

ULP7-09

Chill

A One-Round D&D[®] LIVING GREYHAWK[™] Principality of Ulek Regional Adventure

Version 1.11

by Bill W. Baldwin

Reviewers: Principality of Ulek Triads Circle Reviewer: Steven Conforti

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Tis time! Tis Time! The icicles chime. The cold wind heralds the ol' man's rime. Each sight; each touch; chill flesh; chill bone. And Death take he who he find alone. No fire, no hearth, no wood, no coal, can bring you warmth to your frozen soul. For southern climes will be ice bound, when Ol' Man Winter, he come round.

A Principality of Ulek regional adventure for APLs 4-12. This adventure will be of particular interest to characters who have played *ULP5-09 Traveling Tales*, and members of the Emerald Conclave and of a particular arachnocentric organization which really does not exist.

Resources: *Complete Arcane* [Richard Baker], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liqueite], *Frostburn* [Wolfgang Baur, James Jacobs, George Strayton], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Monster Manual II* [David Eckelberry, James Jacobs], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F. M. Kestrei, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes, J.D. Wiker], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpqahq@wizards.com.

RPGA® SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley pay

one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

The Cult of Nerull is well known for the creation of countless sinister artifacts over its many eons of secret plotting. Only a few years ago, yet another of these, the *Cauldron of Ills*, surfaced in the town of Ubanks in Ulek (as detailed in *ULP5-09 Traveling Tales*). Fortunately, it was destroyed by a group of stalwart adventurers before it could cause much damage. But one of its sister artifacts, the *Rod of Chills*, has also recently been discovered by Cultists.

The *Rod of Chills* is a mighty artifact meant to represent the Old Faith homage of Nerull as the god of winter. It appears as a crystalline rod, 4-feet tall and capped with a carving of a withered old man with his mouth open as if blowing a great wind and is usually kept in an ancient oaken case when not in use. The Rod has 2 primary powers.

The first is that, once released from its case, it immediately starts cooling the area around it to below freezing. Frost and ice slowly cover every surface near it. This process is slow and expands from the *Rod of Chills* at a rate of only a few feet a

day. But if left out of its case long enough, the rod is strong enough to produce a glacier, tens of miles across.

The second power is the ability to summon a blizzard and winter beasts on any location the user can see, either directly or through remote methods such as Scrying. This effect takes 10 minutes to generate, lasts only as long as the user is concentrating, and dissipates over the following 10 minutes once the user stops concentrating.

The secret for controlling the *Rod of Chills* has been lost over the years, even to the Cult of Nerull. So when the cultists recovered the rod, the first thing they did was give it to one of their sages for study. The sage, a woman named Naridith, was ordered to take the rod to a secluded location for study. Not knowing how to control the rod, they feared the cold produced by it, once released from its case for study, would eventually give away any hiding place in civilized lands.

Naridith took the *Rod of Chills* to an isolated cave in the Lortmils that was sometimes used as a base by the Cult. Her personal preference if for fire magic, but she was the most knowledgeable person available, so begrudgingly accepted the job. She studied it for nearly a year as the rod turned the cave and its nearby environs frigid. At last she felt she had learned enough to experiment. Her first few tests were to summon some small blizzards in nearby remote locations in the Lortmils. Unfortunately, these tests did not go as unnoticed as Naridith had hoped. Both an agent of the Web and a druid of the Emerald conclave stumbled upon remnants of these tests and reported their findings to their superiors. Neither group has much of a clue as to what is going on, but they have a clue as to roughly where, and they are more than a little curious.

But now, with her control over the *Rod of Chills* nearly complete, Naridith is ready for a real test, and she has turned her eyes on the sleepy little town of Sunflower Cove, ripe with unsuspecting Ulekian soldiers on furlough.

ADVENTURE SUMMARY

Introduction

The PCs start the adventure in the quiet sea-side community of Sunflower Cove. It is a typical mild winter day in the southern climes of the Principality of Ulek. There are many off-duty soldiers here

celebrating a respite for the war against the Pomarj during the rainy season. Members of the Web receive a cryptic warning from the Web. Members of the Emerald Conclave receive a slightly less cryptic one.

Encounter One

As the PCs are relaxing in Sunflower Cove a sudden chill grips the air and a storm can be seen brewing overhead. After a few minutes, snow begins to fall and the temperature drops to freezing. A few minutes more and they are in the middle of a blizzard. Worse, creatures appear out of the snow-swept darkness to attack the Cove and its residents.

Encounter Two

Once the battle is over, a representative of the Emerald Conclave approaches the PCs and asks for their aid. He directs them to a section of the Lortmils he believes is the source of the problem. PCs may also receive a note from an agent of the Web.

Encounter Three

Entering the Lortmils north of Sunflower Cove, the PCs encounter a family being threatened by a polar bear that was summoned during one of Naridith's tests. After what should be an easy battle, the family is able to tell the PCs of the exact location of the Naridith's ice cavern.

Encounter Four

The PCs reach the entrance to the ice cavern and begin exploring. The entrance narrows down in a suspicious cone shape to a 10' x 10' opening. Beyond is what appears to be an enormous White Dragon resting on a pile of treasure. The dragon is actually an illusion meant to scare off the curious and distract the adventurous from the sophisticated pit trap at the entrance to the next chamber.

Encounter Five

The PCs explore deeper into the cavern complex and come to a set of 5 blocked exits that are tests for the faithful, for only one leads to the final encounter. The PCs must decipher the puzzle of this room or suffer its consequences.

Encounter Six

The PCs enter the final chamber of Naridith's ice cavern where they have to battle Naridith and her guardians. PCs prepared solely for cold-based

encounters may find Naridith's love of fire spells a surprise.

Conclusion

Once they defeat Naridith, the PCs now must decide what to do with the *Rod of Chills*. Clues to how to destroy it or safely transport it can be found in the cavern.

PREPARATION FOR PLAY

DMs preparing to run this adventure should familiarize themselves with the Weather rules (DMG, page 93), especially those dealing with cold weather conditions. DMs should also familiarize themselves with the rules on Cold Dangers (DMG, page 302).

Prior to play beginning the DM should determine if any of the PCs are members of The Web or the Emerald Conclave. You should also discretely determine if any PCs possess "Marked by the Reaper" from *ULP5-09 Traveling Tales*, or the favor, "Enmity of the Cult of Nerull," from *ULP6-IS1 Prose and Cons*.

The DM should study the final encounter carefully as it includes a lot of magical and mundane effects that have a strong impact on this encounter.

INTRODUCTION

The sleepy little town of Sunflower Cove seems to be anything but today, for today it has been invaded. With the winter rainy season here, the Royal Army is forced to slow its campaign against the Pomarj, and hordes of adventure seekers and Ulekian soldiers on furlough have descended upon Sunflower Cove for a much needed break. Not to be put off by such an influx, the resilient residents of the cove have mustered their patriotic, not to mention entrepreneurial, spirits to lay out the welcome mat.

It seems everywhere there are makeshift outdoor pubs, performing stages and eateries to aid the troops in their relaxation and fill the pockets of the locals. The mild chill of winter in the southern climate of Ulek makes for a perfect day outdoors, and the small amount of cloud cover promises only the most fleeting of afternoon showers. The atmosphere of a festival fills the air.

And so it is that you find yourself sitting down to a hearty breakfast at one of the many outdoor eateries that recently sprang up. Sitting at the table are others of similar profession to your own.

At this point, allow the PCs to introduce themselves to each other. Give them some time to role-play a little. When the role-playing starts to die down, continue.

If no PCs are members of the Emerald Conclave or the Web, skip the following and go directly to Encounter 1.

If any are members of the Web, take them aside. Tell them that while they were enjoying their breakfast they bit down on something that turned out to be a slip of paper. If they look at the paper, hand them Player Handout 1. This is a warning left by Cyril Ungouth, a member of the Web investigating the strange weather occurrences in the Lortmils. He has received word an attack on the village may be eminent.

If any PCs are members of the Emerald Conclave, read the bold text below. The bird lands on the shoulder of the Emerald Conclave member. If there is more than one, choose which one by using the following criteria in order: highest ranking member, highest level druid, highest level ranger, random.

As you all sit at your meal, a small swift flies quickly out of the sky and lands unceremoniously upon the head of (enter chosen PC's name here). In it's beak it holds a small roll of paper. It cocks its head and looks at you expectantly.

The bird is a messenger sent by Initiate Falcor Highwing via the *animal messenger* spell to warn the PCs. Assuming the PCs retrieve the scroll, hand them Player Handout 2. Falcor is a mid ranking member of the Emerald Conclave. Through divinations, he believes Sunflower Cove is the next target.

At this point, the PCs have approximately half an hour to perform any actions in town, based on these warnings, before the events of Encounter 1 begin. If the PCs choose to, allow them this time to prepare.

ENCOUNTER 1: A COLD WIND BLOWETH

Not long after you first sat down to enjoy the breaking of your morning fast; an unexpectedly chill wind blows in from the north. You might have ignored such a gust had it soon dissipated, but it doesn't take long before you notice that it is actually growing in strength. About you, residents and revelers also seem to have taken note. The sounds of the festivities die down as, one by one; people stop and stare to the north with confused expressions.

Naridith has begun her attack on Sunflower Cove. The chill wind marks the beginning of the *control weather* effect from the *Rod of Chills*. This effect is identical to those of a normal *control weather* spell with the following exceptions:

- 1) The rod can only create winter conditions.
- 2) It can create winter conditions no matter what season it actually is.
- 3) It is treated as if cast by a druid, i.e. a 3 mile radius of effect.
- 4) The modified effect is considered an 8th-level spell with a caster level of 20 for determination of any standard effects.
- 5) The duration is concentration only.
- 6) The range is unlimited as long as the user of the rod can see the area targeted (including area's seen via scrying methods).
- 6) The effect can be countered by another casting of *control weather* only if the caster succeeds in a DC 30 caster level check.

Characters who succeed on a DC 20 Survival check realize there is something unnatural about the current conditions. Characters succeeding on a DC 25 Knowledge (arcana) check recognize the weather is magical in origin. Those succeeding in a DC 33 Spellcraft check recognize the beginnings of a powerful *control weather* spell.

Allow the PCs to react accordingly. If any of them ask about local shelter, inform them they are near the Dancing Griffon Inn. The inn is run by a grey-haired halfling named Barnabus Cobblefoot, who also happens to be the town sheriff. If the PCs take refuge here, they can avoid some of the worst of the oncoming storm but they will find it quite crowded.

After 5 minutes of game time, read the following:

The temperature continues to drop and the bizarre wind still grows. Townsfolk have started closing up their outdoor shops and bringing in loose items. Many visitors have wrapped themselves in cloaks or gone indoors.

The PCs may again make appropriate skill checks as listed above, this time with the DC lowered by 5. Again, allow them time to react.

After another 5 minutes of game time, read the following:

The chill wind roars like the cry of a great frozen lion as it drives the cold down to the bone. At first a few flakes of snow, uncommon in these southern climes, can be seen hurtling along in the wind. But soon the few are joined by many and a torrent begins to cover everything in snow and ice.

Just when it seems the storm has reached its maximum intensity, the sound of a howling creature can be heard just above the roar of the wind. Then a bestial, ancient roar drowns out even that of the wind. Silhouettes of things not human can be seen moving through the snow and the cries of townsfolk and soldier alike reach your ears. It seems the sudden snowstorm is now the least of your worries.

The storm has now reached its maximum intensity and cold-weather creatures summoned by the *Rod of Chills*' magic have arrived and are attacking the town.

PCs may again make the skill checks listed above, this time the DC is lowered by 10. In addition, PCs succeeding in a DC 13 Knowledge (nature) check recognize the howl they heard as that of a wolf or wolf-like creature. Those succeeding on a DC 20 Knowledge (arcana) check identify the roar as that of a dragon.

Have the PCs roll for initiative. Use **DM's Aid #1: The Dancing Griffon and its environs** to run this encounter.

This encounter is made more difficult by the environments the PCs are forced to fight in. However, due to the advanced warning and disorganized behavior of their opponents, the EL has not been modified.

Conditions: Though it is mid morning, the clouds and snow have done much to block out the

sun. Normal vision extends only to 60 feet with conditions beyond that being treated as shadowy illumination. The temperature is 0 degrees Fahrenheit. There is snow (DMG, page 94) and the wind is Severe (DMG, page 95).

Creatures: The town is being assaulted by a small army of winter wolfs, white dragons, frost giants and other cold region creatures. Exactly what the PCs have to fight against is determined by the APL. The rest of the invading creatures are dealt with by the locals and off-duty soldiers based on the success of the PCs.

The creatures were conjured here from far off northern locations rather than being summoned and thus are not treated as summoned creatures. They are compelled to fight to the death by the magic of the *Rod of Chills*.

The Dancing Griffon Inn is packed with non-combatant NPCs who flee if threatened. The PCs must choose to engage the enemy outdoors in adverse conditions, or to battle them indoors where bystanders might be hurt. If the battle takes place indoors, place the bystanders in the indoor area to keep track of collateral damage and to interfere with the PCs movement through the crowds.

Bystanders (24): Male and Female Human Commoner 1 (AC 10; HD 1, hp 5 each).

During the battle, describe to the PCs that they see other groups of soldiers and townsfolk battling similar monsters, but they seem to be holding their own.

APL 4(EL 6)

Frostdoom, Male Young White Dragon (1): hp 99; see *Appendix 1*.

Yeti (1): hp 35; see *Appendix 1*.

White Wolves (2): hp 16 each; see *Appendix 1*.

APL 6(EL 8)

Frostdoom, Male Juvenile White Dragon (1): hp 132; see *Appendix 2*.

Yeti (2): hp 35 each; see *Appendix 2*.

White Wolves (3): hp 16 each; see *Appendix 2*.

APL 8(EL 10)

Frostdoom, Male Young Adult White Dragon (1): hp 180; see *Appendix 3*.

Yeti (2): hp 35 each; see *Appendix 3*.

Winter Wolves (2): hp 63 each; see *Appendix 3*.

APL 10(EL 13)

Frostdoom, Male Adult White Dragon (1): hp 234; see *Appendix 4*.

Abominable Yeti (3): hp 120 each; see *Appendix 4*.

Frost Salamander (3): hp 102 each; see *Appendix 4*.

APL 12(EL 15)

Frostdoom, Male Mature Adult White Dragon (1): hp 294; see *Appendix 5*.

Frost Giant Mauler (1): hp 246; see *Appendix 5*.

Frost Giant Spiritspeaker (1): hp 143; see *Appendix 5*.

Woolly Mammoth (2): hp 182; see *Appendix 5*.

Tactics: The attack on the town is not organized. The individual creatures simply attack anything they can get at or that poses a threat. Unless otherwise mentioned, only similar type creatures co-ordinate their attacks, ignoring the other conjured creatures. While the attitude of the different types of conjured creatures is indifferent to one another, they can be tricked into fighting others of different types by clever PCs. Although none would dare attack Frostdoom.

APL 4: The Yeti moves in to grapple with weak opponents while the wolves attempt to isolate and gang up on an enemy using standard pack tactics. Frostdoom makes repeated swoops in to use his breath weapon while the other creatures keep them occupied and weakened. Once the other creatures have dropped, he chooses the most dangerous opponent and dives in to engage the PC in combat.

APL 6-8: Same as above except Frostdoom also uses *fog cloud* to disorient and isolate his opponents.

APL 10: The Yeti use a combination of reach and Spring Attack to jump in, grapple apparently weak opponents taking a -20 to their grapple check to avoid penalties, and then use Spring Attack to jump back out with their grappled prey, all in one round. The Frost Salamanders move to engage the closest enemy, but avoid creatures

who wield fire. Frostdoom makes repeated swoops in to use his breath weapon and flyby attack while the other creatures keep the PCs occupied and weakened. He uses the time necessary to make his midair turns to cast spells. Once the other creatures have dropped, he chooses the most dangerous opponent and dives in to engage the PC in combat.

Both the Yeti and Frost Salamanders are susceptible to Frostdoom's Frightful Presence.

APL 12: The Frost Giants are both mounted on the Woolly Mammoths and are adept at using them as stead. The Mauler charges into melee, keeping the Spiritspeaker protected, while the Spiritspeaker uses his spells to aid the Mauler and disrupt his opponents. The Mammoths fight even when not mounted, seeking to protect or avenge their riders. Frostdoom makes repeated swoops in to use his breath weapon and flyby attack while the other creatures keep the PCs occupied and weakened. He uses the time necessary to make his midair turns to cast spells. Once the other creatures have dropped, he chooses the most dangerous opponent and dives in to engage the PC in combat.

The Frost Giants and Woolly Mammoth are all susceptible to Frostdoom's Frightful Presence.

Treasure: Since the creatures are not summoned, their bodies and equipment remain behind even after the storm dissipates. In addition to any equipment, characters can also attempt to take hides of some of the defeated creatures. The White Wolf and Woolly Mammoth pelts can be taken on a successful DC 10 Survival check and are each worth 5gp and 60gp respectively. The Winter Wolf and Yeti pelts can be taken on a successful DC 14 Survival check and are each worth 100gp and 25gp respectively (100gp for the Abominable Yeti). Frostdoom's pelt can be taken on a successful DC 15 survival check and grants access to the dragonhide armors listed on the AR. Failure on these Survival checks indicates the pelt is worth half its normal value (or reduces the dragon hide armor access on the AR by 1 APL). Failure by more than 5 on the Survival checks indicates the pelt is ruined and of no value.

APL 4: L: 3 gp, C: 0 gp, M: +1 *ring of protection* (167 gp).

APL 6: L: 5 gp, C: 0 gp, M: +2 *ring of protection* (667 gp).

APL 8: L: 21 gp, C: 0 gp, M: +2 *ring of protection* (667 gp).

APL 10: L: 25 gp, C: 0 gp, M: +3 *ring of protection* (1,500 gp).

APL 12: L: 78 gp, C: 0 gp, M: +4 *ring of protection* (2,667 gp).

Development: If the PCs were victorious or they were defeated, but survived and demonstrated heroic actions, read the following bold text and continue on to Encounter 2. Otherwise this adventure is concluded.

No sooner does the last of the beasts drop to the snow covered ground than the bizarre storm begins to lift as quickly as it came. Cautiously, locals and soldiers alike begin to come out from hiding to tend the wounded, mourn the dead and repair the damages done. After only ten minutes, all that remains of the storm is the melting snow and the bodies of the ice beasts.

If any of the Bystanders died because the PCs chose to do battle within the safer confines of the Dancing Griffon Inn, those PCs receive **Callous Combatant** on their ARs.

ENCOUNTER 2: AN OWL'S WISDOM

As you survey the damage caused by the recent storm and attack, you spot two figures high above in the sky approaching the town. After your heart skips a beat, you quickly realize it is not more dragons. In fact, as they come closer into view, it is only a pair of owls. As you watch, they circle above the village as if with a purpose. After several circuits, they descend gently down to your position and land but a few feet away.

As you watch, one of the owls slowly changes shape into a handsome half-elf. He looks directly at your small group and bows deeply.

"I am sorry," he says solemnly. "I was not able to get here sooner. I am glad to see that there were those brave and skilled enough here to help save lives and drive off the attack."

"But I fear," he continues, "that this will not be the last time such an attack will occur unless even more bravery can be mustered."

“Do you think that your hearts are a place to find such bravery?” he asks with a genuine look of curiosity on his face.

Members of the Emerald Conclave recognize the man as Initiate Falcor Highwing of the Emerald Conclave (8th-level druid). He is a druid and the other owl is his animal companion. After trying to measure the party's mettle with his last question, he introduces himself to those who do not know him and gives a warm welcome to those that do. He also heals any party members that look like they need it.

After a short, but warm introduction, Falcor's expression turns solemn again.

“I was sent here by the Emerald Conclave on an urgent mission,” he explains. “Several weeks ago, the Conclave began receiving reports of strange animals wandering about the southern Lortmils. When we investigated, we discovered creatures that should normally be found much further north and areas that seemed to have suffered from freezing weather. We have not been able to determine the source of these strange events, even through divination, but we did determine the next intended target, Sunflower Cove. I was sent here to give warning and to recruit those of brave heart to investigate further.”

If the PCs agree to help the Emerald Conclave with this problem, Falcor confers the following information:

- The cause of this strange weather and attacks are unknown, but the Conclave feels the stirrings of something ancient and evil.
- The events have been occurring for the last several months.
- The events seem similar to those that just occurred at Sunflower Cove.
- Each time they occur, it appears they do so with both increased frequency and increased intensity. Someone or something seems to be perfecting its powers.
- While they have been unable to pinpoint the exact location of the source of these events, they have been able to determine the source is likely in an isolated area of the Lortmils a few days north of here.

- The Conclave would like the PCs to travel to this area and see if they can find, and eliminate, the source of these events.
- While he isn't sure of the exact monetary value, Falcor is confident the Emerald Conclave will find each PC a suitable reward.
- Falcor cannot accompany the PCs or investigate himself as the Conclave feels his gentle disposition is not what is needed for this task.

Assuming the PCs accept the mission (if they do not the adventure is over for them), once they are done with their discussion with Falcor, he leaves them to prepare for their journey into the Lortmils and moves about the village looking to aid those he can.

At some point shortly after this, any PC who is a member of The Web has a brief encounter. A man carrying an armload of bandages ‘accidentally’ knocks into the PC and uses Sleight of Hand to leave a message in the PC's pocket. PCs that make a successful DC 24+APL Spot check notice the man reach into their pocket. If they beat the DC by 5 or more, they know he left something rather than took something. If the PCs attempt to stop the man and accuse him of theft, he pleads innocence and states he took nothing, which is true. He then rushes off to help others with his load of bandages. When the PCs check their pocket, they find a note (Player Handout 3).

Give the players some time to purchase supplies and prepare for their journey. They can purchase any Open Access item in Sunflower Cove of 300 gold pieces or less.

ENCOUNTER 3: OVER HILL AND DALE

The journey from Sunflower Cove to the area the PCs are told to investigate is 5 miles across plains, 16 miles over tracked hills and another 16 miles over untracked hills (about 2 1/2 days by foot). Once the PCs reach this area, ask them what they are doing to locate the source of the mysterious attacks.

After several days of traveling meager trails and trackless hills of the Lortmils, it is difficult to imagine a more isolated locale in the entire Principality. Other than a few abandoned hunting lodges and a mining camp you have found little sign of civilized

habitation. If someone picked this area to hide, they couldn't have picked a better spot.

Finding the source without help in any reasonable length of time is nearly impossible, but if the PC come up with an idea that the DM feels would succeed, then the rest of this encounter can be skipped. Note, however, that the source is protected against magical divinations.

Otherwise, after the PCs has spent a few hours using whatever method they decided upon, read them the following:

After only a few hours of searching this rocky terrain, it begins to sink in that locating the source of the mysterious attacks could take weeks, or even months. Monotony sets in, but is broken suddenly by a cry for help. On a craggy hilltop a quarter mile away is a gnome waving excitedly in your direction and crying out for urgent help.

Assuming the PCs investigate:

The gnome is clearly agitated and repeatedly looks over his shoulder as you approach.

"I am Jerimus Gemgrinder," he says, still trying to catch his breath after obvious exertion, "And I pray to Ulaa those weapons on your side mark you as adventurers and not brigands. I and my boy, Jilmus, have been prospecting these hills for the last few weeks when we were attacked by a strange bear. I escaped, but Jilmus was forced to hide in a small cleft down there."

At this last comment, Jerimus points down the hill in the opposite direction you came from. Several hundred feet below is what looks like an enormous bear, as white as snow. There is a pile of gnome-sized gear near it and it is pawing and scratching at a cleft in the hillside, right where Jerimus is pointing.

"Please," says the gnome. "I beg of you. Save my son from this creature. I will give you all of the few meager gems we have found so far if you will but do this."

Allow the PCs to decide what they are going to do next. PCs may attempt a Knowledge (nature) check to identify the type of bear, but there is a -2 circumstance modifier for this not being its native terrain.

Conditions: The encounter starts with the PCs 100 ft. above, and 300 feet away from the

bear. The slope is rocky, costing double normal movement costs, and disallowing charging and running.

Creatures: The bear is a polar bear summoned and abandoned by Naridith during her experimentation with the *Rod of Chills*. It is hungry, but not starving, and in a strange land, so it is easy to frighten off. If dropped to below half its starting hit points, it attempts to flee. The bear is also currently focused on trying to ply Jilmus from his shelter in the cleft and given enough time he may succeed, but doesn't pay any attention to the PCs until they attack or get within 100 feet. The EL of this encounter has been lowered to take all of this into account.

APL 4(EL 3)

Polar Bear (1): hp 80; see *Appendix 1*.

APL 6(EL 4)

Advanced Polar Bear (1): hp 132; see *Appendix 2*.

APL 8(EL 7)

Young Dire Polar Bear (1): hp 150; see *Appendix 3*.

APL 10(EL 9)

Wounded Dire Polar Bear (1): hp 143; see *Appendix 4*.

APL 12(EL 10)

Advanced Dire Polar Bear (1): hp 222; see *Appendix 5*.

Tactics: The bear ignores the PCs unless attacked, they approach in an aggressive manner within 100 feet, or they approach in an unaggressive manner within 30 feet. At this point, it attacks, attempting to kill anyone it can get its paws on. If reduced to less than half its starting hit points, it attempts to retreat.

