



HAUNTING LODGE

A short adventure for four
17th-level player characters

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Set high in a mountain range on the edge of civilization is the Green Lodge, once headquarters for one of the most famous hunting clubs in the world. Its members were not satisfied with mere animals and beasts—they hunted aberrations, magic beasts, oozes, undead, and even young dragons. The members gathered once a year to boast of their exploits and show off their latest trophies. Ten years ago, bragging rights went to Lord Rowan Fane, who brought in the twelve stuffed heads of a runt Lernaean cryohydra.

Unfortunately for the members of the lodge, the spirits of the creatures they killed for sport did not rest easy. In particular, the runt cryohydra became a ghost, angered at its death and the display of its heads as ornamentation for its killers. After brooding in anger for a year, the spirit manifested as a ghost called the cold spirit when the hunters returned. Sealing the Green Lodge with a terrible snowstorm, the cold spirit killed all the hunters and awoke more of their victims as ghosts.

The lodge now sits frozen in a perpetual blanket of winter. No one has entered it for nine years, and the ice field around it has grown. Though no one knows what happened within the lodge, it is clear that anything that could kill the powerful hunters, who themselves had slain a menagerie of magic creatures, is too powerful for average heroes to contend with. Soon, however, the ice from the never-ending blizzard will encroach on local towns and mountain passes, making it impossible to live in nearby communities. If civilization is to survive near the mountains, someone must end the curse of the Green Lodge.

PREPARATION

You, the Dungeon Master (DM), need a copy of the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *MONSTER MANUAL*® to use this adventure. Text that appears in shaded boxes you should read aloud or paraphrase for players. Monster statistics are provided in abbreviated form.

To get started, print out this module (including the map). *Haunting Lodge* uses the 10/31/00 Haunted House map from the Map-a-Week feature on the D&D® website. The original is available for download at <http://www.wizards.com/dnd/images/mapofweek/HauntedHouse.jpg>. The map is reprinted in this adventure for your convenience (see page 4). Use a scale of one square = 5 feet.

CHARACTER HOOKS

Haunting Lodge is designed to be a site-based adventure the characters seek out of their own volition. Though the heroes might simply stumble across the Green Lodge as they seek shelter from the snowstorm, the scenario becomes much more satisfying if they seek out the building with the express intent of putting an end to the eternal ice that now surrounds it. Since the adventure is designed for high-level characters, the most likely way to get them involved is for someone familiar with their exploits request their help.

The location of the Green Lodge is unimportant, since the characters are unlikely to leave once the adventure begins. It could easily be moved to almost any location in your campaign world.

Several possible ways to hook the player characters (PCs) are presented below.

- The characters are approached by the noble whose domain includes the mountains where the Green Lodge is located. He offers to give them the Green Lodge as a base of operations if they take care of whatever killed the hunters a decade ago.
- The characters are passing through the mountains in summertime, and spot the area around the lodge is choked in ice. They may investigate on their own or ask about the phenomenon at a local village, where they learn of the lodge's history and the problems its ice is causing to local passes.
- One of the hunters left an heir, who contacts the PCs and asks them to recover the bodies of the dead lodge members (all of which are long gone; the ghost dragged them away to the Ethereal Plane, where the bodies drifted off before the ice barrier formed).
- The PCs are invited to join another hunting lodge located in a different section of wilderness. Membership grants access to sages, warriors, and prestige. To prove their worth, the PCs must return with all the trophies located in the Green Lodge.
- A master druid who long opposed the hunters' "sport kills" contacts the PCs and asks them to end the group's evil. She fears it has spread to the very forces of nature near the lodge, resulting in the long winter there.

REACHING THE LODGE

When the PCs come within sight of the Green Lodge, read or paraphrase this text.

Heavy snow falls all around you, cutting visibility down to just a few yards. The normal scents of the wilderness are all replaced with the cold, wet smell of ice. The wind is slow, creating lazy swirls and drifts both in the falling snow and along the ground. The only sounds are the crunch of your feet breaking through the layers of ice and snow beneath you.

As you move forward, a building looms out of the storm suddenly. It is two or three stories tall and quite large, but it's impossible to see the details of the structure under the thick layer of ice. Snowdrifts cover most of the lower floor, but the top of the door shows through in the middle of the front wall.

