

PAL1-02

THE ABSENCE OF LAW

A Two-Round Continuous D&D LIVING GREYHAWK[®]
Theocracy of the Pale Regional Adventure

Version 2

by Bart Scott

The death of a mighty green dragon meant one less foe for the Theocracy of the Pale. It also meant there was an opportunity for some other creature or tyrant to fill the void left by the dead dragon. Who knows what power or peril could have replaced the dragon? A long trek through the treacherous Rakers at first thaw is the only way to find out. An adventure for characters levels 1-6.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

PREPARATION

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK TIER STRUCTURE

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 th
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

Two years ago, a powerful group of Clerics ventured into the Rakers to obtain a potent magic item from the hoard of Xianshe, a mighty Green Dragon. They first parleyed with the creature, and the best deal it offered was that it would give them use of the item for one year, if they killed a younger Silver Dragon in the area. The Lawful Neutral conservatives and Lawful Good progressives chose to kill the Silver Dragon when faced with certain death at the hands of Xianshe.

The group accepted the offer, and the party was on its way out of the dragon's lair, when the very conservative prelate, Theoman Baslett, in a stunning reversal that surprised everyone, executed a very brave

and strategically brilliant maneuver. A few seconds later, the dragon was dead, and so was Baslett.

Baslett was brought back to life by Theocrat Ogden Tillit, the Supreme Prelate of the Pale, in a very public ceremony (with a *true resurrection* no less). With the first breaths of his new life, he gave a very stirring speech about how the Pale must never pick its foes according to how powerful or weak they are, but by how much they are opposed to the teachings of Pholtus. He publicly berated his companions for choosing to kill a Lawful Good creature, and a potential ally of the Pale, just because it would be easier than attacking a green dragon. His words rang true amongst all who heard them, and Theoman Baslett, master politician *and* dragonslayer, had increased his power and reputation by making himself out to be more of a champion of good than those who proclaimed themselves to be Lawful Good.

Baslett personally gave the events much thought and reflection, and he kept returning to the fact that the entire group had argued for killing the Silver Dragon. He believes that they reached that decision because they were politicians, who are used to making safe choices, and not real adventurers. He wants to have a serious discussion about life and death situations, heroism, and the choices adventurers much make.

Being the cagey and talented politician that he is (many feel that he will become the next Supreme Prelate), Baslett also realized that the elimination of one foe, often gives a new enemy the opportunity to take its place. The death of Xianshe, who held sway over that area for so long, would create a void, and since the Pale did not have the resources to project its power into the treacherous Rakers, he fully expected some other creature to fill the vacuum. He sent out subtle and quiet inquiries to heroes and adventurers who could brave the hazards of the mountains, and investigate the area at first thaw.

ADVENTURE SYNOPSIS

Baslett is right. A new dragon, Winterwind and his brood, has begun to take over the area. Winterwind has captured Brennan, the aforementioned Silver Dragon, and is holding him captive in his lair. Brennan has been interrogated and tortured for more than a year, so Winterwind pretty much knows everything about him. This is important, because Winterwind will be impersonating Brennan near the end of the adventure. Unlike most white dragons, Winterwind is just as canny and intelligent as Baslett. He knows that the Pale will be investigating the area, and does not wish to reveal his presence at this time. Winterwind uses illusion and enchantments rather than direct force.

While retracing Baslett's path to the old green dragon's lair, the party has many encounters, with only some of them engineered by Winterwind. He creates the illusion of a unicorn in the hopes of drawing off a member of the party. He makes the temperature drop precipitously one evening, forcing the party to weather a brutal cold snap. The party finds some evidence of his

handiwork, frozen carcasses, empty frost giant graves, and hears stories about the "ghost" of Xianshe.

Not every encounter is the result of Winterwind's machinations. The party meets a traveling lillend, a friendly druid, a dying barbarian, and a juvenile frost giant. They also may fight battles against a yeti, assassin vine, otyugh, and a faranth.

After the party investigates the area around the lair, which is still magically sealed up, Winterwind introduces himself to the characters, but has magically altered his appearance. He pretends to be the silver dragon saved by Baslett's actions, and engages in a long and friendly conversation with the party. He asks them questions to test their dragon lore, and gives one a minor magic item to protect against cold, but really has a more nefarious purpose, which will be revealed in a later module. He even directs them to a frozen lake where a white dragon is hiding.

What Winterwind really hopes to accomplish is to get an agreement set up with the Pale, that the area he (supposedly Brennan) "inherited" from Xianshe, be set aside as his to protect. He knows that the Pale cannot march an army through the Rakers, and is not very worried about parties of adventurers either. He realizes that Theoman Baslett will shift the forces away from Rakervale to the Troll Fens if he knows that a silver dragon is holding sway over the Rakers.

He knows just what a flighty and immature silver dragon Brennan is, and has no problem impersonating an over the top, silly, juvenile silver dragon. He also will demand a "tribute" of baked pies!

Winterwind realizes that adventurers will continue to search until they find evidence of a new dragon or enemy, so he gives one to them. The much younger white dragon is actually one of Winterwind's offspring, and the encounter is just as much a test of his son as it is for the party. By observing their tactics, he gains information about his foes. He has even weakened the ice that the party battles on, and causes it to shatter at the conclusion of the battle, plunging the party into an icy lake.

No details on Winterwind are given in this module. He is an indirect participant most of the time and would easily kill any party if he were to take them on directly. By keeping his stats and magic items hidden, no one will have any real knowledge of his capabilities (except the author of this series). The players should finish the module without even knowing that a very powerful white dragon has formed an "alliance" with the Pale.

JUDGE INFORMATION

This adventure uses several rules that are often overlooked in tournament play. These rules, weather and movement speed are critical to several encounters. They are summarized in this section.

It is very important that the DM determine the base speed of each character. Most characters move 30 feet per round. Small characters, and Dwarves, move at a speed of 20 feet. Characters in medium or heavy armor have their

movement rates reduced from 30 feet to 20 feet or 20 feet to 15 feet. Characters carrying heavy loads or lots of equipment may also have their movement rates reduced. Monks and barbarians have higher movement rates, but these can also be reduced by armor and weight carried. Characters often make a double move, where they can move twice their base rate in six seconds. However, they may choose to do an all out run (especially when an avalanche is bearing down on them, or when they are trying to make it off a frozen lake before the ice breaks up). Most characters can move at four times their base rate for brief periods of time. However, a character in heavy armor or carrying a heavy load can only move at three times their base rate. This is important because 3 x 15 feet is only 45 feet, which is barely faster than a single move for an unencumbered barbarian. Characters may also have the Run feat, which allows unencumbered characters to move at five times their base speed in an all out run. A Barbarian or 3rd-level monk with this feat can move an incredible 200 feet in six seconds. Full rules are in the *Player's Handbook*, pages 141-142. There are several encounters where how far each character can move in six seconds is extremely important.

This adventure involves a significant amount of overland movement (getting there really is half the fun). Most of the terrain covered is mountainous, although the party can follow a trail. Even with the aid of a trail, the party can still only cover half the normal distance for overland travel. Due to the roughness of the terrain and the hazardous weather conditions, mounts or other draft animals cannot accompany the party. The trail is narrow, and the party must travel single-file most of the way. The trail does widen in a few places, and this is detailed in the individual encounters where it is relevant.

If the party wishes to remain together (always a wise choice), they must limit their movement to the slowest member's move. If the party can travel at a rate of 40 feet (which is only possible if the entire party is composed of either medium-sized, non-dwarf, barbarians and at least 3rd-level Monks), then they can cover 16 miles per day. A more usual rate of 30 feet (which means no non-barbarian dwarves, gnomes or halflings, and no medium or heavy armor), they can cover 12 miles per day. With a movement rate of 20 feet, the party can travel 8 miles per day. A movement rate of only 15 feet means that the party would only cover 6 miles per day.

This is important because the lair of the dead green dragon lies about 32 miles into the mountains. A base speed of 40 ft./30 ft./20 ft./15 ft. can cover the distance in 2/3/4/5 days, respectively. Assuming that parties begin their trip in the morning, they will have to spend 1/2/3/4 nights camped out en route. Each night has an encounter, so parties that travel at a faster speed will have fewer encounters than a slower party. The distance from the previous encounter is listed at the beginning of the next encounter.

An alternate way to accomplish this is to simply figure out how many days it will take the party to reach the old lair, and then divide the encounters up into equal groups. For example, if a group was going to take 4 days

(because it included some small characters), you could run encounters 2-5 on the first day, 6-9 on the second, 10-12 on the third, and 13-15 on the fourth.

If a party wishes to walk more than eight hours a day, they may choose to make a forced march. After each additional hour of walking, they must make a Constitution check (DC 10+1 per extra hour) or take 1d6 points of subdual damage. This damage can only be recovered if they halt and rest for at least four hours. If even one character force-marches himself into unconsciousness, the party will probably have to stop for the night (unless the unconscious character is very light and can easily be carried). Each additional hour of walking adds 1/8 of the base daily rate to the distance traveled for the day.

The party may choose to move at a hustle, which essentially doubles their movement rate. They can do this for one hour without any cost, but they will take 1 point of subdual damage after the second hour, 2 points after the third, 4 points after the fourth, and so on. They can increase their daily distance traveled by 50% at the cost of 7 points of subdual damage. Hustling for longer than four hours will be beyond the capability of most characters.

If the party wishes to alternately run and walk, this works out to a hustle, so use the rules in the preceding paragraph. Full rules for Movement are in the *Player's Handbook*, pages 142-143.

It is very likely that a fast-moving or sneaky member of the party (like a rogue or a ranger) may wish to travel far in advance of the party. This is a standard tactic and does not pose a problem. However, make sure that you keep track of how far in advance of the rest of the party the character is, and how fast the rest of the party can catch up. The lead character may find himself faced with several rounds of solo combat with a yeti (or four).

This adventure takes place in the beginning of spring, when the mostly snow-covered ground is beginning to thaw. Other than the half speed adjustment mentioned earlier, do not apply any other modifier (for snow or steepness) to the party's movement rate.

The weather is cold but pleasant during the day. However, each character needs to have some sort of protection against the elements, a warm cloak, winter blanket, etc. Since the daily temperature never rises much above 40 degrees, characters that insist on traveling in nothing more than a chainmail bikini or loincloth must make a Fortitude saving throw each hour (DC 15+1 per previous check) or sustain 1d6 points of subdual damage. A character with the Wilderness Lore skill may receive a bonus to this check (but should have enough sense to bundle up!). Needless to say, such a character will not last long.

Nights are cold and often dip below freezing. Since the characters are not walking and staying active, they must light a fire. Failure to have a fire means that each character must make one Fortitude saving throw (as detailed above) for each night without a fire, even if they have a winter blanket or build a shelter. A character with the Wilderness Lore skill may receive a bonus to his

saving throw and may be able to apply this bonus to the other characters.

A character that has taken subdual damage from cold or exposure is considered to be fatigued. A fatigued character cannot run or charge and has an effective penalty of -2 to Strength and Dexterity. This is very important, as there are times when running is the best tactical choice for the situation. A character that becomes fatigued in this manner does not recover after 8 hours of complete rest, but only after recovering from all subdual damage (from cold, and not other sources).

There are four events that can occur, one for each night the party camps out. If a party can travel fast enough, they can reach their destination in less than five days (and four nights) and do not have to deal with some of the events. The nightly events are listed before the regular encounters because the sequence of encounters and events is different depending on how far the party travels each day. *After reading or paraphrasing the Player Introduction, go to Encounter One, not Event One, which occurs the first evening the characters are in the mountains.*

Since the party will spend several days traveling, natural healing is a possibility. If a character spends an entire day without engaging in combat, or casting a spell, that character heals one hit point per character level.

A party that takes a lot of damage may need to spend a day resting so they can heal and recover spells. A character that spends the entire day resting (no hunting, no spellcasting, etc.) can recover one and a half times their character level.

If a party does spend a day resting, do not inflict any daily encounters on them, but they will face whatever nightly event is scheduled to occur.

There are several encounters where it is important to know if a character understands a particular language. Do not ask if anyone speaks Abyssal! At the beginning of the adventure, when you are looking at the player character sheets, simply make a note of which characters speak Auran, Abyssal, or Giant.

PLAYER INTRODUCTION

The note was cryptic, merely telling you to be at the Pious Pilgrim at a certain date and time. The messenger, a Cleric of Pholtus, was equally cryptic, but assured you that another inquisition was not in progress. The note did specify that only true heroes should attend. This raised some suspicions, since being a "true hero" usually involves not being paid. However, for lack of anything better to do, or because maybe you are a true hero, you came to the Pious Pilgrim and waited.

