

PAL4-08

Winters Past

A One-Round D&D Living Greyhawk® Theocracy of the Pale Regional Adventure

Version 1.0

by Donovan Hicks

It seems the threat of Winterwind to the Theocracy is finally at an end, since the silver dragon Brennan has returned at last. In the Rakers, a cold wind has blown in from the North, bringing mysteries, villains, and the possibility of new allies. An adventure for bold but diplomatic adventurers who are not afraid of catching frostbite. A Theocracy of the Pale regional adventure for APLs 2 to 12.

A special thanks to Bart Scott for creating Winterwind for us all to enjoy.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 may 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 will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Theocracy of the Pale. Characters native to the Theocracy of the Pale pay one Time Unit per round, while all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp 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

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

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

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

Adventure Background

Winterwind has been a threat to the Theocracy of the Pale for the last four years. In early 591 CY the threat of Winterwind was first noticed by Palish adventurers during a trek into the Rakers. The adventurers went to determine if there were any new threats in these mountains with the defeat of Xianshe, a terrible dragon.

The adventurers encountered Winterwind in the guise of Brennan, a young silver dragon Winterwind had captured. Brennan was a friend of Theocrat Baslett (Prelate Baslett at the time). The false Brennan agreed to keep the peace in the Rakers for the Theocracy in return for a party to be thrown in his honor each year. The celebration was dubbed Apple Pie Day in honor of the required payment to Brennan, apple pies. During the trek, the adventurers also encountered adolescent white dragons and became aware of the existence of Winterwind. Many of the adventurers think Winterwind is a great white wyrm for this and other reasons.

Apple Pie Day arrived in the Theocracy in the Spring of CY 592. Many pies were prepared as Brennan's payment, but Brennan never arrived. Instead, halfway through the celebration, Winterwind struck. He attacked the celebration and separated the adventurers attending into two groups based on their responses to his threat. One group of heroes was forced to fight an enslaved good dragon, while the other group was

offered the chance to fight Winterwind's minions on a plain of snow and ice.

The heroes facing the silver dragon had to decide how to deal with this creature of good. The fight with the dragon led the heroes to the cloud lair of his parents, where the heroes saved their eggs from destruction.

The heroes on the plain of snow and ice had to fight elemental ice creatures while journeying across this strange environment. At the end of their journey they found a cave containing then-Prelate Theoman Baslett, frozen in a block of ice. The future Theocrat was rescued and little has been heard from Winterwind since.

The silver dragon Brennan never appeared for the Apple Pie Day and no one has heard from him either.

In CY 592, adventurers journeyed to a hidden temple of Hextor in response to heretics in the Pale. In a cavern connected to this temple, a half-(white) dragon/half-ogre was living. The adventurers learned this creature was a child of Winterwind.

Earlier this year (CY 594), a White Dragon Disciple named Shill was revealed and defeated in the old Twist Silver Mines, which she had been using as a stronghold. Documents located in the mines indicated she was Winterwind's disciple but had not been born with dragon blood; instead, she had used a strange ritual to become a Dragon Disciple. She was protecting the mines for her master. People in the Pale thought these mines were the lair of Brennan, but no evidence of his presence was found.

In a seemingly unrelated activity, large bands of trolls were recently seen near the Rakers, as if searching for something. Adventurers again came forth and hunted down these trolls in the late winter/early spring of the year, but the trolls' goal remained a mystery.

Outside the Pale, far to the north in the lands of the Frost Barbarians (or Fruztii), a new chief has taken charge of the Frigdrasil Clan. This clan was once the plaything of a great white dragon known as Frigiasendelnethrak (Icefang to the Fruztii). Icefang has long since moved further north to the arctic zones of Oerth, but his bloodline remains in the Frigdrasil clan and generates a large number of sorcerers. Sorcerers actually enjoy better status than the rare clerics due to the clan's religious views; they venerate the deities

Llery and Vatun as well as prominent ancestors, the greatest being Icefang himself.

Shortly after the new chief came to power, the clan's highest shaman (a sorcerer, of course) told him of a vision from the great god of the North. The shaman told the chief the clan must go south into the Rakers and make alliances with the "warm-blood humans" who lived there. The shaman said the clan had failed in their worship to their god and now had to learn the proper way of respecting a deity from the most faithful people in the Flanaess.

The chief led his people south and took control of a small fort they found there. The previous occupants had been a small group of Stoneholders that had wandered too far from home during the Greyhawk Wars.

Back in the Pale, one month ago, the silver dragon Brennan finally returned unannounced to the lowlands and the consciousness of the Pale. He bore the head of a great white wyrm to Wintershiven and told Theocrat Baslett, his old friend, he had ended the threat of Winterwind to the Theocracy of the Pale. Baslett received the news with mixed emotions. He was happy at the defeat of his nemesis but somewhat disappointed he had not done it himself!

Brennan then left Wintershiven in haste and flew to the Gamboge Forest to fight its Great Green. The latest rumors have him missing at best, or dead at worst.

Adventure Summary

This scenario is meant to reintroduce Winterwind to the Theocracy of the Pale as a major adversary for the region in the years to come. The scenario outlines some of Winterwind's minions, as well as begins to reveal how widespread his influence has become over the years.

The events in the Introduction take place during the month before this scenario and the party can have no effect on these events. They simply set the stage for all things to come. You should start the scenario by reading or paraphrasing the Introduction for the players and then allow the players to introduce their characters.

Encounter One finds the party in the familiar Pious Pilgrim in Rakervale, for whatever reason. Some suggested possibilities are listed under Encounter One. Here the PCs meet a group of

trappers who have found a dead white dragon and wish the party's aid in recovering the corpse for their own purposes.

In Encounter Two, the party ventures forth into the Rakers and fights a group of ice para-elementals who are bringing an "early freeze" to the Theocracy's crops around Rakervale.

Encounter Two may lead into either Encounter Three or Encounter Four, depending on the party's actions. If they proceed to Encounter Three, they learn of the greater threat that the cold elementals posed not only to Rakervale, but to the entire Theocracy.

Encounter Four reveals the dead dragon, which may be Winterwind's remains. This great white wyrm's corpse has already been claimed by a group of Fruztii (Frost Barbarians) though. The party must negotiate with these barbarians and the story can again go in a couple of different directions from here.

Encounter Five allows the party to journey to the Fruztii fort in the Rakers if negotiations have gone well in Encounter Four. Here the party meets the chief of this tribe of Fruztii and learns why they are so far from home (actually infringing on Theocracy territory).

Encounter Six is the party's journey back to Rakervale, either after they have travelled to the Fruztii fort or after any other encounter that stops their progress. Along the way, the party is attacked by forces of the Troll King.

At the end of their journey, the party will have discovered many clues about events transpiring around the Pale. They may draw certain conclusions from these clues, but they may be left with even more questions.

Preparation for Play

You should prepare for this scenario by reading the entry for Rakervale in the Pale Gazetteer. This will help you to have a feel for this northern Pale city. If time and the opportunity presents itself, you should also read the following scenarios to gain insight into the past history of Winterwind: PAL1-02 *Absence of Law*, PAL1-11 *The Trouble with Trollops*, the Pale minimeission *Apple Pie Day* (both tracks), PAL2-05 *The Heretic*, and PAL2-07 *Appetites*.

You should also get a standard watch that the party will use during this scenario. The party can

of course always ask for changes to this watch, but otherwise, just use this standard watch.

Ask each player to pre-roll four Spot and Listen checks for use in Encounters Two, Three, Four, and Six. This will avoid alerting the party when you ask for Spot and/or Listen checks just before the encounter in question.

You should have the players pre-roll one group of initiatives for use in the combat in Encounter Six.

Introduction

Read or paraphrase the following to the players. This introduction takes place during the month preceding this adventure. The characters can glean no further information than what is presented here.

Goodmonth in the Theocracy of the Pale is anything but good so far. Rakervale has yet to see the first snow of winter, but an early frost in Eltison and many northeastern towns and villages has already destroyed many crops in those areas.

Many are talking about the danger of food shortages this winter due to the events of the Druid Trials earlier this year. Some speak of even more difficulty at home as food supplies are sent west to support the Prelatal Army in the Liberation of Tenh. This early freeze in parts of the Theocracy only adds to people's worries.

Members of the Pale Diplomatic Corps have travelled to other lands to negotiate for food purchases in the Theocracy's time of need. Pholtus will provide for his people in the end, though; all true Pholtans are certain of it. He has already begun teaching his own druids in order to replace the heretics exiled earlier in the year.

Earlier in the month, a momentous event took place in Wintershiven. The silver dragon Brennan, long silent in his mountainous home, landed in the Basilica Courtyard and dropped the massive head of a white dragon on the ground. Brennan was bruised and bloodied when he arrived but only spoke briefly to Theocrat Baslett, "I have slain Winterwind of the North! He will pose no more problems for the decent citizens of the Pale. I now must fly to the Gamboge and see if I can help with the menace there. I hope to see you again, my

friend, when I have more time for frivolity." Brennan then flapped his great wings and took flight once more. He circled the city once, a shimmer of silver in the summer sun, before heading south and east.

Unfortunately, a week later, woodsmen from the Gamboge brought the terrible news of Brennan being slain somewhere in the depths of that forest. His body, like that of Winterwind, has not yet been found. Some pray that Brennan is merely playing another practical joke on the humorless folk of the Pale.

Near Rakervale, trolls have been seen once again roaming the lands. Trolls had been a great menace just before spring, when they searched for some hidden artifact for the Troll King. Those remnants of the Troll King's great army were all hunted down. These new trolls travel in small groups (sometimes alone) and seem less aggressive but are indeed searching.

Many believe that they still search for an artifact for the Troll King, but that he is attempting stealth with his minions now instead of brute force. In any case, Prelate Malvern Fenn has issued a bounty on the head of any troll seen within his prelacy.

Encounter One: Trappers Hunting Dragons

The party is sitting in the Pious Pilgrim in Rakervale. It is early morning and the room is crowded for breakfast with many merchants. You should allow the players to introduce themselves now and explain why they are in Rakervale. If the characters do not know each other, you can start them "coincidentally" sitting together, or else separate groups of PCs can be gathered by the trappers.

The Introduction contains many possible reasons for the characters to be here. They could be here to investigate the early frosts occurring in the northern areas of the Theocracy. They could be here to look for Winterwind's corpse, in order to obtain some of his scales for armor or magical components. There is also the troll bounty proclaimed by Prelate Fenn, and the possibility of adventure in and of itself in the nearby Rakers.

Once the players have introduced their characters to each other, read or paraphrase the following:

The Pious Pilgrim is full of merchants today and you even notice a few other adventurers in the famous tavern. The steady golden light from the paintings on the east wall illuminates the tavern enough for you to see the faces of old friends and of strangers.

As you look around the room, you see a rotund man devouring a table full of food. He ignores everything else around him.

Some PCs might recognize him as Gundar, first met in PAL2-07 *Appetites*. It is a wonder he isn't already dead of heart failure.

The fire on the west wall keeps the crisp autumn air from infiltrating the crowded tavern, while you notice a young priest of Pholtus removing a book from the shelves on the south wall and quickly becoming engrossed in reading.

Wiligent, the tavernkeep and owner of this fine establishment, waves to a serving-girl from the north wall where he works the bar. Another plate of fried potatoes and bread is ready to be served.

The serving girl, though smiling, has a constant look of sorrow about her, as if she has lost something and can never regain it.

This is Millie. Again, some PCs may know her. Her fiancé, the bard Urik, was found dead (actually as an undead ghoul) in *Appetites*.

You overhear one small group of merchants talking about recent army activity in the Rakers. "Did you hear? The troops went up into the mountains and cleaned out a nest of godless monsters. They say it was adventurers who first learned about these things—disgusting tentacled beasts called 'faranths'. The army only recently was able to spare a couple squads of Marchmen to go with a squad of Church Militant and some arcanists to deal with the problem."

"Don't talk to Millie about them," says another man at their table, in a lower voice. "I don't know why, but she actually started crying when I brought them up this morning."

As you return to your own business, the door on the west wall opens again and a small group of men enters the tavern. These three

wear hunting leathers and carry bows; their faces are red from sun and wind. They glance quickly around the room from the doorway, and continue this nervous circumspection as they move toward your table. As they near your table, they speak hesitantly, "Mind if we sit with you a bit and, uh, discuss some possible business?"

The three men are a group of trappers who regularly travel the Rakers trapping game. They normally sell the meat, skins, and any other usable portions of the animals. The leader of the three trappers is Belden and his two comrades are Kymrich and Zimfeld.

Belden: Male human (Oeridian/Flan mix) Exp8.

Kymrich: Male human (Flan) Exp5.

Zimfeld: Male human (Suel) Exp2.

- **Description:** Belden is the oldest of the three and has black hair (with a touch of grey at the temples) and green eyes. Kymrich is short, with wavy auburn hair and brown eyes. Zimfeld has white hair and blue eyes. They all have dark skin from long days spent outdoors in the sun, though Zimfeld's has more of a pink shading (as if burned) than the tan of Belden and Kymrich.
- **Personality:** Belden is charismatic, but he still speaks slowly, as if he is either unsure of what to say or is considering his words. Kymrich speaks plainly; his speech is heavily accented with Flan. Zimfeld seems outright rude when he speaks but does not mean to be; it is just his nature to say things exactly the way they appear to him. None of the three are warriors by any stretch of the imagination, and will only defend themselves if they travel with more capable combatants (such as the PCs).
- **Motives:** All three trappers have only one motive in being here and speaking to the party: they would like to recover the corpse of the white dragon for themselves in order to make a profit. They would prefer to keep as much of this profit as possible but realize they need escorts and guards to help them recover what they have found.

