

A6



5TH EDITION

ADVENTURE

OF BANISHMENT & BLIGHT



DAVIS CHENAULT

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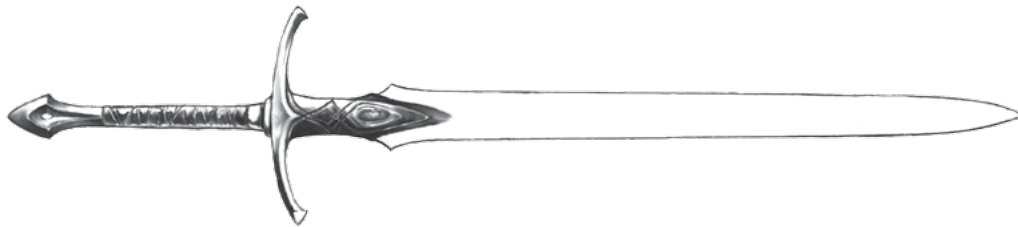
BY DAVIS CHENAULT

CONVERSION: JASON VEY

EDITOR: NICOLE MCMURRY

FRONT COVER: PETER BRADLEY INTERIOR ART: JASON WALTON, MARK ALLEN, PETER BRADLEY

ART DIRECTION/ CARTOGRAPHY: PETER BRADLEY, MARK ALLEN



TROLL
LORD
GAMES

1818 North Taylor, #143, Little Rock, AR, 72207

email: troll@trolllord.com

website: www.trolllord.com or

www.castlesandcrusades.com

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PREFACE

This adventure is designed for those characters carelessly brave enough to travel into uncharted and uncivilized lands to meet, bargain and fight with beings who helped to shape the world of Aihrde. The location of this adventure is far from civilization where the Blighted Screed vanishes beneath the mire of the Grausumland. There at Mount Utring, the characters encounter an Oonmaukling, a servant of the horned god who helped bind the world in the Shroud of Darkness and bring the Winter Dark. The Oonmaukling are creatures who have lived beyond the ages of man and exist outside the confines of man's concerns.

At this point in the Aufstrag "A" series of adventures, the characters begin encountering powerful creatures who are not evil by nature but who are often aloof to the day to day affairs of the world and do not completely understand nor care about the character's concerns. They are not evil, nor good, nor even neutral; they are simply unconcerned, their actions indifferent to the fate or lives of the characters. These types of creatures can be useful to the Castle Keeper. They are, in many cases, a font of knowledge about the world and should be used to inform the characters of events beyond themselves, histories otherwise unknowable to the characters and even for creating adventures. Further, the nature of some of these creatures is fairly benign and they may even allow the characters safe areas in which to stay in an otherwise hostile region of the world.

This is a difficult adventure for two reasons. First, the area the characters are entering is occupied and currently in use by creatures who have been here a very long time. Their response to aggression is orderly, quick, and severe and its occupants know the area much more than do the characters. Entering the castle is going to be a hard slog and tough fight, though the characters should have the advantage of tactical surprise. Second, the final encounter in the adventure is *not meant* to be a fight; rather, the characters are here to bargain with the Oonmaukling. To wit, it should somehow be impressed upon the players that they are coming here to bargain for information or spells and not defeat the Oonmaukling. How the player characters go about managing the bargaining is left entirely up to them and the Castle Keeper, and one method should not be favored over another.

This adventure is the sixth in the "A" series and follows that of **The Shattered Horn (A5)**. Several events can lead the characters to this location. The most likely reason is to find the spell that unbinds the souls locked in the gems found in the Shattered Horn. Another reason may be to discern the nature of the *horn of opening* as found in **The Shattered Horn, (see A5, The Shattered Horn, Area 7)**, or even at the behest of Deuranimus, who lives there.

The adventure is designed for 3-5 characters of 5-8th level. If the party has a tendency to, or preference for, dealing with encounters violently, then allowing them to gain average of 7th level might be necessary. Clerics are necessary for the long term survival of the party as there are few healing items in this location.

The Castle Keeper can use this module as a stand alone adventure as it has no direct link to the previous modules in the series. To this end, the Castle Keeper should create a reason for the characters to come to this location. This is discussed more fully in the section 'Involving the Player Characters' below.

INTRODUCTION

There are many creatures of the All Father's devising that came to Aihrde even before he laid his wards upon the world. They were great and small and dwelt throughout the Aihrde, much as they still do. These are the Val-Eahrakun, among them were the Oonmaukling, which in the Vulgate or Common tongue translates to "Elemental Lord." These creatures are not quite deities but not quite mortal, rather they reside in that world betwixt and between the worshipped and worshipping. The Oonmaukling existed before the world's beginning as an accident of the All Father's dreaming. They are focal points of 'making' and have the capacity to bring things into being or tear them apart.

Many ages ago, before the coming of man, an Oonmaukling Frost Lord, Vaul, who embodied frost, called upon one of his brethren, a Rock Lord who called himself Avram, to create for him a residence. Vaul was incapable of making things. Snow, sleet, and ice accompanied all his endeavors and the destruction of winter followed in his wake. Avram, for his part, could meld rock and stone to his liking.

At the bidding of Vaul, Avram caused a mountain to grow from the Blighted Screed. What name, if any, Vaul gave his home is lost to the histories, but in later years it came to be known as Mount Utring. Within the mountain, Avram created a palace of sorts for Vaul. He constructed many halls, rooms, and towers for the Frost Lord. Much to his liking, Vaul came to Mount Utring and settled within.

The Frost Lord blanketed his new home in the guise of winter for Vaul was and will always remain a Master of the Winter Runes, having those spells of old that allowed their masters to walk the outer and inner planes. He used the Runes to open gates to the planes of frost and ice, so that in a short time frost crept up the mountain side and ice covered the castle. This made the whole more 'livable' for Vaul and he resided therein for many ages. Vaul lived there during the long ages of the world, he witnessed the dwarves come and go, saw the great wars with the goblins and he watched the rise and fall of Empires. But during the Age of Men, with the Kingdom of Al Liosh grew upon the banks of the river Udunilay Vaul became dismayed. He called upon Avram once more to seal his mountain abode in rock and hide it from the wide world. This his brother did.

A thousand years ago, when the horned god came to Aihrde, he devoured the Wall of Worlds and cast it back out as the Shroud of Darkness, and inescapable winter came to Aihrde. In time, Unklar discovered Vaul, hidden upon his doorstep as it were, and sought the Frost Lord's abilities to help cover the world in snow. Liking the idea, the Frost Lord willingly gave over his services to Unklar for the prospect of a permanent ice age upon Aihrde. He agreed to use his abilities to punish those who

offended Unklar and destroy those items Unklar could not, in exchange for a frosty world in which to live and roam and even the unfulfilled promise of learning the act of creation.

Vaul proved very efficient in the destruction of things, for the Winter Runes contained the Rune of Irakulus that is the Unmaking. In time Unklar trusted him in the destruction of powerful magic items which Unklar hadn't the notion or his other minions the capacity to destroy. Of all of the items Vaul destroyed, the most powerful was the *horn of opening*. Created in days of Unklar's first wars by the Old Lords of Aenoch, this horn was able to open the lower gates of Aufstrag, Unklar's fortress. The horned god later took the horn from the dying hand of the Baron of Kul who had attempted to breach the gates. He gave it over to Vaul to destroy. Vaul pondered the horn for many days and at last he set to unmaking it but he called upon his brother and bid him lace it with sorcery that would allow it to be forged anew. Avram did so and returned the part to Vaul. And Vaul was pleased for the horn could serve as a weapon if such a thing were needed in the future. But Vaul could not remake it and Avram alone knew the secret to remaking the horn. In time the pieces were scattered and lost to the world.

The Onmaukling was also responsible for punishing those Unklar wished to suffer. For some time, the Onmaukling simply killed those sent to Mount Utring. Tiring of this and not quite understanding Unklar's original intent, the Onmaukling eventually decided to punish the offenders by giving them everlasting life as long as they tilled the soil at the base of the mountain. He 'destroyed' the effects of ageing within a mile or so of his mountain and commanded all who came here to become farmers or die.

Though the Frost Lord helped to cover the world in a frozen mantle, he never quite enjoyed the benefits of his labors as he was bound to this place at the service of Unklar. After Unklar's

passing, the snows of the world receded and the Frost Lord has grown weary of his residence, his servants and those who till the soil at the mountain's foot. He cares little for it or them anymore, and is desirous of more frosty lands in which to travel.

FOR THE CASTLE KEEPER

Of Banishment and Blight takes place entirely within the environs of Mount Utring. As with the previous adventure, the characters are alone and have no recourse to aid should they need or desire it. They are very far from the confines of man, elf, or dwarf and the only safe harbors are hidden and difficult to access. The characters should understand that they are alone and far from home with few allies to help them. They can, if they are clever enough, use the villages around Mount Utring as rally points.

The adventure is fairly straight forward. The characters are going to have to sneak up the trail and enter the fortress through one of the many towers via subterfuge or through brute force. But no matter how they enter, they end up in the same location – facing the Frost Lord. The Castle Keeper should keep in mind the Frost Lord's indifference to this intrusion. At no point does he raise concern or even respond to alarms given by his minions. The CK should attempt to impart this to the characters at any available moment. Remind them that despite the carnage of the battle, the Frost Lord has not intervened. Role play any intelligent monsters by having them call upon the aid of the Frost Lord, which of course does not come. They may even curse the failures of the Frost Lord in their dying breaths. Finally when the characters come before Vaul, be careful to describe his extreme indifference to their presence and any damage they may have done.

The characters may lose a lot of magic along the way as the nature of the environment is very destructive. However, there is ample treasure in the house of the Frost Lord and he does



not care if most of it disappears as long as the characters do not destroy everything along the way and deface too much material – the Frost Lord can't rebuild things, so does not take destruction of utilitarian or beautiful items lightly.

Towards the end of the dungeon, role playing comes to the fore and the fighting decreases. It is, combatively, anti-climatic. The Castle Keeper must work to engage the characters and the Frost Lord and have them interact in a non-violent manner. Doing otherwise may invite doom upon the characters from the Frost Lord should the character's violence stretch his patience. At the end of the adventure, the characters should come face to face with the Frost Lord. In this encounter, they must somehow convince the Oonmaukling to dispense with much needed knowledge, material, or information. This should not be a confrontational encounter, rather one in which the characters know they are outmatched and would suffer death or worse should they enrage the Frost Lord. Ultimately, the characters should learn of the *horn of opening*; that it can open the doors of Aufstrag, that its parts are scattered across the Blighted Screed and that the Frost Lord's brethren, Avram, the Rock Lord, can remake the magic item.

INVOLVING THE PLAYER CHARACTERS

Although this adventure links with the "A" series, there may be no truly compelling reason for the characters to travel from the location in A5 to that of A6. The Castle Keeper should find a suitable method of bringing them to Mount Utring if those mentioned towards the end of A5 do not suffice to encourage them to go forward.

The preferred methods are as follows:

1. The characters desire to learn the spell which frees the souls of those trapped in the gems located in A5. The Frost Lord of Mount Utring is in possession of it.
2. The characters learn of the Frost Lord through Deuranimus who imparts to the characters the Frost Lord's vast knowledge of magical items and that he may be willing to part with this knowledge and be able to determine the nature of the *horn of opening's* parts.
3. The ogre magi mentioned in A5 seeks the characters in settling an old score with another ogre magi.

If there is no connection with A5, these methods may suffice:

1. The characters learn from a sage or similarly well-informed person, of the Frost Lord's home in Mount Utring. Rumors have it that the Frost Lord, if properly entreated, can bring back the dead, and even gives the gift of eternal life.
2. A band of ruthless ogres have imprisoned the Frost Lord. Any who free him may entreat him for the knowledge of eternal youth.
3. A wizened old lord seeks the character's aid in finding his nephew who went to Mount Utring in search of

eternal youth. The nephew went to make payment to the Frost Lord but was lost.

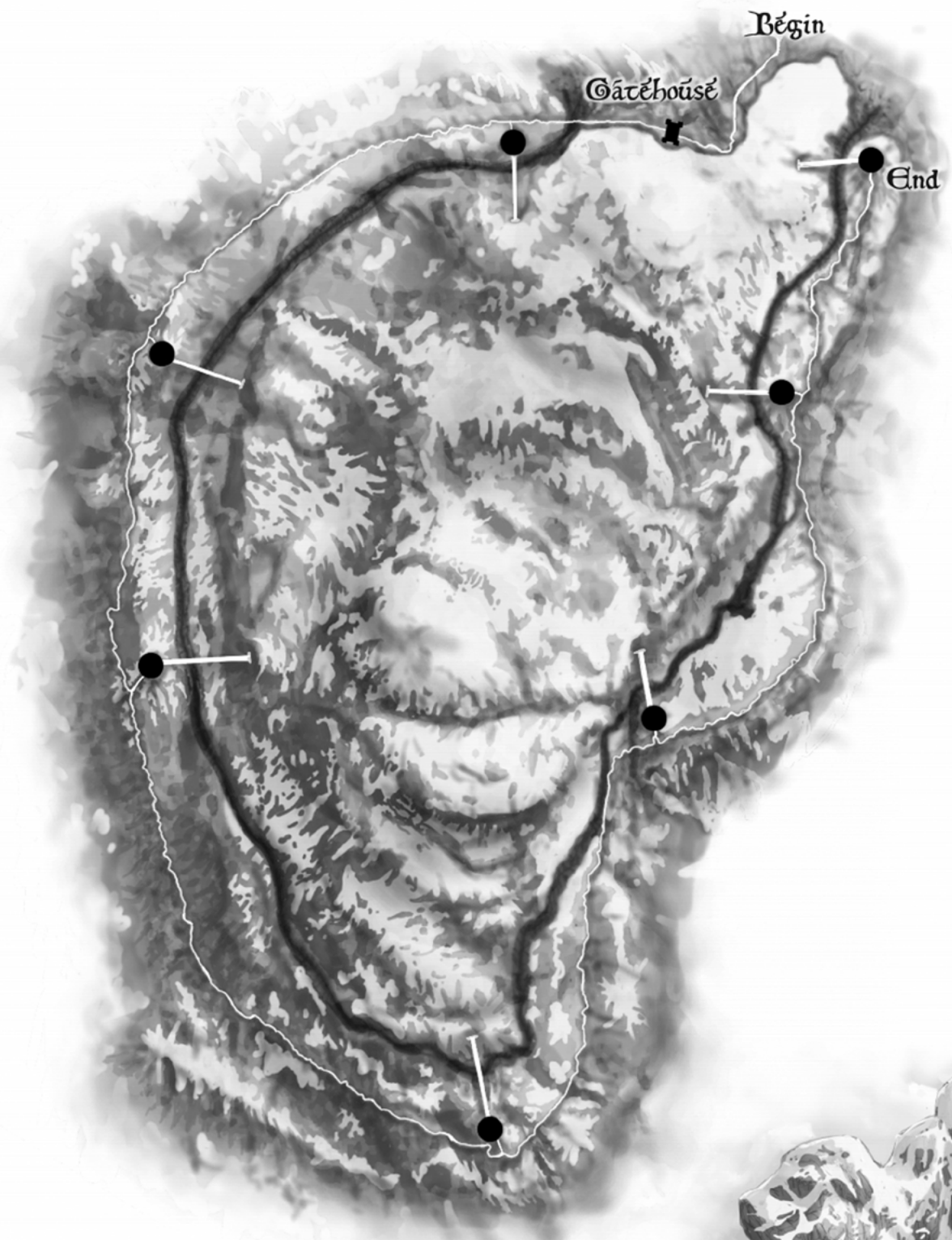
Any other method similarly devised should be enough to bring the characters to Mount Utring. If not, then the ever ready promise of gold may suffice.

THE ENVIRONS OF MOUNT UTRING

Across the broken and ragged ground of the Blighted Screed, one massive outcrop of rock and slag thrusts up from the tundra. This 2000 ft tall hill dominates the landscape. But a mass of huge dark clouds dominate the hill itself. They cling to its flanks, dumping huge amounts of snow across the crags, ledges, into the ravines and crevices and all across its surface. Even when the season is warm these thunderous clouds dump snow across Mount Utring's flanks. Though the mountain itself is locked in winter's embrace, the land around is not. Here lies the lacerated landscape of the Blighted Screed, where temperatures vary with the season, but where it is never as cold as Mount Utring. The weather that comes from the Screed causes a constant melt-off upon the slopes of the mountain so that many small rivulets of water run down the ravines, beneath the snow pack or in underground caves to collect in shallow basins and creeks at the base of the mountain. For the most part, the waters from the melting snow and ice are absorbed by the parched earth around the mountain and several fertile and well watered areas now exist there. There is one creek, on the east side of the mountain, which trails off to the south and east to another larger river, the Udunilay, which is many days travel away.

There are three villages located at the base of the mountain. The inhabitants of these villages till the land for the inhabitants of the mountain and the Frost Lord who rules over it. One village is located in the southwest of Mount Utring, one on the east and one upon the northeast side. The three village names are Nual, Sovel and Farn. Each is similar to the other. Each village consists of several dozen houses surrounding a public square. The houses are all made of stone. Some are two stories in height but most are single story affairs. There is no economy, no gold, and no items of any real value. There are no temples. The villages are essentially ghostly visages of real villages. They lack 'life' and the players should come to realize this and maybe, just perhaps, notice the empty stares, emotionless faces and mechanical living of cogs working in a machine that no longer serves a purpose. It is, all in all, a spiritually haunting place.

The people who live in these villages were banished to this place as a punishment in time's past. They live at the foot of the mountain under the Frost Lord Vault's "care." These villagers are, for all practical purposes, immortal for Vault has forestalled their death through aging – though by no other means. The power to forestall death by aging extends only to within one mile of the mountain's peak (roughly ½ mile out from each village). Should any of the villagers leave this area most die instantly as they are hundreds of years old. The villagers know this and, unless they want to die, remain in their villages.



Mount Utring



The villagers committed crimes and were sent here as punishment. Many were servants of Unklar, while others were his enemy. Time has changed all those who remain here. Almost all are essentially neutral in alignment and care not a whit about any of the character's concerns. Those who remained and have never tried to leave or tried to fight the Frost Lord, basically valuing life more than anything else and are quite content to farm for the rest of eternity. The truth is their life is not that bad – if somewhat dull.

The land near the villages is fertile and well watered. Food is plentiful (though meat is scarce and consists mostly of birds), their dwellings are simple and sparse but with a thousand years to work on them, well maintained. The Frost Lord is not a murderous tyrant nor inclined to torture. The weather is understandably on the cool side but the Frost Lord ensures fire is available and, well, there are no threats (presuming one does not go up the mountain without permission). Finally, the villagers who have survived this long are not inclined to die in a hopeless attempt on the Frost Lord as the 'fight' is simply worn out of those who remain.

The villagers are mostly human with a few dwarves, goblins, and half-orcs thrown in. The fey imprisoned here (including some elves) could not stand the isolation and long ago wandered off to die, attacked the Frost Lord, or died in some other manner. The orcs sent here met their demise quickly, more from boredom, belligerence, and ignorance than anything else. The Castle Keeper should feel free to throw in an odd race should they care to, since a whole host of creatures fell under Unklar's rule and a foul his law.