Treasure: The bear's pelts can be taken on a successful DC 12 Survival check and is worth 15 gp (75 gp for the dire versions).

Jerimus is good to his word and gives the PCs all they have succeeded in finding this trip. Unfortunately, that only nets out to 100 gp in uncut gems.

APL 4-8: L: 10 gp, C: 0 gp, M: 0 gp.

APL 10-12: L: 16 gp, C: 0 gp, M: 0 gp.

Development: Assuming they succeed, Jerimus thanks the PCs graciously for saving his

son. If they fail or refuse to help, Jerimus wants nothing more to do with them and they will have a very difficult time finding their way to the next encounter.

Jerimus and his son have prospected this isolated area of the Lortmils for many years. If the PCs ask them if they know anything about strange weather in the area, he imparts the following:

- There is a large cavern a few miles from here known as 'The Mouth of Oblivion.'
- Few that journey here ever go near The Mouth of Oblivion as it has always been known as a dangerous place where only the doomed tread.
- A few days ago, while following a promising looking steam for gems, Jerimus and Jilmus strayed closer to the Mouth than they normally would. The air was unusually cold in the area and as they neared the Mouth, the stream froze over and snow covered the ground. Even in Winter in the hills, such a sight is unusual here.

PCs who succeed on a Bardic Knowledge check (DC 35) or Knowledge (local-Sheldomar Valley) check (DC 30) recall rumors of a cave called The Mouth of Oblivion that was once, long ago, used as a base for an evil cult. If they make either check by 5 or more, they know the cult was the Cult of Nerull.

If the PCs saved Jilmus without killing the polar bear, they gain **Foul Weather Friend** on their ARs.

ENCOUNTER 4: THE MOUTH OF OBLIVION

At some point, the PCs' investigation of the area should lead them to The Mouth of Oblivion. As they approach, read the following:

It seems you must be getting close to your destination. The air here has turned decidedly cold. Frost and snow can be seen on the ground, and the few streams and pools you have encountered are all frozen over.

At the base of a large snow covered hill, you spy the opening of an enormous cavern. Like the maw of a great beast, it gapes open. Ice covered stalactites and stalagmites, and icicles form its teeth. The sunlight reflected off

the frost shows the cavern narrows as it goes deeper. And just as the rock formations give this beast teeth, disturbingly, the narrowing seems to give it a throat.

The cavern is 120-ft. wide and 60 ft. high in the middle (see **DM's AID: MAP #2**). It tapers back for 120 feet in a roughly cone-shaped pattern till it narrows to a short 10-ft. wide, 10-ft. long tunnel, then opens up again to another large cavern.

Conditions: Unless otherwise mentioned, all areas within The Mouth of Oblivion complex are treated the same. The air is cold (20 degrees F). Unprotected characters who stay more than an hour within the cavern begin to suffer the cold weather effects described on page 302 of the DMG.

The floors, walls and ceilings of the Mouth are covered in ice and treated as natural ice. The walls require a DC 30 check to climb. Each square of floor requires 2 squares of movement to enter, increase the DC of Balance and Tumble checks by 10, and prevent charging and running.

Sections of the floor caught in the area of effect of area fire attacks are partially melted and become very slippery. The effect of this is that such areas are treated the same as a *grease* spell (save DC 14). Note that this is of particular importance for the final encounter as Naridith cast fire spells almost exclusively.

Naridith has cast some minor enchantments on the walls, that combined with the reflective power of the ice, creates a diffuse lighting in the entire complex. Vision is 60 feet in most areas.

A *detect magic* cast in the area reveals a faint aura of Conjunction and Abjuration magic (Spellcraft DC 24). Divination spells cast on the Mouth of Oblivion from outside fail.

Once the PCs enter The Mouth of Oblivion and can see all the way past the tunnel in the back, read the following:

The interior of the cavern is both beautiful and chillingly unnerving. Light reflects off of every surface, almost as if the ice itself were generating it. There will be no need for torches and lanterns here. Icicles hang from almost every locale, threatening to crack off and impale anyone foolish enough to accept the Mouth's invitation to oblivion. Here and there can be seen the frozen corpses of local fauna

that strayed too close and became a frozen meal for the Mouth.

The only sound you can hear is the whistling of the wind and the all-too-loud crunch of the snow and ice beneath your feet as it echoes about the hall.

The immense cavern seems to taper back in an almost cone-like pattern till it reaches a point 10 feet across. A short 10-foot tunnel leads from this point to what appears to be yet another large area.

Looking beyond the tunnel, you see what at first you assumed was a strange ice-wall about 20 feet past where the tunnel opens up. But a moment's observation makes it clear that is no wall. It expands and contracts slowly, in a rhythmic motion that assures you it is living. 'The Wall,' is the flank of a gargantuan draconic creature. Its scales, each easily the size of small shields, glisten like lustrous pearls.

It appears the beast is resting, and its bed a pile of coin and gems. Your heart skips for a moment as the creature shifts its position, sending a small cascade of coins down the side before it settles back down. When the whistle of the wind dies down, you now can hear the deep inhalations of its steady breathing.

The Great Wyrms White Dragon, and its corresponding treasure, are merely a *permanent image* (CL 10+ ½ APL, Will DC 17+ ½ APL). They were placed here to scare off the weak willed and draw attention away from the real danger in this area, a diabolical pit trap just in front of where the hallway starts. Astute PCs may notice how conveniently the shape of the cavern seems to create a near perfect killing field for the gargantuan dragon's breath weapon. This just makes the illusion that much more convincing.

Trap: The pit trap covers the area 10 feet in front of the cavern (see **DM's AID: Trap Diagram**). Frost and snow covering it make it more difficult to see, while the slipperiness of the ice increases the normal Reflex save to avoid.

Activating any trap in this complex triggers a silent *alarm* spell that warns Naridith of intruders.

The thickness of the ice and floor plus the faint aura in the area make this trap impossible to detect with a *detect magic* spell.

Remember, the PCs cannot make their Will saves to realize the dragon is an illusion until they in some way interact with it or study it closely.

APL 4(EL 5)

Pit of Icy Doom (1): Search DC 22; Mechanical; location trigger; repair reset; see *Appendix 1*.

APL 6(EL 7)

Camouflaged Pit of Icy Doom (1): Search DC 26; Mechanical; location trigger; repair reset; see *Appendix 2*.

APL 8(EL 9)

Camouflaged Pit of Icy Doom (1): Search DC 27; Mechanical; location trigger; repair reset; see *Appendix 3*.

APL 10(EL 11)

Camouflaged Pit of Icy Doom (1): Search DC 27; Mechanical; location trigger; repair reset; see *Appendix 4*.

APL 12(EL 13)

Camouflaged Pit of Icy Doom (1): Search DC 27; Mechanical; location trigger; repair reset; see *Appendix 5*.

Creatures: At APL 10 and up, the trap also summons monsters to attack the PCs. These creatures appear in the water-filled chamber at the bottom of the pit.

APL 10

Chraal (2): hp 99 each; see *Appendix 4*.

APL 12

Advanced Chraal (2): hp 198 each; see *Appendix 5*.

Tactics: The chraals are hateful and attack anything they can reach with their claws, even breaking through the *wall of ice* to do so since they are immune to it. They prefer to drag prey underwater with them to fight as they cannot drown. If they can't reach their prey with their claws, they cut loose with their breath weapon. They fight to the death.

Treasure: If anyone searches the water-filled chamber, a successful DC 20 Search check reveals the body of a wayward adventurer. The only item of value remaining on it is a *bladed crossbow*.

APL 4-6: L: 0 gp, C: 0 gp, M: *bladed crossbow* (388 gp).

APL 8-10: L: 0 gp, C: 0 gp, M: *quick loading bladed crossbow* (888 gp).

APL 12: L: 0 gp, C: 0 gp, M: *quick loading bladed ghost touch crossbow* (2,222 gp).

Development: Once the PCs are past the trap and discover the dragon was nothing more than an illusion they can search the large chamber beyond the trap. The room is roughly 130 feet wide, 70 feet deep and 100 feet high. A single 10-foot tunnel exits the back of it (this goes to the next encounter). A successful DC 22 Search check locates the dead body of a humanoid creature mostly buried in ice. It takes about 15 minutes of chipping and thawing to free the body without magical aid.

The body is that of a human male messenger sent by the Cult of Nerull to check on Naridith's progress. She didn't like the message and burnt the messenger to death with a spell. Once the body is freed, appropriate checks can be made to determine the race of the body and how it died. A successful DC 15 Search check also reveals a small amulet with a stylized skull and sickle. A Knowledge (religion) check DC 10 reveals this to be the holy symbol of Nerull. The body is both a clue to the next encounter and that cold will not be their only adversary in this cave.

ENCOUNTER 5: PATH OF THE FAITHFUL

Note: If you are running this adventure in a timed venue and find yourself running out of time, this encounter can be skipped without greatly affecting the overall outcome of the adventure.

As you travel down the twisting passage, your breath becomes heavier with each step, as if the very air were starting to freeze. Ice covers everything, constricting the passage as you go, and foreshadowing a frozen tomb to those who do not walk back out.

After several minutes of this cold induced claustrophobia, the ever narrowing passage finally opens up again to a chamber about 20 feet across and 60 feet wide. Five other openings appear to lead out of this room but each is blocked by a solid wall of ice. Writing can be seen carved into each of the walls.

This room is a trap for those who may not be worshipers of Nerull. Each passage, except for one, is a ten to twenty foot trapped dead end with an opening covered by a *wall of ice* (CL 5 + ½ APL). The *wall of ice* can be dispelled, destroyed, or breached normally, or lowered by touching the wall and speaking the corresponding name of the deity represented by the writing, but it reforms after 1 minute regardless.

The passages are as follows, from left to right:

A. The Path of Nerull: This is the only safe way to continue, though it does not appear so at first. The words carved into the *wall of ice* are in Ancient Flan and say: Death, Pestilence, Trickery and Winter. A successful DC 15 Knowledge (religion) check identifies these are 4 domains of the god Nerull. Once the PCs pass this wall, read the following:

The wall opens up to reveal a short 15-foot passage. Corpses and skeletons can be seen frozen into the icy walls and half buried in the floor. Frozen to the floor in the center of the passage is a sablewood scythe with a blood-red blade.

The scythe is a fake treasure. It is just a normal scythe with a *Nystal's magic aura* (CL 1+ APL, Will DC 12+ ½ APL) on it. The passage is actually much longer than it appears, but this is covered up by an *illusory wall* (CL 3+ ½ APL, Will DC 15+ ½ APL) 15-feet in. The passage leads to encounter 6. A successful DC 18 Search or Survival check from character with the Track feat reveals this area has been traveled in recently.

B. The Path of Bahamut: This room is one of several traps for the unfaithful. The words carved into the *wall of ice* are in Draconic and say: Air, Dragon, Good, and Law. A successful DC 15 Knowledge (religion) check identifies these are 4 domains of the god Bahamut.

Once the PCs pass this wall, read the following:

The wall of ice lowers to reveal a short, 10-foot passage. The area seems featureless except for a single icy pedestal in the middle of it. Upon the pedestal is a silken pillow, and upon that is a radiant, jewel-studded crown of platinum.

The crown is a simple iron crown disguised by a *permanent image* (CL 10+ ½ APL, Will DC 17+ ½ APL). Anyone placing the helm upon their head is subject to a *blindness* spell. In addition, once

the *wall of ice* reforms, it cannot be lowered by speaking the command word for another 24 hours.

ALL APLs (EL 4)

Blindness Trap (1): magic device; worn trigger; no reset; spell effect (*blindness*, CL 3 + ½ APL, DC 12 + ½ APL Will save negates); Search DC 28; Disable Device DC 28.

C: The Path of Thyrn: The words carved into the *wall of ice* are in Giant and say: Chaos, Destruction, Earth and War. A successful DC 15 Knowledge (religion) check identifies these are 4 domains of the god Thyrn.

Once the PCs pass this wall, read the following:

The wall opens to reveal a short 10-foot passage. A great icy axe, large enough for a giant to wield, stands with its head half-buried in the ice covering the floor.

The axe is simply decorative and of no value. Anyone touching it sets off a *bestow curse* trap. In addition, once the *wall of ice* reforms, it cannot be lowered by speaking the command word for another 24 hours.

ALL APLs (EL 4)

Bestow Curse Trap (1): magic device; touch trigger; no reset; spell effect (*bestow curse [-6 to strength]* CL 3 + ½ APL, DC 12 + ½ APL Will save negates); Search DC 28; Disable Device DC 28.

D: The Path of Vatun: The words carved into the *wall of ice* are in Ancient Sueloise and say: Air, Chaos, Strength and Winter. A successful DC 15 Knowledge (religion) check identifies these are 4 domains of either the god Vatun or Telchur (the language is a clue to which one).

Once the PCs pass this wall, read the following:

As the wall of ice lowers, you see a short, 15-foot featureless passage. In the middle of the passage is a simple wooden cross-piece. Draped over this piece is an exquisite robe of white fur.

The robe is actually crude and of no value, its appearance of elegance comes from a *permanent image* (CL 10+ ½ APL, Will DC 17+ ½ APL) placed on it. Anyone putting the robe on triggers a *deafness* trap. In addition, once the *wall of ice* reforms, it cannot be lowered by speaking the command word for another 24 hours.

ALL APLs (EL 4)

Deafness Trap (1): magic device; touch trigger; no reset; spell effect (*deafness* CL 3 + ½ APL, DC 12 + ½ APL Will save negates); Search DC 28; Disable Device DC 28.

E: The passage of Telchur: The words carved into the *wall of ice* are in Oeridian and say: Air, Chaos, Strength and War. A successful DC 15 Knowledge (religion) check identifies these are 4 domains of either the god Vatun or Telchur (the language is a clue to which one).

Once the PCs pass this wall, read the following:

The ice wall opens to reveal a short 20-foot passage. At the back of the passage stands a small, snow-covered, leafless tree. A single silvery apple dangles from one of its branches.

The apple's silvery appearance comes from a *permanent image* (CL 10+ ½ APL, Will DC 17+ ½ APL) placed on it. Anyone eating it is subject to a *contagion* spell. In addition, once the *wall of ice* reforms, it cannot be lowered by speaking the command word for another 24 hours.

ALL APLs (EL 4)

Contagion Trap (1): magic device; consumption trigger; no reset; spell effect (*contagion [shakes]*; CL 3 + ½ APL, DC 12 + ½ APL Fort save negates); Search DC 28; Disable Device DC 28.

ENCOUNTER 6: FIRE AND ICE

The icy passage twists deeper into the frozen hillside. The bodies of humanoid creatures can be seen half-buried in the ice in the floors, walls and ceiling. The horrifying faces of men, elves, dwarves and others stare out at you as if frozen at the instant of their death.

After a hundred feet or so, the passage opens up to another enormous chamber. The roof stands a good 80 feet above the floor. The cavern is 100 feet wide. Fifty feet into the room, the wall rises up another 20 feet to form a ledge that goes back for an unknown distance. A set of ice stairs leads up to the ledge on the right.

This area is better lit than the others, and both more beautiful and more horrifying than

those previous, for here too can be seen the countless bodies of the frozen dead.

On the ledge opposite the stairs is a pedestal of ice and snow. Frozen vertically to it by a thin coating of ice is a crystalline rod, 4-feet tall and capped with a carving of a withered old man with his mouth open as if blowing a great wind. A frosty mist clings to the air around it and you can feel a chill enter your bones just by looking at it.

As you watch, one of the corpses decorating the walls wrenches itself free of the ice and lumbers towards you.

This area is the main working and living area for Naridith. Her bed chamber is a small cave at the top of the ledge.

Creatures: Naridith and her undead guardians inhabit this area. If the PCs set off any of the traps in the complex, they are warned of their approach and have their full power-up suite completed. Use the Power-up Suite Stat blocks in this case.

APL 4(EL 7)

Naridith, female human Wiz5 (1): hp 25; see *Appendix 1*.

Icegaunt (1): hp 93; see *Appendix 1*.

APL 6(EL 9)

Naridith, female human Wiz7 (1): hp 35; see *Appendix 2*.

Icegaunt (2): hp 93 each; see *Appendix 2*.

APL 8(EL 11)

Naridith, female human Wiz9 (1): hp 61; see *Appendix 3*.

Entombed (1): hp 144; see *Appendix 3*.

APL 10(EL 14)

Naridith, female human Wiz12 (1): hp 100; see *Appendix 4*.

Advanced Spellstitched Entombed (1): hp 180; see *Appendix 4*.

APL 12(EL 16)

Naridith, female human Wiz14 (1): hp 114; see *Appendix 5*.

Advanced Spellstitched Entombed (2): hp 180 each; see *Appendix 5*.

Tactics:

APL 4: The icegaunt starts at the base of the ices stairs and automatically surprises the party, but spends its surprise round freeing itself from the ice. On the first full round it casts *column of ice* on melee-types to separate them from those they would protect. It then waits for Naridith's opening salvo before it follows this up with *obscuring mist* in order to separate and disorient its opponents even further. It then casts *numbing sphere* and then enters melee, using move actions to redirect the sphere as necessary. Its goal is to keep the PCs away from Naridith, so it tries not to stray too far from the stairs.

Naridith starts this encounter in her bedroom cave up on the ledge and is not visible from the entrance tunnel. She loves to taunt her victims whenever possible. For example, she might comment, "I am sorry if these accommodations are too cold for you. Let me warm things up," just prior to casting her first *fireball*. Or, "You may have destroyed the Cauldron of Ills, but you shall not have her sister," to PCs who have **Marked by the Reaper**.

If Naridith was not warned by any of the *alarm* spells, she casts *shield* on the first round. Her first offensive action is to move to line of sight of the PCs and cast fiery *fireball* augmented by here *lesser metamagic rod of searing spell*. She uses her other *fireball* only for emergencies so that her Fiery Burst reserve feat is at maximum effectiveness. She then uses her offensive spells and Fiery Burst at a range on appropriate targets, enhancing spells with her rod as necessary. She avoids catching her ally with fire spells. If closed with, she uses *fireburst*.

If any of the PCs have **Enmity of the Cult of Nerull** or **Marked by the Reaper** on their ARs, both Naridith and her allies focus both their taunts and attacks on those individuals.

APL 6: The icegaunts start at the base of the ices stairs 20 feet apart and automatically surprise the party, but spend their surprise round freeing themselves from the ice. On the first full round they cast *column of ice* on melee-types to separate them from those they would protect. They then waits for Naridith's opening salvo before following this up with *obscuring mist* in order to separate and disorient opponents even further. They then cast *numbing sphere* and then enter melee, using move actions to redirect the spheres as necessary. Their goal is to keep the PCs away from Naridith, so they try not to stray too far from the stairs.

Naridith starts this encounter in her bedroom cave up on the ledge and is not visible from the entrance tunnel. She loves to taunt her victims whenever possible. For example, she might comment, "I am sorry if these accommodations are too cold for you. Let me warm things up," just prior to casting her first *fireball*. Or, "You may have destroyed the Cauldron of Ills, but you shall not have her sister," to PCs who have **Marked by the Reaper**.

If Naridith was not warned by any of the *alarm* spells, she casts *fly* on the first round. Here first offensive action is to move to line of sight of the PCs and cast fiery *fireball* augmented by both her *lesser metamagic rod of searing spell* and *bracers of entangling blast*. She uses her *blast of flame* only for emergencies so that her Fiery Burst reserve feat is at maximum effectiveness. She then uses her offensive spells and Fiery Burst at a range on appropriate targets, enhancing spells with her rod as necessary. She avoids catching her allies with fire spells. If closed with, she uses explosive *fireburst*.

If any of the PCs have **Enmity of the Cult of Nerull** or **Marked by the Reaper** on their ARs, both Naridith and her allies focus both their taunts and attacks on those individuals.

APL 8: The entombed starts at the base of the ice stairs and automatically surprises the party, but spends its surprise round freeing itself from the ice. On the first full round it waits for Naridith's opening salvo before moving in to grapple an opponent. It uses Ice Glide to move faster and give it cover while fighting (the ice in this cavern is actually 20-feet thick on all sides). It then attempts to incapacitate its foe with its Immure ability. Unlike most entombed, once it has Immured an opponent, it leaves it there to go deal with others as its goal is to keep the PCs away from Naridith.

Naridith starts this encounter in her bedroom cave up on the ledge and is not visible from the entrance tunnel. She loves to taunt her victims whenever possible. For example, she might comment, "I am sorry if these accommodations are too cold for you. Let me warm things up," just prior to casting her first *fireball*. Or, "You may have destroyed the Cauldron of Ills, but you shall not have her sister," to PCs who have **Marked by the Reaper**.

If Naridith was not warned by any of the *alarm* spells, she casts *fly* on the first round. Here first offensive action is to move to line of sight of the PCs and cast explosive *fireball* augmented by

bracers of entangling blast. She uses her fiery *orb of fire* only for emergencies so that her Fiery Burst reserve feat is at maximum effectiveness. She then uses her offensive spells and Fiery Burst at a range on appropriate targets, enhancing spells with her rod as necessary. She avoids catching her allies with fire spells. If closed with, she uses explosive *fireburst*. She saves *dimension door* for emergency escapes, and uses her Ring of Silent Spell if silence is cast on her, to defend against sonic attacks, and to defeat enemy spellcasters who get too close.

If any of the PCs have **Enmity of the Cult of Nerull** or **Marked by the Reaper** on their ARs, both Naridith and her allies focus both their taunts and attacks on those individuals.

APL 10: The entombed starts at the base of the ice stairs and automatically surprises the party, but spends its surprise round freeing itself from the ice. On the first full round it casts *Evard's black tentacles* on the greatest concentration of party members. It then waits for Naridith's opening salvo before casting *stinking cloud*. It then closes in to grapple non-incapacitated opponents casting its other spells only when its melee attacks are ineffective. It uses Ice Glide to move faster and give it cover while fighting (the ice in this cavern is actually 20-feet thick on all sides). It then attempts to incapacitate its foe with its Immure ability. Unlike most entombed, once it has Immured an opponent, it leaves it there to go deal with others as its goal is to keep the PCs away from Naridith.

Naridith starts this encounter in her bedroom cave up on the ledge and is not visible from the entrance tunnel. She loves to taunt her victims whenever possible. For example, she might comment, "I am sorry if these accommodations are too cold for you. Let me warm things up," just prior to casting her first *fireball*. Or, "You may have destroyed the Cauldron of Ills, but you shall not have her sister," to PCs who have **Marked by the Reaper**.

If Naridith was not warned by any of the *alarm* spells, she casts *greater blink* and activates the *stone skin* property of her *heart of stone* spell, on the first round. She follows this up by activating the *fire shield* from her heart of fire on the next round and *freedom of movement* from her *heart of water* the round after that, while still conducting her other activities. Here first offensive action is to move to line of sight of the PCs and cast explosive sculpted *fireball* augmented by both the *metamagic rod of scorching spell* and *bracers of entangling blast*. She uses her explosive *greater*

fireburst only for emergencies so that her Fiery Burst reserve feat is at maximum effectiveness. She then uses her offensive spells and Fiery Burst at a range on appropriate targets, enhancing spells with her rod as necessary. She avoids catching her allies with fire spells. If closed with, she uses explosive *fireburst*. She saves *dimension door* for emergency escapes, and uses her *Ring of Silent Spell* if silence is cast on her, to defend against sonic attacks, and to defeat enemy spellcasters who get too close. She uses *greater dispel magic* to debuff her opponents if necessary.

If any of the PCs have **Enmity of the Cult of Nerull** or **Marked by the Reaper** on their ARs, both Naridith and her allies focus both their taunts and attacks on those individuals.

APL 12: The entombed start at the base of the ice stairs and automatically surprises the party, but spend their surprise round freeing themselves from the ice. On the first full round they casts *Evard's black tentacles* on the greatest concentration of party members. They wait for Naridith's opening salvo before casting *stinking cloud*. They then close in to grapple non-incapacitated opponents casting their other spells only when melee attacks are ineffective. They use Ice Glide to move faster and give them cover while fighting (the ice in this cavern is actually 20-feet thick on all sides). They then attempt to incapacitate their foe with their Immure ability. Unlike most entombed, once they have Immured an opponent, they leaves it there to go deal with others as their goal is to keep the PCs away from Naridith.

Naridith starts this encounter in her bedroom cave up on the ledge and is not visible from the entrance tunnel. She loves to taunt her victims whenever possible. For example, she might comment, "I am sorry if these accommodations are too cold for you. Let me warm things up," just prior to casting her first *fireball*. Or, "You may have destroyed the Cauldron of Ills, but you shall not have her sister," to PCs who have **Marked by the Reaper**.

Naridith has already cast *Mordenkainen's faithful hound* on the *Rod of Chills* to protect it. If Naridith was not warned by any of the *alarm* spells, she casts *greater blink* and activates the *stone skin* property of her *heart of stone* spell, on the first round. She follows this up by activating the *fire shield* from her heart of fire on the next round and *freedom of movement* from her *heart of water* the round after that, while still conducting her other activities. Here first offensive action is to

move to line of sight of the PCs and cast explosive fiery *fireball* augmented by both the *metamagic rod of scorching spell* and *bracers of entangling blast*. She uses her *delayed blast fireball* only for emergencies so that her Fiery Burst reserve feat is at maximum effectiveness. She then uses her offensive spells and Fiery Burst at a range on appropriate targets, enhancing spells with her rod as necessary. She avoids catching her allies with fire spells. If closed with, she uses explosive *greater fireburst*. She saves *dimension door* for emergency escapes, and uses her *Ring of Silent Spell* if silence is cast on her, to defend against sonic attacks, and to defeat enemy spellcasters who get too close. She uses *greater dispel magic* to debuff her opponents if necessary.

