, +3 Dex, +4 natural), touch 12, flat-footed 13 [17]; BAB +3; Grp +13; Atk claw +9 melee (1d6+7); Full Atk 2 claws +9 melee (1d6+7) and bite +4 melee (1d8+4); Space/Reach 10 ft./5 ft.; SA rage; SQ link, low-light vision, scent, share spells; SV Fort +8, Ref +7, Will +5; Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills, Feats, Languages: Climb +14, Listen +7, Spot +7; Alertness, Toughness, Track^B; None.

Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks

Encounter 3: Remember the Alamo (Area 5, Main Map)

APL 2

🦋 **Elite Ice-Touched Kobold War1:** CR 1/3; Small Humanoid (reptilian); HD 1d8+1; hp 6; Init +2; Spd 30 ft.; AC 15 (+1 size, +2 Dex, +1 natural, +1 armor), touch 13, flat-footed 14; BAB +1; Grp -3; Atk spear +2 melee (1d6/×3) or light crossbow +4 ranged (1d6/19-20/×2); Full Atk spear +2 melee (1d6/×3) or light crossbow +4 ranged (1d6/19-20/×2); SQ darkvision 60 ft., light sensitivity, resistance to cold 5, spell absorption 1; AL LE; SV Fort +3, Ref +2, Will +1; Str 11, Dex 15, Con 12, Int 10, Wis 12, Cha 8.

Skills, Feats, Languages: Climb +4, Intimidate +3; Rapid Reload; Draconic.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spell Absorption (Su): 1 level, see Ice-Touched Template.

Possessions: small spear, small light crossbow, 10 bolts, small padded armor.

APL 4

🦋 **Elite Ice-Touched Kobold Ftr1:** CR 1; Small Humanoid (reptilian); HD 1d10+1; hp 11; Init +2; Spd 30 ft.; AC 16 (+1 size, +2 Dex, +1 natural, +2 armor), touch 13, flat-footed 14; BAB +1; Grp -3; Atk spear +2 melee (1d6/×3) or crossbow +5 ranged (1d6/19-20/×2); Full Atk spear +2 melee (1d6/×3) or crossbow +5 ranged (1d6/19-20/×2); SQ darkvision 60 ft., light sensitivity, resistance to cold 5, spell absorption 1; AL LE; SV Fort +3, Ref +2, Will +1; Str 11, Dex 15, Con 12, Int 10, Wis 12, Cha 8.

Skills, Feats, Languages: Climb +4, Intimidate +3; Point Blank Shot, Rapid Reload; Draconic.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spell Absorption (Su): 1 level, see Ice-Touched Template.

Possessions: small spear, small masterwork crossbows, 20 bolts, 1 *screaming bolt*, small leather armor.

🦋 **Lorenshek, Elite Ice-Touched Kobold Evoker1:** CR 1; Small Humanoid (reptilian); HD 1d4; hp 7; Init +3, Spd 30 ft.; AC 14 [22] (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12 [20]; BAB +0; Grp -5; Atk light crossbow +3 ranged (1d6/19-20/×2); Full Atk light crossbow +3 ranged (1d6/19-20/×2); SA spells; SQ darkvision 60 ft., light sensitivity, resistance to cold 5, spell absorption 1; AL LE, SV Fort +1, Ref +4, Will +2; Str 6, Dex 17, Con 11, Int 14, Wis 12, Cha 8.

Skills, Feats, Languages: Concentration +5, Knowledge (arcana) +6, Knowledge (local) +6, Spellcraft +6; Toughness, Scribe Scroll^B

Evoker Spells Prepared (3/3; spell DC 12 + spell level): 0 – *acid splash*, *detect magic*, *ray of frost*; 1st – *color spray*, *magic missile*, *magic missile*.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spell Absorption (Su): 1 level, see Ice-Touched Template.

Possessions: spellbook, spell component pouches, light crossbow, 10 bolts, dagger, *scroll of mage armor*, *scroll of shield*.

Notes: Lorenshek has an owl familiar that is nesting in the cavern walls above the entrance to Area 5.

APL 6

🦋 **Elite Ice-Touched Kobold Ftr2:** CR 2; Small Humanoid (reptilian); HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 18 (+1 size, +2 Dex, +1 natural, +4 armor), touch 13, flat-footed 16; BAB +2; Grp -2; Atk spear +4 melee (1d6, +1 cold/×3) or crossbow +6 ranged (1d6/19-20/×2); Full Atk spear +4 melee (1d6, +1 cold/×3) or longbow +6 ranged (1d6/19-20/×2); SQ darkvision 60 ft., light sensitivity, resistance to cold 5, spell absorption 2; AL LE; SV Fort +4, Ref +2, Will +1; Str 11, Dex 15, Con 12, Int 10, Wis 12, Cha 8.

Skills, Feats, Languages: Climb +5, Intimidate +4; Point Blank Shot, Rapid Reload, Rapid Shot; Draconic.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spell Absorption (Su): 2 levels, see Ice-Touched Template.

Possessions: small *white dragonfang* spear, small masterwork crossbow, 20 bolts, 1 *screaming bolt*, small chain shirt.

🦋 **Lorenshek, Elite Ice-Touched Kobold Evoker3:** CR 3; Small Humanoid (reptilian); HD 3d4+6; hp 16 plus 9 temporary; Init +6, Spd 30 ft.; AC 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12; BAB +1; Grp -4; Atk light crossbow +4 ranged (1d6/19-20/×2) or spell +4 ranged; Full Atk light crossbow +4 ranged (1d6/19-20/×2) or spell +4 ranged; SA spells; SQ darkvision 60 ft., light sensitivity, resistance to cold 5, spell absorption 3; AL LE, SV Fort +2, Ref +5, Will +3; Str 8, Dex 15, Con 12, Int 15, Wis 10, Cha 8.

Skills, Feats, Languages: Concentration +7, Knowledge (arcana) +8, Knowledge (local) +8, Spellcraft +10; Improved Initiative, Scribe Scroll^B, Toughness.

Evoker Spells Prepared (4/4/3; spell DC 12 + spell level): 0 – *acid splash*, *acid splash*, *acid splash*, *detect magic*; 1st – *color spray*, *magic missile*, *magic missile*, *magic missile*; 2nd – *false life*, *scorching ray*, *scorching ray*.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spell Absorption (Su): 3 levels, see Ice-Touched Template.

Possessions: spellbook, spell component pouches, light crossbow, 10 bolts, dagger, *scroll of mage armor* ×3, *scroll of shield*.

Notes: Lorenshek has a owl familiar who is nesting in the cavern walls above the entrance to area 5.

Encounter 4: None Shall Pass (Area 7, Main Map)

APL 2

🔥 **Advanced Medium Ice Paraelemental:** CR 4; Medium Elemental (air, cold); HD 6d8+12; hp 42; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +5 natural), touch 13, flat-footed 14; BAB +4; Grp +5; Atk icicle +7 melee (1d6+1 plus 1d6 cold); Full Atk icicle +7 melee (1d6+1 plus 1d6 cold); SA chill metal, SQ elemental, immunity to cold, vulnerability to fire; AL TN; SV Fort +3, Ref +7, Will +1; Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11.

Skills, Feats, Languages: Listen +4, Spot +5; Combat Reflexes, Improved Natural Armor, Weapon Finesse; Aquan, Auran.

Chill Metal (Su): The ice paraelemental's chill metal power functions like the druid spell of the same name, except that it affects everything within the given radius. As with the spell, it takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell. 10-ft. radius, Will DC 13. Save is Charisma-based.

APL 4

🔥 **Large Ice Paraelemental:** CR 5; Large Elemental (air, cold); HD 8d8+24; hp 64; Init +5; Spd 30 ft.; AC 19 (-1 size, +5 Dex, +5 natural), touch 14, flat-footed 14; BAB +6; Grp +12; Atk icicle +10 melee (2d6+2 plus 2d6 cold); Full Atk 2 icicles +10 melee (2d6+2 plus 2d6 cold); Space/Reach 10 ft./10 ft.; SA chill metal, SQ DR 5/–, elemental, immunity to cold, vulnerability to fire; AL TN; SV Fort +5, Ref +11, Will +2; Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11.

Skills, Feats, Languages: Listen +5, Spot +6; Combat Reflexes^B, Dodge, Mobility, Weapon Finesse; Aquan, Auran.

Chill Metal (Su): The ice paraelemental's chill metal power functions like the druid spell of the same name, except that it affects everything within the given radius. As with the spell, it takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2

rounds later, just as with the spell. 15-ft. radius, Will DC 14. Save is Charisma-based.

APL 6

🔥 **Advanced Large Ice Paraelemental:** CR 6; Large Elemental (air, cold); HD 12d8+36; hp 96; Init +6; Spd 30 ft.; AC 20 (-1 size, +6 Dex, +5 natural), touch 15, flat-footed 14; BAB +9; Grp +15; Atk icicle +14 melee (2d6+2 plus 2d6 cold); Full Atk 2 icicles +14 melee (2d6+2 plus 2d6 cold); Space/Reach 10 ft./10 ft.; SA chill metal, SQ DR 5/–, elemental, immunity to cold, vulnerability to fire; AL TN; SV Fort +7, Ref +14, Will +4; Str 14, Dex 22, Con 16, Int 6, Wis 11, Cha 11.

Skills, Feats, Languages: Listen +7, Spot +8; Ability Focus (chill metal), Combat Reflexes, Dodge, Mobility, Weapon Finesse; Aquan, Auran.

Chill Metal (Su): The ice paraelemental's chill metal power functions like the druid spell of the same name, except that it affects everything within the given radius. As with the spell, it takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell. 15-ft. radius, Will DC 18. Save is Charisma-based.

Encounter 5: Take a Steam (Area 8, Main Map)

APL 4

🔥 **Advanced Darkmantle:** CR 2; Small magical beast; HD 2d10+2; hp 14; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 16; BAB +2; Grp +1; Atk Slam +6 melee (1d4+4); Full Atk Slam +6 melee (1d4+4); SA Darkness, improved grab, constrict 1d4+4; SQ blindsight 90 ft.; AL TN; SV Fort +4, Ref +3, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10.

Skills, Feats, Languages: Hide +10, Listen +5*, Spot +6*; Improved Initiative; None.

Darkness (Su): Once per day a darkmantle can cause darkness as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A darkmantle deals 1d4+4 points of damage with a successful grapple check.

Blindsight (Ex): A darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds the darkmantle.

Skills: A darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

APL 6

➤ **Advanced Darkmantle:** CR 2; S mall magical beast; HD 3d10+3; hp 21; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 16; BAB +3; Grp +3; Atk Slam +7 melee (1d4+4); Full Atk Slam +7 melee (1d4+4); SA Darkness, improved grab, constrict 1d4+4; SQ blindsight 90 ft.; AL TN; SV Fort +4, Ref +3, Will +1; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10.

Skills, Feats, Languages: Hide +10, Listen +6*, Spot +6*; Improved Initiative, Weapon Focus (grapple); None.

Darkness (Su): Once per day a darkmantle can cause darkness as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A darkmantle deals 1d4+4 points of damage with a successful grapple check.

Blindsight (Ex): A darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds the darkmantle.

Skills: A darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

Encounter 6: Six Men and a Baby (Area 9, Main Map)

APL 2

➤ **Aquilomortis, Very Young White Dragon:** CR 3; Small Dragon (cold); HD 6d12+6; hp 45; Init +0; Spd 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.; AC 16 (+1 size, +5 natural), touch 11, flat-footed 16; BAB +6; Grp +3; Atk bite +8 melee (1d8+1); Full Atk bite +8 melee (1d8+1) and 2 claws +3 melee (1d4+1); SA breath weapon; SQ blindsense 60 ft., darkvision 120 ft., icewalking, immunity to cold, sleep and paralysis, low-light vision, vulnerability to fire; AL CE; SV Fort +6, Ref +5, Will +5; Str 13, Dex 10, Con 13, Int 6, Wis 11, Cha 6.

Skills, Feats, Languages: Escape Artist +9, Listen +9, Hide +9, Spot +9; Ability Focus (breath weapon), Flyby Attack, Improved Natural Attack (bite); Draconic.

Breath Weapon (Su): 20-ft. cone of cold, damage 2d6, Reflex DC 16 half.

Icewalking (Ex): As the *spider climb* spell, but the surfaces the dragon climbs must be icy; always in effect.

APL 4

➤ **Aquilomortis, Young White Dragon:** CR 4; Medium Dragon (cold); HD 9d12+18; hp 76; Init +4; Spd 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 18 (+8 natural), touch 10, flat-footed 18; BAB +9; Grp +11; Atk bite +11 melee (2d6+2); Full Atk bite +11 melee (2d6+2) and 2 claws +6 melee (1d6+1) and 2 wings +6 melee (1d4+1); SA breath weapon; SQ blindsense 60 ft., darkvision 120 ft., icewalking, immunity to cold, sleep and paralysis, low-light vision, vulnerability to fire; AL CE; SV Fort +8, Ref +6, Will +6; Str 15, Dex 10, Con 15, Int 6, Wis 11, Cha 6.

Skills, Feats, Languages: Escape Artist +12, Listen +12, Hide +12, Spot +12; Ability Focus (breath weapon), Flyby Attack, Improved Initiative, Improved Natural Attack (bite); Draconic.

Breath Weapon (Su): 30-ft. cone of cold, damage 3d6, Reflex DC 18 half.

Icewalking (Ex): As the *spider climb* spell, but the surfaces the dragon climbs must be icy; always in effect.

APL 6

➤ **Aquilomortis, Juvenile White Dragon:** CR 6; Medium Dragon (cold); HD 12d12+24; hp 102; Init +4; Spd 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 21 (+11 natural), touch 10, flat-footed 21; BAB +12; Grp +15; Atk bite +15 melee (2d6+3); Full Atk bite +15 melee (2d6+3) and 2 claws +10 melee (1d6+1) and 2 wings +10 melee (1d4+1); SA breath weapon; SQ blindsense 60 ft., darkvision 120 ft., icewalking, immunity to cold, sleep and paralysis, low-light vision, vulnerability to fire; AL CE; SV Fort +10, Ref +8, Will +8; Str 17, Dex 10, Con 15, Int 8, Wis 11, Cha 8.

Skills, Feats, Languages: Escape Artist +15, Listen +15, Hide +15, Move Silently +15, Spot +15; Ability Focus (breath weapon), Enlarge Breath, Flyby Attack, Improved Initiative, Improved Natural Attack (bite); Draconic.

Breath Weapon (Su): 30-ft. cone of cold (45-ft. cone with Enlarge Breath feat), damage 4d6, Reflex DC 20 half.

Icewalking (Ex): As the *spider climb* spell, but the surfaces the dragon climbs must be icy; always in effect.

Spell-Like Ability: 3/day – *fog cloud* (12th level caster)

Appendix 3: Stat Blocks for Chapter 5

Encounter 1: Sticks and Stones (or, Ice and Arrows) (Main Map, Area 1)

APL 8

🔱 **Kobold Archers, Male Kobold**
Ftr3/Rog3/Order of the Bow Initiate1: CR 7; Small Humanoid (reptilian); HD 3d6+6 plus 3d10+6 plus 1d8+2; hp 49; Init +7; Spd 30 ft; AC 20 (+1 size, +3 Dex, +1 natural, +5 armor), touch 14, flat-footed 17; BAB +6; Grp +2; Atk shortsword +7 melee (1d4/19-20/x2) or composite longbow +12 ranged (1d6+1 plus 1d6 electricity/20/x3); Full Atk shortsword +7/+2 melee (1d4/19-20/x2) or composite longbow +12/+7 ranged (1d6+1 plus 1d6 electricity/20/x3) or composite longbow +10/+10/+5 ranged (1d6+1 plus 1d6 electricity/20/x3); SA ranged precision +1d8, sneak attack +2d6; SQ darkvision 60 ft, evasion, light sensitivity, resistance to cold 5; AL LE; SV Fort +6, Ref +9, Will +4; Str 10, Dex 17, Con 14, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Balance +10, Climb +9, Craft (bowmaking) +5, Craft (trapmaking) +7, Hide +16, Knowledge (religion) +2, Spot +8, Tumble +10; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow); Draconic

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: small +1 shock composite longbow, small +2 white dragoncraft hide armor, arrows x40, masterwork climber's kit, spyglass.

🔱 **Elite Six-Headed Cold Element Cryohydra:** CR 9; Huge Elemental (cold); HD 6d8+48; hp 78; Init +2; Spd 20 ft., swim 20 ft.; AC 20 (-2 size, +2 Dex, +10 natural), touch 9, flat-footed 18; BAB +6; Grp +19; Atk 6 bites +10 melee (1d10+5 plus 1d4 cold); Full Atk 6 bites +10 melee (1d10+5 plus 1d4 cold); Space/Reach 15 ft./10 ft.; SA breath weapon, chill; SQ darkvision 60 ft., elemental traits, fast healing 16, icewalking, immunity to cold, low-light vision, scent, vulnerability to fire; AL N; SV Fort +12, Ref +7, Will +6; Str 20, Dex 14, Con 25, Int 2, Wis 14, Cha 8

Skills, Feats, Languages: Listen +7, Spot +8, Swim +13; Combat Reflexes^B, Improved Toughness, Iron Will, Weapon Focus (bite); None.

Breath Weapon (Su): Jet of frost 10 ft. high, 10 ft. wide, 20 ft. long. All heads breathe once every 4 rounds. Each jet deals 18d6 cold damage. Reflex save DC 20 half.

Chill (Ex): Cold element cryohydras deal an extra 1d4 points of cold damage with their natural attacks.

Icwalking (Ex): As the *spider climb* spell, but applies to all icy surfaces.

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. A hydra has a +8 racial bonus on any Swim check to

perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

APL 10

🔱 **Kobold Archers, Male Kobold**
Ftr3/Rog3/Order of the Bow Initiate3: CR 9; Small Humanoid (reptilian); HD 3d6+6 plus 3d10+6 plus 3d8+6; hp 65; Init +8; Spd 30 ft.; AC 21 (+1 size, +4 Dex, +1 natural, +5 armor), touch 15, flat-footed 17; BAB +8; Grp +4; Atk shortsword +9 melee (1d4/19-20/x2) or composite longbow +14 ranged (1d6+1 plus 1d6 electricity/20/x3); Full Atk shortsword +9/+4 melee (1d4/19-20/x2) or composite longbow +14/+14/+9 ranged (1d6+1 plus 1d6 electricity/20/x3); SA ranged precision +2d8, sneak attack +2d6; SQ close combat shot, darkvision 60 ft., evasion, light sensitivity, resistance to cold 5; AL LE; SV Fort +7, Ref +11, Will +5; Str 10, Dex 18, Con 14, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Balance +10, Climb +9, Craft (bowmaking) +5, Craft (trapmaking) +7, Hide +16, Knowledge (religion) +2, Spot +17, Tumble +10; Improved Initiative, Improved Rapid Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow); Draconic.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: small +1 shocking burst composite longbow, small shortsword, small +2 white dragoncraft hide armor, eyes of the eagle, arrows x40, masterwork climber's kit.

🔱 **Elite Eight-Headed Cold Element Cryohydra:** CR 12; Huge Elemental (cold); HD 8d8+64; hp 104; Init +2; Spd 20 ft., swim 20 ft.; AC 22 (-2 size, +2 Dex, +12 natural), touch 9, flat-footed 20; BAB +8; Grp +22; Atk 8 bites +13 melee (1d10+6 plus 1d6 cold); Full Atk 8 bites +13 melee (1d10+6 plus 1d6 cold); Space/Reach 15 ft./10 ft.; SA breath weapon, chill; SQ DR 5/magic, darkvision 60 ft., elemental traits, fast healing 18, icewalking, immunity to cold, low-light vision, scent, vulnerability to fire; AL N; SV Fort +13, Ref +8, Will +6; Str 22, Dex 14, Con 25, Int 2, Wis 14, Cha 8

Skills, Feats, Languages: Listen +8, Spot +9, Swim +14; Combat Reflexes^B, Improved Toughness, Iron Will, Weapon Focus (bite); None.