THE ETHEREAL PLANE

The cold spirit now spends its time on the Ethereal Plane, creating massive walls of ice with its breath weapons. Over the years, this ice has built up into huge barriers on the Ethereal Plane, completely cutting off the area around the Green Lodge. A character entering the Ethereal Plane from the Green Lodge (or anywhere within 30 feet of it) is trapped within this giant cavern of ice, while anyone entering the ethereal from beyond this is kept out by the walls of ice. The walls are 200 feet thick, with hardness 5 (0 against fire) and 1 hp per 12 cubic inches (resulting in 144 hit points per cubic foot).

The cold spirit sits within the cavern of ice, keeping an occasional eye on the events within the Green Lodge. If any creature materializes within the cavern of ice on the Ethereal Plane the cold spirit attacks immediately (see "The Cold Spirit," below).

ROOM DESCRIPTIONS

The Green Lodge holds 20 rooms, marked 1 to 20 on the map. Each room has a quick description below, along with a list of important items within it. The rooms themselves are not dangerous, but any of them could become the site of an encounter between the PCs and one of the ghosts of the hunting lodge.

See "The Cold Spirit" and "The Fire Pack," below, for details on these ghosts.

1. Entry

The door opens without difficulty, revealing a long hallway. A stairway rises off to the right, and doors line both sides of the hall. Faded colors cover the walls in blurred patterns, and scraps of bright red cloth lie scattered across the floor. The walls themselves are dark wood, and surprisingly well preserved. Two large blue lizard heads hang on plaques mounted halfway down the hall, one on each side.

The heads are #1 and #2 of the cold spirit's heads.

2. Lounge

A sofa and two chairs sit in this well-appointed room, looking as though they were used just yesterday. A small window to the outside cuts into one wall, but no light comes through the thick ice outside. A blue lizard head lies on the floor, near the sofa.

In this lounge, Rowan Fane prepared the plaques for his trophy heads. The cold spirit's #3 head is here.

3. Dining Hall

A broken table and cracked wooden chairs take up the center of this room. Smears of red are everywhere—the floor, walls, and ceiling are bright with the frozen liquid. Small red crystals, like crimson ice, are piled in small heaps across the floor.

At each end of the room hang blue lizard heads mounted on the walls. Only these are free of the red material found everywhere else.

This is the dining hall, where the cold spirit killed the hunters. Their blood froze long before it had time to spoil. Though there are no bodies, PCs hunting for some evidence of a particular hunter can find scraps of clothing, weapons, and personal items here. Heads #4 and 5 remain in this room as well.

4. Serving Hall

Two long wooden tables are covered in frozen foods. Breads, soups, and meats sit encased in ice crystals, showing no sign of decay or rot. Three doors exit the room, each with a scuffed brass plate bolted to the bottom

This was the serving hall, with brass kick-plates on the doors. There is nothing of importance here.

5. Sitting Room

Comfortable padded leather chairs and footstools fill this room. Ice covers the one window, but some light trickles in. The leather of the furniture has cracked and split, but the woodwork looks pristine.

This was a sitting room. There is nothing of importance here.

6. Taxidermy Chamber

A few chaise lounges and benches sit around the walls of this room, which is illuminated by light pouring in from windows only half covered in ice. A yellowed, stained cloth covers a table in the far corner. A collection of oddly shaped knives, hooks, and needles lies in the center of the room, as do several bolts of raw cotton.

This was a room for taxidermy of large trophy kills. The cold spirit's #6 head sits under the yellowed cloth, inside the table.