If any of the PCs have **Enmity of the Cult of Nerull** or **Marked by the Reaper** on their ARs, both Naridith and her allies focus both their taunts and attacks on those individuals.

Treasure: The only treasure here is Naridith's equipment.

Development: If the PCs were victorious they can now explore the cavern safely. A successful DC 18 Search check in Naridith's bedroom reveals her research notes (written in Ancient Flan), the Rod's holding case, and Naridith's spellbooks.

The *Rod of Chills* is embedded in the pedestal of ice (hardness 0, 21 HP, Break DC 22). The Rod has Hardness 25 and 150 hit points, and repairs itself at a rate of 3 hp/round. It has SR 25, and its bonus to all saving throws is +12. It is impervious to rust, rot, cold and acid.

If the rod is targeted with a least 20 points of magical fire, the rod itself issues a hellish cracking noise and the thin ice coating melts off of it. The *Rod of Chills* gets no saving throw against magical fire, nor does its SR apply to that specific spell. The ice coating stays melted for 1 round per caster level of the fire effect; during this time, its ability to repair itself is suppressed, and it takes on the consistency of glass (Hardness 1, 5 hit points.) If it is smashed while affected by a magical fire, the *Rod of Chills* is destroyed forever. The character who delivers the final blow to the *Rod of Chills* gains the **Ice-breaker** special ability, as does the PC who used the magical fire effect.

PCs may attempt to use various Knowledge skills and spells to investigate the *Rod of Chills*. The results of the most likely are summarized below. Using Naridith's notes provides a +8 circumstance bonus on any Knowledge checks.

Knowledge: Arcana

- **DC 10+APL:** This item seems to be a magical rod dedicated to winter.
- **DC 15+APL:** As it seems to generate cold and ice. It is most likely the source of the strange weather and attacks.
- **DC 20+APL:** If the rod is a cold generator, perhaps it is susceptible to fire.

Knowledge: History, Knowledge: Local (Sheldomar) or Bardic Knowledge

- **DC 10+APL:** The Principality of Ulek was originally populated by Flan tribes, during that time the region had some especially harsh winters that killed many unprepared citizens.
- **DC 15+APL:** Among the influences the dwarves had on the native tribes was to moderate their religious practices. It is said that the harsh winters were a punishment from the Reaper for turning away from his worship.
- **DC 20+APL:** The harsh winters ended when a Cult of Nerull was rooted out of a hidden cave in the Lortmils by a group of brave adventurers.

Knowledge: Religion

- **DC 10+APL:** This is a relic of Nerull, Flan deity of death, decay, disease and winter. It most likely has some power over one of those subjects.
- **DC 15+APL:** Followers of the Reaper often create powerful magical devices meant to spread death and hardship. These relics embody the very essence of the ills they are meant to create.
- **DC 20+APL:** This is the *Rod of Chills*, an artifact said to have been created by an avatar of Nerull. It is capable of generating harsh winter storms and summoning cold-weather creatures, but is vulnerable to the powers of summer. Its power can be kept in check by a special magical case that was created along with it.

Casting *identify* provides the following information:

- This device is called *The Rod of Chills*.
- Its purpose is to spread cold and winter hardship about the land.

- It can only be activated by one with the appropriate knowledge.

Casting *legend lore* or a similar effect provides all of the information from *identify*, as well as the following:

- The *Rod of Chills* was forged 1500 years ago by an avatar of Nerull known as the Frost Reaper. It is responsible for dozens of harsh winters that have afflicted the world.
- The *Rod of Chills* was lost ages ago when the Cult of Nerull that possessed it was dispersed by a group of adventurers.
- Magical fire effects suppress the profane defenses the *Rod* enjoys, for a time.

CONCLUSION

There are essentially three possible conclusions to this adventure:

CONCLUSION A: SUMMER SOLSTICE

This conclusion occurs if the PCs destroyed the *Rod of Chills*.

As you exit the Mouth of Oblivion you can feel the sun upon your face. The ice and snow coating everything is already starting to melt and it won't be long before this area of the Lortmils is back to normal. You have barely begun your journey back to Sunflower Cove when you spy the familiar figure of Falcor Highwing approaching. Next to him is a large white bear similar to the one you encountered earlier, but its disposition seems much better.

"Well done adventurers! It seems my confidence in you was well-placed," he states. "I have been attempting to follow your progress but I am sure I have missed a few things. Tell me what happened."

If the PCs ask about the polar bear, Falcor says he found it wounded in the hills not long ago and is nursing it back to health. Assuming the PCs explain everything:

"An artifact of the Cult of Nerull, eh?" he retorts, shuddering. "I should have smelled the rot of death from the beginning. Thank goodness it has been destroyed. Such evil corrupts the very land. It is not a thing of nature."

“The Emerald Conclave, and I am sure much of Ulek, is grateful to you for stopping this evil before it could wreak more destruction. I have been authorized to make some treasures available to you.”

At this, Falcor opens up a large bag and dumps several items out onto the ground. The last item seems to be a bundle of several other items wrapped in what appears to be spider silk. Falcor looks at the bundle quizzically.

“That’s odd,” he says, scratching his head. “That wasn’t in there before. Where did it come from?”

Shrugging his shoulders, he says, “Well, I guess that’s for you too...wherever it came from.”

The PCs gain Favor of the Emerald Conclave, and Favor from the Shadows. PCs that had either Marked by the Reaper or Enmity of the Cult of Nerull gain Hatred of the Reaper on their ARs.

CONCLUSION B: AUTUMN EQUINOX

This conclusion occurs if the PCs gained possession the *Rod of Chills* but did not destroy it.

As you exit the Mouth of Oblivion you can feel the sun upon your face. The ice and snow coating everything is already starting to melt and it won’t be long before this area of the Lortmils is back to normal. You have barely begun your journey back to Sunflower Cove when you spy the familiar figure of Falcor Highwing approaching. Next to him is a large white bear similar to the one you encountered earlier, but its disposition seems much better.

“Well done adventurers! It seems my confidence in you was well-placed,” he states. “I have been attempting to follow your progress but I am sure I have missed a few things. Tell me what happened.”

If the PCs ask about the polar bear, Falcor says he found it wounded in the hills not long ago and is nursing it back to health. Assuming the PCs explain everything:

“An artifact of the Cult of Nerull, eh?” he retorts, shuddering. “I should have smelled the rot of death from the beginning. Such evil corrupts the very land. It is not a thing of nature. What, pray tell, are you going to do with such an evil thing?”

If asked, Falcor suggest they destroy it, if they can’t or won’t he suggest they turn it over to the Emerald Conclave or some other organization that might keep it from falling back into the hands of the cult.

“The Emerald Conclave, and I am sure much of Ulek, is grateful to you for stopping this evil before it could wreak more destruction. I have been authorized to make some treasures available to you.”

At this, Falcor opens up a large bag and dumps several items out onto the ground. The last item seems to be a bundle of several other items wrapped in what appears to be spider silk. Falcor looks at the bundle quizzically.

“That’s odd,” he says, scratching his head. “That wasn’t in there before. Where did it come from?”

Shrugging his shoulders, he says, “Well, I guess that’s for you too...wherever it came from.”

The PCs gain Favor of the Emerald Conclave and Favor from the Shadows on their ARs.

CONCLUSION C: WINTER SOLSTICE

This conclusion occurs if the PCs failed to gain possession the *Rod of Chills* or destroy it.

As you exit the Mouth of Oblivion you can see the Sun high in the sky, but you feel no warmth upon your face. You have failed in your mission and the ice and snow coating everything will only spread, soon making this part of the Lortmils any icy glacier. You have barely begun your journey back to Sunflower Cove when you spy the familiar figure of Falcor Highwing approaching. Next to him is a large white bear similar to the once you encountered earlier, but its disposition seems much better.

“I am disappointed. But perhaps the task I had set before you was more than I should have expected. I will return to the Emerald Conclave and report. No doubt they will muster a strike force to deal with this, but I doubt the evil will remain here long enough, now that it has been discovered. Perhaps some other day you will get a chance to put this evil to rest. Let us hope that day is not a cold day in Hell.”

If the PCs ask about the polar bear, Falcor says he found it wounded in the hills not long ago and is nursing it back to health.

A week later, a force from the Emerald Conclave supported by members of the Web and Mine Rangers assaults the Mouth of Oblivion, but it is too late. Naridith has fled to parts unknown with the Rod of Chills, and has left behind only her undead guardians and the frozen bodies that decorated her abode. If the PCs left any of their number behind, their bodies are recovered at this time.

EPILOGUE

If the PCs took possession of the *Rod of Chills*, they are pressured by every group conceivable to turn it over to the forces of good for disposal. Whether they do or not, however, the Rod is stolen by Nerullites before it can be destroyed. Rumor eventually reaches the PCs of this.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: A Cold Wind Bloweth

Defeated the invaders.

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp.

APL 12: 315 xp.

Encounter 3: Over Hill and Dale

Saved Jilmus.

APL 4: 67 xp.

APL 6: 90 xp.

APL 8: 112 xp.

APL 10: 135 xp.

APL 12: 157 xp.

Encounter 4: The Mouth of Oblivion

Survived the Pit Trap of Icy Doom.

APL 4: 68 xp.

APL 6: 90 xp.

APL 8: 113 xp.

APL 10: 135 xp.

APL 12: 158 xp.

Encounter 5: Path of the Faithful

Survived the Test of Faith.

APL 4: 67 xp.

APL 6: 90 xp.

APL 8: 112 xp.

APL 10: 135 xp.

APL 12: 157 xp.

Encounter 6: Fire and Ice

Defeated Naridith and her minions.

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp.

APL 12: 315 xp.

Story Award

Destroyed the *Rod of Chills*.

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp.

APL 12: 315 xp.

Discretionary Roleplaying Award

APL 4: 68 xp.

APL 6: 90 xp.

APL 8: 113 xp.

APL 10: 135 xp.

APL 12: 158 xp.

Total possible experience

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

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

adventure, 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 1: A Cold Wind Bloweth

APL 4: L: 3 gp, C: 0 gp, M: +1 *ring of protection* (167 gp).

APL 6: L: 5 gp, C: 0 gp, M: +2 *ring of protection* (667 gp).

APL 8: L: 21 gp, C: 0 gp, M: +2 *ring of protection* (667 gp).

APL 10: L: 25 gp, C: 0 gp, M: +3 *ring of protection* (1,500 gp).

APL 12: L: 78 gp, C: 0 gp, M: +4 *ring of protection* (2,667 gp).

Encounter 3: Over Hill and Dale

APL 4-8: L: 10 gp, C: 0 gp, M: 0 gp.

APL 10-12: L: 16 gp, C: 0 gp, M: 0 gp.

Encounter 4: The Mouth of Oblivion

APL 4: L: 0 gp, C: 0 gp, M: *bladed crossbow* (338 gp).

APL 6: L: 0 gp, C: 0 gp, M: *bladed crossbow* (338 gp).

APL 8: L: 0 gp, C: 0 gp, M: *quick loading bladed crossbow* (888 gp).

APL 10: L: 0 gp, C: 0 gp, M: *quick loading bladed crossbow* (888 gp).

APL 12: L: 0 gp, C: 0 gp, M: *quick loading ghost touch bladed crossbow* (2,388 gp).

Encounter 6: Fire and Ice

APL 4: L: 251 gp, C: 0 gp, M: 427 gp; *arcane scroll of mage armor* (2 gp), *cloak of resistance +1* (83 gp), *divine scroll of restoration* (67 gp), *lesser metamagic rod of searing* (250 gp), *potion of cure moderate wounds* (25 gp).

APL 6: L: 435 gp, C: 0 gp, M: 605 gp; *arcane scroll of blur* (13 gp), *bracers of entangling blast* (167 gp), *cloak of resistance +1* (83 gp), *divine scroll of restoration* (67 gp), *lesser metamagic rod of searing* (250 gp), *potion of cure moderate wounds* (25 gp).

APL 8: L: 647 gp, C: 0 gp, M: 1,033 gp; *arcane scroll of blur* (13 gp), *arcane scroll of see invisible* (13 gp), *bracers of entangling blast* (167 gp), *cloak of resistance +2* (333 gp), *divine scroll of restoration* (67 gp), *lesser metamagic rod of searing* (250 gp), *potion of cure moderate wounds* (25 gp), *ring of silent spell* (167 gp).

APL 10: L: 1,047 gp, C: 0 gp, M: 2,321 gp; *arcane scroll of blur* (13 gp), *arcane scroll of see invisible* (13 gp), *bracers of entangling blast* (167 gp), *cloak of resistance +3* (750 gp), *divine scroll of restoration* (67 gp), *metamagic rod of searing* (917 gp), *potion of cure serious wounds* (63 gp), *ring of protection +1* (167 gp), *ring of silent spell* (167 gp).

APL 12: L: 1,135 gp, C: 0 gp, M: 3,654 gp; *arcane scroll of blur* (13 gp), *arcane scroll of see invisible* (13 gp), *bracers of entangling blast* (167 gp), *cloak of resistance +3* (750 gp), *divine scroll of restoration* (67 gp), *headband of intellect +4* (1,333 gp), *metamagic rod of searing* (917 gp), *potion of cure serious wounds* (63 gp), *ring of protection +1* (167 gp), *ring of silent spell* (167 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 268 gp, C: 0 gp, M: 923 gp – Total: 1,196 gp (650 gp).

APL 6: L: 450 gp, C: 0 gp, M: 1,610 gp – Total: 2,060 gp (900 gp).

APL 8: L: 678 gp, C: 0 gp, M: 2,588 gp – Total: 3,266 gp (1,300 gp).

APL 10: L: 1,088 gp, C: 0 gp, M: 4,709 gp – Total: 5,797 gp (2,300 gp).

APL 12: L: 1,229 gp, C: 0 gp, M: 8,709 gp – Total: 9,938 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Callous Combatant: You have demonstrated a callous disregard for the lives of innocents when engaged in battle. You gain a +2 circumstance bonus to Intimidate when dealing with citizens of the Principality of Ulek. You gain a -1 circumstance penalty to all other Charisma-based skill checks when dealing with citizens of the Principality of Ulek.

Foul Weather Friend: For sparing the life of a hapless cold-weather animal the Emerald Conclave has managed to preserve some stray animals for you. You have access to the following animal companions: Megalosaurus, Glyptodon, and Woolly Mammoth.

Favor of the Emerald Conclave: For ending the threat of the Cult of Nerull, the Emerald Conclave gives you Adventure access to the following items from the MIC: *tigerskin armor*, *ring of antivenom*, and *survival pouch*. If you are a member of the Emerald Conclave, you gain Regional access to these items.

Favor from the Shadows: An unknown benefactor has shown favor on your deeds. You gain Adventure access to the following items from the MIC: *revelation crystal* (least), *shield of mercy*, *rod of escape*. If you are a member of the Web, you gain Regional access to these items.

Hatred of Nerull: Because you have repeatedly drawn his attention, The Reaper wishes you to visit him very soon in his other-worldly abode. To help expedite this, you now have a -1 penalty to all saves against death effects, negative energy effects and disease. This penalty can only be removed by a *limited wish*, *wish*, *miracle* or similarly powerful effect.

Ice Breaker: For having struck the final blow that destroyed the *Rod of Chills*, you have triumphed over winter itself. You gain Resist Cold 5 for one year from the date of this Adventure Record. If you are already Resist Cold, your Resist Cold ability increases by 5.

Naridith's Spellbook: You have plundered Naridith's spellbook.

APL 4: (1,950 gp) 1st— *alarm*, *burning hands*, *comprehend languages*, *endure elements*, *grease*, *identify*, *mage armor*, *Nystal's magic aura*, *shield*; 2nd— *blindness/deafness*, *cat's grace*, *command undead*, *false life*, *fireburst* (SpC), *fox's cunning*, *heart of air* (CM), *incendiary slime* (CM), *scorching ray*; 3rd— *anticipate teleportation* (SpC), *fireball*, *fly*, *heart of water* (CM).

APL 6: (2,200 gp) 4th— *bestow curse*, *blast of flame* (SpC), *contagion*, *dimension door*, *dispelling screen* (SpC), *heart of earth* (CM), *illusory wall*, *greater invisibility*, *orb of fire* (SpC), *scrying*, *wall of ice*.

APL 8: (1,250 gp) 5th—*contact other plane*, *greater blink*, *greater fireburst* (SpC), *heart of water* (CM), *Mordenkeinen's faithful hound*.

APL 10: (1,500 gp) 6th— *analyze dweomer*, *contingency*, *greater dispel magic*, *legend lore*, *permanent image*.

APL 12: (1,050 gp) 7th— *delayed blast fireball, greater scrying, spell turning.*

Item Access

APL 4

- *White Dragonhide Heavy Shield* (Adventure; DMG; 340 gp)
- *Lesser Metamagic Rod of Searing Spell* (Adventure; Sandstorm; 3,000 gp)
- *Divine Scroll of Restoration* (Adventure; DMG; 800 gp)
- *Bladed Crossbow* (Adventure; MIC; 4,660 gp)
- Naridith's Spellbook (Adventure; see above)

APL 6 (All of APL 4 plus)

- *White Dragonhide Hide Armor* (Adventure; DMG; 330 gp)
- *Bracers of Entangling Blast* (Adventure; MIC; 2,000 gp)

APL 8 (All of APL 4-6 plus)

- *Ring of Silent Spells* (Adventure; MIC; 2,000 gp)
- *Quick Loading Bladed Crossbow* (Adventure; MIC; 10,660 gp)

APL 10 (All of APL 4-8 plus)

- *White Dragonhide Banded Armor* (Adventure; DMG; 800 gp)
- *Metamagic Rod of Searing Spell* (Adventure; Sandstorm; 11,000 gp)

APL 12 (All of APL 4-10 plus)

- *Quick Loading Ghost Touch Bladed Crossbow* (Adventure; MIC; 28,660 gp)

APPENDIX 1 – APL 4

ENCOUNTER 1

FROSTDOOM

CR 4

Male young white dragon

CE Medium dragon (cold)

Init +4; **Senses** Listen +12, Spot +12; Blindsight 60-ft., Keen senses, Low-light vision, Darkvision 120-ft.

Languages Draconic

AC 19, touch 11, flat-footed 19
(+1 deflection, +8 natural)

hp 99 (9 HD);

Immune cold, sleep and paralysis

Fort +8, **Ref** +6, **Will** +6

Weakness vulnerable fire

Speed 60 ft. (12 squares); burrow 30 ft.; fly 200 ft. (poor); swim 60 ft.

Melee bite +11 (2d6+2) or bite +11 (2d6+2) and 2 claws +6 (1d6+1) and 2 wings +6 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +11

Special Actions Breath weapon

Abilities Str 15, Dex 10, Con 15, Int 6, Wis 11, Cha 6
SQ Icewalking

Feats Flyby attack, Improved Initiative, Improved Natural Attack (bite), Wingover

Skills Intimidate +10, Listen +12, Search +10, Spot+12

Possessions combat gear plus *ring of protection* +1.

Breath Weapon (Su): 30-ft. cone, damage 3d6 cold, Reflex DC 16 half.

Icewalking (Ex): As the *spider climb* spell, but the surfaces the dragon climbs must be icy; always in effect.

Description: *This man-sized dragon has a beaked nose, spiny dewclaws, and a crest supported by a single back-curving spine. A crisp, faintly chemical odor accompanies the dragon, whose scales glisten like snow.*

Sources Monster Manual

YETI

CR 3

N Large Monstrous Humanoid (cold)

Init +1; **Senses** Listen +3, Spot +2; Snowsight

Languages Giant

AC 14, touch 10, flat-footed 13; Dodge
(-1 size, +1 Dex, +4 natural)

hp 35 (4 HD);

Immune cold

Fort +3, **Ref** +5, **Will** +5

Weakness vulnerability to fire

Speed 40 ft. (8 squares), climb 20 ft.;

Melee claw +7 (1d6+4) or 2 claws +7 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +12

Atk Options Constrict, improved grab

Abilities Str 18, Dex 13, Con 14, Int 9, Wis 12, Cha 11

Feats Dodge, Toughness

Skills Climb +12, Hide -1*, Listen +3, Move Silently +2, Spot +2, Survival +2

Constrict (Ex): A yeti deals 1d6+4 points of damage with a successful grapple check, plus an extra 2d6 points of cold damage from the heat-absorbing effect of the creature's body.

Improved Grab (Ex): To use this ability, a yeti must hit a Medium or smaller creature with a claw attack. If it gets a hold, it can constrict.

Snowsight (Ex): A yeti can see in snow as per the *snowsight* spell.

Skills *A yeti's white fur gives it a +12 racial bonus on Hide checks in snow

Description: *Standing as tall as an ogre, this hulking, white-furred, ape-like beast shambles along on two legs. Its huge hands end in powerful claws, and its pale blue eyes are cold and hateful.*

Sources Frostburn

WHITE WOLF

CR 1

N Medium animal

Init +2; **Senses** Listen +3, Spot +3; Low-light vision, scent

Languages None

AC 14, touch 12, flat-footed 12
(+2 Dex, +2 natural)

hp 16 (2 HD);

Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. (10 squares);

Melee Bite +3 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Atk Options Trip

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Track, Weapon Focus (bite)

Skills Hide +2*, Listen +3, Move Silently +3, Spot +3, Survival +1*

Trip (Ex): A white wolf that hits with a bite attack can attempt to trip an opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the white wolf.

Skills * A white wolf's fur gives it a +8 racial bonus on Hide checks in snow and icy conditions. White wolves have a +4 racial bonus to Survival checks when tracking by scent.

Description: *This aggressive looking wolf has a coat of pure white fur.*

Sources Monster Manual

ENCOUNTER 3

POLAR BEAR

CR 4

N Large animal

Init +1; **Senses** Listen +5, Spot +5; Low-light vision, scent

Languages None

AC 15, touch 10, flat-footed 14

(-1 size, +1 Dex, +5 natural)

hp 80 (8 HD)

Fort +10, **Ref** +7, **Will** +3

Speed 40 ft. (8 squares), swim 30 ft.;

Melee Claw +13 (1d8+8) or claws 2 +13 (1d8+8) and bite +8 (2d6+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +18

Atk Options Improved Grab

Abilities Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Feats Endurance, Run, Track

Skills Hide -2*, Listen +5, Spot +7, Swim +16

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, providing it swims in a straight line.

* A polar bear's white coat provides a +12 racial bonus to Hide checks in snowy areas.

Description: *This enormous bear has a thick coat of pure white fur.*

Sources Monster Manual

ENCOUNTER 4

PIT OF ICY DOOM

CR 5

Description: A roughly 10-foot-by-20-foot set of trapdoors is covered by a thin sheet of ice and snow (**SEE DM'S AID: TRAP DIAGRAM**). The trap is triggered by 25 lbs. or more of weight upon it, opening the trapdoors and dropping anyone on them into the 30-foot deep shaft below. At the bottom of the shaft is a horizontal 1-inch thick *wall of ice* (CL 1, hardness 0, 3 HP, Break DC 16). Anyone falling onto the *wall of ice* takes falling damage. The *wall of ice* takes the same damage. If it is breached, anyone on the *wall of ice* falls through to the chamber below, taking 1d6+1 cold damage for passing through the breach in the *wall of ice*. The chamber below is 30-feet-by-30-feet and 15-feet high. It is filled with cold water to just below the level of the *wall of ice*. Anyone falling into the water must make a Fortitude save (DC 25) or be fatigued from hypothermia. For every minute they remain in the water, they take 1d6 non-lethal cold damage and must make another Fortitude save (DC 25, +1 per previous check) or take 1d4 points of nonlethal cold damage and become exhausted. If they are already exhausted, they

become fatigued. Characters in the water may also suffer from drowning.

Any attempt to breach the surface of the water such as to breath or climb out, also breaches the *wall of ice* spell again, causing an additional 1d6+1 points of cold damage. Once breached, there is just enough ice around the edges of the shaft to climb out onto (Climb DC 15). Any character standing on the *wall of ice* or its remains is not considered breaching the *wall of ice*.

Search DC 22; **Type** mechanical and magical

Trigger 25 lbs. of weight

Effect 3d6 falling damage; plus possible multiple 1d6+1 cold damage effects; plus possible hypothermia effects; plus possible drowning. Reflex save DC 22 negates.

Duration: 1 round (though other effects may last longer).

Disarm Disable Device DC 20 (central disarm, located on the wall to the left of the trap).

