

Heart of Winter

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Theocracy of the Pale Regional Adventure

Version 1.0

by Donovan Hicks

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The Troll King has been exposed and the myths of a Lord of Ice are no more; Winterwind lives and claims both titles.

The Troll Winter continues unabated and the planting season has come and gone. Starvation is proving a powerful weapon, but out of the past comes an old enemy, bringing hope back to the Pale from a fallen ally. An adventure for diplomatic PCs of levels 2 to 15 (APL 4-12) who can remember that sometimes the enemy of my enemy is my friend.

Part 4 of Winter Stalks the Pale.

Resources for this adventure [and the authors of those works] include “Arcane Lore: Greyhawk Grimoires II” in *Dragon* #241 [Robert S. Mullin], *COR3-12 Endgame* [Jason Buhlman and David Christ], *COR5-16 Here Comes the Sun!* [Pierre van Rooden], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws], *Frostburn* [Wolfgang Baur, James Jacobs, George Strayton], *Manual of the Planes* [Jeff Grubb, David Noonan, and Bruce R. Cordell], *PAL1-02 Absence of Law* [Bart Scott], *PAL1-11 The Trouble with Trollops* [Bart Scott], *PAL2-05 The Heretic* [Joe Streeper], *PAL3S-01 Attack of the Trolls* [Joe Streeper], *PAL4S-03 Twisting in the Wind* [Jason Clark and George Rowland], and *PAL4-08 Winters Past* [Donovan Hicks], *PAL5-04 Seeds of Winter* [Neil Harkins], *PAL5-07 Troll Winter* [Donovan Hicks], and *PAL6S-03 The Troll Throne* [Donovan Hicks].

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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

Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

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

Living Greyhawk LEVELS OF PLAY

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

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

	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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Theocracy of the Pale. Characters from the Pale pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, 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*.

PALE HOLY DAY

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan Holy day. This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan Holy Day. Otherwise, the die result indicates the number of days until the next Pholtan Holy Day. Due to the special nature of the

Theocracy of the Pale, on Holy Days, Judges are encouraged (but not required) to work-in a brief scene involving Pholtan worship, possibly including a brief 1-2 minute sermon by a PC if his or her level is at least fifth level and the judge believes that there is time available.

SPECIAL RULES FOR THE PALE

See DM Aid 1: Special Rules for the Pale.

ADVENTURE BACKGROUND

In CY 591, the wood elf druid Grumbtheen had created a hybrid strain of wheat using his knowledge of plants and Druidic powers. The grain was purported to be hardier than normal and to be capable of standing up against the harsh winters of the Pale. This would allow the Pale to extend their growing season to a similar amount of time as that of the rest of Oerth.

However, the white dragon, Winterwind, learned of this wheat and contracted with a mercenary halfling fire-wizard named Sizmar to destroy most of the wheat and to deliver the rest to him. Winterwind also asked Sizmar to recover the notes for creating the wheat and to kill its creator. Sizmar had no idea who he was working for at the time, as he had been recruited by a young half-elven woman (Shill from PAL4S-03 *Twisting in the Wind*) and would have bristled to know he was actually serving a creature devoted to cold.

At the same time, the trolls were scouting the Pale for the troll invasion that Winterwind would order a year and a half later, in his guise as the Troll King. The need to defend Palish citizens from these troll scouts led to the wheat being ill-protected against Sizmar's attack. Sizmar did his job very well, making it seem that the wheat and any possibility of recreating it had been destroyed.

After the troll invasion of 593 failed, Winterwind regrouped and advanced his new plans. In CY 594, he faked his death, allowing the Pale to believe he had been slain by the silver dragon, Brennan.

In late 595, Tristan Spencer was slain by the ice troll Fraz'keldrak, the designated Troll Prince. The loss of the Champion of Pholtus seemed to herald the onset of Troll Winter and the loss of hope for the Pale. Adventurers were sent into the Troll Fens to seek the murderer, but without success. They were able, though, to recover Tristan's sword, as well as his journal and a map.

In early 596, the Pale Diplomatic Corps and the Church of the One True Path, working together with a few adventurers, were finally able to decipher Tristan's journal. The journal contained notes about the forces of the Troll King and the location of his stronghold.

Winterwind, the Troll King, was unaware of the information in Tristan's journal, and he ordered his troll forces to begin preparing for battle at his stronghold. He then sent a demand to the Theocrat: surrender the Pale.

The response to the Troll King was swift and purposeful. Using the information from Tristan's journal,

the Pale Militia led by heroes and mercenaries of the Pale stormed the stronghold of the Troll King deep within the Troll Fens. The Pale was victorious in breaking the power of the Troll King, but an even deeper secret was revealed: Winterwind was still alive, was also the Troll King, and had been plotting the subjugation of the Pale through carefully orchestrated alliances.

In CY 594, a clan of Fruztii barbarians came down from their northern homeland and settled in a former Stonehold fort in the Rakers. They claimed to seek peaceful trade with the Pale, but this was not completely true. Only one among them has seemed honorable enough to deal with the Pale as yet, the young barbarian Falder. Falder warned PCs about the possibility of his clan's dark ambitions in late CY 595 on the same day that Tristan Spencer's corpse had been brought into Rakervale. He said he only asked for honorable adventurers to stand ready to speak on his clan's behalf to show that they were not all as dishonorable as he thought some might be. He warned PCs to be wary of his clan's leadership, specifically the Chief and his shamans. The events of the assault on the Troll King's stronghold have proven that he may well have been right. The trolls had large numbers of Frigdrasil war dogs fighting for them during the battle. The Pale now suspects that Winterwind is behind the Frigdrasil clan too, so Falder has been questioned by Major Garandau of the Pale Patrol.

All seems lost as heroes die and even new allies seem to turn false, but hope comes from the past where Winterwind first showed his scaly hand. The fire wizard, Sizmar, has been busy in the last five years. After turning over the remaining grain and the notes for its creation to Shill, he left the Pale for the south-eastern arm of the Rakers; he had heard of a clan of fire dragons rumored to be living there and had hoped to make contact with them and learn their fiery secrets. Whether he learned anything from this journey, no one in the Pale knows.

During the year and a half that he traveled in the Rakers, Sizmar heard rumors of Winterwind and his machinations against the Pale. Sizmar considered the influence of a white dragon in an area he dwelt in to be 'inconvenient', at best. He then headed for southern lands to avoid drawing Winterwind's attention.

In CY 593 he learned about some adventurers having journeyed to the City of Brass to halt the Ether Threat opposing Tenh and the entire Flanaess. Thinking he might be able to learn more about the power of fire from the Efrete, he journeyed to the desolate land of Tenh to look for a way into the City of Brass for himself. He succeeded and returned from his journeys with greater power.

Upon his return, he heard about the events surrounding the Twist Silver Mines in early CY 594, in which Winterwind's disciple Shill poisoned Colonel Kiana Gunnhild. Recognizing the name and the description of Shill as the woman who had hired him three years previously, Sizmar began to investigate. Upon learning that Winterwind had been Shill's master, Sizmar regretted his decision to aid them as he did. Shortly after

this discovery, though, he heard of strange events in the city of Hardby far to the south—events dealing with a mysterious fire entity. He again set off to gain knowledge of his first love, fire.

While journeying in the south, Sizmar heard about the death of Winterwind and decided it might be safe to return to the Pale and make up for his mistake of working for the forces of cold all those years ago. He returned to the Pale and began seeking clues as to what happened to the grain and the notes for its creation. Using some of Shill's journals (which he had obtained while searching for the truth about her master), Sizmar learned that the notes for the creation of the grain had been given to a Fruztii named Thurgen Sigurdson. The journals also indicated the location of a cave deep in the Rakers, where the grain was supposed to have been hidden away. The grain has remained safe all these years due to preservative magics placed on it by Grumbtheen. Sizmar chose not to visit the cave himself, but to seek out adventurers to help with his plan.

Sizmar now seeks revenge against Winterwind, who has proven to be alive, and offers the Pale the cache of Grumbtheen's grain in return for amnesty for past misdeeds. He offers an even greater secret as well, the process by which Grumbtheen created the grain.

Meanwhile, Pale politics have been taking their toll on the Theocrat and his chosen seer, Jarret Beak. Beak has been revealed as a worshipper of Boccob, the Uncaring One, while a new prophet—a true worshipper of Pholtus—has stepped forward and predicted events that Beak has failed to see.

In CY 595, the wandering prophet Jeremiah predicted five "seeds" of winter being planted throughout the Pale. This led adventurers to discover a white dragon's egg in the possession of a goblin in the Rakers. Put together with the egg that had previously been found in the Twist Silver Mines and the hatched young white dragon previously discovered in Holdworthy in CY 592, this revelation implied that there are still two more white dragon eggs hidden in the Pale, waiting to hatch and wreak havoc.

When the Troll King's stronghold was taken earlier this year, the Pale found a map that indicated the possible locations of the eggs and something else. The Church is investigating whether the eggs are truly out there and what the other locations are.

Jeremiah's predictions have led to other discoveries not as widely publicized, while Beak continues to produce no visions of value. Even the famed Lin Ying Ruby does not aid his visions. Citizens of the Pale have become more and more vocal in their demands for a change in prophets over the last year and a half. And the Prelates, including the more progressive-thinking ones, believe it is time for the Theocrat to make a change. The Theocrat has to make a decision, and it is not an easy one.

ADVENTURE SUMMARY

The Introduction finds the PCs relaxing in the Pious Pilgrim, where those they have met in the past are also

present. At least two of them seem to have other things on their minds.

In the first encounter, the PCs are approached by Sizmar, a halfling pyromaniac wizard, who once attacked the Pale. He has an offer for the PCs, who will have to decide whether they can trust him. The first encounter can lead to Encounter 2, 3, or 4, depending on how observant the PCs are and their choices.

In Encounter 2, the PCs speak with Falder and learn of his beliefs regarding his clan. This can lead to a valuable ally for a future encounter. If the PCs rebuff Falder, they find themselves with fewer allies than they could have in the future.

In Encounter 3, the PCs travel to the cave where Sizmar believes Grumbtheen's grain to be hidden away. They find the cave guarded by ice elementals loyal to Winterwind who have grown bored after years without any intrusion upon their location.

In Encounter 4, the PCs journey to the hold of the Frigdrasil in search of the lost knowledge of Grumbtheen. The knowledge is held by the sorcerer-shaman Thurgen Sigurdson, although the PCs will have to discern this truth before they can gain the knowledge.

In Encounter 5, the PCs will experience an avalanche while journeying back to Rakervale. The avalanche may crush some of the PCs if they are not quick or observant.

Encounter 6 occurs after the PCs get past the avalanche. Winterwind has learned of the PCs' actions over the last few days and has sent some of his minions to halt these adventurers once and for all. He is angry that adventurers have disrupted many of his carefully laid plans and continue to be a thorn in his side.

Finally, Encounter 7 allows PCs to decide who to give the grain and the knowledge of how to reproduce it to. They could give it to the Church (directly or to the Shapers of Sun and Stone), the Natural Order, or the Phostaldaron. The PCs' choice will have repercussions for the Pale's future.

PREPARATION FOR PLAY

You should determine which PCs have a Bracelet of the North from PAL4-08 *Winters Past*. Ask to see each PC's AR from PAL4-08 *Winters Past*. If the bracelet item on the AR is not crossed out, the PC has the bracelet. Some players chose to refuse the bracelet for their PCs, and if that was the case it should be crossed out.

Next, get a Will save from each PC. This will be their saving throw against the curse of the Bracelet, but you should get saves even from those PCs who do not have the bracelet, to keep the players from meta-gaming the reason for the save. The DC for the Will save is 20 + APL, to simulate more powerful magic; those failing the save will be unable to use any fire-based attacks against the ice paraelementals in Encounter 3 or against the cold elemental creatures in Encounter 5. PCs that fail this save also receive the AR item *Bracelet of the North – Cursed Magic*.

Throughout this module, the Pale is undergoing the effects of a Troll Winter and the Rakers are even worse. In all combats, the battlefield is considered difficult terrain (movement costs are doubled, no 5-foot steps) unless they have a method to overcome the hindering terrain of ice and snow.

Also, the winds in the Rakers are amazingly strong due to the Troll Winter, coming to the level of Severe Wind as detailed in the *Dungeon Master's Guide* page 95. Rocks and shrubs block the wind at ground level, but PCs are subject to the wind if they are more than ten feet above the ground. This effectively prohibits flying over the avalanche in Encounter 5.

Encounter 2 Preparation: Have each PC roll a Spot and Listen check for this encounter to determine if they see or hear Falder and his companions.

Encounter 3 Preparation: Have each PC roll a Spot check for this encounter to determine if they see portions of the ice paraelementals sticking out from the "snow-covered hills". The curse of the Bracelet of the North applies to this encounter.

Encounter 4 Preparation: Have each PC roll a Spot check to notice the shamans scattered throughout the crowd pulling out spell components and preparing to cast spells to interfere with the duel.

Encounter 5 Preparation: Have each PC roll a Spot check to notice the unstable face of the mountainside. Dwarves and others with Stonecunning receive a +2 bonus to this Spot check. Rogues or others with the trapfinding ability may use Search in place of Spot, since this has similarities to a trap, but the player must choose which skill to use before making the roll.

INTRODUCTION

The PCs start in the common room of the Pious Pilgrim. They can be here for a variety of reasons, some of which are that they have just returned from assaulting the Troll King's stronghold, they are still here following Tristan's memorial service, they are waiting to learn more information about what the Pale will do against Winterwind, or they are just keeping warm during this frigid Troll Winter. Read or paraphrase the following:

Snow is falling, and the frigid air is held at bay by the Pious Pilgrim's sturdy walls, warm hearth, and the large numbers of people massed inside.

A group of farmers and herdsmen discusses the failed planting season, the frozen ground, and the death of many cattle and sheep to the bitter cold that has lasted the entire year. The men are extremely worried about themselves, their families, and the Pale in general.