In the main, the encounters in the village should be harmless. Unless attacked, the villagers are not aggressive. They are a font of information should the Castle Keeper care to make it available to the characters. However, the inhabitants have, in many cases, simply forgotten their past or chosen to forget and only inexpertly recall it. They do know the nature of the Oonmaukling and are more than willing to pass that information on to the characters (see the description of the Oonmaukling at the end of the module).

The villagers are more than willing to feed, cloth, house and heal the characters but only prior to their going up the mountain and only if the characters do not appear to want to kill the Oonmaukling or make trouble. If the characters seek an audience with the Oonmaukling, they inform the characters that the Frost Lord does not often 'take visitors' and it might be unwise to go up the mountain as frost ogres guard the path at the Gate House (*see below*). Also, they do let on that many of the villagers visit the castle quite frequently, carrying food, wood, and other supplies. These villagers come and go as they need, passing the frost ogres without mishap.

The villagers do not attempt to stop the characters though and go so far as to wish them luck. In essence, the villagers simply do not care what the characters do as long as they do not cause any problems.

There are a few agents of the Frost Lord amongst the villagers. These are people who bring loads of food up to the castle for

him and his minions. They keep the Frost Lord (or at least his representatives) informed as to events occurring down below. This latter has not happened in a long time since nothing of interest has occurred here in decades. There are only a dozen or more of these individuals. They try to divine the true purpose of the characters and do inform those on the mountain of the character's presence if given time and opportunity.

If the characters do cause problems in any of the villages, one or more of the agents of the Frost Lord hurry to inform his servants on the mountain. The response is harsh, quick and brutal. The frost ogres who live on the mountain's side come down in force. Initially a band of 4 frost ogres arrive but these are followed in short order by 2-12 frost ogres and an aghul. (see *New Monsters* for details on frost ogre and aghuli). The frost ogres do not fight to the death, nor will they pursue the characters more than a mile or so from the mountain should they choose to retreat. They do attempt to take 1-2 of the characters prisoner if possible and take them to the Frost Lord.

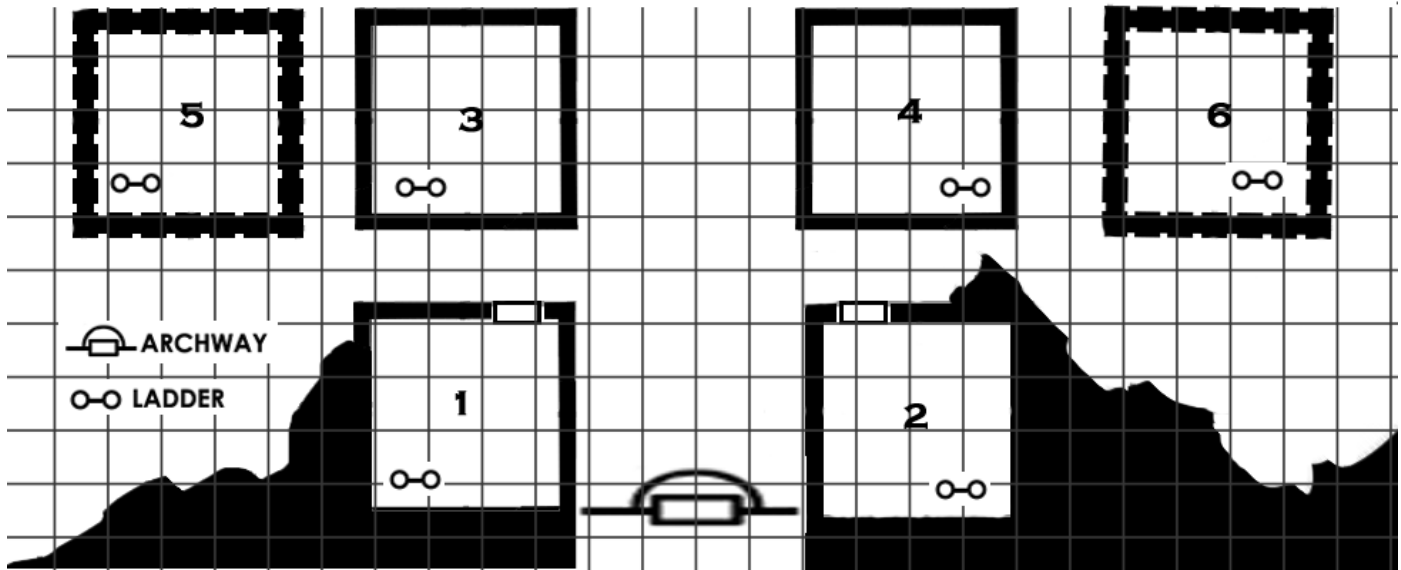
MOUNT UTRING

Mount Utring is a series of steep uplifts and jutting block rock formations. There is one major path leading up the mountain. This path leads to the Gate House. Beyond the Gate House is another path that leads around the mountain, touching on each of the towers. These in turn provide entry into the interior of the mountain. The main path that leads up the mountain consists of steps and twisting switchbacks carved out of the stone. There are no rails or other buttresses on the path. Falling off likely leads to one's death. The paths are almost 10 feet wide however, so fairly safe to navigate. The ice and snow are the only perils in an otherwise easy ascent.

The mountain itself is very difficult to climb. A combination of the rock formations themselves (very steep and smooth) combined with ice and snow and wind make any attempts to climb its face perilous, though not impossible. Climbing the mountain requires a DC 12 Strength (athletics) check made every 50 feet. If the character fails the check, falling will be anywhere from 10-60 feet back down the mountain *unless safety measures are used to prevent the fall*. Appropriate falling damage applies with an additional +1 to each die rolled for abrading damage. A second successful dexterity check halves all damage.

It is also cold on the mountain. The temperature hovers around 25 degrees (F) and towards the top of the mountain nearly 10 degrees (F). The characters should wear appropriate clothing in this environment or suffer the consequences. Long exposure to the elements without warm clothing causes a -2 to all physical attribute checks. Additionally, every 12 hours of exposure causes a drop of all physical attributes by 1 point. Hit points are reduced by 2 points. This is temporary and regained at the same rate once the character is adequately clothed or brought back into a warmer environment. The affects are doubled at the top of the mountain. Movement is also incrementally reduced over time. For every 12 hours of exposure, the character's movement is reduced by ¼.

GATE HOUSE



Other than the villagers bringing food, no one has come up the mountain in a very long time and there is no expectation of visitors, interlopers, or least of all attackers. The minions of the Frost Lord do not believe he takes visitors anymore, at all. He had an agreement worked out with the lords of Aufstrag and was paid handsomely for his services but he only allowed men from Aufstrag and their prisoners into his mountain abode. All others who managed their way here were summarily killed or imprisoned.

The visitors from Aufstrag all had special dispensations, and medallions to prove where they came from, allowing them entry. Neither the ogres nor the other denizens of the mountain would molest them. Those medallions can only be found in Aufstrag (good luck). The characters can not talk their way into Mount Utring to see the Frost Lord, rather they are going to have to use their skills to battle or sneak into the Frost Lord's chamber. The Frost Lord himself does not really care whether people come to his mountain or not. He has lost interest in the events of the world around him and seeks something else to pass his time. If the characters make it to him, he is not bothered by their presence (at least initially) but rather welcomes the information or opportunity they may provide him.

ENTRY GATE AND SEVEN TOWERS

ENTRY GATE

The primary path leading up the mountain ends at a large gatehouse made of stone. A squat and bulky tower sits to either side of the path with a large metal grate stretched between them. The gate is nearly 40 feet tall and the towers carved from the stone around are nearly 60 feet tall with battlements atop them. The gate is closed.

Though ostensibly on guard, the frost ogres residing in these towers are often dozing off, drinking, or otherwise entertaining themselves. Normally there are two frost ogres standing guard on the roof (see Area 5 and Area 6 below). However, the game

going on in Area 2 has attracted a great deal of attention so that the guard from Area 6 has left his post and joined the game. The guard from Area 5 is halfheartedly keeping watch, frequently crouching down to stay out of the wind. The ogre must make a successful wisdom (perception) check (DC 10) to detect the approaching party if they are not attempting to be quiet; if the characters are making any attempt at being quiet or unobtrusive in their approach, their dexterity (stealth) rolls must beat his passive perception of 12. Importantly, if an ogre spots the characters coming up, he will be located on the east tower roof, Area 5. Otherwise the characters arrive without note.

If the characters approach the gatehouse in their normal attire, the frost ogres understand them to be interlopers and attack the party whenever they see them. If the characters attempt to disguise themselves as villagers and dress and act the part, then the ogres allow them to come up to the gate. Keeping up the disguise may be difficult and even the smallest hint that the characters are not in fact villagers will spark the frost ogres into a battle.

AREA 1: This is the frost ogres den and guardroom. One frost ogre is sitting in the room chiseling boulders into small fist sized rocks (for use in throwing). All stealth checks against this frost ogre gain advantage.

There are 4 large piles of fur in here, a table with four large chairs and several dozen empty bowls on it. A lantern hangs from a hook in the ceiling but is not lit (the mountain has no more supply of oils). There is a pile of small fist sized boulders in the room, a dozen long spears and two massive stone headed hammers. In a sack near the rock pile are several dozen quartz crystals. These they give to the aghul to make into magical stones.

FROST OGRE (LE Large Giant) HP 58 (6d10+18), AC 15, Spd 30. Str 19 Dex 12 Con 16 Int 8 Wis 15 Cha 7. Perception

12 (+2), Athletics +6, Stealth +5. Great club +6 (2d8+4). SA darkvision 60ft., Damage immunity (cold), damage resist bludgeoning from nonmagical weapons, damage vulnerability (fire), climbing advantage, heat disadvantage, snowy camouflage, sure footing, traps (inflict 2d6 damage or condition to 1d4 characters; DC 15 to avoid or save, plus ogres gain surprise). Challenge 3 (750 XP). He carries a purse with 47sp and 110gp in gems.

AREA 2: This is a guardroom turned playroom. Six frost ogres are spaced around the edges of the room throwing small rocks at one another. Laughing, yelling, and sometimes growling in pain as they are hit, these frost ogres are engaging in one of their favorite pastimes - hurting something with rocks. In this game, the ogres throw rocks at one another until, one by one; they quit, pass out from pain, become severely injured or, in some cases, die.

None of the ogres in here are carrying their weapons, though a pile of maces, clubs and several spears lies near the door. However, each has a ready supply of rocks to throw. All the ogres are injured. The damages they have taken are listed in the stat block.

FROST OGRES X 6 (LE Large Giant) HP 58 (6d10+18), AC 15, Spd 30. Str 19 Dex 12 Con 16 Int 8 Wis 15 Cha 7. Perception 12 (+2), Athletics +6, Stealth +5. Great club +6 (2d8+4). SA darkvision 60ft., Damage immunity (cold), damage resist bludgeoning from nonmagical weapons, damage vulnerability (fire), climbing advantage, heat disadvantage, snowy camouflage, sure footing, traps (inflict 2d6 damage or condi-

tion to 1d4 characters; DC 15 to avoid or save, plus ogres gain surprise). Each carries 2d8gp and one has a cure light wounds healing potion in his pocket.

AREA 2: This room is similar to Area 2 but with six piles of fur. There are five windows in here. One large ogre lies atop one of the piles of fur, bloodied and bruised. The ogre has passed out and is incapable of fighting or even being aroused for at least an hour or more. He was injured in the game being played in Area 2.

FROST OGRE (LE Large Giant) HP 58 (6d10+18), AC 15, Spd 30. Str 19 Dex 12 Con 16 Int 8 Wis 15 Cha 7. Perception 12 (+2), Athletics +6, Stealth +5. Great club +6 (2d8+4). SA darkvision 60ft., Damage immunity (cold), damage resist bludgeoning from nonmagical weapons, damage vulnerability (fire), climbing advantage, heat disadvantage, snowy camouflage, sure footing, traps (inflict 2d6 damage or condition to 1d4 characters; DC 15 to avoid or save, plus ogres gain surprise). He has a small sack with several animal bones in it, a flask of brackish water, 2 daggers, a ring worth 35gp and a small key worn as an earring. The key fits the cabinet drawer in Dungeon Level 1, Area 4 below.

AREA 4: This room is a storage room. There is heaps of food in here, some left on the floor, some stuffed in sacks, and some in open crates. An iron pot bellied stove sits along one wall with a venting pipe sticking out one window. There is no fire burning. Wood is scarce and ogre hunting parties must bring it back. There are rope, hammers, spears, piles of stones, a pile of fur pelts and several large chunks of smoked meat hanging from the ceiling.

AREA 5: The roof is broad and wide with battlements spaced along its rim. The only thing up here is a pile of several hundred stones. If the ogre is not here (See Entry Gate above) it is off with the 'lone ogres' mentioned below in Area 6.

FROST OGRE (LE Large Giant) HP 58 (6d10+18), AC 15, Spd 30. Str 19 Dex 12 Con 16 Int 8 Wis 15 Cha 7. Perception 12 (+2), Athletics +6, Stealth +5. Great club +6 (2d8+4). SA darkvision 60ft., Damage immunity (cold), damage resist bludgeoning from nonmagical weapons, damage vulnerability (fire), climbing advantage, heat disadvantage, snowy camouflage, sure footing, traps (inflict 2d6 damage or condition to 1d4 characters; DC 15 to avoid or save, plus ogres gain surprise). He has an ear ring worth 45gp on his right ear.

AREA 6: This roof is identical to Area 5.

As noted there are no frost ogres here.

THE LONE OGRE: One ogre is away from the tower collecting rocks for carving up into projectiles. He is 200 yards up the path from the tower. He may spy the characters wandering up the mountain side. To do so he must make a wisdom check. If he does so, he lays a trap on the path, placing himself on high, hidden in the snow. He has two winter wolves traveling with him. He sends the winter wolves in to attack while hiding behind or up on some boulders (see his innate hiding ability) and casts rocks down upon the party before attacking in melee.



If he fails his wisdom check and the party sees him first, they spy him up the slope sorting through rocks. The wolves, used to people coming and going, make no note of warning to the frost ogre about the characters.

FROST OGRE (LE Large Giant) HP 58 (6d10+18), AC 15, Spd 30. Str 19 Dex 12 Con 16 Int 8 Wis 15 Cha 7. Perception 12 (+2), Athletics +6, Stealth +5. Great club +6 (2d8+4). SA darkvision 60ft., Damage immunity (cold), damage resist bludgeoning from nonmagical weapons, damage vulnerability (fire), climbing advantage, heat disadvantage, snowy camouflage, sure footing, traps (inflict 2d6 damage or condition to 1d4 characters; DC 15 to avoid or save, plus ogres gain surprise).

WINTER WOLVES (NE large monstrosity) HP 75 (10d10+20), AC 13, Spd 50ft. Str 18 Dex 13 Con 14 Int 7 Wis 12 Cha 8. Perception 15 (+5/adv.), Stealth +3, Bite +6 (2d6+4), Cold breath 15ft cone (4d8; dex save DC 12; recharge 5-6). SA Immune to cold, keen hearing/smell, pack tactics (advantage if in 5' of ally), snow camouflage (adv. on stealth in snowy terrain).

RANDOM ENCOUNTERS

Once beyond the gatehouse, the Castle Keeper should check once every 30 minutes for a random encounter as the characters travel along the path. Roll a d10 with a '1' resulting in an encounter. Then roll a d10 to determine the type.

TABLE 1: PATH ENCOUNTER CHART

D10	ENCOUNTER
1-2	Frost ogres (1d4)
3-4	Winter wolves (1d4)
5	Frost ogre with 2 winter wolves
6	Villagers (1d6)
7	Troll (1d2)
8	White Dragon (Vaul's pet, see below)
9	Frost Giant
10	Aghul

If the characters are scaling the mountains, check for encounters once per hour. Then roll a d6 to determine the type.

TABLE 2: CLIMBING ENCOUNTER CHART

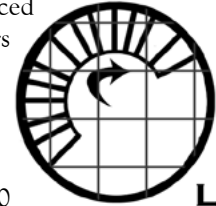
D6	ENCOUNTER
1.	Stone Golem (Servant of the Rock Lord)
2.	Aghul
3.	Nixie (frozen, can be saved)
4.	Winter Wolf
5-6.	Rock fall*

*This encounter is a rock fall caused by the characters. Each character rolls a dexterity check. The person with the lowest roll causes the rock fall. That person must make another dexterity check to maintain footing or fall, taking appropriate falling

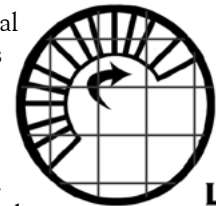
damage, plus 1d10 for every 10 feet they fall. Each person below him must make a dexterity check as well with an increasing penalty of -1 per 5 feet from the initiating point of the fall (20 feet down from the fall is a -4 penalty). They take additional damage as well. A successful dexterity check prevents or stops a fall. Characters should check every 10 feet.

THE SEVEN TOWERS

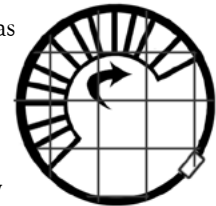
There are seven towers spaced around the mountain. Each offers entry to the interior of Mount Utring. Each of the towers is identical in construction as the map. Use the map provided for each tower. The towers are 100 feet high, 40 feet wide at the base, 30 feet wide at the top and consist of three floors. A 10 foot wide spiral staircase running along the edges of the interior wall extend up and down the towers. They are made of stone and only the uppermost floors (at the top) have windows. The roofs are conical and topped with red tiles.



LEVEL 3



LEVEL 2



LEVEL 1

The first floor of each tower has a large brass door that opens onto the pathway. The second floor each has a large exterior brass door that opens onto a 30 foot wide bridge or causeway that crosses over to the mountain itself, where large brass doors bar entry to Mount Utring proper. The upper floor of each is the resting place of the tower guardians.

Originally, each of the towers contained a guardian spirit and several ogre cohorts to guard entry to Mount Utring. Time has changed this. Each of the tower's present occupants is described below.

TOWER 1: There are three frost wolves that sleep on the first floor of this tower. Two massive frost ogre guards on the second floor tend the wolves. The upper floor of the tower has nothing in it.

FROST OGRES X 2: (LE Large Giant) HP 58 (6d10+18), AC 15, Spd 30. Str 19 Dex 12 Con 16 Int 8 Wis 15 Cha 7. Perception 12 (+2), Athletics +6, Stealth +5. Great club +6 (2d8+4). SA darkvision 60ft., Damage immunity (cold), damage resist bludgeoning from nonmagical weapons, damage vulnerability (fire), climbing advantage, heat disadvantage, snow camouflage, sure footing, traps (inflict 2d6 damage or condition to 1d4 characters; DC 15 to avoid or save, plus ogres gain surprise). Each carries 2d8gp. The largest has a golden armband on his upper arm worth 50gp. It is magical in nature; though it does not give the wearer any advantages it automatically resizes to the wearer's arm.