ENCOUNTER 6

(SEE POWER-UP SUITE FOR PREPARED STATS)

NARIDITH

CR 5

Female human wizard 5

NE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Ancient Flan, Draconic, Fiendish

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 25 (5 HD);

Resist *Endure elements*

Fort +5, **Ref** +2, **Will** +5

Speed 30 ft. (6 squares);

Melee dagger +2 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +2

Special Actions Fiery burst

Combat Gear *lesser metamagic rod of searing spell, potion of cure moderate wounds, arcane scroll of mage armor, tanglefoot bag*

Wizard Spells Prepared (CL 5th [6th for fire spells]):

3rd— *fireball* (DC 17), *fiery fireball* (DC 17)

2nd— *false life*, *fiery fireburst* (DC 16), *fiery scorching ray* (+3 ranged touch)

1st— *burning hands* (DC 15), ~~*endure elements*~~, *mage armor, shield*

0— *detect magic*, *mage hand*, *read magic*, *prestidigitation*

Abilities Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 8

SQ Rat familiar

Feats Alertness, Fiery Burst, Fiery Spell, Metamagic School Focus (evocation), Scribe Scroll, Spell Focus (evocation)

Skills Concentration +10, Decipher Script +11, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (religion) +11, Spellcraft +13,

Possessions combat gear plus *cloak of resistance* +1, dagger, spell component pouch (x2), spellbook, *divine scroll of restoration*, *tindertwigs* (x5), tiny

hourglass of platinum and crystal worth 500 gp, 5 pearls (worth 100 gp each).

Spellbook 0— all; 1st— *alarm, burning hands, comprehend languages, endure elements, grease, identify, mage armor, Nystal's magic aura, shield*; 2nd— *blindness/deafness, cat's grace, command undead, false life, fireburst, fox's cunning, heart of air, incendiary slime, scorching ray*; 3rd— *anticipate teleportation, fireball, fly, heart of water*

Description: You see a Flan woman with frazzled brown hair and cold blue eyes. She wears a black robe decorated with fiery skulls and holds a rod of burnt wood capped with a golden sunburst.

Sources Complete Mage, Frostburn, Sandstorm, Spell Compendium

ICEGAUNT

CR 6

NE Medium undead (cold)

Init +0; **Senses** Listen +2, Spot +15; Darkvision 60 ft.

Languages Common

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 93 (10 HD); **DR** 10/magic

Immune ability drain, cold, critical hits, death by massive damage, death effects, disease, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning

Fort +3, **Ref** +3, **Will** +9

Weakness vulnerability to fire

Speed 30 ft. (6 squares);

Melee Slam +10 (1d6+7 plus 1d6 cold plus 1d4 Constitution drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +10

Atk Options Cleave, Power Attack

Druid Spells Prepared (CL 5th):

3rd— *column of ice* (DC 15)

2nd— *numbing sphere* (DC 14), *resist energy (fire)*

1st— *detect snares and pits, longstrider, obscuring mist, snowshoes*

0— *detect magic* (x2), *guidance, light, resistance*

Abilities Str 20, Dex 11, Con --, Int 11, Wis 14, Cha 12

SQ Undead traits

Feats Cleave, Power Attack, Silent Spell, Toughness

Skills Concentration +14, Hide +13, Move Silently +13, Spot +15

Constitution Drain (Su): Living creatures hit by an icegaunt's slam attack must succeed on a DC 16 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the icegaunt gains 5 temporary hit points. Temporary hit points gained in this manner last for up to 1 hour.

Create Spawn (Su): Any humanoid slain by an icegaunt rises as an icegaunt at the next midnight. Spawn are under command of the icegaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Frost Touch (Su): An icegaunt deals an extra 1d6 points of cold damage with each successful slam attack.

Description: This aged human has deeply tanned skin furrowed by countless wrinkles. He wears weather-beaten furs, and his eyes are dark and cold.

Sources Frostburn, Spell Compendium

POWER-UP SUITE

NARIDITH

CR 5

Female human wizard 5

NE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Ancient Flan, Draconic, Fiendish

AC 19, touch 11, flat-footed 18

(+1 Dex, +4 armor, +4 shield)

hp 36 [25 + 11 temp.] (5 HD);

Immune magic missiles

Resist *Endure elements*

Fort +5, **Ref** +2, **Will** +5

Speed 30 ft. (6 squares);

Melee dagger +2 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +2

Special Actions Fiery burst

Combat Gear *lesser metamagic rod of searing spell, potion of cure moderate wounds, ~~arcane scroll of mage armor~~, tanglefoot bag*

Wizard Spells Prepared (CL 5th [6th for fire spells]):

3rd— *fireball* (DC 17), *fiery fireball* (DC 17)

2nd— ~~*false life*~~, *fiery fireburst* (DC 16), *fiery scorching ray* (+3 ranged touch)

1st— *burning hands* (DC 15), ~~*endure elements, mage armor, shield*~~

0— *detect magic, mage hand, read magic, prestidigitation*

Abilities Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 8

SQ Rat familiar

Feats Alertness, Fiery Burst, Fiery Spell, Metamagic School Focus (evocation), Scribe Scroll, Spell Focus (evocation)

Skills Concentration +10, Decipher Script +11, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (religion) +11, Spellcraft +13,

Possessions combat gear plus *cloak of resistance* +1, dagger, spell component pouch (x2), spellbook, *divine scroll of restoration*, tindertwigs (x5), tiny hourglass of platinum and crystal worth 500 gp, 5 pearls (worth 100 gp each).

Spellbook 0— all; 1st— *alarm, burning hands, comprehend languages, endure elements, grease, identify, mage armor, Nystal's magic aura, shield*; 2nd— *blindness/deafness, cat's grace, command undead, false life, fireburst, fox's cunning, heart of air, incendiary slime, scorching ray*; 3rd— *anticipate teleportation, fireball, fly, heart of water*

Description: You see a Flan woman with frazzled brown hair and cold blue eyes. She wears a black robe decorated with fiery skulls and holds a rod of burnt wood capped with a golden sunburst.

Sources Complete Mage, Frostburn, Sandstorm, Spell Compendium

ICEGAUNT

CR 6

NE Medium undead (cold)

Init +0; **Senses** Listen +2, Spot +15; Darkvision 60 ft.

Languages Common

AC 17, touch 10, flat-footed 17
(+7 natural)

hp 93 (10 HD); DR 10/magic

Immune ability drain, cold, critical hits, death by massive damage, death effects, disease, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning

Resist fire 10

Fort +3, **Ref** +3, **Will** +9

Weakness vulnerability to fire

Speed 40 ft. (8 squares);

Melee Slam +10 (1d6+7 plus 1d6 cold plus 1d4 Constitution drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +10

Atk Options Cleave, Power Attack

Druid Spells Prepared (CL 5th):

3rd— *column of ice* (DC 15)

2nd— *numbing sphere* (DC 14), ~~*resist energy (fire)*~~

1st— *detect snares and pits*, ~~*longstrider*~~, *obscuring mist*, ~~*snowshoes*~~

0— *detect magic* (x2), *guidance*, *light*, *resistance*

Abilities Str 20, Dex 11, Con --, Int 11, Wis 14, Cha 12

SQ Undead traits

Feats Cleave, Power Attack, Silent Spell, Toughness

Skills Concentration +14, Hide +13, Move Silently +13, Spot +15

Constitution Drain (Su): Living creatures hit by an icegaunt's slam attack must succeed on a DC 16 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the icegaunt gains 5 temporary hit points. Temporary hit points gained in this manner last for up to 1 hour.

Create Spawn (Su): Any humanoid slain by an icegaunt rises as an icegaunt at the next midnight. Spawn are under command of the icegaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Frost Touch (Su): An icegaunt deals an extra 1d6 points of cold damage with each successful slam attack.

Description: *This aged human has deeply tanned skin furrowed by countless wrinkles. He wears weather-beaten furs, and his eyes are dark and cold.*

Sources Frostburn, Spell Compendium

APPENDIX 2 – APL 6

ENCOUNTER 1

FROSTDOOM

CR 6

Male juvenile white dragon

CE Medium dragon (cold)

Init +4; **Senses** Listen +15, Spot +15; Blindsense 60-ft., Keen senses, Low-light vision, Darkvision 120-ft.

Languages Draconic

AC 23, touch 12, flat-footed 23
(+2 deflection, +11 natural)

hp 132 (12 HD);

Immune cold, sleep and paralysis

Fort +10, **Ref** +8, **Will** +8

Weakness vulnerable fire

Speed 60 ft. (12 squares); burrow 30 ft.; fly 200 ft. (poor); swim 60 ft.

Melee bite +15 (2d6+3) or bite +15 (2d6+3) and 2 claws +10 (1d6+1) and 2 wings +10 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +15

Special Actions Breath weapon

Spell-Like Abilities (CL 4th):

3/day— *fog cloud*

Abilities Str 17, Dex 10, Con 15, Int 8, Wis 11, Cha 8

SQ Icewalking

Feats Flyby attack, Improved Initiative, Improved Natural Attack (bite), Hover, Wingover

Skills Intimidate +14, Listen +15, Search +14, Sense Motive +15, Spot+15

Possessions combat gear plus *ring of protection* +2.

Breath Weapon (Su): 30-ft. cone, damage 4d6 cold, Reflex DC 18 half.

Icewalking (Ex): As the *spider climb* spell, but the surfaces the dragon climbs must be icy; always in effect.

Description: *This bear-sized dragon has a beaked nose, spiny dewclaws, and a crest supported by a single back-curving spine. A crisp, faintly chemical odor accompanies the dragon, whose scales glisten like snow.*

Sources Monster Manual

YETI

CR 3

N Large Monstrous Humanoid (cold)

Init +1; **Senses** Listen +3, Spot +2; Snowsight

Languages Giant

AC 14, touch 10, flat-footed 13; Dodge
(-1 size, +1 Dex, +4 natural)

hp 35 (4 HD);

Immune cold

Fort +3, **Ref** +5, **Will** +5

Weakness vulnerability to fire

Speed 40 ft. (8 squares), climb 20 ft.;

Melee claw +7 (1d6+4) or 2 claws +7 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +12

Atk Options Constrict, improved grab

Abilities Str 18, Dex 13, Con 14, Int 9, Wis 12, Cha 11

Feats Dodge, Toughness

Skills Climb +12, Hide -1*, Listen +3, Move Silently +2, Spot +2, Survival +2

Constrict (Ex): A yeti deals 1d6+4 points of damage with a successful grapple check, plus an extra 2d6 points of cold damage from the heat-absorbing effect of the creature's body.

Improved Grab (Ex): To use this ability, a yeti must hit a Medium or smaller creature with a claw attack. If it gets a hold, it can constrict.

Snowsight (Ex): A yeti can see in snow as per the *snowsight* spell.

Skills *A yeti's white fur gives it a +12 racial bonus on Hide checks in snow

Description: *Standing as tall as an ogre, this hulking, white-furred, ape-like beast shambles along on two legs. Its huge hands end in powerful claws, and its pale blue eyes are cold and hateful.*

Sources Frostburn

WHITE WOLF

CR 1

N Medium animal

Init +2; **Senses** Listen +3, Spot +3; Low-light vision, scent

Languages None

AC 14, touch 12, flat-footed 12
(+2 Dex, +2 natural)

hp 16 (2 HD);

Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. (10 squares);

Melee Bite +3 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Atk Options Trip

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Track, Weapon Focus (bite)

Skills Hide +2*, Listen +3, Move Silently +3, Spot +3, Survival +1*

Trip (Ex): A white wolf that hits with a bite attack can attempt to trip an opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the white wolf.

Skills *A white wolf's fur gives it a +8 racial bonus on Hide checks in snow and icy conditions. White wolves have a +4 racial bonus to Survival checks when tracking by scent.

Description: *This aggressive looking wolf has a coat of pure white fur.*

Sources Monster Manual

ENCOUNTER 3

ADVANCED POLAR BEAR

CR 5

N Large animal

Init +1; **Senses** Listen +7, Spot +9; Low-light vision, scent

Languages None

AC 15, touch 10, flat-footed 14

(-1 size, +1 Dex, +5 natural)

hp 132 (12 HD)

Fort +13, **Ref** +9, **Will** +5

Speed 40 ft. (8 squares), swim 30 ft.;

Melee Claw +17 (2d6+9) or claws 2 +17 (2d6+9) and bite +12 (2d6+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +22

Atk Options Improved Grab

Abilities Str 28, Dex 13, Con 20, Int 2, Wis 12, Cha 6

Feats Diehard, Endurance, Improved Natural Attack (claws), Run, Track

Skills Hide -2*, Listen +7, Spot +9, Swim +16

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, providing it swims in a straight line.

* A polar bear's white coat provides a +12 racial bonus to Hide checks in snowy areas.

Description: *This enormous bear has a thick coat of pure white fur.*

Sources Monster Manual

ENCOUNTER 4

CAMOUFLAGED PIT OF ICY DOOM

CR 7

Description: A roughly 10-foot-by-20-foot set of trapdoors is covered by a thin sheet of ice and snow (SEE DM'S AID: TRAP DIAGRAM). The trap is triggered by 25 lbs. or more of weight upon it, opening the trapdoors and dropping anyone on them into the 50-foot deep shaft below. At the bottom of the shaft is a horizontal 2-inch thick *wall of ice* (CL 2, hardness 0, 6 HP, Break DC 17). Anyone falling onto the *wall of ice* takes falling damage. The *wall of ice* takes the same damage. If it is breached, anyone on the *wall of ice* falls through to the chamber below, taking 1d6+2 cold damage for passing through the breach in the *wall of ice*. The chamber below is 30-feet-by-30-feet and 15-feet high. It is filled with cold water to just below the level of the *wall of ice*. Anyone falling into the water must make a Fortitude save (DC 25) or be fatigued from hypothermia. For every minute they remain in the water, they take 1d6 nonlethal cold damage and must make another Fortitude save (DC 25, +1 per previous check)

or take 1d4 points of nonlethal cold damage and become exhausted. If they are already exhausted, they become fatigued. Characters in the water may also suffer from drowning.

Any attempt to breach the surface of the water such as to breathe or climb out, also breaches the *wall of ice* spell again, causing an additional 1d6+2 points of cold damage. Once breached, there is just enough ice around the edges of the shaft to climb out onto (Climb DC 15). Any character standing on the *wall of ice* or its remains is not considered breaching the *wall of ice*.

Search DC 26; **Type** mechanical and magical

Trigger 25 lbs. of weight

Effect 5d6 falling damage; plus possible multiple 1d6+2 cold damage effects; plus possible hypothermia effects; plus possible drowning. Reflex save DC 26 negates.

Duration: 1 round (though other effects may last longer).

Disarm Disable Device DC 23 (central disarm, located on the wall to the left of the trap).

ENCOUNTER 6

(SEE POWER-UP SUITE FOR PREPARED STATS)

NARIDITH

CR 7

Female human wizard 7

NE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Ancient Flan, Draconic, Fiendish

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 35 (7 HD);

Resist *Endure elements*

Fort +7, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares);

Melee dagger +3 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +3

Special Actions Fiery burst

Combat Gear *bracers of entangling blast*, *lesser metamagic rod of searing spell*, *arcane scroll of blur*, *potion of cure moderate wounds*, tanglefoot bag

Wizard Spells Prepared (CL 7th [8th for fire spells]):

4th— *blast of flame* (DC 17)

3rd— *explosive fireburst* (DC 16), *fiery fireball* (DC 17), *fly*

2nd— *false life*, *incendiary slime* (DC 15), *fox's cunning*, *fiery scorching ray* (+4 ranged touch)

1st— *burning hands* (DC 15), ~~*endure elements*~~, *grease* (DC 14), *mage armor*, *shield*

0— *detect magic*, *mage hand*, *read magic*, *prestidigitation*

Abilities Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 8

SQ Rat familiar

Feats Alertness, Explosive Spell, Fiery Burst, Fiery Spell, Metamagic School Focus (evocation), Scribe Scroll, Spell Focus (evocation)

Skills Concentration +12, Decipher Script +13, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (religion) +13, Spellcraft +15,

Possessions combat gear plus *cloak of resistance* +1, dagger, spell component pouch (x2), spellbook, *divine scroll of restoration*, tindertwigs (x5)), tiny hourglass of platinum and crystal worth 500 gp, 5 pearls (worth 100 gp each).

Spellbook 0— all; 1st— *alarm*, *burning hands*, *comprehend languages*, *endure elements*, *grease*, *identify*, *mage armor*, *Nystal's magic aura*, *shield*; 2nd— *blindness/deafness*, *cat's grace*, *command undead*, *false life*, *fireburst*, *fox's cunning*, *heart of air*, *incendiary slime*, *scorching ray*; 3rd— *anticipate teleportation*, *fireball*, *fly*, *heart of water*; 4th— *bestow curse*, *blast of flame*, *contagion*, *dimension door*, *dispelling screen*, *heart of earth*, *illusory wall*, *greater invisibility*, *orb of fire*, *scrying*, *wall of ice*

Description: You see a Flan woman with frazzled brown hair and cold blue eyes. She wears a black robe decorated with fiery skulls and holds a rod of burnt wood capped with a golden sunburst.

Sources Complete Arcane, Complete Mage, Frostburn, Sandstorm, Spell Compendium

ICEGAUNT

CR 6

NE Medium undead (cold)

Init +0; **Senses** Listen +2, Spot +15; Darkvision 60 ft.

Languages Common

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 93 (10 HD); DR 10/magic

Immune ability drain, cold, critical hits, death by massive damage, death effects, disease, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning

Fort +3, **Ref** +3, **Will** +9

Weakness vulnerability to fire

Speed 30 ft. (6 squares);

Melee Slam +10 (1d6+7 plus 1d6 cold plus 1d4 Constitution drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +10

Atk Options Cleave, Power Attack

Druid Spells Prepared (CL 5th):

3rd— *column of ice* (DC 15)

2nd— *numbing sphere* (DC 14), *resist energy (fire)*

1st— *detect snares and pits*, *longstrider*, *obscuring mist*, *snowshoes*

0— *detect magic* (x2), *guidance*, *light*, *resistance*

Abilities Str 20, Dex 11, Con --, Int 11, Wis 14, Cha 12

SQ Undead traits

Feats Cleave, Power Attack, Silent Spell, Toughness

Skills Concentration +14, Hide +13, Move Silently +13, Spot +15

Constitution Drain (Su): Living creatures hit by an icegaunt's slam attack must succeed on a DC 16 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the icegaunt gains 5 temporary hit

points. Temporary hit points gained in this manner last for up to 1 hour.

Create Spawn (Su): Any humanoid slain by an icegaunt rises as an icegaunt at the next midnight. Spawn are under command of the icegaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Frost Touch (Su): An icegaunt deals an extra 1d6 points of cold damage with each successful slam attack.

Description: This aged human has deeply tanned skin furrowed by countless wrinkles. He wears weather-beaten furs, and his eyes are dark and cold.

Sources Frostburn, Spell Compendium

POWER-UP SUITE

NARIDITH

CR 7

Female human wizard 7

NE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Ancient Flan, Draconic, Fiendish

AC 19, touch 11, flat-footed 18

(+1 Dex, +4 armor, +4 shield)

Miss Chance 20%

hp 48 [35 + 13 temp.] (7 HD);

Immune magic missiles

Resist *Endure elements*

Fort +7, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares); fly 60 ft. (good)

Melee dagger +3 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +3

Special Actions Fiery burst

Combat Gear *bracers of entangling blast*, *lesser metamagic rod of searing spell*, ~~arcane scroll of blur~~, *potion of cure moderate wounds*, tanglefoot bag

Wizard Spells Prepared (CL 7th [8th for fire spells]):

4th— *blast of flame* (DC 19)

3rd— *explosive fireburst* (DC 18), *fiery fireball* (DC 19), *fly*

2nd— ~~false life~~, *incendiary slime* (DC 17), ~~fox's cunning~~, *fiery scorching ray* (+4 ranged touch)

1st— *burning hands* (DC 17), ~~endure elements~~, *grease* (DC 16), ~~mage armor~~, *shield*

0— *detect magic*, *mage hand*, *read magic*, *prestidigitation*

Abilities Str 10, Dex 13, Con 14, Int 20, Wis 12, Cha 8

SQ Rat familiar

Feats Alertness, Explosive Spell, Fiery Burst, Fiery Spell, Metamagic School Focus (evocation), Scribe Scroll, Spell Focus (evocation)

Skills Concentration +12, Decipher Script +15, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (religion) +15, Spellcraft +17,

Possessions combat gear plus *cloak of resistance* +1, dagger, spell component pouch (x2), spellbook, *divine scroll of restoration*, tindertwigs (x5)), tiny hourglass of platinum and crystal worth 500 gp, 5 pearls (worth 100 gp each).

Spellbook 0— all; 1st— *alarm, burning hands, comprehend languages, endure elements, grease, identify, mage armor, Nystal's magic aura, shield*; 2nd— *blindness/deafness, cat's grace, command undead, false life, fireburst, fox's cunning, heart of air, incendiary slime, scorching ray*; 3rd— *anticipate teleportation, fireball, fly, heart of water*; 4th— *bestow curse, blast of flame, contagion, dimension door, dispelling screen, heart of earth, illusory wall, greater invisibility, orb of fire, scrying, wall of ice*

Description: You see a Flan woman with frazzled brown hair and cold blue eyes. She wears a black robe decorated with fiery skulls and holds a rod of burnt wood capped with a golden sunburst.

Sources Complete Arcane, Complete Mage, Frostburn, Sandstorm, Spell Compendium

ICEGAUNT

CR 6

NE Medium undead (cold)

Init +0; **Senses** Listen +2, Spot +15; Darkvision 60 ft.

Languages Common

AC 17, touch 10, flat-footed 17

(+7 natural)

hp 93 (10 HD); DR 10/magic

Immune ability drain, cold, critical hits, death by massive damage, death effects, disease, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning

Resist fire 10

Fort +3, **Ref** +3, **Will** +9

Weakness vulnerability to fire

Speed 40 ft. (8 squares);

Melee Slam +10 (1d6+7 plus 1d6 cold plus 1d4 Constitution drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +10

Atk Options Cleave, Power Attack

Druid Spells Prepared (CL 5th):

3rd— *column of ice* (DC 15)

2nd— *numbing sphere* (DC 14), ~~*resist energy (fire)*~~

1st— *detect snares and pits*, ~~*longstrider*~~, *obscuring mist*, ~~*snowshoes*~~

0— *detect magic* (x2), *guidance*, *light*, *resistance*

Abilities Str 20, Dex 11, Con --, Int 11, Wis 14, Cha 12

SQ Undead traits

Feats Cleave, Power Attack, Silent Spell, Toughness

Skills Concentration +14, Hide +13, Move Silently +13, Spot +15

Constitution Drain (Su): Living creatures hit by an icegaunt's slam attack must succeed on a DC 16 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the icegaunt gains 5 temporary hit points. Temporary hit points gained in this manner last for up to 1 hour.

Create Spawn (Su): Any humanoid slain by an icegaunt rises as an icegaunt at the next midnight. Spawn are under command of the icegaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Frost Touch (Su): An icegaunt deals an extra 1d6 points of cold damage with each successful slam attack.

Description: This aged human has deeply tanned skin furrowed by countless wrinkles. He wears weather-beaten furs, and his eyes are dark and cold.

Sources Frostburn, Spell Compendium

APPENDIX 3 – APL 8

ENCOUNTER 1

FROSTDOOM

CR 8

Male young adult white dragon

CE Large dragon (cold)

Init +4; **Senses** Listen +18, Spot +18; Blindsense 60-ft., Keen senses, Low-light vision, Darkvision 120-ft.

Aura Frightful presence 150-ft.

Languages Draconic

AC 25, touch 11, flat-footed 25

(-1 size, +2 deflection, +14 natural)

hp 180 (15 HD); **DR** 5/magic

Immune cold, sleep and paralysis

SR 16

Fort +12, **Ref** +9, **Will** +9

Weakness vulnerable fire

Speed 60 ft. (12 squares); burrow 30 ft.; fly 200 ft. (poor); swim 60 ft.

Melee bite +18 (3d6+4) or bite +18 (3d6+4) and 2 claws +13 (1d8+2) and 2 wings +13 (1d6+2) and tail slap +13 (1d8+6)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +15; **Grp** +23

Special Actions Breath weapon

Spell-Like Abilities (CL 5th):

3/day— *fog cloud*

Abilities Str 19, Dex 10, Con 17, Int 8, Wis 11, Cha 10

SQ Icewalking

Feats Blind-fight, Flyby attack, Improved Initiative, Improved Natural Attack (bite), Hover, Wingover

Skills Intimidate +18, Listen +18, Search +17, Sense Motive +18, Spot+18

Possessions combat gear plus *ring of protection* +2.

Breath Weapon (Su): 40-ft. cone, damage 5d6 cold, Reflex DC 20 half.

Icewalking (Ex): As the *spider climb* spell, but the surfaces the dragon climbs must be icy; always in effect.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within 150 feet are subject to the effect if they have fewer than 15 HD.

A potentially affected creature that succeeds on a Will save (DC 17) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Description: *This large dragon has a beaked nose, spiny dewclaws, and a crest supported by a single back-curving spine. A crisp, faintly chemical odor*

accompanies the dragon, whose scales glisten like snow.

Sources Monster Manual

YETI

CR 3

N Large Monstrous Humanoid (cold)

Init +1; **Senses** Listen +3, Spot +2; Snowsight

Languages Giant

AC 14, touch 10, flat-footed 13; Dodge

(-1 size, +1 Dex, +4 natural)

hp 35 (4 HD);

Immune cold

Fort +3, **Ref** +5, **Will** +5

Weakness vulnerability to fire

Speed 40 ft. (8 squares), climb 20 ft.;

Melee claw +7 (1d6+4) or 2 claws +7 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +12

Atk Options Constrict, improved grab

Abilities Str 18, Dex 13, Con 14, Int 9, Wis 12, Cha 11

Feats Dodge, Toughness

Skills Climb +12, Hide -1*, Listen +3, Move Silently +2, Spot +2, Survival +2

Constrict (Ex): A yeti deals 1d6+4 points of damage with a successful grapple check, plus an extra 2d6 points of cold damage from the heat-absorbing effect of the creature's body.

