

VEL6-03

Circular Logic

A One-Round D&D® LIVING GREYHAWK™

Veluna Regional Adventure

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It's not over. Veluna does not stand at the end of history, however much it may seem so. Death is not the end of the cycle. Death is only that which comes before the next beginning. Are you ready to clear away the past and begin again? A fresh start for characters level 4 to 14. (APLs 6-12).

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at veluna_poc@thejohnsons.cc for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

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

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

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read

aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Veluna. PCs native to Veluna pay one Time Units per round, all others pay two Time Units.

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

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

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

Adventure Background

The black cloud that literally blanketed the north country until Herion's defeat severely damaged the diocese of Whitehale. Crops and other plant life have withered, having been denied the sun for a year and a half. Most (all, to be truthful) of the livestock was eaten. Those Velunans that did not escape the occupation have lived as slaves and worse. Villages and farmsteads were destroyed and City of Whitehale was razed.

Adventure Summary

The date is early Readying, CY596. Cold winds scour the south side of the Fals River. In the hills and mountains from the Falls of Mist to Hadrian, the slopes are piled several feet deep in snow. This is the work of the Cleansers, who are planning to heal the blighted land by unleashing a massive spring flood. The Cleansers are led by the Primeval Levi the Bold. Levi has recruited a clan of werebeavers to his cause, as well as an anti-human druidess and other allies.

The adventure sets the stage with scenes of despair and ruin at Castle Sepher. The PCs become involved in securing timber for the rebuilding and/or searching for a missing knight. Next, the adventure jumps to the lumberjack town of Triplegate in the Yatils where both timber and knight were last seen. Using winter magic and the missing timber, the Cleansers have built a massive dam and filled the valley below the Falls of Mist with water. At the dam, the PCs find that the missing knight has all but joined forces with his captors. The PCs must fight for their lives and his when the druidess tries to kill them both. Afterwards, the PCs find the ultimate choice has devolved upon them: loose the flood or leave Veluna to suffer under the blight.

Part One: Want in Whitehale

Encounter One: Cold Welcome at Sepher

The PCs arrive at Castle Sepher to turn in two starving idiots who tried to rob and kill them. When they learn that the crime is a hanging offence, they must decide whether to follow the law or to show mercy.

Meanwhile, Geirolf Murtagh, a Walker of the Circle of Life, begins the long, slow process of countering Herion's blight. It will take a century unless a better means is found. Murtagh has instructions for Circle of Life Members that will turn out to provide no direction at all.

Encounter Two: Civilization Collapses

Newly promoted Master Ralish of the High Roads Trading Company gets into a tight spot when one of Castle Sepher's towers collapses. He asks the PCs' aid to take him safely to Triplegate to get the beams he needs to repair the castle. At the same time, PCs are recruited by the Lord Commander to retrieve Squire Rymar Mori, a younger brother of House Mori of Devarnish. Rymar went missing while looking for Ralish's previous caravan.

The PCs' overland journey to Triplegate is covered in a quick handout.

Part Two: Winter in the Western Wilds

The Cleansers have blanketed in *fimbulwinter* a section of territory stretching from the riverbank by Hadrian north past the Falls of Mist and covering some 30 miles east to west. (See Appendix 3: Maps.) Every day they

cause snow to fall so heavily that vision is obscured and every night they clear the air so that they can work unhindered. The deep snow on the ground hinders movement.

The first HRTC caravan reached Triplegate safely, loaded up some beams, and was captured by the Cleansers almost as soon as it was out of sight of town. The teamsters were imprisoned at the dam (see **Encounter 8**). A few, including the caravan leader, Lonic, elected to join the Cleansers and became werebeavers.

When HRTC sent Rymar and his adventurers to investigate, they likewise reached Triplegate safely. There, Rymar met Father Harn and was sidetracked. Rymar lead his adventures up the road to Quishern, where they were captured (see **Encounter 4B**) and later imprisoned at the dam as well (see **Encounter 8**).

Encounter Three: The Good Folk of Triplegate

The PCs meet the wholesome people of Triplegate, who are caught between the rock of the HRTC and the hard place of the Cleansers. What no one here knows is that it is the Cleansers who have been stealing all of Ralish's beams. The PCs will begin to investigate the missing beams and/or the missing squire. They will learn that Squire Rymar went missing near Quishern, a town in the valley below the Falls of Mist.