WINTER WOLVES (NE large monstrosity) HP 75 (10d10+20), AC 13, Spd 50ft. Str 18 Dex 13 Con 14 Int 7 Wis 12 Cha 8. Perception 15 (+5/adv.), Stealth +3, Bite +6 (2d6+4), Cold breath 15ft cone (4d8; dex save DC 12; recharge 5-6). SA Immune to cold, keen hearing/smell, pack tactics (advantage if in 5' of ally), snow camouflage (adv. on stealth in snowy terrain).

TOWER 2: This tower is rarely used; the original guardian, a frost naga, is still in residence though. Should the characters enter the tower, the frost naga may take note of their presence. Though summoned to guard this entry, so many years have passed since having been in need of its services, the creature is slow to react – if it reacts at all. She spends most of her days on the third floor, sleeping on her bear pelt.

For every 5 minutes the characters are in the tower, roll a wisdom check for the frost naga. If she succeeds, she notes the characters presence and comes down to attack. Otherwise, the naga remains sleeping on the upper floor and does not budge until the characters enter the upper floor.

The frost naga has taken a few precious items over the years and put in her abode on the uppermost floor of the tower. There is a silvery bear pelt which imparts a protection from undesirable weather upon the wearer. The pelt is massive, stretching nearly 15 feet in length and 5 feet in width. It is not made to wear. The frost naga curls up and sleeps on this. She has also brought up a shield with such a perfect sheen upon it, that it acts as a mirror. This shield is magical and imparts a sunburst like shine upon



attackers in front of it causing them to receive a -1 to all their to hit rolls and initiative rolls. The naga enjoys looking at herself in the mirror.

FROST NAGA (NE Large Monstrosity): HP 58 (9d10+9), AC 15, Spd 30ft. Str 15 Dex 16 Con 12 Int 15 Wis 15 Cha 16. Perception 14 (+4), Bite +5 (2d6+2) and Tail +5 (2d8+2, plus constrict). SA: Immune to cold, fire, poison, charmed, grappled, constrict (2d8 plus healing on successful tail strike), darkvision 60ft, freeze surroundings, heat drain, heat sense, multiattack (bite and tail), silent call. Challenge 4 (1,100 XP).

TOWER 3: This tower is empty except for some jaculi which have taken roost on the upper floor. There are eight of them. As the characters approach the tower, the jaculi note their movement and fly out the windows and begin circling the tower. They attack the characters when/if they are on the causeway.

JACULUS X C (Unaligned small beast): HP 3 (HD 1d6), AC 15, Spd 5ft/30ft (fly), Str 8 Dex 18 Con 10 Int 3 Wis 16 Cha 7. Perception 18 (+3; advantage). Claws +6 (1d4) and Bite +6 (1 damage plus 1d6 poison; Con DC 12 neg.) or spit venom (recharge 6; 1d4 poison plus blindness for 1d4 hours; Dex DC 12 neg.). Darkvision 120ft, keen vision (advantage on perception), immune to poison. Challenge 1/8 (25 XP).

TOWER 4: A frost giant occupies this tower. He is one of the last remaining servants of the Frost Lord's from before the Winter Dark. The giant is mean and terrible in his wrath and no amount of talk or offerings will keep him from attacking anyone who approaches the tower.

He has wrecked the interior of the tower, leaving his debris everywhere. His sleeping mats lie in one corner and several large casks of drink in another. These serve as his table as well. Bones and other debris lie scattered about. His wealth lies in a trunk that he uses for a pillow. In the locked trunk are 4200gp, 13000sp, one 200gp, a small jade stone in a golden necklace, a ring of force shield, a bag of dust of appearance (1 use), a javelin of lightning and a +2 broadsword.

A 10 foot long portion of the bridge heading into Mount Utring has collapsed.

FROST GIANT (NE Huge Giant) HP 138 (12d12+60) AC 15, Spd 40ft. Str 23 Dex 9 Con 21 Int 9 Wis 10 Cha 12. Perception 13 (+3). Athletics +9. Saves Con +8, Wis +3, Cha +4. Greataxe +9, (3d10+6; 10ft), Rock +9 (4d10+6; 60/240). Immune to cold, Multiattack (2 greataxe).

TOWER 5: This tower is completely abandoned.

TOWER 6: The aghul use this entry. It is not guarded by any monster, rather, there are several spells used to discourage unwelcome guests. The spells are set in the floor and any that pass over them and do not know the proper ritual activate them.

The outer door to the tower has a large red symbol painted on it. This is an *explosive rune*. When someone opens the door without uttering the names of the 13 Snow Lords, the rune explodes into a shower of razor sharp ice particles. An attack roll is made

upon each character at +2 for 1d6 damage. Further, a large thunderclap is heard when the rune explodes. This thunderclap awakens the stone golem on the causeway.

The thirteen Ice Lords are minor deities, unknown to most people and do not have much to do with this portion of the world. Divining the nature of the rune on the front door requires a successful intelligence (arcana, history or religion) check (DC 20). Knowing the names requires a second intelligence check (DC 15). Uttering them properly requires a wisdom check (DC 20).

From the second level doorway:

Before you lies a long causeway, 60 feet or more. A thick sheet of ice covers the span for the wind blown snow can not seem to take hold. On the far side of the causeway are two large brass doors. Standing a little in front of them is a lone sentry, a giant of a creature, though it is made of ice. It glares forward with unseeing eyes, fists clinched tightly.

This bridge leading into Mount Utring is different from the others as the central 20 foot portion consists of ice and the whole bridge is 60 feet long. The ice is slippery, requiring a dexterity check (DC 15) to remain standing upon it. Failure means the character slips over the edge. A nearly undetectable rune (DC 20) is etched into the interior of the ice and explodes when anyone walks over it without muttering the names of the Frost Lords. The rune causes the icy portion of the bridge to collapse, dropping whoever is upon it 100 feet to the earth below. If characters have not taken the necessary precaution, death from falling is a distinct possibility.

The stone golem is at the far end of the bridge, completely covered in ice and by the door to Mount Utring. It does not move until one character moves beyond the icy portion of the bridge, unless it was awakened by either of the runes' explosions. If the latter, it moves into battle quickly in front of the doors. If it was not, it awakens once a character passes over the center portion of the bridge. In this case, it does so slowly and takes 3 rounds for it to actually wake up entirely and move into battle. During this time, it is virtually immobile and especially vulnerable; all attacks against it are made at advantage.

STONE GOLEMS (LESSER) (*Unaligned Medium Construct*)
HP 136 (12d10+60), AC 17, Spd 30ft. Str 22 Dex 9 Con 20 Int 3 Wis 11 Cha 1. Perception 10. Slam +10 (3d8+6; magical), Slow (recharge 6; target slowed for 1d6 rounds; no reactions, no bonus action, one attack, half speed/DC 15 Wis neg.). Multiattack (2 slam), immutable form, magic resistance. Immune poison, psychic, charm, exhaustion, frightened, paralyzed, petrified, damage from non-magic, non-adamantine weapons). Challenge 7 (2,900 XP).

TOWER 7: This tower is where the villagers bring the goods that they owe to the inhabitants of Mount Utring. It is obvious the trail leading from Tower 1 to Tower 7 is well used. Carts have engraved obvious ruts into the path.

The door to this tower is missing. Outside it are the remains of several broken carts and shattered casks. Food stuffs litter the ground as well. There are 2-8 frost ogres in this tower at all times. They are lightly armed and here usually simply to manage the movement of goods into Mount Utring. They are spread out from the upper floor to the causeway to the bottom floor.

The interior of the tower has one unique aspect. A pulley hangs from the second floor and extends to the bottom floor. This they use to haul up foodstuffs that the villagers pile into large nets.

The ogres here have amassed quite a haul in the upper floor. They take the better portions of what the villagers offer and keep it for their own uses. There are ample food supplies up here to feed a dozen men for 3-4 weeks. The chill air keeps everything fresh. In addition, there are piles of tanned hides, furs and other items to keep out the chill.

FROST OGRES X 2-C (*LE Large Giant*) HP 58 (6d10+18), AC 15, Spd 30. Str 19 Dex 12 Con 16 Int 8 Wis 15 Cha 7. Perception 12 (+2), Athletics +6, Stealth +5. Great club +6 (2d8+4). SA darkvision 60ft., Damage immunity (cold), damage resist bludgeoning from nonmagical weapons, damage vulnerability (fire), climbing advantage, heat disadvantage, snow camouflage, sure footing, traps (inflict 2d6 damage or condition to 1d4 characters; DC 15 to avoid or save, plus ogres gain surprise). Each carries 2d8gp.

ENTRY TO MOUNT UTRING

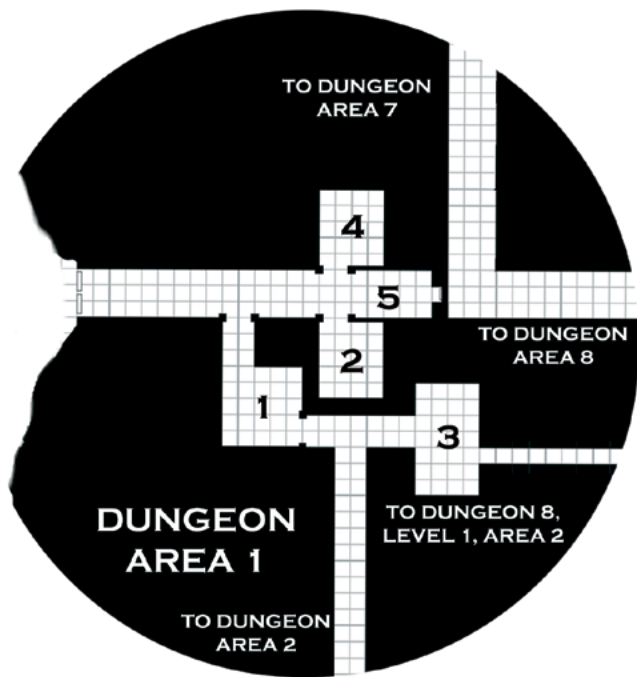
There are seven entries to Mount Utring proper. Each is located through one of the towers described above. The entries are identical and consist of 20 foot high double brass doors. An image of the frost lord in the act of making snow is etched upon each door. Beyond each entry is a large corridor, 30 feet wide with a 20 foot high arched ceiling, stretching into the mountain. Each goes to a dungeon area labeled Dungeon Area 1 through Dungeon Area 7. In these dungeon areas are small clusters of rooms, each designed for their own purposes. In turn, each of these dungeon areas has a corridor or several corridors leading to the central dungeon area (Dungeon 8) where the Frost Lord's major residence is located. Unless described differently assume all the corridors and rooms have 20 foot high arched ceilings, keeping in mind that the complex was designed for and by the Frost Lord, a giant of a creature.

All the corridors between the various dungeon areas are similar in structure. Some are used more than others so each has its own random monster encounter chart. Several have collapsed portions which are impassible. The corridors slant up and down as the entries from the towers are all at different elevations. Each corridor is cold and crusted with frost. The Castle Keeper may add rooms and areas as desired as the mountain is large and capable of holding much more than is mentioned here.

DUNGEON AREA 1

One gains entrance to the cluster of rooms through Tower 1. It is the main entry to Mount Utring. Mount Utring was never designed as a fortress, rather it is a residence, and as such lacks

many of the defensive elements one might normally find in mountain abodes. As such, entry through this point is rather easy. The well lubricated doors open, though not easily as they weigh several tons.



The corridor beyond the entry is the most elaborate in Mount Utring. Well tended murals of snow crusted mountains, fields and lakes cover the walls. There are many creatures portrayed on the murals. Some of the animals are familiar while others are not so familiar. To the right of the entry and down the corridor, there are two arched exits. Another is located on the left hand side of the corridor. Some 200 feet down the hall is another set of double brass doors.

AREA 1: The servants of the Frost Lord responsible for welcoming dignitaries from Aufstrag used this room to welcome them. As no dignitaries have arrived in many years, the room has become somewhat emptied. It is also the only room through which the frost ogres and others generally travel as the main corridor is sacred and used only by dignitaries and the Frost Lord himself.

The room contains several long stone benches, a stone table with braziers placed at either end of it, with wooden shelves and racks built into the north wall. Robes and other official regalia are neatly stacked and hung on these shelves and racks. Tailored to fit the dungeon's inhabitants, the characters should generally find them useless.

Two long brass poles with crystals attached to their tops are located by the racks. These are worth about 10gp each but have important ceremonial uses and one important magical use. The poles were carried by the two frost ogres while leading dignitaries down the main corridor to the Frost Lord's throne room. If both the poles are used to rap on the door in the hallway, it will open. Otherwise it is very difficult to open (see Area 5).

AREA 2: This room is waiting room for dignitaries before proceeding down to meet the Frost Lord. It has large tapestries

hanging along the wall, pelts from massive bears lie across the floor, large braziers are located in each corner of the room, and a massive bronze bowl on a pedestal is located in the room's center. Sumptuous chairs sit around this bowl.

A goblin is in here as well. The goblin, curled up sleeping a 'long sleep,' rests in one of the bear pelts. His duty is to keep this room and Area 4 clean at all times. He still does his chores, but less often as it is not necessary.

The goblin is terrified should the characters wake him, thinking at first dignitaries found him and would report he was not doing his job – which would lead to execution. The goblin is, at first, remorseful, and helpful to the characters until he realizes the characters are not from Aufstrag.

At the point the goblin becomes aware of the characters true or truer nature, he becomes even more terrified. However, he is evil and concocts a plan. In exchange for not killing him, the goblin agrees to show the characters around. This is not really what happens of course. At first the goblin shows the characters around and explains things in an effort to gain trust, but he eventually begins leading the characters into more dangerous situations.

When it has the opportunity to escape, it does so, and informs his masters of what happened. They in turn kill the goblin and go looking for the characters (should it have survived that long).

GOBLIN (NE S humanoids): HP 7 (HD 2d6), AC 15, Spd 30ft. Str 8 Dex 14 Con 10 Int 10 Wis 8 Cha 8. Perception 9. Stealth +6. Scimitar +4 (1d6+2) or shortbow +4 (1d6+2). SA: *disengage or hide*.

AREA 2: This chamber contains several chairs, stools and a small table with a large cask beside it. A weapons rack (empty) is on the east wall. The cask has several large mugs inside it, floating atop a frothy brew.

The corridor from this room leads up to Dungeon Area 8 and Area 2. The ogres use it to move back and forth when traveling this way. There is a 3 in 10 chance of encountering 1d4 ogres when traveling this hallway. Roll each time the hallway is used.

FROST OGRES X 1-4 (LE Large Giant) HP 58 (6d10+18), AC 15, Spd 30. Str 19 Dex 12 Con 16 Int 8 Wis 15 Cha 7. Perception 12 (+2), Athletics +6, Stealth +5. Great club +6 (2d8+4). SA *darkvision 60ft., Damage immunity (cold), damage resist bludgeoning from nonmagical weapons, damage vulnerability (fire), climbing advantage, heat disadvantage, snow camouflage, sure footing, traps (inflict 2d6 damage or condition to 1d4 characters; DC 15 to avoid or save, plus ogres gain surprise)*. Each carries 2d8gp.

AREA 4: This chamber contains several stone tables and a large rack of stone cabinets at the west end of the room. Dignitaries who entered here were required to remove all magical items or precious valuables and store them lest they were accidentally destroyed when in the presence of the Frost Lord.

They kept the items safe by two methods. First, there were guards who once remained in here at all times. The guards are

no longer required so are not present. Secondly, all the cabinets were magically locked and sealed. Each cabinet has a small key which opens it. All the cabinets, except one, have little keys protruding from key holes. The cabinet without a key dangling from it contains a *wand of fireballs* and a *+2 bracelet of protection* (treat as a ring of protection, but adds +2 to AC and is a bracelet). The key is located in Entry Gate, Area 3 above.

Breaking into the cabinet is only possible if a *stone shape* spell or similar effect is used to change its nature.

AREA 5: This is a large double brass door. It is impossible to open without a *dispel magic* spell or unless the two rods found in Area 1 are used to rap on it at the same time. Close inspection of the door shows the scratches and dings from the rapping that has occurred here over the centuries. Connecting the two rods with the markings requires a successful intelligence (arcana) check (DC 15) . . . unless the players think of it on their own.

DUNGEON AREA 2

One gains entrance to this cluster of rooms through Tower 2. The door to the corridor leading into Mount Utring is rusted and difficult to open because it is rarely used. A simple *knock* spell will open it though. Otherwise it takes a combined strength of 48 to open the door. Up to six characters can push on the door. It creaks and groans as it opens and a cold, cold breeze comes out.



The temperature in this corridor is about 20 degrees. It is much colder than outside and much of the rest of the dungeon. The walls in this corridor are plain. About 400 yards down the corridor is a brass grate with a large door in it. The grate is of unusual make as it is not a grid pattern; rather it is a swirling pattern of brass. Beyond it is a series of small rooms which house the few remaining ice nagas in Mount Utring.

AREA 1: One gains entrance to this chamber through a 10-foot wide entryway in the hall. Stairs from here twist down. The room has a ramp in it twisting up to an opening in the ceiling. The floor has a thick pile of bones on it.

The bones are old and all humanoid. These are the remains of the naga's killings over the centuries and some prisoners which occasionally fed to the nagas.

AREA 2: The ramp from Area 1 leads to this room. This is the chamber where the nagas ate their hapless victims. There are some bones up here but not many as the nagas pushed them into **Area 1**, an area once cleaned regularly, but the goblins so tasked died long ago and the frost ogres never come here). Manacles line the walls. An exit leads off to the northwest.

AREA 7: There are five stone pedestals in this room. Each is cylindrical and about 8 feet in height and 5 feet wide. The ceiling is 40 feet above. A ramp curls up the wall to a hole in the ceiling and leads to Area 4. Upon three of the pedestals there is a large scaly egg shaped item. Large pieces of snake skin cover the floor.

This chamber is a naga sleeping room. The egg shapes upon the pedestals are nagas in repose. The only wake up if attacked or pestered. For example, should a character eve touch one, it awakens.

Nagas, being magical creatures, need no time to awaken fully. It is instantaneous. Once one is awake, it can let out a shrill cry and awake the others. They attack anyone in the room, and then rampage down the corridors and to the tower killing everything in their path.

Also, once the queen naga (see Dungeon Area 8 below) is engaged in combat, the nagas wake up and go to her aid, wherever she might be. This takes some time but be aware these nagas do not sleep forever.

NAGA, FROST X 7 (NE Large Monstrosity): HP 58 (9d10+9), AC 15, Spd 30ft. Str 15 Dex 16 Con 12 Int 15 Wis 15 Cha 16. Perception 14 (+4), Bite +5 (2d6+2) and Tail +5 (2d8+2, plus constrict). SA: Immune to cold, fire, poison, charmed, grappled, constrict (2d8 plus healing on successful tail strike), darkvision 60ft, freeze surroundings, heat drain, heat sense, multiattack (bite and tail), silent call.