Improved Grab (Ex): To use this ability, a yeti must hit a Medium or smaller creature with a claw attack. If it gets a hold, it can constrict.

Snowsight (Ex): A yeti can see in snow as per the *snowsight* spell.

Skills *A yeti's white fur gives it a +12 racial bonus on Hide checks in snow

Description: *Standing as tall as an ogre, this hulking, white-furred, ape-like beast shambles along on two legs. Its huge hands end in powerful claws, and its pale blue eyes are cold and hateful.*

Sources Frostburn

WINTER WOLF

CR 5

NE Large magical beast (cold)

Init +5; **Senses** Listen +6, Spot +6; Darkvision 60-ft., low-light vision, scent

Languages Common, Giant

AC 15, touch 10, flat-footed 14

(-1 size, +1 Dex, +5 natural)

hp 63 (6 HD);

Immune cold

Fort +8, **Ref** +6, **Will** +3

Weakness vulnerable fire **Speed** 50 ft. (10 squares);

Melee Bite +9 (1d8+6 plus 1d6 cold)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +14

Atk Options Trip

Special Actions Breath weapon

Abilities Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10
SQ freezing bite

Feats Alertness, Improved Initiative, Track

Skills Hide -1*, Listen +6, Move Silently +7, Spot +6, Survival +1*

Breath Weapon (Su): 15-foot Cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deal an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip an opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills * A winter wolf's natural coloration gives it a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus to Survival checks when tracking by scent.

Description: *This aggressive looking wolf has a coat of pure white fur.*

Sources Monster Manual

ENCOUNTER 3

YOUNG DIRE POLAR BEAR CR 8

N Large animal

Init +1; **Senses** Listen +10, Spot +10; Low-light vision, scent

Languages None

AC 19, touch 10, flat-footed 18
(-1 size, +1 Dex, +8 natural)

hp 150 (15 HD)

Fort +13, **Ref** +10, **Will** +6

Speed 40 ft. (8 squares), swim 30 ft.;

Melee Claw +21 (1d8+10) or claws 2 +21 (2d6+10) and bite +15 (2d6+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +25

Atk Options Improved Grab

Abilities Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Feats Alertness, Endurance, Improved Natural Armor, Run, Toughness, Track, Weapon Focus (claws)

Skills Hide -1*, Listen +11, Spot +11, Swim +18

Improved Grab (Ex): To use this ability, a dire polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills A dire polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, providing it swims in a straight line.

* A dire polar bear's white coat provides a +12 racial bonus to Hide checks in snowy areas.

Description: *This tremendous white bear is the size of a large wagon. Its claws seem like black daggers, and its forequarters are armored with bony ridges.*

Sources Frostburn

ENCOUNTER 4

CAMOUFLAGED PIT OF ICY DOOM CR 9

Description: A roughly 10-foot-by-20-foot set of trapdoors is covered by a thin sheet of ice and snow (**SEE DM'S AID: TRAP DIAGRAM**). The trap is trigger by 25 lbs. or more of weight upon it, opening the trapdoors and dropping anyone on them into the 70-foot deep shaft below. Six feet below the top of the shaft is a horizontal *dispelling screen* (CL 8th). The screen's purpose is to dispel spells that might otherwise protect those caught in the trap. At the bottom of the shaft is a horizontal 3-inch thick *wall of ice* (CL 3rd, hardness 0, 9 HP, Break DC 18). Anyone falling onto the *wall of ice* takes falling damage. The *wall of ice* takes the same damage. If it is breached, anyone on the *wall of ice* falls through to the chamber below, taking 1d6+3 cold damage for passing through the breach in the *wall of ice*. The chamber below is 30-feet-by-30-feet and 15-feet high. It is filled with cold water to just below the level of the *wall of ice*. Anyone falling into the water must make a Fortitude save (DC 25) or be fatigued from hypothermia. For every minute they remain in the water, they take 1d6 nonlethal cold damage and must make another Fortitude save (DC 25, +1 per previous check) or take 1d4 points of nonlethal cold damage and become exhausted. If they are already exhausted, they become fatigued. Characters in the water may also suffer from drowning.

Any attempt to breach the surface of the water such as to breath or climb out, also breaches the *wall of ice* spell again, causing an additional 1d6+3 points of cold damage. Once breached, there is just enough ice around the edges of the shaft to climb out onto (Climb DC 15). Any character standing on the *wall of ice* or its remains is not considered breaching the *wall of ice*.

Search DC 27; **Type** mechanical and magical

Trigger 25 lbs. of weight

Effect 7d6 falling damage; plus possible multiple 1d6+3 cold damage effects; plus possible hypothermia effects; plus possible drowning. Reflex save DC 26 negates.

Duration: 1 round (though other effects may last longer).

Disarm Disable Device DC 23 (central disarm, located on the wall to the left of the trap).

ENCOUNTER 6

(SEE POWER-UP SUITE FOR PREPARED STATS)

NARIDITH

CR 9

Female human wizard 9

NE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Aura *Anticipate teleportation* 45 foot

Languages Common, Ancient Flan, Draconic, Fiendish

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 61 [45+16 temp.] (9 HD);

Resist *Endure elements*

Fort +9, **Ref** +6, **Will** +9

Speed 30 ft. (6 squares);

Melee dagger +4 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +4

Special Actions Fiery burst

Combat Gear *bracers of entangling blast, lesser metamagic rod of searing spell, ring of silent spell, arcane scroll of blur, arcane scroll of see invisible, potion of cure moderate wounds, tanglefoot bag*

Wizard Spells Prepared (CL 9th [10th for fire spells]):

5th— *fiery orb of fire* (+5 ranged touch, DC 18)

4th— *explosive fireball* (DC 17), *dimension door*

3rd— ~~*anticipate teleportation*~~, *explosive fireburst* (DC 16), *fiery fireball* (DC 17), *fly*

2nd— *cat's grace*, ~~*false life*~~, *incendiary slime* (DC 16), *fox's cunning*, *scorching ray* (+5 ranged touch)

1st— *burning hands* (DC 15), ~~*endure elements*~~, *grease* (DC 15), ~~*mage armor*~~, *shield*

0— *detect magic*, *mage hand*, *read magic*, *prestidigitation*

Abilities Str 10, Dex 13, Con 14, Int 17, Wis 12, Cha 8

SQ Rat familiar

Feats Alertness, Explosive Spell, Fiery Burst, Fiery Spell, Metamagic School Focus (evocation), Scribe Scroll, Spell Focus (conjuration), Spell Focus (evocation)

Skills Concentration +14, Decipher Script +15, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (religion) +15, Spellcraft +17,

Possessions combat gear plus *cloak of resistance* +2, dagger, spell component pouch (x2), spellbook, *divine scroll of restoration*, tindertwigs (x5), tiny hourglass of platinum and crystal worth 500 gp, 4 strips of ivory formed into a square (worth 50 gp), incense (worth 250 gp), polished silver mirror (worth 1,000 gp), 5 pearls (worth 100 gp each).

Spellbook 0— all; 1st— *alarm*, *burning hands*, *comprehend languages*, *endure elements*, *grease*, *identify*, *mage armor*, *Nystal's magic aura*, *shield*; 2nd— *blindness/deafness*, *cat's grace*, *command undead*, *false life*, *fireburst*, *fox's cunning*, *heart of air*, *incendiary slime*, *scorching ray*; 3rd— *anticipate teleportation*, *fireball*, *fly*, *heart of water*; 4th— *bestow curse*, *blast of flame*, *contagion*, *dimension door*, *dispelling screen*, *heart of earth*, *illusory wall*, *greater invisibility*, *orb of fire*, *scrying*, *wall of ice*; 5th— *contact other plane*, *greater blink*, *greater fireburst*, *heart of water*, *Mordenkeinen's faithful hound*

Description: You see a Flan woman with frazzled brown hair and cold blue eyes. She wears a black robe decorated with fiery skulls and holds a rod of burnt wood capped with a golden sunburst.

Sources Complete Arcane, Complete Mage, Frostburn, Sandstorm, Spell Compendium

ENTOMBED

CR 10

LE Large undead (cold)

Init +0; **Senses** Listen +21, Spot +21; Darkvision 60 ft., tremorsense 60 ft.

Languages Common

AC 24, touch 9, flat-footed 24

(-1 Size, +15 natural)

hp 144 (16 HD)

Immune ability drain, cold, critical hits, death by massive damage, death effects, disease, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning

Fort +7, **Ref** +5, **Will** +12

Weakness vulnerability to fire

Speed 30 ft. (6 squares); burrow 40 ft. (ice only)

Melee Slam +15 (2d6+8 plus 2d6) or 2 slams +15 (2d6+8 plus 2d6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +20

Atk Options Awesome Blow, Cleave, Improved Bull Rush, Improved Grab, Improved Sunder, Power Attack

Special Actions Immure

Abilities Str 27, Dex 10, Con --, Int 11, Wis 14, Cha 12

SQ Create spawn, freeze, ice glide, icy touch, undead traits

Feats Awesome Blow, Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack

Skills Hide +15, Listen +21, Move Silently +19, Spot +21

Create Spawn (Su): Any humanoid slain by an entombed becomes an entombed in 1d4 rounds, provided it is encased in ice. Spawn are under command of the entombed that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Freeze (Su): An entombed can drain the heat from a living creature. On a successful grapple check, the entombed deals 2d4 points of Dexterity damage to a grappled foe (Fortitude save DC 19 half). This is a supernatural cold effect. The save DC is Charisma-based.

Icy Touch (Su): An entombed deals an additional 2d6 points of cold damage with each successful slam attack. On its turn, it deals 2d6 points of cold damage per round to any creature it grapples.

Immure (Su): As a standard action, an entombed that begins its turn with a hold on its opponent can attempt to drag a grappled creature under the ice, trapping it in a layer of ice and eventually creating another one of its own kind. The entombed must win an opposed grapple check; if it succeeds, it can move up to half its speed, dragging its grappled foe with it. If it has pinned its foe, the entombed gets a +4 bonus on this check.

If the entombed successfully drags its foe into solid ice, the victim is immediately immobilized and cannot move or take any actions other than purely mental ones. He may be subject to drowning (although he can hold his breath before he enters the ice). As a full-round action, an entombed victim within 5 feet of

the ice's surface can attempt a DC 23 Strength check to break out. If he is more than 5 feet deep in the ice, a successful check does not free him, but gives him enough space to take physical actions that he could otherwise take while grappled, such as attempting to draw a light weapon, cast a spell, or attack the ice with a light weapon and try to carve his way out.

An entombed often chooses to continue attacking a victim immured in the ice, since the ice does not prevent its own movement or attacks.

Improved Grab (Ex): To use this ability, an entombed must hit a Large or smaller opponent with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold, deals damage with its icy touch, and immediately uses its freeze ability. In subsequent rounds it continues to deal damage with its icy touch and can freeze again, or attempt to use its immure ability

Ice Glide (Ex): An entombed can glide through ice, snow, or slush as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, and its passage does not create any ripples or other signs of its presence.

An entombed often fights from cover of an ice sheet or snow field in much the same way that an incorporeal creature can use a wall or floor for cover. An entombed attacking a creature outside the ice or snow in which it is hiding gains the benefit of cover.

Description: *A thick shell of clear green-tinged ice completely encases a desiccated human corpse, its yellowed teeth bared in a rictus of death. The huge mantle of icy armor makes this fearsome apparition the size of an ogre.*

Sources Frostburn

POWER-UP SUITE

NARIDITH

CR 9

Female human wizard 9

NE Medium humanoid (human)

Init +3; **Senses** Listen +3, Spot +3; *See invisible*

Aura *Anticipate teleportation* 45 foot

Languages Common, Ancient Flan, Draconic, Fiendish

AC 21, touch 13, flat-footed 20

(+3 Dex, +4 armor, +4 shield)

Miss Chance 20%

Immune *magic missiles*

hp 61 [45+16 temp.] (9 HD);

Resist *Endure elements*

Fort +9, **Ref** +8, **Will** +9

Speed 30 ft. (6 squares); fly 60 ft. (good)

Melee dagger +4 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +4

Special Actions Fiery burst

Combat Gear *bracers of entangling blast, lesser metamagic rod of searing spell, ring of silent spell, arcane scroll of blur, arcane scroll of see invisible, potion of cure moderate wounds, tanglefoot bag*

Wizard Spells Prepared (CL 9th [10th for fire spells]):

5th— *fiery orb of fire* (+7 ranged touch, DC 20)

4th— *explosive fireball* (DC 19), *dimension door*

3rd— ~~*anticipate teleportation*~~, *explosive fireburst* (DC 18), *fiery fireball* (DC 19), ~~*fly*~~

2nd— ~~*cat's grace, false life*~~, *incendiary slime* (DC 18), ~~*fox's cunning*~~, *scorching ray* (+7 ranged touch)

1st— *burning hands* (DC 17), ~~*endure elements, grease*~~ (DC 17), ~~*mage armor, shield*~~

0— *detect magic, mage hand, read magic, prestidigitation*

Abilities Str 10, Dex 15, Con 14, Int 19, Wis 12, Cha 8

SQ Rat familiar

Feats Alertness, Explosive Spell, Fiery Burst, Fiery Spell, Metamagic School Focus (evocation), Scribe Scroll, Spell Focus (conjuration), Spell Focus (evocation)

Skills Concentration +14, Decipher Script +17, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (religion) +17, Spellcraft +19,

Possessions combat gear plus *cloak of resistance* +2, dagger, spell component pouch (x2), spellbook, *divine scroll of restoration*, *tindertwigs* (x5), tiny hourglass of platinum and crystal worth 500 gp, 4 strips of ivory formed into a square (worth 50 gp), incense (worth 250 gp), polished silver mirror (worth 1,000 gp), 5 pearls (worth 100 gp each).

Spellbook 0— all; 1st— *alarm, burning hands, comprehend languages, endure elements, grease, identify, mage armor, Nystal's magic aura, shield*; 2nd— *blindness/deafness, cat's grace, command undead, false life, fireburst, fox's cunning, heart of air, incendiary slime, scorching ray*; 3rd— *anticipate teleportation, fireball, fly, heart of water*; 4th— *bestow curse, blast of flame, contagion, dimension door, dispelling screen, heart of earth, illusory wall, greater invisibility, orb of fire, scrying, wall of ice*; 5th— *contact other plane, greater blink, greater fireburst, heart of water, Mordenkeinen's faithful hound*

Description: *You see a Flan woman with frazzled brown hair and cold blue eyes. She wears a black robe decorated with fiery skulls and holds a rod of burnt wood capped with a golden sunburst.*

Sources Complete Arcane, Complete Mage, Frostburn, Sandstorm, Spell Compendium

APPENDIX 4 – APL 10

ENCOUNTER 1

FROSTDOOM

CR 10

Male adult white dragon

CE Large dragon (cold)

Init +4; **Senses** Listen +21, Spot +21; Blindsense 60-ft., Keen senses, Low-light vision, Darkvision 120-ft.

Aura Frightful presence 180-ft.

Languages Draconic

AC 29, touch 12, flat-footed 29

(-1 size, +3 deflection, +17 natural)

hp 234 (18 HD); **DR** 5/magic

Immune cold, sleep and paralysis

SR 18

Fort +15, **Ref** +11, **Will** +11

Weakness vulnerable fire

Speed 60 ft. (12 squares); burrow 30 ft.; fly 200 ft. (poor); swim 60 ft.

Melee bite +23 (3d6+6) or bite +23 (3d6+6) and 2 claws +21 (1d8+3) and 2 wings +21 (1d6+3) and tail slap +21 (1d8+9)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +18; **Grp** +28

Special Actions Breath weapon

Sorcerer Spells Known (CL 1st):

1st (4/day) — *ray of enfeeblement* (+18 ranged touch), *shield*

0 (5/day) — *arcane mark*, *detect magic*, *ghost sound*, *ray of frost* (+18 ranged touch)

Spell-Like Abilities (CL 6th):

3/day— *fog cloud*, *gust of wind*

Abilities Str 23, Dex 10, Con 19, Int 10, Wis 11, Cha 12

SQ Icewalking

Feats Blind-fight, Flyby attack, Improved Initiative, Improved Natural Attack (bite), Hover, Multiattack, Wingover

Skills Concentration +25, Intimidate +22, Listen +21, Search +21, Sense Motive +21, Spot+21 **Possessions** combat gear plus *ring of protection* +3.

Breath Weapon (Su): 40-ft. cone, damage 6d6 cold, Reflex DC 23 half.

Icewalking (Ex): As the *spider climb* spell, but the surfaces the dragon climbs must be icy; always in effect.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within 180 feet are subject to the effect if they have fewer than 18 HD.

A potentially affected creature that succeeds on a Will save (DC 20) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds

and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Description: *This large dragon has a beaked nose, spiny dewclaws, and a crest supported by a single back-curving spine. A crisp, faintly chemical odor accompanies the dragon, whose scales glisten like snow.*

Sources Monster Manual

ABOMINABLE YETI

CR 7

N Huge Monstrous Humanoid (cold)

Init +2; **Senses** Listen +4, Spot +4; Snowsight

Languages Giant

AC 18, touch 10, flat-footed 16; Dodge, mobility (-2 size, +2 Dex, +8 natural)

hp 120 (10 HD);

Immune cold

Fort +9, **Ref** +9, **Will** +9

Weakness vulnerability to fire

Speed 40 ft. (8 squares), climb 20 ft.;

Melee claw +17 (1d8+9) or 2 claws +17 (1d8+9)

Space 15 ft.; **Reach** 15 ft.

Base Atk +10; **Grp** +27

Atk Options Constrict, improved grab, spring attack

Abilities Str 29, Dex 15, Con 22, Int 8, Wis 14, Cha 8

Feats Dodge, Improved Natural Armor, Mobility, Spring Attack

Skills Climb +17, Hide -2*, Listen +4, Move Silently +5, Spot +4, Survival +4

Constrict (Ex): An abominable yeti deals 1d8+9 points of damage with a successful grapple check, plus an extra 2d6 points of cold damage from the heat-absorbing effect of the creature's body.

Improved Grab (Ex): To use this ability, a yeti must hit a Large or smaller creature with a claw attack. If it gets a hold, it can constrict.

Snowsight (Ex): A yeti can see in snow as per the *snowsight* spell.

Skills *An abominable yeti's white fur gives it a +12 racial bonus on Hide checks in snow

Description: *Standing as tall as an ogre, this hulking, white-furred, ape-like beast shambles along on two legs. Its huge hands end in powerful claws, and its pale blue eyes are cold and hateful.*

Sources Frostburn

FROST SALAMANDER

CR 7

CE Medium magical beast (cold)

Init +2; **Senses** Listen +3, Spot +3; Darkvision 60 ft.; low-light vision

Aura cold aura 20 feet

Languages None

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 102 (12 HD); **DR** 15/magic

Immune cold

Fort +9, **Ref** +10, **Will** +5

Weakness vulnerable to fire

Speed 30 ft. (6 squares), climb 30 ft.;

Melee claw +14 (1d8/19-20) or 4 claws +14 (1d8/19-20) and claw +12 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +12

Abilities Str 11, Dex 15, Con 12, Int 6, Wis 12, Cha 7

Feats Alertness, Improved Critical, Improved Natural Attack (claw), Multiattack, Weapon Finesse

Skills Climb +8, Hide +14, Listen +3, Move Silently +13, Spot +3

Cold Aura (Ex): A frost salamander emanates such intense cold that each creature within 20 feet takes 1d8 points of cold damage (no saving throw). Magical effects that shield against cold work against this aura, but normal measures (such as heavy furs or insulation) do not.

Skills A frost salamander has a +8 racial bonus to Move Silently checks.

Description: *This ice blue creature has a serpentine body with six legs, a long tail, and a reptilian head. The talons of its claws appear to be icicles.*

Sources Monster Manual II

ENCOUNTER 3

WOUNDED DIRE POLAR BEAR CR 10

N Huge animal

Init +0; **Senses** Listen +11, Spot +11; Low-light vision, scent

Languages None

AC 19, touch 10, flat-footed 18

(-2 size, +11 natural)

hp 146 [222 when undamaged] (18 HD)

Fort +17, **Ref** +11, **Will** +12

Speed 50 ft. (10 squares), swim 20 ft.;

Melee Claw +26 (2d6+14) or claws 2 +26 (2d6+14) and bite +20 (3d8+7)

Space 15 ft.; **Reach** 10 ft.

Base Atk +13; **Grp** +35

Atk Options Improved Grab

Abilities Str 39, Dex 11, Con 23, Int 2, Wis 12, Cha 10

Feats Alertness, Endurance, Improved Natural Armor, Run, Toughness (x2), Track, Weapon Focus (claw)

Skills Hide -6*, Listen +11, Spot +11, Swim +25

Improved Grab (Ex): To use this ability, a dire polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills A dire polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, providing it swims in a straight line.

* A dire polar bear's white coat provides a +12 racial bonus to Hide checks in snowy areas.

Description: *This tremendous white bear is the size of a large wagon. Its claws seem like black daggers, and its forequarters are armored with bony ridges.*

Sources Frostburn

ENCOUNTER 4

CAMOUFLAGED PIT OF ICY DOOM CR 11

Description: A roughly 10-foot-by-20-foot set of trapdoors is covered by a thin sheet of ice and snow (**SEE DM'S AID: TRAP DIAGRAM**). The trap is trigger by 25 lbs. or more of weight upon it, opening the trapdoors and dropping anyone on them into the 70-foot deep shaft below. Six feet below the top of the shaft is a horizontal *dispelling screen* (CL 10th). The screen's purpose is to dispel spells that might otherwise protect those caught in the trap. At the bottom of the shaft is a horizontal 4-inch thick *wall of ice* (CL 4th, hardness 0, 12 HP, Break DC 19). Anyone falling onto the *wall of ice* takes falling damage. The *wall of ice* takes the same damage. If it is breached, anyone on the *wall of ice* falls through to the chamber below, taking 1d6+4 cold damage for passing through the breach in the *wall of ice*. The chamber below is 30-feet-by-30-feet and 15-feet high. It is filled with cold water to just below the level of the *wall of ice*. Anyone falling into the water must make a Fortitude save (DC 25) or be fatigued from hypothermia. For every minute they remain in the water, they take 1d6 nonlethal cold damage and must make another Fortitude save (DC 25, +1 per previous check) or take 1d4 points of nonlethal cold damage and become exhausted. If they are already exhausted, they become fatigued. Characters in the water may also suffer from drowning.

Any attempt to breach the surface of the water such as to breath or climb out, also breaches the *wall of ice* spell again, causing an additional 1d6+4 points of cold damage. Once breached, there is just enough ice around the edges of the shaft to climb out onto (Climb DC 15). Any character standing on the *wall of ice* or its remains is not considered breaching the *wall of ice*.

Finally, when the trap is activated it also summons 2 chraal into the water pit to attack any hapless victims.

Search DC 27; **Type** mechanical and magical

Trigger 25 lbs. of weight

Effect 7d6 falling damage; plus possible multiple 1d6+4 cold damage effects; plus possible hypothermia effects; plus possible drowning. Reflex save DC 26 negates, plus summons 2 chraals.

Duration: 1 round (though other effects may last longer).

Disarm Disable Device DC 25 (central disarm, located on the wall to the left of the trap).

CHRAAL

CR 6

NE Large elemental (cold)

Init +0; **Senses** Listen +4, Spot +4; Darkvision 60 ft.

Languages None

AC 21, touch 13, flat-footed 21

(-1 size, +4 deflection, +8 natural)

hp 99 (9 HD); **DR** 5/-

Immune cold, critical hits, flanking, paralysis, poison, sleep, stun

Fort +11, **Ref** +3, **Will** +5

Weakness vulnerable to fire

Speed 40 ft. (8 squares);

Melee claw +10 (1d8+5 plus 1d6 cold) or 2 claws +10 (1d8+5 plus 1d6 cold) and bite +8 (2d6+2 plus 1d6 cold)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +15

Special Actions Breath weapon

Abilities Str 21, Dex 11, Con 20, Int 9, Wis 10, Cha 14

SQ Death throws, deflecting cold, elemental traits, freeze

Feats Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Multiattack

Skills Listen +4, Search +3, Spot +4

Breath Weapon (Su): 60-foot cone, 3/day, 6d6 cold, Reflex DC 19 half. The save DC is Constitution-based.

Death Throes (Ex): When killed, a chraal explodes in an immense blast of cold energy that deals 10 points of cold damage and 10 points of piercing damage to anything within 30 feet (Reflex DC 19 half). The save DC is Constitution-based.

Deflecting Cold (Su): The magical cold radiance that shines from the cracks in a chraal's black ice gives it a measure of defense, providing it with a +4 deflection bonus to Armor Class.

Freeze (Ex): A chraal generates so much cold that its mere touch, including all its attacks, deals an additional +1d6 points of cold damage. Any metallic weapon a chraal might wield in combat also conducts this cold.

Description: An 8-foot-tall, powerful being seemingly constructed of magical ice confronts you. Jagged spurs and spines form icy ridges along its blue-black humanoid-shaped body, and cold blue light leaks from eyes, mouth, and joints of its glistening black icy form. Its long, muscled arms end in sharp talons, and its mouth opens to reveal rows of wickedly sharp teeth.