EVENT 1 (NIGHT 1): THE WHITE VISITOR

An invisible Winterwind waits until the party has settled down for the evening before doing anything. He has been watching for an expeditionary group since winter broke,

and figures this is it. His first test will be to see if he can lure a member of the party away from the others. His first potential victim will be (in order of preference) an elf, nature type (ranger, druid or priest of a nature deity), or rogue. If no one fitting these characteristics is in the party, his target will be the one who appears to have the lowest Intelligence and/or Wisdom. (Note that while Winterwind is a brilliant strategist, he does not have access to the character sheets. Do not pick the character with the lowest statistic. Pick the character that acts like he has the lowest statistic.)

Winterwind creates an illusion of a unicorn, and positions it so that his chosen victim can only see it. Since characters usually stand watch back to back to keep an eye on the largest possible area, he will approach from the side with his target. Take the target player aside and read him the following:

Out in the darkness, where the light from the fire is barely keeping the night away, you see a large white horse with a spiral horn on its forehead stepping softly toward you. Its long white coat gleams even in the darkness and its eyes shine with golden fire. It pauses for a moment, making eye contact and seeming to stare deep within you, and then it backs away just as quietly as it came.

If the target character rouses the group or gets another character to go with him to check out the unicorn, Winterwind ends the spell and the unicorn magically disappears. The characters will find no evidence that the unicorn was there. The illusion leaves no tracks or scent.

If the target character goes to investigate by himself, the illusionary unicorn will nod to the character and gesture with his head, as if the unicorn wants him to follow. If the target goes more than 60' away from the fire or the nearest party member, Winterwind will attack with a modified *phantasmal killer* spell.

The snow at your feet swirls and coalesces into a ghostly humanoid shape that plunges a hand deep into your chest.

The target character gets a chance to make two saving throws. If you wish to keep the type of saves a secret (some players will figure out that a Will save followed by a Fortitude save means *phantasmal killer*), simply tell the player to roll a d20, and tell them that they want to roll high. Then check the roll and bonuses from their character sheet to see if they made it. Repeat this procedure for the second saving throw. The first saving throw is a Will save against a DC of 18. If the Will save is successful, the "ghost" fades away into nothingness and the character suffers no ill effects. The second saving throw is a Fortitude save against a DC of 18. If the Fortitude save is successful, the character feels an icy grip on his heart that gives a light squeeze then fades away into nothingness as before. The character suffers 3d6 points of damage. If the character fails the Fortitude save, he feels an icy grip on his heart that makes it stop beating, and the last thing he sees is the unicorn silently laughing at him. A character that dies of fear will be found the next

morning (or sooner if his presence is missed) with an expression of horror frozen (literally) on his face.

It is quite possible that the 3d6 points of damage will be enough to drop a character below 0, but not kill him outright. If this happens, he still will lose hit points and have a chance of stabilizing as detailed on page 129 of the *Player's Handbook*. However, each check to stabilize is made after each minute instead of each round, due to the nature of the "wound." If the character is away from the fire for any length of time, or is lying unconscious in the snow, have the character make another Fortitude save (as detailed in the Judge Information section) to avoid taking cold subdual damage.

A character that survives such an attack can attempt to use Spellcraft to ascertain what spell that was. Do not suggest that they do this. Hopefully, they will think it is the work of the "winter spirits." The DC on the Spellcraft check is 25, but only reveals that it could be something like a *phantasmal killer* spell.

If the *phantasmal killer* spell kills a character or inflicts damage on him, it leaves a permanent scar of a handprint over the character's heart.

This encounter is meant to pick off a foolish or greedy player. If the players act intelligently, by rousing the others, searching in pairs, etc. do NOT use the *phantasmal killer* spell. This is just Winterwind's way of testing the party members.

EVENT 2 (NIGHT 2): COLD SNAP

The days are cold and the nights are colder. A blazing fire and warm blanket were enough to keep the cold at bay last night. Tonight is another matter entirely.

Winterwind is using his powers to reduce the temperature and create a localized cold snap. Shortly after the party beds down for the night, the temperature drops much more rapidly than the previous night. The temperature quickly drops well below zero, and stays there.

If a character asks to make a Wilderness Lore or Knowledge (nature) check to see if this is a natural occurrence, let them. If they succeed against a DC of 10, tell them that it is well within the range of natural winter weather. If they succeed against a DC of 15, tell them that it could be natural, but that cold snaps do not normally happen once spring starts. If they succeed against a DC of 20, tell them that while it could be a natural phenomenon, the rate at which the temperature fell indicates that it probably is not purely a natural event.

Even with a fire and blankets, the characters will not have an easy time of it. Simply throwing more fuel on the fire or using a second blanket will not be enough. There are many magical ways to deal with the situation, but the characters are probably not high enough level to use them. An *endure elements (cold)* spell will protect a character from 5 points of subdual damage for each failed

check. A *protection from elements (cold)* or *resist elements (cold)* will protect a character from taking any subdual damage for one hour, but its duration is not long enough to have any other effect.

Note that there is no wind, only bitter and biting cold. Characters may wish to build a shelter or look for a cave. While there are no caves large enough for a person nearby, they could build a crude shelter to keep in more of the fire's heat. Have one character make a Wilderness Lore check to build a shelter. If that character meets a DC of 20, each person gets a +2 circumstance bonus to his hourly Fortitude saves, while meeting a DC of 15 gives each person a +1 check. This stacks (is cumulative) with the bonus from the next paragraph.

Have every character make a Wilderness Lore check against a DC of 15. If they succeed, they will have a +4 bonus on the hourly Fortitude saves that come next. Since Wilderness Lore is an untrained skill, everyone can attempt this. If a character exceeds 15 on his check, he may grant the same +4 bonus to one other character for each point he exceeds 15. This means that a character with a check of 21 or higher could give the +4 bonus to six other members of the party.

At this point, all the party can do is wait until the sun comes up (although the magical cold snap abates before then). Each hour, they must make a Fortitude save (DC 15 + 1 per previous check) or take 1d6 points of subdual damage. There are a total of two checks per tier. A character falls unconscious if they have more subdual damage than current hit points. As long as an unconscious character is bundled up and placed near the fire, they do not have any penalties on their Fortitude save. Once a character falls unconscious, he will take *real* damage every time he fails a Fortitude save.

A character that suffers any subdual damage is suffering from hypothermia and is considered to be fatigued (cannot run, -2 to Strength and Dexterity) until the character recovers the subdual damage. Characters normally recover subdual damage at a rate of one point per character level per hour. Thus, it is possible to fail a check, take one point of damage, and "get it back" in the hour before the next check. Magical healing also heals one subdual point of damage for every normal point of damage healed.

This inclement weather makes it very difficult for spellcasters to recover spells. The extreme cold makes it very difficult to get the necessary eight hours of rest. Keep track of how much subdual damage each person takes, not just how many points they are left with when the sun comes up. In the morning, a spellcaster must make a Concentration check with a DC of however many total subdual points of damage were taken that night. Since elves require less rest, they get a +4 bonus on this check. Success indicates that the character can recover spells as if they slept for eight hours in a luxurious inn. Failure indicates that they lose however many spell slots they failed their roll by. A wizard who failed his roll by 2 points would lose 2 orisons (or higher level spells if he wished).

EVENT 3 (NIGHT 3): HOWL OF THE WILD

The night has been quiet, like the other nights before. The absence of sound used to be disconcerting, but you have realized that the land has not fully thrown off winter. The silence is comforting because you know that you would hear anything approaching long before it reached you. Tonight however, the silence is broken by the howls of a creature close to your camp. It is shortly answered by another howl from the opposite side. A series of howls erupts—whatever they are, they have you completely surrounded.

Winterwind is toying with the party. He has created the illusionary howling of a pack of wolves circling the party. He wants to see how they prepare for battle, and what spells they cast. Remember that dragons have Darkvision of 100 feet per age category, so he can observe them quite well from a distance. He keeps the location of the wolves at least 60 feet away from each party member. He would like to figure out who the brave members of the party are, and the foolish ones, etc.

Characters using Knowledge (nature) or Wilderness Lore may determine that the howls are coming from wolves if they meet or exceed a DC of 15. Characters using the Listen skill may gain the following information if they meet or exceed the following DC: 15, there are at least four wolves/creatures; 20, there are six wolves/creatures about 80' away from the party; 25, there are two groups of three wolves/creatures stalking in circles around the party at a distance of 80'.

The party will likely circle up around the fire and form a defensive position. The “wolves” will not attack or even venture close enough to be seen. There will be no tracks for the party to find in the morning.

If a spellcaster stays up all night (the howl attack comes at midnight and lasts until dawn), he may not be able to recover spells in the morning. If he at least gets some sleep, he forfeits one spell slot for each hour of sleep he did not get.

If a character is foolish enough to try to sneak away to attack the wolves, Winterwind attacks him with a *phantasmal killer* spell similar to the one employed in Event One. He will only make one such attack in this event.

The snow at your feet swirls and coalesces into a ghostly lupine shape that leaps at your throat.

The target character gets a chance to make two saving throws. The first saving throw is a Will save against a DC of 18. If the Will save is successful, the “ghost” fades away into nothingness and the character suffers no ill effects. The second saving throw is a Fortitude save against a DC of 18. If the Fortitude save is successful, the character feels an icy grip on his throat that gives a light squeeze then fades away into nothingness as before. The character

suffers 3d6 points of damage. If the character fails the Fortitude save, he feels an icy grip on his throat that makes it impossible to breathe, and the last thing he sees is a wolf licking its chops as it prepares to eat him. A character that dies of fear will be found the next morning (or sooner if his presence is missed) with an expression of horror frozen (literally) on his face.

It is quite possible that the 3d6 points of damage will be enough to drop a character below 0, but not kill him outright. If this happens, he still will lose hit points and have a chance of stabilizing as detailed on page 129 of the *Player's Handbook*. However, each check to stabilize is made after each minute instead of each round, due to the nature of the “wound.” If the character is away from the fire for any length of time, or is lying unconscious in the snow, have the character make another Fortitude save (as detailed in the Judge Information section) to avoid taking cold subdual damage.

A character that survives such an attack can attempt to use Spellcraft to ascertain what spell that was. Do not suggest that they do this. Hopefully, they will think it is the work of the “winter spirits.” The DC on the Spellcraft check is 25, but only reveals that it could be something like a *phantasmal killer* spell.

If the *phantasmal killer* spell kills a character or inflicts damage on him, it leaves a permanent scar of bite marks around the character's throat.

EVENT 4 (NIGHT 4): REAL WOLVES

The howls from the night before have found you again.

This time, real wolves attack the party just before dawn. The illusionary howls from the previous night attracted a pack of wolves that have been waiting for the right moment to strike. One third of the wolves will attack the party from one side, and the next round the rest of the wolves will attack from the other side.

A character may wish to use his Animal Empathy skill. It will not work. A character needs to spend some time observing the animal and letting the animal observe him.

The wolves will continue to attack until only one remains.

If the party spent some time resting up and needs more than five days (and four nights) to reach their destination, run this event again every second additional night, adding one wolf per tier to the total number. (So the second time the wolves attack, on night six, there will be four wolves at Tier 1, eight wolves at Tier 2, and 12 wolves at Tier 3).

TIER 1 (EL 3)

☛ **Wolves** (3): hp 13 each; see *Monster Manual* page 204.

TIER 2 (EL 6)

👉 **Wolves** (6): hp 13 each; see *Monster Manual* page 204.

TIER 3 (EL 8)

👉 **Wolves** (10): hp 20; see *Monster Manual* page 204.

ENCOUNTER 1: THE PIOUS PILGRIM

The Pious Pilgrim in Rakervale is famous throughout the Pale for its devotion to Pholtus. The four walls in the common room are decorated to reflect each of the four domains of Pholtus. The eastern wall is covered with paintings of the sun that have been enchanted to give off magical light, providing a warm luminous light even on the darkest of nights. The south wall, which faces Ogburg, represents knowledge and is covered with shelves from wall to ceiling holding books. The bar is actually on the “good” wall, where the cheerful innkeeper provides hearty food and drinks that “are good for what ails you.” The fourth wall, representing law, holds the main entrance and a crackling fire that keeps the whole room comfortably warm.

Arriving a bit early for your meeting, you settle down at a table and wait...