7. Kitchen

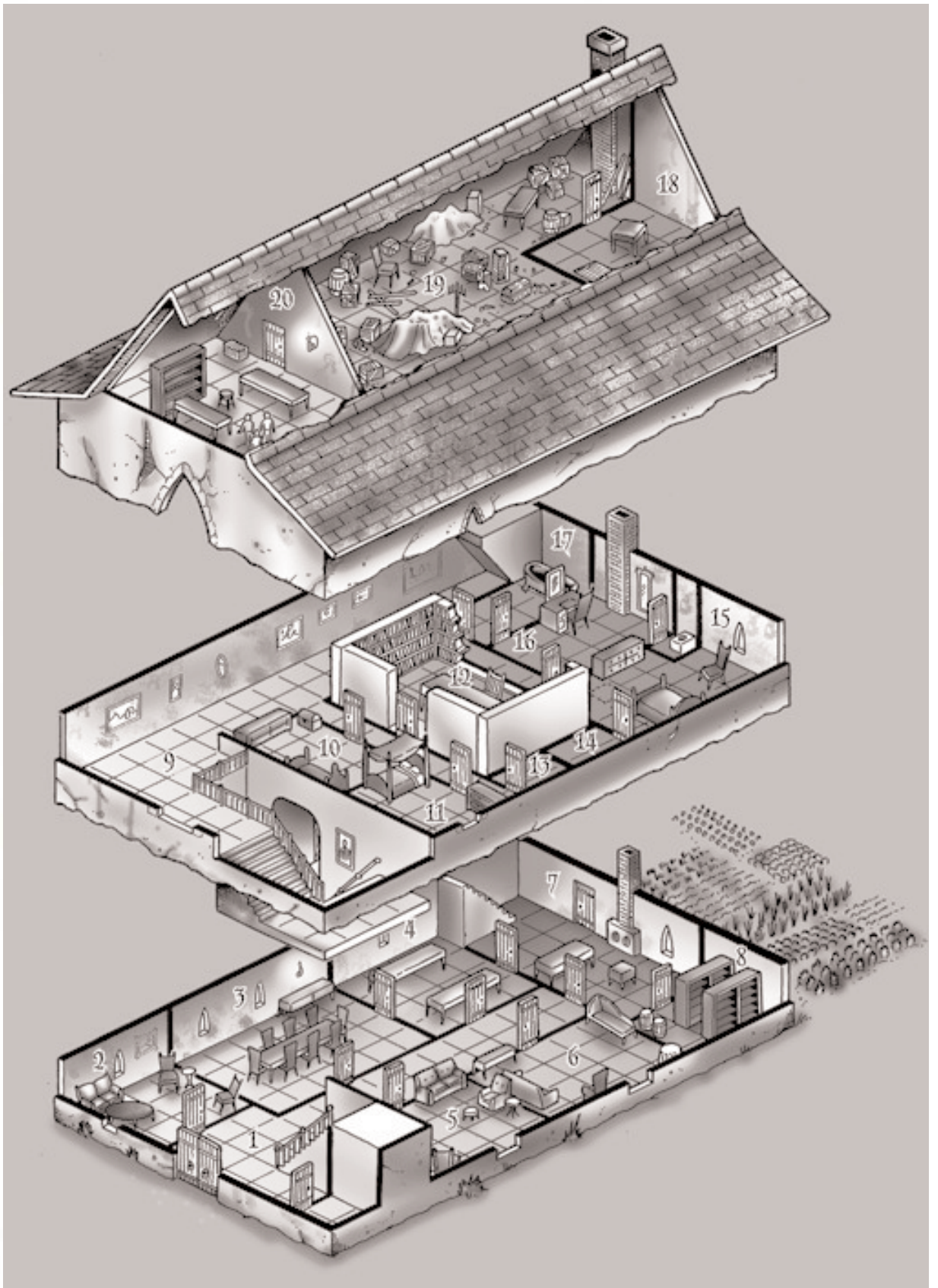
A fireplace sits in the corner of the room, ice bursting out from within it and cracking the stone. A wooden staircase covered in frost leads upward. Tables lining the room hold bowls and boxes of frozen ingredients and dough. There is no light, and no sign of decay.

There is nothing of importance in the kitchen.

8. Pantry

This pitch-black room does not feel as cold as the others. It exudes heavy, rotting scents and musk. Two large sets of shelves in the center of the room hold piles of moldering foodstuffs and fungus, all frozen. Two barrels sit in a corner, their seams swelling from within.

The pantry—again, nothing important here. The barrels are full of mold, though it's frozen.



9. Hall

On the second floor, a long hall runs from the stairwell. Doors made of firm lumber line the right-hand side. On the left wall hang numerous framed pictures and tapestries, though frost makes it impossible to determine what they depict.

The wall hangings show maps of the areas the hunters have visited to make their kills in past years.

10. Fane's Chamber

Several large chests sit around this chill room, each with a large brass lock holding it fast. A single bed rests in the far corner, its icy sheets neatly made and tucked.

This is Rowan Fane's room. All the chests are locked (Pick Lock, DC 45), but none are trapped. Mostly they contain Fane's personal possessions (1,000 gp, gems worth 2,000 gp, 10 *potions of cure serious wounds*, plus five finely cut sets of clothing and four empty journals), but one has the cold spirit's #7 head, which was too mangled to mount as a trophy.

11. Guest Room

A large wooden chest sits to the left, and a set of short, ice-coated bunk beds sits on the right. The cold room otherwise remains barren, with no wall hangings and only bare wooden floors.