Sources Monster Manual III

ENCOUNTER 6

(SEE POWER-UP SUITE FOR PREPARED STATS)

NARIDITH

CR 12

Female human wizard 12

NE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Aura *Anticipate teleportation* 60 foot

Languages Common, Ancient Flan, Draconic, Fiendish, Oeridian

AC 16, touch 12, flat-footed 15

(+1 Dex, +4 armor, +1 deflection)

hp 100 [60 + 16 temp. + 24 temp.] (12 HD);

Immune critical hits and sneak attacks

Resist *Endure elements*, *resist fire* 20

Fort +11, **Ref** +8, **Will** +12

Speed 40 ft. (8 squares); swim 40 ft.

Melee mw dagger +7 (1d4/19-20) or mw dagger +7/+1 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +6

Special Actions Fiery burst, activate *heart of air* as an immediate action to gain *feather fall* for 12 rounds, activate *heart of earth* as a swift action to gain *stoneskin* for 12 rounds, activate *heart of fire* as a swift action to gain *fire shield* for 12 rounds, activate *heart of water* to gain *freedom of movement* for 12 rounds.

Combat Gear *bracers of entangling blast*, *metamagic rod of searing spell*, *ring of silent spell*, *arcane scroll of blur*, *arcane scroll of see invisible*, *divine scroll of restoration*, *potion of cure serious wounds*, tanglefoot bag.

Wizard Spells Prepared (CL 12th [13th for fire spells]):

6th— *greater dispel magic*, explosive *greater fireburst* (DC 22)

5th— explosive sculpted *fireball* (DC 20), *greater blink*, ~~*heart of fire*~~

4th— *dimension door*, explosive *fireball* (DC 20), ~~*heart of earth*~~, *fiery orb of fire* (ranged touch +7, DC 21)

3rd— ~~*anticipate teleportation*~~, 2x *fireball* (DC 20), *fly*, ~~*heart of water*~~

2nd— ~~*false life*~~, ~~*heart of air*~~, *fiery incendiary slime* (DC 19), *fox's cunning*, *scorching ray* (+7 ranged touch)

1st— *burning hands* (DC 18), ~~*endure elements*~~, sculpted *grease* (DC 18), ~~*mage armor*~~, *shield*

0— *detect magic*, *mage hand*, *read magic*, *prestidigitation*

Abilities Str 10, Dex 13, Con 14, Int 18, Wis 12, Cha 8

SQ *Contingency* spell casts *dimension door* whenever Naridith is grappled or held, rat familiar, *water breathing*, +8 bonus to checks to resist bull rush, overrun, or trip attack.

Feats Alertness, Explosive Spell, Fiery Burst, Fiery Spell, Metamagic School Focus (conjuration), Metamagic School Focus (evocation), Scribe Scroll, Sculpt Spell, Spell Focus (conjuration), Spell Focus (evocation)

Skills Concentration +17, Decipher Script +19, Escape Artist +6, Jump +10, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (religion) +19, Spellcraft +21, Use Magic Device +6

Possessions combat gear plus *cloak of resistance* +3, *ring of protection* +1, masterwork dagger, spell component pouch (x2), spellbook, tindertwigs (x5), ivory and gem statuette of Naridith (worth 1,500 gp), tiny ruby lens set in a gold ring (worth 1,500 gp), tiny hourglass of platinum and crystal worth 500 gp, 4 strips of ivory formed into a square (worth 50 gp), incense (worth 250 gp), polished silver mirror (worth 1,000 gp), 5 pearls (worth 100 gp each).

Spellbook 0— all; 1st— *alarm*, *burning hands*, *comprehend languages*, *endure elements*, *grease*, *identify*, *mage armor*, *Nystal's magic aura*, *shield*;

2nd— *blindness/deafness, cat's grace, command undead, false life, fireburst, fox's cunning, heart of air, incendiary slime, scorching ray*; 3rd— *anticipate teleportation, fireball, fly, heart of water*; 4th— *bestow curse, blast of flame, contagion, dimension door, dispelling screen, heart of earth, illusory wall, greater invisibility, orb of fire, scrying, wall of ice*; 5th— *contact other plane, greater blink, greater fireburst, heart of water, Mordenkeinen's faithful hound*; 6th— *analyze dweomer, contingency, greater dispel magic, legend lore, permanent image*

Description: *You see a Flan woman with frazzled brown hair and cold blue eyes. She wears a black robe decorated with fiery skulls and holds a rod of burnt wood capped with a golden sunburst.*

Sources Complete Arcane, Complete Mage, Frostburn, Sandstorm, Spell Compendium

ADVANCED SPELLSTITCHED ENTOMBED CR 12

LE Large undead (cold)

Init +0; **Senses** Listen +21, Spot +21; Darkvision 60 ft., tremorsense 60 ft.

Languages Common

AC 30, touch 9, flat-footed 30
(-1 Size, +6 armor, +15 natural)

hp 180 (20 HD); **DR** 10/magic

Immune ability drain, cold, critical hits, death by massive damage, death effects, disease, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning

SR 16

Fort +8, **Ref** +6, **Will** +14

Weakness vulnerability to fire

Speed 30 ft. (6 squares); burrow 40 ft. (ice only)

Melee Slam +17 (2d6+8 plus 2d6) or 2 slams +17 (2d6+8 plus 2d6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +22

Atk Options Awesome Blow, Cleave, Improved Bull Rush, Improved Grab, Improved Sunder, Power Attack

Special Actions Immure

Spell-Like Abilities (CL 20th):

2/day— *glitterdust* (DC 14), *magic missile*, *Melf's acid arrow*, *ray of enfeeblement*

1/day— *Evard's black tentacles* (+28 grapple), ~~*greater mage armor*~~, *ice storm*, *stinking cloud* (DC 15)

Abilities Str 27, Dex 10, Con --, Int 11, Wis 15, Cha 12

SQ Create spawn, freeze, ice glide, icy touch, +2 turn resistance, undead traits

Feats Awesome Blow, Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack, Skill Focus (concentration)

Skills Concentration +13, Hide +15, Listen +21, Move Silently +19, Spot +21

Create Spawn (Su): Any humanoid slain by an entombed becomes an entombed in 1d4 rounds, provided it is encase in ice. Spawn are under command of the entombed that created them and

remain enslaved until its death. They do not possess any of the abilities they had in life.

Freeze (Su): An entombed can drain the heat from a living creature. On a successful grapple check, the entombed deals 2d4 points of Dexterity damage to a grappled foe (Fortitude save DC 21 half). This is a supernatural cold effect. The save DC is Charisma-based.

Icy Touch (Su): An entombed deals an additional 2d6 points of cold damage with each successful slam attack. On its turn, it deals 2d6 points of cold damage per round to any creature it grapples.

Immure (Su): As a standard action, an entombed that begins its turn with a hold on its opponent can attempt to drag a grappled creature under the ice, trapping it in a layer of ice and eventually creating another one of its own kind. The entombed must win an opposed grapple check; if it succeeds, it can move up to half its speed, dragging its grappled foe with it. If it has pinned its foe, the entombed gets a +4 bonus on this check.

If the entombed successfully drags its foe into solid ice, the victim is immediately immobilized and cannot move or take any actions other than purely mental ones. He may be subject to drowning (although he can hold his breath before he enters the ice). As a full-round action, an entombed victim within 5 feet of the ice's surface can attempt a DC 23 Strength check to break out. If he is more than 5 feet deep in the ice, a successful check does not free him, but gives him enough space to take physical actions that he could otherwise take while grappled, such as attempting to draw a light weapon, cast a spell, or attack the ice with a light weapon and try to carve his way out.

An entombed often chooses to continue attacking a victim immured in the ice, since the ice does not prevent its own movement or attacks.

Improved Grab (Ex): To use this ability, an entombed must hit a Large or smaller opponent with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold, deals damage with its icy touch, and immediately uses its freeze ability. In subsequent rounds it continues to deal damage with its icy touch and can freeze again, or attempt to use its immure ability

Ice Glide (Ex): An entombed can glide through ice, snow, or slush as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, and its passage does not create any ripples or other signs of its presence.

An entombed often fights from cover of an ice sheet or snow field in much the same way that an incorporeal creature can use a wall or floor for cover. An entombed attacking a creature outside the ice or snow in which it is hiding gains the benefit of cover.

Description: *A thick shell of clear green-tinged ice completely encases a desiccated human corpse tattooed with mystic runes,, its yellowed teeth bared in a rictus of death. The huge mantle of icy armor makes this fearsome apparition the size of an ogre.*

POWER-UP SUITE

NARIDITH

CR 12

Female human wizard 12

NE Medium humanoid (human)

Init +1; Senses Listen +3, Spot +3; *See invisible*

Aura *Anticipate teleportation* 60 foot

Languages Common, Ancient Flan, Draconic, Fiendish, Oeridian

AC 20, touch 12, flat-footed 19

(+1 Dex, +4 armor, +1 deflection, +4 shield)

Miss Chance 20% conceal plus 50% ethereal

hp 100 [60 + 16 temp. + 24 temp.] (12 HD);

Immune *magic missiles*, critical hits and sneak attacks

Resist *Endure elements*, resist fire 20

Fort +11, Ref +8, Will +12

Speed 40 ft. (8 squares); fly 70 ft. (good); swim 40 ft.

Melee mw dagger +7 (1d4/19-20) or mw dagger +7/+1 (1d4/19-20)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +6

Special Actions Fiery burst, activate *heart of air* as an immediate action to gain *feather fall* for 12 rounds, activate *heart of earth* as a swift action to gain *stoneskin* for 12 rounds, activate *heart of fire* as a swift action to gain *fire shield* for 12 rounds, activate *heart of water* to gain *freedom of movement* for 12 rounds.

Combat Gear *bracers of entangling blast*, *metamagic rod of searing spell*, *ring of silent spell*, ~~arcane scroll of blur~~, ~~arcane scroll of see invisible~~, *divine scroll of restoration*, *potion of cure serious wounds*, *tanglefoot bag*

Wizard Spells Prepared (CL 12th [13th for fire spells]):

6th— *greater dispel magic*, explosive *greater fireburst* (DC 22)

5th— explosive sculpted *fireball* (DC 20), ~~greater blink~~, ~~heart of fire~~

4th— *dimension door*, explosive *fireball* (DC 20), ~~heart of earth~~, fiery *orb of fire* (ranged touch +7, DC 21)

3rd— ~~anticipate teleportation~~, 2x *fireball* (DC 20), ~~fly~~, ~~heart of water~~

2nd— ~~false life~~, ~~heart of air~~, fiery *incendiary slime* (DC 19), ~~fox's cunning~~, *scorching ray* (+7 ranged touch)

1st— *burning hands* (DC 18), ~~endure elements~~, sculpted *grease* (DC 18), ~~mage armor~~, ~~shield~~

0— *detect magic*, *mage hand*, *read magic*, *prestidigitation*

Abilities Str 10, Dex 13, Con 14, Int 22, Wis 12, Cha 8

SQ *Contingency* spell casts *dimension door* whenever Naridith is grappled or held, rat familiar, *water breathing*, +8 bonus to checks to resist bull rush, overrun, or trip attack.

Feats Alertness, Explosive Spell, Fiery Burst, Fiery Spell, Metamagic School Focus (conjuration), Metamagic School Focus (evocation), Scribe Scroll,

Sculpt Spell, Spell Focus (conjuration), Spell Focus (evocation)

Skills Concentration +17, Decipher Script +21, Escape Artist +6, Jump +10, Knowledge (arcana) +21, Knowledge (history) +21, Knowledge (religion) +21, Spellcraft +23, Use Magic Device +6

Possessions combat gear plus *cloak of resistance* +3, *ring of protection* +1, masterwork dagger, spell component pouch (x2), spellbook, tindertwigs (x5), ivory and gem statuette of Naridith (worth 1,500 gp), tiny ruby lens set in a gold ring (worth 1,500 gp), tiny hourglass of platinum and crystal worth 500 gp, 4 strips of ivory formed into a square (worth 50 gp), incense (worth 250 gp), polished silver mirror (worth 1,000 gp), 5 pearls (worth 100 gp each).

Spellbook 0— all; 1st— *alarm*, *burning hands*, *comprehend languages*, *endure elements*, *grease*, *identify*, *mage armor*, *Nystal's magic aura*, *shield*; 2nd— *blindness/deafness*, *cat's grace*, *command undead*, *false life*, *fireburst*, *fox's cunning*, *heart of air*, *incendiary slime*, *scorching ray*; 3rd— *anticipate teleportation*, *fireball*, *fly*, *heart of water*; 4th— *bestow curse*, *blast of flame*, *contagion*, *dimension door*, *dispelling screen*, *heart of earth*, *illusory wall*, *greater invisibility*, *orb of fire*, *screaming*, *wall of ice*; 5th— *contact other plane*, *greater blink*, *greater fireburst*, *heart of water*, *Mordenkeinen's faithful hound*; 6th— *analyze dwomeer*, *contingency*, *greater dispel magic*, *legend lore*, *permanent image*

Description: You see a Flan woman with frazzled brown hair and cold blue eyes. She wears a black robe decorated with fiery skulls and holds a rod of burnt wood capped with a golden sunburst.

Sources Complete Arcane, Complete Mage, Frostburn, Sandstorm, Spell Compendium

APPENDIX 5 – APL 12

ENCOUNTER 1

FROSTDOOM

CR 12

Male mature adult white dragon

CE Huge dragon (cold)

Init +4; **Senses** Listen +25, Spot +25; Blindsense 60-ft., Keen senses, Low-light vision, Darkvision 120-ft.

Aura Frightful presence 210-ft.

Languages Draconic

AC 32, touch 12, flat-footed 32
(-2 size, +4 deflection, +20 natural)

hp 294 (21 HD); DR 10/magic

Immune cold, sleep and paralysis

SR 20

Fort +17, **Ref** +12, **Will** +13

Weakness vulnerable fire

Speed 60 ft. (12 squares); burrow 30 ft.; fly 200 ft. (poor); swim 60 ft.

Melee bite +27 (4d6+8) or bite +27 (4d6+8) and 2 claws +25 (2d6+4) and 2 wings +25 (1d8+4) and tail slap +25 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +21; **Grp** +37

Special Actions Breath weapon, crush

Sorcerer Spells Known (CL 3rd):

1st (6/day) — *feather fall*, *ray of enfeeblement* (+18 ranged touch), *shield*

0 (6/day) — *arcane mark*, *detect magic*, *ghost sound*, *ray of frost* (+18 ranged touch), *read magic*

Spell-Like Abilities (CL 7th):

3/day— *fog cloud*, *gust of wind*

Abilities Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12

SQ Icewalking

Feats Ability Focus (breath weapon), Blind-fight, Flyby attack, Improved Initiative, Improved Natural Attack (bite), Hover, Multiattack, Wingover

Skills Concentration +29, Intimidate +25, Knowledge (arcana) +25, Listen +25, Search +25, Sense Motive +25, Spot+25 **Possessions** combat gear plus *ring of protection* +3.

Breath Weapon (Su): 50-ft. cone, damage 7d6 cold, Reflex DC 27 half.

Crush (Ex): This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area much succeed on a Reflex save (DC 27) or be pinned, automatically taking 2d8+12 bludgeoning damage during the next round unless the dragon

moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

Icewalking (Ex): As the *spider climb* spell, but the surfaces the dragon climbs must be icy; always in effect.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within 210 feet are subject to the effect if they have fewer than 21 HD.

A potentially affected creature that succeeds on a Will save (DC 21) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Description: *This large dragon has a beaked nose, spiny dewclaws, and a crest supported by a single back-curving spine. A crisp, faintly chemical odor accompanies the dragon, whose scales glisten like snow.*

Sources Monster Manual

RAGING FROST GIANT MAULER

CR 11

Male frost giant barbarian 2nd

CE Large frost giant (cold)

Init +5; **Senses** Listen +3, Spot +13; Low-light vision

Languages Common, Giant

AC 21, touch 8, flat-footed 21

(-1 size, +1 Dex, +4 armor, +9 natural, -2 rage); Uncanny Dodge

hp 246 (14 HD)

Immune cold

Fort +21, **Ref** +5, **Will** +9

Weakness vulnerability to fire

Speed 50 ft. in chain shirt (10 squares), base movement 50 ft.;

Melee slam +24 (1d4+13) or 2 slam +24 (1d4+13)

Ranged rock +13 (2d6+13)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +33

Atk Options Awesome Blow, improved bull rush, improved grapple, power attack.

Abilities Str 36, Dex 13, Con 28, Int 10, Wis 16, Cha 8

SQ Rock catching, rock throwing

Feats Awesome Blow, Improved Bull Rush, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack

Skills Climb +17, Craft (armorsmithing) +6, Intimidate +13, Jump +21, Spot +13

Possessions combat gear plus masterwork chain shirt

Rock Catching (Ex): A frost giant can catch small, medium, or large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a small rock, 20 for a medium one, and 25 for a large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A frost giant can hurl rocks weighing 40 to 50 pounds each (small objects) up to five range increments. The range increment is 120 feet for a frost giant's thrown rocks.

Description: *This hulking giant disdains weapons. His blue-white skin gleams with frost, and his hair is an unkempt mane of deep blue. He wears a chainmail shirt.*

Sources Frostburn

FROST GIANT SPIRITSPEAKER CR 11

CE Large frost giant (cold)

Init -1; **Senses** Listen +7, Spot +13; Low-light vision

Languages Common, Giant, Sylvan

AC 24, touch 8, flat-footed 24

(-1 size, -1 Dex, +5 armor, +2 shield, +9 natural);

hp 143 (14 HD)

Immune cold

Fort +13, **Ref** +3, **Will** +7

Weakness vulnerability to fire

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.;

Melee battleaxe +16 (2d6+7/x3) or slam +16 (1d4+7) or battleaxe +16/+11 (2d6+7/x3) or 2 slams +16 (1d4+7)

Ranged rock +9 (2d6+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +21 **Special Actions** Spell-like abilities

Spell-Like Abilities (CL 14th):

At Will— *detect magic*, *doom* (DC 15), *rage*

3/day— *blindness/deafness* (DC 16), *cure serious wounds*, *fear* (DC 17), *empowered ice storm*

1/day— *dispel magic*, *invisibility purge*, *quicken prayer*, *wall of stone*

Abilities Str 25, Dex 9, Con 18, Int 12, Wis 13, Cha 17

SQ Rock catching, rock throwing

Feats Empower Spell-Like Ability (*ice storm*), Iron Will, Quicken Spell-Like Ability (*prayer*), Spell Focus (Necromancy), Toughness

Skills Climb +7, Concentration +16, Intimidate +9, Jump +7, Listen +7, Sense Motive +4, Spot +13

Possessions combat gear plus battleaxe, breastplate, heavy shield

Rock Catching (Ex): A frost giant can catch small, medium, or large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a small rock, 20 for a medium one, and 25 for a large one. (If the projectile

provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A frost giant can hurl rocks weighing 40 to 50 pounds each (small objects) up to five range increments. The range increment is 120 feet for a frost giant's thrown rocks.

Description: *This giant wears a breastplate of iron over his blue-white skin. His beard and hair are long and braided, with human skulls woven in. His eyes are dark purple, with a peculiar brilliant white pupil.*

Sources Frostburn

WOOLLY MAMMOTH

CR 9

N Huge animal

Init -1; **Senses** Listen +12, Spot +11; Low-light vision, scent

Languages None

AC 17, touch 7, flat-footed 17

(-2 size, -1 Dex, +10 natural)

hp 182 (14 HD)

Fort +16, **Ref** +9, **Will** +10

Weakness

Speed 40 ft. (8 squares);

Melee gore +20 (2d10+18) or slam +20 (2d6+12) and 2 stamps +18 (2d6+6)

Space 15 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +30

Atk Options Improved grab, toss, trample 2d8+18

Special Actions

Abilities Str 34, Dex 8, Con 25, Int 2, Wis 12, Cha 7

Feats Alertness, Endurance, Improved Bull Rush, Multiattack, Power Attack

Skills Listen +12, Spot +11

Improved Grab (Ex): To use this ability, a woolly mammoth must hit a Large or smaller foe with a gore attack. If it gets a hold, it tosses its opponent.

Toss (Ex): Woolly mammoths vigorously shake any creature caught in their tusks and fling it in a random direction. Resolve the toss as a bull rush maneuver (+20 check modifier), except that there is no attack of opportunity, since the woolly mammoth has already grabbed its foe when it tries to toss the victim. The woolly mammoth does not need to move with its foe in order to throw its foe more than 5 feet. If the tossed victim beats the woolly mammoth's bull rush check, he remains in his current square with no ill effects and is not grappled any longer. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

Trample (Ex): As a full-round action, a woolly mammoth can move up to twice its speed and literally run over Large or smaller creatures. This attack deals 2d8+18 points of damage. Trampled opponents can make attacks of opportunity against the woolly mammoth at a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt DC 29

Reflex saves for half damage. The save DC is Strength-based.

Description: *Covered in brown, shaggy fur, this elephantlike creature has two huge, curving tusks and towers almost 15 feet high.*

Sources Frostburn

ENCOUNTER 3

DIRE POLAR BEAR

CR 11

N Huge animal

Init +0; **Senses** Listen +11, Spot +11; Low-light vision, scent

Languages None

AC 19, touch 10, flat-footed 18
(-2 size, +11 natural)

hp 222 (18 HD)

Fort +17, **Ref** +11, **Will** +12

Speed 50 ft. (10 squares), swim 20 ft.;

Melee Claw +26 (2d6+14) or claws 2 +26 (2d6+14) and bite +20 (3d8+7)

Space 15 ft.; **Reach** 10 ft.

Base Atk +13; **Grp** +35

Atk Options Improved Grab

Abilities Str 39, Dex 11, Con 23, Int 2, Wis 12, Cha 10

Feats Alertness, Endurance, Improved Natural Armor, Run, Toughness (x2), Track, Weapon Focus (claw)

Skills Hide -6*, Listen +11, Spot +11, Swim +25

Improved Grab (Ex): To use this ability, a dire polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills A dire polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, providing it swims in a straight line.

* A dire polar bear's white coat provides a +12 racial bonus to Hide checks in snowy areas.

Description: *This tremendous white bear is the size of a large wagon. Its claws seem like black daggers, and its forequarters are armored with bony ridges.*

Sources Frostburn

ENCOUNTER 4

CAMOUFLAGED PIT OF ICY DOOM CR 13

Description: A roughly 10-foot-by-20-foot set of trapdoors is covered by a thin sheet of ice and snow (SEE DM'S AID: TRAP DIAGRAM). The trap is triggered by 25 lbs. or more of weight upon it, opening the trapdoors and dropping anyone on them into the 100-foot deep shaft below. Six feet below the top of the shaft is a horizontal *greater dispelling screen* (CL 12th). The screen's purpose is to dispel spells that might otherwise protect those caught in the trap. At the bottom of the shaft is a horizontal 4-inch thick *wall of ice* (CL 6th, hardness 0, 18 HP, Break DC 21). Anyone falling onto the *wall of ice* takes falling damage. The *wall of ice*

takes the same damage. If it is breached, anyone on the *wall of ice* falls through to the chamber below, taking 1d6+6 cold damage for passing through the breach in the *wall of ice*. The chamber below is 30-feet-by-30-feet and 15-feet high. It is filled with cold water to just below the level of the *wall of ice*. Anyone falling into the water must make a Fortitude save (DC 25) or be fatigued from hypothermia. For every minute they remain in the water, they take 1d6 nonlethal cold damage and must make another Fortitude save (DC 25, +1 per previous check) or take 1d4 points of nonlethal cold damage and become exhausted. If they are already exhausted, they become fatigued. Characters in the water may also suffer from drowning.

Any attempt to breach the surface of the water such as to breath or climb out, also breaches the *wall of ice* spell again, causing an additional 1d6+6 points of cold damage. Once breached, there is just enough ice around the edges of the shaft to climb out onto (Climb DC 15). Any character standing on the *wall of ice* or its remains is not considered breaching the *wall of ice*.

Finally, when the trap is activated it also summons 2 advanced chraal into the water pit to attack any hapless victims.

Search DC 27; **Type** mechanical and magical

Trigger 25 lbs. of weight

Effect 10d6 falling damage; plus possible multiple 1d6+6 cold damage effects; plus possible hypothermia effects; plus possible drowning. Reflex save DC 27 negates, plus summons 2 advanced chraal.

Duration: 1 round (though other effects may last longer).

Disarm Disable Device DC 25 (central disarm, located on the wall to the left of the trap).

ADVANCED CHRAAL

CR NA

NE Large elemental (cold)

Init +5; **Senses** Listen +7, Spot +7; Darkvision 60 ft.

Languages None

AC 22, touch 14, flat-footed 21

(-1 size, +1 Dex, +4 deflection, +8 natural)

hp 198 (18 HD); DR 5/-

Immune cold, critical hits, flanking, paralysis, poison, sleep, stun

Fort +16, **Ref** +7, **Will** +8

Weakness vulnerable to fire

Speed 40 ft. (8 squares);

Melee claw +20 (1d8+5 plus 1d6 cold) or 2 claws +20 (1d8+5 plus 1d6 cold) and bite +18 (2d6+2 plus 1d6 cold)

Space 10 ft.; **Reach** 10 ft.