At the bar, you see Milecia Garandean, recently promoted from captain to major, who nods as she notices you, and then turns her attention back to another section of the bar. As you follow her gaze to the far corner of the common room, you see a group of eight Fruztii barbarians.

You might expect to see the well-known Falder among them, but you do not recognize any of these Fruztii. Major Garandau is obviously wary of this group of barbarians in the tavern, but seems to be satisfied they will not cause trouble this day as she finishes her drink off and departs.

Allow the PCs a moment to introduce themselves and then proceed to Encounter 1.

ENCOUNTER 1: ONCE BURNT, TWICE FED

This encounter occurs in the Pious Pilgrim shortly after Major Garandau departs. Read or paraphrase the following:

A lump of clothing near the fireplace rises, revealing itself as a cloaked figure about three feet tall. It approaches your table, dragging an empty chair along the way.

This is Sizmar. If some PCs chose to sit apart, he wordlessly motions for them to join him at the table where the most PCs sit.

The figure pushes the chair up against the table, climbs into it, and pauses for a moment before speaking. "Greetings," the figure says in a squeaky male voice, "my name is Sizmar, but if you know my name please wait before you react harshly. I have something of import to say before you judge me." He pauses and tenses as if waiting to be attacked.

If Sizmar is attacked, go to "Combat with Sizmar" below. If no one attacks him, continue.

"A few years ago, I was contracted to do some work that put me on the wrong side of events. I fulfilled my contract but have since found that I was not working for who I thought I was. I now wish to make amends for those events. I can provide the Pale with what they lost due to my actions years ago, but I am asking for amnesty.

"For those of you not aware of what I did, let me enlighten you briefly. In CY 591, an elven druid named Grumbtheen had produced a hybrid strain of grain that would withstand the harsh Pale weather. I destroyed most of his grain and took the rest of it, along with his notes. Regrettably he died in the fire at the warehouse. This was only a job for me, and I never had any malice towards the elf or the Pale.

"Now I have learned that it was Winterwind was the one who hired me, through an agent named Shill. I did not know Shill worked for Winterwind at the time, or I never would have taken the job. Cold is, let's say, not my element of choice."

Sizmar puts his hands on the table. They bear the marks of long-healed severe burns, and he wears several rings of red gold or brass with flame motifs.

"I recently learned where Shill hid the remaining grain and the elf's notes. I offer this information in exchange for amnesty from Palish authorities. I have come to you to act as intermediaries in helping me gain the grain and the information from where I know it to be, so that I can negotiate with the Pale for amnesty. Will you help me?"

Through his entire speech, Sizmar is telling the truth. A DC 10 Sense Motive check reveals that he is motivated more by wounded pride and vengeance than by a guilty conscience.

At this point, the PCs may proceed in a couple of different directions. They might agree to help Sizmar recover the grain and the notes. They might take Sizmar into custody and turn him over to the Pale for his crimes (if they do this, proceed to "Turning in Sizmar" below). Or they might not get involved at all, which ends the adventure.

If anyone questions what Sizmar has been doing these past five years, he shares the information from the Adventure Background section about his past whereabouts. He does not tell them what knowledge, if any, he gained on his trip to the City of Brass. He does tell them that although he searched for the red dragons in the Rakers south of Ogburg, he never found any; the red wyrm Harak disappeared more than 400 years ago.

(A DC 25 Knowledge (history) or bardic knowledge check brings to mind the red dragon Harak col Hakul Deshaun, who terrorized the southern Rakers about the time the Oeridians first arrived, 1000 years ago, but mysteriously disappeared before some would-be dragonslayers went to his lair in CY 189. A DC 30 check recalls that the dragon once owned the *Pyronomicon* of the Flan archmage Keraptis.)

Proceed to "Development" if the PCs agree to work for Sizmar.

COMBAT WITH SIZMAR

This part takes place if the PCs choose to engage in combat with Sizmar either before he speaks or after they learn of his past crimes. Read or paraphrase the following:

Sizmar immediately jumps from his chair and lies on the floor, screaming, "I surrender! I surrender! Please don't kill me. I'll go talk to more reasonable people in the Palish government if that's what you want."

Sizmar is unarmed and does not want to fight. He is tired of running after all these years and truly wishes to make amends for his crimes and to atone on a personal level for consorting with the forces of ice and cold. Proceed to

“Turning in Sizmar” below, or continue the conversation if the PCs let him talk further.

Here are some possible answers to questions Sizmar may be asked:

- The grain is in a cave in the Rakers, Sizmar has a description for how to get there but has never been there.
- The grain is still good because Grumbtheen had cast preservative magics on it when he first bred it.
- The notes are with a Fruztii shaman named Thurgen Sigurdson, who lives in a stronghold in the Rakers.
- Sizmar is willing to accompany them, but he will not fight except to save his own life.

TURNING IN SIZMAR

If the PCs choose to not work for Sizmar and turn him over to Palish authorities, read or paraphrase the following:

You have taken Sizmar to the offices of the City Guard to turn him in for his past misdeeds. The Guard Sergeant has asked you to wait here for a moment while he calls for a scribe to take your statements. He ordered Sizmar escorted to a holding cell in the back of the offices. After an hour, Major Garandeau enters the waiting area.

She looks you over for a moment, her rank insignia catching the light as she moves. “I have spoken with this Sizmar fellow and although I am unsure if he can be trusted, his story does warrant investigation. However, I cannot expend any of my troops on an errand into the Rakers with the current situation. Would you be willing to go investigate this cave he speaks of for me?”

If the PCs agree to pursue this for Major Garandeau, Sizmar provides them with the information under Development, but he will not accompany them. In addition, Major Garandeau will add the caveat that if the PCs investigate one half of the story and find it to be false, she does not believe there is any reason to pursue the tale further.

Creatures:

Sizmar: LN male halfling WIZ10.

- **Description:** Sizmar is a lightfoot halfling, just under three feet tall and slightly built. He wears his black hair long but braided tight to his head, his hands are scarred from playing with fire too much, and his brown eyes twinkle madly whenever he talks about fire.
- **Personality:** Sizmar is a pyromaniac, obsessed with the abilities and permutations of fire. He knows enough about religion to pass himself off as a Pholtan scholar rather than a wizard. He is somewhat vain and susceptible to flattery, but

holds terrible grudges against anyone that deceives or cheats him, such as Winterwind.

- **Motives:** Fire magic is his only real love—studying hard to gain further mastery of it—but now he wants revenge against Winterwind. Helping the Pale is just a byproduct of hurting Winterwind.

Major Milecia Garandeau: female human (Oeridian) Ftr8.

- **Description:** Milecia Garandeau 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, so the beautiful rapier at her side suits her far better than a heavy blade would. She speaks with a stern voice but weighs her words before speaking them.
- **Personality:** Major Garandeau is a patient person, a trait she cultivated waiting to advance through the ranks of 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 rise to the rank of Constable, which would give her full authority over a small town. 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:

Some PCs may realize that Thurgen is the shaman of the Frigdrasil clan. This is okay and it is the same person; Sizmar can confirm this if asked. This may allow the PCs to use magics to journey directly to the Frigdrasil stronghold if they choose to.

Wherever the PCs decide to go next—the cave (Encounter 3) or the Frigdrasil stronghold (Encounter 4)—they should have the chance to talk with Falder and his six warriors (Encounter 2). If the PCs travel overland through the Rakers, they might see or hear Falder and his men along the trail. If the PCs travel magically to the stronghold, he will conveniently be near wherever they arrive and will approach them openly before they enter the stronghold. Try to keep them from teleporting directly inside the stronghold with warnings about the Fruztii natural superstition of arcane magic, etc.

ENCOUNTER 2: FRIEND OR FOE

This encounter occurs when the PCs notice Falder or Falder shows himself to the PCs. This meeting can occur in one of three places, as explained below, but all of them lead to the section called “Speaking with Falder”.

Important: SOME VERSION OF THIS ENCOUNTER SHOULD TAKE PLACE BEFORE ENCOUNTER FOUR!! The PCs must have the chance to meet Falder and his men before entering the Frigdrasil stronghold.

Noticing Falder

(Takes place along the trail, before the PCs arrive at either Encounter 3 or Encounter 4.)

If the PCs are travelling overland, Falder and his six barbarian comrades follow them. The PCs should have the opportunity to hear or see the seven men. Assuming a distance of 30 feet, the Spot DC is 14 (roll of 11 +3 for distance) and the Listen DC is 17 (roll of 14 +3 for distance).

Modify the text as necessary depending on if the PCs succeed on their Spot check, Listen check, or both checks, as well as the distance at which the PCs notice the men:

As you are moving through the treacherous paths of the Rakers, you notice several heavily cloaked individuals moving nearby. You can hear the barely audible crunch of the snow beneath their feet and the snap of a brittle twig. The seven figures come to a halt as you do and wait for you to move forward again; the larger figure in the lead gives silent hand-signals to the rest of when to halt and when to move.

How the PCs choose to react is up to them. If the PCs immediately attack, the Fruztii flee. They should be able to outrun most PCs not using magic based on their barbarian speeds; if forced into combat, they will use only nonlethal attacks. If the PCs verbally challenge the band, Falder comes forward cautiously, holding his hands up in a non-aggressive fashion. If the situation is not a fight, proceed to the section “Speaking with Falder”.

Frigdrasil Aid

(Takes place after the fight in Encounter 3 if the PCs did not notice him along the trail. Falder and his men arrive to fight some other ice paraelementals, and then have time to talk with the PCs.)

As you finish battling the elementals, you see the small band of Frigdrasil who came to your aid cleaning their weapons. One of them approaches you cautiously with his hands held forward in a non-aggressive fashion. Falder speaks as he approaches, “Hail, honorable adventurers. I have

been trailing you in hopes that I could offer my aid to you in some way to make up for the actions of my chieftain and shaman. It seems it has been possible to do so at least once now. I am unsure if I will be able to further assist you though, perhaps you could tell me if I might provide further assistance to you.”

If the PCs speak further with Falder, proceed to the section Speaking with Falder. If the PCs attack Falder, he and his band will attempt to retreat. If forced into combat, they will use only nonlethal attacks.

Falder Approaches

(Takes place at the beginning of Encounter 4 if the PCs did not notice him along the trail.)

As you near the Frigdrasil stronghold, you hear a strong voice call out to you, “Hail, Palites!” A heavily cloaked figure approaches you and you can see another six Suel men standing behind him. Falder’s snow-white hair is blowing in the wind as he has pushed back his hood to reveal his face. He stares at you with his ice-blue eyes as he approaches and holds his hands out in a non-aggressive manner.

“I do not wish to fight if that is what you may think. I only wonder why it is you approach my people’s new home and if I might be of assistance to you.”

Again, if the PCs attack Falder and his band, they will retreat, this time towards the Frigdrasil stronghold. If the PCs allow Falder to speak further, proceed to the section Speaking with Falder.

SPEAKING WITH FALDER

If the PCs speak with Falder peacefully, the following information should help you to answer their questions.

- Falder can get the PCs into the stronghold peacefully so they can speak to Fjorgens Iceblood (the chief) and/or Thurgen Sigurdson (the shaman).
- Falder believes his chieftain is being dishonest with the Pale.
- Falder believes his chieftain has been seduced by evil, which Thurgen brought to the Frigdrasil Clan.
- He can protect the PCs if the situation inside the stronghold turns hostile; they only have to trust him no matter what happens.
- If Falder is slain, the PCs should do whatever is necessary to ensure that the Pale knows the threat is from Fjorgens Iceblood and Thurgen Sigurdson, not the clan itself.
- If the PCs enter the stronghold without Falder, they might not be allowed to leave alive.
- The PCs should still treat Fjorgens Iceblood with respect while speaking to him no matter how they feel about him. “If you wish to accuse

him of something dishonorable, do it appropriately and do not just call him a dog.”

Creatures:

- **Falder:** Male human (Suel) Bbn9.
- **Description:** Falder stands over six feet tall and is heavily muscled. Even though it is cold and he is bundled in furs, he appears comfortable. His hair is snow-white and his eyes are ice-blue, with a stern gaze. His voice is normally loud and booming. When he speaks Common it comes out harsh to most people’s ears, due to his heavy accent.
- **Personality:** Falder is often more serious than he should be at his relatively young age (twenty-seven). He rarely laughs and when he does, it is only among trusted companions like the six warriors he is always accompanied by. He enjoys a good tankard of ale as much as any Fruztii, but rarely drinks to excess. Always on his guard for enemies of his clan, his friends, and himself in that order.
- **Motives:** Falder believes in his clan and the culture of his people above all else. He is loyal to his clan and the Fruztii code of honor, but does not like the prominence the shamans have been elevated to recently within his clan. He believes only the magic of the Fruztii deities (primarily Llerg and Vatun) should be trusted. He has loyally followed his current clan chieftain but believes Fjorgens has fallen under the spell of evil. He wishes to redeem his clan in the eyes of the Pale and is pondering a great decision. He serves his clan first and foremost, not its chieftain.

Falder’s Warriors (6): Male human (Suel) Bbn4.

- **Description:** These six young men are typical of the northern Suloise barbarians: blond to red hair worn long, beards on some, eyes of blue or grey, sharp noses and jawlines, and fair skin. They wear light armor under their furs and hides, and they carry battleaxes and spears.
- **Personality/Motives:** The six defer to Falder in all dealings with people outside the clan. They are Falder’s trusted friends and his guards, if needed. Only around them does Falder’s stern demeanor soften.

Development: Falder is being honest with the PCs. Everything he says is the truth as he knows it. It is up to the PCs as to whether they wish to trust Falder and allow him to accompany them.

Falder and his companions will remain with the party until after Encounter 4 occurs.

Proceed to Encounter 3 or 4, as appropriate, but remember to return to this encounter if the PCs did not spot Falder’s band on the way to their destination.