AREA 4: This room has a peaked ceiling like the interior of a conical tower. An exit leads off to the southwest to Area 5. The corridor between Area 4 and Area 5 extends over the large corridor leading into Mount Utring.

Area 5: This chamber belongs to the naga queen. She is not in residence here; rather she is in Dungeon Area 8. The floor of this chamber has a bright blue carpet in it and in the center is a large pedestal about 10 feet high and 10 feet wide. Along the length of the room's walls runs a stone shelf. There are a lot of gems on the floor.

The naga queen sleeps on the shelf (when here) and could once magically summon other nagas that would appear upon the pedestal. She can not summon them any longer as the required items for doing so are no longer available. Not especially desirous of treasures, the Frost Lord has been keen to pass along the one thing the naga queen likes – gems. There are several hundred gems of various shapes and sizes in here. Many are on

rings, some on necklaces, or other pieces of jewelry. Their values are as follow:

100 x 1-10gp

50 x 2-20gp

20 x 3-30gp

20 x 4-40gp

10 x 1-100gp

A *ring of spell turning* accidentally thrown into this mix lies with the rest of the treasure.

DUNGEON AREA 7

One gains access to this dungeon area from Tower 3. Reserved for use by the goblin servants who once worked inside Mount Utring it now stands empty. Almost all of the goblins who once lived here are dead and the few remaining have duties elsewhere.

The double brass doors leading into Mount Utring are slightly ajar. They stand slightly ajar so not open doors check is necessary. The hallway beyond is more narrow than the other interior passages, being only 20 feet wide and 15 feet tall. The dungeon cluster is located far down the hall and only a few hundred yards from the entry to Dungeon Area 8.

There is little chance of encountering anything in this hall. Roll a d10 once. A '1' indicates 1-2 winter wolves and a frost ogre. A '2' indicates a single goblin. The frost ogre is hunting for a goblin that has duties elsewhere and has been neglecting them. If the encounter indicates a goblin, it is the one that the frost ogre is pursuing.

FROST OGRE (LE Large Giant) HP 58 (6d10+18), AC 15, Spd 30. Str 19 Dex 12 Con 16 Int 8 Wis 15 Cha 7. Perception 12 (+2), Athletics +6, Stealth +5. Great club +6 (2d8+4). SA darkvision 60ft., Damage immunity (cold), damage resist bludgeoning from nonmagical weapons, damage vulnerability (fire), climbing advantage, heat disadvantage, snow camouflage, sure footing, traps (inflict 2d6 damage or condition to 1d4 characters; DC 15 to avoid or save, plus ogres gain surprise). He carries 2d8gp and potion of extra healing in a vial around his neck.

WINTER WOLVES (NE large monstrosity) HP 75 (10d10+20), AC 13, Spd 50ft. Str 18 Dex 13 Con 14 Int 7 Wis 12 Cha 8. Perception 15 (+5/adv.), Stealth +3, Bite +6 (2d6+4), Cold breath 15ft cone (4d8; dex save DC 12; recharge 5-6). SA Immune to cold, keen hearing/smell, pack tactics (advantage if in 5' of ally), snow camouflage (adv. on stealth in snowy terrain).

Goblin (NE S humanoids): HP 7 (HD 2d6), AC 15, Spd 30ft. Str 8 Dex 14 Con 10 Int 10 Wis 8 Cha 8. Perception 9. Stealth +6. Scimitar +4 (1d6+2) or shortbow +4 (1d6+2). SA: disengage or hide.

AREA 1: This chamber has several chairs and tables in it. The brass doors are closed. The door to Area 2 is locked from the outside.

AREA 2: This room once housed four dozen goblins. There are bunks lining the walls. The room is cluttered with the debris they left behind; opened lock boxes, blankets and cloaks, broken weapons, dishes and cups, etc.

A were-winter wolf/goblin is in here hiding amongst the debris. The goblin who was turned many years ago, was caught some time back and locked up in here and then forgotten. It slinks around and hides close to the door once it is aware someone is trying to enter the room. It hopes to escape this room rather than fight (even though it is ravenous). As such, the were-thing attempts to hide from the party. It then tries to dart through the door and out into the hall. If it must, it attacks a character to knock them down or get them out of its way before escaping into the rooms beyond.

Once it is free, and regroups, it returns to stalk the characters. It does so only if they appear at all vulnerable. It tries to catch one party member unawares. The were-thing does not enter Dungeon Area 8. If the characters do so, it then leaves the complex and attempts to get off the mountain. If a character is bitten by the were-winter wolf, lycanthropy can be transmitted as standard; such characters become werewolves, only while in wolf form they have snow-white fur and also gain the cold breath ability of winter wolves, dealing 3d8 damage with a con-based save DC.

WERE WINTER WOLF/Goblin (CE Medium Humanoid shapechanger) HP 58 (9d8+18), AC 12 Spd 40ft. Str 15 Dex 13 Con 14 Int 10 Wis 10 Cha 10. Perception 19 (+4; advantage), Stealth +3. Bite +4 (1d8+2, plus lycanthropy (DC 12 Con neg.); Claws +4 (2d4+2); Cold breath 15ft cone (3d8; dex save DC 12; recharge 6); scimitar (humanoid form) +4 (1d6). Multiattack (claws and bite; beast or hybrid only); shapechanger, immune to nonmagical, non-silvered weapons, disengage or hide. Challenge 3 (700 XP).



AREA 2: This room housed the goblin captain. There is a bed and trunk in here. They are currently empty and nothing of value remains in them, only old pieces of cloth, some leather strips, etc.

AREA 4: As with Area 3 above.

AREA 5: This chamber contains a small pedestal with a ceramic bowl on top of it. The inhabitants made offerings to deities in this bowl. Anything placed in the bowl disappears, swallowed by an inter-dimensional space that opens up on the negative planes. There, a belker dwells. The creature devours anything that comes through the gate/bowl. If the bowl is shattered (easily done), the pieces dissolve into a shadowy mist that coalesce into a belker which attacks the party. The bowl continues to work even if taken off the pedestal.

BELKER (*Neutral Evil Large Elemental*) HP 78 (HD 7d10+14), AC 17, Spd 30ft, 50ft (fly). Str 15 Dex 16 Con 15 Int 7 Wis 10 Cha 7. Perception 10. Bite +6 (1d6+3); Claws (1d4+3); Wings (2d4+3); Smoke Claws (recharge 5-6; must be in hostile space; 3d4/rnd; Con 14 neg.; new save each round). SA Darkvision 60ft., multiattack (bite, claw, wings), smoke form (enter hostile creature's space; foe has disadvantage; belker has advantage), immune to fire, lighting, poison, thunder, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious, resistance to nonmagical weapons. Challenge 5 (1,800 XP).

AREA 6: There is a single statue of a goblin deity in the center of this room. The statue is holding a man-catcher and has an oddly humped back. Removing the man-catcher is possible, but it is cursed and any who wield it attract goblins. The Castle Keeper must choose how best to play this out. The man-catcher does not have much of an effect in this location (as there are so few goblins nearby anyway), but in other areas and adventures, the cursed item causes goblins within several miles to begin moving towards it.

NOTE: In general the Castle Keeper should increase the use and number of goblins in your adventure and in battles with goblins and have the goblins focus their attacks on the person with the man-catcher.

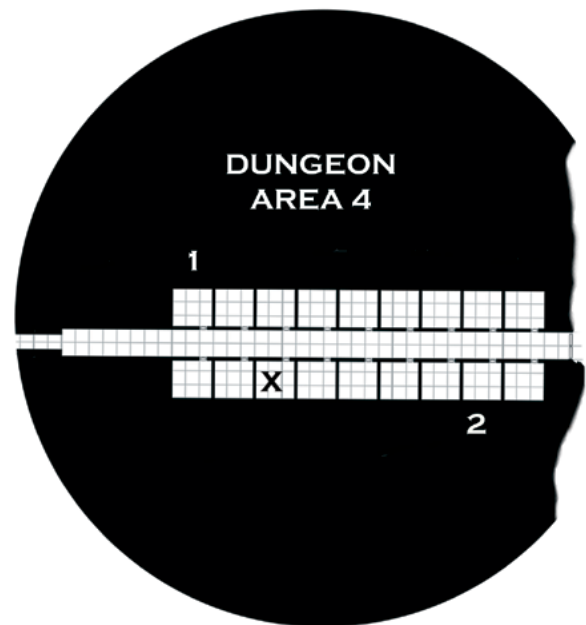
AREA 7: This is one of the few secret chambers in the entire complex. The goblins made this as a place to hide – as goblins are want to do. It has long been unused. Within are several bunks, a few barrels of water, some weapons, and other non-descript items. A ward placed over the secret door causes all tracking and detection type attempts (even magical in nature) to suffer a -5 penalty to their appropriate check. The door itself is difficult to locate with a -3 penalty applied to any search check.

AREA 8: This room is one massive cooking area. Stoves and furnaces line the entire south wall. Cooking utensils, pots, pans, plates etc junk the room, covering the tables, stacked on the floor and generally tossed about. This is a typical goblin kitchen, albeit one which has not been used in ages. There are many unopened jars and casks and bottles in the room.

Of the many items in here, there are some sealed jars which contain rare herbal teas. When boiled and consumed, the teas allow for rapid healing (doubling all healing for 24 hours), relaxation (reduces need for sleep by one half the normal amount) and concentration (reduces by one half the amount of time necessary to pray or study for a spell). There are 2-8 cups available for each of the three types of teas. It should take at least an hour to find the first jars of tea. All three are beside one another on a shelf beneath a table.

DUNGEON AREA 4

This area is simply abandoned. Since the collapse of the bridge outside from Tower 4, nothing has come through this area. There are several rooms clustered around the entry. The rooms in this area contained a menagerie which the Frost Lord once visited on rare occasions. As his interest waned, the creatures contained here began to die. Only one remains alive at the moment.



AREA 1: There are a dozen large cages in each of these rooms. All have bones in them. The bones are not humanoid; rather they are of large animals or unusual creatures. There are nine rooms like this stretching down the hallway.

AREA 2: These rooms are identical to those in Area 1, except they contain smaller cages of varying sizes. Some stand on pedestals.

The map has an 'X' on it. This indicates the location of a cage which contains a nymph. Being immortal and not needing food or other sustenance (excepting water) to survive, she has remained alive all these long years.

The cage is about 8 feet square and 10 feet high. It sits in a basin filled with water. A raised portion of the basin allows the nymph to sit out of the water. The cage itself has an *anti-magic shell* around it preventing her from casting *dimension door* or using her charm abilities. There is one item inside the cage, a *decanter of endless water* - it lies in the basin and periodically refills it.

The nymph, whose name is Aerialia would very much appreciate a rescue and is forever grateful to the characters if they do so. The Castle Keeper is encouraged to play this out in any manner they deem useful, wise, or fun.

ARIALIA THE NYMPH (NG medium fey): HP 22 (HD 5d8) AC 11, Move 30ft. Str 10 Dex 12 Con 11 Int 14 Wis 15 Cha 18. Perception 14 (+4), Stealth +5, Persuade +8, Nature +5. Attack by spell. SA darkvision, magic resistance. At will: *divine beauty* (victims stunned / 1d4 rounds; cha save neg), *charm person*. 1/short rest: *Blindness* (1d4 rds; cha save neg; repeat each round; 3 failed saves = permanent blindness). 1/long rest: *Dimension door*. Innate spellcasting (druid list) Cantrips: *druidcraft*, *shillelagh*, *thorn whip*; 1-level (4 slots): *charm person*, *create or destroy water*, *entangle*, *healing word*, 2-level (3 slots): *enhance ability*, *hold person*, *moonbeam*. 3-level (3 slots): *dispel magic*, *speak with plants*, *water walk*. CR 1. (200 XP)

DUNGEON AREA 5

One gains access to this area through Tower 5. There is only one room in this dungeon area. A very massive and large circular room is located midway down the hall with several tiers of stone bench seats around its interior. This is a gladiatorial rink and fighting or training room. It is unused now. There are no encounters in this area.

However, if the frost ogres capture the characters at any point, it is quite likely that they end up in the room fighting frost ogres in the gladiatorial rink while dozens of onlookers enjoy the death and destruction wrought upon them.

DUNGEON AREA 6

One gains access to this area through Tower 6 and is a very challenging area of the dungeon. Several frost aghul live in the rooms stretching down the corridor. This area has always been

their abode and they intend to keep it that way. Each aghul is unique and very individualistic. As such, they live separately from one another and rarely come together (usually only for battle or when meeting with the Frost Lord). Only a few of the aghul are present when the characters arrive. They are dispersed around Mount Utring (as wandering monsters) or in the main keep (Dungeon Area 8).

MAPPING NOTE: The Quarters are not presented to scale. There are 7 of these located every 200 feet down the corridor. They are identical in structure. Each has three rooms, Area 1 being the temple, Area 2 the casting room and Area 3 the living quarters of the aghul.

QUARTER ONE

AREA 1: This octagonal room contains a statue of the ogre deity Sagdashok. The statue appears as a massively fat ogre carrying a scepter. Large columns support a domed roof. The floor has various offering bowls on it.

AREA 2: This chamber is the casting room. The aghul keeps his magical material in this room.

In here are several crude shelves and desks. In the center of the room is a circle of silver dust. The shelves have various bottles and flasks on it and many small lock boxes as well as pouches.

The containers have magical components in them, up to 2-8 useful items. The Castle Keeper must decide what these are. For the most part they should be useless to the characters. Three of the flasks contain *potions of greater healing*.

AREA 3: At the foot of the doorway are two runes. The first rune is nothing more than the ogre's name (Grtdbgr). The second rune is a rune which, when *dispel magic* is cast upon it, explodes causing 1d10 damage to all within 30 feet.

There is also a lightly drawn rune on the lintel above the entry. If not dispelled, it casts *hold person* on the first person walking beneath it. The ogre who lives in this room can automatically negate this spell. Otherwise it is permanent unless *dispel magic* or some similar spell is used to counter it, or until the aghul who cast it (the occupant of this room) is killed.

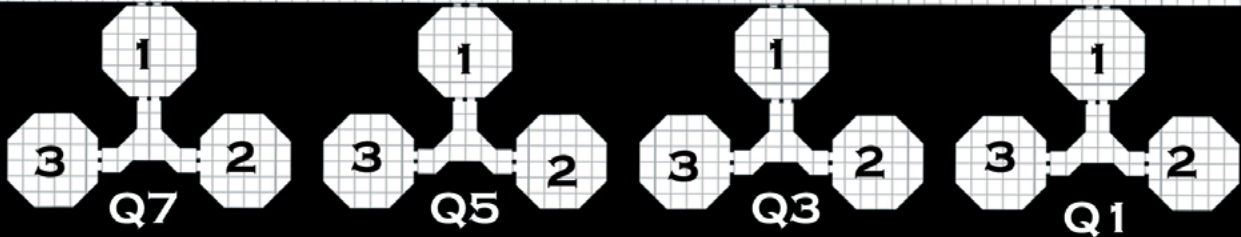
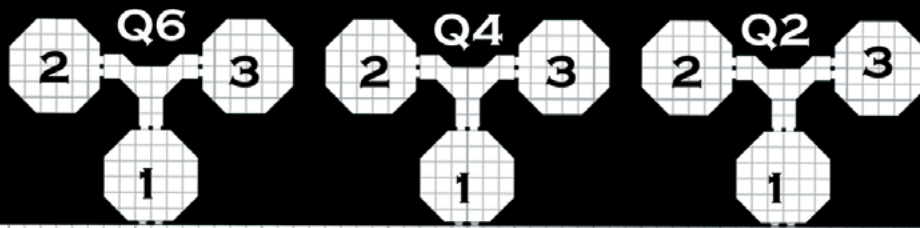
Inside the room is a large, poorly made but functional bed with furs and blankets piled on top of it. Two trunks, one locked, one unlocked, a stool, and table are in here as well. A large staff leans against one wall with some armor hanging off a rock against another.

The locked trunk contains 200gp, 500sp, 500gp in jewelry and sundry items. There is also a *potion of sleeping* (puts victims to sleep as per the *sleep* spell; save DC 15), a *potion of gaseous form*, and a *potion of ethereal movement* (grants the effects of the *etherealness* spell for 10 minutes) in there. The second trunk contains personal items such as clothing, a shrunken head, a necklace of teeth, etc.

The armor is finely made scale-male fit for a very large person (about 6'6" and 300 pounds). To fit it properly, the armor's straps



DUNGEON AREA 6



and buckles must be lengthened or shortened and some of the plates rearranged. The *hickory staff* is magical; see Appendix 2 for its effects.

QUARTER TWO

AREA 1: As Quarter 1 above.

AREA 2: As Quarter 1 above without the circle of silver dust in the room's middle.

AREA 3: This is another sleeping quarter. There is only one invisible rune on the floor just inside the doorway. This rune casts a spell similar to *hold person* but freezes the person. This spell can be countered fairly easily with *dispel magic* or by warming the character up for an hour by a toasty fire.

The room contains a bed, sundry personal items hanging on pegs and racks and a chest.

The chest contains 150gp, 300sp, 100gp in gems and jewelry and 1 scroll of *ice storm* (level 4; save DC 15).

QUARTER THREE

The aghul who lives in this area is present. This is one of the least powerful aghul in Mount Utring and it spends much of its time practicing spells and researching or praying. He can be found in Area 2 of this quarter though will likely hear the characters approaching and come to investigate. If not, the characters spy him working with his material and drawing a rune upon the floor. He also has several small goblins tied up in here. He uses the goblins for experiments and to test his runes.

AREA 1: As Quarter 1 above.

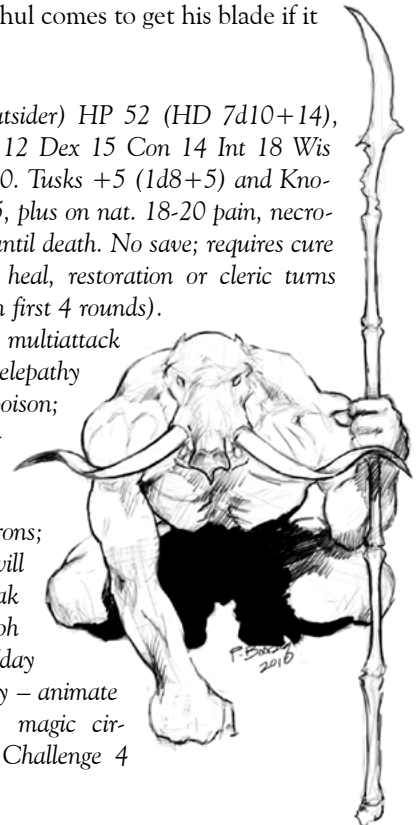
AREA 2: As Quarter 2 above though very sparse with only 1-2 useful items herein. The aghul is in here preparing a spell. He has two goblins tied up together against one wall. The aghul is planning on using the goblins in an experiment. If the characters made any noise in Area 1, the aghul comes to investigate. Should the character make much of an attempt to bypass the

area or try being silent, the ogre magi does not notice them as he is intent upon his experiment. Otherwise, the aghul, once the presence of anyone is noted, goes to his living quarters in Area 3 to retrieve his weaponry and prepares to fight.