If the party is agreeable to listening to the three of them, have them sit down and proceed with a discussion based on the following:

- The trappers wish to hire the party as escort and guards to something they recently found in the Rakers.

- What they found is the body of a great white dragon.
- They need an escort because this is much more valuable than a typical hide. They are afraid someone might accost them and steal the dragon's skin before or after they have finished skinning the creature.
- They are willing to pay the party 100 gp each (based on expected profits) to help them with this, and would even share a portion of the skin. Judges should start the offer low and build it up to this point as necessary. The skin should be the last thing offered, unless the party brings it up first.
- They know an armorsmith in Rakervale who can fashion the skin into shields and are hoping to sell it to him at a hefty profit.

For the rest of the adventure, feel free to keep the trappers in the background. They go with the PCs into the Rakers to find the dragon's body, but you can generally ignore them otherwise.

Troubleshooting: Should the party talk about magical transportation to the site of the dragon's corpse, the trappers refuse. They do not fully trust the party and are wary of magic in any event. They do not willingly reveal the location of the corpse to the party. They are to be the party's guides to the corpse. As they figure it, the PCs can be trusted if they are willing to go along with this method of travel. The party has to trust the trappers first and then the trappers have to trust the party to do what they have hired them to do.

Development: This encounter can end in a few different ways for the party. The first is with them working for the three trappers as escorts and guards to recover the white dragon's corpse. If this happens, you can proceed to Encounter Two.

Another way the encounter could end is with the party refusing to work for (or even talk with) the trappers. If the PCs choose to look for the dragon's corpse themselves or go into the Rakers for any other reason, proceed to Encounter Two. Should they be content with doing nothing at this point, the adventure is over before it begins.

Encounter Two: An Early Frost

The party has reached this encounter after journeying from Rakervale into the Rakers. They

are close to the edge of the terraced farms of Rakervale, about to head into the less civilized area of the Rakers.

You have been journeying into the Rakers for the better part of the day now. The farming trail ends here, having led you through the terraced fields near Rakervale. The crops are tall and vibrant. They are deep green and the bright yellow kernels on the cobs can be seen through some of the husks as it begins to break out. Even to the untrained eye, the crop is all but ready to be harvested. The land has been easy to travel, thanks to the farmers' trails, but as you reach this last stretch it is obvious the going will be more treacherous a few hundred yards after you leave the terraced fields.

Ahead, a level shelf with no crops planted on it could make for a nice place to camp.

This is a good place for the party to make camp for the night. It is already dark and the formal trail disappears shortly past the terraced farmland. The trail into the mountains has rocks strewn all over it, making the footing even more treacherous. The party can choose not to set up camp at this point though and proceed deeper past the terraced farmland. If they do, movement is reduced by half for traveling through the rocks with no clear path to follow. It is made more difficult due to icy patches, which have formed along the rocky trail.

Should the party decide to camp within 100 yards of the flat shelf, they may hear the disturbance in the fields around 1:00 AM. Use the party's standard watch order to determine who is on watch at the appropriate time and can react based on the prerolled Spot and Listen checks.

The party members who are awake for watch around 1:00 AM may hear the shattering of ice from the nearby terraced farmland. The noise, which takes place approximately fifty feet from the shelf, is loud enough to be a base DC 0 Listen check. (It is DC 5 fifty feet away, or DC 15 for sleeping PCs.) The sound is the shattering of an entire crop under the weight of ice freezing it.

Should any PCs look over towards the noise, they may be able to spot the cause for the noise. Some ice para-elementals have just frozen the entire crop on the terrace, but did it so quickly they caused the crop to actually shatter under the weight of the ice. The elementals are making no effort to hide, as they expect no one to be out here at this late hour. Any party member making a Spot

check of DC 0 (adjusted for distance and darkness) can see the larger elementals and/or a large spray of ice and snow a short distance away.

The elementals immediately attack anyone who approaches the farming terrace. They also approach the party's campsite and attack if they hear or see the PCs.

Creatures:

APL 2 (EL 4)

Small Ice Para-Elementals (2): hp 9 each; see Appendix One.

Ice Mephit: hp 13; see *Monster Manual* page 182.

APL 4 (EL 6)

Medium Ice Para-Elementals (2): hp 26 each; see Appendix One.

Ice Mephit: hp 13; see *Monster Manual* page 182.

APL 6 (EL 8)

Large Ice Para-Elementals (2): hp 60 each; see Appendix One.

Icelpick (APL 6 version): Medium-sized advanced Ice Mephit; hp 42; see Appendix One.

APL 8 (EL 10)

Huge Ice Para-Elementals (2): hp 136 each; see Appendix One.

Icelpick (APL 8 version): Medium-sized advanced Ice Mephit; hp 54; see Appendix One.

APL 10 (EL 12)

Greater Ice Para-Elementals (2): hp 178 each; see Appendix One.

Icelpick (APL 10 version): Medium-sized advanced Ice Mephit Clr4; hp 97; see Appendix One.

APL 12 (EL 14)

Elder Ice Para-Elementals (2): hp 204 each; see Appendix One.

Icelpick (APL 12 version): Medium-sized advanced Ice Mephit Clr6; hp 112; see Appendix One.

Tactics: The para-elementals are brute fighters and try to close the distance between them and the PCs as quickly as possible. This will allow

them to get the full use of their icy bodies in the combat.

The ice mephit supports the para-elementals from a distance at first, closing for melee only when necessary. If the para-elementals are losing the fight before the mephit chooses to engage in melee, he flees.

Development: If the party wins the fight with the elementals, they may find a brief note in Auran on the mephit. If they can read Auran, give the players Player Handout #1. Note that if the party kills the mephit, he fades away (as an extraplanar outsider) and the note goes with him; do not give them Player Handout #1 if this is the case.

Even if the PCs lose the note, they might suspect a bigger force at work, given the mephit's presence and the concerted destruction. PCs making a DC 20 Knowledge (the planes) check remember that elementals are usually solitary.

The party may also decide to follow the tracks of the elementals back to where the elementals came from. This takes a DC 19 Track check (icy ground with no effort made by the elementals to hide their tracks) modified by the size of the para-elementals per the *Player's Handbook* page 101. If the party does, proceed to Encounter Three.

If they choose to continue on the way to the dragon's corpse, proceed to Encounter Four.

Encounter Three: Cave of Ice

This is the cave from which the elementals were operating to bring the early freeze to the crops around Rakervale. The cave is frozen in a layer of ice on the inside. You should read or paraphrase the following:

The trail you have been following leads up to a cave mouth. From your vantage point about thirty feet away, the mouth of the cave plainly appears slick with ice. You will have to get closer to tell whether the tracks actually enter the cave.

Use Map #1 for this encounter. The cave is very small on the inside and is covered with a layer of ice. Footing inside is treacherous and requires a Balance check (DC 15) if a PC does anything other than move at half speed; failure drops the PC prone.

Part of the floor of the cave (the location marked by a T on Map #1) has been trapped by allies of the elementals.

Trap:

APL 2 (EL1)

Frost Arrow Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 ranged (1d6 plus 1d6 cold, arrow); Search DC 20; Disable Device DC 20.

APL 4 (EL 3)

Melf's Acid (Cold) Arrow Trap: CR 3; magic device; touch trigger; no reset; Atk +2 ranged touch; spell effect (*Melf's acid arrow*, modified with Energy Affinity (cold), CL 3rd, 2d4 cold/round for 2 rounds); Search DC 27; Disable Device DC 27.

APL 6 (EL 5)

Ice Storm Trap: CR 5; magic device; touch trigger; no reset; spell effect (*ice storm*, CL 7th, 3d6 impact plus 2d6 cold in a 20 ft. radius); Search DC 29; Disable Device DC 29.

APL 8 (EL 6)

Cone of Cold Trap: CR 6; magic device; touch trigger; no reset; spell effect (*cone of cold*, CL 9th, 9d6 cold, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

APL 10 (EL 7)

Cone of Cold Trap: CR 7; magic device; touch trigger; no reset; spell effect (*cone of cold*, CL 13th, 13d6 cold, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

APL 12 (EL 8)

Cone of Cold Trap: CR 8; magic effect; touch trigger; no reset; spell effect (*cone of cold*, CL 15th, 15d6 cold, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

Creatures:

APL 10 (EL 3)

Ice Mephit: hp 13; see *Monster Manual* page 182.

APL 12 (EL 3)

Ice Mephit: hp 13; see *Monster Manual* page 182.

Tactics: The mephit is a guard left behind in the cave at APLs 10 and 12. He hides as soon as the trap goes off and after the party has entered the cave, he will strike from behind. He attacks the

closest member of the party first, preferring unarmored opponents to armored opponents. He breathes after his first attack on this PC and then attempts to escape if no one falls from the trap and his initial assault.

Development: Inside the cave are large stores of food supplies. The food supplies are typical of those foodstuffs normally grown and harvested in the Theocracy of the Pale. In addition to the typical foodstuffs, the party also finds a few bottles of frostwine. See the Adventure Record (or the section below, "Items for the Adventure Record") for information on frostwine.

There is also a small table made of ice in the cave. The table is littered with sheets of ice with etched writing, mostly scribbles of dates with corresponding locations across the northern Pale; all of the writing is in Aquan (unlike the other notes, which are in Auran). In some spots, there is a list of foodstuffs next to the entry as well. Overall, these notes are so cryptic as to be useless to the PCs.

More useful information can be found engraved into sheets of ice, which are hidden in a hole in the northern wall, about a foot off the floor (Search DC 20+APL, as the hole is more thickly frosted over at higher APLs). These ice sheets detail the activities of the elementals, as shown on Players Handout #2.

Encounter Four: Winterwind: Rest In Peace

This encounter takes place when the party reaches the corpse of the white dragon. As the party nears the corpse, read or paraphrase the following:

It has been a three-day journey into the Rakers. The cold mountain air has not yet been life-threatening, but it has been frigid every night. Typical Palish cold-weather gear and nighttime fires are sufficient to stave off the autumn chill, as your three guides assured you. The air up here carries a crisp smell of pine. Winter will arrive soon if the winds and temperature are any indication.

As you round a bend in the mountain trail, you begin to hear some men talking in a foreign language and the area below you opens up to reveal a brutal sight. A group of men dressed in heavy furs and carrying large

knives is moving around a great, white, winged reptilian body. It lacks a head, though, and shows signs of several other great wounds. The men are meticulously carving up the body to harvest the scales and other organs. A crisp chemical odor fills the valley and burns your throat with every breath.

It would seem another group has already beat you to the dragon's body and laid claim to it.

This is a group of Fruztii (Frost Barbarians) from the Frigdrasil tribe. They discovered the dragon's corpse only yesterday and are gathering everything they can from the beast to use in crafting many useful items for their tribe. The Fruztii are speaking in the Cold Tongue; anyone who speaks this language can determine they are generally discussing which parts of the dragon to take first based on their current needs. The barbarians notice the PCs descending into the small valley unless the PCs successfully hide.

If the party is noticed, the Fruztii halt what they are doing and ready spears from nearby locations, as their leader calls out to the party in Fruz (the Cold Tongue). If any member of the party speaks the Cold Tongue, read or paraphrase the following; otherwise all the party hears is an indecipherable string of words.

"Who are you? Why do you come to this place? Are you friend or foe of the Frigdrasil Clan?"

If the party does not respond within a few moments, he repeats his phrase in broken Common. If the PCs stay silent, he assumes they are hostile savages and orders his men (using the Cold Tongue) to prepare for battle.

If the PCs respond to the Fruztii leader, he will converse with them. His name is Falder. Where the conversation goes is up to the party. The leader is willing to discuss the dragon's corpse and what he and his warriors are doing, among other things, as described below.

Falder's Knowledge:

- He and his warriors found the dragon's corpse late yesterday.
- They began harvesting the dragon this morning after camping here overnight.
- The odor comes from an organ in the dragon's body that one of the Fruztii accidentally ruptured. (Falder does not

know it, but this organ allowed the dragon to produce its icy breath.)

- They are a part of the Frigdrasil clan, which recently moved to a nearby location.
- They relocated here due to omens and visions their shaman had and shared with their chief.
- Their chief's name is Fjorgens Iceblood.
- They occupy a former Stoneholder stronghold about a day's journey from here.
- They defeated the Stoneholders who were there.
- The PCs would have to speak to the chief to learn more about the reasons the clan came here.
- They have no intention of giving up their claim to the dragon's corpse, but are willing to trade a portion of the corpse or specific items from it for foodstuffs or metal goods for their clan. Actual negotiations would have to be made with the chief.
- Falder has heard of a group of southerners who helped another Fruztii clan a few years back and now has hunting rights in the Fruztii lands. (This relates to COR2-03 *Amidst the Mists and Coldest Frost*.)
- Falder will lead the PCs back to the settlement if they make a successful Diplomacy check (DC 15), with the following possible bonuses:
 - If the party contains a Fruztii PC: +2.
 - If the party contains a PC who killed the mist wolves in *Amidst the Mists and Coldest Frost*: +2.

