

PAL5-07

Troll Winter

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

Version 1.0

by **Donovan Hicks**

Triad Reviewer: Derek Schubert

Playtesters: Cedric Atizado, Jason Clark, Jennifer Hicks, Dimas Jimenez, and John Ware

The Troll King sits on his throne in the Troll Fens. His machinations are slowly coming to light; with this knowledge comes the need to confront the fiend in his own realm. To this end, the Pale Patrol has asked mercenary adventurers and loyal Pholtans alike to journey into the Fens and determine how large a threat is left. An adventure into the ice-covered Troll Fens in the dead of winter for characters of APL 2 to 12. Part 2 of Winter Stalks the Pale, begun in PAL4-08 *Winters Past*.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example,

the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

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

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a

single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Theocracy of the Pale. Characters native to the

Theocracy of the Pale pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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

It is illegal for adventurers to display a human holy symbol other than that of Pholtus in the Pale as of September 1, 2005. PCs displaying the holy symbol of any human deity other than that of Pholtus should be fined 200 gp and their holy symbol should be confiscated for destruction by the Palish authorities. This action 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 a Gather Information check DC 25 to locate a merchant who can sell him one.

Non-human PCs are exempt from this law when displaying their racial deities' holy symbol(s). Non-humans are heathens beyond redemption and do not matter in the greater scheme of Pholtus. 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

	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

consequence. Non-humans wearing the holy symbols of a human deity are treated the same as a human wearing a non-Pholtan holy symbol.

Adventure Background

In PAL4-08 *Winters Past*, the white dragon Winterwind was slain by a rival silver dragon, Brennan, who brought Winterwind's head to the Theocrat in Wintershiven. The corpse of the dragon was found by adventurers in the Rakers a few weeks later.

Along the way to find the corpse of Winterwind, the adventurers encountered a group of ice elementals, who had been freezing the crops of the northern Pale. They seemed to have been working for a previously unknown entity they called the Lord of Ice. The Pale does not know his identity or the extent of his threat to the theocracy.

When the adventurers found the corpse, though, it had already been claimed by a group of Fruztii (Frost) barbarians, who said they had come to the Pale to learn the ways of faith from the Pholtans. Their negotiations have begun to take place with the Pale and the results of these negotiations are only beginning to be seen.

On the way back, the adventurers were ambushed by trolls. One of the trolls was an ice troll, an old threat to the Pale not seen in decades. The trolls were also accompanied by an ice mephit. The presence of these two creatures may indicate an alliance between the Lord of Ice and the Troll King.

Over the last year, the Champion of Pholtus, Tristan Spencer, has sought information about the troll threat to the Pale. He has come out of his self-imposed exile in the Fens to track the trolls who wander the Pale in search of some item of magic for the Troll King. He was regularly seen at the Steiner Brewing Company in Ogburg, but has not been seen for some time now. Perhaps his search has borne fruit and he even now closes in on the treasure the Troll King seeks, or perhaps it is more dire news that lies out there to be discovered. In truth, he was recently killed.

The Pale Patrol has seen a rise in the numbers of individual trolls roaming the Pale. Tristan brought the news of this to the Pale Patrol early in CY 595. The Pale Patrol has gained news of an outpost near the borders of the Fens. They cannot gather intelligence properly on this, due to their being spread out dealing with the roaming trolls across the Pale, the Lord of Ice's threat to crops in the north and east, the Ur-Flan cultists in the south, and the Tenh situation in the west. Thus, they have put out a call for adventurers to supplement their numbers and journey into the Fens to this supposed location.

Adventure Summary

The adventure starts with the party on the road between Rakervale and Wintershiven. Along the way they will meet the dwarf hero Dorjan Oldrich carrying Tristan Spencer's corpse.

They may question Dorjan Oldrich about his discovery of Tristan Spencer's body. He will be his typical grouchy self but will begrudgingly accept the assistance of anyone who offers it.

From the introduction, the party proceeds to Rakervale. Here they will have an opportunity to speak with Falder, a Fruztii barbarian that some of them may have met in PAL4-08 *Winters Past*. They may also speak with the Church about Tristan's death. They should also speak to Captain Milecia Garandeau of the Pale Patrol while they are in Rakervale.

Falder will share with them some concerns he has about the current leadership of his clan.

While talking to the clergy, PCs may have the opportunity to sit in on a ceremony where the priests of Pholtus speak with Tristan's body.

Milecia Garandeau will explain the current situation in regards to Tristan Spencer's death and the Troll Fens.

From here, the party should be journeying into the Troll Fens in search of a known troll outpost. Along the way, they will encounter some of the less intelligent denizens of the Fens.

After defeating these creatures, the party will journey deeper into the Fens. After a short distance, if their eyes are good enough they will discover Tristan's sword, *Seneton*, lying in a shallow bog.

As they move further into the Fens, the party will encounter a mad hermit. He has valuable information that may help the party both here and in the future if they can somehow make him lucid enough to understand their questions.

Once the party has dealt with the hermit, they may move forward even deeper into the Fens. Eventually they will come upon one of the troll outposts. The trolls have gained word that their location has been compromised and are already clearing away the signs of their presence and moving on. Depending on how long the party takes to reach this location, they might have to track the trolls from here.

If the party reached the outpost in time, they will be able to track the leader of the outpost, a troll sorcerer. The sorcerer has the majority of the information the party needs to gain, so failing to apprehend him will cause the party to lose the information about the location of the Troll King as well.

If the party succeeds at catching the sorcerer, then they can return to Captain Garandeau with valuable

information about the threat of the Troll King. If they fail, then they may still, at least, be returning with *Seneton* and some minor information.

Preparation for Play

- If you have time in advance, you should look up the entries for Dorjan Oldrich and Tristan Spencer in the *Pale Gazetteer* (www.theocracyofthepale.com/background/gazetteer/npcs.html) for more information on how to portray them appropriately.
- You can ask the players to preroll a few Spot and Listen checks before play begins (they can write these checks on their initiative cards, if you use cards). This will prevent them from being alerted to danger when their characters shouldn't actually be aware, such as for the attack in Encounter Three.
- You can also ask what languages the PCs know, since they might overhear some monsters speaking Gnoll, Goblin, or Giant.
- The Pale is in the grip of a Troll Winter and the temperatures during the day are considered to be Severe cold and Extreme cold at night. See Appendix 2 for more information on the effects of Severe and Extreme cold and the protections necessary against them.

Introduction

The party starts on the road between Wintershiven and Rakervale. The PCs have been summoned to Rakervale by Captain Milecia Garandeau if they do not have any other reason to go to Rakervale. She is concerned with the recent troll activities around Rakervale and Tristan Spencer's more recent investigations of the trolls.

Winter has come to the Pale earlier than ever this year. The first snows fell in the Pale in the month of Patchwall (equivalent to October) and many of the crops were destroyed by an early freeze before they could be harvested. This is making the situation in the Tenh even more precarious, as food supplies already had to be purchased from outside sources to support the rebuilding efforts in Tenh.

The faithful believe this a test, to place them on equal terms with those they seek to convert in the Tenh. They believe this is Pholtus's way of giving the Palites an understanding of the difficulties now facing the Faithful Flan in their own lands, a test of their commitment to spread their faith to the rest of the Flanaess.

Some less faithful, though, are beginning to criticize the decisions of the Theocrat in the last year. They say his newly returned conservative doctrines are forcing the

Pale to spread themselves too thin and alienating potential allies.

The party should be made aware of the events of PAL4-o8 *Winters Past* if they have not played it. If they have played it, you may want to refresh their memory with the information from the background section.

Read or paraphrase the following:

Sunsebb is colder than you can ever remember. The temperatures have dropped so low that water cannot be left outside for long or it is frozen solid.

Most farmers are huddled in taverns or their homes to avoid the cold, and a majority of crops have been lost to the early winter this year. The temples of Pholtus are packed to capacity for every service, as the faithful fear they have lapsed in their own faith over the last five years and are being punished for it. The Theocrat has sworn to return the Pale to the proper place along the One True Path, a path he believes he took a misstep on in the past.

The Theocrat and the Council of Prelates have already ordered the authorities of Pale to begin the proper enforcement of restricting pagan holy symbols from being shown in the Pale. Meanwhile, they are contending with the rumor of having a heathen—Jarret Beak—as seer and advisor to the Pale. Local rabble-rousers have been spreading this rumor along with the visions of a new prophet who is known to be a faithful Pholtan of humble circumstances. This poor seer's visions have already proven correct once this year. Many of those who believe the rumor pray that the Theocrat will replace the heathen Beak with this loyal Pholtan.

From here proceed to Encounter One.

Encounter One: Of Dwarves and Dead Men

This encounter occurs while the party is travelling on the road between Wintershiven and Rakervale. Read or paraphrase the following:

You are nearing Rakervale after days on the road. The cold permeates your entire body now and the snow constantly soaks your boots even when you dry them out. The footing on the road is treacherous from the ice built up on it, despite the theocracy's diligent road-clearing programs, and many people that you have passed have slipped on the icy surface.

Up ahead there is a short but bulky figure moving in the same direction as you. It leads a mule, heavily laden and blanketed against the cold. You are slowly gaining on them.

How the rest of this encounter progresses will depend on the party.

The figure is Dorjan Oldrich. He is leading a mule carrying the body of Tristan Spencer. The party can recognize Dorjan either from personal experience or with a Knowledge (local – Nyrond and her environs) check DC 10. They can also notice that he is heavily wounded, wearing bloodstained gear and walking with a stoically minimized limp.

Dorjan Oldrich: Male dwarf (classes and levels not given), AL NG. Renowned troll-hunter.

If they choose not to approach the figure, they will eventually arrive in Rakervale and learn of events at the gates of the city. From there, they will be directed to the offices of the Pale Patrol.

If the party approaches close enough to Dorjan for him to notice them, he will turn on them, drawing his axe swiftly, ready for a fight. Once he recognizes they mean him no harm, he will settle down and continue on his path. He is in a bit of a hurry, but will speak to those who wish to talk to him. Dorjan is typically a grumpy dwarf, but he will be as polite as his personality allows to all respectful PCs. He will also grudgingly accept assistance from anyone who offers it.

Talking to Dorjan

Dorjan is taking Spencer's corpse to the Shining Snow Cathedral in Rakervale. The body is clearly that of Tristan Spencer. The Dawn Armor (of gold) and Shield of the Blinding Light (red, with a silver-rayed golden sun) can clearly be seen bundled up on the mule as well, while the Star of the Morning (a brilliant-energy morningstar) is hidden in the bundle; all are streaked in green and red blood.

He knows the following information and will share all of it with anyone he already knows. If no one in the party has ever met Dorjan before, he will share only the starred information with them.

- * Dorjan found Tristan Spencer's body approximately a half-mile inside the borders of the Troll Fens. There were several dead bugbears, gnolls, and trolls around the corpse.
- * The body was cold, but he suspects Tristan hasn't been dead more than a day at most. The cold winter air and the water seems to have kept the body well preserved.
- Tristan's armor, shield, and morningstar were there, but his magic sword *Seneton* was not near the body and Dorjan did not wish to waste time looking for it. It is very fancy and glows red. The scabbard is here, with Tristan's body.
- Dorjan does not know where Bhugtru (the troll monk who usually accompanied Tristan) is.
- Dorjan does not think Tristan should be raised from the dead without his soul's consent.

Tristan was a very spiritual man and he may be happy to finally be sitting at the side of his god.

- * The party should probably speak with an officer at the Pale Patrol if they wish to help. The Pale Patrol would be responsible for investigating this, since the affair took place outside the boundaries of any city, but Dorjan is sure they would appreciate help from anyone wishing to help bring Tristan's killers to justice.
- If any PCs prefer to begin their assistance from this point without journeying to Rakervale, Dorjan will give them directions to where he found Tristan's body. He will continue on his way to Rakervale himself though. (PCs should be allowed to enter the Troll Fens from here if they choose to. If they do, proceed to Encounter Three.)
- * The trolls are getting braver and bigger. The newly returned ice trolls—they're white and walk on ice—will be an even bigger menace if this is indeed a Troll Winter.
- Examining Tristan's corpse will reveal that his wounds were caused by claws and teeth for the most part. His body also appears to have suffered some frostbite here and there, but there is no way to tell if this occurred during the battle or as a result of the severe winter already omnipresent around the Pale. (A Heal check DC 18 will actually reveal some of the wounds to have been made by normal weapons. A DC 21 will reveal the claw and bite marks to have been made by trolls and animals.)

Dorjan, unlike many people in the Pale, has no love for the new law against the display of so-called heathen holy symbols. As such, Dorjan will allow any PC cleric to cast *speak with dead* on Tristan. He will not allow anyone to cast *raise dead* on Tristan without their first speaking to Tristan's memories.

Speak With Dead: Tristan

Tristan Spencer resists the spell only if the caster is chaotic (Will +13). If the party succeeds in speaking with him, they will gain the following information. Remember that *speak with dead* doesn't allow contact with his actual soul, only what he knew when he died:

- Tristan does not wish to be raised from the dead. He believed that his death would mean the fulfillment of his destiny.
- The Troll King searches for an ancient relic from before the establishment of the Pale.
- The relic was used for good in the past, but is neither good nor evil and could be used for either depending on its wielder.

- The relic is either druidic or sorcerous in nature.
- Tristan died fighting a group of trolls and their allies, while they were returning to a troll outpost he found less than a day's walk inside the Fens.
- He recognized only one of the trolls: a huge blue-white troll with one blue eye and one green eye. [This troll will not be encountered in this scenario, but may appear in a future one.]
- Tristan lost his sword, *Seneton*, in the battle. It was knocked from his hands by a huge ice troll he had fought before.

Arrival in Rakervale

If the party continues on with Dorjan to the Shining Snow Cathedral, read or paraphrase the following:

As Dorjan approaches the gates of Rakervale, a contingent of the city watch rushes out to meet him. When they draw near enough to recognize Tristan Spencer's corpse, six guardsmen form a perimeter around the mule and Dorjan, pushing any unknown party members out of their honor guard circle. (unknown party members would be any PC of fifth level or less). *One of the guardsman rushes off in the direction of the temple as fast as he can.*

As Dorjan's group comes to a halt, you see before you the Shining Snow Cathedral. The massive granite structure is covered in snow and Pholtus the Merciful looks down upon those now assembled in front of its double doors.

The silver and gold inlaid doors swing open easily as Dorjan takes Tristan's body from the mule and carries it up the icy steps.

Several priests in plain white robes move forward to assist him, but he shrugs them off and pushes forward. Two men snap to attention as the priests come out. Their heavy white cloaks envelop their entire bodies. On the right side of their chests can clearly be seen the ancient runes for law and honor. On the left side is the holy symbol of Pholtus. Around their heads is a heavy hood that blocks any view of their faces other than their eyes, which are shielded by strange goggles.