AREA 3: This chamber contains a bed and trunk. The trunk contains 500gp and 760sp as well as sundry personal items. It also has a magical *iron flask*, 1 *ring of regeneration*, and 1 *sleep arrow* (see Appendix 2). His knoglen blade rests against one wall. The aghul comes to get his blade if it has a chance.

AGHUL (LE Large Outsider) HP 52 (HD 7d10+14), AC 18, Spd 30ft. Str 12 Dex 15 Con 14 Int 18 Wis 10 Cha 7. Perception 10. Tusks +5 (1d8+5) and Knoglen Blade +8 (1d8+5, plus on nat. 18-20 pain, necrosis, 1d10 necrotic/day until death. No save; requires cure disease, remove curse, heal, restoration or cleric turns bones as skeleton within first 4 rounds).

SA darkvision 120ft., multiattack (tusks and blade); telepathy 120ft; immune to fire, poison; resistance to cold, non-magical, non-silvered weapons; regeneration 1d6/round in cold environs; spell-like abilities: At will – detect thoughts, speak with dead; 3/day – glyph of warding, levitate; 2/day – fly, water walk; 1/day – animate dead, control weather, magic circle, spiritual weapon. Challenge 4 (1,100 XP).



GORLIN (NE S humanoid): HP 7 (HD 2d6), AC 15, Spd 30ft. Str 8 Dex 14 Con 10 Int 10 Wis 8 Cha 8. Perception 9. Stealth +6. Scimitar +4 (1d6+2) or shortbow +4 (1d6+2). SA: disengage or hide.

QUARTER FOUR

The aghul who resided here died long ago and all his material has been removed.

AREA 1: As Quarter 1 above.

AREA 2: As Quarter 1 above, but this chamber is empty.

AREA 3: A large bed with old furs piled on it has the desiccated remains of an aghul upon it. It holds a bone shaped pole arm in one hand and a scepter, similar to the one on the statue, in another. Sumptuous clothing covers the corpse. The pole arm is his knoglen blade (see New Monsters below). That and the scepter are each worth about 1000gp.

QUARTER FIVE

AREA 1: As Quarter 1 above.

AREA 2: As Quarter 1 above.

AREA 3: Two large winter wolves guard this room. They are lying on a bearskin rug in front of the bed. The bed is of fine make with a canopy on top of it and drapes hanging down around it. There is one well polished table in the room with nothing on it and three trunks sitting on shelves.

One trunk contains personal clothing and pieces of armor, such as leg and arm greaves. Amongst the armor is an ornate pair of *bone shoulder pauldrons*. Any class can wear the armor. They confer *resistance to fire and heat* upon the person wearing it. Combining it with other metal armors negates the protection as that much metal counters the magic in it.

The second trunk is locked and has an invisible rune etched upon the lock. Though a rogue may discover the rune (DC 15), he cannot disable the trap. It must be magically *dispelled*. It causes all within 10 feet of the rune, when it goes off, to suffer from a sense of impending doom. This causes all ability checks, to hit rolls, and saves to suffer a -2 penalty for 6 hours. A successful charisma check (DC 15) halves the effects.

The third trunk contains a dozen or more maps and some scrolls. The maps are of the region and all but one the aghul created and annotated in their own language. One map however, is readable, written in the common tongue, the vulgate, and shows the local region with a path to a place on the map named Forsaken Rock. Scrawled notes litter the margins of this map. No other map is like that. There are several dozen scrolls in here. All but one of the spells are peculiar to the aghul and can not be cast by anything but aghul. One is a *resurrection* spell.

WINTER WOLVES (NE large monstrosity) HP 75 (10d10+20), AC 13, Spd 50ft. Str 18 Dex 13 Con 14 Int 7 Wis 12 Cha 8. Perception 15 (+5/adv.), Stealth +3, Bite +6 (2d6+4), Cold breath 15ft cone (4d8; dex save DC 12; recharge 5-6). SA Immune to cold, keen hearing/smell, pack tactics (advantage if in 5' of ally), snow camouflage (adv. on stealth in snowy terrain).

QUARTER SIX

AREA 1: As Quarter 1 above. The aghul who resided here died long ago and all his material has been removed or stolen.

AREA 2: As Quarter 1 above, but this chamber is empty.

AREA 3: A large bed with old furs piled on it has the desiccated remains of an aghul laid upon it. It holds a staff in one hand and a scepter, similar to the one on the statue, in another. As with the previous dead aghul sumptuous clothing covers the corpse. The staff and scepter are each worth about 500gp. The aghul wears a magical ring, it can cast a *shield* spell 3 times a day.

QUARTER 7

The aghul from this room, Grmth, is presently not in the mountain at all. He has traveled north with several of his pet winter wolves on a quest for particular herbs and extracts. He eventually comes back to Mount Utring and to his lair where, assuming the characters are successful, he discovers his room desecrated and most of his comrades dead or scattered. He is a very able tracker, tracking as a 12th level ranger and will use his magics in order to pick up the character's scent and pursue them.

He crosses the known world to find and kill the characters and exact revenge upon them for entering his sacred chamber and/or stealing his stuff. Grmth is not a fool and will not sacrifice his life in some mad clash with the characters, but will hound them as long as he is able or they are dead. Grmth has the potential to become a character nemesis and, should the characters continue on in the "A" series, will track them even to the gates of Aufstrag. Note that he has a few abilities that normal aghuls do not possess; these are not enough to raise his challenge, but do differentiate him from the average devil.

GRMTH, AGHUL (LE Large Outsider) HP 60 (HD 8d10+16), AC 18, Spd 30ft. Str 12 Dex 15 Con 14 Int 18 Wis 10 Cha 7. Perception 13 (+3), Survival +3. Tusks +5 (1d8+5) and Knoglen Blade +8 (1d8+5, plus on nat. 18-20 pain, necrosis, 1d10 necrotic/day until death. No save; requires cure disease, remove curse, heal, restoration or cleric turns bones as skeleton within first 4 rounds). SA: darkvision 120ft., multiattack (tusks and blade); telepathy 120ft; immune to fire, poison; resistance to cold, nonmagical, non-silvered weapons; regeneration 1d6/round in cold environs; spell-like abilities: At will – detect thoughts, speak with dead; 3/day – glyph of warding, levitate; 2/day – fly, water walk; 1/day – animate dead, control weather, locate object, magic circle, spiritual weapon.

AREA 1: As Quarter 1 above.

AREA 2: As Quarter 1 above except 1d6 useful magic components are here and there are large chunks of ice in the room.

AREA 3: This chamber contains a bed, table, two stools, and one open trunk. The trunk contains several personal items and a scroll. The scroll has the instructions for creating a stone golem. The instructions are incomplete as the aghul never wrote

down the last portion of the spell. For a character to learn to do this, they must research the spell. This costs 1000gp in goods and 2-20 days per try. On each try the character must roll an intelligence check (DC 20). A failure means starting over. They can try until they get the spell. A lot of ice would be necessary to successfully cast the spell.

DUNGEON AREA 7

This small dungeon area serves as storage for the villager's goods. The area consists mostly of storage rooms and several guard rooms. Frost ogres and winter wolves linger in this area quite often. The corridor leading into the mountain is often busy with foot traffic. Roll a d10 twice as the characters move through the hall. A result of 1-3 indicates an encounter. Roll a d6 and consult the chart below.

TABLE 7: ENCOUNTER CHART

D6	ENCOUNTER
1-4.	2d4 frost ogres
5.	1d4 frost ogres and 1d4 winter wolves
6.	2d4 frost ogres, 1d4 winter wolves and 1d4 villagers

The door leading into this corridor is always open and 1d4 frost ogres are here on guard duty or just lingering, awaiting a shipment of food.

AREA 1: This is a guard chamber which is currently unoccupied. A table and some chairs are in the center of the room and a weapons rack is at the far end. The weapons rack has 10 spears, a bardiche, two axes, and sword on it. A pile of cold food is on the table.

AREA 2: A frost ogre sub-chieftain resides in this chamber. The ogre chief is resting in here when the characters arrive.

The pleasant smell of roasting bird greets you as you enter the low lit chamber. A large figure that seems to be



in a deep repose occupies the large bed across the room, his snores roll up and through the still air. With a start, he sits up and looks at you, eyes wide shut.

Unless he is informed otherwise, or hears commotion from any battle down the hall, the ogre chieftain is shocked at the arrival of the characters and stunned inactive for two rounds deciding what to do. After a moment he decides to attack the characters, and leaps for his axe, all the while bellowing for help.

There is a large pile of firs pushed up in one corner of the room. A fire is burning in the center of the room and several pheasants are roasting on a spit over it. A large +2 frost brand axe leans against the wall near the ogre. A +2 large iron shield and +1 breast plate and great helm lie on the far side of the room away from the ogre. This armor is ornate with shapes of great tree molded into its front. An intelligence (history) check (DC 15) reveals it as that worn by the guards of Aufstrag. He is wearing a lot of jewelry valued at 1000gp.

FROST OGRE SUB-CHIEFTAIN (LE Large Giant) HP 58 (6d10+18), AC 18, Spd 30. Str 19 Dex 12 Con 16 Int 8 Wis 15 Cha 7. Perception 12 (+2), Athletics +6, Stealth +5. Frost Brand Greataxe +8 (1d12+6 plus 1d6 cold). SA darkvision 60ft., Damage immunity (cold), damage resist bludgeoning from nonmagical weapons, damage vulnerability (fire), climbing advantage, heat disadvantage, snow camouflage, sure footing, traps (inflict 2d6 damage or condition to 1d4 characters; DC 15 to avoid or save, plus ogres gain surprise).

AREA 3: Seven frost ogres normally reside in this room. Most are off on other errands and only two are here when the characters arrive. There is a large winter wolf in here as well. The wolf can smell the humans, dwarves and elves coming long before they arrive thus alerting the two frost ogres to the presence of some visitors.

There are seven piles of blankets, firs, and hay which the ogres sleep on. In the center of the room is a fire pit and cooking area. The fire is almost never lit as wood is scarce. Often the ogres eat raw vegetables but are not at all opposed to eating raw flesh when it is available.

Several sacks of potatoes and carrots are in here as well as rope, axes, picks, chisels and other assorted mundane items the ogres have collected over the years. There is nothing else of value in the chamber.

FROST OGRES X 2 (LE Large Giant) HP 58 (6d10+18), AC 15, Spd 30. Str 19 Dex 12 Con 16 Int 8 Wis 15 Cha 7. Perception 12 (+2), Athletics +6, Stealth +5. Great club +6 (2d8+4). SA darkvision 60ft., Damage immunity (cold), damage resist bludgeoning from nonmagical weapons, damage vulnerability (fire), climbing advantage, heat disadvantage, snow camouflage, sure footing, traps (inflict 2d6 damage or condition to 1d4 characters; DC 15 to avoid or save, plus ogres gain surprise). The one with the hat has a 50gp gem hidden in it.

WINTER WOLF (NE large monstrosity) HP 75 (10d10+20), AC 13, Spd 50ft. Str 18 Dex 13 Con 14 Int 7 Wis 12 Cha 8.

Perception 15 (+5/adv.), Stealth +3, Bite +6 (2d6+4), Cold breath 15ft cone (4d8; dex save DC 12; recharge 5-6). SA Immune to cold, keen hearing/smell, pack tactics (advantage if in 5' of ally), snow camouflage (adv. on stealth in snowy terrain).

AREA 4: This room is a storage area. There are six carts in here and a dozen or more crates and sacks and woven baskets. All the containers have foodstuffs in them. The carts have large wheels and are very deep. A full load would take two people to push.

AREA 5: This room is a storage area. Oddly these are items that are going down to the village rather than up from it. There is a sack of nails, some hoes, a few hammers, and other small metal mundane items used in farming. There are not a lot of the items - only a couple of boxes worth.

AREA 6: This storeroom contains piles of rope, woven baskets, some cloaks woven in the village and other material of like nature. There is one carpet in here.

AREA 7: This chamber has empty crates, casks, baskets, sacks, satchels and other types of containers in it. Many ceramic jars were obviously once in use here as evidenced by the piles of broken ceramic scattered around the room. In the midst of all these containers hanging on the wall is a satchel with the symbol of two woven rings on it. The satchel is a *handy haversack*.

DUNGEON AREA C

This area of Mount Utring is the main residence of the Frost Lord. Almost everything in here - furniture, dishes, etc - is large, designed for the 15 foot high Frost Lord. On the map, change the space on the grid from the normal 10 feet per square to 20 feet per square. The halls are wide, and lavishly decorated with carpets, rugs, tapestries, paintings and sculptures. In these inner halls there is nothing to reference the winter dark, the horned god, Aufstrag or anything to do with that epoch in history. Vaul is an elemental lord and celebrates the triumphs of a lifetime that spans the history of the world. The ceiling in all these halls and rooms, unless otherwise noted, is 25 feet in height. The few doors on this level are large brass doors which require a combined 48 strength to open.

The main halls are divided into several sections and levels. There is the entry level. All the corridors from outside the main hall end on this level. Vaul originally designed the hall to house his once large retinue. However, it is unoccupied as most of his earlier servants, frost giants, faerie such as the islea (a small snow fey) and other similar creatures, have passed away or abandoned him, many during the long winter. He has not acquired any new followers other than those sent to him by the horned god so many years ago, the ogres and aghul for the most part. He quickly grew tired of these and has been letting them die off for years. As such, much of the level is barren. The frost ogres and aghul are not welcome beyond the entry level. Vaul tolerates several of the aghul lords in the deeper levels of the complex. The nagas are welcome anywhere and the Frost Lord appreciates their presence.

Only a few creatures are wandering around on this level. Roll a d10 every 1 hour. A '1' indicates an encounter. Roll a d6.

TABLE 4: ENCOUNTER CHART

D6	ENCOUNTER
1-2	1-3 frost ogres and 1d4 wolves
3-4	Aghul and 2-4 ogres and 2-4 wolves
5	Ice Naga
6	Faerie

LEVEL ONE: THE ENTRY

AREA 1: This chamber is the primary entry hall for visitors. A large worn and frayed red carpet covers almost the entire floor. Blue tapestries hang from the walls. Gold gilding depicting the struggles of the early elemental lords in the creation of the world covers the ceiling. There is no reference to the horned god Unklar in these motifs.

The area between Area 1 and Area 2 is a columned hallway. Here giants stand in all their majesty, holding up the ceiling and looking down with grim faced visages upon those entering the chamber.

AREA 2: This chamber leads to Tower 2. This room is bare excepting two very large horns leaning against the southwest wall. These horns are for use by frost giants. At one time all the towers had one horn placed outside their doors. All but these two have disappeared. Should one of the characters attempt to blow it, it makes a peeping sound but REVERBERATES madly and starts to echo up and down the halls warning all who are in the area (Areas 7, 9, 10, 13) that someone, who is not supposed to, is using the horns. The Frost Lord also hears the sound and begins pondering. It also causes an automatic wandering monster check with a 1-4 indicating an encounter within the next 30 minutes.

AREA 7: The door to this room is locked. Unlocking the door is a DC20. Trying to break it down attracts a wandering monster



and the wolves in Area 10 also begin howling. No check is required for breaking the door down.

The naga queen (see Level 2, Area 3) carries the key to the door around her neck.

A thin layer of ice covers the room and long, delicate stalactite icicles hang from the ceiling. The ice is very slippery, denoting some slight melting and refreezing, also the source of the stalactites.

All around the room are ice pedestals with ice sculptures on them. The naga queen, who has been here for ages beyond count, enjoys making ice sculptures and this is a collection of her finest ones. Each is beautiful in its own right and beyond any knowable value. Getting them out of here without causing them to melt would be a miracle. They can sell for 10,000gp or more if the characters find a buyer and a manner of getting the ice sculptures to that buyer.

Taking them enrages the naga queen and she will try to kill the characters no matter what if she discovers they took them or broke one.

AREA 4: This chamber has long been unused. There are several large metal cages in here. One has the bones of a small humanoid creature in it. Careful examination yields the knowledge that it once had wings as tiny gossamer threads lay upon the cage floor behind it and near its shoulders.

This creature was actually *Is tea*, a type of snow faerie. An aghul chieftain placed the creature here decades ago and forgot her. She was a servant and confidant of *Vaul's*. The gossamer threads are magical in nature and are unbreakable, though there are only 4 of them and each only 2 feet long. If the characters take them and have them with them when they come before *Vaul* he instantly takes note of them, as he senses the faerie's spirit. In the course of any conversation with the characters he inquires about the fallen creature and where they came by the threads. He does so in neutral tones, but any attempt by the characters to help him locate his friend goes far in winning his sympathy and aid. He lets them keep the threads if they so choose and later seeks out the body of his servant.

AREA 5: This oddly shaped chamber has racks and racks of weapons, armor, shields, helmets, and other devices of battle lining all the walls. There are many hundreds of weapons here. Take your pick. They are of a fine pick and well preserved. They are fashioned for giants and humans, as well as all manner of creatures such as fey, wolves and the like. These weapons were used to arm and armor the gladiators who fought in *Dungeon Area 5* as well as a general armory for *Vaul's* people before the winter dark.

AREA 6: This chamber contains two large stone chairs on its east end. In front of the chairs are a series of bear pelts. This room is the meeting hall for the various ogres and aghul's who live in the complex. The two chief aghul sit in the stone chairs while all the other ogres sit on the pelts.

There are 3 ogres in the chamber when the characters enter. They are simply lounging around.

FROST OGRES X 1-4 (*LE Large Giant*) HP 58 (6d10+18), AC 15, Spd 30. Str 19 Dex 12 Con 16 Int 8 Wis 15 Cha 7. Perception 12 (+2), Athletics +6, Stealth +5. Great club +6 (2d8+4). SA *darkvision* 60ft., *Damage immunity (cold)*, *damage resist bludgeoning from nonmagical weapons*, *damage vulnerability (fire)*, *climbing advantage*, *heat disadvantage*, *snow camouflage*, *sure footing*, *traps (inflict 2d6 damage or condition to 1d4 characters; DC 15 to avoid or save, plus ogres gain surprise)*. Each carries 2d8gp.

Like much of the rest of these halls the room lavishes motifs, tapestries, statuary, etc. decorate the room.

AREA 7: This chamber has numerous tables spread all around it. There are piles of large golden plates and utensils and drinking cups as well. There are stacks of crates and boxes and casks and sacks and other assorted containers lining the walls. Four large stoves line the south east wall.

This chamber the goblin cooks use to divide up the food for the various inhabitants of *Mount Utring*. The stoves they use to cook food for the ogres who live in *Area 8*.

There are 4 goblins in this room that are busy cooking for the ogres. The goblins do not fight and try to hide or run away from the characters. They live in here (and die out there).

Goblins X4 (*NE S humanoids*): HP 7 (HD 2d6), AC 15, Spd 30ft. Str 8 Dex 14 Con 10 Int 10 Wis 8 Cha 8. Perception 9. Stealth +6. Scimitar +4 (1d6+2) or shortbow +4 (1d6+2). SA: *disengage or hide*.