Base Atk +13; **Grp** +23

Special Actions Breath weapon

Abilities Str 22, Dex 12, Con 20, Int 9, Wis 10, Cha 14

SQ Death throws, deflecting cold, elemental traits, freeze

Feats Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will,

Multiattack, Weapon Focus (bite), Weapon Focus (claws)

Skills Listen +7, Search +6, Spot +7

Breath Weapon (Su): 60-foot cone, 3/day, 6d6 cold, Reflex DC 24 half. The save DC is Constitution-based.

Death Throes (Ex): When killed, a chraal explodes in an immense blast of cold energy that deals 10 points of cold damage and 10 points of piercing damage to anything within 30 feet (Reflex DC 24 half). The save DC is Constitution-based.

Deflecting Cold (Su): The magical cold radiance that shines from the cracks in a chraal's black ice gives it a measure of defense, providing it with a +4 deflection bonus to Armor Class.

Freeze (Ex): A chraal generates so much cold that its mere touch, including all its attacks, deals an additional +1d6 points of cold damage. Any metallic weapon a chraal might wield in combat also conducts this cold.

Description: *An 8-foot-tall, powerful being seemingly constructed of magical ice confronts you. Jagged spurs and spines form icy ridges along its blue-black humanoid-shaped body, and cold blue light leaks from eyes, mouth, and joints of its glistening black icy form. Its long, muscled arms end in sharp talons, and its mouth opens to reveal rows of wickedly sharp teeth.*

Sources Monster Manual III

ENCOUNTER 6

(SEE POWER-UP SUITE FOR PREPARED STATS)

NARIDITH

CR 14

Female human wizard 14

NE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Aura *Anticipate teleportation* 60 foot

Languages Common, Ancient Flan, Draconic, Fiendish, Oeridian

AC 16, touch 12, flat-footed 15

(+1 Dex, +4 armor, +1 deflection)

hp 114 [70 + 16 temp. + 28 temp.] (14 HD);

Immune critical hits and sneak attacks

Resist *Endure elements, resist fire* 20

Fort +12, **Ref** +9, **Will** +13

Speed 40 ft. (8 squares); swim 40 ft.

Melee mw dagger +8 (1d4/19-20) or mw dagger +8/+3 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +7

Special Actions Fiery burst, activate *heart of air* as an immediate action to gain *feather fall* for 14 rounds, activate *heart of earth* as a swift action to gain *stoneskin* for 14 rounds, activate *heart of fire* as a swift action to gain *fire shield* for 14 rounds, activate *heart of water* to gain *freedom of movement* for 14 rounds.

Combat Gear *bracers of entangling blast, metamagic rod of searing spell, ring of silent spell, arcane scroll of blur, arcane scroll of see invisible, divine scroll of*

restoration, potion of cure serious wounds, tanglefoot bag

Wizard Spells Prepared (CL 14th [15th for fire spells]):

7th— *delayed blast fireball* (DC 23), *spell turning*

6th— explosive fiery *fireball* (DC 20), *greater dispel magic*, explosive *greater fireburst* (DC 22)

5th— explosive sculpted *fireball* (DC 20), *greater blink*, ~~heart of fire~~, ~~Mordenkainen's faithful hound~~

4th— *dimension door*, explosive *fireball* (DC 20), *greater invisibility*, ~~heart of earth~~, fiery orb of fire (ranged touch +8, DC 21)

3rd— ~~anticipate teleportation~~, 2x *fireball* (DC 20), fly, ~~heart of water~~

2nd— *cat's grace*, ~~false life~~, ~~heart of air~~, fiery *incendiary slime* (DC 19), 2x *scorching ray* (+8 ranged touch)

1st— 2x *burning hands* (DC 18), ~~endure elements~~, sculpted *grease* (DC 18), ~~mage armor~~, *shield*

0— *detect magic*, *mage hand*, *read magic*, *prestidigitation*

Abilities Str 10, Dex 13, Con 14, Int 22, Wis 12, Cha 8

SQ *Contingency* spell casts *dimension door* whenever Naridith is grappled or held, rat familiar, *water breathing*, +8 bonus to checks to resist bull rush, overrun, or trip attack.

Feats Alertness, Explosive Spell, Fiery Burst, Fiery Spell, Metamagic School Focus (conjuration), Metamagic School Focus (evocation), Scribe Scroll, Sculpt Spell, Spell Focus (conjuration), Spell Focus (evocation)

Skills Concentration +19, Decipher Script +23, Escape Artist +6, Jump +10, Knowledge (arcana) +23, Knowledge (history) +23, Knowledge (religion) +23, Spellcraft +25, Use Magic Device +7

Possessions combat gear plus *headband of intellect* +4, *cloak of resistance* +3, *ring of protection* +1, masterwork dagger, spell component pouch (x2), spellbook, tindertwigs (x5), ivory and gem statuette of Naridith (worth 1,500 gp), tiny ruby lens set in a gold ring (worth 1,500 gp), tiny hourglass of platinum and crystal worth 500 gp, 4 strips of ivory formed into a square (worth 50 gp), incense (worth 250 gp), polished silver mirror (worth 1,000 gp), 5 pearls (worth 100 gp each).

Spellbook 0— all; 1st— *alarm*, *burning hands*, *comprehend languages*, *endure elements*, *grease*, *identify*, *mage armor*, *Nystal's magic aura*, *shield*; 2nd— *blindness/deafness*, *cat's grace*, *command*, *undead*, *false life*, *fireburst*, *fox's cunning*, *heart of air*, *incendiary slime*, *scorching ray*; 3rd— *anticipate teleportation*, *fireball*, fly, *heart of water*; 4th— *bestow curse*, *blast of flame*, *contagion*, *dimension door*, *dispelling screen*, *heart of earth*, *illusory wall*, *greater invisibility*, *orb of fire*, *scrying*, *wall of ice*; 5th— *contact other plane*, *greater blink*, *greater fireburst*, *heart of water*, *Mordenkeinen's faithful hound*; 6th— *analyze dweomer*, *contingency*, *greater dispel magic*, *legend lore*, *permanent image*; 7th— *delayed blast fireball*, *greater scrying*, *spell turning*

Description: You see a Flan woman with frazzled brown hair and cold blue eyes. She wears a black robe

decorated with fiery skulls and holds a rod of burnt wood capped with a golden sunburst.

Sources Complete Arcane, Complete Mage, Frostburn, Sandstorm, Spell Compendium

ADVANCED SPELLSTITCHED ENTOMBED CR 12

LE Large undead (cold)

Init +0; **Senses** Listen +21, Spot +21; Darkvision 60 ft., tremorsense 60 ft.

Languages Common

AC 30, touch 9, flat-footed 30

(-1 Size, +6 armor, +15 natural)

hp 180 (20 HD); **DR** 10/magic

Immune ability drain, cold, critical hits, death by massive damage, death effects, disease, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning

SR 16

Fort +8, **Ref** +6, **Will** +14

Weakness vulnerability to fire

Speed 30 ft. (6 squares); burrow 40 ft. (ice only)

Melee Slam +17 (2d6+8 plus 2d6) or 2 slams +17 (2d6+8 plus 2d6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +22

Atk Options Awesome Blow, Cleave, Improved Bull Rush, Improved Grab, Improved Sunder, Power Attack

Special Actions Immure

Spell-Like Abilities (CL 20th):

2/day— *glitterdust* (DC 14), *magic missile*, *Melf's acid arrow*, *ray of enfeeblement*

1/day— *Evard's black tentacles* (+28 grapple), ~~*greater magic armor*~~, *ice storm*, *stinking cloud* (DC 15)

Abilities Str 27, Dex 10, Con --, Int 11, Wis 15, Cha 12

SQ Create spawn, freeze, ice glide, icy touch, +2 turn resistance, undead traits

Feats Awesome Blow, Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack, Skill Focus (concentration)

Skills Concentration +13, Hide +15, Listen +21, Move Silently +19, Spot +21

Create Spawn (Su): Any humanoid slain by an entombed becomes an entombed in 1d4 rounds, provided it is encase in ice. Spawn are under command of the entombed that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Freeze (Su): An entombed can drain the heat from a living creature. On a successful grapple check, the entombed deals 2d4 points of Dexterity damage to a grappled foe (Fortitude save DC 21 half). This is a supernatural cold effect. The save DC is Charisma-based.

Icy Touch (Su): An entombed deals an additional 2d6 points of cold damage with each successful slam attack. On its turn, it deals 2d6 points of cold damage per round to any creature it grapples.

Immure (Su): As a standard action, an entombed that begins its turn with a hold on its opponent can attempt to drag a grappled creature under the ice, trapping it in a layer of ice and eventually creating another one of its own kind. The entombed must win an opposed grapple check; if it succeeds, it can move up to half its speed, dragging its grappled foe with it. If it has pinned its foe, the entombed gets a +4 bonus on this check.

If the entombed successfully drags its foe into solid ice, the victim is immediately immobilized and cannot move or take any actions other than purely mental ones. He may be subject to drowning (although he can hold his breath before he enters the ice). As a full-round action, an entombed victim within 5 feet of the ice's surface can attempt a DC 23 Strength check to break out. If he is more than 5 feet deep in the ice, a successful check does not free him, but gives him enough space to take physical actions that he could otherwise take while grappled, such as attempting to draw a light weapon, cast a spell, or attack the ice with a light weapon and try to carve his way out.

An entombed often chooses to continue attacking a victim immured in the ice, since the ice does not prevent its own movement or attacks.

Improved Grab (Ex): To use this ability, an entombed must hit a Large or smaller opponent with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold, deals damage with its icy touch, and immediately uses its freeze ability. In subsequent rounds it continues to deal damage with its icy touch and can freeze again, or attempt to use its immure ability

Ice Glide (Ex): An entombed can glide through ice, snow, or slush as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, and its passage does not create any ripples or other signs of its presence.

An entombed often fights from cover of an ice sheet or snow field in much the same way that an incorporeal creature can use a wall or floor for cover. An entombed attacking a creature outside the ice or snow in which it is hiding gains the benefit of cover.

Description: *A thick shell of clear green-tinged ice completely encases a desiccated human corpse tattooed with mystic runes,, its yellowed teeth bared in a rictus of death. The huge mantle of icy armor makes this fearsome apparition the size of an ogre.*

Sources Frostburn, Monster Manual II

POWER-UP SUITE

NARIDITH

CR 14

Female human wizard 14

NE Medium humanoid (human)

Init +3; **Senses** Listen +3, Spot +3; See invisibility

Aura *Anticipate teleportation* 60 foot

Languages Common, Ancient Flan, Draconic, Fiendish, Oeridian

AC 22, touch 14, flat-footed 19

(+3 Dex, +4 armor, +4 shield, +1 deflection)
Miss Chance 20% conceal plus 50% ethereal
hp 114 [70 + 16 temp. + 28 temp.] (14 HD);
Immune *magic missile*, critical hits and sneak attacks
Resist *Endure elements*, *resist fire* 20
Fort +12, **Ref** +11, **Will** +13

Speed 40 ft. (8 squares); swim 40 ft.; fly 70 ft. (good)
Melee mw dagger +8 (1d4/19-20) or mw dagger +8/+3 (1d4/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +7
Special Actions Fiery burst, activate *heart of air* as an immediate action to gain *feather fall* for 14 rounds, activate *heart of earth* as a swift action to gain *stoneskin* for 14 rounds, activate *heart of fire* as a swift action to gain *fire shield* for 14 rounds, activate *heart of water* to gain *freedom of movement* for 14 rounds.
Combat Gear *bracers of entangling blast*, *metamagic rod of searing spell*, *ring of silent spell*, ~~*arcane scroll of blur*~~, ~~*arcane scroll of see invisible*~~, *divine scroll of restoration*, *potion of cure serious wounds*, *tanglefoot bag*
Wizard Spells Prepared (CL 14th [15th for fire spells]):
7th— *delayed blast fireball* (DC 23), ~~*spell turning*~~
6th— explosive fiery *fireball* (DC 20), *greater dispel magic*, explosive *greater fireburst* (DC 22)
5th— explosive sculpted *fireball* (DC 20), ~~*greater blink*~~, ~~*heart of fire*~~, ~~*Mordenkainen's faithful hound*~~
4th— *dimension door*, explosive *fireball* (DC 20), *greater invisibility*, ~~*heart of earth*~~, fiery *orb of fire* (ranged touch +8, DC 21)
3rd— ~~*anticipate teleportation*~~, 2x *fireball* (DC 20), ~~*fly*~~, ~~*heart of water*~~
2nd— ~~*cat's grace*~~, ~~*false life*~~, ~~*heart of air*~~, fiery *incendiary slime* (DC 19), 2x *scorching ray* (+8 ranged touch)
1st— 2x *burning hands* (DC 18), ~~*endure elements*~~, sculpted *grease* (DC 18), ~~*mage armor*~~, ~~*shield*~~
0— *detect magic*, *mage hand*, *read magic*, *prestidigitation*

Abilities Str 10, Dex 17, Con 14, Int 22, Wis 12, Cha 8
SQ *Contingency* spell casts *dimension door* whenever Naridith is grappled or held, rat familiar, *water breathing*, +8 bonus to checks to resist bull rush, overrun, or trip attack.
Feats Alertness, Explosive Spell, Fiery Burst, Fiery Spell, Metamagic School Focus (conjunction), Metamagic School Focus (evocation), Scribe Scroll, Sculpt Spell, Spell Focus (conjunction), Spell Focus (evocation)
Skills Concentration +19, Decipher Script +23, Escape Artist +8, Jump +10, Knowledge (arcana) +23, Knowledge (history) +23, Knowledge (religion) +23, Spellcraft +25, Use Magic Device +7
Possessions combat gear plus *headband of intellect* +4, *cloak of resistance* +3, *ring of protection* +1, masterwork dagger, spell component pouch (x2), spellbook, tindertwigs (x5), ivory and gem statuette of Naridith (worth 1,500 gp), tiny ruby lens set in a gold ring (worth 1,500 gp), tiny hourglass of platinum and

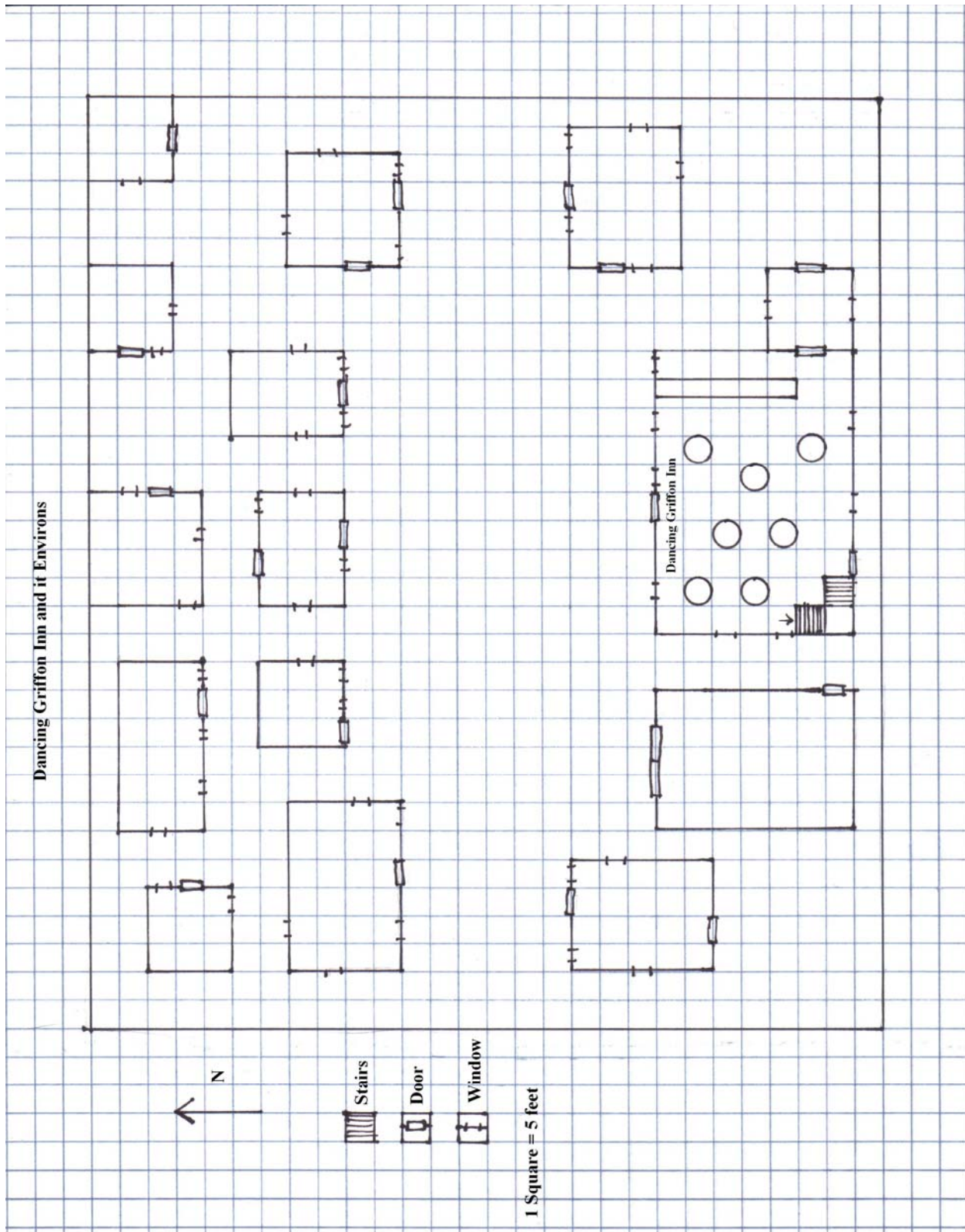
crystal worth 500 gp, 4 strips of ivory formed into a square (worth 50 gp), incense (worth 250 gp), polished silver mirror (worth 1,000 gp), 5 pearls (worth 100 gp each).

Spellbook 0— all; 1st— *alarm*, *burning hands*, *comprehend languages*, *endure elements*, *grease*, *identify*, *mage armor*, *Nystal's magic aura*, *shield*; 2nd— *blindness/deafness*, *cat's grace*, *command undead*, *false life*, *fireburst*, *fox's cunning*, *heart of air*, *incendiary slime*, *scorching ray*; 3rd— *anticipate teleportation*, *fireball*, *fly*, *heart of water*; 4th— *bestow curse*, *blast of flame*, *contagion*, *dimension door*, *dispelling screen*, *heart of earth*, *illusory wall*, *greater invisibility*, *orb of fire*, *scrying*, *wall of ice*; 5th— *contact other plane*, *greater blink*, *greater fireburst*, *heart of water*, *Mordenkainen's faithful hound*; 6th— *analyze dweomer*, *contingency*, *greater dispel magic*, *legend lore*, *permanent image*; 7th— *delayed blast fireball*, *greater scrying*, *spell turning*

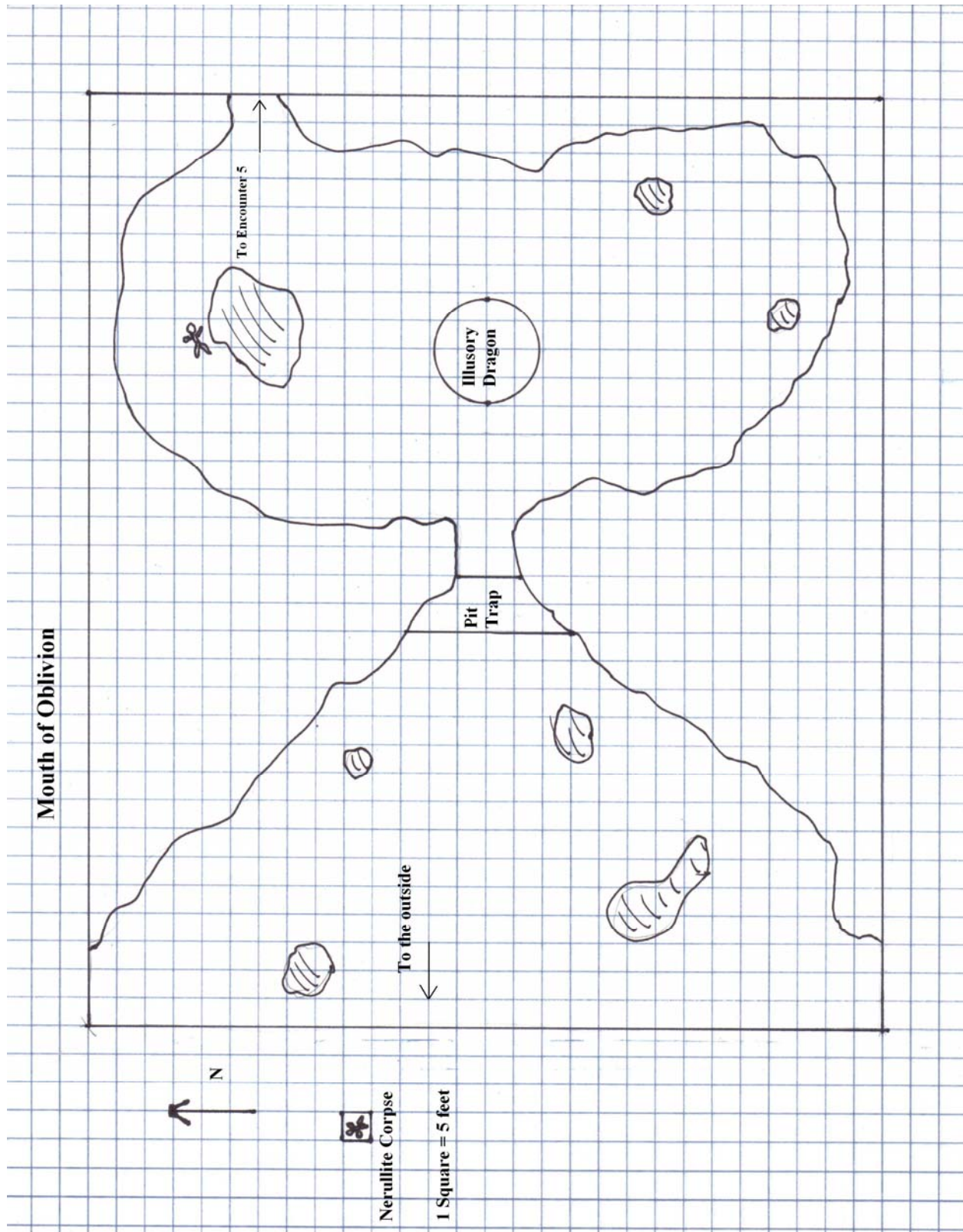
Description: You see a Flan woman with frazzled brown hair and cold blue eyes. She wears a black robe decorated with fiery skulls and holds a rod of burnt wood capped with a golden sunburst.