The two men are members of the Church Militant. Anyone making a Knowledge (local – Nyron and her environs) check DC 10 will know that the Church Militant always guards the entry to Pholtan temples in the Pale. A DC 15 will tell anyone that this is the newest incarnation of their winter uniforms. The goggles prevent snow blindness and were acquired recently through trade with the Frigdrasil clan of Fruztii barbarians.

☛ **City Guardsman (6):** Male or female human Ftr2.

☛ **Pholtan Priest:** Male or female human Clerics of varying levels.

☛ **Church Militant (2):** Male human Ftr2/Clr3.

The Church Militant will allow any PCs who are obvious worshippers of Pholtus to pass without challenging them. Others they will question politely before allowing them to pass, unless they are displaying a non-Pholtan holy symbol. Demihumans wearing the symbol of a demihuman deity will be asked why they wish to enter a Church of Pholtus and allowed to enter if they say they wish to help hunt down the killers of Tristan Spencer. If any human is displaying a non-Pholtan holy symbol as they approach the Church Militant, they will be arrested.

Anyone arrested for the display of a non-Pholtan holy symbol will have his visible holy symbol confiscated immediately and permanently. He will be fined 100 gp per character level and released as soon as he pays the fine. (This is higher than the prescribed fine, but justifiable for someone who had the audacity to break the law in a church of Pholtus with Church Militant guards.)

Anyone speaking to the priests of the cathedral may learn the same information Dorjan has (see above) as well as the following:

- A member of the church will speak with Tristan's life-memory (*speak with dead*) to try and gain an understanding of what happened.
- Any information gained from speaking with Tristan's life-memory will be given to the Pale Patrol.
- The Pale Patrol will have the responsibility of investigating this matter and anyone who wishes to render assistance should speak with Captain Garandean at the offices of the Pale Patrol here in Rakervale.
- The priests will allow other priests of Pholtus to be present when they speak with Tristan, but not anyone else.
- The Church will attend to raising Tristan from the dead if he desires such, or they will give him a proper burial if he does not.

The party should now either wish to go speak with someone at the Pale Patrol or listen to the questions being asked of the imprinted memories in Tristan Spencer's body.

If they choose to take part in the ceremony to speak with Tristan's memories, they will gain the same information as if they had done so themselves above.

Proceed to Encounter Two.

Encounter Two: A Savage in a Civilized Land

This encounter will occur as the party is leaving the temple if they have been there with Dorjan, as they are headed to talk to Captain Garandeau if they have not been to the temple at all, or if they went into the Fens first, this occurs as they are travelling along the streets of Rakervale to speak to someone about what they learned in the Fens. Read or paraphrase the following:

As you are moving through the crowds in Rakervale towards your destination, you notice a group of eight muscular Suel men glancing your way as if observing you. Two of them stand out from the rest. One appears to command the respect of all present, and his icy blue eyes stand in stark contrast to his snow-white hair. The second is lightly cloaked, but hooded, and stands somewhat apart from the others.

As they realize you have seen them, the blue-eyed leader signals you to come and join them. As he does so, the hooded figure begins to walk off in the opposite direction, but disappears after a few steps.

Any PCs who played PAL4-08 Winters Past will recognize Falder as the warrior calling them over. He is the leader of this group of Fruztii. Anyone making a Spellcraft check DC 13 can recognize the disappearance of the hooded figure as being consistent with an invisibility spell, but no spell was cast. If the party approaches Falder and his group, read or paraphrase the following:

As you come closer, Falder begins to speak to you, lowering his voice to a point where you can barely hear him. It is obvious he is trying to keep others nearby from hearing what he speaks of.

At this point, Falder will recognize any character who played PAL4-08 Winters Past and acknowledge them as follows:

"[PC's name], it has been a while since we crossed paths. It is good to see you are still alive."

If none of the PCs played PAL4-08 Winters Past, then Falder will begin as follows. His statements will vary slightly depending on if there is a recognizable Pholtan priest in the party or not. Read or paraphrase the following:

"I am Falder, son of Bjorn, son of Sigurd, and I have some information for you. I believe this information will be important to your people. [substitute "all adventurers" for "your people" if there is not an obvious Pholtan priest among the party; substitute "you and your companions" if Falder recognizes any of the PCs from PAL4-08 Winters Past] My clan recently settled in the mountains nearby, but the reasons for our coming here worry me now and I wish to warn someone who can help me maintain the best interests of my clan and this land at the same time. Adventurers like yourselves have dealt honorably

with my clan in the past, so I believe this speaks well of you all until it is proven otherwise. Will you hear me out?"

After speaking, Falder will wait for the party to respond. If they agree to hear him out, he will continue. Read or paraphrase the following:

"A person I know has told me that my clan may be following a path that leads to darkness. If this is true, I fear that my clansmen may be punished for the mistakes of a few dishonorable dogs."

Falder will volunteer no further information, but will answer questions from the PCs at this point. The other Fruztii with Falder cannot speak common and will remain quiet unless PCs speak the Cold Tongue. Even then, they mostly agree with anything Falder says and defer to him with respect as their leader. Use the following as a guide:

- Who was the man who disappeared that you were speaking with? He is the person I spoke of and more. He has no name among my people. [A Knowledge (local – Core) DC 15 would identify a person who has no name among the Fruztii to be an exile from the clan.]
- Why did was he treated with disrespect? Because he has no name and is not worthy of respect.
- Why did you speak with him? OR Why do you listen to what he has to say then? He could one day become a shaman amongst my people, but first he must have a name again.
- Why does he not have a name? He failed the test of adulthood and those who do not become adults, earn no name.
- Who is this person who warned you of your tribe's path into darkness? He was a Fruztii, but now he has no clan.
- Why do you believe your clan is being led towards darkness? The nameless one said that the person the shamans tell our chief to seek follows a path toward a 'Dark Queen'.
- Who is the Dark Queen? I do not know, but the person I spoke to says she is the evil queen of all dragons. (A DC 15 Knowledge (religion) check would reveal this as Tiamat.)
- Why does your chief/shamans seek this person then? Our chief shaman says our gods gave him a vision that told him to seek this person. I believe if what I heard is true, then it is one of our ancestral spirits who gave him this vision and not one of our honored gods.
- Who are your honored gods? Llerg and Vatun.
- Who is this ancestral spirit you speak of? We do not speak of this often among my people, but long ago

one of the great northern wyrms ruled over us. He eventually abandoned us, and my clan was allowed to prosper and become honorable warriors again. (A Knowledge (local – Core) DC 10 will reveal that many barbarians refer to white dragons as northern wyrms or northern dragons. A Knowledge (arcane) DC 20 will reveal that great northern wyrms are a common reference to adult white dragons.)

- *Who are these dishonorable dogs you spoke of?* If what the unnamed one says is true, they are my chieftain and the shamans of my clan.
- *Aren't you being dishonorable if you are not following the wishes of your chieftain?* A chieftain deserves to rule only as long as he is strong enough to do so; I was loyal to our last chieftain until the new chieftain took over two years ago.
- *Aren't you being dishonorable by disrespecting your clan's shamans?* A shaman is worthy of respect only as long as he advises wisely. If our shamans are leading us towards darkness, they are not being very wise. Shamans should also know their place and not force their will upon the clan, but give advice only when asked and only in the presence of the entire clan.
- *What will you do about this?* I will watch my chieftain and our shamans and if I see treachery, I will challenge our chieftain for the good of our clan even if it means my death.

Any Sense Motive checks on Falder will reveal him to be truthful about all he has said. He will answer these questions only, as he is not willing to share more with outsiders at this time. If the PCs attempt to convince him to answer more questions, he will say only that he must gather more information from the one with no name before he can speak more. If the PCs attempt to use intimidation to convince Falder to speak more, all seven Fruztii warriors will laugh at the PCs and turn and walk away.

☛ **Fruztii Warriors (6):** Male human (Suel) Bbn3.

☛ **Falder:** Male human (Suel) Bbn8.

- **Description:** He 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. His look is constantly one of sternness as if he is speaking of serious matters at all times, even when he is laughing. 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-six). 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 should be trusted. He follows his current clan chieftain but worries for his clan under this new chieftain. He serves his clan first and foremost and not its chieftain.

When the PCs seem like they are done speaking to Falder, move on to the next logical encounter. It should be either Encounter Two B, Encounter Three, or a Conclusion depending on when they came to Rakervale. They may also choose to go to the Pious Pilgrim, in which case, see Encounter Two A.

Encounter Two A: Warming Up in the Pious Pilgrim

If the party never goes to the Pious Pilgrim, there is no reason to go through this encounter. If the party goes to the Pious Pilgrim for any reason though, read or paraphrase the following:

As you enter the Pious Pilgrim, the ruddy light from the blazing fireplace on the west wall allows you to see that the crowd in the Pious Pilgrim has changed greatly since the last time you visited Rakervale. You see a few merchants, but in this cold winter, it is unlikely many will make the journey this far north. The majority of the crowd is made up of farmers discussing the huge losses in the harvest this year. Among the sea of dark-haired Oeridians and Flan, though, you notice more than a few huddled masses of light-haired Suel, their fair faces flushed with warmth as their heavy furs lie draped over chairs. The gluttonous regular, Gundar, is nowhere to be seen as you look around the room, but Millie is still waiting tables here and her mood seems to have lifted some since the last time you were here. Perhaps she is enjoying the attention many of the younger Fruztii are paying to her.

If anyone speaks to Millie, they will find her in better spirits than in the past. She has apparently moved on from mourning over her lost love, the bard Uric (see PAL2-07 Appetites) and seeks to begin living her life again. Willigent is present behind the bar as usual and will share the following rumors with anyone who speaks to him long enough:

- The ice elementals froze some more crops this year throughout the summer, but even worse was the early winter.
- Winterwind is truly dead. Seers and prophets have confirmed that the body found in the Rakers last year was indeed that of the white dragon that had been stalking the Rakers the last several years.
- This new Lord of Ice is an elder ice elemental who seeks to extend a permanent ice age across the Pale and possibly all of the Flanaess.
- This early winter may be the work of the Lord of Ice, but the weather seers say it is a Troll Winter—the worst possible winter. If this is true, it will continue through the spring and possibly even into the summer.
- The druidic order of Pholtus is working to replace the old heathen druids in the Pale. Hopefully, Pholtus will bless us with the power of faithful druids and our harvests will begin to be more bountiful with the rebuilding of the Tenh.
- Gundar nearly ate himself to an early grave. He had a massive heart attack in Flocktime (mid-spring) and was sent down to Holdworthy to recover. He was a big spender, but he also used to scare off some patrons with his style of eating. Our pork platters are top-notch, but are not meant to be eaten so many to a sitting!
- Gold fever is sure to explode in those hills east of Eltison. I've just about given up on franchising the Pious Pilgrim in other cities, but with all the traffic and commerce Eltison is going to get, maybe I should get in on the action. Do you have any money to invest?
- That blind seer, Brother Jeremiah, came through here recently. He said, the ice is going to kill us all or some such nonsense. He speaks in such cryptic tones, it's hard to know what he's saying sometimes.
- There was a farmer through here the same time as Brother Jeremiah. He was spreading rumors about Jarret Beak being a heathen and unworthy to advise the Theocrat.

Once the PCs seem to be done with any role-playing they wish to do here, move on to whichever encounter seems most logical to be next: probably Encounter Two B, Encounter Three, or one of the Conclusions depending on if party members came here before or after the Troll Fens.

Encounter Two B: The Pale Patrol

If the party wishes to speak with the Pale Patrol, read or paraphrase the following:

You have come to the offices of the Pale Patrol in Rakervale. After waiting for several moments you find yourself in a pristine office. The oak desk in front of you has two stacks of papers on it, one at each corner away from the chair behind it. A rug embroidered with the holy symbol of Pholtus lies centered under the sitting area where your chair is. The walls are whitewashed and have two portraits hanging on them. One shows Theocrat Theoman Baslett, while the other is of a slender man with long white hair and blue eyes, the sun behind him and a large book in one hand and a staff in the other; he is walking along a straight road from the sun behind him with abyssal creatures approaching on either side.

The Oeridian woman behind the desk smiles at you as she speaks, "I am Captain Milecia Garandeau for those of you who do not know me. What brings you to my office today?"

This encounter is largely free-form role-playing from this point on. Captain Garandeau knows all of the information that Dorjan Oldrich or the priests at the Shining Snow Cathedral could have revealed to the party already. During the discussion, a young acolyte should enter and hand her a sheet of parchment, which tells her the results of the *Speak with Dead* on Tristan Spencer.

In addition, she has the following information:

- The Pale Patrol believes there are multiple troll outposts along the edge of the Troll Fens. (The one Tristan located is only one of many.)
- The Pale Patrol would like to hire adventurers to investigate these locations and gather any information they can.
- The adventurers may deal with the lairs, if they feel they are capable of doing so, by any means they feel are appropriate.
- The Pale Patrol is willing to pay any who accepts this duty the equivalent pay of a member of the Pale Patrol at the rank they could have attained if they had chosen to join the Pale Patrol. (This is 1 gp/character level per day.)
- Any one who returns with information from the troll lairs will be given a bonus of 50 gp.
- Anyone entering the Fens should also try to find the sword *Seneton*. It is known to be of masterful make and bears a red stone in its pommel.

- Time is of the essence, as the trolls are probably now aware that the locations of their outposts have been discovered. They will probably be on the move shortly if they are not already. There is probably only a few-day window in which the trolls could be caught still at these outposts.
- The Pale Patrol is already spread too thin with the tasks and threats it already has to deal with. (Threats include roaming trolls across the Pale, the Lord of Ice in the north and east, the Ur-Flan cultists in the south, the Tenh situation in the west, and unrest due to possible food shortages.)

🗡️ **Captain Milecia Garandeau:** Female human (Oeridian) Ftr6.

- **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:** Captain 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.

When the party has finished speaking with Captain Garandeau, she will ask them if they accept the positions she has offered. If they do, she will have them sign temporary contracts with the Pale Patrol to ensure they receive their pay and bonus if applicable. Each of them will receive a copy of this document with the seal of the Pale Patrol and her personal seal on it. Captain Garandeau cannot waive any of the laws of the Pale while the PCs are performing this task. If asked specifically about the display of holy symbols, she will only say, "The display of a pagan holy symbol outside the eyes of the authorities is between you and Pholtus, and possibly the other

members of your party. Law can only be enforced where the agents of law are present. If we could enforce absolute Law without presence, the Flanaess would long ago come to the light of Pholtus." A Sense Motive check on this statement of DC 15 will reveal that she is telling the PCs that the ecclesiastical laws of the Pale are enforced in its settlements and in the presence of its legal authorities, but in the wilderness, only the law of those present is enforceable.