Breath Weapon (Su): Jet of frost 10 ft. high, 10 ft. wide, 20 ft. long. All heads breathe once every 4 rounds. Each jet deals 24d6 cold damage. Reflex save DC 21 half.

Chill (Ex): Cold element cryohydras deal an extra 1d6 points of cold damage with their natural attacks.

Icewalking (Ex): As the *spider climb* spell, but applies to all icy surfaces.

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

APL 12

🔱 **Kobold Archers, Male Kobold**
Ftr3/Rog3/Order of the Bow Initiate5: CR 13; Small Humanoid (reptilian); HD 3d6+6 plus 3d10+6 plus 5d8+10; hp 79; Init +8; Spd 30; AC 21 (+1 size, +4 Dex, +1 natural, +5 armor), touch 15, flat-footed 17; BAB +10; Grp +6; Atk shortsword +11 melee (1d4/19-20/x2) or composite longbow +17 ranged (1d6+1 plus 1d6 electricity/20/x3); Full Atk shortsword +11/+6 melee (1d4/19-20/x2) or composite longbow +17/+17/+12 ranged (1d6+1 plus 1d6 electricity/20/x3); SA ranged precision +3d8, sneak attack +2d6; SQ darkvision 60 ft., evasion, light sensitivity, resistance to cold 5; AL LE; SV Fort +7, Ref +12, Will +6; Str 10, Dex 18, Con 14, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Balance +10, Climb +9, Craft (bowmaking) +5, Craft (trapmaking) +7, Hide +17, Knowledge (religion) +2, Spot +19, Tumble +10; Greater Weapon Focus (longbow)^B, Improved Initiative, Improved Rapid Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow); Draconic.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: *small* +1 shocking burst composite longbow, small shortsword, *small* +2 white dragoncraft hide armor, *eyes of the eagle*, arrows x40, masterwork climber's kit.

🔱 **Elite Ten-Headed Cold Element Cryohydra:** CR 14; Huge Elemental (cold); HD 10d8+80; hp 130; Init +2; Spd 20 ft., swim 20 ft.; AC 24 (-2 size, +2 Dex, +14 natural), touch 10, flat-footed 22; BAB +10; Grp +25; Atk 10 bites +16 melee (2d8+7 plus 1d6 cold); Full Atk 10 bites +16 melee (2d8+7 plus 1d6 cold); Space/Reach 15 ft./10 ft.; SA breath weapon, chill; SQ DR 5/magic, darkvision 60 ft., elemental traits, fast healing 20, icewalking, immunity to cold, low-light vision, scent, vulnerability to fire; AL N; SV Fort +14, Ref +9, Will +7; Str 24, Dex 14, Con 25, Int 2, Wis 14, Cha 8

Skills, Feats, Languages: Listen +9, Spot +10, Swim +14; Combat Reflexes^B, Improved Natural Attack (bite), Improved Toughness, Iron Will, Weapon Focus (bite); None.

Breath Weapon (Su): Jet of frost 10 ft. high, 10 ft. wide, 20 ft. long. All heads breathe once every 4 rounds. Each jet deals 30d6 cold damage. Reflex save DC 21 half.

Chill (Ex): Cold element cryohydras deal an extra 1d6 points of cold damage with their natural attacks.

Icewalking (Ex): As the *spider climb* spell, but applies to all icy surfaces.

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Encounter 3: Colder Than a Witch's... Heart (Area 3, Main Map)

APLs 8 & 10

🔱 **Frost Giant:** CR 9; Large Giant (cold); HD 14d8+70; hp 140; Init -1; Spd 40 ft.; AC 21 (-1 size, -1 Dex, +9 natural, +4 chain shirt) touch 8, flat-footed 21; BAB +10; Grp +23; Atk greataxe +19 melee (3d6+13/x3) or slam +18 melee (1d4+9) or rock +9 ranged (2d6+9); Full Atk greataxe +19/+14 melee (3d6+13/x3) or 2 slams +18 melee (1d4+9) or rock +9 ranged (2d6+9); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ immunity to cold, low-light vision, resistance to fire 20, rock catching, vulnerability to fire; AL CE; SV Fort +14, Ref +3, Will +6; Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills, Feats, Languages: Climb +13, Craft (weaponsmithing) +6, Intimidate +6, Jump +17, Spot +12; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack; Giant.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Possessions: large masterwork greataxe, large masterwork chain shirt.

❖ **Ice-Touched Winter Wolf:** CR 7; Large Magical Beast (cold); HD 6d10+18; hp 51; Init +5; Spd 50 ft.; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; BAB +6; Grp +14; Atk bite +9 melee (1d8+6 plus 1d6 cold); Full Atk bite +9 melee (1d8+6 plus 1d6 cold); Space/Reach 10 ft./5 ft.; SA breath weapon, freezing bite, trip; SQ DR 5/non-magic, darkvision 60 ft., immunity to cold, low-light vision, scent, spell absorption 6, vulnerability to fire; AL NE; SV Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10.

Skills, Feats, Languages: Hide -1*, Listen +6, Move Silently +7, Spot +6, Survival +1*; Alertness, Improved Initiative, Track; Common, Giant.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Spell Absorption (Su): 6 levels, see Ice-Touched Template.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. *Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

APL 12

❖ **Frost Giant Rgr2:** CR 11; Large Giant (cold); HD 16d8+112; hp 195; Init +3; Spd 40 ft.; AC 27 (-1 size, +3 Dex, +9 natural, +6 armor) touch 12, flat-footed 24; BAB +12; Grp +28; Atk heavy pick +25 melee (1d8+13/19-20/x4) or slam +23 melee (1d4+12) or rock +14 ranged (2d6+12); Full Atk heavy pick +25/+20/+15 melee (1d8+13/19-20/x4) or heavy pick +21/+16/+11 melee (1d8+13/19-20/x4) and heavy pick +21/+16 melee (1d8+7/19-20/x4) or 2 slams +23 melee (1d4+12) or rock +14 ranged (2d6+12); Space/Reach 10 ft./10 ft.; SA combat style, favored enemy (dwarves +2), rock throwing; SQ immunity to cold, low-light vision, rock catching, vulnerability to fire, wild empathy; AL CE; SV Fort +19, Ref +10, Will +7; Str 34, Dex 13 (17), Con 24, Int 10, Wis 16, Cha 8.

Skills, Feats, Languages: Climb +17, Craft (trapmaking) +5, Handle Animal +4, Intimidate +8, Jump +20, Spot +22, Survival +8; Cleave, Great Cleave, Greater Two-Weapon Fighting, Improved Critical (heavy pick), Improved Two-Weapon Fighting, Power Attack, Track^B, Two-Weapon Fighting^B, Weapon Focus (heavy pick); Giant.

Favored Enemy (Ex): Frost giant rangers gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against dwarves. This bonus also applies to weapon damage rolls.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Possessions: Large +1 heavy pick x2, large +1 chain shirt, gloves of dexterity +4.

❖ **Advanced Ice-Touched Winter Wolf:** CR 9; Large Magical Beast (cold); HD 9d10+27; hp 78; Init +5; Spd 50 ft.; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; BAB +9; Grp +17; Atk bite +12 melee (2d6+6 plus 1d6 cold); Full Atk bite +12 melee (2d6+6 plus 1d6 cold); Space/Reach 10 ft./5 ft.; SA breath weapon, freezing bite, trip; SQ DR 10/non-magic, darkvision 60 ft., immunity to cold, low-light vision, scent, spell absorption 9, vulnerability to fire; AL NE; SV Fort +9, Ref +7, Will +4; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10.

Skills, Feats, Languages: Hide -1*, Listen +12, Move Silently +7, Spot +6, Survival +1*; Alertness, Improved Initiative, Improved Natural Attack (bite), Track; Common, Giant.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 17 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Spell Absorption (Su): 9 levels, see Ice-Touched Template.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. *Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Encounter 5: On Thin Ice (Area 5, Main Map)

All APLs

☛ **Mocra'hurrae, Female Were-Polar Bear Human Cleric 9 of Telchur (human form):** CR 13; Medium Humanoid (human, shapechanger); HD 8d8+56 plus 9d8+27; hp 171; Init +0; Spd 30 ft.; AC 17 (+2 natural, +5 armor), touch 10, flat-footed 17; BAB +12; Grp +14; Atk spear +15 melee (1d8+4/20/x3); Full Atk spear +15/+10/+5 melee (1d8+4/20/x3); Space/Reach 5 ft./5 ft.; SA spells, turn undead 4/day; SQ alternate form, bear empathy, low-light vision, scent; AL CG; SV Fort +14, Ref +9, Will +12; Str 14, Dex 10, Con 14, Int 8, Wis 18, Cha 12.

Skills, Feats, Languages: Concentration +17, Knowledge (religion) +3, Heal +10, Hide +0, Listen +12, Spot +12, Survival +8, Swim +4; Endurance^B, Improved Toughness, Power Attack, Run, Self-Sufficient, Skill Focus (concentration), Surrogate Spellcasting, Track; Common.

Possessions: +2 hide armor, +1 spear.

☛ **Mocra'hurrae, Female Were-Polar Bear Human Cleric 9 of Telchur (animal form):** CR 13; Large Humanoid (human, shapechanger); HD 8d8+56 plus 9d8+27; hp 171; Init +1; Spd 40 ft., swim 30 ft.; AC 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16; BAB +12; Grp +26; Atk claw +21 melee (1d8+10); Full Atk 2 claws +21 melee (1d8+10) and bite +16 melee (2d6+5); Space/Reach 10 ft./5 ft.; SA curse of lycanthropy, improved grab, turn undead 4/day; SQ alternate form, bear empathy, DR 5/silver, low-light vision, scent; AL CG; SV Fort +18, Ref +10, Will +12; Str 30, Dex 12, Con 22, Int 8, Wis 18, Cha 12.

Skills, Feats, Languages: Concentration +21, Knowledge (religion) +3, Heal +10, Hide -3*, Listen +12, Spot +12, Survival +8, Swim +20; Endurance^B, Improved Toughness, Power Attack, Run, Self-Sufficient, Skill Focus (concentration), Surrogate Spellcasting, Track; Common.

☛ **Mocra'hurrae, Female Were-Polar Bear Human Cleric 9 of Telchur (hybrid form):** CR 13; Large Humanoid (human, shapechanger); HD 8d8+56 plus 9d8+27; hp 171; Init +1; Spd 30 ft.; AC 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16; BAB +12; Grp +26; Atk claw +21 melee (1d6+10); Full Atk 2 claws +21 melee (1d6+10) and bite +16 melee (1d8+4); Space/Reach 10 ft./10 ft.; SA curse of lycanthropy, turn undead 4/day; SQ alternate form, bear empathy, DR 5/silver, low-light vision, scent; AL CG; SV Fort +18, Ref +10, Will +12; Str 30, Dex 12, Con 22, Int 8, Wis 18, Cha 12.

Skills, Feats, Languages: Concentration +21, Knowledge (religion) +3, Heal +10, Hide -3*, Listen +12, Spot +12, Survival +8, Swim +12; Endurance^B, Improved Toughness, Power Attack, Run, Self-Sufficient, Skill Focus (concentration), Surrogate Spellcasting, Track; Common.

Improved Grab (Ex): To use this ability, a were-polar bear in animal form must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Alternate Form (Su): A were-polar bear can assume the form of a polar bear or a polar bear-humanoid hybrid.

Bear Empathy (Ex): Communicate with bears and dire bears, and +4 racial bonus on Charisma-based checks against bears and dire bears.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a were-polar bear's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; spell DC 18 + spell level): 0 – *create water, detect magic, light, mending, purify food and drink, resistance*, 1st – *bane, comprehend languages, divine favor, obscuring mist^D, protection from evil, shield of faith*, 2nd – *aid, bear's endurance, gentle repose, lesser restoration, sound burst, wind wall^P*; 3rd – *dispel magic, gaseous form^D, magic circle against evil, protection from energy, water breathing*; 4th – *air walk^D, death ward, divine power, restoration*; 5th – *raise dead, righteous might^P*.

^D = Domain spell. Deity: Telchur. Domains: Air (turn earth creatures, rebuke air creatures, 4/day); Strength (feat of strength 1/day, +9 enhancement bonus to Str for 1 round).

Skills: A were-polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard while in animal form. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas while in animal or hybrid form.

Encounter 6: Heat Wave (See Preethryma's Lair, Maps 1 and 2)

APL 8

☛ **Preethryma, Female Advanced Juvenile Red Dragon:** CR 11; Large Dragon (fire); HD 18d12+108; hp 234; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 24 (-1 size, +15 natural) touch 9, flat-footed 24; BAB +18; Grp +31; Atk bite +27 melee (2d6+10); Full Atk bite +27 melee (2d6+10) and 2 claws +23 melee (1d8+5) and 2 wings +21 melee (1d6+4) and tail slap +21 melee (1d8+13); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, spell-like abilities, spells; SQ blindsense 60 ft., darkvision 120 ft., keen senses, immunity to fire, paralysis and sleep, resistance to cold 10, SR 18, vulnerability to cold; AL CE; SV Fort +19, Ref +15, Will +15; Str 29, Dex 10, Con 19 (23), Int 14, Wis 15, Cha 14.

Skills, Feats, Languages: Appraise +11 (+13), Bluff +21 (+23), Concentration +21 (+27), Knowledge (arcana) +21 (+23), Knowledge (local) +21 (+23),

Listen +21 (+23), Search +10 (+12), Sense Motive +21 (+23), Spot +21 (+23); Awaken Spell Resistance, Combat Expertise, Flyby Attack, Hover, Lightning Reflexes, Wingover, Weapon Focus (claw); Common, Draconic, Giant.

Breath Weapon (Su): 40-ft. cone, 8d10 fire, Reflex DC 25 half, every 1d4 rounds.

Spell-Like Abilities: 4/day – *locate object*. Caster level 4th.

Sorcerer Spells Known (6/6; save DC 12 + spell level): 0 – *detect magic, mage hand, message, read magic*; 1 – *alarm, ray of enfeeblement*. Caster level 3rd.

Possessions: *vest of resistance +2, bracelet of health +4, +1 necklace of three natural weapons* (affects bite, 2 claws), *ring of minor cold resistance*.

APL 10

☛ **Preethryma, Female Young Adult Red Dragon:** CR 13; Huge Dragon (fire); HD 19d12+133; hp 266; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 26 (-2 size, +18 natural), touch 8, flat-footed 26; BAB +19; Grp +37; Atk bite +28 melee (2d8+11); Full Atk bite +28 melee (2d8+11) and 2 claws +23 melee (2d6+6) and 2 wings +22 melee (2d6+5) and tail slap +22 melee (1d8+15) or crush melee special (2d8+15); Space/Reach 15 ft./10 ft (15 ft. with bite); SA breath weapon, crush, spell-like abilities, spells; SQ blindsense 60 ft., DR 5/magic, darkvision 120 ft., frightful presence, keen senses, immunity to fire, paralysis and sleep, resistance to cold 10, SR 19, vulnerability to cold; AL CE; SV Fort +20, Ref +15, Will +15; Str 31, Dex 10, Con 21 (25), Int 14, Wis 15, Cha 14.

Skills, Feats, Languages: Appraise +12 (+14), Bluff +22 (+24), Concentration +22 (+26), Knowledge (arcana) +22 (+24), Knowledge (local) +22 (+24), Listen +22 (+24), Search +10 (+12), Sense Motive +22 (+24), Spot +22 (+24); Combat Expertise, Flyby Attack, Hover, Improved Snatch, Lightning Reflexes, Snatch, Wingover; Common, Draconic, Giant.

Breath Weapon (Su): 50 ft. cone of fire, damage 10d10, Ref. DC 26 half, once every 1d4 rounds.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8 +15 points of bludgeoning damage, and must succeed on a DC 26 Reflex save or be pinned; grapple bonus +37.

Frightful Presence (Ex): 150 ft. radius, 18 HD or less, Will DC 21 negates.

Snatch (Ex): Grapple bonus +37; claw against Medium or smaller creatures 2d6+5/round, bite against Medium or smaller creatures 2d8+10/round.

Spell-Like Abilities: 5/day – *locate object*. Caster level 5th.

Sorcerer Spells Known (6/7/5; save DC 12 + spell level): 0 – *detect magic, mage hand, message, prestidigitation, read magic, touch of fatigue*, 1st – *alarm, disguise self, endure elements, ray of*

enfeeblement, 2nd – *resist elements, touch of idiocy*. Caster level 5th.

Possessions: *vest of resistance +2, bracelet of health +4, +1 necklace of three natural weapons* (affects bite, 2 claws), *ring of minor cold resistance*.

APL 12

☛ **Preethryma, Female Advanced Young Adult**

Red Dragon: CR 14; Huge Dragon (fire); HD 21d12+147; hp 294; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 26 (-2 size, +18 natural), touch 8, flat-footed 26; BAB +21; Grp +40; Atk bite +31 melee (2d8+12); Full Atk bite +31 melee (2d8+12) and 2 claws +26 melee (2d6+6) and 2 wings +25 melee (2d6+5) and tail slap +25 melee (1d8+15) or crush melee special (2d8+16); Space/Reach 15 ft./10 ft (15 ft. with bite); SA breath weapon, crush, spell-like abilities, spells; SQ blindsense 60 ft., DR 5/magic, darkvision 120 ft., frightful presence, keen senses, immunity to fire, paralysis and sleep, resistance to cold 10, SR 19, vulnerability to cold; AL CE; SV Fort +22, Ref +17, Will +17; Str 32, Dex 10, Con 21 (25), Int 14, Wis 15, Cha 14.

Skills, Feats, Languages: Appraise +12 (+14), Bluff +24 (+26), Concentration +24 (+28), Knowledge (arcana) +24 (+26), Knowledge (local) +24 (+26), Listen +24 (+26), Search +12 (+14), Sense Motive +24 (+26), Spot +24 (+26); Combat Expertise, Flyby Attack, Hover, Improved Snatch, Lightning Reflexes, Maximize Breath, Snatch, Wingover; Common, Draconic, Giant.

Breath Weapon (Su): 50 ft. cone of fire, damage 10d10, Ref. DC 27 half, once every 1d4 rounds.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+16 points of bludgeoning damage, and must succeed on a DC 27 Reflex save or be pinned; grapple bonus +40.

Frightful Presence (Ex): 150 ft. radius, 20 HD or less, Will DC 22 negates.

Snatch (Ex): Grapple bonus +40; claw against Medium or smaller creatures 2d6+6/round, bite against Medium or smaller creatures 2d8+12/round.

Spell-Like Abilities: 5/day – *locate object*. Caster level 5th.

Sorcerer Spells Known (6/7/5; save DC 12 + spell level): 0 – *detect magic, mage hand, message, prestidigitation, read magic, touch of fatigue*, 1st – *alarm, disguise self, endure elements, ray of enfeeblement*, 2 – *resist elements, touch of idiocy*. Caster level 5th.

Possessions: *vest of resistance +3, bracelet of health +4, +1 necklace of three natural weapons* (affects bite, 2 claws), *ring of minor cold resistance*.

Appendix 4: Stat Blocks for Chapter 6

Encounter 2: Who 'Scapes the Lurking Serpent's Mortal Sting? (Map Included)

APL 14

🔥 **Baelberyth, Advanced Two-Headed Half-Fiend**
Remorhaz: CR 16; Gargantuan Outsider (native, augmented magical beast); HD 23d10+230; hp 368; Init +8, Spd 30 ft., burrow 20 ft., fly 30 ft. (average); AC 27 (-4 size, +4 Dex, +17 natural), touch 10, flat-footed 23; BAB +23; Grp +50; Atk Bite +34 melee (3d8+15/19-20/x2); Full Atk 2 bites +34/+29 melee (3d8+15/19-20/x2) and 2 claws +34 melee (2d6+7); Space/Reach 20 ft./15 ft.; SA improved grab, smite good, spell-like abilities, swallow whole; SQ DR 10/magic, darkvision 90 ft., heat, immune to poison, low-light vision, resistance to acid 10, cold 10, electricity 10, fire 10, SR 33, tremorsense 60 ft.; AL NE, SV Fort +23, Ref +16, Will +10; Str 40, Dex 18, Con 30, Int 9, Wis 12, Cha 12.