Members of the hunting club used this guest room if they stayed overnight. The chest is unlocked and empty.

12. Library

Books line the shelves on the left- and right-hand walls, their leather spines scorched and pages burned, then frozen. A table and two chairs sit in the center of the room, also blacked and covered by frost. A thin sheet of smooth ice covers the floor. There is the slight scent of ash, but it is not fresh.

The fire pack torched this library in a fit of anger months ago. There is nothing of importance here.

13. Closet

This is an empty closet.

14. Closet

This closet holds the cold spirit's #8, #9 and #10 heads in a pile, each mounted on a plain wooden plaque.

15. Caretaker's Chamber

A large room contains fine furnishings, including a massive bed, a finely carved chest of drawers, and a ebon rocking chair. Thick frost covers everything, but there is no ice or snow. Light seeps in from the room's cold window.

This room was used by the lodge's caretaker. A trapdoor on the ceiling leads to Room 18 in the attic, but it is concealed by frost. A Spot check (DC 25) might allow a character to notice it, and a Search of the area (DC 15) almost certainly does.

16. Study

A lone desk sits in the corner, with a chair beside it. Both are covered in a thick casing of ice, making it impossible to glean any details.

The cold spirit's #11 head sits under the desk, concealed by the thick coating of ice. The ice has hardness 3 (0 against fire) and 100 hp. Hammering at the ice attracts the cold spirit's attention.

17. Bathing Room

Stone tiles cover the entire room. A large brass tub sits against the far wall, filled to the brim with clear, smooth ice. Icicles hang from the ceiling, and frost coats everything.

There is nothing important in this bathing room.

18. Records Room

This attic room stands empty save for a chest on the center of the floor. The a solid oak container bears a brass latch, but no sign of a lock.

This chest holds the records of the Green Lodge hunting club. The DM should make up names as necessary to fulfill the players' curiosity about the members. The ledgers indicate the names of each hunter, as well as the trophies taken by each one. Among the entries are notations that Rowan Fane killed both the cryohydra and four half-dragon dire tigers.

19. Attic

Little light enters this attic from ice-covered tears in the roof. A thick musty smell fills the cold air, and refuse lies scattered across the floor. The majority of the room is taken up by four huge bodies, each appearing to be a red and black winged tiger no less than 30 feet long, stacked on their sides in the middle of the floor. There is little room to get around the bodies. A door can be seen at the far end of the room.

These bodies are the stuffed, trophy remains of the fire pack. See below for more details on the fire pack. The door leads to Room 18.

20. Storeroom

Two oak tables, a bookcase, and a footstool take up the center of the floor, all layered with many inches of ice. The room is much colder than the others, and mist pours out of it through the doorway. Three goblins stand motionless in the corner, their still features clearly visible beneath the ice. A solid block of ice covers the right-hand corner, a dark shape visible within it.

This is the storage room of the lodge. The three goblins were half-fiends that won the lodge's top honors the year before Rowan Fane brought in the cryohydra. Buried in the ice in the corner is a wooden chest with the cold spirit's #12 head. The ice has hardness 5 (0 against fire) and 150 hit points.

THE GHOSTS OF THE LODGE

Haunting the lodge are five vengeful ghosts: those of four dire tiger half-dragons (called "the fire pack") and that of the cryohydra.

The Fire Pack

The four dire tiger half-dragons of the fire pack were impressive creatures in life, with flame-red stripes in their fur, huge draconic wings, and a ridge of horns traveling from their eye ridges along their spines to the tips of their tails. In death they have much the same appearance, save they keep their heads hung low in sorrow.

Rowan Fane slew the members of the fire pack in an effort to produce even more impressive trophies than

those he gathered from the Lernaean cryohydra. When the ghost of the cryohydra became a vengeful spirit and slew all the hunters within the lodge, the violence awoke the spirits of the fire pack. They have prowled the empty house ever since, seeking vengeance for their pointless deaths.

The Fire Pack's Tactics

Angered by the uselessness of their deaths, the members of the fire pack prowl the lodge in an endless, futile effort to find the hunters who killed them so disrespectfully. The members of the fire pack often break into two pairs and patrol the lodge separately, but if they hear the sound of their mates in combat they always move toward it.

The creatures of the fire pack are always manifest—they never completely leave the Material Plane (because of the cold spirit's presence on the Ethereal Plane). If attacked from the Ethereal they defend themselves, but their full attention remains on the Material Plane and the lodge. Due to their great size they often fill rooms entirely, and walk through walls on their way to the next chamber. They often pace like caged animals, for they are unwilling to leave the site of their bodies (stuffed in Room 19) and thus never go beyond the lodge.