If the party accepts the task appointed for them by Captain Garandeau, she will provide them with a map showing the suspected location of one of the troll outposts. If asked about the other outposts, she will state other groups of adventurers will be investigating those.

From here if the party has accepted the task, proceed to Encounter Three. If the party has no interest in assisting the Pale Patrol or has not already chosen to venture into the Troll Fens for some reason, the adventure ends here. Someone else can rise to the occasion where the PCs did not.

Encounter Three: Winter in the Fens

The party will have journeyed from Rakervale to the Troll Fens. As they cross into the Fens, this encounter will occur. Read or paraphrase the following, which assumes the PCs are walking and have no special precautions against the terrain. If they are flying or otherwise avoiding walking on ice, obviously, change the description.

Your journey to the Troll Fens has been uneventful. Ahead of you are the treacherous fens, usually a miasma of land and water where it is often hard to tell the difference. In this time of frigid winter, it is even harder, as the land and water are invisible beneath the layers of snow and ice.

The footing is treacherous in many areas, as ice and snow foil the footsteps of those used to walking on dry earth. Even worse are the areas where only a skin of thin ice divides the air from the frigid water beneath. Already, members of your party have barely escaped falling through the ice to a possible freezing watery grave.

Travel is going to be rough and combat will be even worse if you cannot come up with a safer way to travel across this frozen swamp.

You proceed deeper into the swamp. How could anything survive winter in this place? The only consolation is that the wind does not bite like it does high in the Rakers. The dense, dank fog of the Fens, however, hangs on you like a second cloak and wraps your eyes in a blur. A swamp that is colder might be preferable to one you cannot see well in.

The light fog covering the Fens prohibits the effects of snow blindness, but the entire region is considered to be covered by an ice sheet during winter. This impedes movement for all ground-based creatures by half. It also increases the DC of all Tumble and Balance checks by 5. Further, a DC 10 Balance check is required to run or charge across an ice sheet. The use of skates, skis and poles, or snowshoes from *Frostburn* (and available in some Pale regional scenarios) can be used to overcome these impediments to movement.

The rules used above are reprinted from *Frostburn* in the back of this scenario under the special rules section.

The Weather

A heavy snowstorm will strike on the first night after the party enters the Troll Fens. This snow might make it harder for the party to track the enemy leaders from their camp—see Encounter Five. As indicated in the *Player's Handbook*, characters can make Survival checks to forecast the weather (DC 15 for one day ahead, +5 for each additional day).

Dangerous Denizens

As soon as the players and the judge have completed dealing with the repercussions of winter in the Troll Fens, have the party make Spot checks at APL 2 to 6 to avoid being surprised by the approaching creatures. At APL 8 to 12, there is no way to notice the creatures moving in. For those not surprised at APL 2 to 6 and for all at APL 8 to 12, read or paraphrase the following for the correct APL:

APL 2 to 6:

As you move deeper into the Fens, you notice several piles of what you thought to be snow begin to move towards you on eight spindly legs. As the snow falls away, big spiders are revealed, covered in tufts of stiff white hair. Their pale blue eyes look at you as venom drops from their fangs.

APL 8 to 10:

As you move deeper into the Fens, the fog around you grows colder and seems to be attempting to engulf members of your party. You slowly begin to recognize a shape to the fog.

Creatures:

APL 2 (EL 3)

🕷 **Small Snow Spiders (6):** hp 4 each; see Special Rules.

APL 4 (EL 5)

🕷 **Medium Snow Spiders (6):** hp 11 each; see Special Rules.

APL 6 (EL 7)

🕷 **Large Snow Spiders (6):** hp 26 each; see Special Rules.

APL 8 (EL 9)

🌫 **Chilling Fog:** hp 67; see Special Rules.

APL 10 (EL 11)

🌫 **Chilling Fog (2):** hp 67 each; see Special Rules.

APL 12 (EL 13)

🌫 **Chilling Fog (4):** hp 67 each; see Special Rules.

Setup and Tactics: This encounter occurs in a clearing about 100 feet in diameter, but contains many patches of undergrowth, which requires a double move to move through.

At APLs 2 to 6, the spiders are hiding beneath piles of snow near their nests; each spider has its own nest, all of which are roughly 50 feet from the center point of the clearing. They are hiding beneath the snow banks and you can either assume they are taking 10 on their Hide checks or roll their Hide checks as normal to oppose the party's Spot checks. The starting distance is either at the edge of the clearing (the closest the PCs can be and spot the spiders due to the fog) or 10 feet closer per point by which they failed the check against the spiders' Hide checks up to right in the middle of all of the spiders.

At APLs 8 to 12, the chilling fog(s) is rolling through the center of the heavy mist already present near the ground. The party starts in the center of the clearing at these APLs and the fog will achieve surprise as it is impossible to see it in the mist covering the ground.

APL 2 – 6: The snow spiders start at the positions marked on the map. Snow spiders are hunting spiders; though not intelligent, they are well aware of their abilities and how to use them. They will use their spring attack ability as early and often as possible.

APL 8 – 12: The chilling fog attacks from surprise. On the surprise round, the fog(s) will attempt to engulf as many PCs as possible. The chilling fog has been slowly moving toward the party and the first indication of its presence as something different from the normal fog is its intense cold. By this time, though, it is already in position to engulf PCs. Any PC being engulfed still receives their DC 17 Reflex save to avoid being engulfed. If the PC is engulfed, they receive a second Reflex save as described in the text to avoid some of the cold damage from the chilling fog.

Troubleshooting: Some parties might fly or move too fast to be caught by this encounter as written. Spring this encounter on them when the party rests (or lands, if flying).

Treasure: The spiders or fogs have no treasure.

Development: Proceed to Encounter Four when the party is ready to move on after the fight.

Encounter Four: Fire and Ice

This encounter occurs as the party moves deeper into the Troll Fens. Here they have the opportunity to spot Tristan's sword, *Seneton*, lying at the bottom of a bog through the ice. It probably hears them and begins to glow in response, but the glow is faint because *Seneton* is under water and ice. Have all of the players make Spot checks for their characters (or you can use the players' prerolled checks if you have them). On a successful Spot check of DC 20 + APL (the snow is more dense at higher APLs) they will spot *Seneton*.

Failing the Spot Check

The following is misdirection for those judges who do not prepare with Spot checks ahead of time. It is intended to give the PCs something to have spotted if they fail to notice *Seneton*, rather than just telling them they do not see anything. Read or paraphrase the following:

You suddenly notice a bog with a very thin sheet of ice covering it. The ice would probably break if even a weasel or a toad tried to cross it. It also appears to have large amounts of snow and ice mixed into the water beneath it. Perhaps this is a slushbog or quickslush; it is good that you noticed it.

Spotting *Seneton*

Read or paraphrase the following for any PC that succeeds on the check:

As you proceed deeper into the Fens, a sudden red flash catches your eye from beneath a nearby ice-covered bog. It appears as if something at the bottom of the bog is trying to ignite a fire.

If the PCs investigate without breaking through the ice, describe it as a faint red-orange glow, which flashes intermittently, apparently from a source three feet long. Since the sword is under about 2 feet of water and a sheet of ice two inches thick, the PCs cannot make out the details.

The PCs will have to figure out a way to get to the sword. The sheet of ice is 2 inches thick on average and can be broken through with a little effort. There are also other ways the sword could be retrieved if players are creative.

Ice over Bog: 2 in. thick; hardness 0; hp 6; AC 5; Break DC 22.

When the PCs recover *Seneton* and can see it clearly, read or paraphrase its description:

This fine straight-bladed sword has a gold hilt, with a grip wrapped in deep red leather and bound in silver wire. A large star ruby adorns the pommel. The blade maintains a bright sheen despite its

immersion in the murky water; seen from certain angles, it glints with a fiery tinge all its own. Barely recognizable in a shallow engraving along the blade are runes in Celestial leading from an engraving of a rising sun meeting the crossguard to the tip of the blade.

Treasure:

All APLs: Magic—as below.

Seneton: +4 flaming defending longsword; AL LG, Int 10, Wis 13, Cha 10; Empathy, 30 ft. vision and hearing; Ego score 13.

Lesser Powers: 10 ranks in Listen (total modifier +11), detect magic at will.

Granted Power: Fireball (10d6).

Seneton can only be picked up by those of Lawful Good alignment. It will burn anyone else who touches it for 1d6 points of fire damage. Further, *Seneton* will not allow anyone other than Tristan Spencer to wield it at this time. Anyone attempting to wield *Seneton* must first make a Will save (DC=*Seneton*'s Ego=13); if the PC fails, he suffers a -5 penalty to hit as *Seneton* resists being used in combat. The blade is unaware of Tristan's death, having been wrenched from Tristan's grasp and submerged before the killing blow on Tristan.

The engraving on the blade reads in Celestial, "The blazing power of Pholtus."

There is also a trail leading away from *Seneton*. The trail was made by several creatures, at least one of which was a troll. The group made no attempt to hide their passing here, but there has been a light snowfall since then. The DC for finding and following this trail is 24 (firm ground with approximately 6 creatures, at least one of which is Large, with 48 hours having passed and a fresh snow cover since the trail was made). This trail will lead the party to the humanoids' camp.

Development: After the PCs have left this area, with or without *Seneton*, proceed to Encounter Five.

Encounter Five: Madness in the Swamp

This encounter should occur a little before noon as the party moves into the swamp on the first day of travel. Read or paraphrase the following:

The oppressive silence of the Troll Fens is suddenly shattered by a scream from off to your right, "Shadows and ice! All is shadow and ice!" The voice sounds hysterical and is definitely masculine.

There appears to be something moving quickly through the fog toward your party from the direction of the scream. It seems human-sized and

bipedal, but the fog might be distorting its true size and shape.

The approaching figure is a Flan man. He is not intent on attacking the party, but is quite mad. He is the brother of a member of the Ur-Flan cult that is currently threatening the southern Pale area near the Gamboge. His name is Defrin, but he always refers to Defrin as if that were someone else.

Defrin was cursed by his sister when he discovered her Ur-Flan association and told her he was going to report her to his mother and father. This was five years ago. He has wandered the Troll Fens, where she left him, ever since. The trolls leave him alone because they are scared they might contract whatever disease it is that makes him run around the swamp screaming like a madman. His own madness has saved him from the unintelligent creatures of the Fens, allowing him to fight with a ferocity not normally seen in a human.

He has a small lair in a cave beneath a large tree nearby. He keeps what few belongings he has here. Some are valuable, while others are junk, but may give PCs some more clues. If PCs actually manage to calm him to speak with him, he will share the location of his lair with them and even take them there. It is safe for the party to camp here if they choose to, but it will be a bit cramped. Also, if they camp here, by morning Defrin will not remember them and will want to know why they have invaded his home. He will basically be back to the same mental state he was in when the party first met him.

The belongings include a severed troll hand wearing what looks like a *Bracelet of the North*: white dragon scales and silver wire, with an amethyst mounted in it. (These bracelets were introduced in PAL4-08 *Winters Past* and some PCs might have one.) The bracelet has a crack in its band and its magic has faded, but it is still worth 1000 gp as jewelry. There are also the skulls of several animals here including mostly small birds and ground mammals that would be found in the marsh. The “gems” in Defrin’s large collection are merely rocks, and none are valuable. There are also many strange sticks piled up for firewood among which are two wands that Defrin picked up from areas where adventurers had previously fallen in battle.

It takes a Search check DC 15 to locate the bracelet (which can be sold as jewelry still), a DC 20 will find one of the wands as well, and a DC 30 finds both wands and the bracelet.

🐉 **Defrin:** Male human (Flan) Com5/Ftr2; AL CN; Str 22, Int 3, Wis 1.

- **Description:** Defrin is a Flan man approximately 5’ 10” tall who looks like he has not had a decent meal in months. He is scrawny, but his madness makes him stronger than his appearance allows for. His clothes are barely capable of being referred to as such and hang off his body in a haphazard manner, as if someone

had just laid old rags over him and tied them in places. His eyes are black and his hair is caked with mud, making it hard to identify what color it really is. He does wear some furs mixed in with his rags, but the color of his skin indicates this is not enough to protect him against the severe cold the Troll Winter has brought. (He is suffering from frostbite and hypothermia, which can be identified with a DC 10 Heal check. See Appendix 2 for the treatment of frostbite and hypothermia.)

- **Personality:** Defrin is quite mad and does not consciously remember his own name. Even if his Intelligence and Wisdom are returned to a normal level, he will still give out his knowledge as if a strange named Defrin told him all of it, for example, “Defrin says his sister is evil; she wanted him to join her in the shadows.” Even under questioning, he will flit from one answer to random topics that have nothing to do with the discussion at hand, “did you see the frozen water, Defrin made me eat some of it because he said I was thirsty.” You should role-play him appropriately and never give the party any of the information he has unless they ask specifically about something that would trigger it. He is mad, after all, and cannot think clearly.
- **Motives:** Defrin has only the instinct to survive. Effectively he has had several curses placed on him (by his sister and her cultist allies) and removing them all would require more magic than the party has access to. The most potent one separated his actual personality from him, which is what causes him to refer to Defrin as someone else. In addition to the curses, Defrin was tortured for many months before the Ur-Flan cultists dumped him in the Troll Fens. *Heal* will not help him, as the cultists were aware someone might try this and placed certain safeguards in place that prohibits Conjuraton (Healing) spells from working on him.

Defrin can be spoken with, but it will be difficult to gain any information from him in his current state. Be as crazy and unintelligible as you can, short of completely enraging the players! He knows the following, if the party can somehow communicate with him:

- Within the last few months he has seen beings of ice in the swamp, one of which was huge and commanded the others.
- The others referred to this creature as the Lord of Ice, even the trolls.
- The trolls killed a man here and he knows where he dropped his flaming blade. (This is a

second opportunity for the PCs to recover Seneton.)

- The trolls took a book from the man they killed and did foul things to his body afterwards.
- The trolls are more powerful than in the past.
- The trolls wield magic regularly in combat now.
- The trolls who killed the man are less than 4 hours away from where you are now.
- His sister is evil and she wanted him to be evil too.
- The Ur-Flan cultists want to take back the lands their ancestors once ruled. This includes the land the Pale rules now.

Treasure:

All APLs: Coin – Silver Bracelet 167 gp per PC, Magic – wand of endure elements (63 gp per PC), wand of shocking grasp (63 gp per PC).

Development: Should the party gain Defrin's help, he is even willing to show them to where the troll outpost is. If the party takes Defrin with them, they should remember he is still mad and is prone to shriek or become loud at any time. The judge can make the party aware of this by having Defrin do so before they reach the trolls.

If the party did not find Seneton in Encounter Three but Defrin mentions it, allow them another round of Spot checks (with a +4 for Defrin's hint). They could search for it, too, but the vastness of the swamp works against them: allow a Search check (DC = 12+APL) for every 1d4 hours of searching. The party can take 20 on this check, but it takes 50 hours (20d4, averaged).