Skills, Feats, Languages: Concentration +23, Hide +5, Listen +33, Move Silently +17, Spellcraft +12, Spot +29, Survival +14; Combat Reflexes^B, Crush, Empower Spell-Like Ability (*horrid wilting*), Extra Smiting, Improved Critical (bite), Improved Initiative^B, Improved Multiattack^B, Iron Will, Multigrab, Power Attack, Rapidstrike (bite); None.

Crush (Ex): See Non-Core Feats. DC 37, does 4d6+22 damage plus 8d6 points of fire damage to Medium or smaller creatures.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Smite Good (Su): Three times per day the creature can make a normal melee attack to deal 20 points of damage to a good foe.

Spell-Like Abilities: 3/day – *darkness*, *poison* (DC 22), *unholy aura* (DC 19); 1/day – *blasphemy*, *contagion* (DC 15), *desecrate*, *finger of death* (DC 18), *horrid wilting* (empowered) (DC 19), *summon monster IX* (fiends only), *unhallow*, *unholy blight* (DC 15). Caster level 23.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 3d8+15 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan remorhaz's interior can hold 2 Huge, 4

Large, 8 Medium, 16 Small, 64 Tiny, 256 Diminutive, or 1024 Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 31 Fortitude save to avoid destruction. The save DC is Constitution-based.

Skills: Remorhazes have a +6 racial bonus on Listen checks and a +2 racial bonus on Spot checks.

APL 16

🔥 **Baelberyth, Advanced Two-Headed Half-Fiend**
Remorhaz: CR 18; Colossal Outsider (native, augmented magical beast); HD 29d10+348; hp 522; Init +8, Spd 30 ft., burrow 20 ft., fly 30 ft. (average); AC 28 (-8 size, +4 Dex, +22 natural), touch 6, flat-footed 24; BAB +29; Grp +64; Atk Bite +40 melee (4d8+19/19-20/x2); Full Atk 2 bites +40/+35 melee (4d8+19/19-20/x2) and 2 claws +40 melee (3d6+9); Space/Reach 30 ft./20 ft.; SA improved grab, smite good, spell-like abilities, swallow whole; SQ DR 10/magic, darkvision 90 ft., heat, immune to poison, low-light vision, resistance to acid 10, cold 10, electricity 10, fire 10, SR 35, tremorsense 60 ft.; AL NE, SV Fort +28, Ref +19, Will +13; Str 48, Dex 18, Con 34, Int 9, Wis 14, Cha 12.

Skills, Feats, Languages: Concentration +28, Hide +4, Listen +40, Move Silently +20, Spellcraft +15, Spot +36, Survival +18; Cleave, Combat Reflexes^B, Crush, Empower Spell-Like Ability (*horrid wilting*), Extra Smiting, Improved Critical (bite), Improved Initiative^B, Improved Multiattack^B, Iron Will, Multigrab, Power Attack, Quicken Spell-Like Ability (*unholy blight*), Rapidstrike (bite); None.

Crush (Ex): See Non-Core Feats. DC 45, does 4d8+28 damage plus 8d6 points of fire damage to Large or smaller creatures.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Smite Good (Su): Three times per day the creature can make a normal melee attack to deal 20 points of damage to a good foe.

Spell-Like Abilities: 3/day – *darkness*, *poison* (DC 26), *unholy aura* (DC 19); 1/day – *blasphemy*, *contagion* (DC 15), *desecrate*, *finger of death* (DC

18), *horrid wilting* (empowered) (DC 19), *summon monster IX* (fiends only), *unhallow*, *unholy blight* (quicken) (DC 15). Caster level 29.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 4d8+19 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 40 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Colossal remorhaz's interior can hold 2 Gargantuan, 4 Huge, 8 Large, 16 Medium, 32 Small, 128 Tiny, 512 Diminutive, or 2048 Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 36 Fortitude save to avoid destruction. The save DC is Constitution-based.

Skills: Remorhazes have a +6 racial bonus on Listen checks and a +2 racial bonus on Spot checks.

APL 18

☛ Baelberyth, Advanced Two-Headed Half-Fiend

Remorhaz: CR 20; Colossal Outsider (native, augmented magical beast); HD 35d10+420; hp 630; Init +8, Spd 30 ft., burrow 20 ft., fly 30 ft. (average); AC 28 (-8 size, +4 Dex, +22 natural), touch 6, flat-footed 24; BAB +35; Grp +70; Atk Bite +46 melee (4d8+19/19-20/x2); Full Atk 2 bites +46/+41 melee (4d8+19/19-20/x2) and 2 claws +46 melee (3d6+9); Space/Reach 30 ft./20 ft.; SA improved grab, smite good, spell-like abilities, swallow whole; SQ DR 10/magic, darkvision 90 ft., heat, immune to poison, low-light vision, resistance to acid 10, cold 10, electricity 10, fire 10, SR 35, tremorsense 60 ft.; AL NE, SV Fort +31, Ref +22, Will +19; Str 48, Dex 18, Con 35, Int 9, Wis 14, Cha 12.

Skills, Feats, Languages: Concentration +31, Hide +7, Listen +46, Move Silently +23, Spellcraft +18, Spot +42, Survival +21; Cleave, Combat Reflexes^B, Crush, Empower Spell-Like Ability (*horrid wilting*), Epic Will, Extra Smiting, Improved Critical (bite), Improved Initiative^B, Improved Multiattack^B, Iron Will, Multigrab, Power Attack, Quicken Spell-Like Ability (*unholy blight*), Rapidstrike (bite), Spellcasting Harrier; None.

Crush (Ex): See Non-Core Feats. DC 45, does 4d8+28 damage plus 8d6 points of fire damage to Large or smaller creatures.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent least one size

category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Smite Good (Su): Three times per day the creature can make a normal melee attack to deal 20 points of damage to a good foe.

Spell-Like Abilities: 3/day – *darkness*, *poison* (DC 29), *unholy aura* (DC 19); 1/day – *blasphemy*, *contagion* (DC 15), *desecrate*, *finger of death* (DC 18), *horrid wilting* (empowered) (DC 19), *summon monster IX* (fiends only), *unhallow*, *unholy blight* (quicken) (DC 15). Caster level 35.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 4d8+19 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 40 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Colossal remorhaz's interior can hold 2 Gargantuan, 4 Huge, 8 Large, 16 Medium, 32 Small, 128 Tiny, 512 Diminutive, or 2048 Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 39 Fortitude save to avoid destruction. The save DC is Constitution-based.

Skills: Remorhazes have a +6 racial bonus on Listen checks and a +2 racial bonus on Spot checks.

Encounter 3: Machinations, Hollowness, and Treachery (Area 5, Main Map)

All APLs

☛ **Draconic Fomorian Bbn1:** CR 13; Huge Giant; HD 15d8+105 plus 1d12+7; hp 199; Init +1; Spd 50 ft. in breastplate, 70 ft. normal; AC 29 (-2 size, +1 Dex, +12 natural, +8 breastplate), touch 9, flat-footed 28; BAB +12; Grp +33; Atk Heavy flail +24 melee (4d6+20/19-20/x2), or slam +23 melee (1d8+13), or claw +23 melee (1d6+13); Full Atk Heavy flail +24/+19/+14 melee (4d6+20/19-20/x2), or 2 slams +23 melee (1d8+13), or 2 claws +23 melee (1d6+13); Space/Reach 15 ft./15 ft.; SA Rage 1/day, trample 2d10+19; SQ DR 5/–, darkvision 60 ft., fast healing 5, fast movement, immunities, low-light vision, scent; AL NE; SV Fort +21, Ref +9, Will +10; Str 36, Dex 12, Con 24, Int 11, Wis 14, Cha 11.

Skills, Feats, Languages: Listen +6, Move Silently +29, Spot +22; Cleave, Combat Reflexes, Great Cleave, Power Attack, Track; Draconic, Giant.

Rage (Ex): Draconic fomorians can enter a state of rage once per day. Each rage lasts 12 rounds. While in a rage, the following changes are in effect: hp 231; AC 27 (touch 7, flat-footed 26); Grp +35; Atk Heavy flail +26 melee (4d6+23/19-20/×2), or slam +25 melee (1d8+15), or claw +25 melee (1d6+15); Full Atk Heavy flail +26/+21/+16 melee (4d6+23/19-20/×2), or 2 slams +25 melee (1d8+15), or 2 claws +25 melee (1d6+15); SV Fort +22, Ref +8, Will +11; Str 40, Con 28.

Trample (Ex): A trampled opponent can either take an attack of opportunity at a -4 penalty or attempt a Reflex save (DC 33) for half damage.

Immunities: Draconic fomorians have a +4 racial bonus on saves vs. magic sleep effects and paralysis.

Skills: Draconic fomorians have a +2 racial bonus on Intimidate and Spot checks.

Possessions: huge +3 breastplate, huge +1 sweeping heavy flail, amulet of natural armor +2, vest of resistance +3.

APL 14

❖ **Ice-Touched Annis Hag Rog3:** CR 11; Large Monstrous Humanoid; HD 7d8+21 plus 3d6+9; hp 79; Init +1; Spd 40 ft.; AC 24 (-1 size, +1 Dex, +10 natural, +4 armor), touch 10, flat-footed 23; BAB +9; Grp +21; Atk Claw +18 melee (1d6+10); Full Atk 2 claws +18 melee (1d6+10) and bite +16 melee (1d6+6); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+10, rend 2d6+15, sneak attack +2d6, spell-like abilities; SQ DR 2/bludgeoning, DR 10/non-magical, darkvision 60 ft., evasion, resistance to cold 15, spell absorption 10, SR 22, trapfinding, trap sense +1; AL CE; SV Fort +11, Ref +14, Will +12; Str 26, Dex 12, Con 16, Int 13, Wis 13, Cha 10.

Skills, Feats, Languages: Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +15, Intimidate +2, Listen +14, Move Silently +16, Spot +14; Blind-Fight, Great Fortitude^B, Iron Will, Lightning Reflexes, Multiattack; Common, Giant.

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +18 melee, damage 1d6+10. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex): An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+15 points of damage.

Spell Absorption (Su): 10 levels, see Ice-Touched Template.

Spell-Like Abilities: 3/day—*disguise self*, *fog cloud*. Caster level 8th.

Possessions: large +1 shadow and silent moves studded leather armor, amulet of mighty fists +2, belt of endurance, vest of resistance +3.

❖ **Kathay, Ice-Touched Annis Hag Clr5:** CR 13; Large Monstrous Humanoid; HD 7d8+42 plus 5d8+30; hp 135; Init +6; Spd 30 ft. in full plate, 40 ft. normal; AC 31 (-1 size, +1 Dex, +10 natural, +11 armor), touch 10, flat-footed 30; BAB +10; Grp +23; Atk Claw +18 melee (1d6+9); Full Atk 2 claws +18 melee (1d6+9) and bite +13 melee (1d6+4); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+9, rend 2d6+13, spell-like abilities; SQ DR 2/bludgeoning, DR 20/non-magical, darkvision 60 ft., resistance to cold 20, spell absorption 12, SR 24; AL CE; SV Fort +16, Ref +13, Will +17; Str 28, Dex 14, Con 20, Int 12, Wis 20, Cha 12.

Skills, Feats, Languages: Bluff +9, Concentration +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +6, Intimidate +3, Listen +12, Spot +12; Blind-Fight, Divine Vigor, Great Fortitude^B, Improved Initiative, Improved Toughness, Lightning Reflexes; Common, Giant.

Cleric Spells Prepared (5/5+1/3+1/2+1; spell DC 15 + spell level): 0 – *create water*, *detect magic*, *cure minor wounds* ×3; 1st – *bless*, *detect good*, *divine favor*, *protection from good*^D ×2, *shield of faith*; 2nd – *bull's strength* ×2, *cure moderate wounds*, *desecrate*^D; 3rd – *dispel magic*, *invisibility purge*, magic circle against good^D.

^D = Domain spell. Deity: Vecna. Domains: Evil (+1 caster level for Evil spells), Magic (use spell completion and trigger items as a Wiz2).

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +16 melee, damage 1d6+7. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex): An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+13 points of damage.

Spell Absorption (Su): 12 levels, see Ice-Touched Template.

Spell-Like Abilities: 3/day—*disguise self*, *fog cloud*. Caster level 8th.

Possessions: periapt of wisdom +2, belt of endurance, vest of resistance +3, unholy symbol of Vecna ×2, large +3 full plate, ring of counterspells (*dispel magic*).

APL 16

❖ **Ice-Touched Annis Hag Rog5:** CR 13; Large Monstrous Humanoid; HD 7d8+28 plus 5d6+20; hp 105; Init +1; Spd 40 ft.; AC 25 (-1 size, +1 Dex, +10 natural, +5 armor), touch 10, flat-footed 25; BAB +10;

Grp +22; Atk Claw +19 melee (1d6+10); Full Atk 2 claws +19 melee (1d6+10) and bite +17 melee (1d6+6); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+10, rend 2d6+15, sneak attack +3d6, spell-like abilities; SQ DR 2/bludgeoning, DR 20/non-magical, darkvision 60 ft., evasion, resistance to cold 20, spell absorption 12, SR 24, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +12, Ref +16, Will +14; Str 26, Dex 12, Con 16, Int 13, Wis 14, Cha 10.

Skills, Feats, Languages: Bluff +15, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Listen +17, Move Silently +21, Spot +17; Blind-Fight, Great Fortitude^B, Improved Toughness, Iron Will, Lightning Reflexes, Multiattack; Common, Giant.

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +19 melee, damage 1d6+10. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex): An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+15 points of damage.

Spell Absorption (Su): 12 levels, see Ice-Touched Template.

Spell-Like Abilities: 3/day—*disguise self*, *fog cloud*. Caster level 8th.

Possessions: *large +2 shadow and silent moves studded leather armor, amulet of mighty fists +2, belt of endurance, vest of resistance +4.*

➤ **Kathay, Ice-Touched Annis Hag Clr7:** CR 15; Large Monstrous Humanoid; HD 7d8+42 plus 7d8+42; hp 157; Init +6; Spd 30 ft. in full plate, 40 ft. normal; AC 32 (-1 size, +1 Dex, +10 natural, +12 armor), touch 10, flat-footed 31; BAB +12; Grp +25; Atk Claw +20 melee (1d6+9); Full Atk 2 claws +20 melee (1d6+9) and bite +15 melee (1d6+4); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+9, rend 2d6+13, spell-like abilities; SQ DR 2/bludgeoning, DR 20/non-magical, darkvision 60 ft., resistance to cold 20, spell absorption 14, SR 26; AL CE; SV Fort +17, Ref +14, Will +19; Str 28, Dex 14, Con 20, Int 12, Wis 22, Cha 12.

Skills, Feats, Languages: Bluff +9, Concentration +21, Diplomacy +7, Disguise +1 (+3 acting), Hide +6, Intimidate +3, Listen +11, Spot +11; Blind-Fight, Divine Vigor, Great Fortitude^B, Improved Initiative, Improved Toughness, Lightning Reflexes; Common, Giant.

Cleric Spells Prepared (6/6+1/5+1/3+1/2+1; spell DC 16 + spell level): 0 – *create water, detect magic, cure minor wounds* ×4; 1st – *bleed, detect good, divine favor, protection from good*^P ×2, *shield of faith* ×2; 2nd – *bull's strength* ×2, *cure moderate wounds, desecrate*^P, *remove paralysis, silence*, 3rd –

dispel magic, invisibility purge, magic circle against good^P, *sound lance*, 4th – *divine power, recitation, unholy blight*^P.

^D = Domain spell. Deity: Vecna. Domains: Evil (+1 caster level for Evil spells), Magic (use spell completion and trigger items as a Wiz2).

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +16 melee, damage 1d6+7. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex): An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+13 points of damage.

Spell Absorption (Su): 14 levels, see Ice-Touched Template.

Spell-Like Abilities: 3/day—*disguise self, fog cloud*. Caster level 8th.

Possessions: *periapt of wisdom +4, belt of endurance, vest of resistance +4, unholy symbol of Vecna* ×2, *large +4 full plate of light fortification, ring of counterspells (dispel magic).*

APL 18

➤ **Ice-Touched Annis Hag Rog7:** CR 15; Large Monstrous Humanoid; HD 7d8+28 plus 7d6+28; hp 121; Init +1; Spd 40 ft.; AC 25 (-1 size, +1 Dex, +10 natural, +5 armor), touch 10, flat-footed 25; BAB +12; Grp +24; Atk Claw +22 melee (1d6+11); Full Atk 2 claws +22 melee (1d6+11) and bite +20 melee (1d6+7); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+11, rend 2d6+16, sneak attack +4d6, spell-like abilities; SQ DR 2/bludgeoning, DR 20/non-magical, darkvision 60 ft., evasion, resistance to cold 20, spell absorption 14, SR 26, trapfinding, trap sense +2, uncanny dodge; AL CE; SV Fort +13, Ref +17, Will +15; Str 26, Dex 12, Con 16, Int 13, Wis 14, Cha 10.

Skills, Feats, Languages: Bluff +17, Diplomacy +2, Disguise +8 (+10 acting), Hide +19, Intimidate +2, Listen +19, Move Silently +23, Spot +19; Blind-Fight, Great Fortitude^B, Improved Toughness, Iron Will, Lightning Reflexes, Multiattack; Common, Giant.

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +22 melee, damage 1d6+11. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex): An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+16 points of damage.

Spell Absorption (Su): 14 levels, see Ice-Touched Template.

Spell-Like Abilities: 3/day—*disguise self*, *fog cloud*. Caster level 8th.

Possessions: large +2 shadow and silent moves studded leather armor, amulet of mighty fists +3, belt of endurance, vest of resistance +4.

➤ **Kathay, Ice-Touched Annis Hag Clr9:** CR 17; Large Monstrous Humanoid; HD 7d8+42 plus 9d8+54; hp 179; Init +6; Spd 30 ft. in full plate, 40 ft. normal; AC 32 (-1 size, +1 Dex, +10 natural, +12 armor), touch 10, flat-footed 31; BAB +13; Grp +26; Atk Claw +21 melee (1d6+9); Full Atk 2 claws +21 melee (1d6+9) and bite +16 melee (1d6+4); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+9, rend 2d6+13, spell-like abilities; SQ DR 2/bludgeoning, DR 20/non-magical, darkvision 60 ft., resistance to cold 20, spell absorption 16, SR 28; AL CE; SV Fort +18, Ref +15, Will +21; Str 29, Dex 14, Con 20, Int 12, Wis 24, Cha 12.

Skills, Feats, Languages: Bluff +9, Concentration +21, Diplomacy +7, Disguise +1 (+3 acting), Hide +6, Intimidate +3, Listen +11, Spot +11; Blind-Fight, Divine Vigor, Great Fortitude^S, Improved Initiative, Improved Toughness, Lightning Reflexes; Common, Giant.

Cleric Spells Prepared (6/6+1/6+1/5+1/3+1/2+1; spell DC 17 + spell level): 0 – *create water*, *detect magic*, *cure minor wounds* ×4; 1st – *bleed*, *detect good*, *divine favor*, *protection from good*^P ×2, *shield of faith* ×2; 2nd – *bull's strength* ×2, *cure moderate wounds* ×2, *desecrate*^D, *remove paralysis*, *silence*; 3rd – *dispel magic*, *invisibility purge*, *magic circle against good*^P, *sound lance* ×3; 4th – *cure critical wounds*, *divine power*, *recitation*, *unholy blight*^P; 5th – *dispel good*^P, *righteous might*, *slay living*.

^D = Domain spell. Deity: Vecna. Domains: Evil (+1 caster level for Evil spells), Magic (use spell completion and trigger items as a Wiz2).