The characters do not have to wait long, for Theoman Baslett, Prelate of Landrigard, joins them just as a serving girl brings platters of food. While the group shares a hearty supper of beef stew served in thick and crusty bread bowls, Baslett only talks about heroism and why the characters are adventuring. He will also ask each one to tell him what their bravest act has been in their careers. He will not talk about his exploits until after he has ascertained that all the characters are suitably heroic and the meal has been finished and cleared away. If a character continually states that he adventures for the money, or presses Baslett for details of how much they will be paid, Baslett will coldly tell them that all the Gold Glories in the Pale will count for nothing in the hereafter, but since that is all they care about, that will be all they shall receive. Once he has said this, that character will only receive the 50 gp reward at the end of the adventure and will not receive the option of choosing gold or a potion. Baslett will forever after call that character “the mercenary.” That character also will not receive a favor of Pholtus. Other characters will still receive the normal rewards and not suffer the same consequences of their more mercenary companions. He will keep repeating the saying, “Pholtus provides everything we need.”

For someone with such a conservative reputation, Baslett seems quite accommodating to other faiths. He will not allow himself to be drawn into any religious debates, instead quietly stating that not everyone has seen the light as brightly as he has. Once he has satisfied himself that the characters are heroic (or mercenary), he will tell his tale...

Two years ago, Ogon Tillit, the Theocrat and wisest person in the Pale sent me on a special mission. He charged my group to recover the Lin Ying Ruby, which was in the hoard of Xianshe, a powerful green dragon that controlled much of the Rakers. The quest was so important that the party was made up by most of the Council of Nine.

When we reached the wyrm's lair, her great size and power forced us to parlay with her or lose our lives. A deal was proposed: we would be able to borrow the gem for a year, but in return, we would have to slay a younger silver dragon that had taken to flying over her territory. Faced with near certain death, we had little choice but to agree to her terms. As we were leaving her lair to assist her in the battle against the silver dragon, I was hit by such a blinding flash of inspiration that it could have only come from Pholtus himself.

We had agreed to kill a lawful good creature because it was more expedient and safer than trying to kill a lawful evil creature. Sadly, we were all thinking as politicians and not as heroes. I tried to get the other members to change their mind by making up an elaborate fable about a group of ogres that declined to attack a gold dragon because it was more powerful than each of them individually, even though they were more powerful as a group. Even Maximillian Thace, my esteemed lawful good rival, declined to join me. We had taken a silent vote, unbeknownst to the dragon walking in our midst, and I had failed to turn even one member of my group to my line of thinking.

Since we were not in council at the time, and had not taken an official vote, I decided to take matters into my own hand. After all, I was the leader of the expedition. I suddenly turned on the dragon, ready to cast a spell to deal it great harm. Alas, it must have been reading my mind, because it was fully ready and attacked me with all its power. I survived, but barely. Struggling to stay conscious, I killed the dragon, but succumbed to my wounds at the same time it died from my spell.

Ogon Tillit brought me back with a true resurrection, so I am sure now that Pholtus was guiding me that day, just as he is guiding me now.

Never again will we choose our foes based on political expediency...

I am blessed to be in the company of __ heroes [insert a number here equal to the number of players at the table minus the number of characters who are only doing this “for the money”] and have a mission of great importance for you. Will you be heroes for the Pale?

Assuming the group agrees...

The death of Xianshe has created a void in the Rakers, and there is no doubt that someone or some thing will attempt to take Xianshe's place. The Pale has enemies in many places, and we do not have the forces to project our power that far into the treacherous mountains. I want you to check out the area and see if any new threat has arisen. Deal with it if you can, but it is of the utmost importance that at least one of you makes it back to warn me if it is too powerful for you.

He will now answer questions from the party and provide additional information. He has business in Rakervale of a political nature (he will not say more) and will be in town

for several weeks. When they return to Rakervale, he will meet them at the Pious Pilgrim again for dinner. There is a fairly well marked trail that leads directly to the green dragon's old lair. It was used by the people of Rakervale to take the dragon's annual tribute to the lair. The trail is passable, but not suitable for pack animals. If asked to speculate about who or what would have taken over Xianshe's territory, he guesses that the frost giants may have returned and set up an encampment. If they ask him questions about goings on back in Wintershiven or for help with spells, he will politely refuse. Shortly after the party agrees to take the mission, he will excuse himself, saying that he has other matters to attend to.

The barkeeper, Willigent, is also the owner, and is quite proud of his inn and its reputation. There has been no fights or trouble in his inn for years, and he does not even need to employ a bouncer. Anyone causing trouble will be politely asked to leave. Refusal to do so will result in the city guard being sent for, and the character's ultimate arrest. They will be released after paying a fine of 50 gp if they can convince the authorities that they are on a mission for the church.

The books are all of the non-fiction variety and may be freely read by any patron who buys a drink or food. If a character is looking for something in particular, you may make something up. In any event, there will be no game benefit from doing any research in the Pious Pilgrim. However, reading a book is an acceptable way to pass the time.

There is quite a lot of activity going on in the inn. A group of three monks is sitting at a table going over a book about the use of a quarterstaff against unarmed combatants. They follow Pholtus and come from a monastery in Ogburg. While they will be polite, they do not have any useful information for the party and will try to return to their studies as quickly as possible. They will emphasize to anyone talking to them that the favored weapon of Pholtus is the quarterstaff. They know rumors with DC's of 8, 12, 14, 18, 24, and 30.

A small party of four local priests of Pholtus sits at another table. They are debating how the threat of burning someone is as much of a deterrent as actually burning them. They know rumors with DC's of 8, 9, 10, 11, 12, 14, 16, 18, 24, 28, and 30.

There is a lone man in a worn cloak warming himself by the fire. He has spent a fair amount of time in the woods and foothills between Rakervale and the Rakers. He knows rumors with DC's of 8, 9, 10, 11, 13, 15, 16, 20, 22, 26, and 28.

The party has been provided with plenty of food during the dinner (which was paid for by Baslett), with extra helpings available for those with large appetites, so they will probably only ask about drinks. If any characters requests more food, they will be served leftovers from dinner for no charge. There are a variety of alcoholic drinks available. (Water and tea is available for free.) The house ale is 2 cp per mug. There are several varieties of wine available, and a price list is written on the wall above the bar. The house wine is 2 sp for a pitcher. Bottles of Elven wine are 10 gp, chilled ice wine is 5 gp and is

popular as a dessert wine among the wealthier patrons. There is also a listing for Assassin Wine at 10 gp per shot.

If anyone is asked about the wine's name, they will hear that it's called Assassin Wine because the kick will kill you (and then the speaker will chuckle to let the inquirer know that it really is not poison). If anyone is bold enough to order it. The barkeep will ring a bell and loudly announce "Time for the Assassin to make another shot!" Anyone drinking a shot will need to make a Fortitude save of 18 or fall asleep within a minute, causing the barkeep, and everyone else for that matter, to yell, "The Assassin takes another!" The sleeping character cannot be roused until the next morning but will awaken with no ill effects or hangover. If the imbiber does not fall asleep, everyone in the bar will cheer loudly. Subsequent shots will require additional saves with a DC of 21 and then 24 and so on. The "record" is three shots. A character that manages to stay awake after four shots will be befriended by everyone and be told ALL of the rumors at the end of this section.

The barkeeper is the only one who knows where it comes from, and he is not likely to give out that information unless convinced with a Diplomacy check of 20 or a bribe of 10 gp. He will only tell that he gets it from an elven druid who is crazy enough to live in the woods at the edge of the Rakers. The druid makes it himself from a "secret recipe."

The other occupants are all human commoners, of various ages and genders, who will be polite but distant. Most commoners only know rumors with DC's of 8, 9, 10, 16, 20, 22 and 28. Allow characters to use the Gather Information skill to try to gain additional information. This may not be the wisest thing to do; since they are merely peasants and they do not spend much time in the Rakers. Nevertheless, there are some interesting facts amidst the nonsense. A successful Gather Information check gives all of the rumors with a DC of equal to or less than the check. If the players wish to role play this, by all means, allow them to do so, but do not spend more than an hour on the first encounter.

(8) The Rakers are inhabited by winter spirits who do not like to be disturbed. Bother them and they will either scar you for life, or actually take your life. (False, but Winterwind has modified his *phantasmal killer* spell to do just that.)

(9) Eagles live up there and keep an eye on things. Pholtus shines on those who soar to the sun. (Mostly true.)

(10) The winter was especially cold. The winter wind howled like a banshee before the light of Pholtus. (True but exaggerated.)

(11) Those mountains are beautiful but dangerous. Even the prettiest scenery can still kill you dead. (True.)

(12) It's not right what they did to poor Anonsis, demoting him like that. I'm sure the ambassador from

Tenh deserved a beating anyway. It's not like he was a proper follower of Pholtus. (Judgmental, but mostly true; Anonsis was demoted from Prelate of Rakervale to Bishop of Wintershiven for punching the ambassador.)

(13) All sorts of dangerous creatures live up in the mountains. The woods in the foothills may be safe, but the further into the Rakers you go, the more likely you are to meet something tougher than you. (Very, very true.)

(14) The new Prelate of Rakervale, Malvern Fenn, is rumored to be having secret meetings with Theoman Baslett of all people. Baslett must have important plans for the young man and for Rakervale. (True.)

(15) About two months ago during an usually clear winter day, I saw the biggest bird soaring above the mountains. It looked like it was big enough to carry off a whole train of horses in each claw. (True, there was a roc in the area, but Winterwind drove it off.)

(16) There is a crazy elf druid that lives in the woods between Rakervale and the Rakers. He talks to plants and imagines they talk back. Can you fathom that? (True, and they really do talk back.)

(18) The silver dragon, Brennan, has proved to be a valuable ally of the Pale. He really likes Theoman Baslett, and never grows tired of talking about the Prelate. (True.)

(20) The green wyrm may have died, but its ghost is still up there, haunting the Rakers and planning revenge on Theoman Baslett. (False.)

(22) The green wyrm had several hoards of treasure, but only one was actually found. (True, and the search for the "lost hoard" will no doubt be the basis of another adventure.)

(24) Theoman Baslett is going to be the next Theocrat. He's going to do a much better job than any of those softhearted members of the Popular Progressive Party. (Possibly true, but not certain.)

(26) I was tracking a stag through the woods, but lost the trail. Since it was growing dark, I decided to climb a tree and spend the night wrapped in a blanket safe above the ground. When I awoke the next morning, I saw the strangest thing. There was a frost giant following MY tracks. He lost my trail and luckily didn't see me hidden in the tree. (True.)

(28) A few months ago, old Grizzer took a group of men up into the mountains to look for treasure the green dragon had hidden in the mountains. They never returned. (True, but this will be dealt with in another adventure.)

(30) Even Ogon Tillit, the Theocrat himself, cannot heal the wounds dealt by the demonic assassin sent by Iuz. He may not survive much longer. (True.)

Rooms for the party have been arranged (and paid for by Baslett). He recommends that they leave in the morning.

ENCOUNTER 2: ASSASSIN VINE (5 MILES)

The forest is just beginning to throw off the cloak of winter. New leaves are returning to the trees, new shoots are sprouting up from the ground and leaves are uncurling from hardy vines.

The party has walked into an assassin vine that has staked out the trail. Since it has camouflage, each member of the party must make a Spot check, or Wilderness Lore or Knowledge (Nature) against a DC of 20 to avoid being caught flat-footed when it attacks.

It will slam one member of the party (determined randomly) with an attack and use its entangle ability as a free action to snare the rest of the party. If it hits with the slam attack, it will use its Improved Grab ability to being to grapple. (The rules for grappling are in the *Player's Handbook*, page 137. Note that the assassin vine does not suffer an attack of opportunity when it uses its Improved Grab ability, unless the character has the Close-Quarters Fighting Feat from *Sword and Fist*.) If the grapple check of +16/17/19 succeeds against the target, it will automatically deal its constriction damage each round until the victim is unconscious or dead. If it is being attacked by multiple opponents, it will release a grappled victim once they stop moving, so a character may pretend to be dead to escape its grasp.

The plant has no treasure, since it recently crept into this area and has not claimed any victims recently.

TIER 1 (EL 3)

🔪 **Assassin Vine** (1): hp 20; see *Monster Manual* page 20.

TIER 2 (EL 5)

🔪 **Assassin Vine** (2): hp 30; see *Monster Manual* page 20.

TIER 3 (EL 7)

🔪 **Assassin Vine** (4): hp 30; see *Monster Manual* page 20.