If the party takes Defrin back to Rakervale with them, the Church will take him in and attempt to cure him of his madness. Several *break enchantments*, *remove curses*, and other spells will be required, but the Church will gain a few insider clues about the elusive Ur-Flan cult. The Church will also be able to inform his family of his survival.

Proceed to Encounter Six when the party leaves Defrin's home.

Encounter Six: House of Trolls

This encounter will occur a few hours after the party has left the area where they encountered Defrin. If the party "camped" at Defrin's "house" it is a few hours after they leave there. All of the trolls have special boots that allow them to move across the icy swamp unimpeded.

If the party has Defrin with them and he has not been subdued in some way to keep him quiet, he will ruin any chance the party may have of surprising the

trolls and the boxed text should be altered appropriately to reflect that. Feel free to modify the following description to indicate early morning if the PCs rested before moving to this Encounter. Read or paraphrase the following:

You have been moving deeper and deeper into the Troll Fens all day. Now, as the day nears its end, the fog thins briefly, showing a wan red sun slinking under the blanket of clouds at the western horizon.

The party is getting close to the monsters' camp, which they have pitched atop a slightly raised lump of land. The camp is first visible through the mist at a distance of fifty feet, but the PCs or the monsters might hear each other when the PCs are farther away. Give the PCs a Listen check; for every point by which they beat DC 7 + APL (the + APL is based on DC 9 being standard, but the creatures are being quieter in their packing at higher APLs 4 to 6 and are all but finished or completely finished packing by APL 8 to 12), they are 10 feet farther from the camp, to a maximum of 100 feet. The monsters are taking 10 on their Listen checks but are distracted by their packing, so they effectively take 5. If the party is loud (normal spellcasting is heard on a base DC 0, and Defrin's shouting has a base DC of -10), the monsters may also be alerted earlier, based on their Listen check of 5+modifier.

When the PCs come within 50 feet of the camp, allow Spot checks from both the PCs and the monsters. At APLs 2 and 4, the monsters are wrapped in heavy cloaks and furs against the cold making it hard to distinguish what they are. This should be incorporated into the description at those APLs. Use the following description when the party actually sees the camp:

You see up ahead a hill with several ragged hides waving in the breeze from poles. On the ground at the foot of the hill are several piles of gnawed bones of various humanoids and animals. You can make out a few figures moving around the camp, walking with hunched postures.

The group appears to be packing up the encampment. If the party moves past this initial point without taking the appropriate precautions, the monsters will notice them immediately and move to attack.

The entire region is considered to be covered by an ice sheet. This impedes movement for all ground-based creatures by half. It also increases the DC of all Tumble and Balance checks by 5. Further, a DC 10 Balance check is required to run or charge across an ice sheet. The use of skates, skis and poles, or snowshoes from *Frostburn* (and available in some Pale regional scenarios) can be used to overcome these impediments to movement.

The rules used above are reprinted from *Frostburn* in the back of this scenario under the special rules section.

Creatures:

APL 2 (EL 4)

👉 **Gnolls (4):** hp 11 each; see *Monster Manual* page 130.

APL 4 (EL 6)

👉 **Bugbears (6):** hp 16 each; see *Monster Manual* page 29.

APL 6 (EL 8)

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

APL 8 (EL 10)

👉 **Troll Barbarian (APL 8 version) (4):** hp 89 each; see *Combat Appendix APL 8*.

APL 10 (EL 12)

👉 **Troll Barbarian (APL 10 version) (3):** hp 121 each; see *Combat Appendix APL 10*.

APL 12 (EL 14)

👉 **War Trolls (2):** hp 162 each; see *Special Rules*. These war trolls are neutral evil, not lawful evil.

Setup: As indicated above, use Listen and/or Spot checks to determine how far apart the PCs and the monsters are when one side becomes aware of the other.

You should draw a map as follows for this encounter. The hill is roughly circular and 80 feet in diameter, with sides rising 10 feet to a flat top that is 40 feet in diameter. The surrounding bog is frozen over, so you can make up a map around the hill including a mixture of bog and relatively dry land.

Tactics: The creatures are clearing the outpost of evidence of their presence (or are on the road away from the encampment, if the PCs delayed and had to trail them from the camp). They are prepared to fight, because they are aware that their location has been compromised.

If they are attacked with area-effect spells, they will split apart and attempt to attack the party from various directions. If they can identify the spellcasters, they will ignore all other combatants in order to take down these fire-wielding foes. They will not subject themselves to attacks of opportunity to do this, but will make their way towards the spellcasters as quickly as possible while still fighting other members of the party to get there. The troll barbarians at APLs 8 and 10 will use their Improved Bull Rush feat if possible to get to the spellcasters as quickly as possible.

Treasure:

APL 2: Loot – 24 gp

APL 4: Loot – 12 gp

APL 6: None

APL 8: Loot – 67 gp , Magic – 4 *skull talismans of resist energy – fire* (25 gp each per PC), 16 *skull talismans of cure light wounds* (4 gp each per PC)

APL 10: Loot – 88 gp , Magic – 3 *skull talismans of resist energy – fire* (25 gp each), 3 *rings of protection +1* (167 gp each), 12 *skull talismans of cure light wounds* (4 gp each)

APL 12: Loot – 550 gp

Troubleshooting: If the party rested at all since entering the Troll Fens, change this encounter to indicate that the group of creatures has moved on, and allow the party to track them down. If the party is forced to track them down, the judge should set the encounter in an appropriate location.

If this is the case, the humanoids who were at this camp will have hidden the tracks of the leaders, who left a day earlier than the rest of the camp. The second DC in the table below is for the leaders' tracks. All DCs are +1 for each day the party rested or delayed their journey.

The DCs to track the party of humanoids if they have moved on from their hill encampment is as follows:

APL	Camp Minion DC	Camp Leader DC
2	9	14
4	8	13
6	8	13
8	7	13
10	8	13
12	9	14

*+1 DC per each day the party rested/delayed

If the PCs did not make it to the encampment before the humanoids left and cannot track or draw on Divination magic to gain clues, Defrin may provide a couple of clues to get them back on track from here. If Defrin can be made lucid again with a Diplomacy check DC 20 or a Heal check DC 20 and the PCs ask him where the trolls come from, he can tell them they always come from the north and they always go back to the north. This should lead the PCs to the bog from the Development section below. If they cannot make him lucid, he will eventually appear wearing several large furs that might have been worn by trolls judging from the smell. If the PCs ask him where he got the furs, he will show them to a trail of camping supplies that trail off in an easterly direction for about thirty feet before ending in a discarded old sack. If PCs follow this trail, they can make new Track and Search checks to locate the tracks of the camp's minions from this encounter for every hour of travel. The check DC becomes 1 higher for every two failed checks cumulatively from the first check near the trail of goods afterwards.

If the PCs do not pick up on any of the clues presented here, they fail in their mission, so proceed to Conclusion A. You should not interfere in this outcome. If the PCs delayed getting here in order to heal or for other reasons, this failure is the consequence of their actions.

Development: If the party arrived at the encampment on the first day after entering the Troll Fens, there is a trail leading away from the camp that the party can

follow with an easy Survival check (DC 5); with so low a DC, Search could also be used. Proceed to Encounter Six.

After a mile, the trail leads into a not-yet-frozen bog. There is a post in the ground on the initial side of the bog where the PCs are originally located. The bog is over ten feet deep and is more a muddy, sluggish river than a bog; it is fifty feet wide. On the far side of the bog-river, the tracks continue for another mile and then end. This is a false trail laid by the leaders as they fled. A Track check DC 16 will reveal the hidden trail of the single creature that made the false trail leading back to the bog. A Search check DC 10 will reveal that someone has moved the snow around near where the trail ends. (The post looks like it could be used to tie off a boat or raft if anyone asks, but do not volunteer this information freely and there is no watercraft in view.)

If the party searches the same side of the bog they have ended up on, about two miles east (the bog extends east/west), they will find a pile of cut logs stacked rather haphazardly. A DC 15 Craft (anything wood related) or a DC 15 Profession (woodworker) check will reveal the pile of trees to actually be a large raft that has been smashed apart. The players themselves may actually make this logical leap about the pile of logs and that is permissible.

If the PCs Search the area, they will find the tracks of several huge reptiles moving away from the area. It appears as if the creatures suddenly appeared from nowhere and then moved away from the area headed north. The spellcaster the PCs are tracking used a powerful *scroll of summon monster* to summon enough fiendish giant crocodiles to carry his party away from here. The tracks of the humanoids have been trampled by the giant crocodiles at the behest of the conjurer, so no humanoid tracks remain.

The tracks of the crocodiles end about two hundred yards to the northeast, where the humanoid tracks begin again and can once again be followed with a DC 5 Track check. The trail of the alligators suddenly disappears and there are several impressions in the snow and then the tracks begin from there and lead north.

If the party rests after this encounter, they might lose the leaders' tracks, as a heavy snow falls overnight. The Track DC is increased by 10 in that case, so only a PC with the Track feat can follow the trail. Proceed to Encounter Seven if the PCs follow the trail of the leaders. If the PCs lose the trail, proceed to Conclusion A.

Encounter Seven: Trolls on the Run

This encounter occurs if the party successfully follows the trail of the leaders from the camp. The trail leads 5 miles from the camp if the party leaves directly after the fight with the minions and they did not rest on the way

to the encampment. If the party rested at any time or delayed getting to this Encounter in other ways, the distance from the camp should be modified based upon the speed of the leaders and the speed of the party.

Again, if Defrin is with the party and not appropriately subdued, the trolls will be aware of the party's approach and the judge may change their tactics appropriately. At APLs 2 and 4, all of the creatures are wrapped in heavy cloaks and furs, making it hard to distinguish what type of creatures they are. This should be included in the description at these APLs. Read or paraphrase the following:

You have been following the trail of your quarry deep into the Fens to the north towards the Rakers. It has taken several hours to track them through their clever deceptions, but somehow you have managed to continue on the trail. Now you can hear voices up ahead speaking in some throaty and bestial language. The voices are probably less than one hundred feet ahead of you, but the dense frozen foliage and snowdrifts in this portion of the Fens are obscuring your vision of what is ahead.

The language is Gnoll at APL 2, Goblin at APL 4, and Giant at all other APLs (check if any PC can understand it) and is mostly conversation about the displeasure the king will have with them for having to abandon the outpost, but he should be happy they killed the shiny one (that is, Tristan) finally after so many years.

The group of monsters will be encountered at a base of 100 feet from the party when they first hear them. This distance can be changed based on the Listen checks of the PCs. The DC to hear the trolls at 100 feet is 10; for each point above 10 by which the Listen check succeeds, the party is 10 feet farther out from the monsters. For each point below DC 10, the party is 10 feet closer to the monsters. The monsters may make the same Listen checks to adjust the distance they notice the party at. If the party begins casting spells without some kind of precautions to hide their presence, the monsters will hear them and be able to prepare as well.

If the party is stealthy enough, they may be able to gain surprise. This is okay, but do not allow auto-surprise for the party any more than you should for creatures.

Creatures:

APL 2 (EL 4)

➤ **Gnolls (2):** hp 11 each; see *Monster Manual* page 130.

➤ **Krezh'Kazh'Kip:** hp 28; see *Combat Appendix* APL 2.

APL 4 (EL 7)

➤ **Bugbears (3):** hp 16 each; see *Monster Manual* page 29.

🔥 **Troll Sorcerer (APL 4 version):** hp 78; see Combat Appendix APL 4.

APL 6 (EL 9)

🔥 **Ice Troll (2):** hp 63 each; see Special Rules.

🔥 **Troll Sorcerer (APL 6 version):** hp 105; see Combat Appendix APL 6.

APL 8 (EL 11)

🔥 **Ice Troll (4):** hp 63 each; see Special Rules.

🔥 **Ice Troll Sorcerer (APL 8 version):** hp 105; see Combat Appendix APL 8.

APL 10 (EL 13)

🔥 **Ice Troll Barbarian (2):** hp 121 each; see Special Rules.

🔥 **Ice Troll Sorcerer (APL 10 version):** hp 132; see Combat Appendix APL 10.

APL 12 (EL 15)

🔥 **War Trolls (2):** hp 162 each; see Special Rules. These war trolls are neutral evil, not lawful evil.

🔥 **Ice Troll Sorcerer (APL 12 version):** hp 141; see Combat Appendix APL 12.

Tactics: As soon as the monsters notice the party, all but the leader (the troll sorcerer) will rush forward to attack.

The sorcerer evaluates the threat that each PC poses, seeing damage-dealing spellcasters as the most dangerous. He will move forward with the rest of his group, but stay at least 20 feet behind his rear melee fighter. Once he has determined who the spellcasters are, he will use his spells to remove them from the fight as quickly as possible. After dealing with the spellcasters, he will assist the warriors to deal with the massive fighters and then the healers as appropriate.

The judge may adjust these tactics as necessary to compensate for the actions of the party. These creatures are intelligent and have been well trained to do battle.

Treasure:

APL 2: Loot – 12 gp, Magic – *scroll of mirror image* (13 gp per PC), *scroll of protection from arrows* (13 gp), *scroll of resist energy – fire* (13 gp), 2 *scrolls of summon monster I* (2 gp each)

APL 4: Loot – 6 gp, Coin – 100 gp, Magic – *scroll of mirror image* (13 gp), *scroll of protection from arrows* (13 gp), *scroll of resist energy – fire* (13 gp), 2 *scrolls of summon monster I* (2 gp)

APL 6: Coin – 100 gp, Magic – *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), *dust of tracelessness* (21 gp)

APL 8: Coin – 100 gp, Magic – *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), *dust of tracelessness* (21 gp)

APL 10: Loot – 58 gp, Coin – 100 gp, Magic – 2 *skull talisman of resist energy – fire* (25 gp each), 3 *rings of protection +1* (167 gp each), 8 *skull talismans of cure light wounds* (4 gp each), *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), *dust of tracelessness* (21 gp), *skull talisman of cure moderate wounds* (25 gp)

APL 12: Loot – 550 gp, Coin – 100 gp, Magic – *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp), *dust of tracelessness* (21 gp), *skull talisman of cure moderate wounds* (25 gp), *wand of magic missiles* (5th level) (313 gp), 3 *skull talismans of cure light wounds* (4 gp each)

Additionally, the troll sorcerer has two scrolls of rare spells, as noted on the AR under “Found in the Luggage”.

Tristan's Encoded Journal

Should the party defeat or capture the leader, they will be able to recover Tristan's journal. The journal is written in code, a variant on Celestial. His use of code prevents spells alone from deciphering his journal. Anyone who knows Celestial will recognize the characters in the book, but not necessarily the content. The code is unique, being a personal code of Tristan that he developed over many years to record his life. There are only two people who know how to decipher the code: the late Maximillian Thace (former Prelate of Ogburg, and a close friend and spiritual advisor to Tristan) and the troll monk Bhugtru, though even Bhugtru cannot fully understand the code because he cannot read Celestial. A successful Decipher Script check (DC 25) will allow enough of an understanding of the code to begin translation if the PC can read Celestial, but deciphering all of the text will take weeks.