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +16 melee, damage 1d6+7. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex): An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+13 points of damage.

Spell Absorption (Su): 16 levels, see Ice-Touched Template.

Spell-Like Abilities: 3/day—*disguise self*, *fog cloud*. Caster level 8th.

Possessions: periapt of wisdom +6, belt of endurance, vest of resistance +4, unholy symbol of

Vecna ×2, large +4 full plate of moderate fortification, ring of counterspells (*dispel magic*).

Encounter 4: The Fiery Gulf (Map Included)

APL 14

➤ **Magma Drake:** CR 13; Large Dragon (earth, fire); HD 16d12+64; hp 172; Init +6; Spd 30 ft., burrow 10 ft., fly 60 ft. (poor); AC 23 (-1 size, +2 Dex, +12 natural), touch 11, flat-footed 21; BAB +16; Grp +26; Atk bite +21 melee (2d6+6) or claw +21 melee (1d8+6); Full Atk bite +21 melee (2d6+6) and 2 claws +19 melee (1d8+3) and tail slap +19 melee (1d8+9); Space/Reach 10 ft./5 ft.; SA burn, improved grab; SQ darkvision 60 ft., immunity to fire, sleep, and paralysis, low-light vision, tremorsense 60 ft., vulnerability to cold; AL LE; SV Fort +14, Ref +14, Will +11; Str 23, Dex 14, Con 19, Int 8, Wis 12, Cha 11.

Skills, Feats, Languages: Bluff +19, Climb +27, Diplomacy +2, Hide +19, Intimidate +2, Listen +22, Search +18, Spot +22; Alertness, Flyby Attack, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack; Draconic, Ignan.

Burn (Ex): Those grappled by a magma drake must succeed on a DC 22 Reflex save or catch fire. The fire burns for 1d4 rounds (see *Catching on Fire*, page 303 of the *Dungeon Master's Guide*). A burning creature can take a move action to put out the flame (but not while grappled).

Improved Grab (Ex): To use this ability, a magma drake must hit a creature of its size or smaller with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: Magma drakes have a +2 racial bonus on Climb checks and on Hide checks.

APL 16

➤ **Magma Drake:** CR 15; Huge Dragon (earth, fire); HD 22d12+154; hp 313; Init +5; Spd 30 ft., burrow 10 ft., fly 60 ft. (poor); AC 24 (-2 size, +1 Dex, +15 natural), touch 9, flat-footed 23; BAB +22; Grp +43; Atk bite +30 melee (3d6+10) or claw +30 melee (2d6+10/19-20×2); Full Atk bite +30 melee (3d6+10) and 2 claws +28/+23 melee (2d6+5/19-20×2) and tail slap +28 melee (2d6+15); Space/Reach 15 ft./10 ft.; SA burn, improved grab; SQ darkvision 60 ft., immunity to fire, sleep, and paralysis, low-light vision, tremorsense 60 ft., vulnerability to cold; AL LE; SV Fort +20, Ref +16, Will +14; Str 31, Dex 12, Con 24, Int 8, Wis 12, Cha 11.

Skills, Feats, Languages: Bluff +25, Climb +31, Diplomacy +2, Hide +18, Intimidate +14, Listen +28, Search +18, Spot +28; Alertness, Flyby Attack, Improved Critical (claws), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Rapidstrike (claws); Draconic, Ignan.

Burn (Ex): Those grappled by a magma drake must succeed on a DC 28 Reflex save or catch fire. The fire burns for 1d4 rounds (see *Catching on Fire*, page 303 of the *Dungeon Master's Guide*). A burning creature can take a move action to put out the flame (but not while grappled).

Improved Grab (Ex): To use this ability, a magma drake must hit a creature of its size or smaller with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: Magma drakes have a +2 racial bonus on Climb checks and on Hide checks.

APL 18

☛ **Magma Drake:** CR 17; Huge Dragon (earth, fire); HD 28d12+224; hp 425; Init +5; Spd 30 ft., burrow 10 ft., fly 60 ft. (poor); AC 24 (-2 size, +1 Dex, +15 natural), touch 9, flat-footed 23; BAB +28; Grp +50; Atk bite +37 melee (3d6+11) or claw +37 melee (2d6+11/19-20/x2); Full Atk bite +37 melee (3d6+11) and 2 claws +35/+30 melee (2d6+5/19-20/x2) and tail slap +35 melee (2d6+16); Space/Reach 15 ft./10 ft.; SA burn, improved grab; SQ darkvision 60 ft., immunity to fire, sleep, and paralysis, low-light vision, tremorsense 60 ft., vulnerability to cold; AL LE; SV Fort +24, Ref +19, Will +19; Str 32, Dex 12, Con 26, Int 8, Wis 12, Cha 11.

Skills, Feats, Languages: Bluff +31, Climb +31, Diplomacy +2, Hide +18, Intimidate +26, Listen +34, Search +18, Spot +34; Ability Focus (burn), Alertness, Flyby Attack, Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Rapidstrike (claws); Draconic, Ignan.

Burn (Ex): Those grappled by a magma drake must succeed on a DC 34 Reflex save or catch fire. The fire burns for 1d4 rounds (see *Catching on Fire*, page 303 of the *Dungeon Master's Guide*). A burning creature can take a move action to put out the flame (but not while grappled).

Improved Grab (Ex): To use this ability, a magma drake must hit a creature of its size or smaller with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: Magma drakes have a +2 racial bonus on Climb checks and on Hide checks.

Encounter 6: That Angel Knowledge (Area 8, Main Map)

All APLs

☛ **Bissimir, Immoth:** CR 9; Large Elemental (Air, Cold, Water); HD 10d8+40; hp 90; Init +3; Spd 30 ft., fly 30 ft. (perfect), swim 30 ft.; AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; BAB +7; Grp +15; Atk Claw +10 melee (1d4+4 plus 1d6 cold); Full Atk 2 claws +10 melee (1d4+4 plus 1d6 cold) and tail slap +5 melee (1d6+2 plus 1d6 cold plus poison); Space/Reach 10 ft./10 ft.; SA ice runes, poison, spells;

SQ darkvision 60 ft., DR 10/magic bludgeoning, elemental traits, icewalking, SR 23; AL N; SV Fort +11, Ref +10, Will +4; Str 18, Dex 16, Con 19, Int 14, Wis 13, Cha 21.

Skills, Feats, Languages: Climb +17, Hide +12, Jump +17, Spot +14, Swim +12; Cleave, Combat Casting, Combat Reflexes, Power Attack.

Ice Runes (Sp): Any spell an immoth has prepared can be inscribed on an ice nugget. The creature can trigger the spell contained in such an *ice rune* as a free action. An *ice rune* remains magical until triggered by the immoth. Bissimir has the following *ice runes* embedded in his body: *chain lightning* ×2, *draconic might*, *fire shield*, *glitterdust*, *ice burst*, *invisibility*, *resist energy* ×2, *shield*, *solid fog*.

Poison (Ex): Injury, Fortitude DC 19, initial damage is paralysis for 1d6+2 rounds, secondary damage if 1 point of Intelligence drain per round of paralysis.

Spells: An immoth can cast arcane spells as a 12th-level sorcerer. It cannot cast spells with the fire descriptor.

Spells Known (6/8/7/7/7/6/3; spell DC 15 + spell level): 0 – *arcane mark*, *daze*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue*; 1st – *chill touch*, *lesser cold orb*, *magic missile*, *shield*, *shocking grasp*; 2nd – *glitterdust*, *gust of wind*, *invisibility*, *resist energy*, *see invisibility*; 3rd – *dispel magic*, *ice burst*, *lightning bolt*, *slow*; 4th – *fire shield* (chill shield only), *ice storm*, *solid fog*; 5th – *cone of cold*, *draconic might*; 6th – *chain lightning*.

Icewalking (Ex): This ability works like the *spider climb* spell, except that it applies to all icy surfaces and it is always active.

Encounter 7: Thou Beastly Feeder (Area 9, Main Map)

All APLs

☛ **Grbleringbeshen, Elite Advanced Shadow Gibbering Mouther Rog12:** CR 15; Large Aberration (Extraplanar); HD 12d8+120 plus 12d6+120; hp 350; Init +6; Spd 20 ft., swim 30 ft.; AC 21 (-1 size, +2 Dex, +10 natural), touch 11, flat-footed 21; BAB +18; Grp +30; Atk claw +26 melee (1d2+8), or spittle +20 ranged touch (1d4 acid plus blindness); Full Atk 6 claws +26 melee (1d2+8) and spittle +20 ranged touch (1d4 acid plus blindness); Space/Reach 10 ft./15 ft.; SA blood drain, gibbering, ground manipulation, spittle, swallow whole, improved grab, sneak attack +6d6; SQ amorphous, crippling strike, DR 5/magic and bludgeoning, darkvision 60 ft., evasion, fast healing 2, improved uncanny dodge, low-light vision, resistance to cold 15, shadow blend, shadow creature abilities, trapfinding, trap sense +4, uncanny dodge; AL CE; SV Fort +20, Ref +16, Will +17; Str 27, Dex 14, Con 30, Int 6, Wis 12, Cha 10.

Skills, Feats, Languages: Hide +25, Listen +7, Move Silently +35, Spot +32, Swim +15; Ability Focus (gibbering), Ability Focus (spittle), Combat Reflexes, Dash, Extended Reach, Improved Initiative, Iron Will, Weapon Focus (bite), Weapon Focus (spittle); Common.

Blood Drain (Ex): A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Gibbering (Su): As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulthers) within a 60-foot spread must succeed on a DC 24 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours. The save DC is Charisma-based.

Ground Manipulation (Su): At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Improved Grab (Ex): To use this ability, a gibbering moulder must hit a Large or smaller foe with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spittle (Ex): As a free action every round, a gibbering moulder fires a stream of spittle at one opponent within 30 feet. The moulder makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 34 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

Swallow Whole (Ex): A gibbering moulder can attempt to swallow a grappled opponent of Large or smaller size by making a successful grapple check. It doesn't actually "swallow" the opponent – it engulfs it within its amorphous form – but the effect is essentially the same. Once inside, the gibbering moulder can use its blood drain ability. A swallowed creature can cut its way out by dealing 15 points of damage to the gibbering moulder (AC 21). The gibbering moulder's body can hold 1 Large, 2 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 256 Fine creatures.

Shadow Blend (Su): In any condition other than full daylight, a shadow creature can disappear into the shadows, giving it full concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Shadow Creature Abilities (Su): +2 luck bonus on all saves, DR 5/magic, 1/day *mirror image* (CL 5), 1/day *plane shift* to or from the Plane of Shadow (CL 15), fast healing 2.

Skills: Thanks to their multiple eyes, gibbering moulthers have a +4 racial bonus on Spot checks. A gibbering moulder has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Encounter 8: Come Not Between the Dragon and His Wrath (See Lair of Aggeborealus Map)

APL 14

Nestor, Male Kobold Exp1/Clr3/Wiz3/True Necromancer9: CR 13; Small Humanoid (Reptilian); HD 10d6+10 plus 3d8+3 plus 3d4+3; hp 82; Init +4, Spd 30 ft.; AC 18 (+1 size, +6 armor, +1 natural), touch 11, flat-footed 18; BAB/Grapple +7/+1; Atk +1 *anarchic alchemical silver dagger of maiming* +7 melee (1d3-1/19-20/x1d4) or spell +6 melee touch or spell +8 ranged touch; Full Atk +1 *anarchic alchemical silver dagger of maiming* +7/+2 melee (1d3-1/19-20/x1d4) or spell +6 melee touch or spell +8 ranged touch; SA necromantic prowess +3, rebuke undead (+4, 2d6+17, 15th), spells; SQ *create greater undead* 1/day, *create undead* 2/day, darkvision 60 ft., light sensitivity, major desecration, resistance to cold 10, summon familiar, zone of desecration; AL CE; SV Fort +7 (+13), Ref +5 (+10), Will +14 (+23); Str 6, Dex 10, Con 10 (12), Int 18 (22), Wis 18 (22), Cha 10 (14).

Skills, Feats, Languages: Concentration +19 (+20), Hide +4 (+8), Knowledge (arcana) +19 (+25), Knowledge (religion) +19 (+25), Knowledge (the planes) +10 (+16), Listen +0 (+8), Move Silently +4 (+4), Sense Motive +4 (+10), Spellcraft +19 (+27), Spot +4 (+12), Tumble +13 (+13); Alertness^B, Divine Vigor, Empower Spell, Heighten Spell, Improved Initiative, Quicken Spell, Scribe Scroll^B, Spell Focus (Necromancy); Abyssal, Common, Draconic, Infernal.

Familiar: Weasel, "Lochi": CR N/A; Tiny Magical Beast (Augmented Animal); HD 16; hp 41; Init +2; Spd 20 ft., climb 20 ft.; AC 16 (+2 size, +2 Dex, +2 natural), touch 14, flat-footed 14; BAB/Grapple +7/-5; Atk bite +11 melee (1d3-4) or spell +11 touch; Full Atk bite +11 melee (1d3-4) or spell +11 touch; Space/Reach 2 ½ ft./0 ft.; SA attach, deliver touch spells; SQ alertness, empathic link, improved evasion, low-light vision, scent, share

spells; SV Fort +2 (+2), Ref +2 (+4), Will +0 (+1); Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5; *Skills, Feats*: Balance +12, Climb +10, Escape Artist +4, Hide +11, Move Silently +8, Spot +3, plus Nestor's skills; Agile, Weapon Finesse^B.

Major Desecration (Su): Nestor has begun to exert his authority over undead. This aura is identical to the effects of a *desecrate* spell (see page 218 of the *Player's Handbook*), except that it affects only allied undead and extends to a radius of 10 feet per true necromancer class level.

Necromantic Prowess (Ex): Nestor has unsurpassed power over death. When he rebukes undead, casts a necromantic spell, or uses a spell-like ability that mimics a necromancy spell, Nestor's effective caster level increases by +3.

Spell-Like Abilities: 2/day – *create undead*, 1/day – *create greater undead*, *horrid wilting*. Caster level 19.

Spells: Nestor casts spells as a 12th-level cleric and a 12th-level wizard.

Cleric	Spells	Prepared
(6/7+1/6+1/5+1/4+1/4+1/3+1;	spell DC 16 + spell level, DC 17 + spell level for Necromancy spells):	0 – <i>create water</i> , <i>cure minor wounds</i> ×4, <i>read magic</i> , 1st – <i>bless</i> , <i>cause fear</i> ^D , <i>cure light wounds</i> , <i>divine favor</i> , <i>entropic shield</i> , <i>protection from good</i> , <i>shield of faith</i> , <i>shield of faith</i> , 2nd – <i>cure moderate wounds</i> , <i>death knell</i> ^D , <i>resist energy</i> , <i>resist energy</i> , <i>resist energy</i> , <i>resist energy</i> , <i>silence</i> , 3rd – <i>bear's endurance</i> (<i>extended</i>), <i>bear's endurance</i> (<i>extended</i>), <i>bull's strength</i> (<i>extended</i>), <i>bull's strength</i> (<i>extended</i>), <i>dispel magic</i> ^D , <i>meld into stone</i> , 4th – <i>death ward</i> ^D , <i>death ward</i> , <i>divine power</i> , <i>freedom of movement</i> , <i>spell immunity</i> , 5th – <i>mass inflict light wounds</i> , <i>righteous might</i> , <i>slay living</i> , <i>slay living</i> , <i>spell resistance</i> ^D ; 6th – <i>antilife shell</i> , <i>antimagic field</i> ^D , <i>harm</i> , <i>heal</i> . Caster level 12, caster level 15 for Necromancy spells.

^D = Domain spell. Deity: The Serpent. Domains: Death (death touch 1/day, roll 3d6 and compare it to total HP of target), Magic (use spell completion and spell trigger items as a Wiz13).

Wizard Spells Prepared (4/6/6/5/4/4/3; spell DC 16 + spell level, DC 17 + spell level for Necromancy spells): 0 – *acid splash*, *detect magic*, *mage hand*, *touch of fatigue*, 1st – *mage armor*, *magic missile*, *magic missile*, *ray of enfeeblement*, *ray of enfeeblement*, *shield*, 2nd – *false life*, *glitterdust*, *shatter*, *spectral hand*, *touch of idiocy*, *touch of idiocy*, 3rd – *clairaudience/clairvoyance*, *haste*, *heroism*, *vampiric touch*, *vampiric touch*, 4th – *enervation*, *greater invisibility*, *solid fog*, *stoneskin*, 5th – *greater blink*, *true strike* (*quickened*), *wall of force*, *wrack* (*heightened*), 6th – *disintegrate*, *imbue familiar with spell ability*, *veil*. Caster level 12, caster level 15 for Necromancy spells.

Possessions: +1 *anarchic alchemical silver dagger of maiming*, *belt of endurance*, *bracers of armor +6 of cold resistance*, *cloak of charisma +4*,

goggles of day, *headband of intellect +4*, *periapt of wisdom +4*, *ring of counterspells* (*greater dispel magic*), *slippers of spider climbing*, *staff of necromancy*, *vest of resistance +3*, *pearl of power* (2nd), silver unholy symbol of The Serpent ×2, Nestor's spellbook II.

Spells in Effect: Assuming that Nestor is forewarned of the PCs arrivals, the following spells will be in effect and will modify his statistics as described below: *antilife shell*, *bear's endurance* (*extended*), *bless*, *bull's strength* (*extended*), *death ward*, *entropic shield*, *false life* (16 temporary hp), *freedom of movement*, *greater blink*, *imbue familiar with spell ability* (places *magic missile*, *shatter*, *haste*, and *enervation* in his familiar), *resist energy* (*fire*), *shield*, *shield of faith*, *spell immunity* (*magic missile*, *ray of enfeeblement*, *touch of idiocy*), *spell resistance*.

Statistics with Spells in Effect: Small Humanoid (Reptilian); HD 10d6+20 plus 3d8+6 plus 3d4+6; hp 98 plus 16 temporary hp; Init +4, Spd 30 ft.; AC 26 (+1 size, +6 armor, +4 deflection, +1 natural, +4 shield), touch 15, flat-footed 26; BAB/Grapple +7/+3; Atk +1 *anarchic alchemical silver dagger of maiming* +10 melee (1d3+1/19-20/×1d4) or spell +9 melee touch or spell +9 ranged touch; Full Atk +1 *anarchic alchemical silver dagger of maiming* +10/+5 melee (1d3+1/19-20/×1d4) or spell +9 melee touch or spell +9 ranged touch; SA necromantic prowess +3, rebuke undead 5/day (+4, 2d6+17, 15th), spells; SQ *create greater undead* 1/day, *create undead* 2/day, darkvision 60 ft., light sensitivity, major desecration, resistance to cold 10, resistance to fire 30, SR 24, summon familiar, zone of desecration; AL CE; SV Fort +7 (+14), Ref +5 (+10), Will +14 (+23); Str 6 (10), Dex 10, Con 10 (14), Int 18 (22), Wis 18 (22), Cha 10 (14). *Skills, Feats, Languages*: Concentration +19 (+21), Hide +4 (+8), Knowledge (arcana) +19 (+25), Knowledge (religion) +19 (+25), Knowledge (the planes) +10 (+16), Listen +0 (+8), Move Silently +4 (+4), Sense Motive +4 (+10), Spellcraft +19 (+27), Spot +4 (+12), Tumble +13 (+13); Alertness^B, Divine Vigor, Empower Spell, Heighten Spell, Improved Initiative, Quicken Spell, Scribe Scroll^B, Spell Focus (Necromancy); Abyssal, Common, Draconic, Infernal.