The three trappers with the PCs—Belden, Kymrich, and Zimfeld—are angry that they have lost their claim, but they let the PCs take the lead in talking with the Fruztii. If the party chooses to continue to the Fruztii fort, the trappers will separate from the party here.

Creatures:

All APLs (EL 2, Reduced from EL 7 since the Fruztii do not want to fight)

Falder: Male human (Suel) Bbn5; hp 47; see Appendix One.

Falder's Warriors (6): Male human (Suel) Bbn1; hp 13 each; see Appendix One.

Tactics: If combat occurs, Falder sounds his warhorn to alert the fortress that he and his group have been attacked. If this happens, the PCs can hear the reply of other horns leading off into the distance. The warriors throw their spears as they approach to get into melee.

Development: This encounter can end in many ways for the PCs.

The most advantageous way for the encounter to end is with the party being led back to the Frigdrasil settlement. This would result from good negotiating with Falder. If negotiations were successful and Falder is leading the party back to the Fruztii settlement with some of his warriors, proceed to Encounter Five.

The worst way the encounter could end is with the party fighting Falder and his warriors. There is no possibility for negotiation with the Fruztii in this encounter if this is the case.

The encounter could also end without combat or successful negotiations. In this case, the party could still try to journey to the settlement on their own. Falder will not stop them from trying to do this; he just refuses to show them the way. He has no worry of such a small group posing a threat to his new home. If the party chooses to do this, proceed to Encounter Five. If the party chooses to return to Rakervale empty-handed, proceed to Encounter Six.

Encounter Five: A Cold Wind from the North

This encounter occurs if the party has chosen to proceed to the Fruztii settlement in the Rakers. After a day's journey (12 miles over rough mountainous ground) from where they encountered Falder, the party arrives at the settlement. Read or paraphrase the following, adjusting for how the PCs came here:

The trail from the dragon's corpse has led you at least four leagues deeper into the Rakers. Up ahead, the trail meets a curving stone wall,

connecting at both ends to a cliff to encompass a fort. Stout doors fill the gates of the fort; their color looks oddly lighter than the wooden doors of the Theocracy's castles, but perhaps they are simply from a different type of tree.

A horn is blown from the fort, sounding a low sustained tone ending with a higher note. It echoes off the surrounding cliffs.

The trail leading up to the gates is clear and well-maintained, and you should be able to reach the fort quickly.

Map #2 shows the layout of the fort. The fort is built against a sheer cliff, which forms its back wall. The walls of the fort are built of stone and form a semicircle coming out from the cliff wall. The fort is approximately 300 feet across from the cliff face to the front gates of the fort. The gates of the fort are approximately fifteen feet tall and ten feet across; they are actually made of the bones of some great animal. The gates can be recognized easily as newly constructed.

Inside the fort are three buildings and many tents and shacks.

One building is the temple of the Frigdrasil Clan now. The building is made of stone with a wooden roof. Recently carved totems flank the entrance. The totems have a dragon perched on the top and several faces carved into it as it goes down. The base of the totem is carved into the shape of a great polar bear. The whole totem has a giant furred serpent coiling around it from top to bottom. Hanging above the temple's door are two symbols: one of a great bear and the other of a sun setting over a snowy plain. Two Knowledge (religion) checks at DC 15 identify these as the symbols of the Suloise deities Llerg and Vatun, respectively.

The second building is a long low lodge house. Its double doors are flanked by recently carved totems, like those at the temple. Hanging above the wide open doors is the symbol of a great bear wielding two great axes with a rising sun behind it.

The third building is a squat stone structure used for storage of foodstuffs and other supplies.

The clan lives in tents and other makeshift wooden structures scattered about the interior of the fort.

The fort is home to a clan of approximately 150 Fruztii warriors and their families. The women

and children make up another 200 Fruztii within the fort. If the fort were to be attacked, everyone capable of using a spear would defend the fort.

Ice and frost cover several stretches of the wall. These patches are the results of the spells the Fruztii shamans used in the attack against the Stoneholders who were here.

When the PCs approach the gate, one of the warriors watching from the walls challenges their approach, in the Cold Tongue: "Who comes to the home of the Frigdrasil and why?" He does not speak any other language and will not realize the party does not speak the Cold Tongue unless they find some way to make this known to him. If Falder is with the party, he explains everything to the guard (in Fruz, of course) and gains entry for the party. If he is not with them, the party will have to figure out a way to make their desires known to the guard.

Fighting Their Way In

If the party assaults the fort to gain entry, there are almost 300 Fruztii inside who can throw spears at the party from the walls.

Bone Gates: 1 ft. thick; hardness 5; hp 180; AC 5; Break DC 23.

Trap: The gates are also trapped against any assault on them: a *cone of cold* spell, set by the tribe's main sorcerer, is released by any sudden impact on the gates.

Cone of Cold Trap: CR 6; magic device; touch trigger; no reset; spell effect (*cone of cold*, CL 10th, 10d6 cold, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

Creatures: There are 150 Fruztii warriors inside the fort (should a battle occur here, the warriors are all War1). In addition to these 150 Fruztii warriors, there are 5 shamans and another 200 women and children capable of defending their homes to some degree. Statistics are given only for the average shaman, average warrior, Falder, Fjorgens Iceblood, and Thurgen Sigurdson.

Fjorgens Iceblood: Male human (Suel) Bbn10; hp 105; see Appendix One.

Thurgen Sigurdson: Male human (Suel) Sor10; hp 50; see Appendix One.

Frigdrasil Shamans (5): Male human (Suel) Sor6; hp 24; see Appendix One.

Frigdrasil Warriors (150): Male human (Suel) War1; hp 8; see Appendix One.

Tactics: If the party attacks the fort, the inhabitants respond as follows. The entire group of women and children who are capable of fighting assemble along the walls and throw halfspears at the party (Atk +0 ranged, 1d6-1 damage). Half of the warriors assemble along the walls to throw spears at the party, while the rest assemble behind the gates and wait for the party to break through. The shamans wait for the party to set off or bypass the trap on the gates and then target spellcasters or grouped PCs with area-effect spells. Chief Fjorgens joins the warriors behind the gate, while Thurgen stands on the walls with the rest of the shamans.

Development: If the PCs actually beat all of the Fruztii (or enough of them that the rest decide to give up), they get the fort but also get a note on their AR stating they committed an evil act by attacking innocents. If the PCs give up because they are losing or have run out of supplies, they may run away and return to Rakervale. They miss out on the information and favors of the Frigdrasil tribe. Proceed to Encounter Six, unless they teleport or use other magic to go back to Rakervale very fast, in which case go to Encounter Seven.

Talking to the Chief

If the party gains access to Chief Fjorgens, they can gain other information from him that Falder did not have. Access to the chief is automatic if Falder has accompanied the party or can be obtained through a Diplomacy check (DC 25) from the leader of the warriors on the walls. Those who speak the Cold Tongue gain a +2 circumstance bonus to the Diplomacy check, and Fruztii PCs get a +2 circumstance bonus to the Diplomacy check.

Read or paraphrase the following description if the PCs gain permission to talk to the chief:

As you enter the lodge house of the Frigdrasil Clan, the pervasive smoke makes your eyes water. After a brief pause to allow your eyes to adjust, you scan the great hall. The most prominent feature is the throngs of burly, fair-haired warriors, feasting and shouting, but the grand building is just as robust. The floors of the lodge are layered in the furs of many animals, mostly the fur of the great white bears from the northlands. The long oaken tables are stacked high with food and drinking pitchers.

Midway down the length of the lodge along both walls are two massive hearths warming the whole of the structure, even with the double doors wide open as they are now. On the far end of the lodge is a stout wooden chair sitting slightly higher than the rest of the hall's chairs. It is cushioned and covered with white furs of some great, yet indeterminate beast, and a man sits in it. The cacophony stops immediately with your entry.

The massive man in the great chair sets down his flagon as the warriors in the hall—a hundred of them, at least—stare at you. A man sitting to the left of the great chair leans over and whispers in the chief's ear. The stillness lets you notice various weapons lying near each warrior and a massive battleaxe leaning against the throne of the chief.

The chief speaks in his accented Common, with a voice to carry throughout the lodge. "Welcome to the hall of the Frigdrasil. I am Fjorgens Iceblood, son of Hruthgar, son of Mjilnder [pronounced MYILN-der], Chief of the Frigdasil. What brings you to the hall of my people?"

"You may speak freely here among my people, with my protection. You shall use no magic in my hall, much as you outsiders like to use it so."

Thurgen (the primary sorcerer and man to the left) does not speak to the party. He has too many secrets to keep and would not risk any portion of these secrets being revealed. His *ring of mind shielding*, though, conceals his evil alignment.

The chief dislikes spellcasting in his presence. The casting of magic at the chief or in his chambers results in an immediate end to all conversation and a demand that the party leave. They must return to the Pale with only what they may have learned up to that point. Only a high Diplomacy check (DC 25) restores him to Friendly once he has been made Unfriendly.

The following is the knowledge of Chief Fjorgens Iceblood for conversation purposes:

- We came here as a punishment from our god. He found us lacking in faith. (True, according to his belief)
- We were sent here to learn how to be faithful from the people who live south of these mountains. (True)

- We wish to form an alliance with the people in the Theocracy. (True, but there is more to the statement, which the chief will not reveal.)
- Our eldest shaman, Thurgen Sigurdson, had visions from our god which led us here. (True)
- Our god is the great god of the North. (True) (A successful Knowledge (religion) check (DC 15) will reveal this could be a reference to Vatun, The North God. If asked if Vatun is the god of the Frigdrasil, Fjorgens will reply that he is, but will not elaborate unless asked. This is true.)
- We have no wish to fight with the Palites to the south. (True)
- We would like to open trade with the Palites and welcome any aid we can gain in this matter. (True)
- The dragon's corpse provides valuable trade commodities for our clan. (True)
- We are willing to trade these commodities for supplies we need. (True)
- We are willing to fight against the Stoneholders for the Palites and defend their border here in the Rakers in exchange for payment. (True)
- We would prefer to be paid in finished goods (True)
- We have heard of Winterwind. (True, but there is more, which the chief will not reveal.)
- The clan has no known ulterior motives against the Theocracy. (True, since the clan as a whole does not know their true purpose here. He knows there is an ulterior motive, but only Thurgen the shaman knows what it truly is! If the party questions the wording, Fjorgens says, "I don't know what ulterior motive we would have against the southerners." Again, the wording is specific to keep from lying. If he is forced to speak the lie, he does not know the true reason they are here, as Thurgen has not revealed it to him either. The chief does know they have another purpose not yet spoken of.)
- He is willing to give each member of the party a single white dragon's scale, which

can be used to craft a shield, but no more at this time. (True)

- He hopes the party would carry the message of a desired alliance back to the Pale. (True)
- Falder will accompany the party in lieu of a written message. (True)

At the end of the discussion, Fjorgens gifts each member of the party with a bracelet crafted from the scales of a white dragon. A young girl (Fjorgens's daughter) brings out the bracelets on a silver tray. The party is expected to accept the bracelets and wear them immediately. There is no penalty for not doing so, except the shamans will express displeasure immediately at the rudeness of guests who refuse gifts.

If magic is detected for, the bracelet detects as magical. The aura is one of strong Abjuration. There is also a lingering aura of Transmutation magic. See the Adventure Record (or the section below, "Items for the Adventure Record") for information on the *Bracelet of the North*.

When any PC puts the bracelet on, there is an immediate numbing cold that emanates from the bracelet.

In addition, Fjorgens says he is willing to reward the party with more gifts after they have taken his message to the Pale. This gift would consist of sapphires, totaling 75 gp per PC per APL (e.g. 150 gp at APL 2), as well as access to some of the tribe's magical items and specially bred wardogs.

When the party has completed their discussion with Chief Fjorgens Iceblood, they are given leave to stay in the fort before their return to Rakervale. If the party wishes to investigate the fort, they are allowed access to any structure they wish, except for the clan's temple, where the shamans reside. Scrying inside the temple reveals a simple worship area with no deific representation present. The true place of worship is in the basement of the temple building, where the chief shaman, Thurgen, also sleeps. The ground on which the temple sits has huge iron deposits throughout it and prohibits all methods of scrying past the floor of the surface temple.

Divinations: Should a PC ask about the Fruzti using a *divination* spell or similar magic, this is the reply: "Winter has always been a way to test the faithful, and though allies have come down from

the north, so too have enemies." All deities questioned will respond this way.

Other divination spells will work differently, but the results will be similar within the context of the spell used.

Development: When the party is done here, proceed to Encounter Six. If Falder is accompanying the party, he refuses to travel to Rakervale by magical means.

Encounter Six: The Journey Home

This encounter occurs when the party is about halfway back down the trail to Rakervale, late in the afternoon.

Higher-level parties may bypass this encounter by use of magical transportation. This should not be discouraged (aside from Falder's unwillingness to teleport), but experience and treasure gained should be adjusted accordingly. The encounter can still take place, as long as the party does not teleport directly into Rakervale.