ENCOUNTER 3: LITTLE GIANT, BIG PROBLEM (4 MILES)

The trail passes by a small cave and a flicker of shadows indicates that a fire has been lit within. Soft muttering in a strange language can be heard.

If anyone in the party can speak Giant, they will hear Snowflake trying to coax his wounded wolf back to consciousness, saying things like “Please get up. Everything will be okay. I’ll be more careful next time, I promise.” He will basically be saying anything a boy might say to a wounded pet dog. He also speaks Common, but prefers Giant. The cave is only about fifteen feet square.

The party may choose to attack him, since he is a frost giant, but may gain a valuable ally for the Pale if they provide assistance. He will not attack first, but if attacked, he will fight to the death defending his pet wolf.

Snowflake is the last surviving member of the frost giant camp that served Xianshe. He recently built a stone cairn over the last of the dead frost giants and has decided to leave to the area, taking Stalker, his pet wolf with him. He wants to be a Ranger, and is not evil.

Unfortunately, he came across the tracks of a faranth, which ambushed him as he was tracking it. His wolf managed to chase it off, but not before suffering a possibly fatal wound. If the party searches the area around the cave, they will find the signs of a struggle (DC 5 Search) and the strange tracks of a giant toad-like creature (DC 10 with either Tracking or Search). He is trying to nurse the wolf back to health, but is not having much success. The wolf will probably die if the party does not provide aid.

The wolf has stabilized on its own, but is currently at –8 hit points. It has a 10% chance per hour of recovering consciousness on its own, but is considered to be “untended” since Snowflake has no Healing skills. The wolf will be dead in two hours (assuming it fails its next two checks), unless it receives a cure type spell or a character makes a successful Healing check at a DC of 25 (higher because of the extent of its injuries and the fact that it is an animal and not a humanoid). A character can “take twenty” on this check, but Snowflake cannot, since he is too emotional and excited to calm down and spend 20 minutes to do this.

If the party manages to return his pet wolf to health, he will be extremely grateful. In his broken form of juvenile Common, he will proudly present *the character that saved Stalker* with his most valuable possession, his shield. He will make a big show of this, since he is well aware of frost giants having a reputation for being greedy, and he wants the party to know that he is not like most frost giants. Note that this is not something that would automatically go into “party treasure” although the recipient could choose to place it there if he wished.

The shield is a masterwork large shield (to a full-grown giant it is only a small shield) that was made from a very large green scale from Xianshe. Snowflake’s father made it for him and gave it to him when he began to hunt on his own. He did not learn to throw boulders like most frost giants do, but learned how to track instead. Only an adolescent, he is still as large as a man, but much stronger. He wields a normal-sized battleaxe that could be wielded with one hand by any other medium-sized character.

He will not join the party, even if they save Stalker, because he is too afraid of the ghost dragon to go back. He will settle near Rakervale if invited, but will prefer to stay in the wilds.

He can communicate the following to the party. For many years his father worked as a guard for the green dragon, protecting its hoard when it was away, and catching young white dragons to feed it. When Xianshe was killed, the frost giants were ordered to disperse by the much-weakened Clerics of Pholtus, but they stayed.

Everything was fine for a while, and they were just beginning to enjoy life without the dragon when strange things began to happen. The giants were continually visited by bad dreams, and some of them even died in their sleep. Others who had gone off alone were found dead, their faces frozen in horror. He wanted to leave, but his father refused to leave until they had buried their dead. Since the frost giants were immune to Winterwind’s breath weapon, he decided to employ magical means against them. When his father died in his sleep, he quickly buried him in stone cairn, and left immediately. He has been wandering the area ever since, trying to find a suitable place to settle down. He is well aware of frost giants having a reputation for being evil and makes it very clear to the party that he is not evil. He enjoys hunting, but does it to survive, not for sport.

He came across some very strange tracks a little while ago. They looked as if a large amphibian creature was dragging a large sack. Having never seen something like this before, he began to follow the tracks, but was ambushed by a faranth. He describes it as a toad-like creature with a body like a bag of guts that hopped out of some brush and surprised him. It had sharp claws and a writhing mass of tentacles in place of a head. Stalker jumped between the faranth and Snowflake, but was grabbed by the creature and dashed against the ground. He was unable to get a good swing in against it, because it was using the wolf as a shield. After it dropped the wolf, it fled when it saw that he was not pursuing it. At lower tiers he sustained some damage from the faranth, however, he will not accept healing from the party, insisting that his wounds are not serious.

He will not pursue the faranth, since he wants to stay with Stalker, but he does think that such a creature should be hunted down and killed, for it is an abomination. (Once he starts advancing as a ranger, his preferred enemy will be aberrations.) He will tell them that it did not move very quickly, and that it has not had much of a head start on them. Attempts to track backwards to find where it came from will be futile.

TIER 1 (EL 6)

🐉 Frost Giant (Adolescent) (1): CR 6; Medium-size Giant; HD 10d8+30; hp 75 (currently 25); Init +0; Spd 40 ft.; AC 21 (Touch 10, Flat-footed 21); Atks +14/+9 melee (1d8+7, battleaxe); Face/Reach 5 ft by 5 ft/5 ft; SQ Cold Subtype; AL N; SV Fort +10, Ref +3, Will +5; Str 24, Dex 10, Con 16, Int 10, Wis 14, Cha 10.

Skills: Climb +11, Jump +11, Spot +6, Wilderness Lore +6, Feats: Cleave, Tracking

Special Qualities—**Cold Subtype (Ex)**: Cold immunity; double damage from fire except on a successful save.

TIER 2 (EL 6)

➤ **Frost Giant (Adolescent) (1)**: CR 6; Medium-size Giant; HD 10d8+30; hp 75 (currently 50); Init +0; Spd 40 ft.; AC 21 (Touch 10, Flat-footed 21); Atks +14/+9 melee (1d8+7, battleaxe); Face/Reach 5 ft by 5 ft/5 ft; SQ Cold Subtype; AL N; SV Fort +10, Ref +3, Will +5.

Str 24, Dex 10, Con 16, Int 10, Wis 14, Cha 10.

Skills: Climb +11, Jump +11, Spot +6, Wilderness Lore +6, Feats: Cleave, Tracking

Special Qualities—**Cold Subtype (Ex)**: Cold immunity; double damage from fire except on a successful save.

TIER 3 (EL 6)

➤ **Frost Giant (Adolescent) (1)**: hp 75; use stats above.

ENCOUNTER 6: EVIL FROM THE PAST (1 MILE)

Tracking the faranth is relatively easy, with a DC of only 10 against a Search or Tracking check. (If no one can follow the trail, then this encounter does not occur.) The trail leads off the path through a wooded area. The faranth is a very intelligent creature, and realizes that it will very likely be followed again, so it has prepared an ambush for the party.

It has taken to the trees, and backtracked. It waits in the trees until the party passes underneath following its tracks, and then drop down and attack the rear members of the party first. It has plenty of time to prepare for this and find a good spot, so the DC on the Spot check is 25 at Tier 1, 29 at Tier 2, and 35 at Tier 3.

A giant lumpy mass with writhing tentacles drops out of the trees behind you!

The faranth will attack with its tentacles first. If that attack hits a character, it will use its grab ability. If the grab is successful, it will use its claw attacks against a different character. The grappled opponent will be dashed against the ground for 2d6+3 points of damage. Any unconscious opponents will be dropped if other opponents are available for melee, so a character that goes limp will be dropped. However, it will only drop a character after dealing a round of dash damage, as it is smart enough to realize that someone taking no damage has no reason to be unconscious.

This faranth is from a “lost city” of the faranth, which was frozen under a sheet of ice and has only recently begun thawing out. It is the first one out and has been exploring the area. All attempts to track it back to where it came from will fail, as it crossed several patches of rocky ground, small creeks, and spent some time in trees. None

of the characters will have any idea of what it is, but anyone with any nature skills or heritage can tell that it is an abomination. The best the party can do is kill the creature (which will fight to the death) and then report its existence to Baslett.

Investigating the faranth’s origins may form the basis for another adventure.

TIER 1 (EL 2)

➤ **Faranth (1)**: CR 2; Large Abomination; HD 4d8+8; hp 26; Init +4; Spd 20 ft., climb 20 ft, swim 10 ft; AC 14 (Touch 9, Flat-footed 14) -1; Atks tentacles +6 melee (grab, tentacles), and +4 (1d6+3, 2 claws); Face/Reach 5 ft by 10 ft/5 ft; SA Grab; AL Lawful Evil; SV Fort +3, Ref +1, Will +8; Str 16, Dex 10, Con 15, Int 20, Wis 15, Cha 10.

Skills and Feats: Climb +6, Hide +5, Jump +11, Listen +9, Move Silently +4, Search +8, Sense Motive +5, Spot +9; Alertness, Improved Initiative, Iron Will, Multiattack, Power Attack

Special attacks: **Grab (Ex)**—When a faranth makes a successful melee attack with its tentacles, make a grappling check. If the faranth successfully grapples its opponent, it will dash the poor victim against the ground for 2d6+3 points of damage.

TIER 2 (EL 2)

➤ **Faranth, advanced 6 HD (1)**: CR 2; Large Abomination; HD 6d8+12; hp 39; Init +4; Spd 20 ft., climb 20 ft, swim 10 ft; AC 14 (Touch 9, Flat-footed 14); Atks +7 melee (grab, tentacles) and +5 (1d6+3, 2 claws); Face/Reach 5 ft by 10 ft/5 ft; SA Grab; AL Lawful Evil; SV Fort +4, Ref +2, Will +9; Str 16, Dex 10, Con 15, Int 20, Wis 15, Cha 10.

Skills and Feats: Climb +6, Hide +9, Jump +11, Listen +9, Move Silently +4, Search +8, Sense Motive +5, Spot +9; Alertness, Improved Initiative, Iron Will, Multiattack, Power Attack

Special Attacks—**Grab (Ex)**: When a faranth makes a successful melee attack with its tentacles, make a grappling check. If the faranth successfully grapples its opponent, it will dash the poor victim against the ground for 2d6+3 points of damage.

TIER 3 (EL 3)

➤ **Faranth, advanced 8 HD (1)**: CR 3; Large Abomination; HD 8d8+16; hp 52; Init +4; Spd 20 ft., climb 20 ft, swim 10 ft; AC 14 (Touch 9, Flat-footed 14); Atks +9 melee (grab, tentacles) and +7 (1d6+3, 2 claws); Face/Reach 5 ft by 10 ft/5 ft; SA Grab; AL Lawful Evil; SV Fort +4, Ref +2, Will +10.

Str 16, Dex 10, Con 15, Int 20, Wis 15, Cha 10.

Skills and Feats: Climb +6, Hide +15, Jump +11, Listen +9, Move Silently +4, Search +8, Sense Motive +5, Spot +9; Alertness, Improved Initiative, Iron Will, Multiattack, Power Attack, Skill Focus (Hide).

Special Attacks—**Grab (Ex)**: When a faranth makes a successful melee attack with its tentacles, make a grappling check. If the faranth successfully grapples its

opponent, it will dash the poor victim against the ground for 2d6+3 points of damage.

Note: The faranth are taken from “Deep Freeze” by Cameron Widen in *Dungeon* #83. The entire entry for the creature is reproduced at the end of this adventure.

ENCOUNTER 5: ASSASSIN VINE WINE (4 MILES)

The trees seem to be thinning as you climb higher into the mountains. From up ahead, you hear someone talking in a strange language of alternating clicks and whistling noises.

The local druid, Grumbtheen, is sitting on a stump, talking with a squirrel and an oak tree. He is acting as a translator and mediating a dispute between them. The oak tree does not like the squirrel eating all of its children (acorns), and the squirrel does not like the way it tries to shake him off its branches.

There is not much left of the spells' durations, so he will politely ask the party to wait while he resolves this delicate matter. His proposal (that he will carry a few acorns to the lower altitude and plant them in promising spots if the oak tree lets the squirrel live peacefully in its branches) is quickly accepted, and he then turns his attention to the party. He explains what he was doing. He tells them that diplomacy and being a good neighbor is very important.

He is very interested in what they are doing in his woods, and he is quite perturbed that Theoman Baslett has an interest in the region. He explains that the terrain is so rough and impassible that the Pale could never mount an army into the Rakers. It's just another dangerous area surrounding the pale. He has a lot to say about Pholtus and the Pale. He is quite sarcastic about it, and jokes about how Palites usually burn trees to aid in conversion, and how they should not be out trying to convert trees to follow Pholtus. They already follow the light of the sun. If someone mentions a power void left by the dragon, or an “absence of law,” he really goes off on that character.