AREA 8: This series of chambers house the frost ogres who live in *Mount Utring*. The rooms contain piles and piles of sleeping furs and a veritable trash heap of personal items and foodstuffs left scattered about. It is the nastiest place in *Mount Utring*. The door to this room is open and the noise coming from within carries up and down the hallways around the room.

At any one time there are 3-18 frost ogres in here. Some are sleeping, others playing dice games or fighting one another. The ogres are noisy, boisterous and not paying any attention to what is going on around them. There is little chance of them noticing the characters approach.

FROST OGRES X 1-4 (*LE Large Giant*) HP 58 (6d10+18), AC 15, Spd 30. Str 19 Dex 12 Con 16 Int 8 Wis 15 Cha 7. Perception 12 (+2), Athletics +6, Stealth +5. Great club +6 (2d8+4). SA *darkvision* 60ft., *Damage immunity (cold)*, *damage resist bludgeoning from nonmagical weapons*, *damage vulnerability (fire)*, *climbing advantage*, *heat disadvantage*, *snow camouflage*, *sure footing*, *traps (inflict 2d6 damage or condition to 1d4 characters; DC 15 to avoid or save, plus ogres gain surprise)*. Each carries 2d8gp.

AREA 9: This chamber has several dozen tables in it and a large wash basin. A large fire blazes under a cauldron in the center of the room. At the north end of the room is a large, "cabinet." The

top of the cabinet has chains that stretch from it to a system of pulleys in the ceiling and then down anchored to an eye bolt, in the wall. The chains are actually one chain that loops through the pulleys, eye bolt and attaches to the "cabinet." There are 5 goblins in here cleaning dishes in the basin.

The goblins are here cleaning up after a recent meal the Frost Lord had with the ogre chief, naga and aghul. As with the goblins in Area 7, these attempt to avoid battle and run away.

The cabinets at the end of the room are actually elevators. They descend to level one below. The cabinets are heavy and when filled with items (or people) become immensely difficult to use. Ogres usually manually lower and raise the elevators. It takes a combined strength of 30 to lower or raise the elevator. It takes even more to do so if people are in it.

Goblins x 5 (NE S humanoids): HP 7 (HD 2d6), AC 15, Spd 30ft. Str 8 Dex 14 Con 10 Int 10 Wis 8 Cha 8. Perception 9. Stealth +6. Scimitar +4 (1d6+2) or shortbow +4 (1d6+2). SA: *disengage* or *hide*.

AREA 10: This is the throne room where the Frost Lord sits when taking visitors or making judgments upon his servants.

You enter a huge hall, dominated by the most lavish works you've yet seen. The walls are motifs of battles between giant-like figures and the elements. Large columns, shaped like the elements, one like stone, another like a geyser of water, another like ice, etc, line the walls amidst the scenes of epic battle. All around the room are large stone tables and these surround and face a massive throne carved from basalt that stands at the north end of the chamber. Arcs of bluish gems stand out on the highest piece of the headboard. They glow and scintillate, illuminating the entire room making for an aura of magic all round the chair. A long light blue, silver lined, carpet runs from the door to the throne itself. Lying at the feet of the massive chair are four giant wolves.

The wolves are winter wolves and attack anyone who enters this room when the Frost Lord is not here. And there are actually only two of them, but they are two headed wolves, giving the appearance of being four.

The gems on the back of the throne, if taken, cast a continual blue tinged light as the *continual flame* spell. They are worth some 200gp each. Note that concealing these gems would be difficult as the light they emit is very bright. The stones would have to be double or even triple bagged to prevent the light from spilling out of its container. The Castle Keeper must keep this in mind if the characters steal the items. Also, stealing these items or killing the wolves will enrage the Frost Lord.

The doors at the end of the room are especially difficult to open requiring a combined 60 strength to budge.

WINTER WOLVES (NE large monstrosity) HP 75 (10d10+20), AC 13, Spd 50ft. Str 18 Dex 13 Con 14 Int 7 Wis 12 Cha 8. Perception 15 (+5/adv.), Stealth +3, Bite +6 (2d6+4), Cold

breath 15ft cone (4d8; dex save DC 12; recharge 5-6). SA Immune to cold, keen hearing/smell, pack tactics (advantage if in 5' of ally), snow camouflage (adv. on stealth in snowy terrain).

AREA 11: The ogre chief has taken this room as his own. It was once a storage closet. Inside is a large bed piled with bear pelts, a trunk, a large club, and mace, and the walls have the skins of the various animals hanging on them. The trunk is unlocked and contains 100gp worth of coin gems and jewelry. The ogre chief is below on level two having recently had a meal with the Frost Lord

AREA 12: This chamber is where the ogre smith lives. Smiths are highly regarded and rare in ogre society. The ogre smith is in here when the characters arrive. He is not a very busy smith as his services are not required that often and he is very efficient at what he does.

The room contains a large bed, several trunks, and a table. The master of the hall pays the smith well, with gold and other valuable items for his services. He wears about 1000gp worth of jewelry and his trunk, which is unlocked, contains 2000gp worth of gems, jewelry, and coin. It also contains an ivory pipe worth 50gp, silver ring box worth 250gp, a +1 dagger, and a +2 small shield (a buckler for him). The room has a deep pile of carpets in it. A cask of beer and several hunks of deer jerky sit in one corner of the room.

The ogre smith is a large hulking beast of an ogre. It stands a foot taller than most other ogres and is much stronger than most as well. He is very fat though and not a great fighter but when he hits, he deals a lot of damage. See his stats for to hit modifier and damage bonus. He uses a hammer to fight.

The ogre is not actually a smith; rather he has a magic *smithing hammer* that gives him the ability to be a smith (see New Magic Items below).

FROST OGRE (LE Large Giant) HP 58 (6d10+18), AC 15, Spd 30. Str 19 Dex 12 Con 16 Int 8 Wis 15 Cha 7. Perception 12 (+2), Athletics +6, Stealth +5. Great club +6 (2d8+4). SA *darkvision 60ft.*, *Damage immunity (cold)*, *damage resist bludgeoning from nonmagical weapons*, *damage vulnerability (fire)*, *climbing advantage*, *heat disadvantage*, *snow camouflage*, *sure footing*, *traps (inflict 2d6 damage or condition to 1d4 characters; DC 15 to avoid or save, plus ogres gain surprise)*.

AREA 13: This room is a smithy. Within it are a large furnace and all the accouterments of a smithy. The items here are large, sized for the ogre who works with them. The smith makes weapons and sundry items for use in the villages outside or within Mount Utring itself. There are mountains of supplies in here: coal for burning the fire, tools for work, half finished swords, arrow heads, spear points, bits, and pieces of armor, etc.

AREA 14: This chamber has bric-a-brac from the smithy thrown in it; hunks of metal, bent rods, ashes, coals and the like. Buried in a pile of ash and metal strips that look as if they were swept into the room and left is a *ring of warmth*. The ogre smith made the ring, didn't like it, and tossed it to the floor. Goblins later swept it into the room and left it.

AREA 15: Only the Frost Lord and invited guests use this chamber. It is now empty. The stairs go down to Level 2.

LEVEL 2: TREASURE ROOM

The Frost Lord uses this level of Mount Utring as his treasure house and for private audiences. Few visit it anymore by anyone other than the naga queen, the Frost Lord, and the aghul lords. The ceiling in all these halls and rooms, unless otherwise noted, is 30 feet in height. The few doors on this level are large brass doors which require a combined 48 strength to open.

This is also a dangerous and potentially expensive area to enter. The Frost Lord, the Oonmaukling, unmakes things. He can destroy virtually anything he desires. His magic lingers in these halls. Every 30 minutes the characters are down here an item they are wearing has a chance of simply dissolving into its constituent parts. The object must make a special saving throw to avoid dissolution. The save DC 10, but there are no bonuses to add to the die roll. For well-crafted items such as swords, shields and armors, the save is made at advantage. Magical items make the save at advantage with double the item's enhancement bonus (minimum +2 to the save). Many of the items the characters wear are going to simply vanish.

The Castle Keeper should randomly determine what has to make a saving throw.

Roll a d10 to determine if it's mundane, crafted, or magic.

TABLE 5: UNMAKING CHART

D10	TYPE OF ITEM
1-6	Mundane item
7-9	Well crafted item
10	Magic item.

The Castle Keeper must individualize each result. Once you have checked for an item, do not check for it again unless the Frost Lord specifically targets that item in combat.

NOTE: This is a good time for the Castle Keeper to power down an overpowered party.

AREA 1: The stairs from above lead down into this room. Usually, permission to enter this far down must come from the Frost Lord. There was a time when a demon sat here and guarded the door but it has long since returned to nether realms and the area is no longer guarded.

The floor has a red carpet on it. Frost tinges the carpet as it is a little chillier down here than in the upper portions of the dungeon. The hallway outside, which runs the length of this level, has a plush red carpet down its middle. Frost covers it as well.

AREA 2: The dumb waiter from the entry level (see Dungeon Level 1, Area 4 above) comes down into this room. This is the final meal and dinner preparation area. There are nine goblins that reside and work in this room. They are personal servants to the Frost Lord and attend him wherever he goes when he is on



this level (unless tasked otherwise). The goblins are all in this room now. They do not attempt to fight, and will run and hide if necessary.

The room contains piles of gold and silver plates and platters, table wear, crystal cups and vases. There are large vats of wine and beer. Several small stoves are in here, used to keep food 'warm' for the Frost Lord (he likes hot spicy foodstuffs). The value of the items in here is inestimable. But it weighs a lot and is very large. Think of the characters encumbrance should they try to carry away anything in this room. A plate for the Frost Lord is at least 18 inches across.

GOBLINS X 9 (NE S humanoids): HP 7 (HD 2d6), AC 15, Spd 30ft. Str 8 Dex 14 Con 10 Int 10 Wis 8 Cha 8. Perception 9. Stealth +6. Scimitar +4 (1d6+2) or shortbow +4 (1d6+2). SA: disengage or hide.

AREA 2: The Frost Lord uses this chamber for 'formal' dinners and meetings.

A wide table, too small for giants and two large for orcs, dominates the center of this large room. Around it are many chairs, sized for the ogres that sit at it. Near the round table is a large giant's rectangular table with one chair behind it. Blue carpet covers the floor, the walls have elaborate frescoes on them, and sconces on the wall give out an eerie bluish flame. But at the main round table sits a huge, grotesquely fat ogre, his ornate armor shining in the lantern's light. Coiled to his right is a gigantic snake, whose folds engulf the table board, several chairs, and the floor as well. It turns to look at you and a cold chill runs down your spine as you gaze into the eyes of a witch's face, all too human mounted atop the body of the snake.

The ogre chief and the naga queen are in here discussing things. They have just finished eating and the goblins have cleared away the table and the Frost Lord went back downstairs and

thence upstairs to the mountain peak. Should the characters have reached this far without setting off any major alarms, it will not happen now. The two can only assume the characters are supposed to be here and attempt to engage them in conversation.

This assumption follows on the tail end of the conversation the two just had with the Frost Lord. He informed them that times were changing and that new servants will be required to help run Mount Utring since Lords of Aufstrag no longer helps them or supplies them with material and servants.

After a short conversation, the two are likely to realize the arrival of the characters is not good. The ogre chief begins to contemplate a manner of killing the characters while the naga leaves and goes to her lair awaiting further developments.

NOTE: This encounter can go many ways. It may be lengthy and it may be short. It may be violent and it may not be. Essentially, the naga queen knows she is staying and the ogre chieftain knows he is going. The naga queen looks forward to the change and the ogre chieftain does not. The ogre chief does not want a confrontation at this moment (outnumbered as he is) and fights voraciously if challenged. The naga queen simply does not want a confrontation. Killing the naga queen raises the ire of the Frost Lord and he may just kill the characters for doing so.

FROST NAGA, QUEEN (NE Large Monstrosity): HP 72 (11d10+11), AC 15, Spd 30ft. Str 16 Dex 16 Con 12 Int 15 Wis 15 Cha 16. Perception 14 (+4), Bite +5 (2d6+3) and Tail +5 (2d8+3, plus constrict). SA: Immune to cold, fire, poison, charmed, grappled, constrict (2d8+3 plus healing on successful tail strike), darkvision 60ft, freeze surroundings, heat drain, heat sense, multiattack (bite and tail), silent call. The naga queen carries a small key around her neck, this opens the door to Level 1, Area 3.

OGRE CHIEF (CE Large Giant) HP 87 (HD 10d10+30), AC 14, Spd 40. Str 19 Dex 16 Con 16 Int 5 Wis 7 Cha 10. Perception 10. Great club +6 (2d8+4). SA multiattack (2 great club). darkvision 60ft. The chief carries a large golden belt worth 300gp. He wears it under his skins. He also has a stone of alarm he wears as a ring. Challenge 3 (700 XP).

AREA 4: These steps lead down to the Frost Lord's residence and unmaking hall. It gets colder as the characters go down deeper.

AREA 5: As Area 4.

AREA 6: This is a chamber used by the Frost Lord in his many vain attempts to create items. Broken and shattered debris of all kinds fills them room as the Frost Lord simply can not make anything magical, he can only unmake things. This does not stop him from trying though. There are broken weapons, horns, shields, pieces of armor, shredded books, etc. There are blast marks on the walls and chunks of ice everywhere.

In the center of the room is a stone table. Upon it is a mace. The Frost Lord is going to attempt to give this mace a magical quality. There is even a scroll here that describes the ritual and components necessary to create a mace with up to a +5

enhancement. Of course it takes a cleric to read it. Refer to the *Fifth Edition Game Master's Tome* for the requirements of making such a mace. The characters can use this spell to make any mace or bludgeoning type weapon. The cleric must make a successful wisdom check to cast the spell. This is at a DC 15. If the check is successful, the degree of success determines the enchantment level.

TABLE 6: ENCHANTMENT CHART

D20	ENCHANTMENT
1-8	+1
9-13	+2
14-17	+3
18-19	+4
20 and above	+5

AREA 7: The Frost Lord uses this chamber to summon things. Of course the Frost Lord is not good at summoning things. More often than not the spells just fizzle, but in some cases the Frost Lord summoned portions of creatures or one showed up and exploded. The chamber is a slaughter house of exploded beasts and creatures. The temperature is below freezing in here so all the body parts and blood spatter have frozen. It is truly a grotesquery. The goblins used to come down here and gather meaty parts for use in meals but do so less often anymore, resulting in the current mess.

A careful search of the material reveals all manner of magical spell components. All are fresh as they are frozen and if the characters take time, effort and have the necessary abilities (detection spells, true seeing spells, legend lore, etc) they can gain any number of spell components. Reference the **Monsters & Treasure** index page and roll randomly to determine what monsters the characters find. It can be up to 20.

AREA 8: This chamber stores items necessary for the summoning of creatures and casting magical enhancements upon items. It is full of material a magic user, illusionist, cleric and druid would find useful. There are literally thousands of items in here. Of special note though, there are no magical tomes. There are a dozen scrolls in here. The scrolls are specifically for summoning creatures. Four of them contain *Monster Summoning I* spells, four have *Monster Summoning II* and four have *Monster Summoning III*. Each scroll has a specific monster on it and is limited to the Castle Keeper's imagination or needs.

An aghul lord is in here purloining items. Three winter wolves accompany him. He attacks anyone who comes into this room.

AGHUL (LE Large Outsider) HP 52 (HD 7d10+14), AC 18, Spd 30ft. Str 12 Dex 15 Con 14 Int 18 Wis 10 Cha 7. Perception 10. Tusks +5 (1d8+5) and Knoglen Blade +8 (1d8+5, plus on nat. 18-20 pain, necrosis, 1d10 necrotic/day until death. No save; requires cure disease, remove curse, heal, restoration or cleric turns bones as skeleton within first 4 rounds). SA: darkvision 120ft., multiattack (tusks and blade); telepathy 120ft; immune to fire, poison; resistance to cold, nonmagical, non-silvered weapons; regeneration 1d6/round in cold environs;

spell-like abilities: *At will* – detect thoughts, speak with dead; *3/day* – glyph of warding, levitate; *2/day* – fly, water walk; *1/day* – animate dead, control weather, magic circle, spiritual weapon.

WINTER WOLVES (NE large monstrosity) HP 75 (10d10+20), AC 13, Spd 50ft. Str 18 Dex 13 Con 14 Int 7 Wis 12 Cha 8. Perception 15 (+5/adv.), Stealth +3, Bite +6 (2d6+4), Cold breath 15ft cone (4d8; dex save DC 12; recharge 5-6). SA Immune to cold, keen hearing/smell, pack tactics (advantage if in 5' of ally), snow camouflage (adv. on stealth in snowy terrain)



AREA 9: These two alcoves contain a statue of a bulky humanoid creature holding up the ceiling. Both are stone golems and activate *when anyone enters the hall in Area 10*. They then move in to attack whoever is in there.

STONE GOLEMS (LESSER) X 2 (Unaligned Medium Construct) HP 136 (12d10+60), AC 17, Spd 30ft. Str 22 Dex 9 Con 20 Int 3 Wis 11 Cha 1. Perception 10. Slam +10 (3d8+6; magical), Slow (recharge 6; target slowed for 1d6 rounds; no reactions, no bonus action, one attack, half speed/DC 15 Wis neg.). Multiattack (2 slam), immutable form, magic resistance. Immune poison, psychic, charm, exhaustion, frightened, paralyzed, petrified, damage from non-magic, non-adamantine weapons).

AREA 10: To either side of this chamber are statues similar in appearance to those in Area 9. These are stone golems as well. The small hallway leading to Area 11 has a magical rune, invisible to the naked eye and only detectable by magical means, engraved upon the floor. When someone passes over this rune,

it awakens the stone golems (including those in Area 9) who then move in to attack the characters.

STONE GOLEMS (LESSER) X 2 (Unaligned Medium Construct) HP 136 (12d10+60), AC 17, Spd 30ft. Str 22 Dex 9 Con 20 Int 3 Wis 11 Cha 1. Perception 10. Slam +10 (3d8+6; magical), Slow (recharge 6; target slowed for 1d6 rounds; no reactions, no bonus action, one attack, half speed/DC 15 Wis neg.). Multiattack (2 slam), immutable form, magic resistance. Immune poison, psychic, charm, exhaustion, frightened, paralyzed, petrified, damage from non-magic, non-adamantine weapons).

AREA 11: This is the Frost Lord's treasure chamber.

The doors open to a room fresh with bitterly cold air. As your senses reel from it your light catches upon a thousand scintillating points. Piles of treasure dominate the room before you. Box and chests, tables covered in gold and gems, tapestries, armaments and more. All this catches your eye, but your eye draws to a large white dragon uncoiling from her bed. Narrow, evil eyes open and observe you with a passionless gaze. It makes no move to attack you and seems rather indifferent.