Read or paraphrase the following if the party is traveling by normal means:

You are halfway back to Rakervale, with the afternoon sun in your face, when the temperature suddenly drops rapidly and ice crystals glisten in the air. Your winter clothing is no longer enough to hold off the permeating cold.

The sudden drop in temperature and the ice crystals have been conjured by a hunched yet indistinct form behind the trolls listed below. It appears to be another troll, but it disappears (teleports away) just after conjuring the icy blast. Only those PCs who act during the surprise round before the trolls get even this fleeting glimpse.

This ice troll (with grey-skinned normal trolls at most APLs) has been sent by the Troll King. They are accompanied by an ice mephit who does not fight (except at APL 12); he runs away if the trolls are losing, to warn his master of the results of the battle. These trolls have been sent due to the interference of the party with the ice para-elementals. The Troll King and the Lord of Ice are worried the party may have figured out too much of their plans. They want to stop the PCs from reaching Rakervale with the information.

Creatures:

APL 2 (EL 5)

Ice Troll (wounded): hp 48; see Appendix One.
This ice troll has lost an arm and cannot rend.

Ice Mephit: hp 13; see *Monster Manual* pg 182; does not fight.

APL 4 (EL 7)

Ice Troll: hp 63; see Appendix One.

Troll: hp 63; see *Monster Manual* pg 247.

Ice Mephit: hp 13; see *Monster Manual* pg 182; does not fight.

APL 6 (EL 9)

Ice Troll: hp 63; see Appendix One.

Trolls (3): hp 63 each; see *Monster Manual* pg 247.

Ice Mephit: hp 13; see *Monster Manual* pg 182; does not fight.

APL 8 (EL 11)

Frostclaw (APL 8 version): Male ice troll Bbn4; hp 124; see Appendix One.

Trolls (3): hp 63; see *Monster Manual* pg 247.

Ice Mephit: hp 13; see *Monster Manual* pg 182; does not fight.

APL 10 (EL 13)

Frostclaw (APL 10 version): Male ice troll Bbn6; hp 153; see Appendix One.

Trolls (5): hp 63; see *Monster Manual* pg 247.

Ice Mephit: hp 13; see *Monster Manual* pg 182; does not fight.

APL 12 (EL 15)

Frostclaw (APL 12 version): Male ice troll Bbn8; hp 192; see Appendix One.

Trolls (4): hp 63; see *Monster Manual* pg 247.

Ice Mephit: hp 13; see *Monster Manual* pg 182; at this APL only, the mephit aids the trolls from hiding as much as he can.

Setup: Use Map #3 for this encounter. The trolls and mephit lurk among some boulders, at least 50 feet from the nearest PC; modify the starting distance based on the PCs' Spot checks. Use one initiative count for the ice troll, one for all other trolls, and one for the mephit.

If any party member succeeds at his Spot or Listen check for this encounter, he may act in the

surprise round. If the character's initiative comes before the trolls', ask them what they want to do based on having heard arcane syllables from the appropriate direction (Spellcraft DC 22, including – 5 for not seeing the somatic components, indicates a special Conjuraction effect similar to a *sleet storm*) or based on seeing a large shadow in the appropriate direction. On the trolls' initiative, they move in to attack, but adjust accordingly based on the actions of any characters who went before them.

Tactics: The trolls attack right after the icy burst freezes the ground around the PCs. Anyone who moves at more than half speed across the area must succeed at a Balance check (DC 15) or fall prone.

The trolls and Frostclaw (at APLs 8 to 12) will attempt to bull rush PCs over the edge of the now-icy incline when possible, to separate the party.

The ice mephit does not fight (except at APL 12); he remains hidden and observes the fight from a distance. He can be spotted by a successful Spot check against his Hide check. If he is spotted or if the battle begins to go badly for the trolls, he flees.

Frostclaw will attempt to safely withdraw and escape if he loses more than 2/3 of his hit points. He is loyal to his master, but would rather live to fight another day if possible.

Development: The mephit has the information the party would want if they knew about it in this encounter. The mephit knows certain information, which he has learned since his coming to the Prime Material Plane. This includes many small clues to the identity of the Troll King, the Lord of Ice, and Winterwind. See "Mephit's Knowledge" below for these clues. If the party captures the ice mephit, they may be able to obtain this information from him using Diplomacy (DC 50) to make the mephit Helpful, or an Intimidate check (DC 20) to make the mephit Friendly, followed by a Diplomacy check (DC 20) to make the mephit Helpful (a "good cop-bad cop" routine). If the party kills the mephit or allows him to escape, they do not gain the information he knows.

Mephit's Knowledge

- The Lord of Ice has many dealings with the trolls.
- The Lord of Ice controls the trolls through their master.

- The Lord of Ice once had others who did his bidding here, but he has abandoned them. He talks of how they will further his plans better as individuals now.

From here, you should proceed to Encounter Seven or the Conclusion, depending on what action the party wants to take upon their return to Rakervale. If they wish to speak with a representative of the Theocracy, you should proceed to Encounter Seven. If they do not, you should proceed to Conclusion A.

Encounter Seven: The Theocracy's Reaction

This encounter occurs if the party speaks to a representative of the Theocracy upon their return to Rakervale.

Upon your return to Rakervale, you have sought out a representative of the Theocracy of the Pale. You find yourself now in the office of the Captain of the Guard, the only person you could gain immediate access to at this time.

The office of Captain Garandean is pristine. Her oak desk has two stacks of papers on it, one at each corner away from the chair. A rug embroidered with the holy symbol of Pholtus lies centered under the sitting area for visitors. The walls are whitewashed and have two portraits hanging on them. One shows Theocrat Theoman Baslett, while the other is of a slender man with long white hair and blue eyes, the sun behind him and a large book in one hand and a staff in the other; he is walking along a straight road from the sun behind him with abyssal creatures approaching on either side.

[A successful check in Knowledge (religion) (DC 15) or Knowledge (history) (DC 15) or Bardic Knowledge (DC 20) will identify this as a traditional representation of Pholtus. PCs who worship Pholtus automatically recognize him depicted this way.]

Captain Milecia Garandean sits patiently at her desk waiting to hear what you have to say.

Captain Garandean is willing to listen to anything the party has to tell her. She is a patient woman with years of experience leading the Rakervale City Guard. She will relay any information shared with her to the appropriate offices.

Her reactions to specific information will be as follows:

- **The Fruztii:** She is wary of these newcomers to the Theocracy but will share the information with the Pale Diplomatic Corps and the Church of the One True Path so that both a diplomat and a priest can be sent to speak with them about their intentions.
- If Falder is with the party, she will take charge of his visit from the party.
- **The Elementals:** This tells of a new threat to the Pale and a possible cause for the early freezes taking place near towns and villages all over the northern and eastern Theocracy. She will share this information with the Pale Patrol so they can be on the lookout for more of these creatures, and with the Arcanist Guild, who know more about invaders from other planes.
- **The Ice Troll:** This is dire news and should be shared with all those along the Troll Fens and the Rakers. The Pale Patrol and the Prelatal Army will be given this information to update their strategies in dealing with the trolls. We have not seen Ice Trolls in this region in many years.
- **The PCs suspect an alliance between any of these groups:** This is the most important information you could have brought us. This indicates there is a greater force behind all of these creatures than their individual leaders. This speaks of a great threat to the Theocracy, one that can jeopardize the war effort in the Tenh.

Captain Milecia Garandean: Female human (Oeridian) Ftr6.

- **Description:** Milecia Garandean is an Oeridian woman with naturally curly coal-black hair, cut in a smart short style. Her bright hazel eyes give her otherwise ordinary face a cheery appearance. She is lithe and agile, making her seem more capable with lighter weapons than with heavy blades.
- **Personality:** Captain Garandean is a patient person, a trait she cultivated waiting to advance through the ranks of the City Guard here in Rakervale. She is the type of person to

wait for you to come around to her way of thinking rather than forcing you to it. She is a devout Pholtan but believes in redeeming pagans; they should be given the opportunity to see the light before being cast into darkness. She is also a loyal Palite, believing in the power of her god, her country, and the leaders of the Church and the Pale.

- **Motives:** Milecia wants only what is best for the Pale and Rakervale. She hopes to one day rise to the rank of Constable, which would give her full authority over a small town in order to help better serve Pholtus and the Pale. She does not seek shortcuts to the upper ranks, but instead waits for Pholtus to present her with opportunities to show how well she can do.

Development: When the party has completed speaking with Captain Garandeau, proceed to Conclusion B.

Conclusion

Conclusion A:

The party has returned to Rakervale but has chosen not to speak with a representative of the Theocracy.

Your adventure into the Rakers has come to an end. Although you have returned to Rakervale with a bit more gold than you started with, there are many questions that have come to light in the course of your journey.

Perhaps the future will bring answers to these questions, but for now you are left not knowing. The flames in the fireplace of the Pious Pilgrim are comfort enough. Outside you can hear the winter wind whistling through the city. A few leaves float and whirl, rustling against the glass of the window. Winter is quickly approaching. The door opens again and, for a moment, the warmth in the tavern diminishes as a cold wind blows across the room.

For those characters who put on the bracelet from the chief of the Frigdrasil, read or paraphrase the following also:

A burning sensation at your wrist quickly draws your attention to the dragonscale bracelet given by Chief Fjorgens. Moisture in the air is condensing on the chilly bracelet, which has now frozen itself completely to your

flesh—a persistent reminder of your visit with the Frigdrasil clan of the Fruztii.

Conclusion B:

The party has returned to Rakervale and chose to speak with a representative of the Theocracy.

Your adventure into the Rakers has come to an end. You are now back in the warmth of the Pious Pilgrim, sharing drinks with friends or attending to other needs after having spoken with Captain Garandeau.

She listened patiently to your report of events in the Rakers and said she would share the information you gave her with the appropriate authorities within the Pale. But there is no way to be sure if this is enough. Now you are left to ponder the leftover questions.

The light of the Pious Pilgrim's paintings of the sun illuminates everything here in the tavern, but out in the Rakers, a darkness is gathering. As the door of the tavern opens again, a cold wind blows in, heralding the onset of an early and possibly prolonged winter.

For those characters who put on the bracelet from the chief of the Frigdrasil, read or paraphrase the following also:

A burning sensation at your wrist quickly draws your attention to the dragonscale bracelet given by Chief Fjorgens. Moisture in the air is condensing on the chilly bracelet, which has now frozen itself completely to your flesh—a persistent reminder of your visit with the Frigdrasil clan of the Fruztii.

The End

Experience Point Summary

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

Encounter Two

Defeating the para-elementals and the mephit

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Encounter Three

Getting into the cave

APL2 30 xp
APL4 90 xp
APL6 150 xp
APL8 180 xp
APL10 210 xp
APL12 240 xp

Defeating the Mephit

APL10 90 xp
APL12 90 xp

Encounter Four

Obtaining Falder's aid in journeying to the Fruztii settlement without combat being initiated.

APL2 60 xp
APL4 60 xp
APL6 60 xp
APL8 60 xp
APL10 60 xp
APL12 60 xp

Encounter Six

Defeating the trolls

APL2 150 xp
APL4 210 xp
APL6 270 xp
APL8 330 xp
APL10 390 xp
APL12 450 xp

Story Award

Meeting peacefully with the Fruztii.

APL2 20 xp
APL4 30 xp
APL6 40 xp
APL8 50 xp
APL10 55 xp
APL12 85 xp

Discovering all three pieces of information in the scenario: Icelplick's letter, the ice sheets in the cave, and the information from the mephit in Encounter Six

APL2 25 xp
APL4 40 xp
APL6 50 xp
APL8 70 xp
APL10 75 xp
APL12 95 xp

Discretionary roleplaying award

APL2 45 xp
APL4 65 xp
APL6 90 xp
APL8 105 xp
APL10 110 xp
APL12 135 xp

Total possible experience:

APL2 450 xp
APL4 675 xp
APL6 900 xp
APL8 1095 xp
APL10 1350 xp
APL12 1575 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Two: An Early Frost

APL 10: L – 129 gp each; M – *brooch of shielding* (125 gp each).

APL 12: L – 4 gp; M – +1 *full plate* (221 gp each), *bead of force* (250 gp each), *brooch of shielding* (125 gp each), *potion of shield of faith* +3 (25 gp each).

Encounter Three: Cave of Ice

All APLs: L – 83 gp each.

Encounter Five: A Cold Wind From the North:

APL 2: C – dragonscales (110 gp each) plus sapphires (150 gp each)

APL 4: C – dragonscales (110 gp each) plus sapphires (300 gp each)

APL 6: C – dragonscales (110 gp each) plus sapphires (450 gp each)

APL 8: C – dragonscales (110 gp each) plus sapphires (600 gp each)

APL 10: C – dragonscales (110 gp each) plus sapphires (750 gp each)

APL 12: C – dragonscales (110 gp each) plus sapphires (900 gp each)

Encounter Six: The Journey Home

APL 2: C – 100 gp each.

APL 4: C – 150 gp each.

APL 6: C – 150 gp each.

APL 8: L – 46 gp each; C – 200 gp each; M – *potion of greater magic fang* +4 (200 gp each), 2 *potions of cure light wounds* (4 gp each per potion).

APL 10: C – 300 gp each; M – +1 *Large breastplate* (129 gp each), *potion of greater magic fang* +5 (250 gp each), *potion of cure serious wounds* (62 gp each).