There are two other papers tucked into the journal: a map and a letter. The map, drawn by Tristan and annotated in Celestial, shows the Troll Fens, the Griff Mountains to the north, a mark for what Tristan believed to be the lair of the Troll King, several trails to the lair and other troll outposts, and warnings of unsafe terrain (quicksand and deep bogs). The letter is written in Giant and it is from Bhugtru, the troll monk. If any PC can understand Giant, give out Player Handout #1: Bhugtru's Letter.

Development: Proceeding to the location marked on the map is not within the boundaries of this scenario and will be pursued in the next scenario in this series. Likewise, although the troll sorcerer knows of the powerful ice troll that killed Tristan Spencer, this scenario does not deal with him. The sorcerer does know this troll's name though, but would not normally share it with anyone; the name is Fraz'keldrak. He is the Troll King's chief lieutenant and has served as such, since shortly after the failure of the Troll Invasion of the Pale in CY 593. (This was depicted in the Troll Battle Interactive at RAGECon 2003.)

From here, proceed to Conclusion B or C depending on whether the party takes this information to Captain Milecia Garandeau of the Pale Patrol.

Any PC who wishes to decode the journal, can assist the Pale Diplomatic Corps to do so. It requires a combination of Decipher Script and knowledge of Celestial to decode. *Read magic* will not work on the journal as it is not magical in nature. *Comprehend languages* will not work as it is not a language but an encrypted text, although this will reveal the use of Celestial.

Conclusion A

The party reached the troll outpost too late and never caught the leaders. Adjust the text as appropriate if the party did not recover *Seneton*. Read or paraphrase the following:

You have defeated the denizens of the troll outpost, but they had no valuable information for you to bring back.

You can at least be assured in the knowledge that you have avenged Tristan Spencer and recovered his sword Seneton.

Captain Garandeau was pleased with your efforts and paid for your services. She secured further rewards for you for recovering Seneton. If the need arises, she will call on you again.

Proceed to Conclusion for All.

Conclusion B

Read or paraphrase this conclusion to the party if they caught the troll outpost's leaders, but did not share the information they found with the Palish authorities. Adjust the text as appropriate if the party did not recover *Seneton*.

You have returned to Rakervale after having defeated the troll outpost. The information could prove invaluable if it can be deciphered, but you have decided to keep this information to yourself.

Captain Garandeau was happy with your performance just the same, but disappointed that you were unable to recover any information relevant to the Troll King's machinations. She paid you the agreed-upon amount for your services, but you did not receive the bonus for providing information.

She was elated that you had recovered Seneton, though, and she arranged for an additional reward for you for this service.

Proceed to Conclusion for All.

Conclusion C

This conclusion is for parties that defeat the troll outpost's leadership and return Tristan's journal to Captain Garandeau. Alter the text as appropriate if *Seneton* was not recovered. Read or paraphrase the following:

You have returned to Rakervale and spoken to Captain Garandeau. She was elated with the information you were able to recover even if it is in code and paid you for your services as well as giving you the bonus you earned for returning Tristan's journal.

Captain Garandeau was even more elated when you presented her with Seneton, and she arranged a further reward for you from the Church of the One True Path.

She assured you that the journal would be deciphered and translated by the Pale Diplomatic Corps and the Church of the One True Path, so the information could be used to complete Tristan Spencer's quest to stop the Troll King, even after his death.

Proceed to Conclusion for All.

Conclusion for All

This conclusion is for all parties no matter what the outcome of their mission was. It is the beginning of the memorial service for Tristan Spencer. Read or paraphrase the following:

You have returned from the Troll Fens and waiting for you at the Pious Pilgrim were letters for each of you inviting you to a solemn event, the memorial services of Tristan Spencer, to be held in one week.

You gather in the Temple of the Shining Snow with clergy, citizens, and heroes from all across the Pale. At the door of the Prelatal Temple, a company of Church Militant and four companies of Pholtan Knights Valorous stood ready to defend the temple. A single acolyte asked you to leave your weapons and any other items of battle outside with him.

Presiding over the ceremony inside is the Supreme Theocrat, Theocrat Theoman Baslett, and surrounding him are the ten Prelates of the Pale: Andon Kavelle of Stradsett, Anonsis of Landrigard, Carindrell of Hatherleigh, Elias Etrason of Hawkburgh, Filias Farsonol of Calbut, Malvern Fenn of Rakervale, Rakim Thundershard of Holdworthy, Sarynn Reddick of Wintershiven, Sental Tekis of Ogburg, and Zacktinerim of Eltison. They stand in a semicircle together around the altar and the body of Tristan Spencer. The event calls to mind the funeral of Tristan's mentor, the late

Prelate Maximillian Thace of Ogburg, who fell in battle two years ago.

Before the prelates stand several of the most prestigious citizens of the Pale: chief monk Abel Aardahl; graceful librarian Aino Joukahainen; Supreme Commander Avern of the Knights Valorous; dwarf hero Dorjan Oldrich; the twin Stoneholder woman-warriors Eagle Eye and Raven; the zealous Grishken; Jaramai Twist, Rose of the Phostwood; High Seer Jarret Beak, looking ill at ease; General Kiana Gunnhild; Governor Louis Phillip Gastón II; Milamber (though he is no longer the Theocrat's arcane advisor); Cardinal-Commander Reifus of the Church Militant; and Celestial General Sloan Burgos. Mysteriously missing is Tristan's loyal companion, the Pholtan troll monk Bhugtru.

The generals of the Prelatal Army lead the procession, followed by the heroes of the Pale, and then the common citizens. All have their heads bowed in solemn silence.

Theocrat Baslett begins the ceremony with a prayer, "Blessed Pholtus, you have always guided your loyal servant Tristan through his life. You led him to follow a greater destiny than he had chosen for himself and he has done great services for your people. We ask that once more you lead him along his path and guide him safely to the land of eternal sun, where the dual darkness of Chaos and Evil will never trouble him again."

The Theocrat raises his head and as he does so, he steps back and each prelate follows the Theocrat in turn. Each says his or her own prayer to Pholtus, thanking him for the strong arm of Tristan Spencer over the years and beseeching him to guide Tristan to his final home beside Pholtus. As the last of the Prelates finishes speaking, others begin to move up and pray, some in silence, others openly, or just say a few words, as all say their farewells to Tristan Spencer.

As your turn comes to move towards the altar, only you know what you will say or even if you will speak aloud or keep your farewells to yourself.

Allow each PC to take a turn in the procession at this point. They do not have to be a faithful Pholtan to do so. The ceremony is for all to honor Tristan.

As you leave the altar and file out the golden doors of the temple, you see arrayed in the courtyard a host of soldiers, their swords raised in tribute as they face the temple. Many heroes of the Pale stand among the soldiers.

Finally six acolytes exit the temple carrying Tristan's body reverently to the funeral wagon being driven by Garreth, the young Champion of the Pale. A group of knights from each of the four orders of

Pholtan Knights immediately falls in before or behind the wagon. The Order of the Sun leads the procession, the Orders of Luna and of Celene hold the middle, while the Order of the New Moon brings up the rear. The crowd follows the procession and begins to thin as it nears the western gate of the city and travels out of it.

As you follow the procession out the gates, hundreds of Prelatal Lancemen fall into line as the procession makes its way to Wintershiven to give Tristan his final rest.

At the end of the scenario, please encourage any player who wishes to do so to leave his personal eulogy to Tristan on the Pale's in-character message board.

The PCs earn several favors, noted on the AR.

If the PCs found Tristan's journal, any PCs who spend an extra 2 TU to help decode it gain an additional favor noted on the AR.

If the PCs found *Seneton* but chose to keep it rather than return it to the Church, they cannot keep it. One way or another, they instead earn the dishonorable condition "Stole *Seneton*", noted on the AR.

Finally, any PC who wears a Bracelet of the North (received in PAL4-o8 Winters Past) feels its magic change:

Your magic bracelet burns against your wrist again. The string of dragonscales remains bound to your skin but you can feel that its ward against fire has faded. The chill that was once your ally, your shield against hurtful heat, has now lost its comfort. Along with the rest of the Pale, you lie in the icy grip of a true Troll Winter.

The End

Critical Events Summary

Please e-mail the answers to the following questions to Donovan Hicks at rincewindtheweary@yahoo.com with the subject line Troll Winter Results:

1. Was *Seneton* recovered?
2. What did the PCs do with *Seneton*?
3. Was Tristan's journal recovered?
4. Did any PCs die permanently in this adventure? Who were they?
5. What did the party do with Defrin?
6. Did anyone stay to help decode the journal? What PC?

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 Three

Enduring the chill of the Troll Fens

APL2 30 xp

APL4-12 no xp

Defeating the spiders or chilling fogs

APL2 90 xp

APL4 150 xp

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

Encounter Five

Defeating the monsters at the outpost

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

Encounter Six

Defeating the troll sorcerer and his minions

APL2 120 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

Story Award

Recovering *Seneton*

APL2 20 xp

APL4 25 xp

APL6 30 xp

APL8 40 xp

APL10 50 xp

APL12 70 xp

Recovering Tristan's Journal

APL2 25 xp

APL4 35 xp

APL6 50 xp

APL8 60 xp

APL10 70 xp

APL12 80 xp

Discretionary roleplaying award

APL2 45 xp

APL4 75 xp

APL6 100 xp

APL8 125 xp

APL10 155 xp

APL12 165 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1,125 xp

APL10 1,350 xp

APL12 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Five: Madness in the Swamp

All APLs: Coin – Silver Bracelet 167 gp per PC; Magic – *wand of endure elements* (63 gp), *wand of shocking grasp* (63 gp)

Encounter Six: House of Trolls

APL 2: Loot – 24 gp

APL 4: Loot – 12 gp

APL 6: None

APL 8: Loot – 67 gp, Magic – 4 *skull talismans of resist energy – fire* (25 gp each), 16 *skull talismans of cure light wounds* (4 gp each).

APL 10: Loot – 88 gp, Magic – 3 *skull talismans of resist energy – fire* (25 gp each), 3 *rings of protection +1* (167 gp each), 12 *skull talismans of cure light wounds* (4 gp each).

APL 12: Loot – 550 gp

Encounter Seven: Trolls on the Run

APL 2: Loot – 12 gp, Magic – *scroll of mirror image* (13 gp), *scroll of protection from arrows* (13 gp), *scroll of resist energy – fire* (13 gp), 2 *scrolls of summon monster I* (2 gp each)

APL 4: Loot – 8 gp, Coin – 100 gp, Magic – *scroll of mirror image* (13 gp), *scroll of protection from arrows* (13 gp), *scroll of resist energy – fire* (13 gp), 2 *scrolls of summon monster I* (2 gp each)

APL 6: Coin – 100 gp, Magic – *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), *dust of tracelessness* (21 gp)

APL 8: Coin – 100 gp, Magic – *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), *dust of tracelessness* (21 gp)

APL 10: Loot – 58 gp, Coin – 100 gp, Magic – 2 *skull talisman of resist energy – fire* (25 gp each), 3 *rings of protection +1* (167 gp each), 8 *skull talismans of cure light wounds* (4 gp each), *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), *dust of tracelessness* (21 gp), *skull talisman of cure moderate wounds* (25 gp).

APL 12: Loot – 550 gp, Coin – 100 gp, Magic – *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp), *dust of tracelessness* (21 gp), *skull talisman of cure moderate wounds* (25 gp), *wand of magic missile* (5th level) (313 gp), 3 *skull talismans of cure light wounds* (4 gp each)

Conclusion

Pale Patrol pay (1 gp/level/day, assuming PC's level equal to APL, and five days' duty)

APL 2: Coin: 10 gp

APL 4: Coin: 20 gp

APL 6: Coin: 30 gp

APL 8: Coin: 40 gp

APL 10: Coin: 50 gp

APL 12: Coin: 60 gp

Reward for information from the troll lairs

All APLs: Coin: 50 gp

Total Possible Treasure

APL 2: L: 36 gp; C: 227 gp; M: 169 gp - Total: 432 gp

APL 4: L: 20 gp; C: 337 gp; M: 169 gp - Total: 526 gp

APL 6: L: 0 gp; C: 347 gp; M: 313 gp - Total: 660 gp

APL 8: L: 67 gp; C: 357 gp; M: 477 gp - Total: 901 gp

APL 10: L: 146 gp; C: 367 gp; M: 1545 gp - Total: 2058 gp

APL 6: L: 1100 gp; C: 377 gp; M: 830 gp - Total: 2307 gp

Special

Found in the Luggage: Among the belongings that had been cleared from the camp by the humanoids, you found scrolls containing the two spells: *zone of glacial cold* (Drd2, Rgr2, Sor/Wiz2), *glacial globe of invulnerability* (Clr4, Sor/Wiz3) (both spells are from the book *Frostburn*). You now have access to these two spells.

Arms of Vengeance: For avenging the death of Tristan Spencer, Dorjan Oldrich has agreed to have forged for you any single magical weapon, armor, or shield of 9000 gp or less from Tables 7-2, 7-5, 7-6, 7-9, 7-14, or 7-15 of the *Dungeon Master's Guide*. No non-Core materials (such as mithral or adamantite) are allowed.

OR

He will have one magic weapon upgraded to a +2 or +3 enhancement bonus. You may upgrade a weapon from a +1 bonus to +3, but you must pay the full cost at one time.

The PC must pay for the weapon, shield, or armor. Once used, cross off this favor.

Favor of the Pholtan Knights Valorous: The Pholtan Knights Valorous will provide a *vest of resistance* +1, +2, or +3 (Complete Arcane) for any member of the Pholtan Knights Valorous. The member must pay the normal price for the item, but may use this favor when he chooses. Each PC may purchase only one vest. Once used, cross off this favor.

Favor of the Church of the One True Path: Any member of the Church meta-org will be provided access to a *pearl of power* 1st, 2nd, or 3rd level. The PC may purchase this pearl at any time and may buy only one pearl, but must pay full price for it. Once used, cross off this favor.

Trade with the Frigdrasil Clan: You have gained access to further trade items from the Frigdrasil Clan. You have regional access to the following items: fur clothing, skates, skis and poles, snow goggles, snowshoes, and armor insulation. All items are from *Frostburn* and you must pay all costs associated with the items.

Recovered *Seneton*: For your having recovered *Seneton*, the Church of the One True Path will grant you one free spell cast by an NPC cleric with a caster level up to the level of the APL played +1, during or after any Pale Regional scenario. The spell must come from the *Player's Handbook*. The PC must pay for any material components associated with the spell, but not for the spell's casting itself. Cross off this favor when it is used.