Encounter Four-A: Larger than Life

If the PCs stake out the remaining beams, they will encounter those who have been taking them: Big Pol and his ox Blue Baby. The PCs can follow their back trail to find the Dam Builders. If they have no tracker, they must hire one of the Triplegaters: Seura. Only one of **Encounter 4A** or **4B** should occur, but not both.

Encounter Four-B: Ambush on the Quishern Road

If the PCs attempt to go to Quishern to find Squire Rymar, an ambush will be set up to prevent them from finding the lake and the dam. The PCs will be attacked by archers. To make matters worse, the archers are using skis to avoid movement penalties from the deep snow. Only one of **Encounter 4A** or **4B** should occur, but not both.

Encounter Five: On the Shore of Krag Lake

This encounter describes the lake that the Cleansers have created by damming the Krag Stream and filling the valley.

Encounter Six: Dam Builders

The werebeavers Levi recruited have been the primary architects of his dam. When the PCs find them, they are launching logs into the lake to float down to the dam. Ex-teamster Lonic is one of these werebeavers.

Encounter Seven: Saving Squire Rymar

The PCs will find Squire Rymar at the dam. He is serving as a nominal prisoner of the Primeval Levi. Just as Rymar

is offering an explanation of the whole plan, the druidess Betula (who was supposed to be taking orders from Rymar) gets twitchy attacks during the parley. A general melee breaks out in which Rymar may wind up on either side.

Encounter Eight: Birthing a Realm

Levi will try to convince the PCs to agree to the flood. If they refuse, he will offer to decide the matter by single combat against one of the PCs. Because Levi has sacrificed all his energies to the magic of the waters, the PCs can defeat him easily if they choose to.

Encounter Nine: Epilogue

If the flood is loosed (either by consensus or because the PCs have been defeated), the waters will wash away the blight and make the land more productive than its ante bellum condition. However, the waters bring destruction, too. Many people die (after a fashion) and Castle Sepher is damaged.

If the PCs save Squire Rymar, they earn the favor of House Mori. If they renege on their deal with the tracker Seura, they earn a bad reputation.

If the flood is not loosed, the blight continues.

Introduction: Want in Whitehale

Tournament Play Time: begin the Introduction with 4 hours of play time remaining; duration 5 minutes.

You should have brought another pack mule. That much is pretty well undeniable.

Your supplies are not going to last out the week. You haven't been able to buy so much as a cake of waybread since you arrived in diocese of Whitehale, and there is nothing to hunt. The sky-high prices are no longer a problem -- there is simply nothing left to sell.

For a year and a half, the black cloud that sheltered Herion's army stole the sun from this land. Nothing grew. Herion's troops ate all the livestock, then all the stores, and then started in on those residents who hadn't succeeded in fleeing south. The towns were looted; the inns were trashed or burned. All that remains is the wreck of war: barren fields, gutted villages, charred buildings, and the ubiquitous decaying corpses.

A blast of frigid wind yanks at your cloak. It is Readyng, the second month of the new year. If there is to be any harvest this year, the fields must be planted soon. But there is no seed, there are no

farmers, and it is too cold to work. Who can say if this land can ever nurture crops again?

In fact, nothing at all can grow on the cloud-blighted land until it has been rejuvenated.

The PCs may not purchase any new equipment in Whitehale diocese, including at Castle Sepher. (However, they will be able to buy mundane items when they pass through Mitrik before **Encounter 3**.)

Preparation and Play Time

Parties who like to talk and investigate every possible angle will need to be monitored to be kept on track, especially in a convention setting. Each encounter begins with a note on play time. If the party is allowed to fall behind the pace, there may not be time to adequately play out the ending, where the meat of the adventure takes place. DM's are encouraged to take steps to ensure that parties get the bits of information they need from **Encounters 1-3** quickly so that they can move on to **Encounters 4-9**. A party who has not begun the combat in **Encounter 4** during the first hour of a four-hour tournament slot is in serious danger of not finishing.

While the text of this adventure is rather long, DMs should not be concerned. It can be played and enjoyed by parties who simply bull forward from one encounter to the next without fully understanding the whys and wherefores.

Now is a good time to have the players submit at least one Hide and Move Silently check on a card. These may be needed in **Encounter 6**. Of course, it is always a good practice to have players also submit a few Spot and Listen checks to be used when characters would not be aware that a check needs to be made. There will be various chances to use these throughout.