“Do you think something as weak as a dragon was the law around here? Did the sun stop rising in the East or setting in the West? Does snow still come in the winter? (Feel free to add as many of these as you want...) The Law that is so precious to Theoman Baslett and all the other Pholtan fanatics PALES beside the law of nature!

Even though he makes speeches like that, he does recognize the importance of having a stable and (mostly) good neighbor. He will ask if there is anything he can do to help. He can provide a few healing spells if asked and can give each character a *goodberry*. Remember that Druids cannot lose a prepared spell to cast a *cure* spell instead. In exchange for his healing, he makes the characters promise to only collect dead wood for fires and

not hurt for sport. If the party attacks him, he uses his *wild shape* ability to turn into a hawk and flies away.

If he does cast any healing spells on the party, he will politely inquire as to what caused the injury. If the party tells him about killing the assassin vine, he groans and shakes his head. “I told it to stay off the paths. Now I'm just going to have to plant another one.” He will defend the assassin vine's right to exist against any protests from the party. He also gives them a bottle of Assassin Wine as another reason why he keeps the vine around. This is a whole bottle of the stuff the party may have encountered at the Pious Pilgrim. The barkeep will be happy to buy it from them for 100 gp (he can sell its contents for twice that) if they make it back.

Grumbtheen does not know anything about what has happened since the death of the green dragon. He simply says he was hibernating most of the winter, and does not care to explain it beyond that. He has met Snowflake a few times and can vouch for him not being evil.

ALL TIERS (EL 5)

♣ **Grumbtheen, male wood elf Drd5:** Medium-size humanoid; HD 5d8; hp 26; Init +7; Spd 30 ft; AC 17 (Touch 13, Flat-footed 14); Atks +4 melee (1d6+1/crit 18-20, scimitar), ranged +6 (1d4+1/crit x2, sling); Face/Reach 5 ft by 5 ft/5 ft; SA Druid spells, Wild Shape; AL Neutral; SV Fort +4, Ref +4, Will +7; Str 12, Dex 16, Con 11, Int 10, Wis 16, Cha 6.

Skills and Feats: Animal Empathy +6, Concentration +8, Knowledge (nature) +8, Listen +5, Search +2, Spellcraft +8, Spot +5, Wilderness Lore +11; Improved Initiative, Tracking

Special Attacks—Wild shape (Ex): Once per day, Grumbtheen can polymorph self into a Small or Medium-size animal.

Spells Prepared (5/4/3/2; Spell DC = 13 + spel level): *o-create water, cure minor wounds, detect poison, flare, light; 1st-cure light wounds (x2), entangle, goodberry; 2nd-heat metal, ~~speak with animals~~, summon swarm; 3rd-cure moderate wounds, ~~speak with plants~~.*

ENCOUNTER 6: AVALANCHE (3 MILES)

The trail that the party has been following has dwindled down to barely more than a ledge wide enough to walk single file. As they are exposed on the side of a mountain with no cover, Winterwind has chosen this place to test how fast they can move. This will help his planning of the final battle on the frozen lake.

A sharp crack sounds from somewhere above you, echoing back and forth between the peaks. As you try to figure out where it came from, you hear a rumbling that makes even thunder sound quiet. There's no question where it's coming from—right above you!

The party is caught in an avalanche triggered by Winterwind. Immediately after reading the boxed text, start counting slowly to five. The players should be stating their intent to run long before you get to five...

The center point of the avalanche will be aimed at the middle of the party, and extend 30 feet to either side. This area is called the bury zone, and characters caught in this area will take damage get buried. However, since they have a full round's worth of actions, and most will be running, they should be able to get clear of this zone. If they do not, they take 4d6 points of damage at Tier 1, 6d6 points of damage at Tier 2, and 8d6 points of damage at Tier 3, or half that if they make a Reflex saving throw (DC 15). Even if they make the save, they are considered buried or pinned.

Characters that move outside the bury zone may still be in the slide zone, which covers another 30 feet on either side. Thus characters that can move 60 or more in one round will be perfectly safe (which is simply a double move for most medium-sized characters), but shaken up and large mounds of snow fall on top of the trail. Characters that do not clear the slide zone sustain 1d6 points of damage at Tier 1, 2d6 points of damage at Tier 2, and 3d6 points of damage at Tier 3; or no damage if they make a Reflex saving throw (DC 15). Characters that fail their save are buried in the snow and are buried.

Characters that are buried or pinned take 1d6 points of subdual damage each minute that they are under the debris. If a character loses consciousness from the subdual damage, they must make a Constitution check (DC 15) or take 1d6 points of real damage until they are rescued or dead.

Conscious characters may attempt one escape attempt per minute (let them try to escape before inflicting the 1d6 points of subdual damage on them). They may try to power out from under the snow and frozen rubble by making a Strength check (DC 20) or by wriggling free with an Escape Artist check (DC 25). Buried characters can call out to the other members of the party, but take subdual damage every 30 seconds since they are using up their oxygen much faster.

Characters that are not buried can help extricate the buried characters, but must locate them first. If no magical means of location can be used, a character must succeed with a Search check (DC of 15 for a medium character, 20 for a small character). Feel free to assign a circumstance bonus to find characters that wear brightly colored clothing. Likewise, if a character was wearing snow-colored camouflage (for better hiding), assign a penalty. If a character is yelling for help, decrease the DC by 5.

Most avalanches would sweep characters off the trail, but since this was triggered directly above them and mostly involved falling snow and ice, they will merely be buried on the trail. Have any characters with the Wilderness Lore skill to make a check, and regardless of the result, tell them that they were very, very lucky (unless a character died, of course).

If the characters try to climb up and look for clues or evidence, let them—but there's nothing to find.

This avalanche allows Winterwind to know who the fastest moving members of the party are, and if any of them can fly.

ENCOUNTER 7: FROZEN CARCASS (4 MILES)

As the party passes by a section of the mountains dotted with snowdrifts, they may spot the talons of a frozen giant eagle sticking up from the melting snow. This requires a Spot check (DC 10).

The giant eagle is from the species of large magical beasts detailed in the *Monster Manual*. It is 10 feet tall and has a wingspan of 20 feet. It encountered Winterwind while flying above this area, and was flash frozen by his breath weapon. It plummeted into a snowdrift and has been forgotten. (Winterwind was not particularly hungry that day.)

The party may be able to determine that it froze to death (with its eyes open, which may lead the players to believe it happened quickly), but since the temperature stays below freezing most of the time, they have no idea how long it has been dead.

ENCOUNTER 8: DEATH WISH (4 MILES)

The terrain has flattened out briefly, and you find yourself standing near the top of a large flattened dome of granite. Up ahead a man leans wearily on his staff, gazing intently at the ground in front of him.

The human barbarian, Nirshad, fought valiantly against the otyugh in the frost giant's garbage cave, but contracted the filth fever disease from its bite. While filth fever would not normally be a problem for a man as hardy as Nirshad, Winterwind successfully used *bestow curse* on him while he slept, dropping his Constitution by 6 points. A second *bestow curse* gave him -4 to his Fortitude saves. This was enough to keep him from throwing off the fever, and it has been wearing him down ever since. He thinks that he will die shortly, since he is so weak that he can barely walk. He is correct; his Constitution is currently at 1.

He does not wish to die in his sleep from the fever, but instead wishes to die like a man. He wants to fight something, anything, because he knows that virtually any opponent will kill him. Since he appears to be deprived of a warrior's death, he has been thinking about throwing himself off a cliff or down this large hole he discovered.

There is a perfectly circular hole melted into the granite dome. It is exactly 10 feet in diameter and has no chips or rough edges. It leads straight down for an unknown distance. He dropped a lit torch down the hole, but lost sight of it before he heard it hit anything. The pit appears to be bottomless.

If the party hails him, he tiredly falls to the ground and weakly waves at them. He is obviously no threat to anyone. If allowed to tell his story, he does.

My name is Nirshad, and I am on my quest to find my warrior spirit so I can return to my tribe far to the North as a man. I wanted to challenge a mighty frost giant, but when I came to the place where they were said to be, I found it totally deserted. I did hear some strange noises coming from a cave, so I went in to explore. I faced a terrible creature that had no place in nature. It was a blob of garbage with legs. It had two tentacles for arms and an enormous mouth. I fought valiantly, and beat it with my quarterstaff until it moved no longer, but its bite was poisoned or magical, for it drained me of my stamina. I have grown weaker each day, and I fear that I will not live to see another sunrise.

He shows the characters the inflamed puncture wounds on his arm and chest.

I wish to die a warrior's death. Which of you will fight me to the death?

As he looks from character to character, the players are probably going to wonder if they should oblige his request, or try to heal him. This will lead to some interesting discussions...

Nirshad wants to die; he is very blunt about that. He is a warrior, and he feels he will ultimately die from wounds inflicted by the otyugh. He would rather die from a sword or mace, than from some bizarre poison the creature injected into his body. He does not really understand the difference between poison and disease. He feels that receiving healing, especially of the magical sort, will be dishonorable, since he has not proven himself to be a warrior yet, and only warriors are worthy of healing.

He is quite close to death. One blow will be enough to drop him below 0 hp, and in his weakened condition, he will not be able to stabilize on his own.

If no one immediately agrees to fight him, he raises the stakes by offering his finely made quarterstaff. The tips have been shod with silver instead of iron, and his grandfather used it to defeat a winter werewolf many years ago.

If someone points out that they could just take it after they kill him, he sighs as if they have figured out his trick.

Getting him to agree to healing is almost as difficult as healing the disease itself. He must be convinced that he is worthy of such an honor. It will take a strong argument from an honorable warrior type, like a paladin, to convince him of this. He counters with the fact that the god of his people, Vatun, believes in culling out the weak from the strong. Thus, healing is reserved for those who have already proven their strength. Since he has not, he is not worthy of healing.

A cleric or druid or other strongly religious character may take this opportunity to step in and expound the benefits of serving his deity, who probably does not have

such harsh views on doling out healing. He will politely ask questions about such deities, but will decline any healing unless they mention that their god's favored weapon is a quarterstaff.

Many of my people use the battleaxe, but my family has passed this quarterstaff down from father to son for many generations. It is a family tradition. My father once told me that the quarterstaff and the silver ends were meant for something more than just slaying lycanthropes. Maybe I have been led here to you, or you to me, to fulfill some higher purpose preordained by the gods?

After making this speech, he will allow that character, and that character only, to try to heal him. The disease can be cured by a *remove disease* spell, or by a paladin of at least 3rd level. Magical means such as this are automatically successful. However, they may be out of reach of a party, and mundane means may be needed. The Healing skill can be used to help him recover from the disease. The DC of filth fever is normally only 12, but with the curse bestowed by Winterwind it has an equivalent DC of 16. The combination of the curse and his low Constitution has made it very difficult for Nirshad to recover. *The person using the skill has not been cursed, and thus only has to make a DC of 12.* However, it will take two successful checks for him to be cured of the filth fever, one can be made now, and another the next morning. This will probably cause the party to face another event from the event section at the beginning of the adventure. Because of the adverse conditions (temperature, no bed, etc.) and the pressure involved (this is literally a life or death situation), the character attempting to heal the disease cannot take 10 or 20. Even if the roll to cure the disease fails, Nirshad still gets a Fortitude save that night. The DC is 16 for him, and with his current Constitution of 1, his Fortitude save is -4. He can succeed only on a 20. If he fails, he dies. As he draws his last breath, he tells the would-be healer to take his quarterstaff, and put it to better use than he did.

If he is successfully cured of the filth fever, he will "convert" to the new deity, probably Pholtus, but possibly Boccob, Bralm, Fharlanghn, Joramy, Obad-Hai, Ralishaz, Sehanine Moonbow, or others. He will ask where he can go to learn more about the deity. He will gain 1 point back to his Constitution each day, but will insist on leaving immediately. He will not accompany the party on their quest. He will go to Rakervale (if converted to Pholtus) or to whatever city outside the Pale the cleric/healer directs him.

If he is not convinced to let someone heal him, he will not allow anyone to do so. He will strike any person attempting to minister to him with his quarterstaff, striking for subdual damage only. Note that it is possible for him to be grappled and pinned or tied up. If someone is attempting to heal him while bound, they will have a circumstance penalty of 4 to their checks, since the ropes get in the way, and the patient is very unwilling. It may be possible to trick him into drinking some of the assassin vine. He will drink some if someone else drinks with

him. His being intoxicated will not affect the tending character's Healing check.