APL 12: C – 400 gp each; M – +1 *Large breastplate* (129 gp each), *amulet of natural armor* +1 (167 gp each), *potion of greater magic fang* +5 (250 gp each), *potion of cure serious wounds* (62 gp each), *potion of shield of faith* +2 (4 gp each), 3 *potions of cure moderate wounds* (25 gp each per potion).

Total Possible Treasure

APL 2: L: 83 gp; C: 360 gp; M: 0 gp - Total: 443 gp

APL 4: L: 83 gp; C: 560 gp; M: 0 gp - Total: 643 gp

APL 6: L: 83 gp; C: 710 gp; M: 0 gp - Total: 793 gp

APL 8: L: 129 gp; C: 910 gp; M: 208 gp – Total: 1,247 gp

APL 10: L: 212 gp; C: 1,160 gp; M: 566 gp – Total: 1,938 gp

APL 12: L: 87 gp; C: 1,410 gp; M: 1,308 gp – Total: 2,805 gp

Special

Kennels of the Frigdrasil Clan: see “Items for the Adventure Record”, below.

Trade with the Frigdrasil Clan: see “Items for the Adventure Record”, below.

Favor of the Frigdrasil Clan: see “Items for the Adventure Record”, below.

Items for the Adventure Record

The Bracelet of the North – This strange white bracelet is forged using the blood of a living white dragon and the scales of a dead white dragon.

The bracelet embeds itself in the skin of the wearer and cannot be removed by any means short of a *limited wish*, *wish*, or *miracle* cast by a 17th level caster or higher.

The bracelet acts as a Bracelet of Resist Energy – Fire (10).

Frostwine (from A&EG): This delicate white wine is created from an exotic blend of grapes that grow only in northerly climes. Frost worms in particular are drawn to the scent of frostwine grapes in bloom, making it dangerous to harvest. (Fort save DC 13; see Intoxication rules on page 32 of the A&EG.) Cost: 40 gp. Weight: 1.5 lb.

Kennels of the Frigdrasil Clan: In return for carrying his message to the Theocracy of the Pale, Fjorgens Iceblood has granted the party access to the Frigdrasil Clan's kennels. This provides the PC with access to an advanced war dog. The PC still has to pay for the dog. The cost is 200 gp. The Frigdrasil war dog is an exceptional crossbreed between malamutes and wolves and has the following statistics:

Frigdrasil War Dog: CR 1; Medium animal; HD 3d8+9, hp 22; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; BAB/Grp +2/+5; Atk +5 melee (1d6+4, bite); Full Atk +5 melee (1d6+4, bite); SA Trip; SQ —; AL N; SV Fort +6, Ref +5, Will +2; Str 16, Dex 15, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +11, Listen +6, Spot +5, Swim +4, Survival +1 (+5 when tracking by scent); Alertness, Endurance, Track.

Known Tricks: Attack (x2, will attack unnatural creatures and can trip), Defend, Guard, Track.

They can be taught one additional trick of the player's choice.

This favor may be used once to buy one dog. Cross out the favor once used.

Trade with the Frigdrasil Clan: The PC has gained access to certain items, which the Frigdrasil Clan produces to make their life easier on the Frost Barbarian lands. The PC may buy the following items with Regional frequency: ice axe, skis and poles, snow goggles, and snowshoes (from the A&EG).

Ice Axe (from A&EG): More tool than weapon, the ice axe has a sharp metal head that is perpendicular to the shaft and has a spiked handle. It grants a +1 circumstance bonus on Climb checks in mountainous and/or icy terrain. If used as a weapon, treat as a hand axe with a -2 penalty on attack rolls. Cost: 10 gp. Weight: 5 lb.

Skis and Poles (from A&EG): Skis allow full movement across snow and icy surfaces but cannot be used at all on any other terrain. Downhill speed can be as a run (x4) on slight grades or as run (x5) on severe grades. It takes a full-round action to don and to remove skis. Cost: 15 gp. Weight: 6 lb.

Snow Goggles (from A&EG): These wooden goggles have a thin horizontal slit in the middle. They grant a +2 circumstance bonus on saves to resist blinding effects, including snow blindness, extremely bright light, or spells that target vision indirectly (such as *sunburst* but not *blindness*). While wearing snow goggles, you incur a -4 circumstance penalty on Spot and Search checks. Cost: 2 gp. Weight: —.

Snowshoes (from A&EG): These allow the wearer to move at 2/3 normal speed across snow and ice. Snowshoes take 1 minute to don and a full-round action to remove. Cost: 15 gp. Weight: 8 lb.

Favor of the Frigdrasil Clan: This favor is given in return for the PC's help making contact with the Theocracy of the Pale. Once one of the items is purchased, this favor should be crossed off. The access is to one of the following: upgrade armor with Cold Resistance (not improved or greater), Staff of Frost, upgrade weapon with Frost, or Boots of the North.

Item Access

APL 2:

- Frostwine (Adventure; A&EG; 40 gp)
- Masterwork white dragonhide light shield (Adventure; DMG; 318 gp)
- Masterwork white dragonhide heavy shield (Adventure; DMG; 340 gp)

APL 4 (all of APL 2 plus the following):

APL 6 (all of APLs 2-4 plus the following):

APL 8 (all of APLs 2-6 plus the following):

- *Potion of greater magic fang* +4 (Adventure; DMG 2,400 gp)

APL10 (all of APLs 2-8 plus the following):

- *Brooch of shielding* (Adventure; DMG; 1,500 gp)
- *Potion of greater magic fang* +5 (Adventure; DMG; 3,000 gp)

APL 12 (all of APLs 2-10 plus the following):

- *Bead of force* (Adventure; DMG; 3,000 gp)

Appendix One – Encounter Two

APL 2

Ice Para-Elemental, Small: CR 1; Small elemental (air, cold); HD 2d8; hp 9; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 14; BAB/Grp +1/-3; Atk +3 melee (1d4 and 1d4 cold, icicle); Full Atk +3 melee (1d4 and 1d4 cold, icicle); SA Chill metal; SQ Elemental, cold subtype; AL N; SV Fort +0, Ref +4, Will +0; Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +2, Spot +3; Combat Reflexes^B, Weapon Finesse.

Chill Metal (Su): The ice para-elemental's *chill metal* power functions like the druid spell of the same name except that it affects everything within a 5-foot 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 para-elemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell. Will DC 11 negates.

Physical Description: An ice para-elemental looks like a roughly hewn, translucent statue of ice, covered head to toe in sharpened icicles. The glint of reflected light gives the appearance of capricious winking eyes.

APL 4

Ice Para-Elemental, Medium: CR 3; Medium elemental (air, cold); HD 4d8+8; hp 26; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; BAB/Grp +3/+4; Atk +6 melee (1d6+1 and 1d6 cold, icicle); Full Atk +6 melee (1d6+1 and 1d6 cold, icicle); SA Chill metal; SQ Elemental, cold subtype; AL N; SV Fort +3, Ref +7, Will +1; Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +3, Spot +4; Combat Reflexes^B, Dodge, Weapon Finesse.

Chill Metal (Su): The ice para-elemental's *chill metal* power functions like the druid spell of the same name except that it affects everything within a 10-foot 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 para-elemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell. Will DC 12 negates.

Physical Description: An ice para-elemental looks like a roughly hewn, translucent statue of ice, covered head to toe in sharpened icicles. The glint of reflected light gives the appearance of capricious winking eyes.

APL 6

Ice Para-Elemental, Large: CR 5; Large elemental (air, cold); HD 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 19, touch 14, flat-footed 14; BAB/Grp +6/+12; Atk +10 melee (2d6+2 and 2d6 cold, icicle); Full Atk +10/+5 and +10 melee (2d6+2 and 2d6 cold, 2 icicles); Space/Reach 10 ft./10 ft.; SA Chill metal; SQ Elemental, DR 5/—, cold subtype; AL N; SV Fort +5, Ref +11, Will +2; Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Combat Reflexes^B, Dodge, Mobility, Weapon Finesse.

Chill Metal (Su): The ice para-elemental's *chill metal* power functions like the druid spell of the same name except that it affects everything within a 15-foot 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 para-elemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell. Will DC 14 negates.

Physical Description: An ice para-elemental looks like a roughly hewn, translucent statue of ice, covered head to toe in sharpened icicles. The glint of reflected light gives the appearance of capricious winking eyes.

Icelpick (APL 6 version): Medium-sized ice mephit; CR 5; Medium outsider (air, cold, extraplanar); HD 7d8; hp 42; Init +7; Spd 30 ft., Fly 50 ft. (perfect); AC 17, touch 13, flat-footed 14; BAB/Grp +7/+9; Atk +9 melee (1d4+2 and 1d6 cold, claw); Full Atk +9/+9 melee (1d4+2 and 1d6 cold, 2 claws); SA Breath weapon, spell-like abilities, *summon mephit*; SQ DR 5/magic, darkvision 60 ft., fast healing 2, immunity to cold, vulnerability to fire; AL N; SV Fort +6, Ref +8, Will +5; Str 14, Dex 16, Con 12, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +12, Escape Artist +13, Hide +13, Listen +10, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +13, Spot +10, Use Rope +3 (+5 with bindings); Combat Reflexes, Dodge, Improved Initiative.

Breath Weapon (Su): 15-foot cone of ice shards, damage 1d8 cold, Reflex DC 15 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 7 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities (Sp): These are per the ice mephit's spell-like abilities in the *Monster Manual* page 182, but he casts *magic missile* at CL 7th and *chill metal* at CL 10th.

Fast Healing (Ex): This ability is per the ice mephit's fast healing ability in the *Monster Manual* page 182.

APL 8

Ice Para-Elemental, Huge: CR 7; Huge elemental (air, cold); HD 16d8+64; hp 136; Init +7; Spd 30 ft.; AC 20, touch 15, flat-footed 13; BAB/Grp +12/+24; Atk +17 melee (2d8+4 and 2d8 cold/19-20, icicle); Full Atk +17/+12/+7 and +17 melee (2d8+4 and 2d8 cold, 2 icicles); Space/Reach 15 ft./15 ft.; SA Chill metal; SQ Elemental, DR 5/—, cold subtype; AL N; SV Fort +9, Ref +17, Will +5; Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +9, Spot +10; Blind-Fight, Combat Reflexes^B, Dodge, Improved Critical (icicle), Mobility, Spring Attack, Weapon Finesse.

Chill Metal (Su): The ice para-elemental's *chill metal* power functions like the druid spell of the same name except that it affects everything within a 20-foot 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 para-elemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell. Will DC 18 negates.

Physical Description: An ice para-elemental looks like a roughly hewn, translucent statue of ice, covered head to toe in sharpened icicles. The glint of reflected light gives the appearance of capricious winking eyes.

Icelpick (APL 8 version): Medium-sized ice mephit; CR 6; Medium outsider (air, cold, extraplanar); HD 9d8; hp 54; Init +7; Spd 30 ft., Fly 50 ft. (perfect); AC 17, touch 13, flat-footed 14; BAB/Grp +9/+11; Atk +11 melee (1d4+2 and 1d6 cold, claw); Full Atk +11/+11 melee (1d4+2 and 1d6 cold, 2 claws); SA Breath weapon, spell-like abilities, *summon mephit*; SQ DR 5/magic, darkvision 60 ft., fast healing 2, immunity to cold, vulnerability to fire; AL N; SV Fort +7, Ref +9, Will +7; Str 14, Dex 16, Con 12, Int 6, Wis 12, Cha 15.

Skills and Feats: Bluff +14, Escape Artist +15, Hide +15, Listen +13, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +15, Spot +13, Use Rope +3 (+5 with bindings); Combat Reflexes, Dodge, Improved Initiative, Mobility.

Breath Weapon (Su): 15-foot cone of ice shards, damage 1d8 cold, Reflex DC 16 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 9 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities (Sp): These are per the ice mephit's spell-like abilities in the *Monster Manual* page 182, but he casts *magic missile* at CL 9th and *chill metal* at CL 12th.

Fast Healing (Ex): This ability is per the ice mephit's fast healing ability in the *Monster Manual* page 182.

APL 10

Ice Para-Elemental, Greater: CR 9; Huge elemental (air, cold); HD 21d8+84; hp 178; Init +8; Spd 30 ft.; AC 25, touch 16, flat-footed 17; BAB/Grp +15/+28; Atk +22 melee (2d8+5 and 2d8 cold/19-20, icicle); Full Atk +22/+17/+12 and +22 melee (2d8+5 and 2d8 cold, 2 icicles); Space/Reach 15 ft./15 ft.; SA Chill metal; SQ Elemental, DR 10/—, cold subtype; AL N; SV Fort +11, Ref +20, Will +7; Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +12, Spot +12; Ability Focus (chill metal), Blind-Fight, Combat Reflexes^B, Dodge, Improved Critical (icicle), Mobility, Spring Attack, Weapon Finesse.

Chill Metal (Su): The ice para-elemental's *chill metal* power functions like the druid spell of the same name except that it affects everything within a 25-foot 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 para-elemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell. Will DC 22 negates.

Physical Description: An ice para-elemental looks like a roughly hewn, translucent statue of ice, covered head to toe in sharpened icicles. The glint of reflected light gives the appearance of capricious winking eyes.