Aggeborealus, Male Ice-Touched Mature Adult

White Dragon Bbn1: CR 15; Huge dragon (cold); HD 22d12+132; hp 291; Init+2; Spd 70 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 30 (-2 size, +2 Dex, +20 natural), touch 10, flat-footed 28; BAB +22; Grp +40; Atk bite +31 melee (2d8+11/19-20/×2); Full Atk bite +31 melee (2d8+11/19-20/×2) and 2 claws +29/+24 melee (2d6+6/19-20/×4) and 2 wings +28 melee (1d8+5) and tail slap +28 melee (2d6+15); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon, crush, frightful presence, improved snatch, rage 1/day, spell-like abilities, spells; SQ blindsense 60 ft., DR 20/non-magical, darkvision 120 ft., fast

movement, ice-walking, immunity to cold, magic sleep effects, and paralysis, low-light vision, spell absorption 22, SR 20, vulnerability to fire; AL CE; SV Fort +25, Ref +19, Will +18; Str 31, Dex 14, Con 23, Int 12, Wis 10, Cha 14.

Skills, Feats, Languages: Bluff +18 (+20), Concentration +25 (+31), Diplomacy +0 (+6), Hide +25 (+19), Intimidate +18 (+28), Listen +20 (+20), Move Silently +18 (+20), Sense Motive +24 (+24), Spot +20 (+20), Swim +12 (+30); Flyby Attack, Hover, Improved Snatch, Multiattack, Power Attack, Quicken Breath, Rapidstrike (claws), Snatch, Wingover; Common, Draconic.

Breath Weapon (Su): 50 ft. cone, 7d6 cold, Reflex DC 27 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+15 points of bludgeoning damage, and must succeed on a DC 27 Reflex save or be pinned.

Frightful Presence (Ex): 210-ft. radius, HD 20 or fewer, Will DC 23 negates.

Improved Snatch (Ex): Against Medium or smaller creatures, bite for 2d8+11/round or claw for 2d6+6/round.

Rage: 1/day.

Spell Absorption (Su): 22 levels, see Ice-Touched Template.

Spell-like Abilities: 3/day – *gust of wind*; 1/day – *fog cloud*. Caster level 7th; save DC 12 + spell level.

Spells: As 3rd level Sorcerer.

Sorcerer Spells Known (6/6; save DC 12 + spell level): 0 – *detect magic*, *message*, *open/close*, *prestidigitation*, *read magic*; 1st – *mage armor*, *shield*, *true strike*.

Possessions: +1 keen necklace of three natural weapons (affects bite, 2 claws), *claws of the ripper* ×2, *gemstone of light fortification*, *vest of resistance* +5.

Spells in Effect: Assuming that Aggeborealus is forewarned of the PCs arrivals, the following spells will be in effect and will modify his statistics as described below: *bear's endurance (extended)*, *bull's strength (extended)*, *death ward*, *heroism*, *mage armor*, *protection from good*, *shield of faith*, *resist energy (acid)*, *resist energy (electricity)*, *resist energy (fire)*, *shield*, *stoneskin*.

Statistics with Spells in Effect: Huge dragon (cold); HD 22d12+176; hp 335; Init+2; Spd 70 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 42 (-2 size, +2 Dex, +4 armor, +4 deflection, +20 natural, +4 shield), touch 14, flat-footed 40; BAB +22; Grp +42; Atk bite +35 melee (2d8+13/19-20/×2); Full Atk bite +35 melee (2d8+13/19-20/×2) and 2 claws +33/+28 melee (2d6+7/19-20/×4) and 2 wings +32 melee (1d8+6) and tail slap +32 melee (2d6+18); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon, crush, frightful presence, improved snatch, rage 1/day, spell-like abilities, spells; SQ blindsense 60 ft., DR 10/adamantine (up to 120 points), DR 20/non-magical, darkvision 120 ft., fast movement, ice-walking, immunity to cold, magic sleep effects,

and paralysis, low-light vision, resistance to acid 30, electricity 30, and fire 30, spell absorption 22, SR 20, vulnerability to fire; AL CE; SV Fort +29, Ref +21, Will +20; Str 31 (35), Dex 14, Con 23 (27), Int 12, Wis 10, Cha 14. **Skills, Feats, Languages:** Bluff +18 (+22), Concentration +25 (+35), Diplomacy +0 (+8), Hide +25 (+21), Intimidate +18 (+30), Listen +20 (+22), Move Silently +18 (+22), Sense Motive +24 (+26), Spot +20 (+22), Swim +12 (+34); **Breath Weapon (Su):** 50 ft. cone, 7d6 cold, Reflex DC 29 half. **Crush (Ex):** Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+18 points of bludgeoning damage, and must succeed on a DC 29 Reflex save or be pinned. **Improved Snatch (Ex):** Against Medium or smaller creatures, bite for 2d8+13/round or claw for 2d6+7/round.

Tactics

Assuming that Nestor and Aggeborealus are aware of the party's entrance into the lair complex, they will be very well protected. Nestor will cast the following spells on these targets:

Aggeborealus: Cleric Spells: *protection from good*, *shield of faith*, *resist energy (acid)*, *resist energy (electricity)*, *resist energy (fire)*, *bear's endurance (extended)*, *bull's strength (extended)*, *death ward*. Wizard Spells: *heroism*, *stoneskin*.

Nestor: Cleric Spells: *entropic shield*, *shield of faith*, *resist energy (fire)*, *bear's endurance (extended)*, *bull's strength (extended)*, *death ward*, *freedom of movement*, *spell immunity (magic missile, ray of enfeeblement, touch of idiocy)*, *spell resistance*, *antilife shell*. Wizard Spells: *shield*, *false life* (16 temporary hp), *greater blink*, *imbue familiar with spell ability* (places magic missile, *shatter*, *haste*, and *enervation* in his familiar).

Beholder: Wizard Spells: *mage armor*.

Nestor will also cast the following spells that will affect everyone: *bless*.

Nestor will cast *clairvoyance* in the middle of the cavern and automatically makes his caster level check to cast a sensor-based divination spell due to his worship of The Serpent (see Judge Notes in the beginning of the module). He will then cast *spectral hand*, and finally *meld into stone* into the cavern wall. This will allow him to direct the *spectral hand* from within the safety of the wall. This will allow him to deliver both cleric and wizard touch range spells. After delivering a spell, the hand will return to his side inside the wall (the hand is incorporeal). This should give PCs a clue that there is something strange happening at that section of the wall. The hand is incorporeal and he will attempt to keep it from being damaged as much as possible. If it is destroyed, he will recall the spell via his *pearl of power 2nd*. The *spectral hand* gives him a +2 bonus to his touch attacks, has his saving throws, and an AC of 28. If he is having difficulty touching his targets, he will cast *divine power* to increase his BAB.

4. If Nestor needs to get involved in melee combat, he will buff himself as much as possible inside the wall using *divine favor*, *divine power*, *righteous might*, *haste*, and *greater invisibility* before emerging. He also uses his *staff of necromancy* freely, since it uses his own caster level and save DCs for necromancy spells.
5. Don't forget that Nestor converts to *inflict* spells and that the *mass inflict* spells have a much higher damage cap than their lower-level versions. With Nestor's high caster level for Necromancy spells, they can be very effective.
6. Aggeborealus will cast *mage armor* and *shield* on himself.
- 7.

APL 16

➤ **Nestor, Male Kobold Exp1/Clr3/Wiz3/True Necromancer11:** CR 15; Small Humanoid (Reptilian); HD 12d6+12 plus 3d8+3 plus 3d4+3; hp 92; Init +4; Spd 30 ft.; AC 18 (+1 size, +6 armor, +1 natural), touch 11, flat-footed 18; BAB/Grapple +10/+2; Atk +1 *anarchic alchemical silver dagger of maiming* +8 melee (1d3-1/19-20/x1d4) or spell +7 melee touch or spell +9 ranged touch; Full Atk +1 *anarchic alchemical silver dagger of maiming* +8/+3 melee (1d3-1/19-20/x1d4) or spell +7 melee touch or spell +9 ranged touch; SA *horrid wilting* 1/day, necromantic prowess +3, rebuke undead (+5, 2d6+19, 17th), spells; SQ *create greater undead* 2/day, *create undead* 2/day, darkvision 60 ft., light sensitivity, major desecration, resistance to cold 10, summon familiar, zone of desecration; AL CE; SV Fort +7 (+14), Ref +5 (+11), Will +15 (+26); Str 6, Dex 10, Con 10 (12), Int 18 (24), Wis 18 (24), Cha 10 (16).

Skills, Feats, Languages: Concentration +21 (+22), Hide +4 (+8), Knowledge (arcana) +21 (+28), Knowledge (religion) +21 (+28), Knowledge (the planes) +10 (+17), Move Silently +4 (+4), Sense Motive +4 (+11), Spellcraft +21 (+30), Spot +4 (+13), Tumble +15 (+15); Alertness^B, Black Lore of Moil, Divine Vigor, Empower Spell, Heighten Spell, Improved Initiative, Quicken Spell, Scribe Scroll^B, Spell Focus (Necromancy); Abyssal, Common, Draconic, Infernal.

Familiar: Weasel, "Lochi": CR N/A; Tiny Magical Beast (Augmented Animal); HD 18; hp 46; Init +2; Spd 20 ft., climb 20 ft.; AC 16 (+2 size, +2 Dex, +2 natural), touch 14, flat-footed 14; BAB/Grapple +7/-5; Atk bite +11 melee (1d3-4) or spell +11 touch; Full Atk bite +11 melee (1d3-4) or spell +11 touch; Space/Reach 2 ½ ft./0 ft.; SA attach, deliver touch spells; SQ alertness, empathic link, improved evasion, low-light vision, scent, share spells; SV Fort +2 (+2), Ref +2 (+4), Will +0 (+1); Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5; *Skills, Feats:* Balance +12, Climb +10, Escape Artist +4, Hide +11, Move Silently +8, Spot +3, plus Nestor's skills; Agile, Weapon Finesse^B.

Major Desecration (Su): Nestor has begun to exert his authority over undead. This aura is identical

to the effects of a *desecrate* spell (see page 218 of the *Player's Handbook*), except that it affects only allied undead and extends to a radius of 10 feet per true necromancer class level.

Necromantic Prowess (Ex): Nestor has unsurpassed power over death. When he rebukes undead, casts a necromantic spell, or uses a spell-like ability that mimics a necromancy spell, Nestor's effective caster level increases by +3.

Spell-Like Abilities: 2/day – *create undead*, *create greater undead*; 1/day – *horrid wilting*. Caster level 21.

Spells: Nestor casts spells as a 14th-level cleric and a 14th-level wizard.

Cleric	Spells	Prepared
(6/7+1/7+1/6+1/5+1/4+1/4+1/3+1;	spell DC 17 +	spell level, DC 18 + spell level for Necromancy
spells): 0 – <i>create water</i> , <i>cure minor wounds</i> ×4, <i>read magic</i> ; 1st – <i>bless</i> , <i>cause fear</i> ^D , <i>cure light wounds</i> , <i>divine favor</i> , <i>entropic shield</i> , <i>protection from good</i> , <i>shield of faith</i> , <i>shield of faith</i> ; 2nd – <i>cure moderate wounds</i> , <i>death knell</i> ^P , <i>divine insight</i> , <i>resist energy</i> , <i>resist energy</i> , <i>resist energy</i> , <i>silence</i> ; 3rd – <i>bear's endurance (extended)</i> , <i>bear's endurance (extended)</i> , <i>bull's strength (extended)</i> , <i>bull's strength (extended)</i> , <i>delay death</i> , <i>dispel magic</i> ^D , <i>meld into stone</i> ; 4th – <i>death ward</i> ^D , <i>death ward</i> , <i>divine power</i> , <i>freedom of movement</i> , <i>sheltered vitality</i> , <i>spell immunity</i> ; 5th – <i>mass inflict light wounds</i> , <i>righteous might</i> , <i>slay living</i> , <i>slay living</i> , <i>spell resistance</i> ^D ; 6th – <i>antilife shell</i> , <i>antimagic field</i> ^D , <i>harm</i> , <i>heal</i> , <i>zealot's</i> <i>power</i> ; 7th – <i>death dragon</i> , <i>mass cure serious wounds</i> , <i>slay living (empowered)</i> , <i>spell turning</i> ^D . Caster level 14, caster level 17 for Necromancy spells.		

^D = Domain spell. Deity: The Serpent. Domains: Death (death touch 1/day, roll 3d6 and compare it to total HP of target), Magic (use spell completion and spell trigger items as a Wiz15).

Wizard Spells Prepared (4/6/6/6/5/4/4/3; spell DC 17 + spell level, DC 18 + spell level for Necromancy spells): 0 – *acid splash*, *detect magic*, *mage hand*, *touch of fatigue*; 1st – ~~*mage armor*~~, ~~*magic missile*~~, ~~*magic missile*~~, *ray of enfeeblement*, *ray of enfeeblement*, ~~*shield*~~; 2nd – ~~*false life*~~, *glitterdust*, ~~*shatter*~~, ~~*spectral hand*~~, *touch of idiocy*, *touch of idiocy*; 3rd – ~~*clairaudience/clairvoyance*~~, ~~*haste*~~, ~~*heroism*~~, *slow*, *vampiric touch*, *vampiric touch*; 4th – *dimension door*, ~~*enervation*~~, *greater invisibility*, *solid fog*, ~~*stoneskin*~~; 5th – ~~*Rary's telepathic bond*~~, *reciprocal gyre*, *true strike (quicken)*, *wall of force*; 6th – *disintegrate*, ~~*greater heroism*~~, ~~*imbue familiar with spell ability*~~, ~~*veil*~~; 7th – *forcecage*, *greater arcane sight*, *wrack (heightened)*. Caster level 14, caster level 17 for Necromancy spells.

Possessions: +1 *anarchic alchemical silver dagger of maiming*, *belt of endurance*, *bracers of armor* +6 of cold resistance, *cloak of charisma* +4, *goggles of day*, *headband of intellect* +6, *periapt of wisdom* +6, *ring of counterspells (greater dispel*

magic, lesser metamagic rod of extend spell ×2 (2 uses left), *slippers of spider climbing*, *staff of necromancy*, *vest of resistance +4*, *pearl of power* (2nd), silver unholy symbol of The Serpent ×2, Nestor's spellbook II.

Spells in Effect: Assuming that Nestor is forewarned of the PCs arrivals, the following spells will be in effect and will modify his statistics as described below: *antilife shell*, *bear's endurance (extended)*, *bless*, *bull's strength (extended)*, *cat's grace*, *death ward*, *divine insight*, *entropic shield*, *false life* (16 temporary hp), *freedom of movement*, *greater arcane sight*, *imbue familiar with spell ability* (places *magic missile*, *shatter*, *haste*, and *enervation* in his familiar), *Rary's telepathic bond*, *resist energy (fire)*, *shield*, *shield of faith*, *spell immunity (magic missile*, *ray of enfeeblement*, *touch of idiocy*), *spell resistance*, *spell turning*.

Statistics with Spells in Effect: Small Humanoid (Reptilian); HD 12d6+24 plus 3d8+6 plus 3d4+6; hp 110 plus 16 temp; Init +6; Spd 30 ft.; AC 28 (+1 size, +2 Dex, +6 armor, +4 deflection, +1 natural, +4 shield), touch 17, flat-footed 26; BAB/Grapple +8/+4; Atk +1 *anarchic alchemical silver dagger of maiming* +11 melee (1d3+1/19-20/×1d4) or spell +10 melee touch or spell +12 ranged touch; Full Atk +1 *anarchic alchemical silver dagger of maiming* +11/+6 melee (1d3+1/19-20/×1d4) or spell +10 melee touch or spell +12 ranged touch; SA *horrid wilting* 1/day, necromantic prowess +3, rebuke undead (+5, 2d6+19, 17th), spells; SQ *create greater undead* 2/day, *create undead* 2/day, darkvision 60 ft., light sensitivity, major desecration, resistance to cold 10, fire 30, SR 26, summon familiar, zone of desecration; AL CE; SV Fort +7 (+14), Ref +5 (+13), Will +15 (+26, +28 vs. fear); Str 6 (10), Dex 10 (14), Con 10 (14), Int 18 (24), Wis 18 (24), Cha 10 (16). *Skills, Feats, Languages:* Concentration +21 (+23), Hide +4 (+8), Knowledge (arcana) +21 (+28), Knowledge (religion) +21 (+28), Knowledge (the planes) +10 (+17), Move Silently +4 (+4), Sense Motive +4 (+11), Spellcraft +21 (+30), Spot +4 (+13), Tumble +15 (+15).

➤ **Aggeborealus, Male Ice-Touched Old White Dragon Bbn1:** CR 18; Huge dragon (cold); HD 25d12+150; hp 318; Init +2; Spd 70 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 33 (-2 size, +2 Dex, +23 natural), touch 10, flat-footed 31; BAB +25; Grp +44; Atk Bite +35 melee (2d8+12/19-20/×2); Full Atk Bite +35 melee (2d8+12/19-20/×2) and 2 claws +33/+28 melee (2d6+6/19-20/×4) and 2 wings +32 melee (1d8+5) and tail slap +32 melee (2d6+16); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon, crush, *freezing fog*, frightful presence, improved snatch, rage 1/day, rend, spell-like abilities, spells; SQ blindsense 60 ft., DR 20/non-magical, darkvision 120 ft., fast movement, ice-walking, immunity to cold, magic sleep effects, and paralysis, low-light vision, spell absorption 25, vulnerability to fire; SR 21; AL CE; SV Fort +16 (+27),

Ref +14 (+21), Will +14 (+19); Str 33, Dex 14, Con 23, Int 12, Wis 10, Cha 14.

Skills, Feats, Languages: Bluff +20 (+22), Concentration +27 (+33), Diplomacy +0 (+6), Hide +27 (+21), Intimidate +20 (+30), Listen +20 (+20), Move Silently +20 (+22), Sense Motive +26 (+26), Spot +20 (+20), Swim +14 (+33); Flyby Attack, Hover, Improved Snatch, Multiattack, Power Attack, Quicken Breath, Rapidstrike (claws), Rend, Snatch, Wingover; Common, Draconic.

Breath Weapon (Su): 50 ft. cone, 8d6 cold, Reflex DC 28 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+16 points of bludgeoning damage, and must succeed on a DC 28 Reflex save or be pinned.

Freezing Fog (Sp): 3/day. It is similar to a *solid fog* spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. This ability is the equivalent of a 5th-level spell.

Frightful Presence (Ex): 240-ft. radius, HD 23 or fewer, Will DC 25 negates.

Improved Snatch (Ex): Against Medium or smaller creatures, bite for 2d8+12/round or claw for 2d6+6/round.

Rage: 1/day.

Rend (Ex): Extra damage 4d6+16.

Spell Absorption (Su): 25 levels, see Ice-Touched Template.

Spell-like Abilities: 3/day – *gust of wind*; 1/day – *fog cloud*. Caster level 8th; save DC 12 + spell level.

Spells: As 5th level Sorcerer.

Sorcerer Spells Known (6/7/5; save DC 12 + spell level): 0 – *acid splash*, *detect magic*, *message*, *open/close*, *prestidigitation*, *read magic*; 1st – *mage armor*, *ray of enfeeblement*, *shield*, *true strike*; 2nd – *cat's grace*, *scorching ray*.

Possessions: +1 keen necklace of three natural weapons (affects bite, 2 claws), *claws of the ripper* ×2, *gemstone of moderate fortification*, *vest of resistance +5*.

Spells in Effect: Assuming that Aggeborealus is forewarned of the PCs arrivals, the following spells will be in effect and will modify his statistics as described below: *bear's endurance (extended)*, *bull's strength (extended)*, *cat's grace*, *death ward*, *entropic shield*, *freedom of movement*, *greater heroism*, *mage armor*, *protection from energy* (sonic, 120 points), *protection from good*, *resist energy (acid)*, *resist energy (electricity)*, *resist energy (fire)*, *sheltered vitality*, *shield of faith*, *shield*, *stoneskin*, *zealot pact* (aligned against Lawful Good foes).