Bracelet of the North – Changing Magic: The familiar bracelet you have been wearing seems to have changed somehow. It remains frozen to your wrist but the protective wards it once provided have faded. You no longer find yourself resistant to fire, and every time you attempt to ignite a fire, you feel a twinge of reproach. The bracelet has no doubt become cursed in some way, but its full repercussions are yet to be known.

Removing the Bracelet of the North now requires not only a *limited wish*, *wish*, or *miracle* cast by at least a 17th-level caster, but also a *remove curse* cast by at least a 17th-level caster.

Stole *Seneton*: You tried to benefit from Tristan's misfortune. You made the mistake of selling the sword to a member of the Pale Diplomatic Corps, though, and you have now been sentenced to 20 TUs in a New Dawn Camp to learn the error of your ways.

Translated the Journal: You helped the Pale Diplomatic Corps decode Tristan's journal. It took you 2 TUs to do so, but in return for your help, they have will sell you a *circlet of persuasion* or a *cloak of Charisma* +4 (or upgrade a

cloak of Charisma +2 to +4). This PC will also gain some foreknowledge in the next part of *Winter Stalks the Pale*.

Items for the Adventure Record

Item Access

APL 2-4:

wand of endure elements (Regional, DMG, 750 gp)

wand of shocking grasp (Adventure, DMG, 750 gp)

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

dust of tracelessness (Regional, DMG, 250 gp)

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

skull talisman of resist energy – fire (Adventure, *Frostburn*, 300 gp)

skull talisman of cure light wounds (Adventure, *Frostburn*, 50 gp)

APL 10 (all of APLs 2-8 plus the following):

skull talisman of cure moderate wounds (Adventure, *Frostburn*, 300 gp)

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

masterwork Large greatsword (Adventure, PHB, 400 gp)

Large breastplate (Adventure, PHB, 400 gp)

wand of magic missile (5th level) (Adventure, DMG, 3750 gp)

Special

Found in the Luggage: Among the belongings that had been cleared from the camp by the humanoids, you found scrolls containing the two spells: *zone of glacial cold* (Drd2, Rgr2, Sor/Wiz2), *glacial globe of invulnerability* (Clr4, Sor/Wiz3) (both spells are from the book *Frostburn*). You now have access to these two spells.

Arms of Vengeance: For avenging the death of Tristan Spencer, Dorjan Oldrich has agreed to have forged for you any single magical weapon, armor, or shield of 9000 gp or less from Tables 7-2, 7-5, 7-6, 7-9, 7-14, or 7-15 of the *Dungeon Master's Guide*. No non-Core materials (such as mithral or adamantite) are allowed.

OR

He will have one magic weapon upgraded to a +2 or +3 enhancement bonus. You may upgrade a weapon from a +1 bonus to +3, but you must pay the full cost at one time.

The PC must pay for the weapon, shield, or armor. Once used, cross off this favor.

Favor of the Pholtan Knights Valorous: The Pholtan Knights Valorous will provide a *vest of resistance* +1, +2, or +3 (Complete Arcane) for any member of the Pholtan

Knights Valorous. The member must pay the normal price for the item, but may use this favor when he chooses. Each PC may purchase only one vest. Once used, cross off this favor.

Favor of the Church of the One True Path: Any member of Church meta-org will be provided access to a *pearl of power* 1st, 2nd, or 3rd level. The PC may purchase this pearl at any time and may buy only one pearl, but must pay full price for it. Once used, cross off this favor.

Trade with the Frigdrasil Clan: You have gained access to further trade items from the Frigdrasil Clan. You have regional access to the following items: fur clothing, skates, skis and poles, snow goggles, snowshoes, and armor insulation. All items are from *Frostburn* and you must pay all costs associated with the items.

Bracelet of the North – Changing Magic: The familiar bracelet you have been wearing seems to have changed somehow. It remains frozen to your wrist but the protective wards it once provided have faded. You no longer find yourself resistant to fire, and every time you attempt to ignite a fire, you feel a twinge of reproach. The bracelet has no doubt become cursed in some way, but its full repercussions are yet to be known.

Removing the Bracelet of the North now requires not only a *limited wish*, *wish*, or *miracle* cast by at least a 17th-level caster, but also a *remove curse* cast by at least a 17th-level caster.

Recovered *Seneton*: For your having recovered *Seneton*, the Church of the One True Path will grant you one free spell cast by an NPC cleric with a caster level up to the level of the APL played +1, during or after any Pale Regional scenario. The spell must come from the PHB. The PC must pay for any material components associated with the spell, but not for the spell's casting itself. Cross off this favor when it is used.

Stole *Seneton*: You tried to benefit from Tristan's misfortune. You made the mistake of selling the sword to a member of the Pale Diplomatic Corps, though, and you have now been sentenced to 20 TUs in a New Dawn Camp to learn the error of your ways.

Translated the Journal: You helped the Pale Diplomatic Corps decode Tristan's journal. It took you 2 TUs to do so, but in return for your help, they have will sell you a *Circlet of Persuasion* or a *cloak of Charisma* +4 (or upgrade a *cloak of Charisma* +2 to +4). This PC has also gained some foreknowledge for the next part of Winter Stalks the Pale.

Combat Appendix – APL 2

Encounter Six

Krezh'Kazh'Kip: Male troll-runt Sor1; CR 3; Medium Giant; HD 2d8+1d4+12; hp 28; Init +4; Spd 30 ft.; AC 17, touch 14, flat-footed 13 [+4 Dex, +3 natural, +4 mage armor not included]; Base Atk/Grp: +1/+1; Atk +1 melee (1d4, claw); Full Atk +1/+1 (1d4, 2 claws) and -4 melee (1d4, bite); SA Rend 2d4, spells; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +7, Ref +4, Will +4; Str 10, Dex 18, Con 18, Int 10, Wis 10, Cha 19.

Skills and Feats: Concentration +6, Listen +5, Spot +5; Iron Will, Point Blank Shot.

Languages: Giant, Gnoll.

Sorcerer Spells Known (see Appendix 1 for new spells):

0 (5/day) – *acid splash* (No Save, +6 ranged touch with Point Blank Shot), *daze* (Will DC 14), *detect magic*, *ray of frost* (No Save, +6 ranged touch with Point Blank Shot).

1st (4/day) – *lesser orb of cold* (No Save, +6 ranged touch with Point Blank Shot), *mage armor*.

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

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

Possessions: *Scroll of mirror image*, *scroll of protection from arrows*, *scroll of resist energy – fire*, 2 *scrolls of summon monster I*, robe, spell component pouch.

Description: This troll is a rare occurrence in the troll culture: he is a runt. He looks almost unhealthy when seen without the hooded, deep-green robes that he wears. He suffers from a rare form of trollish dwarfism, which has stunted his growth as well as his muscular development. This makes him much shorter (about 7 feet tall) and weaker, but he was born with the innate abilities of a sorcerer and charisma well beyond the range of most trolls, which have kept him alive in the harsh troll society he dwells in.

He is also a personal favorite of the Troll King, who admires the way the little guy is managing to survive in troll society and has rewarded him with a command of a small group of gnolls.

Encounter Six

Troll Sorcerer (APL 4 version): Male troll Sor1; CR 6; Large Giant; HD 6d8+1d4+42; hp 78; Init +3; Spd 30 ft.; AC 17, touch 12, flat-footed 14 [-1 size, +3 Dex, +5 natural, +4 mage armor not included]; Base Atk/Grp: +4/+12; Atk +7 melee (1d6+4, claw); Full Atk +7/+7 melee (1d6+4, 2 claws) and +2 melee (1d6+2, bite); SA Rend 2d6+6, spells; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +5, Will +6; Str 18, Dex 16, Con 22, Int 10, Wis 10, Cha 14.

Skills and Feats: Concentration +8, Listen +11, Spot +11; Alertness, Iron Will, Point Blank Shot.

Languages: Giant, Goblin.

Sorcerer Spells Known (see Appendix 1 for new spells):

0 (5/day) – *acid splash* (No Save, +7 ranged touch with Point Blank Shot), *daze* (Will DC 12), *detect magic*, *ray of frost* (No Save, +7 ranged touch with Point Blank Shot).

1st (4/day) – *lesser orb of cold* (No Save, +7 ranged touch with Point Blank Shot), *mage armor*.

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

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

Possessions: *Scroll of mirror image*, *scroll of protection from arrows*, *scroll of resist energy – fire*, 2 *scrolls of summon monster I*, robe, spell component pouch, 600 gp worth of amber.

Description: This troll, like all of the troll sorcerers, wears deep hooded evergreen robes that hide his features. He is weaker than an average troll, but his magic makes up for the loss of physical power.

Encounter Six

Troll Sorcerer (APL 6 version): Male troll Sor4; CR 7; Large Giant; HD 6d8+4d4+60; hp 105; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 [-1 size, +3 Dex, +5 natural, +1 bracers, +3 mage armor not included (+4 does not stack with bracers)]; Base Atk/Grp: +6/+14; Atk +9 melee (1d6+4, claw); Full Atk +9/+9 melee (1d6+4, 2 claws) and +4 melee (1d6+2, bite); SA Rend 2d6+6, spells; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +13, Ref +7, Will +9; Str 18, Dex 16, Con 22, Int 10, Wis 10, Cha 15.

Skills and Feats: Concentration +14, Listen +11, Spot +11; Alertness, Iron Will, Point Blank Shot, Spell Focus (Conjuration).

Languages: Giant, Goblin.

Sorcerer Spells Known (see Appendix 1 for new spells):

0 (6/day) – *acid splash* (No Save, +9 ranged touch or +10 with Point Blank Shot), *dancing lights*, *daze* (Will DC 12), *detect magic*, *ray of frost* (No Save, +9 ranged touch or +10 with Point Blank Shot), *touch of fatigue* (Fort DC 12, +9 touch attack).

1st (7/day) – *lesser orb of cold* (No Save, +9 ranged touch or +10 with Point Blank Shot), *mage armor*, *summon monster I*.

2nd (4/day) – *glitterdust* (Will DC 15).

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

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

Possessions: Bracers of armor +1, cloak of resistance +1, dust of tracelessness, robe, spell component pouch, 600 gp worth of amber.

Description: This troll, like all of the troll sorcerers, wears deep hooded evergreen robes that hide his features. He is weaker than an average troll, but his magic makes up for the loss of physical power.

Combat Appendix – APL 8

Languages: Giant, Goblin.

Sorcerer Spells Known (see Appendix 1 for new spells):

0 (6/day) – *acid splash* (No Save, +9 ranged touch or +10 with Point Blank Shot), *dancing lights*, *daze* (Will DC 12), *detect magic*, *ray of frost* (No Save, +9 ranged touch or +10 with Point Blank Shot), *touch of fatigue* (Fort DC 12, +9 touch attack).

1st (7/day) – *lesser orb of cold* (No Save, +9 ranged touch or +10 with Point Blank Shot), *mage armor*, *summon monster I*.

2nd (4/day) – *glitterdust* (Will DC 15).

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

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

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

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

Rend (Ex): If an ice troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

Possessions: *Bracers of armor +1*, *cloak of resistance +1*, *dust of tracelessness*, robe, spell component pouch, 600 gp worth of amber.

Description: This ice troll, like all of the troll sorcerers, wears deep hooded evergreen robes that hide his features. As an ice troll, he has white skin. He is weaker than an average ice troll, but his magic makes up for the loss of physical power.

Encounter Five

Troll Barbarian (APL 8 version): Male troll Bbn1; CR 6; Large Giant; HD 6d8+1d12+49; hp 89; Init +3; Spd 30 ft. in scale mail (base 40 ft.); AC 21, touch 12, flat-footed 18 [-1 size, +3 Dex, +4 scale, +5 natural]; Base Atk/Grp: +5/+17; Atk +12 melee (1d6+8, claw); Full Atk +12/+12 melee (1d6+8, 2 claws) and +7 melee (1d6+4, bite); SA Rend 2d6+12; SQ Darkvision 90 ft., low-light vision, rage 1/day, regeneration 5, scent; AL CE; SV Fort +14, Ref +5, Will +4; Str 27, Dex 16, Con 25, Int 6, Wis 10, Cha 4.

Rage Stats: hp 103; AC 19, touch 10, flat-footed 16; Base Atk/Grp: +5/+19; Atk +14 melee (1d6+10, claw); Full Atk +14/+14 melee (1d6+10, 2 claws) and +9 melee (1d6+5, bite); SA Rend 2d6+15; Fort +16, Will +6; Str 31, Con 29.

Skills and Feats: Listen +8, Spot +7; Alertness, Iron Will, Track.

Languages: Giant.

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

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

Possessions: Masterwork scale mail, *skull talisman of resist energy – fire*, 4 *skull talismans of cure light wounds*.

Encounter Six

Ice Troll Sorcerer (APL 8 version): Male ice troll Sor4; CR 8; Large Giant; HD 6d8+4d4+60; hp 105; Init +3; Spd 30 ft.; AC 21, touch 12, flat-footed 18 [-1 size, +3 Dex, +8 natural, +1 bracers, +3 mage armor not included (+4 does not stack with bracers)]; Base Atk/Grp: +6/+14; Atk +9 melee (1d6+4 plus 1d4 cold, claw); Full Atk +9/+9 melee (1d6+4 plus 1d4 cold, 2 claws) and +4 melee (1d6+2 plus 1d4 cold, bite); SA chill, rend 2d6+6 plus 1d4 cold, spells; SQ Darkvision 90 ft., cold immunity, icewalking, low-light vision, regeneration 5, scent; AL CE; SV Fort +13, Ref +7, Will +9; Str 18, Dex 16, Con 22, Int 10, Wis 10, Cha 15.

Skills and Feats: Concentration +14, Listen +11, Spot +11; Alertness, Iron Will, Point Blank Shot, Spell Focus (Conjuration).

Combat Appendix – APL 10

Encounter Five

Troll Barbarian (APL 10 version): Male troll Bbn4; CR 9; Large Giant; HD 6d8+4d12+70; hp 121; Init +3; Spd 30 ft. in breastplate (base 40 ft.); AC 23, touch 13, flat-footed 23 (uncanny dodge) [-1 size, +3 Dex, +5 breastplate, +5 natural, +1 deflection]; Base Atk/Grp: +8/+21; Atk +16 melee (1d6+9, claw); Full Atk +16/+16 melee (1d6+9, 2 claws) and +11 melee (1d6+4, bite); SA Rend 2d6+13; SQ Darkvision 90 ft., low-light vision, rage 2/day, regeneration 5, scent, trap sense +1, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +16, Ref +6, Will +5; Str 28, Dex 16, Con 25, Int 6, Wis 10, Cha 4.