Roll randomly to see which of the 20 rooms the members of the fire pack occupy when the PCs arrive at the lodge. The pack members then randomly relocate every hour to a new room, walking immaterially through any intervening rooms. If they encounter the PCs, the fire pack's reaction depends on the characters' appearance. Anyone with a ranged weapon out is seen as a hunter and attacked immediately. They ignore other PCs unless they attack a member of the pack.

☛ **The Fire Pack (4; against Material Plane opponents):** Male and female ghost half-red dragon half-dire tiger; CR 12; Huge undead (incorporeal); HD 16d8; hp 72; Init +2; Spd fly 30 ft. (perfect); AC 13, touch 13, flat-footed 11; Atk +12 melee touch (1d4, incorporeal touch); Face/Reach 10 ft. by 30 ft./10 ft.; SA Breath weapon (30-foot cone of fire), corrupting touch 1d4; SQ Darkvision 60 ft., immunities, incorporeal subtype, low-light vision, manifestation, rejuvenation, scent, turn resistance +4, undead traits; AL CE; SV Fort +10, Ref +12, Will +11; Str –, Dex 15, Con –, Int 4, Wis 12, Cha 16.

Skills and Feats: Hide +20, Jump +4, Listen +23, Move Silently +9, Search +5, Spot +23, Swim +3; Alertness,

Flyby Attack, Multiattack, Power Attack*, Wingover.

* *Power Attack cannot be used while the creature is incorporeal.*

Breath Weapon (Su): Once every 1d4 rounds, a member of the fire pack can breathe a 30-foot cone of fire that deals 6d10 points of fire damage. Each creature in the area can attempt a Reflex save (DC 19) for half damage.

Corrupting Touch (Su): A member of the fire pack that hits a living, material target with its incorporeal touch attack deals 1d4 points of damage.

Immunities: Each member of the fire pack is immune to fire, paralysis, and sleep.

Incorporeal Subtype: When manifested, a member of the fire pack can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms and has a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missiles*, and attacks made with ghost touch weapons). It can pass through solid objects (but not force effects) at will. Its attacks ignore natural armor, armor, and shields (though deflection bonuses and force effects work normally). The creature moves silently (cannot be heard with Listen checks unless desired).

Manifestation (Su): When manifested, members of the fire pack become visible but remain incorporeal. However, a manifested member of the fire pack can strike with its incorporeal touch attack. When manifested, it remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Planes.

Rejuvenation (Su): It is impossible to permanently destroy the fire pack members through combat alone. Even if overcome, killed, or destroyed, the ghosts return to the Green Lodge within 2d4 days. Similarly if their stuffed bodies are destroyed, they return in 2d4 hours. The only way to destroy the creatures is to placate their spirits, which are angered over their deaths serving no natural purpose. If their trophy bodies are used for any real function (turned into clothing, made into magic items, etc) and the crafter who does so apologizes to the spirits, they leave the Material Plane, placated. If these items ever fall out of use for more than 30 days, the ghosts once again grow angered and return to haunt the crafter who made them (or the crafter's heirs).

Scent (Ex): The fire pack can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Turn Resistance (Ex): A member of the fire pack is treated as an undead with 20 Hit Dice for the purpose of turn, rebuke, command, and bolster attempts.

Undead Traits: Each member of the fire pack is immune to poison, sleep, paralysis, stunning, disease, death, effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals it, and it is not at risk of death from massive damage but is destroyed at 0 hit points or less. It cannot be raised, and resurrection works only if it is willing.

➤ **The Fire Pack (4; against ethereal opponents):**

Male and female ghost half-red dragon half-dire tiger; CR 12; Huge undead; HD 16d8; hp 72; Init +2; Spd 40 ft., fly 30 ft. (average); AC 20, touch 10, flat-footed 18; Atk +22 melee (2d8+12, 2 claws) and +20 melee (2d6+6, bite), or +22 melee touch (1d4+18, incorporeal touch); Face/Reach 10 ft. by 30 ft./10 ft.; SA Breath weapon (30-foot cone of fire), corrupting touch 1d4+12, improved grab, pounce, rake 2d4+6; SQ Darkvision 60 ft., immunities, low-light vision, manifestation, rejuvenation, scent, turn resistance +4, undead traits; AL CE; SV Fort +6, Ref +12, Will +11; Str 35, Dex 15, Con 2, Int 4, Wis 12, Cha 16.