Statistics with Spells in Effect: Huge dragon (cold); HD 25d12+200; hp 368 plus 14 temp; Init +4; Spd 70 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 47 (-2 size, +4 Dex, +4 armor, +4 deflection, +23 natural, +4 shield), touch 16, flat-footed 43; BAB +25; Grp +46; Atk Bite +41 melee (2d8+14/19-20/×2); Full Atk Bite +41 melee (2d8+14/19-20/×2) and 2 claws

+39/+34 melee (2d6+7/19-20/x4) and 2 wings +38 melee (1d8+6) and tail slap +38 melee (2d6+19); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon, crush, *freezing fog*, frightful presence, improved snatch, rage 1/day, rend, spell-like abilities, spells; SQ blindsense 60 ft., DR 10/adamantine (140 points total), DR 20/non-magical, darkvision 120 ft., fast movement, ice-walking, immunity to ability damage/drain, cold, exhaustion, fatigue, fear, magic sleep effects, and paralysis, low-light vision, resistance to acid 30, electricity 30, fire 30, spell absorption 25, vulnerability to fire; SR 21; AL CE; SV Fort +16 (+33), Ref +14 (+27), Will +14 (+23); Str 33 (37), Dex 14 (18), Con 23 (27), Int 12, Wis 10, Cha 14. *Skills, Feats, Languages*: Bluff +20 (+26), Concentration +27 (+39), Diplomacy +0 (+10), Hide +27 (+27), Intimidate +20 (+34), Listen +20 (+24), Move Silently +20 (+28), Sense Motive +26 (+30), Spot +20 (+24), Swim +14 (+39). **Breath Weapon (Su)**: 50 ft. cone, 8d6 cold, Reflex DC 30 half. **Crush (Ex)**: Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+19 points of bludgeoning damage, and must succeed on a DC 305. Reflex save or be pinned. **Improved Snatch (Ex)**: Against Medium or smaller creatures, bite for 2d8+14/round or claw for 2d6+7/round. **Rend (Ex)**: Extra damage 4d6+19.

Tactics

1. Assuming that Nestor and Aggeborealus are aware of the party's entrance into the lair complex, they will be very well protected. Nestor will cast the following spells on these targets:
 - **Aggeborealus**: *Cleric Spells*: *entropic shield*, *protection from good*, *shield of faith*, *resist energy (acid)*, *resist energy (electricity)*, *resist energy (fire)*, *bear's endurance (extended)*, *bull's strength (extended)*, *protection from energy (sonic)*, *sheltered vitality*, *death ward*, *freedom of movement*, *zealot pact*. *Wizard Spells*: *stoneskin*, *greater heroism*.
 - **Nestor**: *Cleric Spells*: *antilife shell*, *bear's endurance (extended)*, *bull's strength (extended)*, *death ward*, *divine insight*, *freedom of movement*, *resist energy (acid)*, *resist energy (fire)*, *shield of faith*, *spell immunity (magic missile, ray of enfeeblement, touch of idiocy)*, *spell resistance*, *spell turning*. *Wizard Spells*: *false life (16 temporary hp)*, *greater arcane sight*, *shield*.
 - **Beholders**: *Wizard Spells*: *mage armor*.
2. Nestor will also cast the following spells that will affect everyone: *bless*, *Rary's telepathic bond*.
3. Nestor will cast *clairvoyance* in the middle of the cavern and automatically makes his caster level check to cast a sensor-based divination spell due to his worship of The Serpent (see Judge Notes in the beginning of the module). He will then cast *spectral hand*, and finally *meld into stone* into the cavern wall. This will allow him to direct the *spectral hand* from within the safety of the wall. This will allow him to deliver both cleric and wizard touch range spells. After delivering a spell, the hand will return

to his side inside the wall (the hand is incorporeal). This should give PCs a clue that there is something strange happening at that section of the wall. The hand is incorporeal and he will attempt to keep it from being damaged as much as possible. If it is destroyed, he will recall the spell via his *pearl of power 2nd*. The *spectral hand* gives him a +2 bonus to his touch attacks, has his saving throws, and an AC of 29. If he is having difficulty touching his targets, he will cast *divine power* to increase his BAB.

If Nestor needs to get involved in melee combat, he will buff himself as much as possible inside the wall using *divine favor*, *divine power*, *righteous might*, *haste*, and *greater invisibility* before emerging. When he gets down to his last spells he may use *death dragon*; while it constrains his spellcasting, he can make a touch attack that delivers an *inflict critical wounds* every round for 4d8+20 damage. He also uses his *staff of necromancy* freely, since it uses his own caster level for necromancy spells.

Don't forget that Nestor converts to *inflict* spells and that the *mass inflict* spells have a much higher damage cap than their lower-level versions. With Nestor's high caster level for Necromancy spells, they can be very effective.

Aggeborealus will cast *mage armor*, *shield*, and *cat's grace* on himself. He will also cast *cat's grace* on Nestor. During combat he will use his *freezing fog* ability to slow down and separate foes. Thanks to his *freedom of movement* spell and blindsense, he can move within the cloud and still target foes inside the *freezing fog*.

APL 18

➤ **Nestor, Male Kobold Exp1/Clr3/Wiz3/True Necromancer14**: CR 18; Small humanoid (reptilian); HD 15d6+15 plus 3d8+3 plus 3d4+3 plus 3; hp 107; Init +4; Spd 30 ft.; AC 18 (+1 size, +6 armor, +1 natural), touch 11, flat-footed 18; BAB +10; Grp +3; +1 *anarchic alchemical silver dagger of maiming* +10 melee (1d3-1/19-20/x1d4) or spell +9 melee touch or spell +11 ranged touch; Full Atk +1 *anarchic alchemical silver dagger of maiming* +10/+8 melee (1d3-1/19-20/x1d4) or spell +9 melee touch or spell +11 ranged touch; SA *energy drain*, *horrid wilting* 1/day, necromantic prowess +4, rebuke undead (+5, 2d6+19, 17th), spells, *wail of the banshee*, SQ *create greater undead* 2/day, *create undead* 2/day, darkvision 60 ft., light sensitivity, major desecration, resistance to cold 10, summon familiar, zone of desecration; AL CE; SV Fort +7 (+13), Ref +7 (+12), Will +22 (+33); Str 6, Dex 10, Con 10 (12), Int 18 (24), Wis 18 (24), Cha 10 (16).

Skills, Feats, Languages: Concentration +24 (+24), Hide +4 (+9), Knowledge (arcana) +21 (+28), Knowledge (religion) +20 (+27), Knowledge (the planes) +13 (+20), Move Silently +4 (+5), Sense Motive +22 (+29), Spellcraft +24 (+33), Spot +4 (+11),

Tumble +5 (+6); Divine Metamagic (Empower), Divine Vigor, Empower Spell, Extend Spell, Extra Turning^B, Heighten Spell, Improved Initiative, Improved Toughness, Quicken Spell, Scribe Scroll^B; Abyssal, Celestial, Common, Draconic, Infernal.

Cleric Spells Prepared (6/7+1/7+1/7+1/6+1/5+1/5+1/4+1/2+1/1+1; spell DC 16 + spell level): 0 – *create water*, *cure minor wounds* ×4, *read magic*; 1st – *bless*, *command*, *cure light wounds*, *divine favor*, *entropic shield*, *protection from good*^D, *shield of faith* ×2; 2nd – *cure moderate wounds*, *death knell*^D, *resist energy* ×5, *silence*; 3rd – *bear's endurance (extended)* ×2, *bull's strength (extended)* ×2, *cure serious wounds*, *meld into stone*, *protection from energy*^D ×2; 4th – *cure critical wounds*, *death ward*^D ×2, *divine power*, *freedom of movement* ×2, *spell immunity* (generally magic missile, ray of enfeeblement, touch of idiocy); 5th – *mass inflict light wounds*, *righteous might*, *slay living* ×2, *spell resistance*^D, *true seeing*; 6th – *antilife shell*, *antimagic field*^D, *harm*, *heal*, *shatter (quickened)*, *word of recall*; 7th – *death dragon*, *heroes' feast (extended)*, *mass cure serious wounds*, *slay living (empowered)*, *spell turning*^D; 8th – *fire storm*, *greater spell immunity* (generally Otto's irresistible dance, maze, quill blast, waves of exhaustion), *protection from spells*^D; 9th – *gate* (calls a Balor), *blasphemy (empowered)*^D. Caster level 17, caster level 21 for Necromancy spells and spells from the Death domain.

^D = Domain spell. Deity: The Serpent. Domains: Death (death touch 1/day, roll 1d6/level and compare it to total HP of target), Magic (use spell completion and spell trigger items as a Wizard).

Wizard Spells Prepared (4/6/6/6/5/5/5/4/2/1; spell DC 17 + spell level, DC 18 + spell level for Necromancy spells): 0 – *acid splash*, *detect magic*, *mage hand*, *touch of fatigue*; 1st – ~~*mage armor*~~, ~~*magic missile*~~, ~~*magic missile*~~, ray of enfeeblement, ray of enfeeblement, ~~*shield*~~; 2nd – ~~*false life*~~, ~~*glitterdust*~~, ~~*shatter*~~, ~~*spectral hand*~~, touch of idiocy, touch of idiocy; 3rd – ~~*clairaudience/clairvoyance*~~, ~~*haste*~~, ~~*heroism*~~, slow, vampiric touch, vampiric touch; 4th – *dimension door*, ~~*enervation*~~, *greater invisibility*, *solid fog*, ~~*stoneskin*~~; 5th – ~~*Rary's telepathic bond*~~, *reciprocal gyre*, *true strike (quickened)*, vampiric touch (empowered), wall of force; 6th – *disintegrate*, *enervation (empowered)*, ~~*greater heroism*~~, ~~*imbue familiar with spell ability*~~, ~~*veil*~~; 7th – *forcecage*, *greater arcane sight*, *reciprocal gyre (empowered)*, *wrack (heightened)*; 8th – *disintegrate (empowered)*, ~~*moment of prescience*~~; 9th – *time stop*. Caster level 17, caster level 21 for Necromancy spells.

Possessions: +1 anarchic alchemical silver dagger of maiming, belt of endurance, bracers of armor +6 of cold resistance, cloak of charisma +4, goggles of day, headband of intellect +6, periapt of wisdom +6, ring of counterspells (greater dispel magic), lesser metamagic rod of extend spell ×2 (2

uses left), *slippers of spider climbing*, *staff of necromancy*, *vest of resistance* +4, *pearl of power (2nd)*, silver unholy symbol of The Serpent ×2, Nestor's spellbook II.

Spells in Effect: Assuming that Nestor is forewarned of the PCs arrivals, the following spells will be in effect and will modify his statistics as described below: *antilife shell*, *bear's endurance (extended)*, *bless*, *bull's strength (extended)*, *cat's grace*, *death ward*, *divine insight*, *entropic shield*, *false life* (16 temporary hp), *freedom of movement*, *greater arcane sight*, *imbue familiar with spell ability* (places *magic missile*, *shatter*, *haste*, and *enervation* in his familiar), *moment of prescience*, *Rary's telepathic bond*, *resist energy (fire)*, *shield*, *shield of faith*, *spell immunity (magic missile)*, *ray of enfeeblement*, *touch of idiocy*, *spell resistance*, *spell turning*.

Statistics with Spells in Effect: Small Humanoid (Reptilian); HD 15d6+30 plus 3d8+6 plus 3d4+6; hp 130 plus 16 temp; Init +6; Spd 30 ft.; AC 28 (+1 size, +2 Dex, +6 armor, +4 deflection, +1 natural, +4 shield), touch 17, flat-footed 26; BAB/Grapple +10/+6; Atk +1 anarchic alchemical silver dagger of maiming +13 melee (1d3+1/19-20/×1d4) or spell +12 melee touch or spell +14 ranged touch; Full Atk +1 anarchic alchemical silver dagger of maiming +13/+8 melee (1d3+1/19-20/×1d4) or spell +12 melee touch or spell +14 ranged touch; SA *energy drain*, *horrid wilting* 1/day, necromantic prowess +4, rebuke undead (+5, 2d6+19, 21st), spells, *wail of the banshee*, SQ *create greater undead* 2/day, *create undead* 2/day, darkvision 60 ft., light sensitivity, major desecration, resistance to cold 10, fire 30, SR 26, summon familiar, zone of desecration; AL CE; SV Fort +7 (+13), Ref +5 (+13), Will +15 (+26, +28 vs. fear); Str 6 (10), Dex 10 (14), Con 10 (14), Int 18 (24), Wis 18 (24), Cha 10 (16). *Skills, Feats, Languages:* Concentration +24 (+27), Hide +4 (+9), Knowledge (arcana) +21 (+28), Knowledge (religion) +21 (+28), Knowledge (the planes) +13 (+20), Move Silently +4 (+7), Sense Motive +22 (+29), Spellcraft +24 (+333), Spot +4 (+13), Tumble +15 (+15).

➤ Aggeborealus, Male Ice-Touched Wyrms White Dragon Bbn1:

CR 21; Gargantuan Dragon (cold); HD 34d12+272; hp 515; Init +2; Spd 70 ft., burrow 30 ft., fly 250 ft. (poor), swim 60 ft.; AC 40 (-4 size, +2 Dex, +32 natural), touch 8, flat-footed 38; BAB +34; Grp +60; Atk Bite +45 melee (4d6+15/19-20/×2); Full Atk Bite +45 melee (4d6+15/19-20/×2) and 2 claws +43/+38 melee (2d8+8/19-20/×4) and 2 wings +42 melee (2d6+7) and tail slap +42 melee (2d8+21); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA breath weapon, crush, *freezing fog*, frightful presence, improved snatch, rage 1/day, rend, spell-like abilities, spells, tail sweep; SQ blindsense 60 ft., DR 20/non-magical, darkvision 120 ft., fast movement, ice-walking, immunity to cold, magic sleep effects, and paralysis, low-light vision, spell absorption 34,

vulnerability to fire; SR 25; AL CE; SV Fort +20 (+33), Ref +18 (+25), Will +18 (+27); Str 39, Dex 14, Con 27, Int 12, Wis 10, Cha 16.

Skills, Feats, Languages: Bluff +29 (+32), Concentration +36 (+44), Diplomacy +0 (+7), Hide +36 (+26), Intimidate +20 (+35), Listen +29 (+29), Move Silently +29 (+31), Sense Motive +35 (+35), Spot +29 (+29), Swim +14 (+33); Epic Will, Flyby Attack, Hover, Improved Maneuverability, Improved Snatch, Multiattack, Power Attack, Quicken Breath, Rapidstrike (claws), Rend, Snatch, Wingover; Common, Draconic.

Breath Weapon (Su): 60 ft. cone, 11d6 cold. Reflex DC 35 half.

Crush (Ex): Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+21 points of bludgeoning damage, and must succeed on a DC 35 Reflex save or be pinned.

Freezing Fog (Sp): 3/day. It is similar to a *solid fog* spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. This ability is the equivalent of a 5th-level spell.

Frightful Presence (Ex): 340-ft. radius, HD 33 or fewer, Will DC 29 negates.

Improved Snatch (Ex): Against Large or smaller creatures, bite for 4d6+15/round or claw for 2d8+8/round.

Rage: 1/day.

Rend (Ex): Extra damage 4d8+21.

Spell Absorption (Su): 34 levels, see Ice-Touched Template.

Spell-like Abilities: 3/day – *gust of wind*, *wall of ice*, 1/day – *fog cloud*. Caster level 11th; save DC 13 + spell level.

Spells: As 11th level Sorcerer.

Sorcerer Spells Known (6/7/7/7/6/4; save DC 13 + spell level): 0 – *acid splash*, *arcane mark*, *detect magic*, *ghost sound*, *message*, *open/close*, *prestidigitation*, *read magic*, *touch of fatigue*, 1st – *alarm*, *mage armor*, *ray of enfeeblement*, *shield*, *true strike*, 2nd – *cat's grace*, *false life*, *glitterdust*, *scorching ray*, *see invisibility*, 3rd – *displacement*, *haste*, *magic circle against good*, *protection from energy*, 4th – *breath weapon substitution*, *enervation*, *fire shield*, 5th – *cloudkill*, *wall of force*.

Tail Sweep (Ex): Half-circle 30 ft. in diameter, Small or smaller opponents take 2d6+21 points of bludgeoning damage, Reflex DC 35 half.

Possessions: +1 keen necklace of three natural weapons (affects bite, 2 claws), claws of the ripper ×2, gemstone of heavy fortification, vest of resistance +5.

Tactics

1. Assuming that Nestor and Aggeborealus⁶ are aware of the party's entrance into the lair complex, they will be very well protected. Nestor will cast the following spells on these targets:
 - **Aggeborealus:** Cleric Spells: *entropic shield*, *protection from good*, *shield of faith*, *resist energy (acid)*, *resist energy (electricity)*, *resist energy (fire)*,

bear's endurance (extended), *bull's strength (extended)*, *protection from energy (sonic)*, *sheltered vitality*, *death ward*, *freedom of movement*, *zealot pact*. **Wizard Spells:** *stoneskin*, *greater heroism*.

Nestor: Cleric Spells: *antilife shell*, *bear's endurance (extended)*, *bull's strength (extended)*, *death ward*, *divine insight*, *freedom of movement*, *resist energy (acid)*, *resist energy (fire)*, *shield of faith*, *spell immunity (magic missile, ray of enfeeblement, touch of idiocy)*, *spell resistance*, *spell turning*. **Wizard Spells:** *false life* (16 temporary hp), *greater arcane sight*, *moment of prescience*, *shield*.

Beholders: Wizard Spells: *mage armor*.

Nestor will also cast the following spells that will affect everyone: *bless*, *Rary's telepathic bond*.

Nestor will cast *clairvoyance* in the middle of the cavern and automatically makes his caster level check to cast a sensor-based divination spell due to his worship of The Serpent (see Judge Notes in the beginning of the module). He will then cast *spectral hand*, and finally *meld into stone* into the cavern wall. This will allow him to direct the *spectral hand* from within the safety of the wall. This will allow him to deliver both cleric and wizard touch range spells. After delivering a spell, the hand will return to his side inside the wall (the hand is incorporeal). This should give PCs a clue that there is something strange happening at that section of the wall. The hand is incorporeal and he will attempt to keep it from being damaged as much as possible. If it is destroyed, he will recall the spell via his *pearl of power* 2nd. The *spectral hand* gives him a +2 bonus to his touch attacks, has his saving throws, and an AC of 29. If he is having difficulty touching his targets, he will cast *divine power* to increase his BAB.

If Nestor needs to get involved in melee combat, he will buff himself as much as possible inside the wall using *divine favor*, *divine power*, *righteous might*, *haste*, and *greater invisibility* before emerging. When he gets down to his last spells he may use *death dragon*, while it constrains his spellcasting, he can make a touch attack that delivers an *inflict critical wounds* every round for 4d8+20 damage. He also uses his *staff of necromancy* freely, since it uses his own caster level for necromancy spells.

Don't forget that Nestor converts to *inflict* spells and that the *mass inflict* spells have a much higher damage cap than their lower-level versions. With Nestor's high caster level for Necromancy spells, they can be very effective.

Aggeborealus will cast *mage armor*, *shield*, and *cat's grace* on himself. He will also cast *cat's grace* on Nestor. During combat he will use his *freezing fog* ability to slow down and separate foes. Thanks to his *freedom of movement* spell and blindsense, he can move within the cloud and still target foes inside the *freezing fog*.

7. Nestor has a *time stop* available to help get himself out of sticky situations or to help Aggeborealus.

Appendix 5: New Material

The following abbreviations are used in this section to refer to non-core sources:

A&EG = *Arms & Equipment Guide*
 BoED = *Book of Exalted Deeds*
 CD = *Complete Divine*
 CV = *Complete Adventurer*
 CW = *Complete Warrior*
 Dra = *The Draconomicon*
 LM = *Libris Mortis*
 LoM = *Lords of Madness*
 MH = *Miniature's Handbook*
 MotP = *Manual of the Planes*
 RD = *Races of Destiny*
 SS = *Savage Species*

Non-Core Feats

Awaken Spell Resistance [Monstrous] (Dra p67)

You gain spell resistance.

Prerequisites: Con 13, dragon type.

Benefit: You gain innate spell resistance equal to your racial Hit Dice.