He wants to die a warrior's death and will beg any fighter-looking character in the party to fight him. If there is such a fight, he will fight to the best of his ability, but will drop from the first hit. He will die shortly after falling with a smile on his face.

If characters refuse to fight him, he will let out a mighty battle cry and jump into the hole. Since they have not agreed to fight him, he does not consider them to be worthy of his quarterstaff, and he takes it with him to his death. He will keep his battle cry going all the way down. Since the hole is effectively bottomless, the party will not hear him strike bottom, but simply hear his battle cry echoing in the shaft for several seconds.

The hole was melted through the granite many millennia ago. It continues straight down for miles. The hole will no doubt be the site for several expeditions and other adventures, but not this one.

Explain to any would-be explorers that the granite is very slick and smooth so climbing would be extremely difficult, and that there is not enough rope in all of Rakervale to get to the bottom of the hole. Intelligent players may try to calculate how deep it is. Let them make their guesses. Just nod knowingly, smile, and keep saying "Deeper."

TIER 1-3 (EL 1)

☞ **Nirshad, male human BbnI:** Medium-size humanoid; HD 1d12-5; hp 1; Init -2; Spd 40 ft; AC 11 (Touch 8, Flat-footed 13); Atks +4/+4 melee (1d6+6/1d6+6, masterwork quarterstaff); Face/Reach 5 ft by 5 ft/5 ft; SA *wild shape*; AL N; SV Fort +4, Ref +4, Will +7; Str 18, Dex 6, Con 14 (now 1), Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +8, Listen +4, Jump +8, Swim +8, Wilderness Lore +4; Ambidexterity, Two-Weapon Fighting.

Special Attack—Rage (Ex): Once per day, Nirshad can fly into a screaming blood frenzy. He temporarily gains +4 to Strength and +4 to Constitution, +2 to Will saves, but suffers a -2 penalty to AC.

Possessions: Masterwork quarterstaff, dagger, studded leather armor, trail rations

ENCOUNTER 9: EMPTY NEST (2 MILES)

The party is approaching a spire of granite that contains a huge mass of tree trunks and branches on top. A roc made its nest here, but was then chased off by Winterwind. No Spot rolls are necessary to find the nest, but a Spot check is needed to see the glint of something shiny in the branches. If no one in the party makes a Spot check (DC 20), do not read the last sentence of the read aloud text.

Rising before you is yet another example of the scenic beauty of the Rakers. A lone spire of granite about a hundred feet tall rises up from the ground pointing up to the heavens. At the top is a

huge mass of trees piled on top of each other. Something in the trees is reflecting the light just right, for intermittent flashes catch your eye.

This encounter is a test of the party's climbing skills. The base DC for climbing the granite pillar is 25 (a rough surface, such as a natural rock wall). There are handholds available, but it is still a difficult climb. Each successful climbing check allows a character to move up to half their base movement rate (usually 15 feet) as a full round action.

Since there can be severe armor check penalties, most armored characters attempting the climb will probably remove their armor. While the roc will not return and nothing will attack them during the climb, be sure to play up how exposed they are, how they do not get any Dexterity bonus to AC while climbing, etc.

There are several possible adjustments to the DC: A climber's kit gives a +2 circumstance bonus. A character can drive in pitons to make the climb easier for characters climbing behind him. This takes 1 minute per piton, which must be placed every 3 feet. This reduces the DC to 15 (but the character placing the pitons still has to climb at the higher DC). If a rope is lowered down from the top, or from a piton, the climb becomes very easy. (It is entirely possible that someone in the party can fly or levitate to the nest.)

The height of the pillar varies by tier. It is 80 feet tall at Tier 1, 100 feet tall at Tier 2, and 120 feet tall at Tier 3. Remember that characters reaching the top still have to climb down.

Once the nest is reached, the character will still have to climb around massive tree trunks and limbs that have been either torn from trees or completely uprooted. The nest is about 60 feet across, and is shaped like a bowl.

The flashes were caused by a silver dagger tucked into the belt of a dead wizard, named Titus, who had been observing the wildlife in the Troll Fens when the tree his blind was built in was uprooted by the roc and carried here. He was crushed by the fall when the roc dropped the tree onto the nest. Since the temperatures have been below freezing, his body is very well preserved. Even though he was an arcane spellcaster, he still carries a holy symbol of Pholtus around his neck. There is an used wand tucked into his belt as well (now just a useless stick). His spell book has been ruined by the elements, but he does have a scroll tube tucked into his hip pocket. The scroll tube contains a scroll of two arcane spells, *detect secret doors* and *erase*, scribed at the 1st level. It also contains a few sheets of paper with very detailed notes about daily temperatures in the Troll Fens over a period of several years. This information would be quite valuable in helping the military governors of the regions bordering the Troll Fens predict when the weather will grow cold enough for the trolls to issue forth from the fens in great numbers.

Once they are in the nest, if a character wants to survey the surrounding area, have them make a Spot check (DC 15) to notice a huge groove that was seemingly melted in the snow about a hundred yards off the trail.

Closer examination of the trail and either a Tracking check (DC 15) or a Wilderness Lore check (DC 20) will reveal that the groove was melted by a gargantuan worm-like creature with many clawed legs. If a character beats the DC by 5 or more, they know the tracks were left by a Remorhaz of exceptional size. The trail is several days old and can only be followed a few miles in either direction before it is either covered in fresh snow or travels over a large expanse of rock.

ENCOUNTER 10: AERIAL STRATEGY (1 MILE)

The wind howls and whirls around you, directed in odd patterns from the peaks and gaps around you. Tiny whirlwinds of snow are picked up off the ground and carried for a few feet before being dropped to the ground. One of the whirlwinds is gray and vaporous instead of white, and darker bits look like eyes and maybe even a mouth!

Roll for initiative normally. Winterwind has summoned an air elemental to test the party. He wishes to learn how they fight against an airborne foe.

Any character that can speak Auran can hear it shriek, "Feel the winter wind!" as it attacks. If forced to communicate, it insists that it "was merely doing the master's bidding." It will not identify who the "master" is, as it has never seen Winterwind before.

The air elemental will use its superior movement and flyby attack feat to dive at party members and continue moving. The only way to actually engage it in melee combat is to ready an action and wait for it to attack.

At Tier 1, the air elemental will not form a whirlwind. At Tier 2, the air elemental will only form a whirlwind if there are characters of small size in the party. It will try to pick up small characters in the whirlwind. At Tier 3, the air elemental is large, and will attempt to form a whirlwind whenever it can.

Remember that elementals are repelled by magic circles. The air elemental will attack the party for a total of 17 rounds, but will flee if reduced to 5 hit points or less.

TIER 1 (EL 3)

➤ **Air Elemental, Medium** (1): hp 26; see *Monster Manual* page 81.

TIER 2 (EL 5)

➤ **Air Elemental, Medium** (2): hp 30 each; see *Monster Manual*, page 81.

TIER 3 (EL 7)

➤ **Air Elemental, Large** (2): hp 60; see *Monster Manual* page 81.

ENCOUNTER 11: THE ABOMINABLE AMBUSH (2 MILES)

The party has attracted the attention of the yeti that have moved into the area with the departure of the frost giants. They have planned an ambush by hiding in the snow where they are virtually undetectable. If the party does not make a Spot check (DC 27), they will be surprised when the Yeti spring up and attack. If a character has been traveling far in advance of the party and doing some scouting, this could be a very deadly encounter. If the lead character is killed, the yeti will stash the body in the snow and hide again for another ambush (the base DC is the same, but decreased by 2 for every round of combat that took place).

A large white furry humanoid rises up from the snow where it has been hiding, reaches out with its very long arms and tries to grab you!

The yeti uses its reach to its best tactical advantage, relies on its improved grab ability to squeeze and freeze a foe to death.

Characters who survive the ambush can search for tracks. They can find a few scattered trails, but all they can really learn is that there are definitely more of them...

TIER 1 (EL 3)

➤ **Yeti** (1): CR 3; Large Humanoid; HD 4d8+4; hp 22; Init +5; Spd 40 ft.; AC 14 (Touch 10, Flat-footed 13); Atks +7 melee (1d6+4, 2 claws); Face/Reach 5 ft by 5 ft/10 ft; SA Grab; SQ Cold immunity, fire vulnerability; AL N; SV Fort +2, Ref +5, Will +5; Str 18, Dex 12, Con 12, Int 9, Wis 13, Cha 11.

Skills and Feats: Climb +9, Hide +2 (+17 in snowy conditions), Move Silently +6, Wilderness Lore +6; Improved Initiative

Special Attacks—Grab (Ex): If a yeti hits an opponent with both of its claw attacks, it can make a free grappling check without provoking an attack of opportunity. If the grappling check is successful, it squeezes and deals an additional 1d6 points of damage plus 2d6 points of cold damage. A squeezed character can make a Fortitude save (DC 13) to take only half of the cold damage.

Special Qualities—Cold Immunity (Ex): Yeti are immune to cold-based effects; **Fire Vulnerability (Ex):** Yeti suffer an additional 50% damage from heat- and fire-based effects.

TIER 2 (EL 5):

➤ **Yeti** (2): hp 22 each; see stats above.

TIER 3 (EL 7):

➤ **Yeti** (4): hp 22 each; see stats above.

Note: The Yeti monster statistics are modified slightly from the ones presented in *Armistice* by Peter Vindogadov in *Dungeon* #84.

ENCOUNTER 12: HEAVENLY VOICE, HELLISH TONGUE (1 MILE)

Only include the last sentence of the read aloud text if someone in the party speaks Abyssal.

The natural silence of the mountains is broken by the melodic singing of an ethereal voice coming from somewhere ahead. There is something oddly discordant about it though—why would a voice so beautiful be singing a song in Abyssal?

The lyrics translate to:

*What one thinks is sacred
Is often profane
For pain is like beauty
And beauty like pain*

*What one person loses
Can be someone's gain
For pain is like beauty
And beauty like pain*

*Your favorite color
Could still be a stain
For pain is like beauty
And beauty like pain*

The party will slow down/make plans/etc. Let them plan whatever they want. The lillend is already aware of their presence and is singing in Abyssal to test them.

While lillend travel the planes seeking out areas of unspoiled beauty, this particular lillend regularly visits areas like this, beautiful but deadly. Dyllia is exceptionally beautiful for her kind, and she flirts shamelessly with characters of either sex. The song that the lillend is singing is about the pain of extreme beauty and the beauty of extreme pain. It is unusual to say the least. She has assumed that they are on some mission for the Theocracy of the Pale, and while she respects the knowledge aspect of Pholtus, she has reservations about his obsessions about absolute law.

You see an extraordinarily beautiful woman with iridescent feathered wings and a serpent's tail instead of legs, floating above the trail singing a haunting tune.

If they attack her, she simply flies away. If they hail her, she greets them and strikes up a conversation. If asked about the song, she explains how beauty and pain often go hand in hand, citing an example of a beautiful woman causing pain in the hearts of many men because she can only be with one. She says that the Rakers are a magnificent, beautiful and deadly range and she always

feels inspired here. She can translate the song if asked, but makes sure to emphasize that she's making it up as she goes along, and that common is such an ugly language. She adds an extra stanza at the end...

*Come on everybody
You know the refrain
For pain is like beauty
And beauty like pain*

If no one repeats the last two lines (the refrain) with her, she glowers at the party and tells them they are about as much fun as a bunch of grumpy dwarves.

She is quite talkative, and wants to know how each person feels in the presence of great beauty. If a character asks "what beauty?" she coughs suggestively and glares at him. She only recently arrived in the area and does not know anything about Winterwind or any recent events.

If a character flirts with her, she flirts right back, probably giving the character more than they bargained for. She delights in making Paladins and stuffy Clerics blush, so she will get fairly suggestive at times. (Stay in good taste here, use clever word play and not base language. She is the master of the double entendre.) If someone says that her beauty is painful, she smiles and replies, "Why that's the nicest thing I've heard all day."

She also hints that she would like to receive a gift from them. If pressed for details, she will simply say something like "Shouldn't a beautiful lady receive a beautiful gift?" If given jewelry or a gem, she looks at it with a discerning eye, then gives it back and says she was looking for something that could warm her heart. If a character gets impatient and directly asks what she wants, she replies, "Oh you're no fun, I need to make you guess. Over and over if need be." She wants a character to sing her a song or recite a poem, but she enjoys playing the coquette. When a character figures it out and says he will play/sing something for her, she will taunt the other members of the party with something like "Well? You're not even going to try to compete? Just give up like that?" What she really wants is for the characters to have a performance competition, with her as the judge.