Skills and Feats: Hide +20, Jump +16, Listen +23, Move Silently +9, Search +5, Spot +23, Swim +15; Alertness, Flyby Attack, Multiattack, Power Attack, Wingover.

Breath Weapon (Su): Once every 1d4 rounds, a member of the fire pack can breathe a 30-foot cone of fire that deals 6d10 points of fire damage. Each creature in the area can attempt a Reflex save (DC 19) for half damage.

Corrupting Touch (Su): A member of the fire pack that hits a living, ethereal target with its incorporeal touch attack deals 1d4+18 points of damage.

Improved Grab (Ex): If a member of the fire pack hits a Large or smaller opponent with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +32). If it gets a hold, it can attempt to rake in the same round. Thereafter, it has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty to the grapple check, but the fire pack member is not considered grappled). In either case, each successful grapple check it makes

during successive rounds automatically deals bite damage and allows another rake attempt.

Pounce (Ex): If a member of the fire pack charges, it can make a full attack (including a rake attempt, see below) even though it has moved.

Rake (Ex): On any round that a member of the fire pack has a hold on an opponent (see Improved Grab, above), it can make two rake attacks (+22 melee) with its hind legs for 2d4+6 points of damage each. It can also attempt to rake when it pounces on an opponent.

Immunities: Each member of the fire pack is immune to fire, paralysis, and sleep.

Manifestation (Su): When manifested, members of the fire pack become visible but remain incorporeal. However, a manifested member of the fire pack can strike with its incorporeal touch attack. When manifested, it remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Planes.

Rejuvenation (Su): It is impossible to permanently destroy the fire pack members through combat alone. Even if overcome, killed, or destroyed, the ghosts return to the Green Lodge within 2d4 days. Similarly if their stuffed bodies are destroyed, they return in 2d4 hours. The only way to destroy the creatures is to placate their spirits, which are angered over their deaths serving no natural purpose. If their trophy bodies are used for any real function (turned into clothing, made into magic items, etc) and the crafter who does so apologizes to the spirits, they leave the Material Plane, placated. If these items ever fall out of use for more than 30 days, the ghosts once again grow angered and return to haunt the crafter who made them (or the crafter's heirs).

Scent (Ex): The fire pack can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Turn Resistance (Ex): A member of the fire pack is treated as an undead with 20 Hit Dice for the purpose of turn, rebuke, command, and bolster attempts.

Undead Traits: Each member of the fire pack is immune to poison, sleep, paralysis, stunning, disease, death, effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals it, and it is not at risk of death from massive damage but is destroyed at 0 hit points or less. It cannot be raised, and resurrection works only if it is willing.

The Cold Spirit

The cold spirit, the master ghost within the lodge, is responsible for the blizzard that surrounds the building.

The Cold Spirit's Tactics

The cold spirit isn't smart enough to have any carefully planned tactics, but it doesn't just sit in the Ethereal Plane and wait for the PCs to come to it. In any given hour, the cold spirit is watching one to four rooms of the Green Lodge. Roll a d20 to determine which rooms the ghost is paying attention to. If anyone does anything within those rooms, allow the cold spirit a Spot check to notice. If the spirit sees a target, it manifests and makes a single breath weapon attack. The spirit doesn't stay anywhere for long, so after a single attack it retreats back to the Ethereal Plane.

If the PCs start moving around the cold spirit's trophy heads in a room it's watching, the ghost manifests for 1d4 rounds and attacks whoever has its heads with bite/corrupting touch attacks. It uses breath weapon attacks only if it stays for 4 rounds. After 1d4 rounds, the ghost again retreats to the Ethereal Plane.

The cold spirit immediately notices anyone who moves onto the Ethereal Plane, and attacks that character(s).

➤ **The Cold Spirit (against Material Plane opponents):** Male ghost 12-headed runt lernaean cryohydra; CR 17; Large undead (incorporeal); HD 12d12; hp 78; Init +1; Spd fly 30 ft. (perfect); AC 11, touch 11, flat-footed 10; Atk +9 melee touch (1d10, incorporeal touch); Face/Reach 20 ft. by 20 ft./10 ft.; SA Breath weapon (12 frost jets), corrupting gaze, corrupting touch, frightful moan; SQ Blizzard, cold subtype, dark-vision 60 ft., head regeneration, incorporeal subtype, low-light vision, manifestation, possession, rejuvenation, scent, turn resistance +4, undead traits; AL N; SV Fort +8, Ref +9, Will +4; Str -, Dex 12, Con -, Int 3, Wis 10, Cha 13.