Special: If your racial Hit Dice increase after you gain this feat, your spell resistance increases as well. If you have this feat and you also have (or later gain) spell resistance as a racial ability, your spell resistance is equal to your new Hit Dice total or your racial spell resistance +2, whichever is higher.

You can take this feat multiple times. Each time you take the feat, your innate spell resistance increases by 2. For example, an old silver dragon that has taken this feat twice has spell resistance 30.

Crush [General] (SS p31)

Like a dragon, you can hurl your body onto opponents to deal tremendous damage.

Prerequisites: Huge size.

Size Category Crush Base Damage

Huge	2d8
Gargantuan	4d6
Colossal	4d8

Benefits: As a standard action, you can jump or fall onto opponents, using your whole body to crush them. This attack is only useful against creatures at least three size categories smaller than yourself. The base damage for a crush attack depends on your size category, as given on the table above. Add 1 ½ times your Strength bonus to this base damage to determine the total damage for the attack.

A crush attack deals bludgeoning damage and affects as many creatures as can fit under your body. Each creature in the affected area must succeed on a Reflex save (DC 10 + your Strength modifier + your size modifier for grapple attacks). On a failure, the opponent is pinned and automatically takes crush damage each round the pin is maintained.

Divine Vigor [Divine] (CW p108)

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Enlarge Breath [Metabreath] (Dra p70)

Your breath weapon is larger than normal.

Prerequisites: Con 13, breath weapon.

Benefit: The length of your breath weapon increases by 50% (round down to the nearest multiple of 5). For example, an old silver dragon breathing an enlarged cone of cold produces a 75-foot cone instead of a 50-foot cone. Cone-shaped breath weapons get wider when they get longer, but line-shaped breath weapons do not.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

Epic Will [Epic] (Dra p70)

You have tremendously strong willpower.

Benefit: You gain a +4 bonus on all Will saving throws.

Improved Toughness [General] (CW p101)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Lingering Song [General] (CV p111)

Your bardic music stays with the listener long after the last note has died away.

Prerequisite: Bardic music ability.

Benefit: If you use bardic music to inspire courage, inspire greatness, or inspire heroics, the effects lasts for 1 minute after an inspired ally stops hearing you play.

Normal: Inspire courage, inspire greatness, and inspire heroics last as long as an ally hears the bard sing plus an additional 5 rounds thereafter.

Maximize Breath [Metabreath] (Dra p71)

You can take a full-round action to use your breath weapon to maximum effect.

Prerequisites: Con 17, breath weapon.

Benefit: If you use your breath weapon as a full-round action, all variable, numeric effects of the attack are maximized. A maximized breath weapon deals maximum damage, lasts for the maximum time, or the like. For example, an old silver dragon using a maximized cold breath weapon (damage

16d8) deals 128 points of damage. An old silver dragon using a maximized paralysis gas breath weapon (duration 1d6+8 rounds) paralyzes creatures for 14 rounds if they fail their saving throws.

The DCs for saving throws against your breath weapon are not affected.

When you use this feat, add +3 to the number of rounds you must wait before using your breath weapon again.

This feat stacks with the effects of breath weapons enhanced with other metabreath feats, but does not maximize them. For example, a maximized breath weapon further enhanced by the Tempest Breath feat produces the type of wind effect noted in the feat description, but the velocity of the wind is not also maximized.

Special: You cannot use this feat and the Quicken Breath feat on the same breath weapon at the same time.

Multigrab [Monstrous] (SS p37)

You can grapple enemies more firmly than normal with your natural attacks.

Prerequisite: Str 17, improved grab.

Benefit: When grappling an opponent with the part of your body that made the attack, you take only a -10 penalty on grapple checks to maintain the hold.

Normal: Without this feat, you take a -20 penalty on grapple checks to maintain a hold with the part of your body used to make the attack.

Rapidstrike [Monstrous] (Dra p73)

You can attack more than once with a natural weapon.

Prerequisites: Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast, or plant type, base attack bonus +10.

Benefit: If you have a pair of natural weapons, such as two claws, two wings, or two slams, you can make one extra attack with one of those weapons at a -5 penalty. A creature with multiple limbs qualifies for this feat as well, such as a creature with three arms and three claw attacks.

Normal: Without this feat, you attack once with each natural weapon.

Special: You can take this feat once for each pair of natural weapons you have. For example, a Large dragon has one bite, two claws, two wings, and one tail attacks. The dragon can take this feat twice, once for its claws and once for its wings.

Quicken Breath [Metabreath] (Dra p73)

You can loose your breath weapon with but a thought.

Prerequisite: Con 19, breath weapon.

Benefit: Using your breath weapon is a free action.

When you use this feat, add +4 to the number of rounds you must wait before using your breath weapon again.

Special: You cannot use this feat and the Maximize Breath feat on the same weapon at the same time.

Spellcasting Harrier [Epic] (Dra p74)

Spellcasters you threaten find it difficult to cast defensively.

Prerequisite: Combat Reflexes.

Benefit: Any spellcaster you threaten in melee provokes an attack of opportunity if he or she tries to cast defensively. You get a +4 bonus on this attack roll.

Subsonics [General] (CV p112)

Your music can affect even those who do not consciously hear it.

Prerequisite: Perform (any) 10 ranks, bardic music.

Benefit: You can produce music or poetics so subtly that opponents do not notice it, yet your allies still gain all the usual benefits from your bardic music. Similarly, you can affect opponents within range with your music, but unless they can see you performing or have some other means of discovering it, they cannot determine the source of the effect.

Surrogate Spellcasting [Monstrous] (SS p39)

You use substitute verbal and somatic components when casting spells.

Prerequisite: Wis 13, nonhumanoid or nonhumanlike form.

Benefit: You complete the verbal and somatic components of spells by substituting vocalizations and gestures appropriate to your shape. You must still have suitable appendages and vocal organs. For example, a giant eagle could substitute screeches and waves of its talons for the normal verbal and somatic components of a spell. You can use any material component or focus that you can hold. This feat does not permit the use of magic items by a creature whose form could not ordinarily use them, and you do not gain the ability to speak if you cannot already.

Non-Core Items

Belt of Endurance (A&EG p129): This belt is made of numerous thin but solid chains and a large iron buckle. The *belt of endurance* grants a +2 enhancement bonus to the wearer's Constitution score, and she gains the Great Fortitude feat while she wears the belt.

Moderate transmutation; CL 9th; Craft Wondrous Item, *righteous might*; Price: 10,000 gp; Weight: 1 lb.

Blunt Arrow/Bolt (A&EG p5): These arrows/bolts have wooden tips specially crafted to deal subdual damage instead of normal damage. Cost: 5sp; Damage: as weapon; Crit: ×2; Range Increment: as weapon; Weight: 1/5 lb.; Type: Bludgeoning.

Choker of Eloquence (CV p132): Coveted by bards, singers, and public speakers, this beautiful necklace is carved from ivory and jade. There are two versions of these chokers. A *lesser choker of eloquence* grants a +5 competence bonus on Bluff, Diplomacy, and

Perform (sing) checks. A *greater choker of eloquence* increases the bonus to +10.

Moderate transmutation; CL 6th; Craft Wondrous Item, creator must be a spellcaster of 6th-level; Price: 6,000 gp (*lesser*), 24,000 gp (*greater*); Weight: —.

Claws of the Ripper (Dra p82): These metal, scythe-like blades are designed to fit over one set of a dragon's claws, and they resize to fit any dragon of Large size or bigger. A dragon wearing *claws of the ripper* cannot also make use of a magic ring on that claw. When worn, *claws of the ripper* increase the damage dealt by the dragon's claws on a critical hit, giving them a ×4 multiplier (like that of a scythe).

Faint transmutation; CL 6th; Craft Ring; Price: 2,000 gp; Weight 10 lbs.

Cold-Resistant Net: As per a normal *Player's Handbook* net, but the net takes no damage from cold. Price: 30 gp.

Cold-Resistant Rope: As per normal *Player's Handbook* silk rope, but the rope takes no damage from cold. Price: 20 gp

Dragoncraft Items (Dra p116): Dragoncraft items are non-magical objects made from specific parts of a true dragon's body. Only a character with the Dragoncrafter Feat can create dragoncraft items. They derive special powers from their origin, as well as from the skill of the person crafting the item. Since dragoncraft items aren't magical, they don't lose their powers in an *antimagic field* or similar area. The powers of dragoncraft items don't stack with similar or identical effects, as noted in the specific item descriptions below. You can add magical qualities to a dragoncraft item only if you possess the Dragoncrafter feat.

Dragonbone Bow (Dra p117): A bow carved from a single bone of a dragon (a thighbone or similarly large bone) displays superior tensile strength and power. Such a bow is considered a composite bow (short or long) with a strength rating set by the crafter. In addition, the bow's range increment is 20 feet longer than normal for the bow's type (90 feet for composite shortbow or 130 feet for a composite longbow).

Dragoncraft Price: as composite bow +100gp; *Dragon Part:* dragon bone; *Skill:* Craft (bowyer); *Weight:* 3lb.

Dragoncraft Armor (Dra p117): Dragoncraft armor and shields are masterwork versions of armor and shields crafted from a dragon's hide that also grant energy resistance. A suit of dragoncraft armor or a dragoncraft shield grants the wearer resistance 5 against a specific type of energy, as appropriate to the dragon (acid for black, copper, or green; cold for

silver or white; electricity for blue or bronze; fire for brass, gold, or red). This resistance is treated as an extraordinary (and thus nonmagical) feature of the armor. It doesn't stack with any other energy resistance (of the same type) possessed by the character. In addition, dragoncraft armor is treated as one category light for purposes of movement and other determinations. Heavy dragoncraft armors are treated as medium, and medium and light armors are treated as light. Armor check penalties are reduced by 2 (including the 1-point reduction for masterwork armor or shield). Dragoncraft armor has the normal maximum Dexterity bonus.

Dragoncraft armor can be hide armor, scale mail, half-plate, or full plate armor. Dragoncraft shields can be light or heavy.

Dragoncraft Price: 3,000 gp (light armor); 6,000 gp (medium armor); 11,000 gp (heavy armor); *Dragon Part:* dragon hide; *Skill:* Craft (armorsmithing); *Weight:* same as ordinary armor or shield.

Dragonfang Weapon (Dra p117): Dragonfang weapons are masterwork weapons carved from the claws and teeth of a dragon. In addition to the +1 non-magical enhancement bonus on attack rolls granted by its masterwork quality, a dragonfang weapon deals 1 point of energy damage on each successful hit. The type of energy is the same as that of the dragon's breath weapon. If a dragon doesn't have a breath weapon that deals acid, cold, electricity, fire or sonic damage, dragonfang weapons made from its remains do not deal any extra damage. This damage is treated as an extraordinary (and thus non-magical) feature of the weapon. It doesn't stack with any other energy damage (of the same type) dealt by the weapon. Only piercing and slashing weapons may be created as dragonfang weapons.

Dragoncraft Price: as weapon +300gp; *Dragon Part:* dragon tooth or claw; *Skill:* Craft (weaponsmithing); *Weight:* as weapon.

Dragonhide Mantle (Dra p118): A dragonhide mantle grants the wearer resistance 5 against a specific type of energy, as appropriate to the dragon (acid for black, copper, green; cold for silver or white; electricity for blue or bronze; fire for brass, gold or red). This resistance is treated as an extraordinary (and thus non-magical) feature of the mantle. It doesn't stack with any other energy resistance (of the same type) possessed by the character. In addition, the wearer of a dragonhide mantle gains a +2 circumstance bonus on Intimidate checks against Dragons.

Dragoncraft Price: 3,800gp; *Dragon Part:* dragon hide; *Skill:* Craft (leatherworking); *Weight:* same as ordinary hide armor of appropriate size.

Gemstone of Fortification (Dra p83): This large, faceted stone must be embedded in a creature's hide

to function. True dragons can accomplish this with ease, since they routinely embed gems in among the scales of their bellies. Other creatures have a more difficult time of it, requiring at least a *limited wish*, at the DM's discretion. When properly embedded, a *gemstone of fortification* protects the wearer's vital areas from lethal damage. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally. A *gemstone of light fortification* has a 25% chance to negate a critical hit or sneak attack, a *gemstone of moderate fortification* has a 75% chance, and a *gemstone of heavy fortification* has a 100% chance.

Strong universal or evocation; CL 13th; Craft Magic Arms and Armor, Craft Wondrous Item, *limited wish* or *miracle*; Price: 3,000 gp (light), 15,000 gp (moderate), 35,000 gp (heavy).

Goggles of Day (LM p78): The lenses of this item are made of silvered crystal. When placed over the eyes, the wearer can operate without penalty in preternaturally bright light, such as might result from a *flare*, *sunbeam*, or *sunburst* spell. A bonus side effect allows vampires a full-round action prior to dissolution when confronted with sunlight, as opposed to just a partial action.

Faint transmutation; CL 3rd; Craft Wondrous Item, *darkvision*; Price: 4500 gp; Weight 1 lb.

Maiming Weapon Enhancement (MH p40): A weapon with this special ability twists and digs into the flesh of the creatures it strikes true. This weapon has a random multiplier for critical hits. If the weapon normally has a $\times 2$ critical multiplier, roll 1d4 each time you successfully score a critical hit to determine your multiplier. For weapons with a $\times 3$ multiplier, roll 1d6 to determine the new multiplier. For weapons with a $\times 4$ multiplier, roll 1d8.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *keen edge*; Price +1 bonus.

Necklace of Natural Weapons (SS p58): The enhancement bonuses on this necklace are applied to attack and damage rolls involving one or more of the wearer's natural weapons. In addition, any weapon special quality may be applied to this necklace, and the quality then applies to those natural weapons as well. For instance, a *+1 throwing returning necklace of natural weapons* would apply its enhancement bonus and the throwing and returning special abilities to one or more of the wearer's natural weapons.

Faint transmutation; CL 3rd; Craft Wondrous Item, Craft Magic Arms and Armor; Price: 600 gp, plus the cost of the enhancement bonuses, multiplied by the number of natural weapons affected. A *+1 necklace of natural weapons* that affects one natural weapon costs 2,600 gp; if the same

necklace affects six natural weapons, it costs 12,600 gp. Weight: –.

Scimitar, Double (A&EG p9): The curved blades of the double scimitar are used most effectively when spinning and twirling with the weapon. Despite its size, the weapon benefits more from quick, precise movements than from brute force. The double scimitar is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you were using a one-handed weapon and a light weapon. A creature using a double-weapon in one hand can't use it as a double weapon. Cost: 125 gp; Damage: 1d6/1d6; Crit: 18-20/ $\times 2$; Range Increment: N/A; Weight: 15 lbs.; Type: Slashing.

Sweeping Weapon Enhancement (A&EG p98): This ability grants a +4 bonus on any Strength checks the wielder makes as part of an attempt to trip an opponent with the weapon. Only melee weapons can have this ability.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *bull's strength*; Price: +1 bonus.

Truncheon (BoED p34): A truncheon is essentially a heavier version of the sap – a one-handed martial weapon that deals nonlethal damage. As with a sap, a rogue wielding a truncheon can deal extra nonlethal damage with a sneak attack, but only if she is proficient in its use. Cost: 2 gp; Damage: 1d6 nonlethal; Crit: 20/ $\times 2$; Range Increment: N/A; Weight: 12 lbs.; Type: Bludgeoning.

Non-Core Spells

Antimagic Ray (Dra p109)

Abjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

An invisible ray projects from your fingers. You must succeed on a ranged touch attack with the ray to strike a target. The target, if struck, functions as if it were inside an *antimagic field*.

If this spell is used against a creature, the target can't cast spells or can't use supernatural or spell-like abilities, nor do such ability have any effect on the creature. However, the creature can still use spell completion items (such as scrolls) or spell trigger items (such as wands), even though it can't cast the spells required.

If this spell is used against an object, that object's magical powers are suppressed – including

any spells previously cast and currently in effect on the item, as well as any spells or magical effects targeted on the object during the *antimagic ray's* duration. Remember that an object struck by the ray only receives a saving throw if it is attended or if it is a magic item. An unattended item, even if currently under the effect of a spell (such as a torch with *continual flame* cast upon it), receives no save.

The spell doesn't affect any objects other than the target itself, even if those objects are worn, carried by, or in contact with the target. For instance, if a creature is the target, its equipment remains unaffected.

Material Component: A pinch of iron filings mixed with ruby dust worth 100 gp.

Blink, Greater (CA p99)

Transmutation

Level: Bard 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell functions like *blink*, except you have control over the timing of your blinking back and forth between the Ethereal Plane and the Material Plane. You can also ready an action to blink away from a physical or magical attack, with the attack missing automatically unless it also affects ethereal targets (as a force effect does). While *blinking*, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Breath Weapon Substitution (Dra p78)

Transmutation (see text)

Level: Sor/Wiz 4

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

Choose one type of energy other than that normally associated with your breath weapon: acid, cold, electricity, or fire. You can modify your breath weapon to use the selected energy type instead of its normal energy type. For example, a mature adult red dragon whose breath weapon normally deals 14d10 points of fire damage could use this spell to produce a cone dealing 14d10 points of acid damage instead. The modification applies only to the breath produced as part of the casting.

When you use this spell to produce acid, cold, electricity, or fire energy, it is a spell of that type. For example, *breath weapon substitution* is an acid spell

when you cast it to change your breath weapon to deal acid damage.

Cold Orb, Lesser (MH p34)

Conjuration (Creation) [Cold]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of cold

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of cold about two inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Death Dragon (Dra p110)

Necromancy [Evil, Fear, Mind-Affecting]

Level: Clr 7

Components: V, S, DF

Casting Time: 1 round

Range: Personal

Effect: Dragon-shaped armor of energy and bones

Duration: 1 round/level (D)

You summon unholy power to gird yourself in a dragon-shaped cocoon of bones and negative energy. The cocoon gives you a +4 enhancement bonus to your natural armor and a +4 deflection bonus to Armor Class, plus 1 temporary hit point per caster level (maximum 20). You are treated as armed when you make unarmed attacks, and you deal damage as if your limbs were short swords of an appropriate size. You can use your off hand to attack, incurring the standard two-weapon fighting penalties (see page 160 of the *Player's Handbook*). The *death dragon* prevents you from casting spells with somatic, material, or focus (but not divine focus) components, but does not otherwise hinder your actions or movement.

As a standard action, you may project a cone of *fear* or make a melee touch attack to use *inflict critical wounds* on the creature touched. These effects are otherwise identical to the spells of the same names.

Delay Death (RD p165)

Necromancy

Level: Clr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this powerful spell is unable to die from hit point damage. While under the protection of this spell, the normal limit of -9 hit points before a character dies is extended without limit. A condition or spell that destroys enough of the subject's body to prohibit *raise dead* (such as a *disintegrate* effect) still kills the creature, as does death brought about by ability score damage or drain, level drain, or a death effect.

The spell does not prevent the subject from entering the dying state by dropping to -1 hit points. It merely prevents death as a result of hit point loss.

If the subject has fewer than -9 hit points when the spell's duration expires, he or she dies instantly.

Diving Insight (CA p147)

Divination

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged (D)

When you cast this spell, you invoke the power of your deity to guide your actions. Once during the spell's duration, you can choose to use its effect. This spell grants you an insight bonus equal to 5 + your caster level (maximum bonus of +15) on any single skill check. Activating the affect requires an immediate action. You must choose to use *divine insight* before you make the check you want to modify. Once used, the spell ends.

You can't have more than one *divine insight* effect active on you at the same time.

Draconic Might (Dra p111)

Transmutation

Level: Pal 4, Sor/Wis 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject of the spell gains a +5 enhancement bonus to Strength, Constitution, and Charisma. It also gains a +4 enhancement bonus to natural armor. Finally, it has immunity to magic sleep and paralysis effects.

Special: Sorcerers cast this spell at +1 caster level.