While many characters will simply roll a d20 and add their Perform skill to the total, if a player role plays it, and actually sings or recites something, give them a +2 circumstance bonus. If they make up something original on the spot, add another +2 bonus.

If the winner gets above a 20 on their Perform check, she gives him/her a kiss. She takes the character in her arms and kisses him/her while floating above the ground! Have the character make a Charisma check. If the check is higher than a 10, she smiles broadly after the kiss and says something like "Well I certainly hope I'll be seeing more of you..."

She gives the winner of the contest one of her feathers, which is suitable for enchantment.

As long as the party is nice to her, or plays along with her flirting, she asks if they need any help. If they ask for healing, she'll suggestively say, "Well, I can kiss it and make it better." She uses her Bardic spells to cure the

party to best of her ability. She spreads it around if possible, and may even make characters sing for it, or see who can give her the best compliment.

ALL TIERS

☞ **Lillend** (1): hp 45; see *Monster Manual* page 128.

ENCOUNTER 13: FROST GIANT CAMP (3 MILES)

The party finally reaches their destination, the (still) sealed lair and frost giant camp. The entrance to Xianshe's lair has been sealed up with stone and has numerous magical wards on it. There are warnings posted all over the place. If a character even touches the wall, have them roll a Fortitude save, and then tell them they're paralyzed unless they roll a 20. Other characters can revive the character if he is moved away from the wall.

The frost giants lived in a stone hut about forty feet square, with a fire pit in the center. There are ten stone cairns outside in a row. However, they have been torn apart, and no trace of the bodies can be found. (Winterwind ate them.)

There are really no clues to be found here.

There is a hole in the ground about ten feet square that leads down ten feet to a small circular cave about thirty feet in diameter. It is filled with garbage and waste from the giants.

If the party has been having an easy time of it, or needs to use an "augmented" tier, then there is also an extremely hungry otyugh. Nirshad did not actually kill it, and it has recovered back to full hit points (except at Tier 1).

The otyugh hides inside one of many mounds of waste (DC 23 to Spot, DC 27 at Tier 3), and attacks with its tentacles as soon as a character is 5 feet from the floor (if they are climbing down a rope). If a character jumps down, roll initiative normally.

TIER 1 (EL 4)

☞ **Otyugh** (1): hp 33 (currently 17); see *Monster Manual* page 147.

TIER 2 (EL 4)

☞ **Otyugh** (1): hp 33; see *Monster Manual* page 147.

TIER 3 (EL 5)

☞ **Otyugh** (2): hp 44; see *Monster Manual* page 147.

ENCOUNTER 14: DRAGON QUIZ (0 MILES)

This encounter occurs whenever they have finished dealing with the otyugh and searching.

A booming voice from the sky says, "What are people from the Pale doing so far from home?" When you look up, the sky is clear.

Subtlety is the key to this encounter. The party is actually talking with Winterwind, who is impersonating Brennan, the silver dragon saved by Theoman Baslett. Winterwind has studied up on silver dragons, and he knows exactly how to act. Ham this one up as the stereotypically immature but good dragon (lots of bad puns).

If no one in the party answers the question posed by the voice...

"I asked you a question. Do you so easily ignore the requests of Pholtus?"

Somebody will answer the question now. Let them get halfway into their response before you let out a booming giggle.

Greetings! Travelers of the Pale! It is I, Brennan, savior of the Pale army, hero of renown, and really funny dragon. Pardon my invisibility, but my presence tends to do strange things to mere mortals when I appear suddenly. Do all of you have fresh undergarments?

Without waiting for an answer, "Brennan" becomes visible, appearing as a huge silver dragon with blue-gray scales and silver highlights. He appears to have been cast from molten metal.

He always stays at least 60 feet away from the nearest party member (he is well aware of the range for most spells that will reveal his alignment). He says that since certain clerics of Pholtus were so eager to kill him, he'd rather stay at a safe distance.

He asks numerous questions about the Pale, and the characters. He is especially interested in any news about Theoman Baslett, proclaiming him to be "a very close, and personal friend of mine."

If asked about his past heroics, he gushes that he battled so many demons and helped the Pale in so many battles that it all seems to run together. He does give enough details to satisfy any overly inquisitive characters.

He would like to help Baslett out by patrolling this area, so he can protect his friends in the Pale. He says that his wanting to settle down is a sign that he is (finally) growing up. He does have a favor though, he wouldn't want word getting around to other dragons that he's getting help guarding his territory, so he asks that the Pale not go marching armies through his territory, unless he gets to accompany them. That way he can always tell other dragons that he was hired...

He also would like an annual tribute befitting a dragon of his stature. While Xianshe demanded treasure, he wants something even better...drum roll...he wants PIES! He wants the citizens of Rakervale to set aside pies for him once a year. Any kind of pie will do, as long as it tastes good.

At this point, the party will not be taking him seriously, which is exactly what he wants. He wants to be perceived as a harmless, but eccentric, ally.

When this role-playing seems to be getting old, or if the characters seem unduly suspicious...

Ooh! Ooh! I almost forgot. Guess what I made?

If the party does not immediately start guessing, he snorts indignantly and says that he made something to protect a puny human from cold. If they do start guessing, he plays the getting hotter/colder game for a *very* long time.

Since you're the first puny humans I've seen since I made it, I should probably give it to you. Oh but I only made one, hmm, this could be a problem. I know! I'll give you all a test, and it can be about dragons. The one the gets the most answers right gets it! This will be so much fun...of course that means that one of you does have to get at least one question right.

At this point, read off the questions below and have the players secretly write down their responses. He makes it very clear that he only considers the ten proper dragons (black, blue, green, red, white, brass, bronze, copper, gold, and silver) to be true dragons. Of course, the correct answer to most questions is either green, silver or white.

- What is the alignment of a silver dragon? (lawful good)
- What is the alignment of a green dragon? (lawful evil)
- Which two dragons are associated with air? (green and silver—must give both)
- What color dragon is the smallest and least intelligent of all dragon kind? (white)
- Other than gold dragons, what color is the most charismatic? (silver, of course)

Each correct response is worth one point. The third question is worth one point for each of the two colors. The highest score is six correct, so there will most likely be a tie.

To break the tie, he asks the characters to explain (in 50 words or less) why silver dragons are WAY better than green dragons. Whoever gives the most obsequious, over the top answer (that is favorable to silver dragons) wins.

He drops the periapt of proof vs. cold down to the winner. It is a brilliant-cut shard of ice on a delicate silver chain. The wearer gains a +1 luck saving throw bonus against any type of cold. He insists that it is a very powerful item, and if the character is not happy with it, he can take it back.

Then he springs the real test on them...

Now that I've given you protection against cold, you can prove your worth as heroes by killing a young white dragon that has decided to make its lair on a frozen lake nearby. If the party does not immediately rise to the occasion, he questions whether they are really heroes or not. If they ask why he does not kill it himself, he says that the people of the Pale need a lot of practice killing evil dragons instead of making deals with them. Besides, white dragons don't taste very good.

No statistics are given for Winterwind, he could crush the party easily if he wanted to, but right now he wants to maintain his campaign of strategic misdirection. If they refuse to fight the white dragon on the lake, he simply leaves and says that he and Theoman will have "words."

ENCOUNTER 15: BATTLE ON THIN ICE (5 MILES)

The battle against the white dragon takes place on the surface of a small lake that has frozen over. Winterwind has used magic to weaken the ice in strategic locations, so that it will crack open when a heavy object falls on it (like a dragon) or can be triggered by magic.

The surface of the ice is quite slippery, and a Balance check must be made (DC 15) to walk on it without slipping and falling. Characters can take 10 on this roll, but not in combat. The environment makes the battle much more difficult than normal. White dragons have the Icewalking ability, so they can move on the icy surface normally. Characters that slip and fall are prone, and must use their action to get up. Characters wearing boot tips or crampons from a climbing kit, will automatically make their roll, but can only move at half speed.

The lake has odd drifts of snow in various places that could be hiding a small dragon. The dragon is actually flying high up in the sky, trying to stay hidden in the glare of the sun (Spot check at DC 25). It will swoop down by diving at double its fly speed to attack one character at random. It is not particularly intelligent, but will breath any time it can catch more than one character in its breath weapon's area of effect. If it has the flyby attack feat (tiers 2 and 3), it will use that to the best of its ability.

When the dragon dies, it falls forward on the ice (or down from the sky), and the ice begins to crack up. Since this is not as believable with a smaller dragon than a large one, play up the small cracks forming on the ice during the battle. Unless the characters do something really stupid, the ice will hold throughout their battle.

When the ice breaks, cracks radiate out from the dragon towards the shores. If the characters try to run (as opposed to merely making a double move), they must make a Balance check (DC 15) or fall down. If the characters take a double move, they still have to make a Balance check, but only at DC 10, since they may get enough speed up to slide off the ice.

A character may wish to lay flat on a piece of ice and float/paddle his way to shore. This will work, but will the character can only move at a speed of 5. He will probably face damage from hypothermia as well.

If the characters have not gotten off the ice within two rounds, they fall into the icy waters. They can still swim to shore, but must make swim checks (DC 10, and only trained swimmers can take 10 on this roll) or face the possibility of drowning. Remember to apply penalties for weight to the swim rolls. Each successful check lets a character move half his speed as a full round action. If a character fails a check, he does not make any forward progress. If he fails by 5 or more, he goes under and begins to drown. Characters that have gone under can continue to swim, but they suffer a -1 penalty to their Swim check for each consecutive round they have been under water. A character can stay under for a number of rounds equal to twice his Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round to continue holding his breath. Each round, the DC increases by 1. If the Constitution check is failed, the character is unconscious and at 0 hit points. The round after that, he drops to -1 and is dying. In the third round, he drowns.

Regardless of the success of the swim rolls, due to the extreme temperature of the water, characters take 1d6 points of subdual damage each minute of exposure. There is no saving throw to avoid this.

TIER 1 (EL 1)

☛ **White Dragon, Wyrmling** (1): CR 1; Tiny Dragon; HD 3d12+3; hp 30; Init +4; Spd 60 ft., fly 150 ft. (average), swim 60 ft., burrow 30 ft.; AC 14 (Touch 12, Flat-footed 14); Atks +6 melee (1d4+2, bite), \ +1 melee (1d3+1, 2 claws); Face/Reach 2 1/2 ft by 2 1/2 ft/5 ft; SA Breath weapon; SQ Cold subtype, icewalking; AL Chaotic Evil; SV Fort +6, Ref +3, Will +3; Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 6.

Skills and Feats: Hide +4, Listen +4, Sense Motive +4, Spot +4; Improved Initiative, Power Attack

Special Attacks—Breath Weapon (Su): Cone of cold, 15 feet long, 1d6 points of damage, Reflex save (DC 12) for half damage.

Special Qualities—Cold Subtype (Ex): Cold immunity, double damage from fire except on a successful save.

Icewalking (Ex): This ability works like the spider climb spell, but the surfaces the dragon climbs on must be icy. It is always in effect.

TIER 2 (EL 2)

☛ **White Dragon, Very Young** (1): CR 2; Small Dragon; HD 6d12+12; hp 51; Init +4; Spd 60 ft., fly 150 ft. (average), swim 60 ft., burrow 30 ft.; AC 16 (Touch 11, Flat-footed 16); Atks +8 melee (1d6+2, bite), +3 melee (1d4+1, 2 claws); Face/Reach 5 ft by 5 ft/5 ft; SA Breath Weapon; SQ Cold Subtype, Icewalking; AL Chaotic Evil; SV Fort +8, Ref +5, Will +5; Str 14, Dex 10, Con 14, Int 6, Wis 11, Cha 6.

Skills and Feats: Hide +6, Listen +6, Sense Motive +6, Spot +6; Improved Initiative, Flyby Attack

Special Attacks—Breath Weapon (Su): Cone of cold, 20 feet long, 2d6 points of damage, Reflex save (DC 14) for half damage.

Special Qualities—Cold Subtype (Ex): Cold immunity, double damage from fire except on a successful save.

Icewalking (Ex): This ability works like the spider climb spell, but the surfaces the dragon climbs on must be icy. It is always in effect.