Icelpick (APL 10 version): Medium-sized ice mephit Clr4 (Elder Elemental Eye, cold aspect); CR 8; Medium outsider (air, cold, extraplanar); HD 9d8+18 and 4d8+8; hp 97; Init +5; Spd 30 ft., Fly 50 ft. (perfect); AC 23, touch 11, flat-footed 22; BAB/Grp +12/+14; Atk +14 melee (1d4+2 and 1d6 cold, claw); Full Atk +14/+14 melee (1d4+2 and 1d6 cold, 2 claws); SA Breath weapon, cleric spells, spell-like abilities, *summon mephit*; SQ DR 5/magic, darkvision 60 ft., fast healing 2, immunity to cold, rebuke undead 5/day, vulnerability to fire; AL NE; SV Fort +10, Ref +7, Will +12; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 15.

Skills and Feats: Bluff +14, Concentration +14, Escape Artist +7, Hide +7, Listen +16, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Sense Motive +16, Spellcraft +8, Spot +16, Use Rope +1 (+3 with bindings); Combat Reflexes, Divine Metamagic (Empower Spell), Dodge, Empower Spell, Improved Initiative.

Breath Weapon (Su): 15-foot cone of ice shards, damage 1d8 cold, Reflex DC 17 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.

Spell-Like Abilities (Sp): These are per the ice mephit's spell-like abilities in the *Monster Manual* page 182, but he casts *magic missile* at CL 9th and *chill metal* at CL 12th.

Fast Healing (Ex): This ability is per the ice mephit's fast healing ability in the *Monster Manual* page 182.

Possessions: Full plate, silver dagger, brooch of *shielding* (101 points), spell component pouch, silver holy symbol.

Physical Description: Icelpick looks like a typical mephit except for his height of 5 ft., his hair of translucent white ice, and his frosty suit of plate armor, dripping with icicles.

Cleric Spells Prepared (5/4+1/3+1; base DC = 14 + spell level): 0—*cure minor wounds*, *detect magic* (2), *read magic*, *inflict minor wounds*; 1st—*chill touch**, *bless*, *lesser vigor*^{CD}, *obscuring mist*, *shield of faith*; 2nd—*chill metal**, *deific vengeance*^{CD}, *sound burst*, *wave of grief*^{CD}.

*Domain spell. **Domains:** Cold^{CD} (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command cold creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.); Air (Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.)

^{CD} Complete Divine spell or domain. See Appendix Two.

APL 12

Ice Para-Elemental, Elder: CR 11; Huge elemental (air, cold); HD 24d8+96; hp 204; Init +9; Spd 30 ft.; AC 26, touch 18, flat-footed 17; BAB/Grp +18/+32; Atk +26 melee (2d8+6 and 2d8 cold/19-20, icicle); Full Atk +26/+21/+16/+11 and +26 melee (2d8+6 and 2d8 cold/19-20, 2 icicles); Space/Reach 15 ft./15 ft.; SA Chill metal; SQ Elemental, DR 10/—, cold subtype; AL N; SV Fort +12, Ref +23, Will +8; Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +15, Spot +16; Ability Focus (chill metal), Blind-Fight, Combat Reflexes^B, Dodge, Improved Critical (icicle), Mobility, Power Attack, Spring Attack, Weapon Finesse, Weapon Focus (icicle).

Chill Metal (Su): The ice para-elemental's *chill metal* power functions like the druid spell of

the same name except that it affects everything within a 30-foot 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 para-elemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell. Will DC 24 negates.

Physical Description: An ice para-elemental looks like a roughly hewn, translucent statue of ice, covered head to toe in sharpened icicles. The glint of reflected light gives the appearance of capricious winking eyes.

Icelpick (APL 12 version): Medium-sized ice mephit Clr6 (Elder Elemental Eye, cold aspect); CR 9; Medium outsider (air, cold, extraplanar); HD 9d8+18 and 6d8+12; hp 112; Init +5; Spd 30 ft., Fly 50 ft. (perfect); AC 24, touch 11, flat-footed 23; BAB/Grp +13/+15; Atk +15 melee (1d4+2 and 1d6 cold, claw); Full Atk +15/+15 melee (1d4+2 and 1d6 cold, 2 claws); SA Breath weapon, cleric spells, spell-like abilities, *summon mephit*; SQ DR 5/magic, darkvision 60 ft., fast healing 2, immunity to cold, rebuke undead 5/day, vulnerability to fire; AL NE; SV Fort +11, Ref +8, Will +13; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 15.

Skills and Feats: Bluff +14, Concentration +14, Escape Artist +7, Hide +7, Listen +16, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Sense Motive +16, Spellcraft +12, Spot +16, Use Rope +1 (+3 with bindings); Combat Reflexes, Divine Metamagic (Empower Spell), Dodge, Empower Spell, Improved Initiative, Mobility.

Breath Weapon (Su): 15-foot cone of ice shards, damage 1d8 cold, Reflex DC 17 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 9 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities (Sp): These are per the ice mephit's spell-like abilities in the *Monster Manual* page 182, but he casts *magic missile* at CL 9th and *chill metal* at CL 12th.

Fast Healing (Ex): This ability is per the ice mephit's fast healing ability in the *Monster Manual* page 182.

Possessions: +1 Full plate, silver dagger, *bead of force*, *brooch of shielding* (101 points), *potion of shield of faith* +3, spell component pouch, silver holy symbol.

Physical Description: Icelpick looks like a typical mephit except for his height of 5 ft., his hair of translucent white ice, and his frosty suit of plate armor, dripping with icicles.

Spells Prepared (5/4+1/4+1/3+1; base DC = 14 + spell level): 0—*cure minor wounds*, *detect magic* (2), *read magic*, *inflict minor wounds*; 1st—*chill touch**, *bless*, *lesser vigor*^{CD}, *obscuring mist*, *shield of faith*; 2nd—*chill metal**, *deific vengeance*^{CD}, *silence*, *sound burst*, *wave of grief*^{CD}; 3rd—*gaseous form**, *briar web*^{CD}, *dispel magic*, *protection from energy*.

*Domain spell. **Domains:** Cold^{CD} (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command cold creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.); Air (Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.).

^{CD} *Complete Divine* spell or domain. See Appendix Two.

Appendix One – Encounter Four

Falder: Male human (Suel) Bbn5; CR 5; Medium humanoid (human); HD 5d12+5; hp 47; Init +2; Spd 30 ft; AC 18, touch 12, flat-footed 16; BAB/Grp +5/+9; Atk +9 melee (1d8+3 (+4 in two hands)/x3, masterwork battleaxe) or +7 ranged (1d8+3/x3, spear); Full Atk +9 melee (1d8+3 (+4 in two hands)/x3, masterwork battleaxe) or +7 ranged (1d8+3/x3, spear); SQ Improved uncanny dodge, Rage (2/day for 6 rounds – hp 57, Str 20, Con 17), Trap sense +1, Uncanny dodge; AL CN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Craft (armorsmithing) +8, Handle Animal +5, Listen +9, Survival +9; Dodge, Mobility, Spring Attack.

Languages: Common, Cold Tongue (illiterate).

Possessions: +1 breastplate, masterwork battleaxe, 5 spears, ring of sustenance.

Physical Description: Falder has pale skin, which almost perfectly matches his snow-white hair. His icy blue gaze is always stern. He speaks Common fluently but still has an accent.

Motivation: Falder believes in his clan. He wants what is best for them. He is loyal to his clan and his own honor, but does not like the prominence sorcerers have taken within his clan. He believes arcane magic and only the magic of the Fruztii deities should be trusted.

Falder's Warriors: Male human (Suel) Bbn1; CR 1; Medium humanoid (human); HD 1d12+1; hp 13; Init +2; Spd 30 ft; AC 16, touch 12, flat-footed 14; BAB/Grp +1/+3; Atk +4 melee (1d8+2 (+3 in two hands)/x3, masterwork battleaxe) or +3 ranged (1d8+2/x3, spear); Full Atk +3 melee (1d8+2 (+3 in two hands)/x3, masterwork battleaxe) or +3 ranged (1d8+2/x3, spear); SQ Rage (1/day for 6 rounds – hp 15, Str 19, Con 17); AL CN; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Handle Animal +3, Intimidate +3, Listen +5, Survival +5; Dodge, Power Attack.

Language: Cold Tongue only (illiterate).

Possessions: Masterwork scale mail, masterwork battleaxe, 5 spears, 4 potions of cure light wounds.

Motivation: Falder's warriors are loyal to him. They are made up of his personal friends and companions. They hold their clan in the highest regards, but, like Falder, cling to the old ways of the Fruztii with regards to the shamans of their clan.

Appendix One – Encounter Five

Encounter Five

Fjorgens Iceblood: Male human (Suel) Bbn10; CR 10; Medium humanoid (human); HD 10d12+30; hp 113; Init +2; Spd 40 ft.; AC 20, touch 12, flat-footed 18; BAB/Grp +10/+14; Atk +14 melee (1d12+8/x3, +2 *greataxe*) or +14 ranged (1d8+4/x3, spear); Full Atk +14/+9 melee (1d12+8/x3, +2 *greataxe*) or +14/+9 ranged (1d8+4/x3, spear); SQ Improved uncanny dodge, Rage 3/day, Trap sense +3, Uncanny dodge; AL CN; SV Fort +10 Ref +5, Will +5; Str 18, Dex 14, Con 16, Int 12, Wis 14, Cha 14.

Skills and Feats: Climb +5, Handle Animal +15, Intimidate +15, Jump +17, Listen +15, Survival +15; Dodge, Extend Rage, Instantaneous Rage, Mobility, Spring Attack.

Languages: Common, Cold Tongue.

Possessions: +2 *breastplate*, *amulet of natural armor* +1, +2 *greataxe*, 5 spears.

Physical Description: Fjorgens has long golden-yellow hair and green eyes. He is a massive man, standing almost 7 ft. tall. He speaks Common almost fluently but still has a slight accent.

He wears a heavy cloak of what appears to be sable with many other furs augmenting his heavy leather clothing. Beneath the furs you can barely make out an ice-blue tinted breastplate. He wears a necklace made up of many large claws and teeth from unknown creatures.

His heavy beard hides the lower half of a scar, which leads from beneath his hair across the left side of his face. His crown is made up of a great white bear's upper head with sapphires in place of its eyes.

Motivation: Fjorgens wants the best for his clan and believes this is the correct path. With Thurgen's advice, he believes, he will lead his clan to greatness.

Thurgen Sigurdson: Male human (Suel) Sor10; CR 10; Medium humanoid (human); HD 10d4+20; hp 50; Init +6; Spd 30 ft.; AC 15, touch

13, flat-footed 13; BAB/Grp +5/+5; Atk +5 melee (1d6, quarterstaff) or +7 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d6, quarterstaff) or +7 ranged (1d8/19-20, light crossbow); SA Sorcerer spells; SQ —AL CE; SV Fort +5, Ref +5, Will +8; Str 10, Dex 14, Con 14, Int 10, Wis 12, Cha 20.

Skills and Feats: Bluff +18, Concentration +15, Spellcraft +14; Energy Affinity (cold), Greater Spell Focus (Evocation), Improved Initiative, Maximize Spell, Spell Focus (Evocation).

Language: Cold Tongue only.

Possessions: *Bracers of armor* +2, *ring of protection* +1, quarterstaff, light crossbow, 10 bolts, *ring of mind shielding*, *brooch of shielding*.

Physical Description: Thurgen is a small, wiry man. He has dirty blonde hair with hazeyes. He carries himself with an air of confidence at all times. He does not know Common and has no desire to sully himself learning the language; his *tongues* spell lets him talk with (or threaten) outlanders well enough.

Thurgen wears a cloak made of the skin of a white tiger. His blue satin tunic seems somehow out of place on a man who lives in such a frigid locale. His belt appears to be made of silver scales. From his staff hangs the skulls of many creatures and you're not sure one of them isn't that of a small humanoid.

Motivation: Thurgen is loyal only to the gods of his clan. He serves the clan chief to advise him only in the best interests of the deities the clan follows. He wishes his clan to gain a place of honor in service to their deities.

Sorcerer Spells Known (6/8/7/7/6/4; base DC = 15 + spell level or 17 + spell level for evocation spells): 0—*acid splash*, *arcane mark*, *daze*, *detect magic*, *disrupt undead*, *light*, *message*, *prestidigitation*, *read magic*, *touch of fatigue*; 1st—*burning hands*, *comprehend languages*, *enlarge person*, *identify*, *shocking grasp*; 2nd—*detect thoughts*, *flaming sphere*, *see invisibility*, *scorching ray*; 3rd—*arcane sight*, *lightning bolt*, *tongues*; 4th—*ice storm*, *Otiluke's resilient sphere*; 5th—*cone of cold*. He usually

modifies his energy-damage spells to become cold spells.

Frigdrasil Shaman: Male or female human (Suel) Sor6; CR 6; Medium humanoid (human); HD 6d4+6; hp 24; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; BAB/Grp +3/+2; Atk +2 melee (1d8-1/x3, spear) or +5 ranged (1d8-1/x3, spear); Full Atk +2 melee (1d8-1/x3, spear) or +5 ranged (1d8-1/x3, spear); SA Sorcerer spells; SQ Sorcerer's familiar; AL CN; SV Fort +3, Ref +4, Will +6; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills and Feats: Bluff +12, Concentration +10, Spellcraft +9; Brew Potion, Dodge, Improved Counterspell, Improved Initiative.