Imbue Familiar with Spell Ability (CA p112)

Universal

Level: Sor/Wis 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows you to transfer a number of your spells and the ability to cast them into your familiar. Spontaneous casters, such as sorcerers, can imbue a familiar with any spell they know how to cast. Arcanists who prepare spells, such as wizards, can imbue a familiar with any spell they have currently prepared. In either case, you can imbue one spell per three caster levels, with a maximum spell level of one-third your caster level, rounded down (maximum 5th level). Multiple castings of this spell have no effect on these limits.

The transferred spell's variable characteristics (range duration, area, and so on) function according to your level. Once you cast *imbue familiar with spell ability* on your familiar, both the spell slot from which you cast the spell and the spell slots of the transferred spells remain unavailable for the preparation or casting of new spells until the familiar uses the transferred spells or *imbue familiar with spell ability* expires.

The spell can be dispelled; the spells transferred are lost as if the familiar had cast them. In an *antimagic field*, the familiar loses the ability to cast the imbued spells, but regains it if it leaves the field (so long as the spell's duration hasn't expired).

If any transferred spell requires a focus or material component, you must have it on your person when the spells are cast (components are consumed as normal without requiring you to bring them to hand). Any XP cost from a transferred spell are deducted from your total when the familiar casts the spell.

Reciprocal Gyre (CA p119):

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 points of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is hasted (3rd level), flying (3rd level), and protected by a stonewall spell (4th-level wizard version) takes 10d6 points of damage (Will save for half). In addition, any creature that fails its save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility sphere* or *solid fog*) can be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell affects can be—for example, the magic of a cloak of resistance can't be used by *reciprocal gyre*, but a spell cast by a wand of invisibility could be.

Material Component: A tiny closed loop of copper wire.

Recitation (CD p176):

Conjuration (Creation)

Level: Clr 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Sheltered Vitality (LM p71):

Abjuration

Level: Clr3, Druid 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains immunity to fatigue, exhaustion, and ability damage or drain (regardless of the source).

Wrack (CD p190):

Necromancy [Evil]

Level: Clr3, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A human subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves, and check for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

Non-Core Prestige Classes

Order of the Bow Initiate (CW p68)

When asked, "What is Truth?" an initiate of the Order of the Bow picks up his bow, fires an arrow and, without saying a word, lets his mastery of the weapon serve as the gauge of the archer's progress along the way. By learning the meditative art of the Way of the Bow, the archer improves his discipline, precision, and spirituality. Order of the Bow initiates see their weapons as extensions of their being, and the use of a bow as a spiritual experience.

Fighters are the most common initiates of the Order of the Bow. Rangers, paladins, and even barbarians utilize their skills and philosophies as well. Some rogues and bards have been known to enter the order, but they are rare indeed.

NPC initiates are most often encountered teaching others the ways of archery or wandering the lands looking for true challenges for their skill.

Hit Die: d8.

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Hit Die: d8.

Requirements

To qualify to become an Order of the Bow initiate, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Craft (bowmaking) 5 ranks, Knowledge (religion) 2 ranks.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow, shortbow, or the composite version of either).

Class Skills

The Order of the Bow initiate's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the Order of the Bow initiate prestige class.

Weapon and Armor Proficiency: Order of the Bow initiates gain no proficiency with any weapon or armor.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernible anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon

Focus feat.

Close Combat Shot (Ex): At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Greater Weapon Focus (Ex): At 4th level, an Order of the Bow initiate gains the Greater Weapon Focus feat with a single ranged weapon for which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.

Sharp-Shooting: At 6th level, an initiate gains the Sharp-Shooting feat (see Chapter 3 of Complete Warrior) even if he does not meet the prerequisites.

Extended Precision (Su): A 10th level Order of the Bow initiate's senses and feel for "the shot" become so attuned that he may make ranged precision attacks (and sneak attacks, if he has the ability) at a range of up to 60 feet.

True Necromancer (LM p51)

Power corrupts. Power over life and death corrupts absolutely. The power to raise an undying servant from the husk of the formerly living is darkly tempting – and certainly evil. Those who seek such unyielding obedience from the dead willing tread the path of necromancy.

Characters who wish to become true necromancers must take levels in both arcane and divine spellcasting classes, usually cleric and wizard or cleric and sorcerer. Only then do they begin their sinister schooling, learning how to combine the foulest aspects of both disciplines into single, necromantic whole.

NPC true necromancers are usually found singly – living in an abandoned graveyard, hidden in the depths of a centuries-old catacomb, or lurking in an unhallowed mausoleum. Occasionally, true necromancers gather into small societies or evil associations, but eventually most such groups are stamped out. At least, so hope those concerned with the triumph of good over evil in the world.

Hit Die: d6.

Requirements

To qualify to become a true necromancer, a character must fulfill the following criteria.

The Order of the Bow Initiate					
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Ranged precision +1d8
2nd	+2	+0	+3	+3	Close combat shot
3rd	+3	+1	+3	+3	Ranged precision +2d8
4th	+4	+1	+4	+4	Greater Weapon Focus
5th	+5	+1	+4	+4	Ranged precision +3d8
6th	+6	+2	+5	+5	Sharp-Shooting
7th	+7	+2	+5	+5	Ranged Precision +4d8
8th	+8	+2	+6	+6	—
9th	+9	+3	+6	+6	Ranged Precision +5d8
10th	+10	+3	+7	+7	Extended precision

Alignment: Any nongood.

Skills: Knowledge (arcana) 8 ranks, Knowledge (religion) 8 ranks.

Spells: Able to cast *summon undead II* as a divine spell and *command undead* as an arcane spell.

Special: Able to rebuke undead.

Special: Access to the Death domain.

Class Skills

The true necromancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the true necromancer prestige class.

Weapon and Armor Proficiency: True necromancers gain no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: A true necromancer gains new spells per day (and spells know, if applicable) as if she had also gained a level in either an arcane spellcasting class she belonged to before the prestige class, a divine spellcasting class she belonged to before the prestige class, or both, according to the accompanying table. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats and so on; but see Improved Rebuking and Necromantic Prowess, below). If she had more than one arcane or divine spellcasting class before becoming a true necromancer, she must decide to which class she adds the new level for purposes of determining spells per day and spells known.

Rebuke Undead (Su): True necromancer class levels stack with levels of all other classes that grant the ability to rebuke undead for the purpose of

determining the character's effective cleric level for rebuking. See Turn or Rebuke Undead, page 159 of the Player's Handbook. For example, a 5th-level cleric/3rd-level sorcerer/2nd-level true necromancer rebukes undead as a 7th-level cleric. The bonus from her necromantic prowess ability, once gained, also applies.

Create Undead (Sp): On attaining 2nd level, a true necromancer can cast *create undead* once per day, as the spell of the same name. She can use this ability one additional time per day at 5th level and higher. She must still supply the prerequisite material components. The true necromancer's caster level equals her character level plus the bonus from her necromantic prowess ability, once it is gained.

Necromantic Prowess (Ex): At 3rd level, a true necromancer gains unsurpassed power over death. When she rebukes undead, casts a necromantic spell, or uses a spell-like ability that mimics a necromancy spell, her effective caster level increases. The bonus is +1 at 3rd level, +2 at 6th level, +3 at 9th level, and +4 at 12th level and higher.

Zone of Desecration (Su): At 4th level, a true necromancer begins to exert her authority over undead. This aura is identical to the effects of a *desecrate* spell (see page 218 of the *Player's Handbook*), except that it affects only allied undead.

Major Desecration (Su): At 7th level, a true necromancer extends her authority over undead. The supernatural aura of negative energy surrounding her (see Zone of Desecration above) now extends the radius of 10 feet per true necromancer class level.

Create Greater Undead (Sp): On reaching 8th level, a true necromancer can cast *create greater undead* (see page 215 of the *Player's Handbook*) once per day, as the spell. She can use this ability one additional time per day at 11th level and higher. She

The True Necromancer						
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+2	Rebuke undead	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	<i>Create undead</i> 1/day	As above
3rd	+1	+1	+1	+3	Necromantic prowess +1	As above
4th	+2	+1	+1	+4	Zone of desecration	As above
5th	+2	+1	+1	+4	<i>Create undead</i> 2/day	As above
6th	+3	+2	+2	+5	Necromantic prowess +2	As above
7th	+3	+2	+2	+5	Major desecration	As above
8th	+4	+2	+2	+6	<i>Create greater undead</i> 1/day	As above
9th	+4	+3	+3	+6	Necromantic prowess +3	As above
10th	+5	+3	+3	+7	<i>Horrid wilting</i>	As above
11th	+5	+3	+3	+7	<i>Create greater undead</i> 2/day	As above
12th	+6	+4	+4	+8	Necromantic prowess +4	As above
13th	+6	+4	+4	+8	<i>Energy drain</i>	As above
14th	+7	+4	+4	+9	<i>Wail of the banshee</i>	As above

must still supply the prerequisite material components. The true necromancer's caster level equals her character level plus the bonus from her necromantic prowess ability.

Horrid Wilting (Sp): At 10th level and higher, a true necromancer can use *horrid wilting* once per day, with a caster level equal to her character level plus her bonus from the necromantic prowess ability.

Energy Drain (Sp): At 13th level and higher, a true necromancer can use *energy drain* once per day, with a caster level equal to her character level plus her bonus from the necromantic prowess ability.

Wail of the Banshee (Sp): At 14th level and higher, a true necromancer can use *wail of the banshee* once per day, with a caster level equal to her character level plus her bonus from the necromantic prowess ability.

Non-Core Templates

Cold Element Creature (MotP p195)

"Cold element" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature") of the following base types: aberration, animal, magical beast, plant, or vermin. A cold element creature uses all the base creature's statistics and special abilities except as noted here:

Size and Type: The creature's type changes to "elemental (cold)".

Hit Dice: Change to d8.

Armor Class: Natural armor improves by +3.

Special Attacks: A cold element creature retains all the special attacks of the base creature and also gains the following:

Chill (Ex): In addition to the damage from their attacks, cold element creatures deal additional cold damage with their natural weapons (including claw, bite, slam, or tail attack). The amount of damage depends on the HD total of the creature (see the table below).

Special Qualities: A cold element creature retains all the special qualities of the base creature and also gains the following ones:

- *Elemental:* Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.
- Darkvision with a range of 60 ft.
- Damage reduction (see the table below). If the cold element creature has DR/magic, its natural weapons count as magical weapons for bypassing DR.

Hit Dice	Damage Reduction	Additional Cold Damage
1-3	—	—
4-7	—	1d4
8-11	5/magic	1d6
12+	10/magic	1d8

- *Cold Subtype:* Creature has immunity to cold, but vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or a failure.
- *Icewalking (Ex):* As the *spider climb* spell, but applies to all icy surfaces.

Base Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature. If the base creature has an Intelligence of 4 or greater, it speaks either Aquan or Auran.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Same as the base creature.

Challenge Rating: Up to 3 HD, as base creature, 4 HD to 7 HD, as base creature +1, 8+ HD, as base creature +2.

Treasure: Same as the base creature.

Alignment: Usually neutral.

Advancement: Same as the base creature.

Draconic Creature (Dra p149)

“Draconic” is an inherited template that can be added to any living corporeal creature (referred to hereafter as the base creature) except a dragon. A draconic creature uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: Animals with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged.

Armor Class: Natural armor improves by +1.

Damage: Draconic creatures have two claw attacks. If the base creature does not have this attack form, use the damage values in the table below. Otherwise, use the values below of the base creature’s damage, whichever is greater.

Size	Claw Damage
Up to Tiny	1
Small	1d2
Medium	1d3
Large	1d4
Huge	1d6
Gargantuan	1d8
Colossal	1d10

Special Qualities: A draconic creature has all the special qualities of the base creature, plus darkvision out to 60 feet and low-light vision.

Saves: A draconic creature has a +4 racial bonus on saves against magic sleep effects and paralysis, thanks to its heritage.

Abilities: Increase from the base creature as follows: Str +2, Dex +0, Con +2, Int +0, Wis +0, Cha +2.

Skills: Draconic creatures have a +2 racial bonus on Intimidate and Spot checks.

Organization: Solitary or as base creature.

Challenge Rating: Same as base creature +1.

Level Adjustment: Same as base creature +1.

Draconic Characters: Draconic creatures with Charisma scores of 12 or higher are often sorcerers.

Multi-headed Creature (SS p124)

“Multiheaded” is an inherited template that can be added to any corporeal creature that has a discernible head (hereafter referred to as the base creature). A multiheaded creature has all the base creature’s characteristics except as noted here. A multiheaded creature speaks any languages the base creature does.

Size and Type: Animals that have this template become magical beasts, but otherwise type is unchanged. All additional heads are like that of the base creature.

Limit on Additional Heads: The number of heads possible for a multiheaded creature is based on the base creature’s size.

Base Creature Size	Maximum Additional Heads
Up to Medium	1
Large	3
Huge	11
Gargantuan	19
Colossal	29

Hit Dice: Each additional head adds 2 HD to the base creature’s total.

Attacks: A base creature with a bite, gore, or tongue attack gains one additional such attack for each additional head. This additional attack has the same attack bonus as its counterpart in the base creature. The base attack bonus increases for additional Hit Dice as appropriate for the creature’s type.

Damage: The damage bonus for an extra natural attack gained by the addition of a head is the Strength modifier for a primary attack, or 1/2 the Strength modifier for a secondary attack.

Special Attacks: If the base creature has a breath weapon, the extra heads also have breath weapons. All weapons activate on the same round but can aim in different directions. This rule also applies if the base creature has a spit, spray, ray, or cone attack, so long as that attack comes from the head. A multiheaded creature does not gain extra gaze attacks, fear auras, and the like for its additional heads.

A multiheaded creature that can use weapons gains the Superior Two-Weapon Fighting or Superior Multiweapon Fighting ability (see below), as applicable. A multiheaded creature that has only natural attacks instead gains the Improved Multiattack feat as a bonus feat if it has any secondary attacks available at all, even if it does not have three or more natural weapons.

Superior Two Weapon Fighting or *Superior Multiweapon Fighting (Ex)*: Because each head controls one arm (or analogous weapon-using limb), a multiheaded creature has no penalty on attack rolls for attacking with multiple weapons, and the number of attacks and the damage bonus for each weapon are calculated as though the weapon were held in a primary hand.

AC: Natural armor bonus increases by +1 per additional head.

Special Qualities: Multiheaded creatures have darkvision to a range of 90 feet. Having a redundant head makes a creature more able to survive otherwise lethal attacks. Thus, a *vorpai blade* would have to remove all heads to have its usual effect. Severing a head requires hitting the creature's neck (same AC as creature) with a slashing weapon and dealing damage equal to the multiheaded creature's original hit point total divided by the original number of heads. The player must declare an attack against the neck just before making the attack roll. The severed head dies, and a natural reflex seals the neck shut to prevent further blood loss. The creature can no longer attack with the severed head but takes no other penalties. A severed head cannot regrow naturally.

Abilities: Con +2 per additional head.

Skills: Each additional head a creature has gives it a cumulative +2 racial bonus on Listen, Search, and Spot checks. The creature gains additional skill points for its extra Hit Dice as normal for its type.

Feats: A multiheaded creature gains Improved Initiative and Combat Reflexes as bonus feats, provided that it does not already have them. The creature also gains additional feats for its extra Hit Dice as appropriate for its type.

Organization: Solitary.

Challenge Rating: The multiheaded creature's Challenge Rating depends on how many additional heads it has and on any head-based special attacks, as given on the table below.

<i>Number of Additional Heads</i>	<i>CR Adjustment¹</i>
1	+2
2-4	+3
5-7	+4
8-10	+5
11-15	+6
16-20	+7
21-25	+8
26-29	+9

¹ Adjust the CR by an additional +1 for every head-based special attack of the base creature, such as a breath weapon or a gaze attack.

Level Adjustment: A multiheaded creature's level adjustment depends on the number of heads it has, as given on the table below. These figures assume that the base creature has sufficient Intelligence to be a player character.

<i>Number of Additional Heads</i>	<i>Level Adjustment¹</i>
1	+2
2-4	+3
5-7	+4
8-10	+5
11-15	+6
16-20	+7
21-25	+8
26-29	+9

¹ Adjust the level adjustment by an additional +1 for every head-based special attack of the base creature, such as a breath weapon or a gaze attack.

Lernaean, Pyro, and Cryo Creatures: Not applicable in this module.

Shadow Creature (LoM p167)

"Shadow" is a template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, undead, or vermin (referred to hereafter as the "base creature"). A shadow creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Shadow creatures encountered on the Material Plane have the extraplanar subtype and are native to the Plane of Shadow.

Speed: As base creature $\times 1.5$.

Special Qualities: A shadow creature retains all the special qualities of the base creature and also gains the following ones:

- Resistance to cold equal to $5 + 1$ per Hit Die, to a maximum of 15.

- Darkvision out to 60 feet.
 - Low-light vision.
 - *Shadow Blend (Su)*: In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but *daylight* spell will.
Shadow creatures also have one additional supernatural ability for every 4 Hit Dice they possess (minimum of one additional ability) chosen from the following list:
 - +2 luck bonus on all saving throws.
 - *Cause Fear (Sp)*: 1/day. Caster level 5th. The save DC is Charisma-based.
 - Damage reduction 5/magic.
 - Evasion, as the rogue class feature.
 - Fast healing 2.
 - *Mirror Image (Sp)*: 1/day. Caster level 5th.
 - *Plane Shift (Sp)*: 1/day, to or from the Plane of Shadow only. Caster level 15th.
If the base creature already has one or more of these special qualities, use the better value.
- Skills:** Same as the base creature. Shadow creatures gain a +6 racial bonus on Move Silently checks.
- Feats:** Same as the base creature.
- Environment:** Plane of Shadow.
- Organization:** Same as the base creature.
- Challenge Rating:** Same as the base creature +1.
- Treasure:** Same as the base creature.
- Alignment:** Usually neutral evil.
- Advancement:** Same as the base creature.
- Level Adjustment:** Same as base creature +2.

New Template: Ice-Touched Creatures

"Ice-Touched" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature") that spends a great deal of time in the Land of Black Ice, enough time to have its physical form changed by the magic of the land. Beasts or animals with this template become magical beasts, but otherwise the creature type is unchanged.

An ice-touched creature uses all the base creature's statistics and special abilities except as noted here:

Special Qualities: An ice-touched creature retains all the special qualities of the base creature and also gains the following ones:

Cold resistance: See the table below.

Damage reduction: See the table below. The natural weapons of ice-touched creatures count as magical weapons.

Spell Absorption: Each day, an ice-touched creature can absorb a number of spell levels equal to its hit dice. Any spell or spell-like ability that would be affected by SR is affected by the spell absorption, if the creature chooses to resist the spell. Spells using metamagic feats count as the base level. Once the limit is hit, spells affect ice-touched creatures normally. Each spell level that is absorbed adds one temporary hit point to the ice-touched creature for 1 hour. Area and multiple target spells still affect other creatures normally.

Hit Dice	Cold Resistance	DR
1-3	5	—
4-7	10	5/non-magic
8-11	15	10/non-magic
12+	20	20/non-magic

If the base creature already has damage reduction that requires magic weapons to bypass it, it is replaced by the damage reduction above.

Base Saves: Same as the base creature.

Abilities: Same as the base creature.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Born and raised in the Land of Black Ice for enough time to be affected by the magic there.

Organization: Same as the base creature.

Challenge Rating: Up to 3 HD, as base creature, 4 HD to 7 HD, as base creature +1, 8 HD to 11 HD, as base creature +2, 12+ HD, as base creature +3.

Treasure: Same as the base creature.

Alignment: Same as the base creature (any).

Advancement: Same as the base creature.

Appearance: The skin of an ice-touched creature turns blue/black.

DM's Main Map

This is a copy of the main map. Since each tier uses the map a bit differently, be sure to check the encounter for specifics. The Low Tier uses the map exactly as is. The Mid Tier only uses areas 1-5 of the map, with the final encounter's map provided in the text. The High Tier uses the entire map, plus extra encounter maps that are included in the text.