TIER 3 (EL 3)

☛ **White Dragon, Young** (1): CR 3; Medium-size Dragon; HD 8d12+16; hp 68; Init +4; Spd 60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.; AC 18 (Touch 10, Flat-footed 18); Atks +10 melee (1d8+2, bite), +5 melee (1d6+1, 2 claws), +5 melee (1d4+1, 2 wings); Face/Reach 5 ft by 5 ft/5 ft; SA Breath Weapon; SQ Cold Subtype, Icewalking; AL Chaotic Evil; SV Fort +8, Ref +6, Will +6; Str 15, Dex 10, Con 15, Int 6, Wis 11, Cha 6.

Skills and Feats: Hide +8, Listen +8, Sense Motive +8, Spot +8; Feats: Improved Initiative, Flyby Attack, Power Attack

Special Attack—Breath Weapon (Su): Cone of cold, 30 feet long, 3d6 points of damage, Reflex save (DC 16) for half damage.

Special Qualities—Cold Subtype (Ex): Cold immunity, double damage from fire except on a successful save.

Icewalking (Ex): This ability works like the spider climb spell, but the surfaces the dragon climbs on must be icy. It is always in effect.

ENCOUNTER 16: BACK AT THE PIOUS PILGRIM (37 MILES)

The party makes the return journey to Rakervale without incident.

They find that Baslett has left standing orders for Willigent to house them at the inn, and he meets them for dinner.

He is quite happy with the agreement/alliance with Brennan, remarking how the dragon really loves to eat apple pies. He listens attentively as the party describes their adventures, and then asks them what he thinks the biggest threats to the Pale would be.

After receiving their report, he thanks them for their heroism and patriotism, and gives them their reward of either 50 gp each or a potion of *cure light wounds*. Characters that he had previously labeled "a mercenary" only receive the gp reward, and do not get a Favor of Pholtus either.

CONCLUSION

The party probably gives Baslett information about possible danger from the faranth, the hole, remorhaz or

yeti. They will certainly feature prominently in later adventures.

The most important result of this adventure is that Baslett has agreed to allow Brennan (really Winterwind) to police that area of the Rakers. The Pale will slowly shift some of its military resources away from the area to deal with other threats from Tenh, Iuz and the Troll Fens. This will leave very little to stop Winterwind when he finally does make his move against the Pale. In fact, the only thing standing between him and Rakervale is probably a party of heroes...

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Events 1 to 4

Not losing a character in any of the nightly events 50 xp

Encounter 2

Defeating the assassin vine 50 xp

Encounter 3

Defeating the frost giant 50 xp

OR

Befriending the frost giant 50 xp

Stabilizing the wolf 50 xp

Encounter 4

Killing the faranth 50 xp

Encounter 6

Surviving the avalanche 50 xp

Encounter 8

Converting Nirshad to a god other than Vatun 20 xp

Ridding Nirshad of filth fever 60 xp

Encounter 9

Recovering items from the nest 30 xp

Bringing the corpse back 20 xp

OR

Cremating it/Performing last rites 20 xp

Encounter 10

Defeating the air elemental 100 xp

Encounter 11

Defeating the yeti 100 xp

Encounter 12

Performing for the lillend 20 xp

Encounter 15

Defeating the young white dragon 150 xp

Encounter 16

Telling Baslett about the faranth 10 xp

Telling Baslett about the "hole" 10 xp

Telling Baslett about the remorhaz tracks 10 xp

Telling Baslett about the yeti 10 xp

Giving Baslett the weather data from the dead wizard 10 xp

Total experience for objectives 900 xp

Discretionary roleplaying award 0-100 xp

Total possible experience

1,000 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter Three

- Masterwork shield (190 gp, 10 lbs, scale, unusual): A shield made of a single large scale from the dead green dragon Xianshe, this unusually light shield protects as well as a large steel shield, but only weighs as much as wood. The armor check penalty is only -1, and arcane spell failure is 15%.

Encounter Five

- Bottle of Assassin Wine (200 gp, 1.5 lbs, glass bottle, unusual): This bottle contains enough wine for 5 shots. Anyone drinking a shot of this very rich and heady wine must succeed a Fortitude save (DC 12) or fall asleep within a minute. The sleeping creature, if left undisturbed, will rest a full eight hours, but will awaken with no ill effects or hangover. Only one save a day is required.

Encounter 8

- Masterwork silver-shod quarterstaff (600 gp, 4 lbs, oak & silver, unusual): This quarterstaff is not just a masterwork weapon of high quality, but has been shod in silver instead of iron.
- Dagger, Studded Leather Armor

Encounter Nine

- Arcane scroll of *detect secret doors* and *erase* at 1st-level (50 gp, 0 lbs, vellum, common).
- Silvered dagger (10 gp, 1 lb, common).

Encounter Twelve

- Feather from a lillend (50 gp, 0 lbs, quill/feather, unusual): This perfectly formed feather was plucked from the wing of an extraordinarily beautiful outsider. It is worth 50 gp for its beauty alone, but it may be worth more to others.

Encounter Fourteen

- Periapt of proof against cold (250 gp, 0 lbs, ice and silver, unusual): The periapt is a brilliant-cut shard of ice on a delicate silver chain. The wearer gains a +1 luck saving throw bonus against any type of elemental (cold) effect.

Encounter Sixteen

- Theoman Baslett's Reward: The characters each get to choose between receiving 50 gp each or a *potion of cure light wounds*. (Some characters that have been

labeled a "mercenary" do not get a choice; they only receive the gold.)

Characters that have not been labeled a "mercenary" also receive a Favor of Pholtus.

APPENDIX 1: FARANTH

The faranth originally appeared in "Deep Freeze" by Cameron Widen in *Dungeon* #83. The entire entry is reproduced here.

FARANTH

Large Aberration

Hit Dice:	4d8+8 (25 hp)
Initiative:	+4 (Improved Initiative)
Movement:	20 ft., climb 20 ft., swim 10 ft.
AC:	14 (-1 size, +5 natural)
Attacks:	Tentacles +6 melee, 2 Claws +4 melee
Damage:	Claw: 1d6+3
Face/Reach:	5 ft. by 10 ft./5ft.
Special Attacks:	Grab
Saves:	Fort +3, Ref +1, Will +8
Abilities:	Str 16, Dex 10, Con, 15, Int 20, Wis 15, Cha 10
Skills:	Climb +6, Craft (any) +12, Hide +5, Knowledge (engineering) +12, Knowledge (any) +9, Listen +9, Move Silently +4, Search +8, Sense Motive +5, Spot +9.
Feats:	Alertness, Improved Initiative, Iron Will, Multiattack, Power Attack.
Climate/Terrain:	Any
Organization:	Solitary, pair, or company (5-8)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually lawful evil
Advancement Range:	5-10 HD (Large); 11-18 (Huge)

The faranth are a race of grotesque creatures that once held dominion over most of the world but now reside in suspended animation beneath the ice of the Raker Mountains.

A faranth has slimy black skin and resembles a giant, lumpy toad. It gives the impression of being soft and gelatinous, like a soft leather bag full of entrails. In place of a head, the faranth has a ring of black, 6-foot-long tentacles lined with scarlet suckers. A faranth senses its surroundings by means of some unfathomable extra-sensory perception.

Faranth communicate by playing notes on curiously wrought pan flutes and silent gestures with their tentacles.

Combat

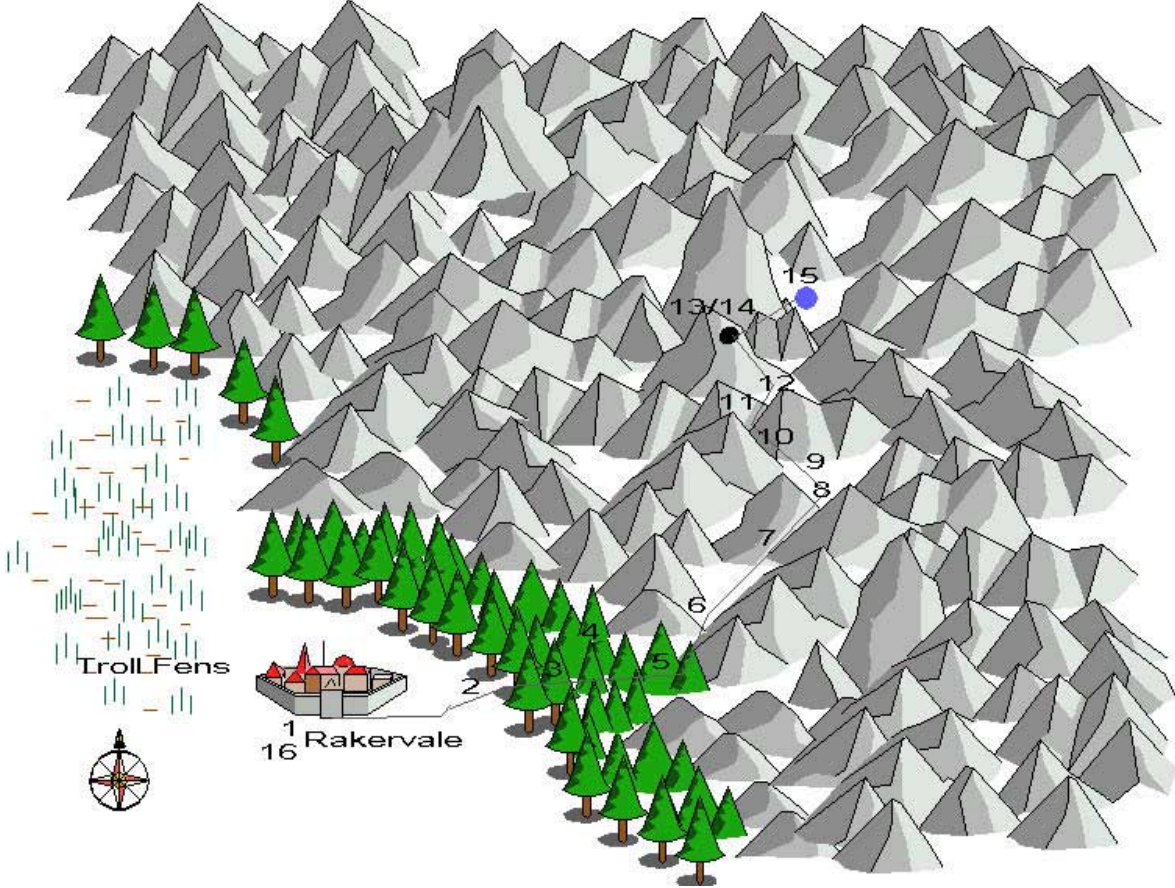
Because of their heightened intelligence, faranth can read the flow of a battle and anticipate an opponent's actions. This equates to having the Improved Initiative feat.

Grab (Ex): When a faranth makes a successful melee attack with its tentacles, make a grappling check. If the faranth successfully grapples its opponent, it may choose to deal 1d4+3 points of subdual damage or dash the poor victim against the ground for 2d6+3 points of damage.

APPENDIX 2: DM MAP

One inch equals 5 miles.

The Rakers



APPENDIX 3: EVENT SUMMARY SHEET

For the purposes of continuing the series, and writing other modules related to material contained in The Absence Of Law, it is important to determine which events took place at the majority of the tables running the event.

Please mail this page to:

Bart Scott
834 Main Street
Santa Clara, CA 95050

Or email it to CEREGON@AOL.COM

Did the party agree to the arrangement with Winterwind/Brennan? Y/N

Did the party warn Theoman Baslett about the faranth? Y/N

...the yeti? Y/N

...the remorhaz? Y/N

...the "hole" where they met the barbarian? Y/N

Did the party give the climate observations to Theoman Baslett? Y/N

Did Nirshad (the barbarian) throw himself down the hole? Y/N

Was Nirshad cured? Y/N

Did he convert to a different god? Y/N

Who? _____

Based on their enjoyment of the gaming experience, which hook should be used for a "side" module that does not deal directly with the Winterwind plotline?

- 1) Finding more about the faranth.
- 2) Tracking down Snowflake to see how his "rangerly" aspirations are coming.
- 3) Exploring the "hole."
- 4) Dealing with yeti.
- 5) Going on a mission for Grumbtheen, the druid.
- 6) Going on a mission for Dyllia, the lillend.

Were any of the "named" NPCs killed (Snowflake, Grumbtheen, Dyllia, Nirshad, etc.)?

Who? _____

Feel free to provide any additional notes/observations/suggestions below. I hope you and your group enjoyed playing this module.

Bart

PLAYER HANDOUT #1

One inch equals 5 miles.

The Rakers