Rage Stats: hp 141; AC 21, touch 11, flat-footed 21; Base Atk/Grp: +8/+23; Atk +18 melee (1d6+11, claw); Full Atk +18/+18 melee (1d6+11, 2 claws) and +13 melee (1d6+5, bite); SA Rend 2d6+16; Fort +18, Will +7; Str 32, Con 29.

Skills and Feats: Listen +12, Spot +5; Improved Bull Rush, Iron Will, Power Attack, Track.

Languages: Giant.

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

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+13 points of damage and 1d4 points of cold damage.

Possessions: Masterwork breastplate, *skull talisman of resist energy – fire*, *ring of protection +1*, 4 *skull talismans of cure light wounds*.

Encounter Six

Ice Troll Barbarian (APL 10 version): Male ice troll Bbn4; CR 10; Large Giant; HD 6d8+4d12+70; hp 121; Init +3; Spd 30 ft. in breastplate (base 40 ft.); AC 26, touch 13, flat-footed 26 (uncanny dodge) [-1 size, +3 Dex, +5 breastplate, +8 natural, +1 deflection]; Base Atk/Grp: +8/+21; Atk +16 melee (1d6+9 plus 1d4 cold, claw); Full Atk +16/+16 melee (1d6+9 plus 1d4 cold, 2 claws) and +11 melee (1d6+4 plus 1d4 cold, bite); SA Rend 2d6+13 plus 1d4 cold, chill; SQ Darkvision 90 ft., cold immunity, icewalking, low-light vision, rage 2/day, regeneration 5, scent, trap sense +1, uncanny

dodge (Dex bonus to AC); AL CE; SV Fort +16, Ref +6, Will +5; Str 28, Dex 16, Con 25, Int 6, Wis 10, Cha 4.

Rage Stats: hp 141; AC 24, touch 11, flat-footed 24; Base Atk/Grp: +8/+23; Atk +18 melee (1d6+11, claw); Full Atk +18/+18 melee (1d6+11 plus 1d4 cold, 2 claws) and +13 melee (1d6+5 plus 1d4 cold, bite); SA Rend 2d6+16 plus 1d4 cold; Fort +18, Will +7; Str 32, Con 29.

Skills and Feats: Listen +12, Spot +5; Improved Bull Rush, Iron Will, Power Attack, Track.

Languages: Giant.

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

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

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

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

Rend (Ex): If an ice troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+13 points of damage and 1d4 points of cold damage.

Possessions: Masterwork breastplate, *skull talisman of resist energy – fire*, *ring of protection +1*, 4 *skull talismans of cure light wounds*.

Ice Troll Sorcerer (APL 10 version): Male ice troll Sor7; CR 10; Large Giant; HD 6d8+7d4+78; hp 132; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19 [-1 size, +3 Dex, +8 natural, +1 bracers, +1 deflection, +3 mage armor not included (+4 does not stack with bracers)]; Base Atk/Grp: +7/+15; Atk +10 melee (1d6+4 plus 1d4 cold, claw); Full Atk +10/+10 melee (1d6+4 plus 1d4 cold, 2 claws) and +5 melee (1d6+2 plus 1d4 cold, bite); SA chill, rend 2d6+6 plus 1d4 cold, spells; SQ Darkvision 90 ft., cold immunity, icewalking, low-light vision, regeneration 5, scent; AL CE; SV Fort +14, Ref +8, Will +10; Str 18, Dex 16, Con 22, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +20, Listen +11, Spot +11; Alertness, Iron Will, Point Blank Shot, Precise Shot, Spell Focus (Conjuration).

Languages: Giant, Goblin.

Sorcerer Spells Known (see Appendix 1 for new spells):

0 (6/day) – *acid splash* (No Save, +9 ranged touch or +10 with Point Blank Shot), *dancing lights*, *daze* (Will DC 13), *detect magic*, *ghost sound* (Will DC 13), *ray of frost* (No Save, +9 ranged touch or +10 with Point Blank Shot), *touch of fatigue* (Fort DC 13, +10 touch attack).

1st (7/day) – *grease* (Ref DC 15), *lesser orb of cold* (No Save, +9 ranged touch or +10 with Point Blank Shot), *mage armor*, *obscuring mist*, *summon monster I*.

2nd (7/day) – *glitterdust* (Will DC 16), *summon monster II*, *zone of glacial cold* (Fort DC 16).

3rd (5/day) – *bands of steel* (Ref DC 17), *glacial globe of invulnerability*.

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

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

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

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

Rend (Ex): If an ice troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage and 1d4 points of cold damage.

Possessions: Bracers of armor +1, cloak of resistance +1, ring of protection +1, dust of tracelessness, skull talisman of cure moderate wounds, robe, spell component pouch, 600 gp worth of amber.

Description: This ice troll, like all of the troll sorcerers, wears deep hooded evergreen robes that hide his features. As an ice troll, he has white skin. He is weaker than an average ice troll, but his magic makes up for the loss of physical power.

Combat Appendix – APL 12

Encounter Six

Ice Troll Sorcerer (APL 12 version): Male ice troll Sor8; CR 11; Large Giant; HD 6d8+8d4+84; hp 141; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19 [-1 size, +3 Dex, +8 natural, +1 bracers, +1 deflection, +3 mage armor not included (+4 does not stack with bracers)]; Base Atk/Grp: +8/+16; Atk +11 melee (1d6+4 plus 1d4 cold, claw); Full Atk +11/+11 melee (1d6+4 plus 1d4 cold, 2 claws) and +6 melee (1d6+2 plus 1d4 cold, bite); SA chill, rend 2d6+6 plus 1d4 cold, spells; SQ Darkvision 90 ft., cold immunity, icewalking, low-light vision, regeneration 5, scent; AL CE; SV Fort +14, Ref +8, Will +11; Str 18, Dex 16, Con 22, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +22, Listen +11, Spot +11; Alertness, Iron Will, Point Blank Shot, Precise Shot, Spell Focus (Conjuration).

Languages: Giant, Goblin.

Sorcerer Spells Known (see Appendix 1 for new spells):

0 (6/day) – *acid splash* (No Save, +10 ranged touch or +11 with Point Blank Shot), *dancing lights*, *daze* (Will DC 13), *detect magic*, *ghost sound* (Will DC 13), *ray of frost* (No Save, +10 ranged touch or +11 with Point Blank Shot), *resistance*, *touch of fatigue* (Fort DC 13, +11 touch attack).

1st (7/day) – *grease* (Ref DC 15), *lesser orb of cold* (No Save, +10 ranged touch or +11 with Point Blank Shot), *mage armor*, *obscuring mist*, *summon monster I*.

2nd (7/day) – *glitterdust* (Will DC 16), *summon monster II*, *zone of glacial cold* (Fort DC 16).

3rd (6/day) – *bands of steel* (Ref DC 17), *glacial globe of invulnerability*.

4th (3/day) – *orb of cold* (Fort DC 18, +10 ranged touch or +11 with Point Blank Shot).

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

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

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

Regeneration (Ex): Fire and acid deal normal damage to an ice troll. If an ice troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The

creature can reattach the severed member instantly by holding it to the stump.

Rend (Ex): If an ice troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage and 1d4 points of cold damage.

Possessions: *Bracers of armor +1*, *cloak of resistance +1*, *ring of protection +1*, *dust of tracelessness*, *skull talisman of cure moderate wounds*, *wand of magic missile* (5th level) (50 charges), 3 *skull talismans of cure light wounds*, robe, spell component pouch.

Description: This ice troll, like all of the troll sorcerers, wears deep hooded evergreen robes that hide his features. As an ice troll, he has white skin. He is weaker than an average ice troll, but his magic makes up for the loss of physical power.

Appendix I – Special Rules

New Monsters

Ice Troll

Large Giant

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

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

Combat

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

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

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

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

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

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

War Troll (from Monster Manual III pg. 181, with errata)

Large Monstrous Humanoid

Hit Dice:	12d8+108 (162 hp)
Initiative:	+7
Speed:	30 ft. in breastplate (6 squares); base speed 40 ft.
Armor Class:	31 (-1 size, +14 natural armor, +5 breastplate, +3 Dex), touch 12, flat-footed 28
Base Attack/Grapple:	+12/+26
Attack:	Masterwork greatsword +23 melee (3d6+15/19-20) or bite +21 melee (1d6+10) or masterwork composite longbow (+10 Str bonus) +15 ranged (2d6+10/x3)
Full Attack:	Masterwork greatsword +23/+18/+13 melee (3d6+15/19-20) and bite +19 melee (1d6+5); or 2 claws +21 melee (1d8+10) and bite +19 melee (1d6+5); or masterwork composite longbow (+10 Str bonus) +15/+10/+5 ranged (2d6+10/x3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Dazing blow
Special Quantities:	Damage reduction 5/adamantine, darkvision 90 ft., low-light vision, regeneration 9, scent, spell resistance 20
Saves:	Fort +13, Ref +11, Will +12
Abilities:	Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10
Skills:	Listen +11, Spot +12
Feats:	Alertness, Improved Initiative, Iron Will, Multiattack, Weapon Focus (greatsword)
Environment	Any
Organization:	Solitary, pair, or gang (3-9)
Challenge Rating:	12
Treasure:	Standard (including masterwork greatsword and masterwork composite longbow [+10 Str bonus])
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+6

This hulking creature stands upright. Although it has the feral features of a troll, its rubbery green skin has a dark, metallic tinge and it wears substantial armor. The creature holds a greatsword with ease and is clearly a skilled warrior.

These intelligent and dangerous creatures were bred specifically for war. Never without their weapons and armor, war trolls know nothing of peace, only the chaos of constant battle. They typically travel from battle to battle in mercenary bands. Like forest trolls, they are capable of sophisticated tactics that most other trolls cannot match.

Although they are now a separate variety of troll, war trolls were once ordinary trolls of unusual strength and intelligence. Gathered together by a powerful cabal of arcane spellcasters these trolls were magically engineered and augmented. They were then bred to produce soldiers of incredible power.

War trolls have a great love of magic weapons and armor, and they actively seek such equipment if it is properly sized for their frames. A typical war troll is 9 feet tall and weighs about 700 pounds.

War trolls speak Giant.

Combat

Unlike their troll kindred, war trolls are precise and methodical in combat. They trust their regenerative abilities to see them through a fight against even powerful warriors, so they focus their attention on spellcasters early in any skirmish.

Dazing Blow (Ex): The force of a war troll's blow can be overwhelming. If a war troll hits with a weapon or claw attack, the opponent must make a DC 25 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Regeneration (Ex): Unlike with their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part, the lost portion regrows in 2d4 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Chilling Fog (Living Spell) (From Monster Manual III pg. 92)

Large Ooze

Hit Dice:	9d10+18 (63 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	15 (-1 size, +1 Dex, +5 deflection), touch 15, flat-footed 14
Base Attack/Grapple:	+6/+12
Attack:	Slam +7 melee (1d6+3 plus 9d6 cold)
Full Attack:	Slam +7 melee (1d6+3 plus 9d6 cold)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Cone of cold, engulf
Special Quantities:	Blindsight 60 ft., damage reduction 10/magic, ooze traits, spell resistance 19
Saves:	Fort +10, Ref +9, Will +9
Abilities:	Str 15, Dex 12, Con 15, Int –, Wis 12, Cha 15
Skills:	–
Feats:	–
Environment	Cold marshes
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	–
Level Adjustment:	–

A thick fog bank radiates cold as it drifts toward you.

A chilling fog is a living *cone of cold* spell, subjecting its prey to deathly frost.

Combat

A chilling fog often lurks in misty areas, making it difficult to detect until it attacks.

Cone of Cold (Su): A creature hit by a chilling fog's slam attack or engulfed by it is dealt 9d6 points of cold damage (Reflex DC 17 half).

Engulf (Ex): A chilling fog can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The chilling fog merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a chilling fog, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures take 9d6 points of cold damage (Reflex DC 17 half) and are considered to be grappled.

Snow Spider (from Frostburn pg. 154)

Snow spiders are a breed of hunting spiders adapted to arctic conditions.

Snow Spider, Small Small Vermin

Hit Dice:	1d8 (4 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	15 (+1 size, +4 Dex), touch 15, flat-footed 11
Base Attack/Grapple:	0/-6
Attack:	Bite +5 melee (1d4-2 plus poison)
Full Attack:	Bite +5 melee (1d4-2 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Leap, poison
Special Quantities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +2, Ref +4, Will +0
Abilities:	Str 7, Dex 18, Con 11, Int -, Wis 10, Cha 2
Skills:	Climb +12, Hide +12*, Jump +24, Spot +8
Feats:	Spring Attack(B), Weapon Finesse(B)
Environment	Cold marshes
Organization:	Colony (2-5) or nest (6-11)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Snow Spider, Medium Medium Vermin

Hit Dice:	2d8+2 (11 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+1/+1
Attack:	Bite +5 melee (1d6 plus poison)
Full Attack:	Bite +5 melee (1d6 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Leap, poison
Special Quantities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +4, Ref +4, Will +0
Abilities:	Str 11, Dex 18, Con 13, Int -, Wis 10, Cha 2
Skills:	Climb +12, Hide +8*, Jump +28, Spot +8
Feats:	Spring Attack(B), Weapon Finesse(B)
Environment	Cold marshes
Organization:	Solitary or colony (2-5)
Challenge Rating:	1
Treasure:	1/10 th coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	3 HD (Medium)
Level Adjustment:	—

Snow Spider, Large Large Vermin

Hit Dice:	4d8+8 (26 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+3/+9
Attack:	Bite +6 melee (1d8+3 plus poison)
Full Attack:	Bite +6 melee (1d8+3 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Leap, poison
Special Quantities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +6, Ref +5, Will +1
Abilities:	Str 15, Dex 18, Con 14, Int --, Wis 10, Cha 2
Skills:	Climb +12, Hide +4*, Jump +28, Spot +8
Feats:	Spring Attack(B), Weapon Finesse(B)
Environment	Cold marshes
Organization:	Solitary or colony (2-5)
Challenge Rating:	2
Treasure:	1/10 th coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	5-9 HD (Large); 10-12 HD (Huge)
Level Adjustment:	—

This big spider is covered in tufts of stiff white hair and has eight pale blue eyes. Its huge fangs are tucked beneath its horrible head.

Snow spiders are aggressive hunting spiders that roam the tundra, bogs, and everfrost of cold regions. They paralyze their prey for later consumption.

Combat

Snow spiders are hunting spiders, not web spinners, so they almost always attack from ambush, striking quickly and then dragging their prey into a tunnel or snow bank.

Leap (Ex): Snow spiders are known for darting up to bite their prey, and instantly leaping back to avoid a return attack. They gain Spring Attack as a bonus feat. In addition, if a snow spider can jump on its prey (usually by making a Jump check as part of its movement), it can make a charge attack with a +4 attack bonus instead of the normal +2.