ENCOUNTER 3: CAVE OF HOPE

This encounter takes place when the PCs go to the cave where Sizmar tells them the grain is hidden. Remember that the Bracelet of the North’s curse may apply to some PCs in this encounter. Read or paraphrase the following:

You have been journeying through the treacherous Rakers for days now. In many places there have been no paths to follow and you have had to make your way through treacherously rough terrain covered with snow and ice, sometimes only thin sheets over crevasses. It would be easy for an inexperienced traveller to fall to his death in this perilous frozen landscape.

Up ahead you see several small snow-covered hillocks and, beyond them, a cave opening.

Allow the PCs to decide how they wish to approach the cave. Use Map 1 to draw out the area for the PCs. There is a slight rise in front of the cave, so PCs on the ground cannot see until they are fifty feet from the cave entrance. Start the PCs at this distance unless there is a special situation.

Remember that if Falder has not been noticed yet, he and his companions will be seen fighting an extra ice paraelemental during this encounter while the PCs fight the ones listed below.

If Sizmar is with the party, he feels compelled not to attack the ice paraelementals due to a *geas* cast on him years ago by Winterwind, and he has only personal defensive spells prepared today.

Creatures:

APL 4 (EL 7)

• **Medium Ice Paraelemental** (4): hp 26 each; Appendix 1.

APL 6 (EL 9)

• **Large Ice Paraelemental** (4): hp 60 each; Appendix 1.

APL 8 (EL 11)

• **Huge Ice Paraelemental** (4): hp 136 each; Appendix 1.

APL 10 (EL 13)

• **Greater Ice Paraelemental** (4): hp 178 each; Appendix 1.

APL 12 (EL 15)

• **Elder Ice Paraelemental** (4): hp 204 each; Appendix 1.

Tactics: The ice paraelementals are some of the small snow-covered “hills” that surround the cave. They have

stood here for so long, guarding the cave, that they have been covered with snow. They stay hidden until someone attacks them or there are at least two PCs between them.

It takes a DC 20 Spot check to notice the creatures. If the PCs make their Spot checks, describe the hills as having some jagged, icy ledges poking out of the snow that look almost like an arm. If the paraelementals hear the PCs approaching the cave, they shake off the snow as their surprise round action.

On the first full round, they move to attack the nearest opponent using their *chill metal* abilities and full attacks if possible.

Remember that the Bracelet of the North's curse may apply to some PCs in this encounter.

 **Treasure:** The cave contains no treasure, but it does contain a frost-covered sack containing the last 50 pounds of Grumbtheen's cold-hardy wheat.

Development: Inside the cave is a sack with the 50 pounds of grain in it.

If the PCs did not notice Falder before this encounter, he approaches them after the combat with the elemental creatures. Go back to Encounter 2 to handle this portion of the encounter. Otherwise, assuming the PCs continue to the Frigdrasil stronghold, go to Encounter 4.

ENCOUNTER 4: FROSTY FRIENDS AND FOES

This encounter occurs when the PCs journey to the Frigdrasil stronghold. If the PCs have not met with Falder before this point, then they should meet with him as they approach the stronghold (go to Encounter 2 before proceeding with this encounter). Modify the following read-aloud text as necessary to reflect how the PCs arrive at this location and whether they are visible to the clan's sentries (Spot +5, Listen +5). Read or paraphrase the following:

The Frigdrasil stronghold stands before you. The trail intersects a curving stone wall connecting at both ends to a cliff face, encompassing a fort within the half-circle. The trail is clear and well-maintained leading up to the stout gates, made of the fused bones of many large creatures.

A horn is blown from the fort, sounding a low sustained tone ending with a higher note as you approach.

Allow the PCs an opportunity to decide how they wish to approach the fort. When they move closer, read or paraphrase the following (modifying it as necessary based on PCs' actions):

As you move closer to the fortress, a voice calls in a strange tongue.

PCs who understand Fruz (the Cold Tongue) understand this as "Who comes to the home of the Frigdrasil and why?" Those who understand Ancient Suloise may attempt a DC 15 Sense Motive check to understand a few similar words and the overall intent of the phrase. If Falder is with the PCs, he translates for them, and either responds for them (based on what he knows) or translates what the PCs want to say.

Gaining entry into the Frigdrasil stronghold requires a DC 25 Diplomacy check if Falder is not with the PCs (changing an Unfriendly reaction to Friendly) or DC 15 if Falder is with them (changing an Indifferent reaction to Friendly). The following circumstance modifiers apply:

- +2 if any of the PCs played PAL4-08 *Winters Past* and are wearing the Bracelet of the North.
- +2 if the PC speaking speaks Fruz (the Cold Tongue).
- +2 if any of the PCs are Fruztii.
- +2 if the PCs offer a gift to the Frigdrasil worth at least 500 gp.
- +2 if the PCs say they are emissaries of the Pale here to speak on matters of honor.
- -5 if any of the PCs accuse Chieftain Fjorgens Iceblood or Thurgen Sigurdson of being dishonorable in any fashion.

All of the circumstance modifiers are cumulative.

If the PCs gain entry to the fortress, move to "Inside the Fortress".

If the PCs attack the fortress, move to "Fighting Your Way Out" for the combatants in combination with the statistics below for the walls and gates.

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

 **Stone Walls:** 5 ft. thick; hardness 8; hp 1080; AC 5; Break DC 100.

Trap: The gates are also trapped against any assault on them: a *cone of cold* spell, set by Thurgen Sigurdson, 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 half); Search DC 30; Disable Device DC 30.

INSIDE THE FORTRESS

Once the PCs gain entry to the fortress, read or paraphrase the following:

As you enter the fortress, you see three large permanent structures and a multitude of tent-like structures around the interior grounds.

The large permanent structure to the left is made of stone with a wood roof. Two carved totems flank the entrance to the building. The totems have the image of a dragon perched on top with other faces leading down the length until the bottom where a great bear is carved. The entirety of the totem has a great furred serpent coiled around it from bottom to top. Hanging above this building are two banners: one of a great bear and one of a sun setting over a snowy plain.

A DC 15 Knowledge (religion) check identifies the symbols on the banners as those of Llerg (Suel deity of strength and beasts) and Vatun (Suel deity of winter), respectively. This is the temple.

To the right is a squat stone structure with several crates and barrels stacked haphazardly around the door and along the sides of the building.

Directly in front of you is a long, low lodge house with two more of the totems flanking its doors. Hanging above the doors is a banner depicting a great bear wielding two great axes with a rising sun behind it. Moving toward you from under the great banner is a towering man of about forty years, with flowing golden-yellow hair and beard and green eyes. His ice-blue tinted breastplate shines in the winter sun, and he carries a great axe as easily as most men would carry a hatchet. A second man, with dirty blonde hair and dressed in gauzy blue silks that must not keep any warmth on his wiry frame, walks slightly in front of the chieftain. From all around the encampment the warriors of the Frigdrasil surround your party and look nervous, as if they know something monumental will happen here today.

The tall, bearded chief—Fjorgens Iceblood, no doubt—stops ten feet from you and says in broken Common, “Why are you here? What other blames do you Pales make on me?”

At this point, allow the PCs to speak to Fjorgens and Thurgen. The following points are given as a guide for the conversation with Fjorgens and Thurgen (Thurgen has a *tongues* spell up and could speak Common, but he does not speak to the party at this time to say anything).

- “We do not know anything about this Winterwind.” Not true: Winterwind is the descendant of an ancient white wyrm who originally enslaved the Frigdrasil clan and is now controlling the clan through Thurgen and Fjorgens.
- “We did not train the dogs the trolls used.” Not true: they gave the dogs to an emissary of the trolls a year ago.
- “We know nothing about this grain you speak of.” True for Fjorgens, not true for Thurgen: only Thurgen knows about the grain; Shill delivered the

grain and Grumbtheen’s notes to Thurgen. Thurgen hid the grain in the cave.

- “We do not have the information you speak of.” True for Fjorgens, not true for Thurgen: Thurgen has the information the PCs are looking for, hidden in the basement of the temple.

DISHONOR AND THE DUEL

At any point that the PCs make an accusation or speak dishonorably against/to Fjorgens Iceblood or Thurgen Sigurdson, the chieftain turns hostile and orders his warriors to capture the PCs. Even if a PC said, “Why don’t you let your shaman speak to us directly?”, this would call into question Fjorgens’s ability to speak for his shaman.

When this happens, read or paraphrase the following if Falder is present. If Falder is not present, move instead to “Fighting Your Way Out”.

As you finish speaking, the chieftain moves his axe up as if to strike you. He opens his mouth to speak, but before he can Falder steps forward and calls out loudly, “I challenge you, Fjorgens Iceblood! In the name of Llerg, Vatun, and my ancestors, I will not allow your actions to dishonor me or my clan any longer.”

Fjorgens hesitates a moment and the entire clan begins to chant. Thurgen moves back to speak to the small group of shamans nearby, looking nervous at the events unfolding before him. In time, Fjorgens calls for silence and speaks, “You are a young fool, Falder, but I accept your challenge. You are not worthy to lead the Frigdrasil and I will kill you for thinking that you are.”

The clan surrounds the two combatants, forming a circle around them as the combat begins.

The tribe is in a circle around the two combatants and the PCs should move here too. The PCs should notice that Thurgen moves to one side of the circle and Falder’s companions move into the crowd near him. The other five shamans are spread out evenly around the circle.

PCs may move to any position they choose during the duel, but they are not allowed to interfere in the combat. If they do so, the other warriors move to stop them (use as many combatants as necessary from “Fighting Your Way Out” until the PCs stop). You may describe the combat as much or as little as you choose to, but the combat should finish as described in the read-aloud text below. Read or paraphrase the following:

The duel has gone on for what seems like hours, with both men exchanging advantage for disadvantage again and again. Finally, the chief overextends and Falder strikes a telling blow to the hamstring in passing, bringing him to the ground. Falder yells at Fjorgens in a rage, “Yield or die!”

At this point, the shamans try to pull out their spell components and interfere with the combat. Consult the PCs' prerolled Spot checks for this encounter. PCs who succeed at a DC 22 Spot check see a nearby figure (possibly even Thurgen on a DC 28 Spot check) pulling some components slowly from his spell component pouch as he watches the combat. (This situation uses Bluff to oppose the PCs' Spot checks.) Allow the PCs a chance to react to what is going on. If they do nothing, read or paraphrase the below:

As Falder calls for Fjorgens to yield, a commotion erupts from near the shaman, Thurgen and in other locations near his apprentices. He and the other shamans dip their hands into pouches at their belts and speak the first syllables of spells, but several clan warriors tackle them and cover their mouths.

If the PCs react, allow them to do any single action that is reasonable for them to do. They could warn the Fruztii around them or grapple the shamans themselves (shaman grapple modifier is +2, except for Thurgen who has a +5). True combat should be discouraged, and any weapons being drawn will alert the Fruztii, who will move to stop the PC at first before another Fruztii points out the shamans. Read or paraphrase the following after the PCs have taken their single actions:

Fjorgens tries to rise and swing his axe again in the commotion, but Falder drives his spear down through Fjorgens's chest. The clan is silent. Fjorgens breathes his last.

One of Falder's ever-present companions and a heavily cloaked figure—the elusive one that some of you recognize from before—step forward. The warrior speaks in the Fruztii tongue, and the other translates it into Common in a strong feminine voice, “So the gods proclaimed that Fjorgens should pass the Frigdrasil to Falder, son of Torgred, son of Alfgeir.”

Falder bows his head slightly and responds, “I Falder, son of Torgred, son of Alfgeir, son of the Frigdrasil, swear to defend my clan and its honor to the Great Bear and the North God.”

Falder then raises his head and speaks to you, “Fjorgens was dishonorable and so is Thurgen, but Thurgen has proven his dishonor to all by attempting to interfere in the challenge for chieftain. You may question him as you see fit and I will have my honored companions escort you into our temple to search for what you seek.”

Allow the PCs to respond briefly if they want. If PCs ask about Thurgen's condition, the following can be used to answer their questions:

- Thurgen's fingers on both hands have been broken.
- He is treated roughly by the Fruztii.

- The Fruztii will not stop the PCs from torturing Thurgen or anything else they wish to do except killing him.
- If the PCs wish to have Thurgen brought to the temple with them, two of the barbarians will roughly shove and drag him along.

Falder signs for four of his men to escort you. The robed figure advances too, pulling back the hood of the cloak to reveal a Fruztii woman who appears to be nearing sixty winters. Her hair is stark white with age, her eyes grey and piercing. The symbol of a great bear hangs from her neck. “I am Inderalis [“in-DARE-ah-liss”], once of Clan Northwind, and without a name to the Fruztii for some years. I have been accepted as shaman of the Frigdrasil for my bloodline and for my honest counsel to Falder. I am a priestess of the Great Bear, whom my son opposed but could not defeat. Come, let us search my temple and see who Thurgen calls to in his prayers.”

Knowledge checks:

- DC 15 Knowledge (religion) check: her bear symbol and the title “Great Bear” are associated with Llerg, the Suel deity of beasts and strength.
- DC 20 Knowledge (local - Core) or DC 25 bardic knowledge check: Clan Northwind is another clan of Fruztii.
- DC 30 Knowledge (local - Core) or DC 30 bardic knowledge check: There is a tale of a young Fruztii woman named Inderalis who had an affair with an elven man and produced a weak son who could not survive as a barbarian and brought great shame on herself and her clan. She was exiled shortly after the son failed his test of manhood. (The test of manhood was to slay a polar bear single-handedly).

Inderalis will speak no more other than to provide guidance if asked inside the temple. She speaks broken Common and Elven. She will not confirm or deny any questions about who her son is; stating only that he is “no longer of the clans”.

When the PCs enter the temple, they find a stairwell that leads into a basement. Once they go down the stairs, read or paraphrase the following:

Your eyes need a moment to adjust to the strange reddish-green lighting in the lower level. Across the room stands an altar of stone, with five colored draconic heads rising from the rear side of the altar: a ruby head, an emerald head, a white marble head in the center of the others, a sapphire head, and an obsidian head. Flanking the altar are two great white dragon statues of marble.