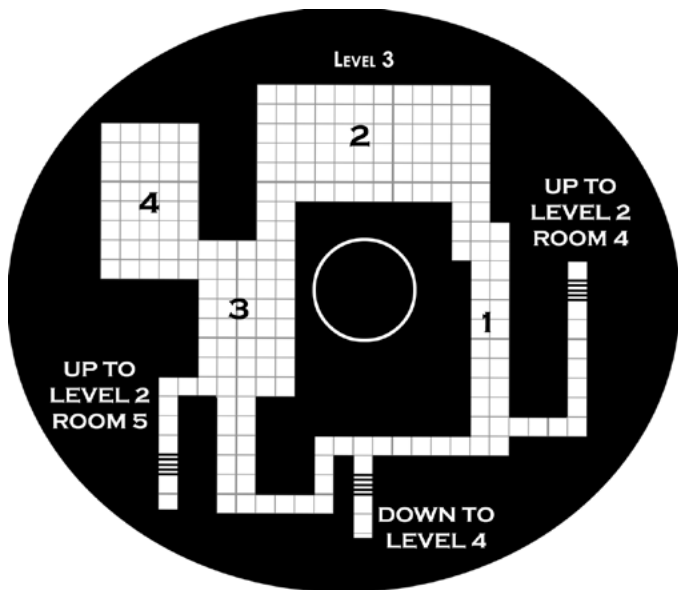
The Castle Keeper is encouraged to make this treasure room outrageous. Thousands upon thousands of gold and silver coins fill them room; stacks of weapons, statues of gold, silver, ivory, ebony, bone and other materials, silver plate, gems, studded jewelry, etc. can all be found in here. It does not matter. Nothing taken from this room survives for long. It dissipates to dust when taken more than a mile from the Frost Lord. The Frost Lord knows this as well. As such, he does not care if the characters take anything they want from this room. In an encounter with them he bemusedly comments on the plunder of his treasury and greed if he knows of it.

The white dragon is not a guardian of the treasure. It is the Frost Lord's pet. It only sleeps in here because it loves mounds of treasure to curl up on. It simply watches as the characters take whatever they want. It only fights when attacked. As the characters leave, it curls up on what is left and goes back to sleep.

NOTE: This is an ancient white dragon and the characters are no match for it. The CK should attempt to impress upon the characters that the dragon's intent is to do absolutely nothing and attacking it will end poorly for the party.

LEVEL 7: RESIDENCE

This dungeon level is where the Frost Lord actually resides. Few creatures aside from the Frost Lord dwell or even enter this area of the dungeon. Entering this level of the complex is dangerous. As soon as the characters step foot on the floor of this level they must make a constitution check. Failure indicates they suffer an 'unmaking event' and lose 1 point of one attribute (a *restoration* spell can counter this) determined at random. Also, all the character's major items (armor, weapons, etc) must make an item saving throw or suffer an unmaking event. In



the case of normal non-magical items, the item simply shatters or disappears. In the case of magical items, those with bonuses lose one bonus, spell storage loses one spell storage slot, magical tomes lose a 1-2 spells, etc. All this is determined randomly. This can be very devastating to a character so handle this situation with care. Handle item checks as outlined above.

AREA 1: This hallway has a red carpet in it that extends to the entry of Area 2. The walls along this hall are engraved with murals depicting the early history of Aihrde.

AREA 2: This is the chamber of unmaking. Herein there is nothing readily seen but a large sucking sound can be heard. The floors are plain, the walls empty and devoid of items. As one enters the room they feel a sense of emptiness, emotions drain away and the body begins to relax. It takes an effort of will to stay focused in this chamber.

Anyone entering the room must make a charisma check (DC 13). Failure means that the character becomes mentally and physically inert and incapable of acting. They stand still and look into the Void that lies beyond the outer walls of the world. Victims do not regain their sense until removed from the room.

For those who maintain control of themselves, a search of the room reveals a small platinum dot on the floor and above it, at roughly 6 feet above the dot; the character can see a small, marble sized black sphere.

This black sphere is a manifestation of the Frost Lord's ability to unmake; it is a *sphere of annihilation*. Only the Frost Lord can control it. The platinum dot on the floor is a coin sized piece of platinum used to keep the sphere in its place. Should anything come between the sphere and the dot, the magic is broken and the sphere begins to move around the room.

The sphere moves slowly at first and gains speed with each passing minute. It leaves behind an electrical charge in the air. It travels completely at random. As it speeds up it becomes more difficult to dodge unless the characters just leave the room. The sphere acts as a sphere of annihilation: as soon as it touches

something it obliterates it, it is gone and unmade as if it NEVER existed (so if a character suffers a strike and dies, no one misses him because it is as if he never existed).

As soon as the sphere is loosed, the Frost Lord can feel it and makes hast from his mountain top to diserver the nature of the problem down below. The sphere will eventually come to rest again as it passes over the platinum dot at some point. This could take days.

AREA 3: This is the library of the Frost Lord. Massive, book filled shelves line the entire east wall of this room. Piles of books cover the floor as well. Walking through this room is like going through a hedge of books.

In the center of the room is a large chair made of ice. Above the chair floats an orb that gives of a bright white light. When the Frost Lord is in this room, the orb follows him around. All of the books are large, about 30 inches tall and 20 inches wide. The thickness of the books varies. They cover a range of subject matter. The Frost Lord is an avaricious reader and his deal with Unklar allowed him to collect many, many books over the millennia of his rule.

Most of the books are undecipherable, written in arcane languages, dead languages or even demonic languages. *Read magic* spells help with some of the books but not always. In some cases the books contain nothing but blank pages. These are books which have been 'unmade' and thrown out by the Frost Lord (once the Frost Lord touches something there is a chance it will become unmade – this is only a one time occurrence though).

There is an Annis in here hiding amongst the books. She arrived ages ago in the company of some ogres to do service for the Frost Lord. He took a liking to her and has kept her around for these many years. She prefers to stay in the library and read since there is little killing and other evil acts to participate in.

The arrival of human flesh is too tempting for her not to try to kill and eat someone. She will first approach the characters in a friendly manner (after altering her appearance) and lead them into the maze of books and try to split them up and get them lost in the maze of books. She then casts her fog spell and goes to work on any character she can get alone.

The only manner in which to avoid her trying to kill a character is to engage her in conversation about the books and their contents. The character attempting to engage her must make a successful charisma (persuasion) check opposed by her wisdom (insight) check in order to enthrall her. The characters questions and actions must not be in a violent or aggressive manner. The Frost Lord enjoys the annis' company but not so much that if she dies he misses her. However, killing her will not endear the Frost Lord to the characters.

ANNIS HAG (CE Medium Fey) HP 85 (HD 10d8+30), AC 17, Spd. 30ft. Str 18 Dex 12 Con 16 Int 18 Wis 14 Cha 12. Perception 15 (+5); *arcana* +7, *athletics* +7, *deception* +4, *Insight* +5; *Claws* +7 (2d4+4), *Bite* +7 (1d6+4), *Rend-*



ing Grapple (if claws hit; $2d4+4$ and $1d6+4$ each round; victim restrained and grappled; escape DC 15). SA immune to charmed, restrained; resist cold, fire, non-cold-iron weapons; darkvision 120ft; multiattack; Resist illusions; spell-like abilities (2/day each): alter self, fog cloud. Challenge 6 (2,300 XP).

AREA 4: This Chamber is the Frost Lord's private study area. There are several large chairs in here, piles of pillows, thick carpets stacked atop one other, and braziers burning with blue light.

LEVEL 4: MOUNTAIN

This level contains the private quarters of the Frost Lord and provides access to the pinnacle of the mountain. The steps extend down several hundreds of feet to the base of the mountain. It is exceedingly cold down here with temperatures hovering at around the 25 degree range. Ice clings to everything and stalagmites and stalactites of ice line the ceiling and floor.

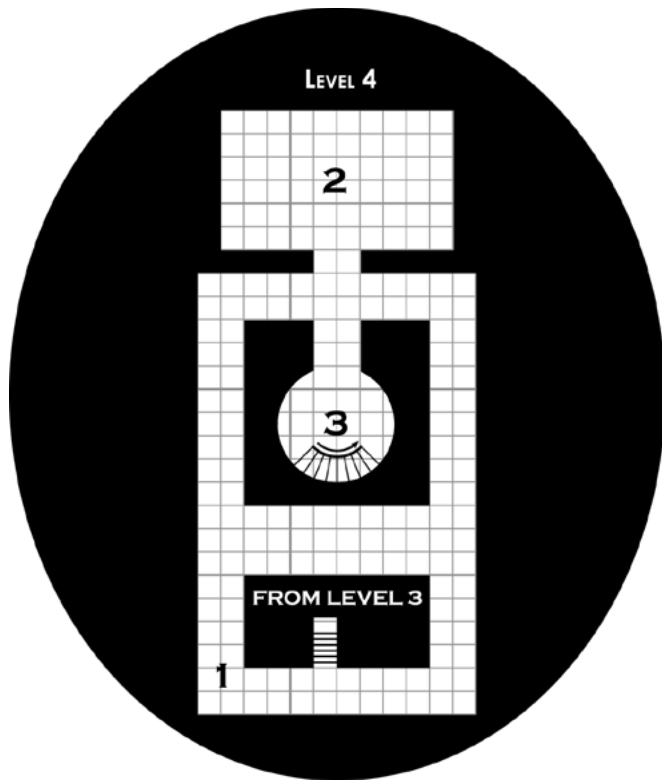
AREA 1: This large room has a ceiling some 50 feet above the floor. Massive columns stretch from ceiling to floor holding it all in place. Through the blue ice one can make out astoundingly beautiful murals inlaid into the floor. One can also see part of a huge snake-like creature's body immediately upon entering the room. The girth of the body is larger than that of a man and it is wrapped and twined about the columns.

This creature is a remorhaz. It is a very powerful creature but it is docile and only obeys the commands of the Frost Lord. Unless attacked, it remains wrapped around the columns in repose. Should the characters approach the creature's head it wakes up and just opens its maw at them as if in a yawn but a very threatening yawn.

REMORHAZ (Unaligned huge monstrosity) HP 195 (HD $17d12+85$), AC 17, Spd 30ft, 20ft (burrow). Str 24 Dex 13 Con 21 Int 4 Wis 10 Cha 5. Perception 10. Bite +11 (10ft; $6d10+7$ plus $3d6$ fire and grappled/restrained (escape DC 17)), swallow (on bite; $6d6$ acid/turn plus restrained/blinded; if creature inside deals 30 damage 1 turn, creature makes DC 15 con save or regurgitates victim.) SA: Heated body ($3d6$ fire to all who touch or hit), darkvision 60ft, tremorsense 60ft, immune to cold and fire.

AREA 2: This is the Frost Lord's personal chamber. One can see from beyond the portal a very sumptuous room. It is a room fit for a lord of great and ancient standing. The ceiling is inlaid entirely with gold and silver. The floor has murals made of gems of all kinds. Large chairs sit beside a massive bed covered in resplendent furs and silks. Several large metal trunks sit neatly against one wall. A table with a basin upon it sits against another wall. The room is absolutely astounding to behold with wealth beyond imagining.

Getting inside is another matter. The portal to the room has a wall of force across it, cast by the Frost Lord, who acts as a 20th level wizard. The only people who can get through it are the Frost Lord and those he invites to enter. Otherwise this room is not enterable. And furthermore, the Frost lord will under no circumstance invite the party inside. The only ones who have



been inside this chamber in 1000 years are the annis, the naga queen, the white dragon, and the remorhaz.

AREA 2: This is a large cylindrical stairway leading up to the top of the mountain. A spiral staircase, 20 feet wide extends all the way to the top of the mountain 2000 feet above. It is quite a climb, especially as the steps are not made to accommodate humans and even worse for dwarves, halflings or gnomes. A slick layer of ice covers it as well. It takes about 2-3 hours for a human to get up to the top of the mountain. Should the characters begin ascending these steps the remorhaz from Area 1 follows them, but does not attack.

As the characters ascend the mountain, it gets colder and colder. At the top, the characters can clearly see the open sky, hear the rushing wind and snow drifts down into the staircase. The staircase opens up onto the top of the mountain.

AREA 4: This is the roof of the mountain. Mount Utring sits 2000 feet above the plains below. From this height, the Blighted Scree stretches off into the wildernesses beyond. Well one would be able to see it if it were not for the continual storms atop the mountain. The Frost Lord must come up here frequently to cast the spells that keep open the dimensional rift that maintains the tattered remains of the Shroud of Darkness about his fortress. From this ravaging of the fabric of existence comes the icy cold winds and snows that buffet the mountain.

It is truly terrifying up here. The snow lashes about madly and blindingly, and it is, at times, like being in a white out. The characters can not see more than a dozen feet in front of them. The wind is chill and cuts to the bone. It is so cold up here that long exposure to these elements, without magical protection WILL kill a character. Each minute, the characters must make a constitution check. If they fail, the character loses 1 con point

an hour until ½ is gone. They then become disoriented and can no longer make rational decisions. After this they then lose 2 constitution points an hour until 0 is reached and they die.

The mountain top has a broad landing perhaps 100 feet across and 700 feet long. All along the rim of the roof of the mountain are a series of jagged rocks almost forming what looks like battlements. Ice and snow blanket the area.

The Frost Lord is up here awaiting the arrival of the characters – should they have made it this far. If not, see below. As the Frost Lord moves, the weather around him moves as well such that it is calm within 20 yards of his person. He approaches the characters.

You see the blinding swirls of snow part in front of you as the Frost Lord approaches. He is tall, about 15 feet in height and looks akin to a frost giant. His skin is blue and hair is white. A big bushy beard grows down to his mid-chest. His shaggy hair and beard both sparkle with a thousand ice crystals. The air crackles around him, and the ground beneath his feet simply turns to ice. His broad face breaks into a wiry smile.

He approaches you carrying a massive axe and wearing a coat of mail that glows light blue.

“Well, there you are. I am Vaul Ferestin. What are your names?”

And here is the twist. The Frost Lord cares very little about all the stuff he has acquired over the centuries. He actually cares little for the keep itself. He has a few favorites, the remorhaz, the white dragon, the naga queen and he even likes his two-headed frost wolves (though they are so ill tempered even the Frost Lord has a difficult time controlling them). The Frost Lord is immortal and develops only a few long lasting and real attachments and these are usually to other immortals.

His interests have changed since the fall of Unklar and the demise of the Winter Dark. He desires to travel again to the frosty worlds of the far north and discern the new nature of the world. He is also concerned about one of his brethren whom he learned was imprisoned many years ago by Unklar. He would like this brother Oonmaukling freed from his rocky prison.

The Frost Lord is probably aware of the characters before they arrive, learning of them either through his minions, hearing them or even sensing them. If so, he has chosen to let them get as far as possible, primarily out of curiosity, but also because he has been busy casting spells on top of the mountain in an effort to keep the snow falling.

The encounter with the Frost Lord is a role playing encounter, not combat, designed to move the adventure forward (discussed below) into another adventure. The Frost Lord is not concerned about what the characters have done in Mount Utring. He is immortal, their damage is fixable.

He is more concerned about getting the characters to give him information about the wide world beyond as he is woefully

under informed about the events of the world since the passing of Unklar. He engages the party in many conversations about this should they choose to. He invites them to his study or elsewhere to keep them warm (Vaul cannot unmake the freezing temperatures which swirl about him). Further, he is looking for some help. One of his brethren Oonmaukling is locked within a space far from here and away from this world and one too which the Oonmaukling can not travel. He would like for the characters to go and free this Oonmaukling or at least kill his brother's keepers and allow him to return to Ahrde.

This Oonmaukling is kept in a prison, the entry to which is along the north end of the Blacktooth Ridge. Vaul locates a map and points the characters in that location. This is the *Despairing Stone* and the location of the next adventure in the series.

To further entice the characters to undertake this mission, Lord Vaul passes along several pieces of information. Should the characters have the pieces of the horn, he tells them that his brother had several parts in his possession as well. Also, if they bring it back, the Frost Lord agrees to unmake the binding spell that keeps the horn from being put back together, and even more, his brethren Oonmaukling is capable of fixing the horn once the spell is broken. This latter part is untrue though the Frost Lord does not know it to be the case.

If the characters do not have the horn – because they have not found the parts or are even unaware of it, then he sends them there in order to free his brother and agrees to fix something of or make something of the character's desire. They can choose anything within reason and which will not unbalance the game. In any respect, the Frost Lord needs to get them to go there and free the other Oonmaukling.

With regards to the spell used for bringing the souls back out of the gems found in A5, he has the spell written down in his library and gladly gives it to the characters if they ask. This can also be a point of trade for getting the characters to go to the Despairing Stone.

The Frost Lord is nigh impossible for characters of the PCs' level to defeat in combat, especially with the remorhaz coming up the stairs. The CK must warn the characters of his power and that it is ill advised for them to attack him.

WRAPPING UP AND UNDERSTANDING THE ADVENTURE

The characters, after traveling here and meeting with and talking to the Frost Lord, hopefully become aware of the world outside their own meandering adventures. The adventuring party exists in a wide, wide world in which events swirl about them and have no reference to them. They are only small pieces in a large puzzle. Creatures and beings have designs and desires outside the concerns of the characters. The players should come to realize this as part of their character's story arcs.

But, the characters, at this level, are entering into an epic picture, not just as passers-by, but as participants. As they gain levels from this point forward, their actions can reverberate widely. They will encounter powerful creatures, beings and others whose plans and impacts upon the world are far and wide and deep. The actions of the characters can have an impact far and wide as well. They become recognized, feared, and sought after. The characters are shortly about to become heroes in Ahrde.

The epic adventure has begun.

APPENDIX A: NEW MONSTERS

AGHUL (TUSKED DEVIL, TVUNGEN)

The Aghul are large man-like creatures, possessed of long arms and shorter legs. They are entirely hairless but for their monstrous heads. Their bodies are thickly muscled, if at times disproportionately so. They wear little in the way of clothing as they are totally immune to any form of temperature, hot or cold. They have massive broad foreheads, a long trunk like nose, and two huge tusks that rise from their toothy maw. The fur covered head is dirty and matted. Their tusks are long, ivory, and often carved or covered in jewels and bands of iron, silver, gold or platinum. They are very fond of jade and cap their tusks in this precious metal.

The Aghul are a type of devil, extremely evil and filled with a burning hate for all things. Their own hideous forms lead them into solitary lives, though they do, from time to time, gather in a concourse for what purpose few can surmise. They spend their solitude in failed attempts at creation for it is their desire to lord over lesser creatures and they are forever steeping themselves in arcane magics and the various sciences. These creatures are very intelligent, possessed of a natural ability to judge the value and reason of things. They possess some minor empathetic abilities.

The Aghul are reluctant to fight and only do so if threatened, cornered, or made extremely wrathful. Generally they attempt to cajole their slaves or servants into battle for them. When forced into battle they do so using a combination of spells to disconcert their opponents and close using their weapon of choice: the Knoglen.

KNOGLEN BLADE: The blade is a +3 polearm with blade(s) of razor sharp, self-replicating bones. On a successful hit with a natural 19-20, flakes of living bone break off into the wound and begin to meld with the victim. On the following round, the victim feels intense pain lasting for 4 melee rounds, during which the victim is at disadvantage to all attacks, checks and saves. During this time, a cleric can attempt to turn the bones as a skeleton; if successful; further damage is avoided.