Skills and Feats: Hide +5, Listen +17, Search +4, Spot +17; Combat Reflexes.

Breath Weapon (Su): Once every 1d4 rounds, each of the cold spirit's heads breathes a jet of frost 10 feet wide, 10 feet high, and 20 feet long. Each jet deals 3d6 points of damage per head. A successful Reflex save (DC 16) halves the damage.

Corrupting Gaze (Su): Each of the cold spirit's heads can blast living beings with a glance. Each of its twelve gaze attacks has a range of 30 feet. Every crea-

ture that meets the cold spirit's gaze must succeed at a Fortitude save (DC 17) or suffer 2d10 points of damage and 1d4 points of Charisma drain.

Corrupting Touch (Su): When the cold spirit hits a living, material target with its incorporeal touch, the attack deals 1d4 points of damage.

Frightful Moan (Su): The cold spirit can moan as a standard action. Each living creature within a 30-foot spread must succeed at a Will save (DC 17) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the cold spirit's moan for one day.

Blizzard (Su): Wherever the cold spirit stays in one place for more than a few hours, a heavy snowfall begins. Outdoors, this effect reduces visibility to no more than 15 feet.

Cold Subtype: The cold spirit is immune to cold damage, but it takes double damage from fire unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

Head Regeneration (Ex): The cold spirit's body is immune to all attacks (but see below). The only way to slay it without magic is to sever all its heads. However, each time a head is severed, two new heads spring from the stump in 1d4 rounds. The cold spirit can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two, at least 5 points of fire or acid damage must be dealt to the stump (AC 21) before the new heads appear. Spells such as *disintegrate*, *finger of death*, and *slay living* kill the cold spirit outright if they succeed. If the spell deals damage on a successful save, that damage is directed against one of the creature's heads.

Incorporeal Subtype: The cold spirit can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms and has a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missiles*, and attacks made with ghost touch weapons). The cold spirit can pass through solid objects (but not force effects) at will. Its attacks ignore natural armor, armor, and shields (though deflection bonuses and force effects work

normally). The cold spirit moves silently (cannot be heard with Listen checks unless desired).

Manifestation (Su): When manifested, the cold spirit becomes visible but remains incorporeal. However, it can strike with its incorporeal touch attack. When manifested, it remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Planes.

Possession (Su): The cold spirit can possess its former heads if they all are brought into a single room of the Green Lodge. It must manifest to do this, and it does so regardless of the forces arrayed against it, nor does it cease to manifest once it has possessed its heads. While possessing the heads, the cold spirit makes bite attacks against material opponents normally (using the teeth of the possessed heads rather than its spiritual teeth), using the same Strength bonus for attacks and damage that it would against ethereal opponents.

Rejuvenation (Su): It is impossible to permanently destroy the cold spirit through combat alone. Even if overcome, killed, or destroyed, the cold spirit returns to the Green Lodge within 2d4 days. The only way to destroy the cold spirit permanently is to reunite all twelve of its heads (currently hung as trophies throughout the lodge) in one room. When this happens, the cold spirit possesses the trophy heads and attacks. If it is killed in this form, its spirit leaves the Material Plane forever.

Scent (Ex): The cold spirit can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Turn Resistance (Ex): A the cold spirit is treated as an undead with 16 Hit Dice for the purpose of turn, rebuke, command, and bolster attempts.

Undead Traits: The cold spirit is immune to poison, sleep, paralysis, stunning, disease, death, effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals the cold spirit, and it is not at risk of death from massive damage but is destroyed at 0 hit points or less. It cannot be raised, and resurrection works only if it is willing.

➤ **The Cold Spirit (against ethereal opponents):** Male ghost 12-headed runt lernaean cryohydra; CR 17; Large undead; HD 12d12; hp 78; Init +1; Spd 20 ft., swim 20 ft., fly 30 ft. (perfect); AC 16, touch 10, flat-

footed 15; Atk +14 melee (1d10+6, 12 bites), or +14 melee (1d4+6, incorporeal touch); Face/Reach 20 ft. by 20 ft./10 ft.; SA Breath weapon (12 frost jets), corrupting gaze, corrupting touch, frightful moan; SQ Blizzard, cold subtype, darkvision 60 ft., head regeneration, low-light vision, manifestation, possession, rejuvenation, scent, turn resistance +4, undead traits; AL N; SV Fort +8, Ref +9, Will +4; Str 23, Dex 12, Con –, Int 3, Wis 10, Cha 13.