Behind the altar is an engraved circle that glows a dull white. The circle has several arcane runes engraved inside of it alternating with embedded sapphires and is approximately ten feet in diameter.

Tapestries on the walls depict a great white dragon ruling over a village of barbarians and accepting their women as sacrifices. The dragon takes the women into his cave in a subsequent panel, and in the next image warriors of half-dragon appearance are coming out of the cave.

The altar, of course, depicts Tiamat (DC 10 Knowledge [religion] or Knowledge [arcana] check).

The circle is a teleportation circle; it is keyed to a command word, which Winterwind sends to Thurgen via a *message* spell when he requires him to use it. The PCs may not use the *teleportation circle* to pursue Winterwind in this adventure.

The tapestries depict Winterwind's ancestor, displaying how he dominated the clan.

The notes for the grain are hidden in a secret compartment beneath the white dragon head, on the back of the altar. The compartment can be found with a DC 20 Search check. The four barbarians and the priestess Inderalis confirm that it would not be considered offensive to search this altar, since they do not respect that power.

FIGHTING YOUR WAY OUT

If Falder is not present when the PCs insult Fjorgens and/or Thurgen, read or paraphrase the following when he moves to attack them:

As you finish speaking, the chieftain moves his axe up as to strike you. He then yells out to his warriors, who move to attack as well.

If any PCs understand the Cold Tongue, Fjorgens says, "Take the deceivers alive!!"

The warriors attack in mobs but do not chase the PCs beyond the walls of the fortress if the PCs make it out.

Fjorgens, Thurgen, and the shamans withdraw from the fight and move into the temple. In the basement of the temple is a *teleportation circle* that Fjorgens and Thurgen will use to escape to Winterwind's lair until the situation in the fortress has been dealt with. Thurgen takes the information on the grain with him. Under no circumstances should the PCs be allowed to fight Fjorgens or Thurgen themselves.

Creatures:

Non-Combatants:

🐉 **Fjorgens Iceblood:** Male human (Suel) Bbn10; hp 105; Appendix 2.

🐉 **Thurgen Sigurdson:** Male human (Suel) Sor10; hp 50; Appendix 2.

🐉 **Frigdrasil Shamans (5):** Male human (Suel) Sor6; hp 24; Appendix 2.

Combatants:

ALL APLs (EL 2 equivalent, based on tactics)

🐉 **Frigdrasil Mobs (4):** hp 202 each; Appendix 2.

Tactics: The mobs attack the PCs until the PCs fall or escape from the fortress. Fjorgens has instructed the mobs to capture the PCs, so as long as no one is attacking a mob when a PC falls, they stabilize the PC. They use nonlethal tactics if the PCs do not use lethal tactics on them.

If Sizmar is with the party, he casts *invisibility* on himself and then *dimension door* in order to escape what he believes to be certain death at the hands of Winterwind.

👑 **Treasure:** If Falder is with the PCs, he rewards them with some blue sapphires for holding back during the events leading to the duel between himself and Fjorgens.

APL 4: Coin – 200 gp.

APL 6: Coin – 400 gp.

APL 8: Coin – 600 gp.

APL 10: Coin – 800 gp.

APL 12: Coin – 1,000 gp.

Unless the shaman Thurgen escaped, Falder also allows the PCs to buy the *mantle of hidden faith* (from *Frostburn*) that Thurgen wore. It belongs to the clan by right, so the PCs do not gain gold as they normally would if they sold it.

Development: If the PCs supported Falder and gave him their trust, he asks them to relay the following message to the Pale for him. He and his clan will remain in the Rakers and uphold the original agreement with the Pale. They will also search for more information about this Winterwind. If they learn anything new, a member of his clan will relay what they learn to the Pale. He promises the PCs that he will also look for a way to remove the curse of the bracelet without the great magics being necessary.

Falder also asks the PCs to travel back to the Pale using the trail, to make sure it would be safe for him or a member of his clan to use in the future.

The PCs receive the *Gratitude of the Frigdrasil and their Deities* if Falder has become chieftain of the Frigdrasil.

ENCOUNTER 5: MOUNTAINS OF RESISTANCE

This encounter occurs when the PCs are on their way back to Rakervale. If the PCs use magic to return to Rakervale, they miss this encounter and the next one and receive no experience for either one.

If any of the PCs made their Spot checks for this encounter (as called for in "Preparation for Play", and using the DCs below), read the second and not the first read-aloud texts. Remember that stonemasonry grants a +2 bonus on the Spot check, and rogues or others with the trapfinding ability may use Search in place of Spot.

Failed Spot checks

The avalanche hits now:

Your journey back to Rakervale has been fairly peaceful other than the treacherous snow and ice impeding you. As one of your companions slips again, you hear the rumble of rocks falling from above you. An avalanche has caught you in a precarious position and you have only moments to brace for the impact.

Have the PCs roll Reflex saves to avoid the avalanche. How much of the damage can be avoided depends on where they are on the map for the avalanche. Those within five feet of the edge of the avalanche area can jump clear and take no damage. Those who are more than five feet from the edge of the avalanche area can take cover beneath shields and rock outcroppings along the wall to receive only half damage from the avalanche. See below under the Trap section for more details.

Made Spot checks

Two rounds before the avalanche hits:

As you journey back to Rakervale, your travel is impeded by the ice and snow covering the trails leading through the Rakers. Up ahead, as one of your companions is about to move onto a narrow section of the trail, you notice several minor boulders tumbling down the mountain wall above. The whole cliff face looks unstable.

At this point allow the PCs to decide what they want to do. The avalanche will fall two rounds after the PCs notice the unstable rock face. The PCs are ten feet from the avalanche area when they notice it. Anyone in the avalanche area when it occurs must save as described above and in the Trap section below. If the PCs do not cross the avalanche area before the avalanche, they are trapped between the avalanche and the creatures for Encounter 6.

There are reasonable ways in which the PCs might circumnavigate the avalanche if they have noticed it. Some of these methods might be to climb up above the level of the unstable rock face and cross over above it, but remember to apply the effects of the wind if they move more than ten feet above the ground.

Trap: The avalanche area covers a twenty-foot-long section of the cliff face, as shown on Map 3. Anyone caught in the area of the avalanche must make a Reflex save. If the PC saves and is within five feet of the edge of the avalanche, she can jump clear of the avalanche and takes no damage. Any PC more than five feet from the edge of the avalanche zone will still take half damage from the avalanche even if they save. Note that this is not a real trap, but is stated as one for ease. The exact nature of the avalanche varies based on the APL of the party as larger rocks fall at the higher levels. Evasion applies to

the damage from the avalanche as normal for Reflex saves.

Note that the CR is reduced by 1 because the PCs automatically receive Spot checks to avoid the avalanche, whereas most traps require active searching to detect.

APL 4

➤ **Avalanche:** CR 1; mechanical; automatic trigger; no reset; Rock fall (2d6 bludgeoning damage from rocks, DC 24 Reflex half); multiple targets (all targets within a 20 foot long section of trail); Spot DC 24; Disable Device DC n/a; Market value n/a.

APL 6

➤ **Avalanche:** CR 2; mechanical; automatic trigger; no reset; Rock fall (2d6 bludgeoning damage from rocks, DC 26 Reflex half); multiple targets (all targets within a 20 foot long section of trail); Spot DC 26; Disable Device DC n/a; Market value n/a.

APL 8

➤ **Avalanche:** CR 4; mechanical; automatic trigger; no reset; Rock fall (6d6 bludgeoning damage from rocks, DC 28 Reflex half); multiple targets (all targets within a 20 foot long section of trail); Spot DC 28; Disable Device DC n/a; Market value n/a.

APL 10

➤ **Avalanche:** CR 6; mechanical; automatic trigger; no reset; Rock fall (6d6 bludgeoning damage from rocks and 2d6 cold damage from ice, DC 30 Reflex half); multiple targets (all targets within a 20 foot long section of trail); Spot DC 30; Disable Device DC n/a; Market value n/a.

APL 12

➤ **Avalanche:** CR 8; mechanical; automatic trigger; no reset; Rock fall (6d6 bludgeoning damage from rocks and 6d6 cold damage from ice boulders, DC 32 Reflex half); multiple targets (all targets within a 20 foot long section of trail); Spot DC 32; Disable Device DC n/a; Market value n/a.

Development: It requires one person working for four rounds to dig out any PCs caught in the avalanche area. This amount can be reduced by one round for each PC assisting the first, to a minimum of one round of effort from four PCs. Buried PCs may dig themselves out as well. (This assumes a Medium size character with a Strength of 10 to 15. Apply the following circumstance modifiers as necessary: -1 round if the PC is Large size, +1 round if Small size, -1 round if Strength is 16 or higher, +1 round if Strength is 8 or lower). It is important to keep track of the amount of time it takes to dig out the PCs, as Encounter 6 begins six rounds after the avalanche strikes.

ENCOUNTER 6: CEASE AND DESIST OR ELSE

On the seventh round after the avalanche strikes, this encounter takes place. The creatures appear on whichever side of the avalanche the majority of the PCs are on. Remember that the Bracelet of the North's curse applies in this encounter. Read or paraphrase the following:

Only a minute or two after the avalanche has fallen, there is a strange popping in the air and you see (a) strange creature(s) appearing as if from nowhere. A booming voice resounds in your head, "You have meddled in my affairs for the last time, fools! Today you shall meet your gods."

Describe the creatures appropriately based on the APL. There is no surprise round as the creatures are getting their bearings in the round in which they first appear.

Creatures:

APL 4 (EL 9)

❧ Cold Element Manticores (3): hp 54 each; Appendix 1.

APL 6 (EL 11)

❧ Cold Element Warbound Impalers (Lesser Battleice) (2): hp 126 each; Appendix 1.

APL 8 (EL 13)

❧ Cold Element Triceratops (2): hp 196 each; Appendix 1.

APL 10 (EL 15)

❧ Cold Element Colossal Monstrous Scorpion (1): hp 300; Appendix 1.

❧ Cold Element Gargantuan Monstrous Scorpion (1): hp 150; Appendix 1.

APL 12 (EL 17)

❧ Cold Element Battleice (1): hp 312; Appendix 1.

Tactics: This encounter occurs while the PCs are on a mountain trail, as shown on Map 3. There is a mountain wall on one side of the trail and a drop of APL x 5 ft. to the other side of the trail.

The starting location for the creatures is indicated on Map 3.

The manticores and battleices (battlebriars) release a volley of spikes at the PCs if they are in range, or else move closer and release their spikes the next round. The manticores are unaffected by the severe winds due to their size, so they fly if feasible for the combat.

The battleices (battlebriars) try to grapple and impale any spellcasters they recognize. This allows the battleices

to continue to do battle normally while keeping the spellcasters out of the combat.

The triceratops and scorpions simply rush to attack the PCs after they appear.

Note this may be an incredibly difficult battle for the PCs; it is meant to be such. Winterwind has grown tired of adventurers continually derailing his plans and has decided to throw a formidable force at the PCs. Do not cheapen the combat or the intent of the module by pulling punches on the PCs.

Development: Once this combat is over, proceed to Encounter 7.

ENCOUNTER 7: MY GRAIN OR PALE GRAIN

The following is actually a series of encounters as the PCs approach and enter Rakervale. In all cases, if Sizmar is with the party, he protests giving the grain to anyone other than the Pale Patrol. Even if they give the grain to one of the non-Church groups, Sizmar is appeased if the PCs agree to vouch for him with the Church.

Read or paraphrase the following sequences in order:

7A: ELVEN GRAIN

Along the trails through the farmland around Rakervale, you are hailed from off to the side of the trail by a heavily cloaked elf. His blue-white furs make him almost indistinguishable from the terrain around him. His hazel eyes study you from beneath his tussled auburn hair as you look towards him.

"Bare-branched blessings upon you, Palites. I am Endestar, cousin of Grumbtheen. It was I who planted a memorial grove for him several miles up, off this trail, where he used to dwell.

"I am led to believe that you might have recovered some hardy grains from the Rakers. I wish to recover this grain and the nature of its creation for my family as the rightful owners.

"The Palites have brought a horrible winter upon my people with their lack of foresight and their making of enemies, and this grain would be valuable in helping my people to survive this winter. We will share the knowledge with the Palites, but there is no guarantee that they would share it with us. What say you?"

Endestar has little else to say. He is a sylvan elf from the Cemina ("KEMM-in-uh") tribe in the Phostwood. He was in Rakervale when he heard rumors of the adventurers going out on this quest. He decided to make an attempt to obtain the grain in order to feed his people.

If the PCs refuse to give Endestar the grain and/or the information, he departs without further incident. If the PCs react hostilely, other elves will come out from their hiding areas and all of the elves will depart immediately. If the PCs give the grain and/or knowledge

of how to create it to Endestar, they will receive the *Gratitude of the Cemina* on the AR.

☛ **Endestar:** male elf Drd5.

- **Motives:** Endestar just wants to obtain the grain and/or the information to breed the grain himself. He does not seek a fight as he thinks he could obtain the grain through legal channels eventually, but this would take too long and allow others to benefit from the grain without proper credit to his family. He will not engage in combat to gain the grain, but he will try to convince the PCs of his legal claim to it.

7B: DRUIDIC GRAIN

A couple of hundred yards before the gates of Rakervale, a middle-aged farmer with a coppery Flan complexion approaches the party as if to travel with them. He speaks when he moves in close enough. "You know that grain don't belong to the Pale. Druids made that grain and it rightfully belongs to them."

"A friend of mine, though he does not walk Oerth anymore, created that grain and died trying to protect it. Maybe you could see it in your heart to do the right thing and give back what belongs to the druids, instead of givin' it to the church that claims to run this land. Druids would share it with the people and it'd maybe put us back in the Church's good graces."