At the end of these four rounds, the limb becomes numb and useless. Thereafter, the wound turns gangrenous and necrosis sets in within 1d4 days. There is no saving throw; only *cure disease*, *remove curse*, *remove disease*, *heal*, or *restoration* will remove the effects. If untreated, the rot spreads beyond the wound and the victim suffers 6 (1d10) necrotic damage each day until they die. Unless buried in holy or consecrated ground they reanimate as a zombie or skeleton in 1d8 days.

THE AGHUL IN AIHRDE

The aghul are rare in Aihrde anymore. Originally created by the All Father in the depths of the Void, these creatures thrived

in that Great Empty. When Unklar came to rule the world he called upon them, knowing of them from his own wanderings in the Void. Once summoned, they became bound to him and the Tvungen, and were named Devils by the Dwarves and Men who fought them. The aghul rose to power in the horned god's world and lorded over armies of ogres, orcs, and men. Their intelligence led them into many posts of great repute, building castles, bridges, and weaponry. Their knowledge of the various sciences played well with Unklar and he used them as servants throughout his experimentations.

The aghul were feared by most all of the creatures that served and fought the horned god. They are wicked, cruel creatures who thrive on the sufferings of others. Few entered their domains and returned, as they entered and were tortured by what diabolical machinations only they could tell.

When the horned god fell the aghul were scattered, many consumed in the wars that followed. But some fled to various strong holds, towers, and holes in the ground to live on until the day their master returned to Aihrde.

AGHUL

LARGE OUTSIDER, LAWFUL EVIL

ARMOR CLASS 18 (natural armor plus dexterity)

HIT POINTS 54 (7d10+14)

SPEED 30 FT.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	15 (+2)	14 (+2)	18 (+4)	10 (+0)	7 (-2)

DAMAGE IMMUNITIES: fire, poison

CONDITION IMMUNITIES: poisoned

DAMAGE RESISTANCE: cold; bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered.

SENSES: Darkvision 120ft., Passive perception 10.

LANGUAGES: Infernal, Telepathy 120ft.

CHALLENGE: 4 (1,100 XP)

REGENERATION: The aghul regenerates 5 (1d6) hit points per round so long as it is in a cold environment.

SPELL-LIKE ABILITIES: The aghul has the following spell-like abilities. Its save DC is 15 (Intelligence based). At will: detect thoughts, speak with dead. 3/day: glyph of warding, levitate. 2/day: fly, water walk. 1/day: animate dead, control weather, magic circle, spiritual weapon.

Multiattack: The aghul attacks with its tusks and its Knoglen blade each turn.

ACTIONS

TUSKS. Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 7 (1d8+5) piercing.

KNOGLEN BLADE. Melee Weapon Attack: +8 to hit, reach 10ft., one target. Hit: 11 (1d10+5) slashing damage.

ANNIS HAG

The annis hag always appears as an overgrown female humanoid with putrid eyes and long, black claws at the tips of her fingers. She has an exaggerated form which is extremely thin while at the same time being wiry and athletic, and has taut, drawn, cobalt-blue skin which is as hard as stone. These foul creatures are often found in the company of ogres, trolls and evil giants, very often commanding and controlling them. The annis subsists on a diet of human flesh, but will devour any flesh, so long as there is muscle and sinew. In general, annis hags are solitary and rarely gather in groups, but when they do they can be a serious threat, as can all hags forming a coven.

ANNIS HAG

MEDIUM FEY, CHAOTIC EVIL

ARMOR CLASS: 17 (natural armor)

HIT POINTS: 85 (10d8+30)

SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	18 (+4)	14 (+2)	12 (+1)

DAMAGE RESISTANCE: cold, fire; bludgeoning, piercing and slashing from weapons that aren't made from cold iron.

CONDITION IMMUNITIES: Charmed, Restrained

SENSES: darkvision 120ft; passive perception 15

SKILLS: Arcana +7, Athletics +7, Deception +4, Insight +5, Perception +5

LANGUAGES: Abyssal, Common, Giant, Goblin, Infernal, Orc, Sylvan

CHALLENGE: 6 (2,300 XP).

RESIST ILLUSIONS: The annis hag has spell resistance against all spells of the illusion school.

SPELL-LIKE ABILITIES: The annis hag may use *alter self* and *fog cloud* as spell like abilities. She may use each of these abilities twice, after which she must engage in a long rest before they may be used again.

MULTIATTACK. The annis attacks with her claws and a bite, plus a possible rend attack (see below).

ACTIONS

CLAWS. Melee weapon attack: +7 to hit, reach 5ft., one target. *Hit:* 11 (2d4+4) slashing damage.

BITE. Melee weapon attack: +7 to hit, reach 5ft., one target. *Hit:* 8 (1d6+4) piercing damage.

RENDING GRAPPLE. If the annis strikes with her claws, she holds her victim fast. The victim is both grappled and restrained, and suffers automatic claw and bite damage each round as a result. The escape DC for this grapple is 15; victims may try to escape each round. While an annis is grappling, she may not attack any other creatures, but may defend and gains half cover from her victim. Further, if the AC bonus from her victim is what prevents her from being hit, her victim is instead struck for full damage.

In combat, the annis hag uses her strength and claws to maximum advantage, holding her foes in an iron grip and rending them apart. They are wickedly intelligent and almost always send their minions into battle first, to weaken their foes.

BELKER

Belker appear as demonic creatures made of shadow, smoke and ash, a wraithlike monstrosity which can vary its form from completely solid to utterly incorporeal. They are winged, clawed, fiendish monsters with tendrils of smoke and ash clinging to their wings. They are natives of the elemental plane of air, and are made of the very stuff of the elemental planes.

BELKER

LARGE ELEMENTAL, NEUTRAL EVIL

ARMOR CLASS 17 (natural armor; partially incorporeal)

HIT POINTS 78 (7d10+14)

SPEED 30ft., 50ft. (fly)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	10 (0)	7 (-2)

DAMAGE IMMUNITIES: Fire, Lightning, Poison, Thunder

CONDITION IMMUNITIES: Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

DAMAGE RESISTANCE: Bludgeoning, Piercing and Slashing from nonmagical weapons

SENSES: Darkvision 60ft, passive Perception 10

LANGUAGES: Auran

CHALLENGE: 5 (1,800)

SMOKE FORM. The belker can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. While it occupies a hostile creature's space, the creature has disadvantage on attack rolls against the belker and the belker has advantage on attack rolls against the hostile creature.

MULTIATTACK. The belker attacks three times—with its wings, its claws and a bite.

ACTIONS

BITE. Melee Weapon Attack: +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6+3) piercing damage.

CLAWS. Melee Weapon Attack: +6 to hit, reach 5ft., one target. *Hit:* 6 (1d4+3) slashing damage.

WINGS. Melee Weapon Attack: +6 to hit, reach 5ft., one target. *Hit:* 10 (2d4+3) bludgeoning damage.

SMOKE CLAWS (RECHARGE 5-6). While occupying the space of a hostile creature, the belker can cause the creature to inhale part of its essence. This essence then forms into a claw within the creature which begins to tear at it from the inside, dealing 8 (3d4) slashing damage each round. A Constitution save (DC 14) negates the effect. Victims can attempt a new save every round to expel the claw from their body. Only one smoke claw can affect a given victim at a time.

Despite their fearsome appearance and malign nature, belkers shun combat when possible. They are utterly apathetic to the material plane and would much rather withdraw than battle. However, when cornered, they fight viciously to escape, but only so long as they feel there is no way out. The moment an escape presents itself, the belker will flee.

FROST OGRE

Frost ogres are smaller than normal ogres. Their legs are shorter and their bodies far more squat. Their red or blonde hair is generally long and they sport huge beards. They generally have hair covering their bodies. They have a light blue, almost white skin color, with deep gray eyes. They have wide set eyes and massive noses and ears. They are every bit as savage as their

FROST OGRE

LARGE GIANT, LAWFUL EVIL

ARMOR CLASS 16 (Natural armor plus Dexterity)

HIT POINTS 58 (6d10+18 HD)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	8 (-1)	14 (+2)	7 (-2)

DAMAGE IMMUNITIES: Cold

DAMAGE RESISTANCE: Bludgeoning from nonmagical weapons

DAMAGE VULNERABILITY: Fire

SKILLS: Athletics +6, Stealth +5 (Snow Camouflage)

SENSES: Darkvision 60ft., Passive Perception 12

LANGUAGES: Common, Giant

CHALLENGE: 3 (700 XP)

CLIMBING: Frost ogres gain advantage on Athletics checks to climb in mountainous or hilly regions.

HEAT WEAKNESS: When exposed to temperatures above 50 degrees, frost ogres suffer disadvantage on all saves, checks and attack rolls.

SNOW CAMOUFLAGE: Frost ogres gain advantage on dexterity (stealth) checks in snowy or icy conditions.

SURE FOOTING: Frost ogres have knobby feet and long clawed toes allowing them to walk freely on ice and snow with little fear of falling. They gain advantage on all Strength and Dexterity checks made to retain footing or avoid being knocked down.

TRAPS: Frost ogres use a variety of traps to ambush their prey. Spotting a trap requires a Wisdom (Perception) check DC 15 (or passive perception 15). Failure means 1d4 characters are caught in a trap and suffer one of the following consequences

(CK's choice): 2d6 damage, inflict any condition on a character so caught (Save or Escape DC 15). In all cases, failure to notice a trap grants surprise to the ogre and its kin.

ACTIONS

GREAT CLUB. Melee weapon attack. +6 to hit, reach 10 ft., one target. Hit: 15 (2d8+4)

larger kin, but tend to be more group-oriented, working in concert in both the hunt and normal tasks. This allows them slightly better tool use and they are able to understand and build rudimentary shelters, walls and the like.

Even more than normal ogres, frost ogres rely upon cunning and subterfuge to gain their ends. They are avid hunters, but do so by stealth or traps. When a trap is sprung they fight ferociously, much more inclined to remain on the field until they are killed than quit, even in the face of insurmountable odds. This is largely due to their reliance on the group for survival and a primitive instinct kicks in that allows them to remain with their fellows, even when they have fallen. They are desperately afraid of fire, and do not use it even to cook or warm food.

JACULUS

The jaculus is a strange and rare creature with the body and head of a viper and the wings and talons of a bird of prey. It is a dangerous predator which hides in forest canopies watching for potential prey. Generally, jaculi target small and weak animals, but when starving, desperate or threatened they will attack larger creatures, swooping down silently and deadly, striking first with talons, then biting to inject their deadly venom.

JACULUS

SMALL BEAST, UNALIGNED

ARMOR CLASS: 15 (Size plus dexterity)

HIT POINTS: 3 (1d6)

SPEED: 5ft, 30ft (fly)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	3 (-4)	16 (+3)	7 (-2)

DAMAGE IMMUNITIES: Poison

CONDITION IMMUNITIES: Poisoned

SENSES: Keen vision, darkvision 120ft, passive perception 18

LANGUAGES: None.

CHALLENGE: 1/8 (25 XP)

KEEN VISION. The jaculi has advantage on all Wisdom (perception) checks involving eyesight.

MULTIATTACK. The jaculus attacks with its claws and a bite.

ACTIONS

CLAWS. Melee weapon attack: +6 to hit, reach 5ft, one target. Hit: 2 (1d4) slashing damage.

BITE. Melee weapon attack: +6 to hit, reach 5ft, one target. Hit: 1 point of slashing damage, plus 3 (1d6) poison damage. Con save DC 12 negates poison damage.

SPIT VENOM (RECHARGE 6). The jaculi spits venom at its foe, causing 1d4 poison damage plus blindness for 1d4 hours.

A DC 12 Dexterity save negates the damage and blindness effect; flushing the eyes with water for 1d4 rounds will restore vision.

NAGA, FROST (BRODEN)

The frost naga is a bizarre creature originating from the nether planes. They have long slender snake-like bodies of silvery or bluish white hue. A thin, black, razor sharp spike tops the tail. The body is topped by a hideous female human head with silvery, matted hair and long fangs. They emit a pungent odor, not necessarily unpleasant, that smells of burnt coal.

As with most nagas, frost nagas serve as guardians. Unlike most other nagas, these nagas primarily guard doorways and entries because of their unique ability to call upon other nagas in the vicinity to help them.

In combat, the frost naga tries to move in and constrict an opponent while biting them in order to steal their heat and heal itself. While doing so, the frost naga uses its tail to attack others or keep them at bay.

THE FROST NAGA IN AIHRDE

Unklar created this species of naga, in the deeps of Klarglich in the early days of the Winter Dark. When the first of them broke shell and spilled across the fire stained stones of the pit, he breathed upon them, giving them the breath of winter. These early beasts took to Unklar like few others. They swarmed upon his feet and followed him through the dank passages to his throne room. As they grew, he dispersed them and set them at portals, more to watch his servants than to watch for enemy. He continued to breed the creatures in the pits and throughout that grim castle.

In time they were ported from Aufstrag, carried by his greater servants, into the wilds of the world, given the task of guarding the wards of Aufstrag.

Despite their desire for cold, the broden naga have thrived in the world since Unklar's fall. They are able to affect their immediate environment and keep vestiges of the Winter's Dark, at least in their lairs.



NAGA, FROST

LARGE MONSTROSITY, NEUTRAL EVIL

ARMOR CLASS: 15 (natural armor plus dexterity)

HIT POINTS: 58 (9d10+9)

SPEED: 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	15 (+2)	15 (+2)	16 (+3)

DAMAGE IMMUNITIES: Cold, Fire, Poison

CONDITION IMMUNITIES: Charmed, Grappled, Poisoned

SENSES: Darkvision 60ft, Heat sense 120ft, Passive Perception 14

LANGUAGES: Common plus one other language.

CHALLENGE: 4 (1,100 XP)

HEAT DRAIN: When the frost naga successfully constricts a foe, it absorbs their heat and heals itself for 1d4 points of damage. In addition, any fire- or heat-based attacks heal the naga instead of harming it: the ratio of healing is 1 point of healing per four points of damage.

HEAT SENSE: The frost naga is able to sense and track normal human body heat sources at a range of up to 120 feet and fire up to one mile. This also grants the naga blindsight so long as there are heat variances in the area.

FREEZE SURROUNDINGS: The area (20 feet) around the frost naga is always frigid and drops to about 25 degrees F. The ground and walls freeze instantly creating a slippery surface which is difficult terrain. A DC 15 Dex save allows normal movement, though failure means the target falls prone, requiring an action and a second DC 15 Dex save to stand again on the slippery surface). Anyone not prepared for the sudden drop in temperature also suffers 1-4 points of temporary cold damage, which heals at 1 point per hour after leaving the area.

SILENT CALL: A frost naga can emit a silent (mental) call for help when it is attacked. Any other nagas within 250 feet can sense this and come to its aid.

MULTIATTACK. The naga attacks twice, with its bite and its tail.

ACTIONS

BITE: Melee Weapon Attack: +5 to hit, reach 10ft, one creature. *Hit:* 10 (2d6+2) piercing damage.

TAIL: Melee Weapon Attack: +5 to hit, reach 10ft, one creature. *Hit:* 12 (2d8+2) bludgeoning damage, plus constriction.

CONSTRICT: Melee Weapon Attack: On successful tail attack, the target is grappled and restrained, suffering 2d8 points of damage at the beginning of each of the naga's turns and healing the naga for 1d4 damage. The escape DC is 13.

APPENDIX B: NEW MAGIC ITEMS

DUST OF APPEARANCE

WONDROUS ITEM, RARE

This refined powder appears as a light dust that shimmers with a metallic sheen. A single handful of the substance, when flung into the air, covers a 10-foot radius and forces all invisible creatures and objects to become visible immediately. It negates the effects of spells such as *blur* and *mirror image*, as well as revealing projected images and illusions for what they are. Any creature coated with the dust suffers disadvantage on hide checks. The effects of the dust lasts for 5 minutes.

HICKORY STAFF

WEAPON, UNCOMMON

The hickory staff is as light as a feather but as hard as iron. In combat, it serves as a +2 quarterstaff and has 10 charges. Upon a successful hit, the wielder can expend a charge to do an extra die of damage. Only one charge can be expended per hit. The staff regains 1d6 charges every morning at dawn.

KNOGLEN BLADE

WEAPON, VERY RARE, REQUIRES ATTUNEMENT

The Knoglen blade is found only in the possession of an aghul, and is fashioned from the living bones of its victims. The haft and blade is a +3 polearm with blade(s) of razor sharp, self-replicating bones. On a successful hit with a natural 19-20, flakes of living bone break off into the wound and begin to meld with the victim. On the following round, the victim feels intense pain lasting for 4 melee rounds, during which the victim is at disadvantage to all attacks, checks and saves. During this time, a cleric can attempt to turn the bones as a skeleton; if successful; further damage is avoided.

At the end of these four rounds, the limb becomes numb and useless. Thereafter, the wound turns gangrenous and necrosis sets in within 1d4 days. There is no saving throw; only *cure disease*, *remove curse*, *remove disease*, *heal*, or *restoration* will remove the effects. If untreated, the rot spreads beyond the wound and the victim suffers 6 (1d10) necrotic damage each day until they die. Unless buried in holy or consecrated ground they reanimate as a zombie or skeleton in 1d8 days.

CURSE: The weapon is thoroughly evil and will bewitch any wielder of non-evil alignment who wields it. If a creature of non-evil alignment attunes themselves to the weapon, that creature becomes lawful evil in alignment and utterly refuses to part with the weapon or use any other weapon in melee combat (though it may still use ranged weapons). In addition, the wielder must strike another creature with the blade at least once a day unless they make a DC 15 Charisma save.

RING OF FORCE SHIELD

WONDROUS ITEM, RARE, REQUIRES ATTUNEMENT

This simple iron ring generates a shield-sized and shaped *wall of force* that stays with the ring and can be wielded by the wearer as if it were a heavy shield, though no proficiency in shields is required for its use. Since the shield is composed of eldritch energy, it has no weight and may be activated/deactivated as a reaction or a bonus action

SLEEP ARROW

WEAPON, RARE

This +1 arrow is painted white and has white fletching. If it strikes a foe successfully, instead of dealing normal damage, it bursts into magical fire which deals temporary damage in the same amount. In addition, the target must make a Wisdom save (DC 15) or fall unconscious as though affected by the *sleep* spell, regardless of the target's hit dice. A *sleep arrow* is consumed once used, but only when successfully striking its intended target (it is not consumed on a miss).

SMITHING HAMMER

WONDROUS ITEM, RARE, REQUIRES ATTUNEMENT

This hammer imparts the ability to its owner to be a competent smith. The smith must wear this hammer at all times in order to use the magical ability. Possession of the hammer grants proficiency with smith's tools and advantage on all rolls relating to smithing, including the use of tools as well as appraisal of the quality and value of another smith's work, etc. The hammer is not a weapon and confers no combat bonuses, but deals 1d4 points of bludgeoning damage.

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