Language: Cold Tongue only.

Possessions: Bracers of armor +1, 5 spears, amulet of natural armor +1, ring of protection +1, potion of cure moderate wounds.

Sorcerer Spells Known (7/4/3/2; base DC = 13 + spell level): 0—acid splash, detect magic, disrupt undead, mage hand, message, prestidigitation, ray of frost; 1st—cause fear, color spray, grease, magic missile; 2nd—glitterdust (appears like a flurry of ice crystals when cast), obscure object, touch of idiocy; 3rd—blink, sleet storm.

Frigdrasil Warriors: Male human (Suel) War1; CR 1; Medium humanoid (human); HD 1d8+1; hp 8; Init +2; Spd 20 ft.; AC 16, touch 12, flat-footed 14; BAB/Grp +1/+3; Atk +1 melee (1d8+2 (+3 in two hands)/x3, battleaxe) or +2 ranged (1d8+2/x3, spear); Full Atk +1 melee (1d8+2 (+3 in two hands)/x3, battleaxe) or +2 ranged (1d8+2/x3, spear); AL CN; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Handle Animal +3, Intimidate +3; Cleave, Power Attack.

Language: Cold Tongue only.

Possessions: Scale mail, battleaxe, 5 spears.

Appendix One – Encounter Six

APL 2

Ice Troll (wounded): CR 6; Large giant; HD 6d8+36; hp 48; Init +2; Spd 30 ft.; AC 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17; BAB/Grp +4/+14; Atk +9 melee (1d6+6 and 1d4 cold, claw); Full Atk +9 melee (1d6+6 and 1d4 cold, claw) and +4 melee (1d6+3 and 1d4 cold, bite); Space/Reach 10 ft./10 ft.; SA —; SQ Darkvision 90 ft., icewalking, immunity to cold, low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Language: Giant only.

Immunity to Cold (Ex): Ice trolls are immune to cold damage. Ice trolls do not have the cold subtype, though, so they take no extra damage from fire.

Icewalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces.

Possessions: Engraved silver anklet (worth 600 gp).

Physical Description: Ice trolls appear as normal trolls except their skin is ice-white. This ice troll permanently lost one arm in an old battle, so he cannot rend.

APL 4-6

Ice Troll: CR 6; Large giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft.; AC 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17; BAB/Grp +4/+14; Atk +9 melee (1d6+6 and 1d4 cold, claw); Full Atk +9/+9 melee (1d6+6 and 1d4 cold, 2 claws) and +4 melee (1d6+3 and 1d4 cold, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9 and 2d4 cold; SQ Darkvision 90 ft., icewalking, immunity to cold, low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Language: Giant only.

Immunity to Cold (Ex): Ice trolls are immune to cold damage. Ice trolls do not have the cold subtype, though, so they take no extra damage from fire.

Icewalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces.

Possessions: Silver and amber necklace (worth 900 gp).

Physical Description: Ice trolls appear as normal trolls except their skin is ice-white.

APL 8

Frostclaw (APL 8 version): Male troll Bbn4; CR 10; Large giant; HD 6d8+42 and 4d12+28; hp 124; Init +3; Spd 30 ft.; AC 24, touch 12, flat-footed 21; BAB/Grp +8/+21; Atk +16 melee (1d6+8 and 1d4 cold, claw); Full Atk +16/+16 melee (1d6+8 and 1d4 cold, 2 claws) and +11 melee (1d6+4 and 1d4 cold, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+12 and 2d4 cold; SQ Darkvision 90 ft., icewalking, immunity to cold, low-light vision, rage 2/day, regeneration 5, scent, trap sense +1, uncanny dodge; AL CE; SV Fort +16, Ref +6, Will +5; Str 28, Dex 16, Con 25, Int 6, Wis 10, Cha 4.

Skills and Feats: Listen +10, Spot +7, Survival +4; Alertness, Combat Reflexes, Iron Will, Track.

Language: Giant only.

Immunity to Cold (Ex): Ice trolls are immune to cold damage. Ice trolls do not have the cold subtype, though, so they take no extra damage from fire.

Icewalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces.

Possessions: Masterwork Large breastplate, belt, *potion of greater magic fang* +4, 2 *potions of cure light wounds*, platinum earrings (worth 1200 gp total).

Physical Description: Ice trolls appear as normal trolls except their skin is ice-white. Frostclaw is obviously different from a normal

troll, since he wears armor and wears several thick earrings, having endured the pain of getting the piercings cauterized.

APL 10

Frostclaw (APL 10 version): Male troll Bbn6; CR 12; Large giant; HD 6d8+42 and 6d12+42; hp 153; Init +3; Spd 30 ft.; AC 26, touch 12, flat-footed 22; BAB/Grp +10/+23; Atk +18 melee (1d6+8 and 1d4 cold, claw); Full Atk +18/+18 melee (1d6+8 and 1d4 cold, 2 claws) and +13 melee (1d6+4 and 1d4 cold, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+12 and 2d4 cold; SQ Darkvision 90 ft., icewalking, immunity to cold, improved uncanny dodge, low-light vision, rage 2/day, regeneration 5, scent, trap sense +2, uncanny dodge; AL CE; SV Fort +17, Ref +7, Will +6; Str 28, Dex 16, Con 25, Int 6, Wis 10, Cha 4.

Skills and Feats: Listen +12, Spot +7, Survival +6; Alertness, Combat Reflexes, Iron Will, Power Attack, Track.

Language: Giant only.

Immunity to Cold (Ex): Ice trolls are immune to cold damage. Ice trolls do not have the cold subtype, though, so they take no extra damage from fire.

Icewalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces.

Possessions: +1 Large breastplate, belt, *potion of greater magic fang* +5, *potion of cure serious wounds*, platinum earrings (worth 1800 gp total).

Physical Description: Ice trolls appear as normal trolls except their skin is ice-white. Frostclaw is obviously different from a normal troll, since he wears armor and wears several thick earrings, having endured the pain of getting the piercings cauterized.

APL 12

Frostclaw (APL 12 version): Male troll Bbn8; CR 14; Large giant; HD 6d8+48 and 8d12+64; hp 192; Init +3; Spd 30 ft.; AC 26, touch 12, flat-footed 23; BAB/Grp +12/+25; Atk +20 melee (1d6+8 and 1d4 cold, claw); Full Atk +20/+20 melee (1d6+8 and 1d4 cold, 2 claws) and +15 melee (1d6+4 and 1d4 cold, bite); Space/Reach

10 ft./10 ft.; SA Rend 2d6+12; SQ DR 1/—, darkvision 90 ft., icewalking, immunity to cold, improved uncanny dodge, low-light vision, rage 3/day, regeneration 5, scent, trap sense +2, uncanny dodge; AL CE; SV Fort +19, Ref +7, Will +6; Str 28, Dex 16, Con 26, Int 6, Wis 10, Cha 4.

Skills and Feats: Listen +14, Spot +7, Survival +8; Alertness, Combat Reflexes, Iron Will, Power Attack, Track.

Language: Giant only.

Immunity to Cold (Ex): Ice trolls are immune to cold damage. Ice trolls do not have the cold subtype, though, so they take no extra damage from fire.

Icewalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces.

Possessions: +1 Large breastplate, belt, *amulet of natural armor* +1, *potion of greater magic fang* +5, *potion of cure serious wounds*, *potion of shield of faith* +2, 3 *potions of cure moderate wounds*, platinum earrings (worth 1800 gp total).

Physical Description: Ice trolls appear as normal trolls except their skin is ice-white. Frostclaw is obviously different from a normal troll, since he wears armor and wears several thick earrings, having endured the pain of getting the piercings cauterized.

Appendix Two – Special Rules

New Monsters

Ice Troll

Large Giant

Hit Dice:	6d8+36 (63 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+4/+14
Attack:	Claw +9 melee (1d6+6 and 1d4 cold)
Full Attack:	2 claws +9 melee (1d6+6 and 1d4 cold) and bite +4 melee (1d6+3 and 1d4 cold)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rend 2d6+9 and 2d4 cold
Special Qualities:	Darkvision 90 ft., low-light vision, regeneration 5, scent, cold immunity, icewalking
Saves:	Fort +11, Ref +4, Will +3
Abilities:	Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6
Skills:	Listen +5, Spot +6
Feats:	Alertness, Iron Will, Track
Environment:	Cold mountains
Organization:	Solitary or gang (2-4)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+6

Ice trolls look exactly like normal trolls except their skin is ice-white. They also act just like other trolls, except they live only in the coldest regions of Oerth.

Combat

Ice trolls have no fear of death. They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Rend (Ex): If an ice troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 and 1d4 cold points of damage.

Regeneration (Ex): Fire and acid deal normal damage to an ice troll. If an ice troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Cold Immunity (Ex): Ice trolls are immune to cold damage. Ice trolls do not have the cold subtype, though, so they take no extra damage from fire.

Icwalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces.

Chill (Ex): In addition to the damage from their attacks, ice trolls deal an additional 1d4 points of cold damage with their natural weapons (including claw and bite attacks).

Ice Para-Elemental

Elemental (Air, Cold)

Stat blocks at individual APLs reflect stats per size category of each para-elemental

These icy monoliths seek to drape the planes in a curtain of cold. They dwell on the Elemental Plane of Air and the Elemental Plane of Water but find neither place frigid enough for their tastes.

An ice para-elemental looks like a rough-hewn, translucent statue of ice, covered head to toe in sharpened icicles. The glint of reflective light gives the appearance of capricious winking eyes.

Ice para-elementals speak Aquan and Auran. Their voices have a serene, tinkling quality at odds with their fearsome appearance.

Combat

Ice para-elementals are patient combatants, often waiting for foes to come to them. Larger individuals may pretend to be flat-footed, delaying their action in hopes of luring opponents within reach of their many attacks of opportunity. (All ice para-elementals have the Combat Reflexes feat.) In any case, ice para-elementals move to maximize the number of opponents within the radius of their *chill metal* attack, then maneuver to outlast the enemy (who is likely taking damage from freezing weapons and armor).

Chill Metal (Su): The ice para-elemental'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 para-elemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell.

Cold Subtype (Ex): Cold immunity; vulnerability to fire.

Elemental Type: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Ice Para-elemental Sizes

Para-elemental	Height	Weight	Chill Metal Save DC	Radius
Small	4 ft.	32 lb.	11	5 ft.
Medium	8 ft.	260 lb.	12	10 ft.
Large	16 ft.	2,100 lb.	14	15 ft.
Huge	32 ft.	17,000 lb.	18	20 ft.
Greater	36 ft.	20,000 lb.	22	25 ft.
Elder	40 ft.	22,000 lb.	24	30 ft.

New Domain (from Complete Divine)

Cold Domain

Granted Power: You can turn or destroy fire creatures as a good cleric turns undead. You can also rebuke or command cold creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability

Cold Domain Spells

- 1 **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.
- 2 **Chill Metal:** Cold metal damages those who touch it.
- 3 **Sleet Storm:** Hampers vision and movement.
- 4 **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
- 5 **Wall of Ice:** *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.
- 6 **Cone of Cold:** 1d6/level cold damage.
- 7 **Control Weather:** Changes weather in local area.
- 8 **Polar Ray:** Ranged touch attack deals 1d6/level cold damage.
- 9 **Obedient Avalanche** [new spell in *Complete Divine*, not reprinted here]: Snowy avalanche crushes and buries your foes.

New Spells (all from Complete Divine)

Briar Web

Transmutation

Level: Cleric 3, druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Plants in a 20-ft.-radius spread

Duration: 1 minute/level

Saving Throw: Reflex negates; see text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap and twist around creatures in or entering the area.

Creatures that make their save against this spell are unaffected other than having to move at half speed within the area of effect.

If a creature fails its initial saving throw, it has three options: stay perfectly still, attempt to break free from the thorns, or continue to act normally.

A creature that fails its save but stands perfectly still is entangled (-2 attack, -4 Dexterity), but experiences no other effect and takes no damage. Anyone entangled in this way loses the entangled condition if they leave the area of the spell.

Each round in which a creature remains in the area, it may spend a full round action extricating themselves from the thorns. Doing so allows for a new saving throw. If successful, the creature is unaffected by the thorns except it may only move at half speed in the area of the spell. Successfully breaking free in this way is the only thing a character can do that does not cause thorn damage to the character. A failed attempt to break free deals the normal 2d6 thorn piercing damage.

Those that attempt actions (such as attack, cast a spell with a somatic component, or move) take 2d6 points of piercing damage from the thorns. A creature that tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

The plants provide cover. A creature 5 feet away has cover. Creatures separated by 20 or more feet of *briar webs* have total cover.

Deific Vengeance

Conjuration (Summoning)

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When you cast this spell, you call out to a deity, listing the crimes of your target and urging the deity to punish the miscreant. (The target's alignment is irrelevant to the success of the spell.) The divine power of the angry deity imposes this punishment in the form of a sharp, spiritual blow to the target. This attack hits automatically and deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead. A successful Will saving throw reduces the damage by half.

Vigor, Lesser

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

Wave of Grief

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a -3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: three tears.