The man is Mendal, a druid of the Natural Order. He was friends with Grumbtheen, the druid who actually crafted the grain. He hopes to regain the grain and the way to make it, in order to use it as a bargaining chip to gain a pardon for those druids who were exiled in CY 594. If the PCs react in a hostile fashion, he will shrug his shoulders and leave. If the PCs refuse, he will state, "Tis a shame, I heard you was honorable men/women who would do the right thing." Mendal will wander off on his own shortly after. If the PCs give Mendal the grain and/or knowledge of its creation, they receive the *Gratitude of the Natural Order* on the AR.

☛ **Mendal:** male human Drd3.

- **Motives:** Mendal truly believes that if he obtains the grain and/or the notes on its creation he could negotiate for a pardon for the exiled druids. He does not seek to fight over the grain, but he does want to do the best he can to obtain the grain to help the druids. He is not deceitful and believes he has a legal claim to the grain, since Grumbtheen was a member of the Natural Order.

7C: GRAIN OF SUN AND STONE

Once inside Rakervale, the PCs are met by an acolyte of the Shapers of Sun and Stone. Read or paraphrase the following:

You hear a voice call out to you right after you enter the city, "Hello, friends of the Pale!" The speaker is a Flan man of about eighteen with shoulder-length black curly hair, dressed warmly and wearing a Pholtan holy symbol embellished with a holly leaf. He talks quickly, his deep voice cracking from nervousness a couple of times. "Perhaps you would like to give me whatever it is you located in the Rakers? I could convey it to the Church as I am a member, and my order would be the best ones to determine how to utilize it, if it is what I believe it to be. Sorry, my manners—my name is Calum. What do you say?"

Calum is a young druid whom the PCs may have met in PAL6-01 *Shapers of Sun and Stone*. He is an acolyte of the Shapers of Sun and Stone (the Pholtan druids), recently returned from an assignment in the northwest, and he speaks the truth. He only wishes to take the grain for his order, since he believes they could put the grain to more effective use than the priests of the Church proper.

If the PCs refuse to give the grain and/or the information to him, he will leave peacefully. If the PCs act hostilely towards him, he will threaten to call the guard. If the PCs give him the grain and/or the information, they receive the *Gratitude of the Shapers of Sun and Stone*.

☛ **Calum:** male human Drd1.

- **Motives:** He has the best interests of the Pale and the Church at heart and wants to prove himself to his superiors. He believes the Shapers are the best members of the Church to take custody of the grain and the notes. After some debate, he believes the Church would turn over the grain to the Shapers anyway, but the bureaucracy could cause more delays than necessary.

7D: PALISH GRAIN

Eventually, the PCs should find themselves in Major Garandau's offices either with Sizmar or as agents of the Pale. If Sizmar is with the PCs, he says he hired them to help him make amends for his past misdeeds, by recovering the grain and the notes, and he now seeks leniency for stealing the grain and accidentally killing Grumbtheen. The grain and/or information on how to create the grain will be taken to the local official for the Church to determine what to do with it. Read or paraphrase the following:

Major Garandau greets you with a nose red from cold as she enters the office where you have been

seated. She takes off her snow-dusted cloak and fur hat and shakes out the curls of her dark hair, inquiring, "Friends, what have you to report? Was the halfling telling the truth or was it a ruse to try and gain something for nothing?"

She sits behind her desk and waits for you to answer.

Allow the PCs to tell her whatever information they have gained and are willing to share with her. If they do not tell her everything, but tell her enough to formulate a question to gain more information with, she will ask the question in an attempt to gain more information. If she learns that the PCs have given the grain and/or information to anyone else on the way into the city, she is disappointed, but as the grain did not belong to the Pale, she can do nothing to punish the PCs for their actions.

If the PCs return the grain and/or information to Major Garandeau, they receive the *Gratitude of the Church of the One True Path* on the AR.

All PCs who went on the quest receive a gold payment for their services and the *Favor of the Pale Patrol*.

👤 **Major Milecia Garandeau:** female human Ftr8. Sense Motive +5. (For more information on Major Garandeau, see her entry in Encounter One).

👑 **Treasure:**

APL 4: Coin – 450 gp.

APL 6: Coin – 500 gp.

APL 8: Coin – 700 gp.

APL 10: Coin – 500 gp.

APL 12: Coin – 450 gp.

Development: No matter who the PCs give the grain to, there are no legal repercussions for them. The grain legally belonged to Grumbtheen and the only person who would have any legal claim to it would be Endestar. He would normally have to prove his claim through legal channels, and the only truth is that the grain has been missing for so long that it falls under laws for "treasure recovery" now, and it would be hard to prove that the grain is Grumbtheen's anyway. As for the notes, the Pale does not have intellectual property laws, per se, but the notes fall similarly under the laws for "treasure recovery".

CONCLUSION

Once the PCs have decided who to give the grain and/or the notes to, read or paraphrase the following:

You have recovered the lost grain of Grumbtheen and the notes for its creation. Many scholars are now researching to recreate Grumbtheen's work. Some of the preserved seed is still viable and has been planted in the south near Stradsett, in an attempt to salvage even a fraction of this year's lost crop.

If these scholars are successful, the Pale may be able to rebuild Tenh quicker and become self-sufficient for food in a few years. You have been rewarded appropriately for your tasks. [You even received a small reward from Falder and the Frigdrasil as he promised.]

Do not read the sentence in brackets if the PCs bypassed Encounters 5 or 6 by using magic to return to Rakervale. In this case, the avalanche and Winterwind's minions kill the next group of Frigdrasil emissaries. Falder is displeased that the PCs did not ensure a safe passage, so they do not gain the "Gratitude of the Frigdrasil" favor and they receive only half the coin reward listed below.

Continue:

Will Falder ever find a way to remove the cursed bracelet from those afflicted with it? As you warm up in the Pious Pilgrim once more before moving on again, your musing is interrupted by Willigent, who politely sets a large platter of sweet meats and a pitcher of hot cider on your table. "All of the Pale thanks you for what you have done," he says with a look of gratitude.

👑 **Treasure:** Reward from Falder and the Frigdrasil clan. Halve this figure if the PCs did not participate in Encounter 5 and 6.

APL 4: Coin – 450 gp.

APL 6: Coin – 500 gp.

APL 8: Coin – 700 gp.

APL 10: Coin – 1,000 gp.

APL 12: Coin – 1,800 gp.

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 3

Defeating the ice paraelementals

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Encounter 4

Escaping from the Frigdrasil stronghold (Combat or through helping Falder)

APL 4	60 XP
APL 6	60 XP
APL 8	60 XP

APL 10	60 XP
APL 12	60 XP

Encounter 5

Surviving the avalanche

APL 4	30 XP
APL 6	60 XP
APL 8	120 XP
APL 10	180 XP
APL 12	240 XP

Encounter 6

Defeating the cold element creatures

APL 4	270 XP
APL 6	330 XP
APL 8	390 XP
APL 10	450 XP
APL 12	510 XP

Story Award

Recovering Grumbtheen's grain and notes:

APL 4	70 XP
APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP

Discretionary roleplaying award

APL 4	65 XP
APL 6	90 XP
APL 8	110 XP
APL 10	135 XP
APL 12	155 XP

Total possible experience:

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 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.

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

Encounter 4:

APL 4: Coin – 200 gp.

APL 6: Coin – 400 gp.

APL 8: Coin – 600 gp.

APL 10: Coin – 800 gp.

APL 12: Coin – 1,000 gp.

Conclusion:

APL 4: Coin – 450 gp.

APL 6: Coin – 500 gp.

APL 8: Coin – 700 gp.

APL 10: Coin – 1,000 gp.

APL 12: Coin – 1,800 gp.

Total Possible Treasure

APL 4: Loot: 0 gp; Coin: 650 gp; Magic: 0 gp; Total: 650 gp

APL 6: Loot: 0 gp; Coin: 900 gp; Magic: 0 gp; Total: 900 gp

APL 8: Loot: 0 gp; Coin: 1,300 gp; Magic: 0 gp; Total: 1,300 gp

APL 10: Loot: 0 gp; Coin: 1,800 gp; Magic: 0 gp; Total: 1,800 gp

APL 12: Loot: 0 gp; Coin: 2,800 gp; Magic: 0 gp; Total: 2,800 gp

Special

Bracelet of the North – Cursed Magic: The bracelet has changed again. You cannot bring yourself to use fire (mundane or magical) against all creatures marked as minions of Winterwind. PCs immune to compulsions are immune to this effect.

Removing the Bracelet of the North still requires a *limited wish*, *wish*, or *miracle* cast by at least a 17th-level caster, as well as a *remove curse* cast by at least a 17th-level caster.

If you do not play later parts of this series, please check the Pale website (www.theocracyofthepale.com) in January 2008 for an update on the effects of the bracelet.

Favor of the Pale Patrol: Regional access to a Crossbow of Reloading (*Miniatures Handbook*) – An elegantly designed weapon, this +1 *light crossbow* is decorated with ancient symbols of wind and energy along its handle. Reloading this weapon is a free action instead of a move action. Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *haste*, Price 6,335 gp.

All PCs who successfully return to Major Milecia Garandeau receive this favor.

Gratitude of the Frigdrasil: The Frigdrasil Clan will train you in the use of the Frozen Berserker feat (access to this feat) and to be a Frostrager (access to this Prestige class).

All PCs receive this favor as long as they treated Falder with respect and he became the chieftain of the Frigdrasil, and the PCs ensured that the trail back to Rakervale would be safe to travel.

Friends of Sizmar: For helping Sizmar to recover Grumbtheen's grain and notes, he has agreed to teach you something that he learned during his travels. You now have access to the following spells and feats (all from *Sandstorm*): *parching touch* (Sor/Wiz1), *body blaze* (Sor/Wiz3), *parboil* (Sor/Wiz4), and *wall of magma* (Sor/Wiz5); *Fiery Magic* and *Searing Spell*.

PCs receive this favor as long as they did not turn Sizmar over to the Pale at the start, no matter who they gave the grain to at the end.

Invisible Holy Symbol: For your continued work in helping the Pale, despite their oppression of your faith, the Council of Faith has made this item available to you. This holy symbol acts as a normal holy symbol of the appropriate deity in all regards except that it is invisible (as if under a permanent *invisibility*) to those of a differing faith than the wearer, and it cannot be used to turn undead (since they cannot see it). Price: 2,500 gp.

Granted only to members of the Council of Faith who recover the grain.

You may receive only one of the following three favors. Check the appropriate box:

[] **Gratitude of the Natural Order/Shapers of Sun and Stone:** The order (whichever was chosen) grants you access to the following feats, spells, and item (all from *Frostburn*): *Beckon the Frozen*, *Cold Endurance*, and *Frozen Wild Shape*; *conjure ice beast* I-VIII; *ring of floating* (Adventure access). You need not belong to the meta-org.

If you do belong to the meta-org that was chosen, you gain access to the animal tricks *Ambush*, *Bull Rush*, *Disarm*, *Mark*, and *Overrun*.

Granted only if the PCs gave the grain and notes to the *Natural Order* or the *Shapers of Sun and Stone*.

[] **Gratitude of the Cemina:** Endestar was so appreciative for receiving the grain, he arranged for the Phostaldaron to provide you with Regional access to *serpentstongue arrows*, *swiftwing arrows*, and the elven *courtblade*, as well as Adventure access to *tigerskin armor* and 5 *safewing emblems*. All items are from *Races of the Wild*.

Granted only if the PCs gave the grain and notes to Endestar.

[] **Gratitude of the Church of the One True Path:** For returning the grain to the Church, you gain Adventure access to one *pearl of power* (1st level) and one *wand of cure light wounds*.

Granted only if the PCs gave the grain and notes to the Church of the One True Path.

Scroll of Summon Familiar: This scroll was recovered from Thurgen Sigurdson's quarters. It gives you access to summon an ice mephit as an Improved Familiar (provided you take that feat) even though you do not have the Cold subtype.

All PCs receive this favor as long as Falder became chieftain of the Frigdrasil.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 4-12:

- *Mantle of Hidden Faith* (Regional; *Frostburn*; 15,000 gp; only one may ever be bought by this PC)

Special:

Favors and access as described above.

APPENDIX 1: APL 4

ENCOUNTER 3: CAVE OF HOPE

Medium Ice Paraelemental: CR 3; Medium elemental (air, cold); HD 4d8+8; hp 26; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +4; Atk or Full Atk +6 melee (1d6+1 and 1d6 cold, icicle); SA chill metal; SQ elemental traits, immunity to cold, vulnerability to fire; AL NE; SV Fort +3, Ref +7, Will +1; Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +7, Spot +7; Combat Reflexes (B), Dodge, Weapon Finesse (icicle).

Languages: Aquan, Auran.

Chill Metal (Su): The ice paraelemental's chill metal power functions like the druid spell of the same name, except that it affects everything within a 10-foot radius from the paraelemental. As with the spell, it takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell. Will DC 12 negates.

Physical Description: An ice paraelemental 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.

(Reference: *Manual of the Planes* page 180 with 3.5 update applied.)

ENCOUNTER 6: CEASE AND DESIST OR ELSE

Cold Elemental Manticore: CR 6; Large elemental (cold); HD 6d8+24; hp 54; Init +2; Spd 30 ft., Fly 50 ft. (clumsy); AC 20, touch 11, flat-footed 18; Base Atk +6; Grp +15; Atk +10 melee (2d4+5 and 1d4 cold, claw) or +8/+8/+8/+8/+8/+8 ranged (1d8+2 and 1d4 cold/19-20, 6 spikes); Full Atk +10/+10 melee (2d4+5 and 1d4 cold, 2 claws) and +8 melee (1d8+2 and 1d4 cold, bite) or +8/+8/+8/+8/+8/+8 ranged (1d8+2 and 1d4 cold/19-20, 6 spikes); Space/Reach 10 ft./5 ft.; SA chill, spikes; SQ darkvision 60 ft., elemental traits, icewalking, immunity to cold, low-light vision, scent, vulnerability to fire; AL LE; SV Fort +9, Ref +7, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +5, Spot +9, Survival +1; Flyby Attack, Multiattack, Track(B), Weapon Focus (spikes).