Poison (Ex): A snow spider has a poisonous bite. See the table below.

Spider Size	Save DC	Initial and Secondary Damage
Small	10	1d3 Dex/paralysis
Medium	12	1d4 Dex/paralysis
Large	14	1d6 Dex/paralysis

The save DC is Constitution-based.

[Note: as stated in the *Dungeon Master's Guide*, paralysis caused by poison lasts 2d6 minutes.]

Tremorsense (Ex): A snow spider can automatically sense the location of anything within 60 feet that is in contact with the ground (or ice or snow on top of the ground).

Vermin Traits: A snow spider is immune to all mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects). It also has dark vision out to 60 feet.

Skills: Snow spiders have a +4 racial bonus on Hide checks, a +20 racial bonus on Jump checks, a +8 racial bonus on Spot checks, and a +8 racial bonus on Climb checks.

Snow spiders use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks.

Snow spiders can always choose to take 10 on Climb checks, even if rushed or threatened.

*In snowy or icy environments, a snow spider's bonus on Hide checks improves by +8.

New Spells

Bands of Steel (from Complete Arcane pg. 98)

Conjuration (Creation)

Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Reflex partial
Spell Resistance: No

You conjure a number of shining metallic bands out of thin air, encircling a Medium or smaller creature. The victim must succeed on a Reflex save or be immobilized (helpless). If the saving throw succeeds, the victim is only partially trapped by the bands (treat as entangled).

A creature immobilized by bands can attempt escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18). An entangled creature can use a full-round action to break or disentangle itself with a DC 13 Strength check or a DC 13 Escape Artist check. Large or larger creatures are too big to be captured or impeded by the bands.

Material Component: Three small silver hoops, interlocked.

Glacial Globe of Invulnerability (from Frostburn pg. 96)

Abjuration [Cold]

Level: Cleric 4, sorcerer/wizard 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius spherical emanation, centered on you
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

A frosty sphere of cold energy surrounds you and excludes all spells and spell-like abilities with the fire descriptor of 3rd level or lower. This spell functions like *globe of invulnerability*, except that it affects only fire spells. In addition, the frosty opaqueness of the globe grants concealment (20% miss chance) to those within the area against attacks from outside. Likewise, targets outside the globe gain concealment against attacks from those within the spell's area.

Material Component: A tiny sphere of ice that shatters at the expiration of the spell.

Lesser Orb of Cold (from Complete Arcane pg. 116)

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1, warmage 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of cold
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Cold (from Complete Arcane pg. 115)

Conjuration (Creation)

Level: Sorcerer/wizard 4, warmage 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of cold
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: No

An orb of cold about 3 inches across shoots from your palm at its target, dealing 1d6 points of cold damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes blinded by the cold for 1 round. A successful Fortitude save negates the blindness effect but does not reduce the damage.

Zone of Glacial Cold (from Frostburn pg. 106)

Conjuration [Cold]

Level: Druid 2, ranger 2, sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 20-ft. radius
Duration: 1 round/level
Saving Throw: Fortitude half
Spell Resistance: No

You create a zone of icy cold within the spell's area, dealing 1d6 points of cold damage per round.

Material Component: A snowball.

New Magic Items

Skull Talisman

The craft of creating skull talismans was originally pioneered by the primitive races that live in the frostfell. Potions tend to freeze in the cruel temperatures of the frostfell, so the skull talisman was invented to provide a replacement.

A skull talisman can be used only once. The size of the creature's skull used in creation of the talisman determines the maximum level of spell that can be stored in it. A Small Skull can store a spell of up to 3rd level. A Medium Skull can store a spell of up to 6th level. A Large Skull can store a spell of up to 9th level. Only spells that target one or more creatures can be stored in a skull talisman.

Physical Description: A skull talisman appears as the rune-covered skull of a creature of at least Small size; usually talismans are made of animal skulls, but particularly savage tribes and cruel individuals enjoy making them from their slain enemies.

A Small skull talisman has AC 7, 5 hit points, hardness 2, and a break DC of 20. A Medium skull talisman has AC 5, 10 hit points, hardness 5, and a break DC of 25. A Large skull talisman has AC 4, 25 hit points, hardness 10, and a break DC of 30. A skull talisman carried by a creature has the same effective AC as the creature carrying it. A creature that controls possession of a skull talisman can automatically break it with one hand by taking a standard action to do so; the AC and break DCs listed above are for those who try to strike or break an unattended skull talisman or a skull talisman held by another creature.

Identifying Skull Talismans: A skull talisman is covered with mystical runes and magic symbols; the exact spell stored in a skull talisman can be determined with a successful Spellcraft check (DC 20 + spell level); a *read magic* spell identifies the stored spell automatically.

Activation: A skull talisman produces its effect when it is purposefully destroyed by crushing it, either by smashing it with a weapon or crushing it in one hand. The stored spell affects the person who destroyed it. If you have a skull talisman in your uncontested possession, you can automatically destroy it by crushing it with your hand, foot, or body. This is a standard action that provokes attacks of opportunity. If you do not have a skull talisman in your possession, you can destroy it by dealing enough damage to it. In order to gain the effects of a spell stored in a skull talisman, the skull must be within 5 feet of you when it is broken; otherwise, the stored spell dissipates harmlessly.

Skull talismans are like spells cast upon the one who destroys the talisman. The character destroying the skull talisman doesn't get to make any decisions about the effect – the creator of the talisman has already done so. The destroyer is both the effective target and the caster of the effect (though the skull talisman indicates the caster level, the destroyer still controls the effect).

Appendix 2 – Cold Dangers

This section is a guide to the effects of winter in the Troll Fens during the Troll Winter. This information is taken from *Frostburn*.

Cold Dangers

For game purposes, air temperature falls into one of the following nine temperature bands. These ranges describe the conditions whether or not creatures are subject to cold dangers or heat dangers, replacing the ranges described on page 302 of the *Dungeon Master's Guide*.

Table 1-1: Temperature Bands

Temperature Band	Range
Extreme heat	140° F or more
Severe heat	110° F to 140° F
Hot	90° F to 110° F
Warm	60° F to 90° F
Moderate	40° F to 60° F
Cold	0° F to 40° F
Severe cold	-20° F to 0° F
Extreme cold	-50° F to -20° F
Unearthly cold	-50° F or less

Temperatures in the cold band or lower can be hazardous to unprepared characters. A character who has the Survival skill may receive a bonus on his saving throws against cold and exposure damage, and may be able to apply this bonus to other characters as well. For more information on the Survival skill, see page 83 of the *Player's Handbook*.

The levels of protection described here refer to a character's protective measures against cold (see Protection Against Cold, below).

Cold: Unprotected characters must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage.

Characters whose protection against cold is at least level 1 or higher (cold weather outfit, Cold Endurance feat) are safe at this temperature range.

Severe Cold: Unprotected characters must make a Fortitude save every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A partially protected character need only check once per hour.

For complete protection against severe cold, a character must have a level of protection of 2 or higher (for example, wearing a cold weather outfit and fur clothing). A character whose level of protection is only 1 is considered partially protected.

Extreme Cold: Unprotected characters take 1d6 points of cold damage per 10 minutes (no save). In addition, an unprotected character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell. A partially protected character takes damage and makes saving throws once per hour instead of once per 10 minutes.

A character must have a level of protection of 3 or higher to be protected against extreme cold. Level 2 is considered partial protection; level 1 is considered unprotected.

Unearthly Cold: Unprotected characters take 1d6 points of cold damage and 1d4 points of nonlethal damage per minute (no save). Partially protected characters take damage once per 10 minutes instead of once per minute.

For complete protection against the effects of unearthly cold, a character must have a level of protection of 4 or higher. Level 2 or 3 is considered partial protection, and level 1 is no protection at all.

Temperature Variations

Temperatures vary significantly with an increase in elevation or the onset of night. A character might require no special precautions during day or at low elevations, but with nightfall or high altitude otherwise tolerable conditions may become dangerously cold.

Altitude: Temperatures drop by one band in low peak or high pass elevations (5,000 feet to 15,000 feet) and two bands in high peak elevations (15,000 feet or more). For example, a day that is otherwise moderate temperature at low elevation is cold at medium elevation and severe cold at high elevation.

Nightfall: In many areas, temperatures usually drop one band after the sun goes down. In exceptionally arid areas, the drop be even more pronounced, reducing the temperature by two steps.

Wind Chill: A strong wind does not actually lower the air temperature, but it increases the rate at which characters lose heat, and therefore appears to decrease the temperature. Winds that are strong or greater in strength (see Table 3-24: Wind Effects, page 95 of the *Dungeon Master's Guide*) reduce the effective temperature band by one step.

Protection Against Cold

Few people venture into the frostfell without some form of protection against cold. By far the most common means of protection is dressing appropriately in cold weather clothing or heavy furs. Characters with access to magical protection often rely on spells or magic items to further improve their ability to survive cold climates.

A character's protection against cold dangers is described by his level of protection, which ranges from 0 to 5 or more. Levels of protection are described below. To determine your protective level, begin with your base protective level, and then add any of the equipment modifiers that apply.

Protection against cold does not confer any resistance to cold – a character dressed in cold weather clothing with an *endure elements* spell still takes damage normally from a *cone of cold* spell or a white dragon's breath. However, equipment that provides a bonus on saving throws against cold dangers contributes its bonus whether it is complete, partial, or ineffective protection. For example, even though a cold weather outfit is not sufficient to offer even partial protection against extreme cold, a character in a cold weather outfit still adds the item's +5 circumstance bonus on his saves against the nonlethal damage of the extreme cold environment.

Base Level of Protection

0	Character of creature with no cold adaptations
1	Cold Endurance feat Nonarctic animal with fur Monsters native to cold terrain
2	Cold-tolerant character (glacier dwarf or Neanderthal) Arctic animal with fur Monsters native to frostfell terrain
3	<i>Endure elements</i> spell or effect Resistance to cold 5 or more

Cold Endurance Feat: Creatures or characters with the Cold Endurance feat.

Nonarctic Animal with Fur: Animals native to temperature or cold climates that have heavy fur coats (badgers, bears, wolves, and other such creatures).

Monsters Native to Cold Terrain: Creatures whose Environment entry includes a cold terrain.

Arctic Animal with Fur: Animals with special adaptations to cold environments (polar bears, seals, arctic foxes, and other such animals).

Monsters Native to Frostfell Terrain: Monsters that are normally found in regions of extreme cold belong in this group.

Endure Elements: Characters currently protected by an *endure elements* spell or similar effect.

Resistance to Cold: A character with a spell or effect granting cold resistance applies his resistance to both lethal and nonlethal damage from cold temperatures. For example, a creature with resistance to cold 5 subtracts 5 points from the 1d6 points of cold damage dealt per 10 minutes by extreme cold (and therefore might take 1 point of cold damage, if a 6 is rolled) and 5 points from the 1d4 points of nonlethal damage dealt. Since the character never takes any nonlethal damage from the cold, he will not suffer hypothermia or frostbite (see below)

Equipment Modifier

0	No special clothing
+1	Armor insulation Cold weather outfit Fur clothing

+2	Cold weather outfit + fur clothing Armor insulation + fur clothing
+3	Improvised shelter

Armor Insulation: This special alchemical item is available in Chapter 4 of the *Frostburn* book.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Fur Clothing: Heavy furs are very good at protection against cold. Fur clothing can be worn over a cold weather outfit or armor insulation in order to provide protection against even more severe weather.

Improvised Shelter: Characters or creatures that are not attempting to travel, but instead stop and seek shelter in a snow cave, den, or similar shelter, can gain a bonus to their level of protection.

Frostbite

Frostbitten extremities become numb and pale as the supply of blood decreases due to cold temperatures. As stated in Chapter 8 of the *Dungeon Master's Guide*, a character who takes any nonlethal damage from cold or exposure is beset by frostbite and suffers a -2 penalty to his Dexterity score.

Touching metal with bare skin causes the moisture of your skin to freeze to the metal. When you pull away, you may leave a layer of skin behind.

Treating Frostbite

A successful DC 15 Heal check can cure frostbite, eliminating the fatigue. The DC is modified by the conditions listed in the table below.

Condition	Heal DC Modifier
Cold environment	+3
Immersion in warm water	-5
Dry heat from flame	-2*

*Healing frostbite using dry heat causes the victim to take 1d4 points of fire damage.

Hypothermia

In any situation in which freezing temperatures are present, hypothermia is a potentially lethal risk. Hypothermia is a condition that results from the lowering of the body's core temperature (whether caused quickly by immersion in freezing waters or over a long period of time by exposure to cold temperatures) and is marked by pale skin, rigid muscles, and loss of consciousness. The three stages of hypothermia are mild, moderate, and severe.

As stated in Chapter 8 of the *Dungeon Master's Guide*, a character who takes any nonlethal damage from cold or exposure is beset by mild hypothermia and therefore treated as fatigued. Immersion in chilled waters calls for an immediate check to resist the effects of cold or exposure and increases the DC of all Fortitude saves to avoid taking damage from cold or existing cold-based spells and effects by 10 until the character and his clothes become dry.

Once a character succumbs to mild hypothermia, he becomes susceptible to moderate and severe levels of hypothermia. Any character with mild hypothermia who fails a Fortitude save to avoid the effects of cold or exposure is beset by moderate hypothermia and is treated as exhausted. Any character with moderate hypothermia who fails a Fortitude save to avoid the effects of cold or exposure is beset by severe hypothermia and is treated as disabled.

Treating Hypothermia

A successful DC 15 Heal check can lower the level of hypothermia of the victim by one level (severe to moderate, moderate to mild, mild to none). The DC is modified by the conditions listed in the table below.

Condition	Heal DC Modifier
Wet clothing	+2
Cold environment	+3
Heat from fire	-5
Body contact	-1

Player Handout #1: Bhugtru's Letter

This letter is written in Giant, in larger characters than most humans use when writing by hand.

Tristan,

My friend, I have located what I believe to be the stronghold of the king. It is in an area I once lived. I have infiltrated the lair and seen many foul beasts present within. My people are there, too, but in many distorted forms. There are some huge militaristic ones, the ones from the far north have returned, and I even saw a two-headed creature earlier this week.

The king seems to have alliances with someone named the Lord of Ice. I caught a glimpse of this being once and he looked like some creature made entirely of ice who moved with great confidence past the trolls around him. Many ice mephits now serve the king and his conjurer minions, no doubt gifts from this being.

They also speak of the dead dragon, they rejoice that they will no longer have to compete with this being for the destruction of your lands, but with the aid of the Lord of Ice will be able to bring an everlasting winter to their enemies once and for all.

The only thing I have learned about this ancient item is that it was once used by an ancient circle of sorcerers to imprison their enemies. The king believes it has other greater powers as well that will allow him to maintain the presence of the great winter forever over this region.

Until I can write again,

Bhugtru