New Feats

Divine Metamagic [Divine] (from Complete Divine)

You can channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot of the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Energy Affinity [Metamagic] (from Miniatures Handbook)

You can modify a spell that uses one type of energy to use another type (acid, cold, electricity, or fire) instead.

Prerequisites: Knowledge (arcana) 5 ranks, able to cast at least one spell of each of these energy types: acid, cold, electricity, or fire.

Benefit: Choose acid, cold, electricity, or fire. You can modify any spell with an energy descriptor to use the chosen type of energy instead. A spell so modified works normally in all respects except the type of damage dealt.

A modified spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different type of energy.

Extend Rage [General] (from Complete Warrior)

You are able to maintain your rage longer than most.

Prerequisites: Rage or frenzy ability.

Benefit: Each of the uses of your rage or frenzy ability lasts an additional 5 rounds beyond its normal duration.

Special: You can take this feat multiple times. Its effects stack.

Instantaneous Rage [General] (from Complete Warrior)

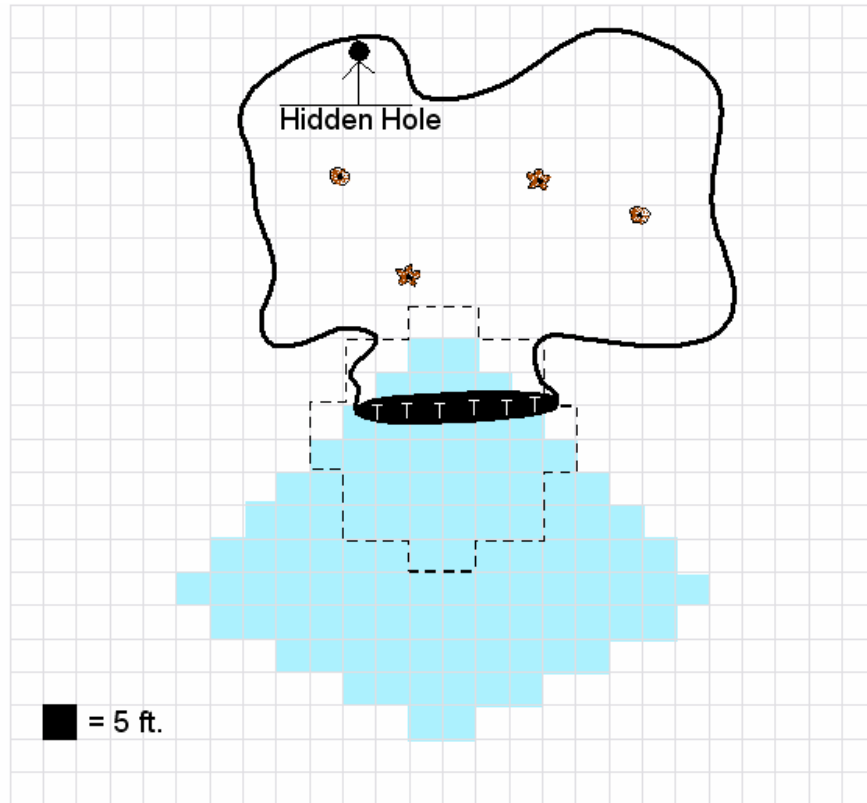
You activate your rage instantly.

Prerequisites: Rage or frenzy ability.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter a rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flat-footed.

Normal: You enter a rage only during your turn.

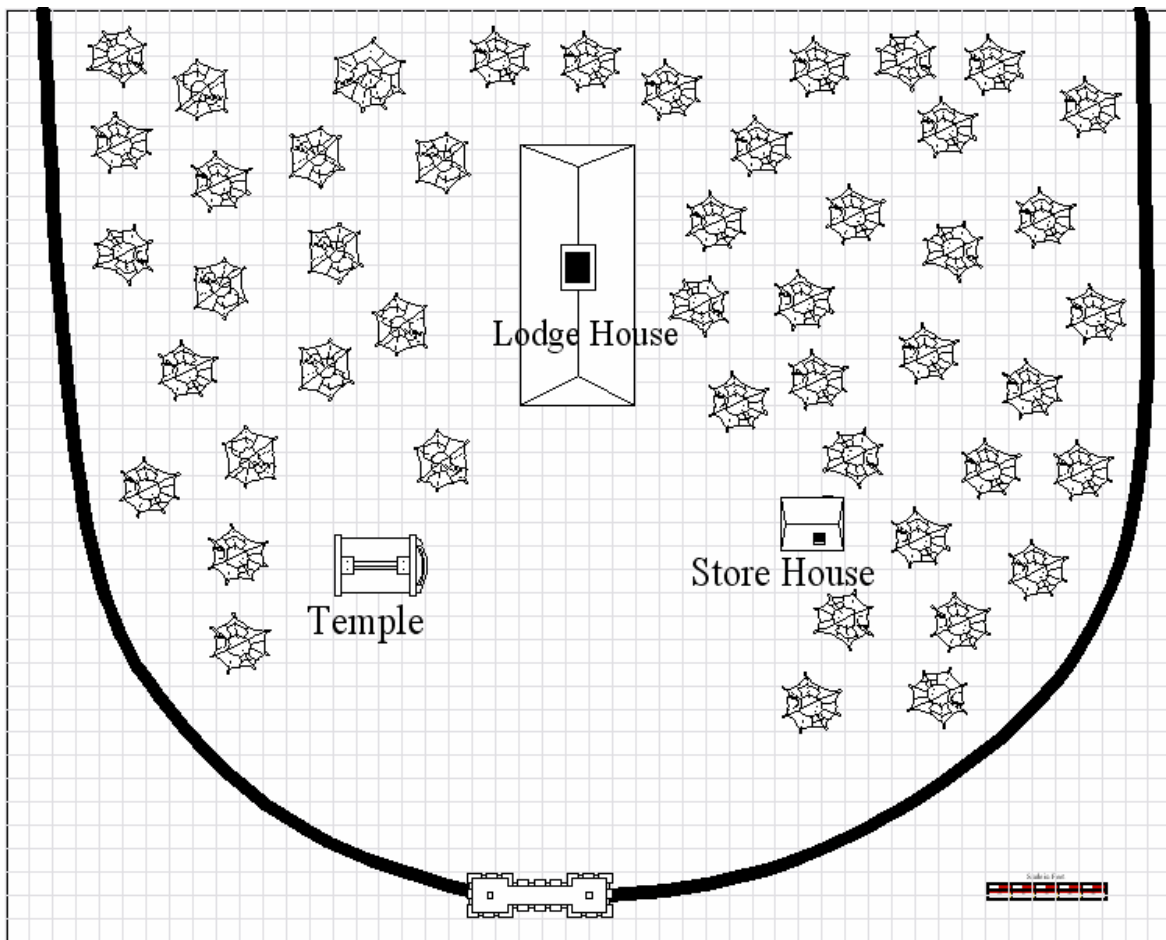
Map #1: Frozen Cave



□ Ice Storm Area of Effect

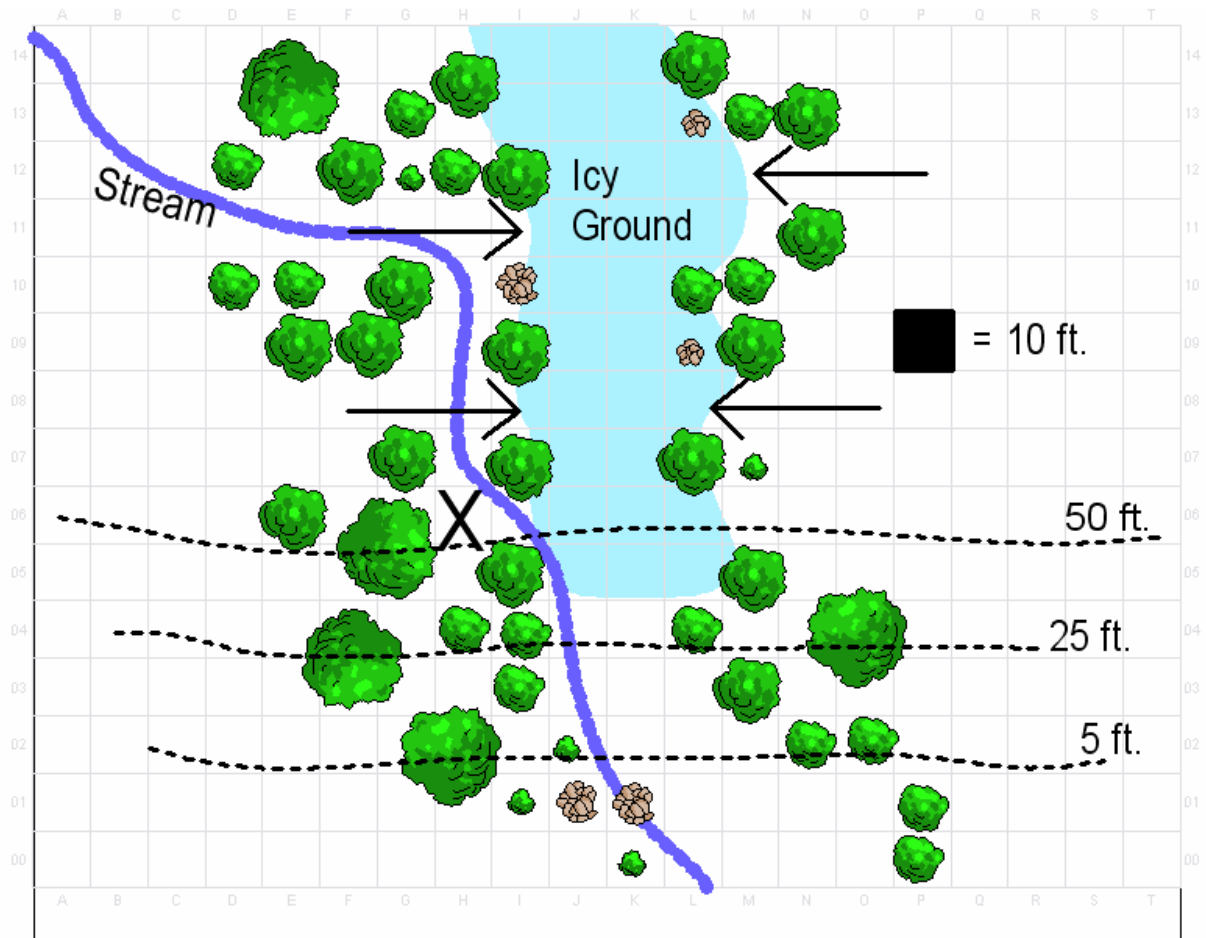
■ Cone of Cold Area of Effect

Map #2: Frigdrasil Fort



Map #3: Trail Back to Rakervale

The arrows indicate possible routes where the trolls will charge the trail. You should feel free to use the one most appropriate to the placement of the party on the map. The X indicates the starting location of the mephit and the mysterious caster.



Player Handout #1

This is a note carried by the ice mephitis at the terraced fields outside Rakervale. Give this note to the players only if they can read Auran.

Icelpick,

Now that you have journeyed to this plane with my allies, I wish for you to take a small group of them to the cave we spoke of. This cave will put your band in a strategic position to strike at the crops of Rakervale and allow us to bring the early frost to them.

Remember to remove small stores of the crops back to the cave so it can be redistributed to the other allies of winter. If this is done properly, the Pale should find themselves in need of even more food supplies from foreign countries. Take care to remain undetected at all costs. If anyone should see you or your minions, kill them. Conceal the murder as if they froze to death.

Lord of the Ice

Player Handout #2

This is the information found on multiple sheets of ice in the hole in the elementals' cave. The information is carved into the ice itself. It is written in Auran.

Ice Sheet 1:

1. ELTISON FIELDS – THIRD DAY AFTER CROSSING – FIELDS FROZEN SOLID EXCEPT FOR FIVE BUSHEL OF POTATOES, RECOVERED FOR OTHER ALLIES.
2. LANDRIGARD FIELDS – FIFTH DAY AFTER CROSSING – FIELDS PARTIALLY FROZEN BEFORE WARMBLOODS CAME – 3 BUSHEL OF CORN GATHERED FOR OTHER ALLIES.
3. VILLAGE FIELDS – EIGHTH THROUGH THIRTIETH DAY AFTER CROSSING – SEVERAL OF THE SMALL FIELDS FROZEN AS REQUESTED BY LORD OF ICE – MANY BUSHEL OF FOOD GATHERED FOR OTHER ALLIES.
4. RAKERVALE FIELDS –

Ice Sheet 2:

LORD OF ICE WILL BE PLEASED WITH OUR PROGRESS. WE HAVE FROZEN MANY FIELDS ACROSS THE LAND OF THE WARMBLOODS. SOON THEY WILL SEE THE TRUE POWER OF WINTER COMING. WE WILL BRING THE ICE AND THE SNOWS TO THEM AND THEY WILL BEG FOR OUR MERCY. MY HEART IS FROZEN WITH JOY OVER OUR ARRANGEMENT, MY BROTHER.

I WAIT FOR THE DAY WHEN YOU TOO CAN JOIN ME HERE IN THE LANDS OF THE WARMBLOODS AND WREAK HAVOC WITH ME.

ICELPLICK