Languages: Aquan, Common.

Chill (Ex): In addition to the damage from their attacks, cold element creatures deal an additional 1d4 cold damage with their natural weapons (including claw, bite, slams, or tail attack).

Elemental Traits: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Icewalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces. Within the Elemental Plane of Cold, the cold element creature may move normally.

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Skills: Manticores have a +4 racial bonus on Spot checks.

Physical Description: This creature is a monster in every sense of the word. It has the head of a vaguely humanoid beast, the body of a lion, and the wings of a dragon. The creature's back is set with curved icicles, and its long tail ends in a cluster of deadly ice spikes. The creature is blue-white and appears to be made up of snow and ice except for its eyes, which look like glittering red ice.

(Reference: (cold element template) *Manual of the Planes* page 195.)

APPENDIX 1: APL 6

ENCOUNTER 3: CAVE OF HOPE

Large Ice Paraelemental: CR 5; Large elemental (air, cold); HD 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 19, touch 14, flat-footed 14; Base Atk +6; Grp +12; Atk +10 melee (2d6+2 and 2d6 cold, icicle); Full Atk +10/+10 melee (2d6+2 and 2d6 cold, 2 icicles); Space/Reach: 10 ft./10 ft.; SA chill metal; SQ elemental traits, damage reduction 5/—, immunity to cold, vulnerability to fire; AL NE; SV Fort +5, Ref +11, Will +2; Str 14, Dex 21, Con 16, Int 4, Wis 11, Cha 11.

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

Languages: Aquan, Auran.

Chill Metal (Su): The ice paraelemental's chill metal power functions like the druid spell of the same name, except that it affects everything within a 15-foot radius from the paraelemental. As with the spell, it takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell. Will DC 14 negates.

Physical Description: An ice paraelemental 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.

(Reference: *Manual of the Planes* p 180 with 3.5 update applied.)

ENCOUNTER 6: CEASE AND DESIST OR ELSE

Cold Element Warbound Impaler (Lesser Battleice/Battlebriar): CR 9; Large elemental (cold); HD 12d8+72; hp 126; Init -2; Spd 30 ft.; AC 22, touch 7, flat-footed 22; Base Atk +9; Grp +19; Atk +14 melee (1d8+6 and 1d8 cold/19-20, slam); Full Atk +14/+14 melee (1d8+6 and 1d8 cold/19-20, 2 slams); Space/Reach 10 ft./5 ft.; SA chill, impale, improved grab, thorn volley, trample 1d8+9 and 1d8 cold; SQ darkvision 60 ft., DR 10/magic, elemental traits, icewalking, immunity to cold, low-light vision, resistance to electricity 10 and fire 10, scent, thorn field, vulnerability to fire; AL N; SV Fort +14, Ref +2, Will +4; Str 23, Dex 6, Con 22, Int 5, Wis 10, Cha 7.

Skills and Feats: Hide +11; Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Power Attack.

Languages: Aquan, Common.

Chill (Ex): In addition to the damage from their attacks, cold element creatures deal an additional 1d8 cold damage with their natural weapons (including claw, bite, slams, or tail attack).

Elemental Traits: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

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

Elemental Plane of Cold, the cold element creature may move normally.

Impale (Ex): Whenever a battlebriar successfully starts a grapple with a Medium or smaller creature, there is a chance that the creature will become impaled on one of the thorns (icicles). After the grapple has begun, a battlebriar can attempt another grapple check as a free action to impale a creature on its thorns (icicles).

An impaled creature is helpless until it beats the battlebriar in an opposed grapple check. As long as the only creatures that it is grappling with are impaled, a battlebriar is not considered grappled (the battlebriar does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents). When making grapple checks against impaled creatures, a battlebriar takes a -20 penalty on grapple checks.

Improved Grab (Ex): To use this ability, a battlebriar must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Thorn Volley (Ex): Battlebriars grow and shed their thorns at an incredible rate, and by rearing upon their hind legs and snapping their bodies forward, they can launch a deadly volley. As a standard action, a battlebriar can launch a volley of thorns, centering the volley anywhere within 60 feet. The thorns deal 5d6 points of piercing damage to all creatures within a 10-foot radius (Reflex DC 22 half). The save DC is Strength-based.

Trample (Ex): Reflex half DC 22. The save DC is Strength-based.

Thorn Field (Ex): The thorns on a battlebriar's body protrude into the area surrounding the creature, causing several effects on creatures moving through a battlebriar's threatened area. A battlebriar can make up to four attacks of opportunity each round. (Unlike the Combat Reflexes feat, this ability does not allow a battlebriar to make attacks of opportunity while flat-footed.) In addition, the DCs for Tumble checks to move through a battlebriar's threatened area or through the squares that it occupies increases by 10. Creatures three or more size categories smaller than a battlebriar cannot freely move through the area that a battlebriar occupies.

Skills: Despite its size, a battlebriar blends well with its surroundings, and it gains a +8 racial bonus on Hide checks in aboveground, natural environments.

Physical Description: This six-legged lionlike creature has a body made of writhing ice floes and icicles. Each of its gorillalike pairs of limbs is slightly shorter than the pair in front of it—its forelimbs are the longest, the middle pair of limbs slightly shorter, and its rear pair of legs the shortest of all. Long icicles protrude from every part of the creature's body, making it seem impossible to approach or move

around the creature without risking serious injury. Its eyes are glittering red disks of ice.

(References: (cold element template) *Manual of the Planes* page 195; (warbound impaler / battlebriar) *Monster Manual III* page 15.)

APPENDIX 1: APL 8

ENCOUNTER 3: CAVE OF HOPE

Huge Ice Paraelemental: CR 7; Huge elemental (air, cold); HD 16d8+64; hp 136; Init +7; Spd 30 ft.; AC 20, touch 15, flat-footed 13; Base Atk +8; Grp +16; Atk +17 melee (2d8+4 and 2d8 cold, icicle); Full Atk +17/+17 melee (2d8+4 and 2d8 cold, 2 icicles); Space/Reach: 10 ft./15 ft.; SA chill metal; SQ elemental traits, damage reduction 10/—, immunity to cold, vulnerability to fire; AL NE; SV Fort +9, Ref +17, Will +5; Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +18, Spot +18; Combat Reflexes (B), Dodge, Mobility, Spring Attack, Weapon Finesse (icicle).

Languages: Aquan, Auran.

Chill Metal (Su): The ice paraelemental's chill metal power functions like the druid spell of the same name, except that it affects everything within a 20-foot radius from the paraelemental. As with the spell, it takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell. Will DC 18 negates.

Physical Description: An ice paraelemental 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.

(Reference: *Manual of the Planes* page 180 with 3.5 update applied.)

ENCOUNTER 6: CEASE AND DESIST OR ELSE

Cold Element Triceratops: CR 11; Huge elemental (cold); HD 16d8+124; hp 196; Init -1; Spd 30 ft.; AC 21, touch 7, flat-footed 21; Base Atk +12; Grp +30; Atk or Full Atk +20 melee (2d8+15 and 1d8 cold, gore); Space/Reach 15 ft./10 ft.; SA chill, powerful charge, trample 2d12+15 and 1d8 cold; SQ darkvision 60 ft., DR 10/magic, elemental traits, icewalking, immunity to cold, low-light vision, scent, vulnerability to fire; AL N; SV Fort +19, Ref +9, Will +6; Str 30, Dex 9, Con 25, Int 1, Wis 12, Cha 7.

Skills and Feats: Listen +13, Spot +12; Alertness, Great Fortitude, Toughness (4).

Chill (Ex): In addition to the damage from their attacks, cold element creatures deal an additional 1d8 cold damage with their natural weapons (including claw, bite, slams, or tail attack).

Elemental Traits: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Icewalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces. Within the Elemental Plane of Cold, the cold element creature may move normally.

Powerful Charge (Ex): When a triceratops charges, its gore attack deals 4d8+20 and 1d8 points of cold damage.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

Physical Description: This massive beast appears carved from a huge block of ice. A huge plate of ice protects the front of its 6-foot-long head from which project two great icicles, while a shorter icicle juts from its nose. It has two glittering red slabs of ice for eyes.

(Reference: (cold element template) *Manual of the Planes* page 195.)

APPENDIX 1: APL 10

ENCOUNTER 3: CAVE OF HOPE

Greater Ice Paraelemental: CR 9; Huge elemental (air, cold); HD 21d8+84; hp 178; Init +8; Spd 30 ft.; AC 25, touch 16, flat-footed 17; Base Atk +15; Grp +28; Atk +22 melee (2d8+5/19-20 and 2d8 cold, icicle); Full Atk +22/+22 melee (2d8+5/19-20 and 2d8 cold, 2 icicles); Space/Reach: 15 ft./15 ft.; SA chill metal; SQ elemental traits, damage reduction 10/—, immunity to cold, vulnerability to fire; AL NE; 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, Weapon Focus (icicle).

Languages: Aquan, Auran.

Chill Metal (Su): The ice paraelemental's chill metal power functions like the druid spell of the same name, except that it affects everything within a 25-foot radius from the paraelemental. As with the spell, it takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell. Will DC 22 negates.

Physical Description: An ice paraelemental 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.

(Reference: *Manual of the Planes* page 180 with 3.5 update applied.)

ENCOUNTER 6: CEASE AND DESIST OR ELSE

Cold Element Colossal Monstrous Scorpion: CR 14; Colossal elemental (cold); HD 40d8+120; hp 300; Init +0; Spd 50 ft.; AC 29, touch 1, flat-footed 29; Base Atk +30; Grp +58; Atk +34 melee (2d8+12 and 1d8 cold, claw); Full Atk +34/+34 melee (2d8+12 and 1d8 cold, 2 claws) and +29 melee (2d8+6 plus poison and 1d8 cold, sting); Space/Reach 40 ft./30 ft.; SA chill, constrict 2d8+12 and 1d8 cold, improved grab, poison; SQ darkvision 60 ft., DR 10/magic, elemental, icewalking, immunity to cold, low-light vision, tremorsense 60 ft., vulnerability to fire; AL N; SV Fort +25, Ref +12, Will +13; Str 35, Dex 8, Con 16, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +16, Hide -12, Spot +4.

Chill (Ex): In addition to the damage from their attacks, cold element creatures deal an additional 1d8 cold damage with their natural weapons (including claw, bite, slams, or tail attack).

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Elemental Traits: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

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

Elemental Plane of Cold, the cold element creature may move normally.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A colossal monstrous scorpion has a poisonous sting. Injury, Fortitude DC 33, initial and secondary damage 1d10 Con. The save DC is Constitution-based.

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Physical Description: This creature looks like a blue-white scorpion carved from ice, with glittering red ice for eyes.

(Reference: (cold element template) *Manual of the Planes* page 195.)

Cold Element Gargantuan Monstrous Scorpion: CR 12; Gargantuan elemental (cold); HD 20d8+60; hp 150; Init +0; Spd 50 ft.; AC 27, touch 6, flat-footed 27; Base Atk +15; Grp +37; Atk +21 melee (2d6+10 and 1d8 cold, claw); Full Atk +21/+21 melee (2d6+10 and 1d8 cold, 2 claws) and +16 melee (2d6+6 plus poison and 1d8 cold, sting); Space/Reach 25 ft./15 ft.; SA chill, constrict 2d6+10 and 1d8 cold, improved grab, poison; SQ darkvision 60 ft., DR 10/magic, elemental traits, icewalking, immunity to cold, low-light vision, tremorsense 60 ft., vulnerability to fire; AL N; SV Fort +15, Ref +6, Will +6; Str 31, Dex 10, Con 16, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +14, Hide -8, Spot +4.

Chill (Ex): In addition to the damage from their attacks, cold element creatures deal an additional 1d8 cold damage with their natural weapons (including claw, bite, slams, or tail attack).

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

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

Icewalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces. Within the Elemental Plane of Cold, the cold element creature may move normally.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A colossal monstrous scorpion has a poisonous sting. Injury, Fortitude DC 23, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Physical Description: This creature looks like a blue-white scorpion carved from ice, with glittering red ice for eyes.

(Reference: (cold element template) *Manual of the Planes* page 195.)

APPENDIX 1: APL 12

ENCOUNTER 3: CAVE OF HOPE

Elder Ice Paraelemental: CR 11; Huge elemental (air, cold); HD 24d8+96; hp 204; Init +9; Spd 30 ft.; AC 26, touch 17, flat-footed 17; Base Atk +18; Grp +32; Atk +26 melee (2d8+5/19-20 and 2d8 cold, icicle); Full Atk +26/+26 melee (2d8+5/19-20 and 2d8 cold, icicle); Space/Reach: 15 ft./15 ft.; SA chill metal; SQ elemental traits, damage reduction 10/—, immunity to cold, vulnerability to fire; AL NE; SV Fort +12, Ref +23, Will +8; Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +13, Spot +14; Ability Focus (chill metal), Blind-Fight, Combat Reflexes (B), Dodge, Improved Critical (icicle), Mobility, Power Attack, Spring Attack, Weapon Finesse, Weapon Focus (icicle).

Languages: Aquan, Auran.

Chill Metal (Su): The ice paraelemental's chill metal power functions like the druid spell of the same name, except that it affects everything within a 30-foot radius from the paraelemental. As with the spell, it takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell. Will DC 24 negates.

Physical Description: An ice paraelemental 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.

(Reference: *Manual of the Planes* page 180 with 3.5 update applied.)