Skills and Feats: Hide +5, Listen +17, Search +4, Spot +17, Swim +14; Combat Reflexes.

Breath Weapon (Su): Once every 1d4 rounds, each of the cold spirit's heads breathes a jet of frost 10 feet wide, 10 feet high, and 20 feet long. Each jet deals 3d6 points of damage per head. A successful Reflex save (DC 16) halves the damage.

Corrupting Gaze (Su): Each of the cold spirit's heads can blast living beings with a glance. Each of its twelve gaze attacks has a range of 30 feet. Every creature that meets the cold spirit's gaze must succeed at a Fortitude save (DC 17) or suffer 2d10 points of damage and 1d4 points of Charisma drain.

Corrupting Touch (Su): When the cold spirit hits a living, ethereal target with its incorporeal touch, the attack deals 1d4+6 points of damage.

Frightful Moan (Su): The cold spirit can moan as a standard action. Each living creature within a 30-foot spread must succeed at a Will save (DC 17) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the cold spirit's moan for one day.

Blizzard (Su): Wherever the cold spirit stays in one place for more than a few hours, a heavy snowfall begins. Outdoors, this effect reduces visibility to no more than 15 feet.

Cold Subtype: The cold spirit is immune to cold damage, but it takes double damage from fire unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

Head Regeneration (Ex): The cold spirit's body is immune to all attacks (but see below). The only way to slay it without magic is to sever all its heads. However, each time a head is severed, two new heads spring from the stump in 1d4 rounds. The cold spirit can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a

severed head from growing back into two, at least 5 points of fire or acid damage must be dealt to the stump (AC 20) before the new heads appear. Spells such as *disintegrate*, *finger of death*, and *slay living* kill the cold spirit outright if they succeed. If the spell deals damage on a successful save, that damage is directed against one of the creature's heads.

Manifestation (Su): When manifested, the cold spirit becomes visible but remains incorporeal. However, it can strike with its incorporeal touch attack. When manifested, it remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Planes.

Possession (Su): The cold spirit can possess its former heads if they all are brought into a single room of the Green Lodge. It must manifest to do this, and it does so regardless of the forces arrayed against it, nor does it cease to manifest once it has possessed its heads. While possessing the heads, the cold spirit makes bite attacks against material opponents normally (using the teeth of the possessed heads rather than its spiritual teeth), using the same Strength bonus for attacks and damage that it would against ethereal opponents.

Rejuvenation (Su): It is impossible to permanently destroy the cold spirit through combat alone. Even if overcome, killed, or destroyed, the cold spirit returns to the Green Lodge within 2d4 days. The only way to destroy the cold spirit permanently is to reunite all twelve of its heads (currently hung as trophies throughout the lodge) in one room. When this happens, the cold spirit possesses the trophy heads and attacks. If it is killed in this form, its spirit leaves the Material Plane forever.

Scent (Ex): The creature can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Turn Resistance (Ex): A the cold spirit is treated as an undead with 16 Hit Dice for the purpose of turn, rebuke, command, and bolster attempts.

Undead Traits: The cold spirit is immune to poison, sleep, paralysis, stunning, disease, death, effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals the cold spirit, and it is not at risk of death from massive damage but is destroyed at 0 hit points or less. It cannot be raised, and resurrection works only if it is willing.



ABOUT THE AUTHOR

Owen Kirker Clifford Stephens was born in 1970 in Norman, Okla. He attended the TSR Writer's Workshop held at the Wizards of the Coast Game Center in 1997, and his first professional work to actually see the light of day (an article on elven names) was published shortly afterward in issue 250 of *DRAGON*® magazine.

Owen moved with his wife and three cats to the Seattle area in 2000 after accepting a job as a game designer at Wizards of the Coast. While there he worked on numerous *Star Wars* RPG projects and the *Wheel of Time Roleplaying Game*. Fourteen months later he returned to Oklahoma and picked up his freelance career. He has written several d20 freelance projects since, including the *EverQuest Role-Playing Game* from White Wolf. Owen now works out of an office converted from a garage—surrounded by books, computers, and cats.

Owen loves hearing from other gamers. You can reach him at <OStephens@aol.com>.