Sources Complete Arcane, Complete Mage, Frostburn, Sandstorm, Spell Compendium

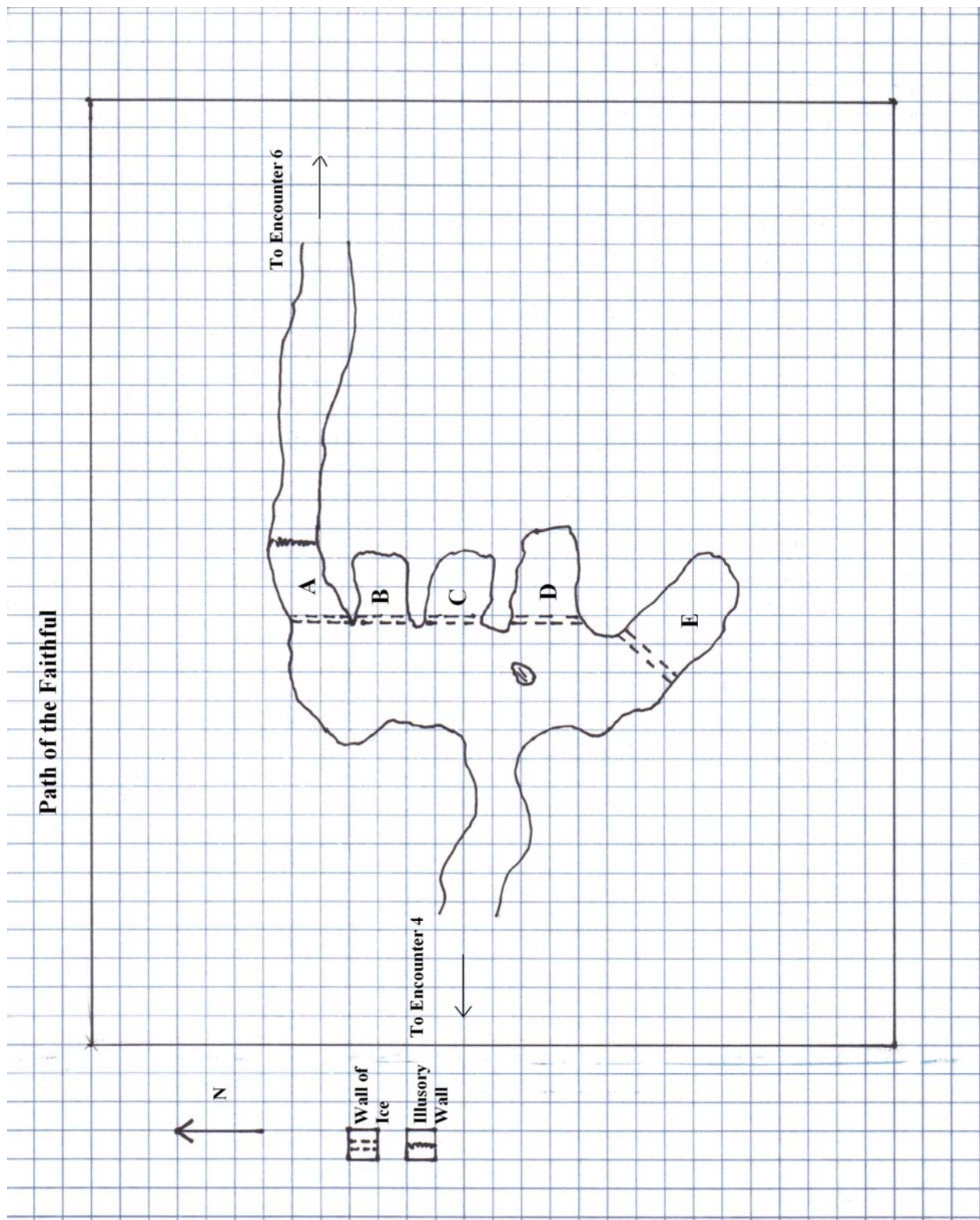
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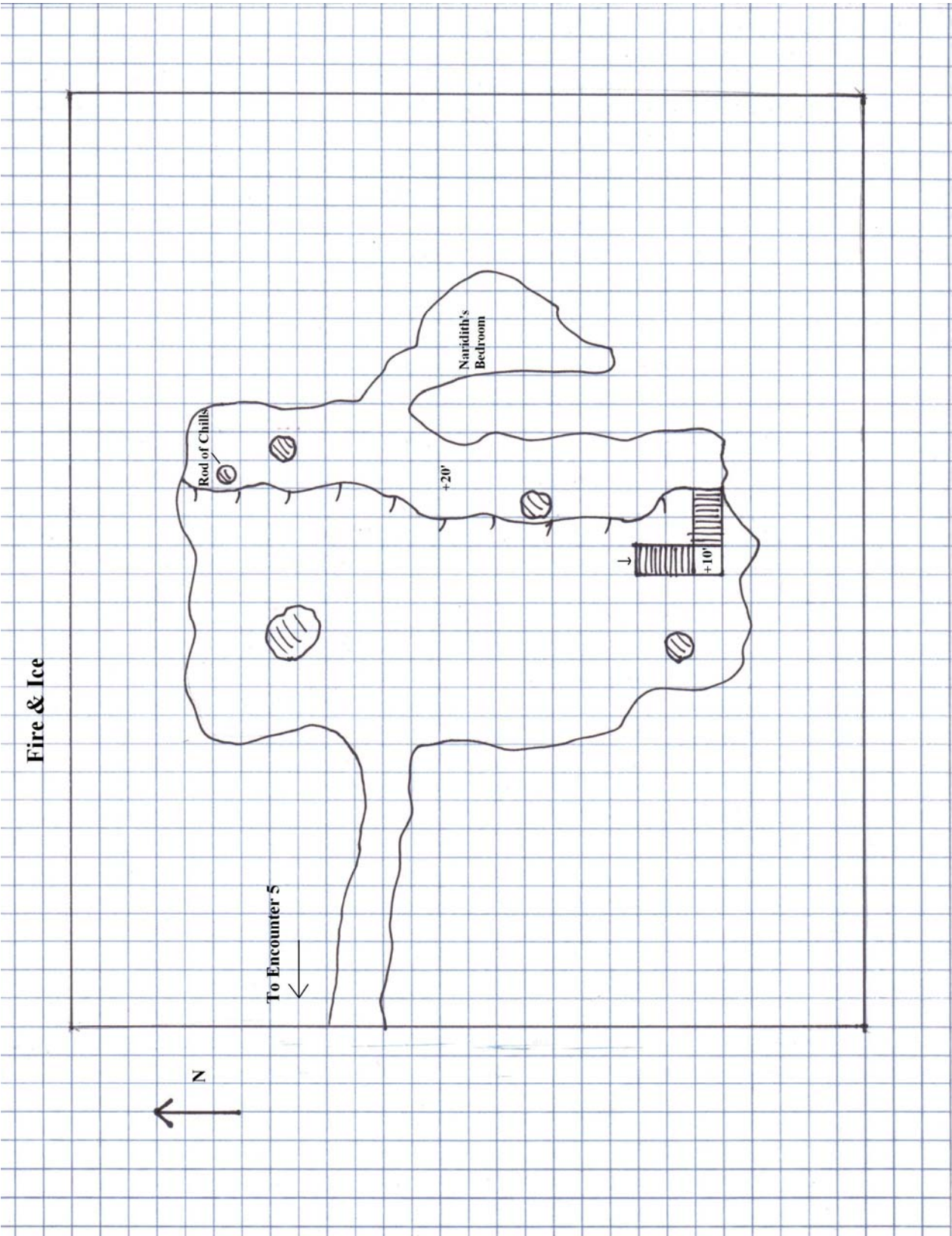
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DM AID: MAP #3 – PATH OF THE FAITHFUL

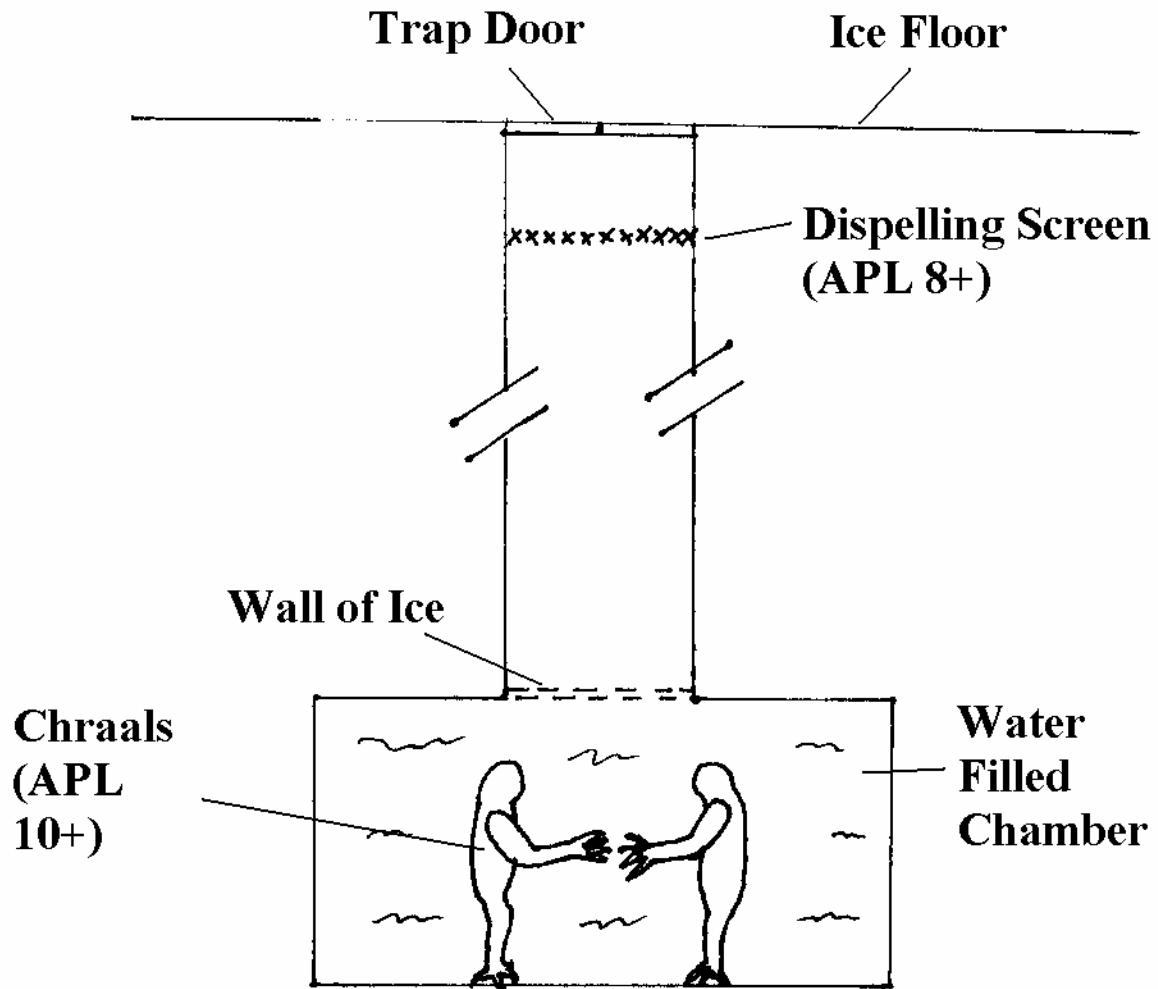


DM AID: MAP #4 – FIRE AND ICE



DM'S AID #1 PIT TRAP OF ICY DOOM DIAGRAM

Pit of Icy Doom Diagram



DM AID: NEW RULES

NEW FEATS

Explosive Spell [Metamagic] (Complete Arcane)

You can cast spells that blast creatures off their feet.

Benefit: On a failed Reflex save, an explosive spell ejects any creature caught in its area, sending it to a location outside the nearest edge of that area, dealing additional damage and further knocking creatures prone.

For example, all creatures in the area of an explosive *fireball* that fail their saving throws not only take full damage but are pushed to the closest square outside the perimeter of the spell's 20-foot-radius spread. Likewise, an explosive *lightning bolt* moves targets that fail their saves to outside the area defined by the squares the bolt's line passes through. Any creature moved in this manner also takes an additional 1d6 points of damage per 10 feet moved (no additional damage if moved less than 10 feet by the effect) and is knocked prone. If some obstacle prevents a blasted creature from being moved to the edge of the effect, the creature is stopped and takes 1d6 points of damage from striking the barrier (in addition to any damage taken from the distance moved before then). In any even, this movement does not provoke attacks of opportunity.

Explosive Spell can be applied only to spells that allow Reflex saves and affect an area (a cone, cylinder, line, or burst). An explosive spell uses up a spell slot two levels higher than the spell's actual level.

Fiery Burst [Reserve] (Complete Mage)

You channel your magical talent into a blast of fire.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have a fire spell of 2nd level or higher available to cast, you can spend a standard action to create a 5-foot-radius burst of fire at a range of 30 feet. This burst deals 1d6 points of fire damage per level of the highest-level fire spell you have available to cast. A successful Reflex save halves the damage.

This is a supernatural ability usable at will that does not provoke attacks of opportunity. The save DC is equal to 10 + the level of the spell allowing the ability's use + the ability modifier you would apply to the spell's save DC. For example, if a wizard with a +3 Intelligence modifier and a reserved 3rd-level fire spell uses the Fiery Burst reserve feat, she causes all within the area to take 3d6 fire damage. Subjects that succeed on a Reflex save DC 16 take only half damage.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting fire spells.

Fiery Spell [Metamagic] (Sandstorm)

Your fire magic is bolstered, further scorching your enemies.

Benefit: A fiery spell deals an extra 1 point of fire damage for each die of damage the spell deals. This feat can be applied only to spells with the fire descriptor. For example, if a 9th-level wizard with this feat casts fiery *fireball*, the *fireball* deals 9d6+9 points of damage. A fiery spell uses up a spell slot one higher than the spell's actual level.

Metamagic School Focus (Complete Mage)

You are unusually skilled at modifying the effects of a particular school of magic.

Prerequisite: Spell Focus (chosen school) or specialist wizard in chosen school.

Benefit: Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced-cost spells prepared at any time.

Special: A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each time you take it, it applies to a different school of magic.

Sculpt Spell [Metamagic] (Complete Arcane)

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

Searing Spell [Metamagic] (*Sandstorm*)

Your fire spells are so hot that they can damage creatures that normally have resistance or immunity to fire.

Benefit: A searing spell is so hot that it ignores the resistance to fire of creatures affected by the spell and affect creatures with immunity to fire still take half damage. This feat can be applied only to spells with the fire descriptor.

Creatures with the cold subtype take double damage from a searing spell. Creatures affected by a searing spell are still entitled to whatever saving throw the spell normally allows. A searing spells uses up a spell slot one level higher than the spell's actual level.

NEW ITEMS

Bracers of Entangling Blast (Magic Item Compendium)

Bracers of entangling blast allow you to reduce the damage dealt by your magic to ensnare those affected by it. When you activate these bracers, the next spell you cast or spell-like ability you use deals only half its normal damage; however, any creature damaged by the spell becomes entangled for 1d3 rounds, taking an additional 1 point of damage per level of the spell each round on your turn. This damage is of the same type as normally dealt by the spell (or you choice if the spell deals more than one type of damage). These bracers have no effect on a spell or spell-like ability that doesn't deal damage.

This ability functions three times per day.

Faint (DC 16) conjuration; CL 3rd; Activation: swift (command); Craft Wondrous Item, *web*; Price 2,000 gp; Weight 1 lb.

Bladed Crossbow (Magic Item Compendium)

This crossbow has an exceptionally strong stock, which is shaped so that you can grip and swing it as a melee weapon. You can use a *bladed crossbow* as either a +1 *heavy crossbow* for ranged attacks, or as a +1 *battleaxe* for melee attacks.

Moderate (DC 20) evocation; CL 9th; Craft Magic Arms and Armor, *blade barrier*; Price 4,660 gp; Weight 12 lb.

Metamagic Rod, Searing (Sandstorm)

The wielder can cast up to three spells per day that are searing as though using the Searing Spell feat.

Strong (no school); CL 17th; Craft Rod, Searing Spell; Price 3,000 gp (lesser), 11,000 gp (normal) 24,500 gp (greater); Weight 3 lb.

Quick Loading (Magic Item Compendium)

A quick loading crossbow accesses an extradimensional space that can hold up to 100 bolts, allowing you to reload the crossbow more rapidly than normal. Reloading a quick loading hand or light crossbow is a free action (allowing a character with multiple attacks to use his full attack rate), and reloading a quick loading heavy crossbow is a move action.

Different types of bolts can be held in the extradimensional space, and you can select freely from these when reloading the crossbow. Adding or removing a bolt by hand from an extradimensional space requires a move (manipulation) action.

Moderate (DC 19) conjuration; CL 9th; Craft Magic Arms and Armor, *Leomund's secret chest*, *shrink item*; Price +1 bonus.

Ring of Silent Spell (Magic Item Compendium)

When you activate a *ring of silent spells*, it creates a silence effect, as the spell, centered on you. While this effect lasts, you can cast up to three spells of 3rd level or lower without verbal components (as

though using the Silent Spell feat, except that the spells do not require a higher level spell slot or increased casting time).

This ability functions once per day.

Faint (DC 17) illusion; CL 5th; Activation: swift (command); Forge Ring, Silent Spell, *silence*; Price 2,000 gp; Weight -.

NEW SPELLS

Anticipate Teleportation (Spell Compendium)

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The arcane words that activate this spell linger in the air for a moment. As they fade from your hearing, you become more aware of both your surroundings and the possibility of intrusion.

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below, the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Blast of Flame (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

As you cast the spell, your hand becomes sheathed in barely perceptible yellow flames. With a roar, the flames burst from your hand in the shape of a cone, leaving your hand trailing wisps of smoke.

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

Column of Ice (Frostburn)

Conjuration (Creation) [Cold]

Level: Druid 3, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One column of ice, 10-ft. radius and 5 ft./level in height.

Duration: Permanent

Saving Throw: Reflex negates

Spell Resistance: No

A column of ice rises from the ground, lifting any object or creature (including you) standing in the area into the air. Creatures making a Reflex saving throw can choose to avoid the column. Moving or fighting atop the ice column requires a DC 10 Balance check. Those who fail fall prone and must immediately succeed on a DC 12 Reflex saving throw or slip off the column, taking commensurate falling damage.

Creatures atop the column as it rises may be smashed against the ceiling or other overhead obstructions, which deals 4d6 points of damage.

Magical Ice Column: 10 feet thick; hardness 16; hp 160; break DC 90; Climb DC 30.

Arcane Material Component: A 2-inch rod of ice.

Dispelling Screen (Spell Compendium)

Abjuration

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Energy wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

By tossing down the sheet of crystal in your hand and completing the mysterious words of power needed to release the energy of the spell, you create an immobile, shimmering screen of violet energy.

Any spell effect operating on a creature or unattended object that passes through the screen is affected by a targeted *dispel magic* (PH 223) at your caster level. Attended items that pass through are not affected by the screen, which is the only way the screen differs from a normal targeted casting of *dispel magic* – attended items are essentially not targeted by the screen. Make a caster level check (1d20 +1 per caster level, maximum +10) to dispel spell effects (DC 11 + caster level) or suppress an unattended object's magical properties for 1d4 rounds (DC equal to the item's caster level). Spell effects not operating on objects or creatures cannot pass through the screen. A *disintegrate* or successful *dispel magic* removes *dispelling screen*, while an *antimagic field* suppresses it.

Material Component: A sheet of fine lead crystal.

Dispelling Screen, Greater (Spell Compendium)

Abjuration

Level: Druid 6, sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Energy wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like *dispelling screen*, except that the maximum caster level bonus on the dispel check is +20.

Fireburst (Spell Compendium)

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.

Fireburst causes a powerful explosion of flame to burst from you, damage anyone within 10 feet of you. All creatures and objects within that are, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Fireburst, Greater (Spell Compendium)

Evocation [Fire]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 15ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell functions like *fireburst*, except that it affects creatures within 15 feet of you and deals 1d10 points of fire damage per caster level (maximum 15d10).

Heart of Air (Complete Mage)

Transmutation [Air]

Level: Drd 2, sorcerer/wizard 2, wu jen 2 (air)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel light as a feather, as if the slightest breeze might knock you about.

This spell converts part of your body into elemental air, freeing you somewhat from the bonds of gravity. You gain a +10 enhancement bonus on Jump checks, and if you have a fly speed that speed gains a +10-foot enhancement bonus.

Furthermore, while this spell is active, you can activate a *feather fall* effect (as the spell) on yourself as an immediate action. This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends.

If *heart of air* is active on you at the same time as *heart of earth*, *heart of fire*, or *heart of water*, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from crucial hits and sneak attacks.

Heart of Earth (Complete Mage)

Transmutation [Earth]

Level: Drd 4, sorcerer/wizard 4, wu jen 4 (earth)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel your flesh strengthen with the power of stone.

This spell converts part of your body into elemental earth, which toughens you considerably. You gain a +8 bonus on checks to resist a bull rush, overrun, or trip attack. You also gain temporary hit points equal to twice your caster level (up to 30 hp).

Furthermore, while this spell is active, you can activate a *stoneskin* effect (as the spell) on yourself as a swift action. This benefit lasts for 1 round per level (or until the *stoneskin*'s total protection is consumed), at the end of which time the spell's entire effect ends.

If *heart of earth* is active on you at the same time as *heart of air*, *heart of fire*, or *heart of water*, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from crucial hits and sneak attacks.

Heart of Fire (Complete Mage)

Transmutation [Fire]

Level: Drd 5, sorcerer/wizard 5, wu jen 5 (fire)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel a sudden flame burning within you.

This spell converts part of your body into elemental fire, which speeds your step and toughens your flesh. You gain a +10-foot enhancement bonus to your land speed and resistance to fire 20.

Furthermore, while this spell is active, you can activate a *fire shield* effect (as the spell; fire-based protection only) on yourself as a swift action. This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends.

If *heart of fire* is active on you at the same time as *heart of air*, *heart of earth*, or *heart of water*, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from crucial hits and sneak attacks.

Heart of Water (Complete Mage)

Transmutation [Water]

Level: Drd 5, sorcerer/wizard 5, wu jen 5 (water)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

The crashing of waves echoes in your ears.

This spell converts part of your body into elemental water, which makes you better able to navigate aquatic environments and slip through confined spaces. You gain a swim speed equal to your land speed, which grants you certain benefits (including a +8 racial bonus on Swim checks; see MM 311). You also gain the ability to breathe water (as if under the effect of a *water breathing* spell). Finally, you gain a +5 enhancement bonus on Escape Artist checks.

Furthermore, while this spell is active, you can activate a *freedom of movement* effect (as the spell) on yourself as a swift action. This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends.

If *heart of water* is active on you at the same time as *heart of air*, *heart of earth*, or *heart of fire*, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from crucial hits and sneak attacks.

Incendiary Slime (Complete Mage)

Conjuration (Creation)

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Target or Area: One object or a 10-ft square

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

A slick, greasy liquid seeps from the targeted object, thoroughly coating it.

This spell functions like *grease* (PH 237), but the liquid is also highly flammable. If any fire damage is dealt within the area of the spell (or to the subject of the spell), the spell's area (or subject) bursts into flame. This effect deals 3d6 points of damage to anyone in the area (or holding the subject), but also ends the spell's duration. A successful Reflex save halves this damage.

Numbing Sphere (Frostburn)

Evocation [Cold]

Level: Druid 2, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: 5-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

A sphere of intense cold energy rolls in whichever direction you point and damages those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 1d6 points of cold damage as well as 1d4 points of Dexterity damage to that creature, though a successful Reflex save negates both the cold damage and Dexterity damage. A numbing sphere rolls over barriers less than 4 feet tall, such as furniture and low walls. It instantly freezes water it encounters in 5-foot-cube sections, creating chunks of ice in large bodies of water.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely remains at rest. The sphere can be destroyed by attacks directed against it. It has 10 hit points and damage reduction 5/-.

The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by extreme cold. It cannot push aside unwilling creatures or batter down large obstacles. A numbing sphere winks out if it exceeds the spell's range.

Arcane Material Component: A bit of sponge and a drop of water.

Orb of Fire (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2levels)
Effect: One orb of fire
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: No

Your hand heats to an uncomfortable temperature just moments before you release the spell's energy in the form of an orb of white flames speeding from your outward-facing palm.

An orb of fire about 3 inches across shoots from your palm at its target, dealing 1d6 points of fire 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 dazed for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Snowshoes (Spell Compendium)

Transmutation

Level: Cleric 1, druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A chill grips you as you complete the spell and touch your intended subject. The feet of the spell's subject glow with an ice-blue radiance that fades but lingers. The creature rises slightly out of the snow, as if it weighed much less.

The affected creature can walk lightly over ice and snow without having its speed reduced. The affected creature gains a 10-foot enhancement bonus to speed and is not required to make a Balance Check of Reflex save to walk on ice and snow without slipping and falling, to avoid cracking ice it walks over, or to avoid falling through cracked ice. In addition, the affected creature does not leave a more readily discernible trail through ice and snow than it does on solid ground, denying trackers potential bonuses to follow the affected creatures' path. (See *Weather*, *DMG* 93-95, and *Cold Dangers*, *DMG* 302, for more details on the effects of weather and ice.)

Snowsight (Frostburn)

Transmutation

Level: Druid 1, ranger 1, Winter 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

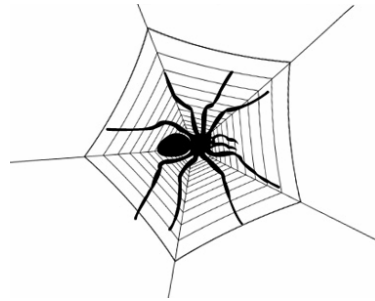
Saving Throw: None

Spell Resistance: Yes (harmless)

The subject gains the ability to see to the normal limits of its vision even in whiteout conditions, and ignores all penalties due to snow glare and snow blindness. *Snowsight* is no better than normal vision. During daylight, this usually means the subject can see to the horizon; at night, vision is restricted to ambient light or darkvision as appropriate for the subject creature. *Snowsight* does not grant creatures the ability to see in darkness.

PLAYER HANDOUT #1

A cold wind heralds the coming of great danger. Be prepared for inclement weather.



PLAYER HANDOUT #2

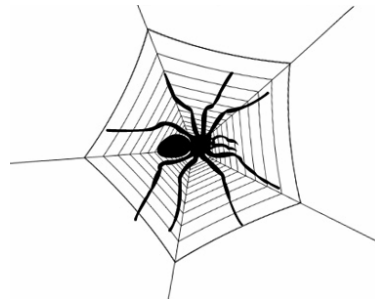
Brother, or Sister

I believe the village of Sunflower Cove is in grave danger. I am rushing to protect it as you read this but fear I will be too late. You must prepare yourself for the coming of a winter storm the likes of which Ulek has never seen. The winds and beasts of the North are upon us. I pray to Elhonna this warning reaches you in time.

*Initiate Falcor Highwing
of the Emerald Conclave*

PLAYER HANDOUT #3

You should do as the druid says. But be warned. Not everything is as you assume it will be. The best adventurers are prepared for the unexpected.



CRITICAL EVENT SUMMARY: ULP7-09 CHILL

For use only at Florida Fall Fantasy.

1. Did the players accept Falcor Highwing's Mission? Yes No

If so, list player names/PC names here:

2. Did they rescue Jilmus?

Yes No

If so, list player names/PC names here:

3. Did the polar bear survive?

Yes No

If so, list player names/PC names here:

4. Did the PCs destroy the *Rod of Chills*?

Yes No

Notes: (Add anything that happened that might be considered out of the ordinary – strange occurrences, results that may not fit the above, etc):