ENCOUNTER 6: CEASE AND DESIST OR ELSE

Cold Element Battleice (Battlebriar): CR 17; Huge elemental (cold); HD 25d8+200; hp 312; Init -2; Spd 30 ft.; AC 33, touch 6, flat-footed 33; Base Atk +18; Grp +37; Atk +28 melee (2d6+11 and 1d8 cold/19-20, slam); Full Atk +28/+28 melee (2d6+11 and 1d8 cold/19-20, 2 slams); Space/Reach 15 ft./10 ft.; SA chill, impale, improved grab, thorn volley, trample 2d6+16 and 1d8 cold; SQ darkvision 60 ft., DR 10/magic, elemental traits, icewalking, immunity to cold, low-light vision, plant traits, resistance to electricity 10 and fire 10, scent, thorn field, vulnerability to fire; AL N; SV Fort +22, Ref +6, Will +10; Str 32, Dex 6, Con 27, Int 5, Wis 10, Cha 7.

Skills and Feats: Hide +18; Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Iron Will, Power Attack, Weapon Focus (slam).

Languages: Aquan, Common.

Chill (Ex): In addition to the damage from their attacks, cold element creatures deal an additional 1d4 cold damage with their natural weapons (including claw, bite, slams, or tail attack).

Elemental Traits: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Icewalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces. Within the Elemental Plane of Cold, the cold element creature may move normally.

Impale (Ex): Whenever a battlebriar successfully starts a grapple with a Medium or smaller creature, there is a chance that the creature will become impaled on one of the thorns (icicles). After the grapple has begun, a battlebriar can attempt another grapple check as a free action to impale a creature on its thorns (icicles).

An impaled creature is helpless until it beats the battlebriar in an opposed grapple check. As long as the only creatures that it is grappling with are impaled, a battlebriar is not considered grappled (the battlebriar does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents). When making grapple checks against impaled creatures, a battlebriar takes a -20 penalty on grapple checks.

Improved Grab (Ex): To use this ability, a battlebriar must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Thorn Volley (Ex): Battlebriars grow and shed their thorns at an incredible rate, and by rearing upon their hind legs and snapping their bodies forward, they can launch a deadly volley. As a standard action, a battlebriar can launch a volley of thorns, centering the volley anywhere within 60 feet. The thorns deal 8d6 points of piercing damage to all creatures within a 10-foot radius (Reflex DC 33 half). The save DC is Strength-based.

Trample (Ex): Reflex half DC 33. The save DC is Strength-based.

Thorn Field (Ex): The thorns on a battlebriar's body protrude into the area surrounding the creature, causing several effects on creatures moving through a battlebriar's threatened area. A battlebriar can make up to four attacks of opportunity each round. (Unlike the Combat Reflexes feat, this ability does not allow a battlebriar to make attacks of opportunity while flat-footed.) In addition, the DCs for Tumble checks to move through a battlebriar's threatened area or through the squares that it occupies increases by 10. Creatures three or more size categories smaller than a battlebriar cannot freely move through the area that a battlebriar occupies.

Skills: Despite its size, a battlebriar blends well with its surroundings, and it gains a +8 racial bonus on Hide checks in aboveground, natural environments.

Physical Description: This six-legged lionlike creature has a body made of writhing ice floes and icicles. Each of its gorillalike pairs of limbs is slightly shorter than the pair in front of it—its forelimbs are

the longest, the middle pair of limbs slightly shorter, and its rear pair of legs the shortest of all. Long icicles protrude from every part of the creature's body, making it seem impossible to approach or move around the creature without risking serious injury. Its eyes are glittering red disks of ice.

(References: (cold element template) *Manual of the Planes* page 195; (battlebriar) *Monster Manual III* page 14.)

APPENDIX 2: ENCOUNTER 4 NPCS

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 20 (uncanny dodge); Base Atk +10; Grp +14; Atk +16 melee (1d12+8/x3, +2 *greataxe*) or +12 ranged (1d8+4/x3, spear); Full Atk +16/+11 melee (1d12+8/x3, +2 *greataxe*); SA —; SQ improved uncanny dodge (can't be flanked except by Rog14+), rage 3/day, trap sense +3, uncanny dodge (Dex bonus to AC); 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 (see Appendix 3), Instantaneous Rage (see Appendix 3), 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 competently 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; Base Atk +5; Grp +5; Atk or 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) (see Appendix 3), 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, mantle of hidden faith (see *Frostburn*).

Physical Description: Thurgen is a small, wiry man. He has dirty blonde hair with hazel eyes. 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 per day; 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; Base Atk +3; Grp +2; Atk or 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, and a potion of cure moderate wounds.

Sorcerer Spells Known (6/7/6/4 per day; 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), *touch of idiocy*; 3rd—*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 +1; Grp +3; Atk or Full Atk +1 melee (1d8+2 (+3 in two hands)/x3, battleaxe) or +2 ranged (1d8+2/x3, spear); SA —; SQ —; 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.

Frigdrasil Mob: mob of human Waris; CR 8; Gargantuan humanoid (human); HD 30d8+30; hp 202; Init +0; Spd 10 ft.; AC 12, touch 8, flat-footed 10; Base Atk +22; Grp +36; Atk or Full Atk mob (5d6 bludgeoning, mob attack) Space/Reach 20 ft./0 ft.; SA expert grappler; SQ mob anatomy; AL CN; SV Fort +18, Ref +11, Will +9; Str 15, Dex 14, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Handle Animal +3, Intimidate +3; Cleave, Improved Bull Rush (B), Improved Overrun (B), Power Attack.

Languages: Cold Tongue only.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Physical Description: This mob is made up of Frigdrasil warriors. Typical of northern Suloise barbarians, they are tall, pale-skinned, and fair-haired. They wear scale mail and the furs of various beasts.

(Reference: *Dungeon Master's Guide* II. See Appendix 3 of this scenario.)

APPENDIX 3: NEW RULES ITEMS

New Template:

Mob (from *Dungeon Master's Guide II*)

An angry mob represents the most dangerous form of crowd. An angry mob might or might not be enraged at the PCs, but as a general rule the mob mentality overrides the desires and goals of an individual in a mob, and PCs who happen to get in the way could find themselves the focus of the mob's rage.

A mob is treated as a single entity similar to a swarm, except that it is made of larger creatures. A mob can be composed of Small, Medium, or Large creatures, but all the individual creatures must be of the same type. A mob that incorporates a crowd of goblins and a crowd of chokers is best modeled by two separate mobs. You can use the following template to create specific types of mobs.

"Mob" is an acquired template that can be added to any Small, Medium, or Large creature. Generally, mobs are transitory; after forming, a mob lasts for, at most, 1d4+1 hours before breaking up. Most mobs break up naturally far sooner, once the condition that caused their formation is no longer a factor. A mob uses all the base creature's statistics and special abilities except as noted here.

Size and Type: A mob is a Gargantuan creature composed of either forty-eight Small or Medium creatures or twelve Large creatures. The mob's type remains unchanged from the base creature.

Hit Dice: A mob has a single pool of Hit Dice and hit points. All mobs have 30 Hit Dice; this number represents the mob's mentality and physical mass rather than its race or class, since the individual members of a mob don't use their own abilities or experience to aid the whole. The type of Hit Dice rolled is set by the mob's racial Hit Dice, not any class levels the mob might have. Thus, a mob of commoners would roll d8s for hit points, not d4s.

Reducing a mob to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Mobs are never staggered or reduced to a dying state by damage.

Initiative: A mob's initiative modifier is always +0.

Speed: A mob's speed is 10 feet slower than that of the base creature.

Armor Class: As the base creature, modified by -4 for the mob's Gargantuan size.

Base Attack: Since all mobs have 30 Hit Dice, their base attack bonuses are set depending upon their type.

Mob Type	Base Attack Bonus
Fey or undead	+15
Aberration, animal, construct, elemental, giant, humanoid, ooze, plant, or vermin	+22
Dragon, magical beast, monstrous humanoid, or outsider	+30

Grapple: As base attack bonus, modified by +12 for its size, and as appropriate for its Strength modifier.

Attack/Full Attack: Mobs don't make standard attacks. Rather, they are treated similar to swarms in combat. A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. A mob's attacks are nonmagical, unless the base creature's attacks are considered magical. Damage reduction applies to mob attacks.

Space/Reach: A mob occupies a square 20 feet on a side, but its reach is 0 feet. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature, since it tramples over and moves around its victim. A mob can move through squares occupied by enemies, and vice versa, without impediment, although a mob provokes an attack of opportunity if it does so. A mob can move through openings large enough for its component creatures.

Larger mobs are represented by multiples of single mobs. The area occupied by larger mobs is completely shapeable, though the mob usually remains in contiguous squares.

Attack Options: A mob's mentality is fueled by emotion; as a result, the individual creatures that make up the mob are unable to use any attack options that require actions, such as breath weapons, spell-like abilities, and the like. If the base creature has attack options that affect the damage it deals (such as poison, energy drain, ability damage, improved grab, constrict, rend, or swallow whole), those special attacks function normally on any creature damaged by the mob. Attack options such as gaze weapons that function constantly continue to function normally. The save DCs for any of these attacks should be recalculated based on the mob's 30 Hit Dice.

In addition, mobs gain one or both of the following attack options.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage equal to 2d6 points + $1\frac{1}{2}$ times the mob's Strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

Special Qualities: A mob retains all the special qualities of the base creature. In addition, it gains the following special quality.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

Saves: A mob's saving throws are calculated as for a 30 HD creature of its type. A mob's base good save is +17, and its base bad save is +9.

Abilities: A mob's abilities are the same as the base creature, except that its Intelligence, Wisdom, and Charisma scores drop to 10. If the base creature's intelligence, Wisdom, or Charisma scores are already lower than 10, they do not change.

Skills: Same as the base creature; do not recalculate based on the mob's 30 Hit Dice. The mob's new Intelligence, Wisdom, or Charisma scores might grant some skills different modifiers.

Feats: Same as the base creature; all mobs gain Improved Bull Rush and Improved Overrun as bonus feats.

Organization: Solitary, pair, or gang (3-12 mobs).

Challenge Rating: 8, or +2 if the base creature's CR is 7 or higher.

Advancement: —.

Level Adjustment: —.

New Feats:

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.

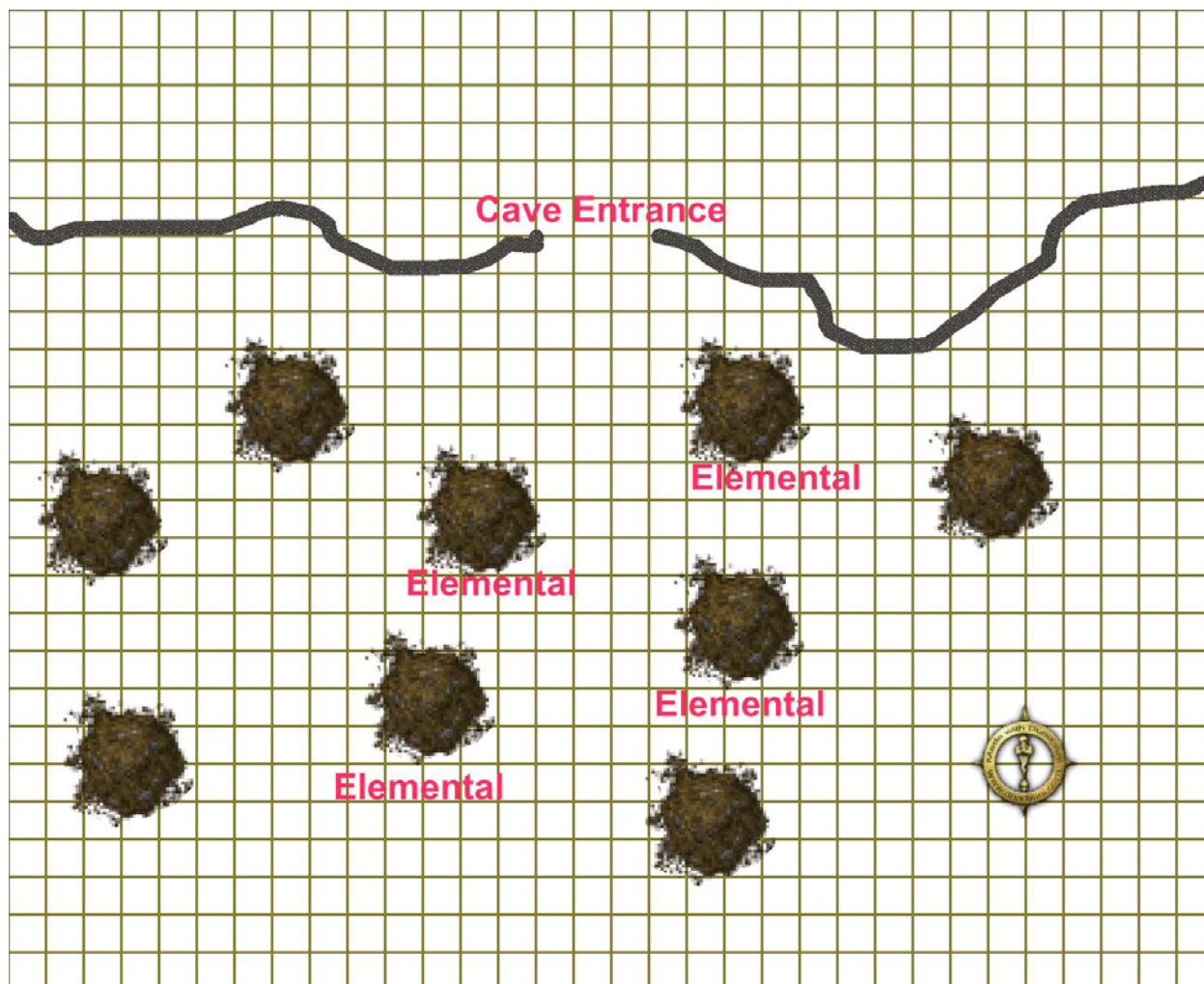
Prerequisites: Rage or frenzy ability.

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: CAVE OF HOPE

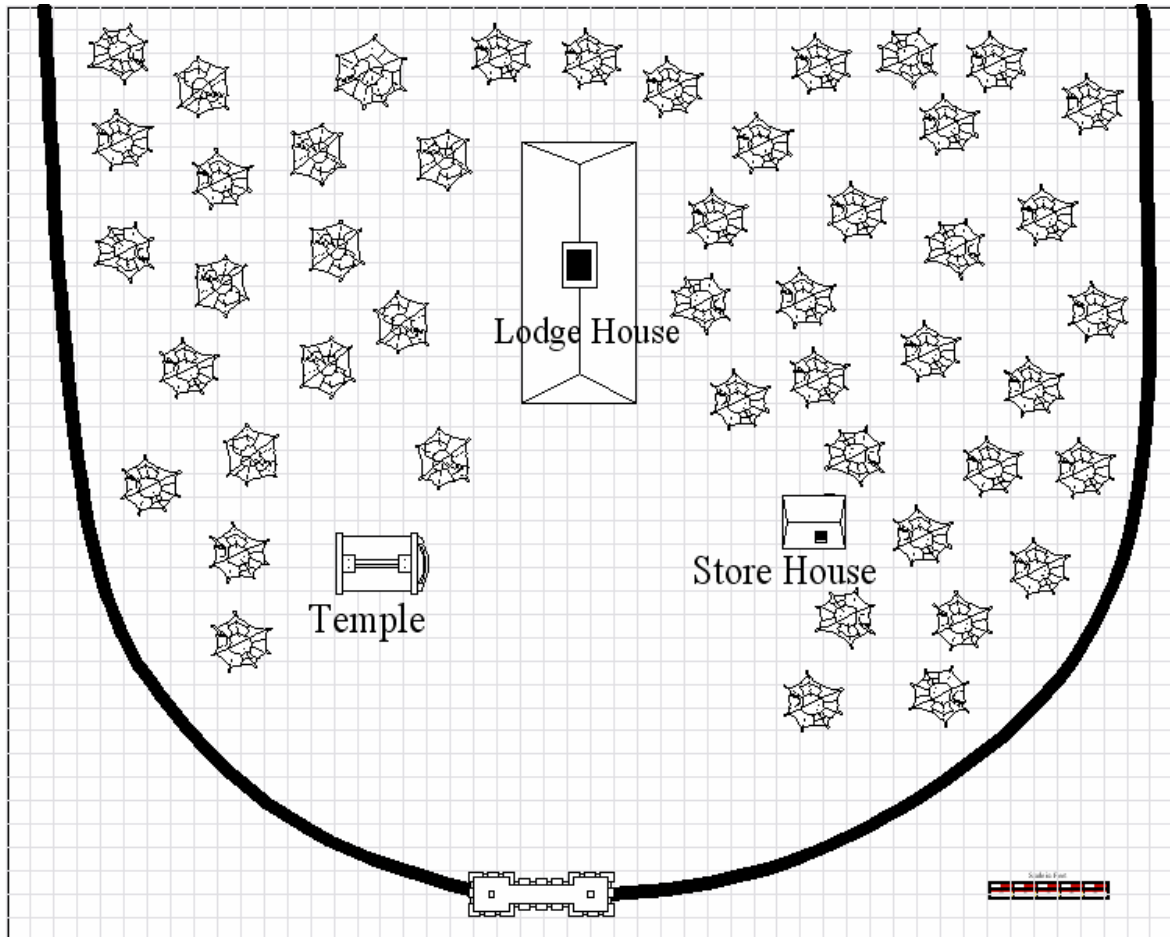
Used for Encounter 3: Cave of Hope



One square = 5 ft.

MAP 2: FRIGDRASIL STRONGHOLD

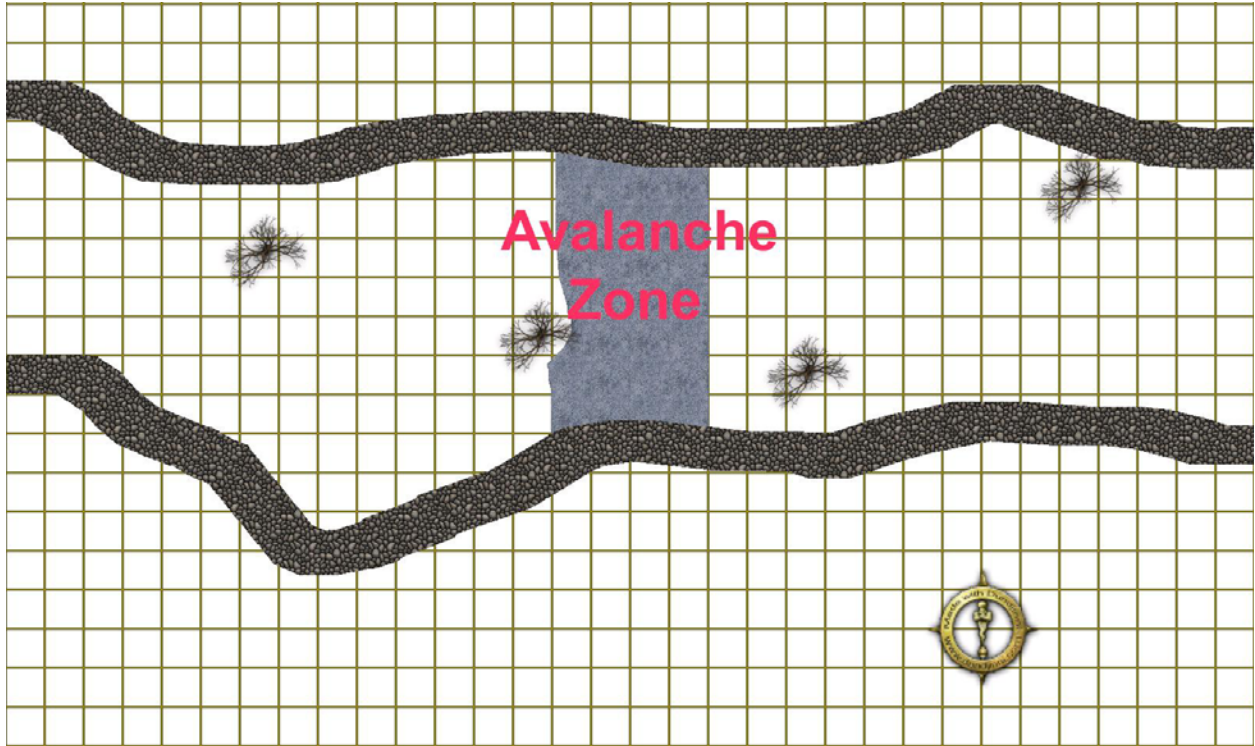
Used for Encounter 4: Frosty Friends and Foes



One square = 5 ft.

MAP 3: AVALANCHE AREA

Used for Encounter 5: Mountains of Resistance and Encounter 6: Cease and Desist or Else



One Square = 5 ft.

The avalanche should come down in the center of the party unless they have noticed it and chosen not to enter the avalanche zone.

The area at the bottom (below the lower boulder line) is a sheer drop from the mountain trail. The area at the top (above the upper boulder line) is a mountain face with about a 70 degree incline.

For Encounter 6, the monsters will start at fifty feet from the avalanche zone on the right side normally. If the PCs did not enter the avalanche zone before the avalanche struck, though, they will start on the left side of the map, thirty feet from the PCs.

DM AID 1: SPECIAL RULES FOR THE PALE

Non-Pholtan Holy Symbols

It is illegal for adventurers to display a human holy symbol other than that of Pholtus in the Pale.

The intent of this rule is to properly depict the flavor of the Pale as a single religion theocracy ruled over by the Church of the One True Path and not to create player-vs.-player conflict. It is meant to enhance the role-playing of living under a religious government that does not allow freedom of religion.

PCs displaying the holy symbol of any human deity other than that of Pholtus should be fined and their holy symbol should be confiscated for destruction by the Palish authorities. The amount of the fine varies by APL: APL 2—90gp, APL 4—130gp, APL 6—180gp, APL 8—260gp, APL 10—460gp, APL 12—660gp. The confiscation and fine should take place as soon as any Palish authorities notice the holy symbol. This may leave a non-Pholtan cleric without his holy symbol for the adventure, as non-Pholtan holy symbols may not be purchased in the Pale without taking special actions. Non-human PCs are exempt from this law when displaying their racial deities' holy symbol(s). Non-humans are heathens who cannot even recognize the glory of Pholtus due to their beliefs in their own racial deities. If they can be brought to the light of Pholtus, this is good and perhaps they can be redeemed, but if they do not, it is of no consequence. Non-humans wearing the holy symbols of a human deity are treated the same as a human wearing a non-Pholtan holy symbol as they have shown that their souls have chosen to acknowledge human beliefs and culture, and they should, therefore, be brought to the truth of Pholtus.

Some deities require special adjudication for this rule due to their positions within non-human cultures as well as within human cultures.

- Bleredd – Considered a human deity due to his origins as an Oeridian deity and continued worship by Oeridians.
- Ehlonna – Considered an elven deity when worn as a holy symbol by elves only. This is due to special dispensation and negotiations with the Phostaldaron to allow for continued use of the Treaty Road through the Phostwood and into Tenh for the liberation and relief efforts in that region. All non-elves will be penalized as if violating the law even if they are not human as Ehlonna is considered to be a human deity.
- Fortubo – Considered a dwarven deity as he has withdrawn his support from the Suel, where his origins lie, in favor of fighting against the derro and their evil deity.
- Jascar – Considered a human deity, his origins are Suel and his primary worshippers still include many Suel.
- Nazarn – Considered a half-orc deity, since even though his origin is Suel, he was a half-orc himself and is venerated primarily by half-orcs
- Ulaa – Considered a human deity due to her position as the wife of the Oeridian god, Bleredd, and her worship by humans

Deities with Special Consideration due to their status:

- St. Cuthbert – Clergy loyal to St. Cuthbert were found to be working with clergy loyal to an infernal deity in the past. Displaying the holy symbol of St. Cuthbert is as offensive as displaying the holy symbol of a force of Chaos. See the next entry for worshippers of Chaotic deities.
- Chaotic Deities – Worshippers of Chaotic deities are fined double the usual fine, for being Agents of Chaos.
- Evil Deities – If a PC is found to be carrying the unholy symbol of an evil deity, all normal actions will be taken, and a *geas/quest* is cast on the PC to keep him from touching the unholy symbols of evil deities in the future. (The above assumes that the PC is not actually a cleric of the evil deity, since that is prohibited in the Living Greyhawk Campaign.)

No PC may enforce this rule through combat or offensive physical actions. Player-vs.-player conflict will be adjudicated as a violation of the RPGA General Rules, as always. If one PC chooses to report another PC to the authorities for a violation of this law, he will also be questioned and detained as to why he was associating with such a heathen, but will not be penalized.

For fair adjudication of this rule in the Theocracy of the Pale, some in-game rules are required for skills like Bluff and the hiding of non-Pholtan holy symbols:

1. To locate a non-Pholtan holy symbol in the Pale requires a DC 25 Gather Information check and the holy symbol will cost twice the standard price listed in the *Player's Handbook* price.
2. To craft a new wooden holy symbol requires a DC 15 Craft (jewelrymaking) or (woodcarving) check.
3. Seeing a holy symbol in its normal location around the neck as a necklace unless engaged in conversation or within a normal conversational distance from someone is a DC 10 (the average Pale legal authority has an average Spot

skill of +2). Holy symbols worn as other pieces of jewelry are not readily recognized as holy symbols at this time and require a DC 20 Spot check to notice followed by a DC 15 Knowledge (religion) check to identify the holy symbol since it is a non-standard holy symbol; it is the same Spot check even if engaged in conversation as most people look to the neck to notice holy symbols.

4. It is a Bluff check or Sleight of Hand check (player's choice) opposed by Spot checks may be used to cast a spell using a holy symbol without the other person being able to see the holy symbol being used to cast the spell. The person attempting this has a -5 circumstance penalty due to the requirement of forceful presentation of holy symbols to cast spells where they are required as the divine focus.
5. It is a DC 10 Knowledge (religion) check to identify the holy symbol of most deities. Some more obscure deities require a DC 15 and some extremely obscure deities may require a higher check to identify their holy symbols. Judges should use their best judgement on this, but a simple guide is if the deity is listed in the *Player's Handbook* or is a greater deity according to the LG deities' document, it is probably only a DC 10 check. If you haven't heard of the deity before, the deity is probably obscure.

Arcane Registration by Arcane Spellcasters

Arcane magic is distrusted in the Theocracy of the Pale. Thus, the law requires all arcane spellcasters to register with the government. (Registry with the government is not the same as membership in the Arcanist Guild, which is a meta-game organization.) The Church is very diligent about informing foreigners of this law, so most traveling spellcasters are promptly registered as well.

Any PC who is found not to be registered as an arcane spellcaster within the Pale will be arrested and confined to service within a New Dawn Camp for a period of 4 TU (one month in game terms). The arcanist will immediately be registered as such in the Pale as a part of his arrest.

In Pale Regional scenarios, city guards or other officials may ask any known arcane casters to show proof of registration. As the player of an arcane caster, you may download and print the Arcane Registration Certificate from the Pale regional website (http://www.theocracyofthepale.com/downloads/arcane_registration.pdf). If you are judging a scenario, you might want to print some certificates, in case any players with arcanist PCs have not done so for themselves. Just because a player has failed to print this certificate for his character is not a reason to punish his PC; if the player just did not have the opportunity or means to print a certificate, you may assume he is registered if he says he is though you may wish to document this on his AR. Once an arcanist has been arrested, he is registered in the Pale and this should be documented on his AR. It does not matter if he destroys his certificate or not as the Pale keeps diligent records of the registered arcanists and this information is transcribed to the registration books throughout the Pale once a month.

Arcane spellcaster characters may attempt to utilize forged documents if they so choose. It requires a Bluff check opposed by the Sense Motive check of the authorities attempting to verify the PCs registration paperwork to succeed at this ruse. Failure results in arrest for not being registered and an additional 500 gp fine for forging official Pale documents. (If the PC has the ability to forge documents, this check may be used in lieu of his Bluff check.)