Proceed directly to **Encounter 1**.

Encounter One: Cold Welcome at Sepher

Tournament Play Time: begin this encounter with 3 hours 55 min of play time remaining; duration 10 minutes.

Two fools tried to cut your throats last night, thinking you might have food worth stealing. You captured them easily. Not having anything else to do with these poor unfortunates, you have brought them to the army at Castle Sepher. Perhaps here, you and they can find justice and a warm meal. After the hazards you've risked for Canon and country, that shouldn't be too much to ask.

If the PCs did not previously know each other, suggest that they shared a camp last night.

You arrive at midmorning. Outside Castle Sepher, workers on wooden scaffolds are repairing battle damage to the castle walls. Outside the walls, a gardener in a voluminous brown winter cowl is tramping about a ruined field. As you near the castle drawbridge, a snare drummer inside snaps off a drum roll as if to announce your presence, but the sound ends before you cross.

The PCs may talk to the gardener, Geirolf Murtagh, now or proceed to the castle proper. If they talk with Murtagh, continue below. If they proceed inside, go to the Hangings, below.

The Gardener

(To save play-time in tournament play, DMs should distribute **Player Handout 1** (The Gardener) rather than play this part of the encounter. If a Circle of Life member is in the party, distribute **Player Handout 2** (Circle of Life Member Instructions) as well.)

The trampled field is a dry mess of divots and clumps of long dead grasses. A handful of peasants watch as the gardener wanders all over the field, dropping a grain of dust from his palm at intervals. When his palm is empty, he walks to the center of the field and sinks to one knee with his palms on the earth. After a minute, the dead grasses shiver, then fall aside as new growth sprouts from below. Some thicker stems emerge from the earth. Shortly, the spreading stops and the greens fade to a winter brown. Most of the field is still bare, but it now feels expectant, rather than mournful.

The gardener rests for a long minute before standing. He walks to the onlookers and speaks, "This land knows itself again. It will quicken when the spring comes. Thank you for inviting me to remind it. May you always find what you seek."

With that, he walks to the roadside, where a soldier is waiting impatiently. They turn toward the castle.

Geirolf Murtagh is a stocky man of some forty or fifty winters, with mousy brown hair and an unkempt beard. He stands only 5 feet tall. His whiskers twitch as he looks you over.

A Spot check reveals:

- (DC 15) that Murtagh began in the exact center of the field and worked outward in a spiral
- (DC 25) that the "thicker stems" are brambles. The brambles are readily apparent on close inspection.

A Listen check (DC 10) hears a repetition of the drum roll from the gallows while the party is watching Murtagh and talking with him.

Murtagh is a Walker of the Circle of Life, a fact he does not hide. He has been assigned to help restore life to the land that was killed by Herion's cloud. He has been summoned by Commander Rojan to discuss matters

ecological and he is on his way there now (see **Encounter 2**).

Murtagh is exhausted from the spell he has just cast. It is a variant on *plant growth* that can undo the cloud's damage. It requires a valuable emerald that has been prepared in the light of the new moon (Luna). One casting covers 1 acre (roughly a 208 ft. square or similar). If asked about the brambles, Murtagh will explain that they're native plants and it's natural that they should be quickened by the spell.

Murtagh will know any member of the Circle of Life by sight and will pull them aside for private conversation. He passes them **Player Handout 2** (Circle of Life Member Instructions).

The Hangings

(This part of the encounter cannot be bypassed with a handout.)

As the guard at the inner end of the bridge is taking down the name you give, another drum roll begins. Inside the castle walls, you can see a small crowd gathered around a raised platform.

It is a gallows. A dead man dangles from the end of the rope; another one lies on a cart nearby. A junior officer is supervising the executions.

Ulmus, a lieutenant in the Mitrik Temple Guard, is in charge of these hangings. He will answer any questions the PCs have. After a couple of exchanges, he will pointedly ask what the PCs' prisoners have done.

- **Why were those men hanged?** "They were trying to steal from military stores. When a guard tried to stop them, they stabbed him with his own sword."
- **What is the penalty for stealing?** "Three months hard labor, but those men attempted murder as well, you see. Obviously, given the lack of basically everything in Whitehale, even prisoners must make themselves useful if they want to eat."
- **What is the penalty for attempted murder?** "Most likely the same as for murder: death by hanging. It depends on the situation and the officer. Whitehale diocese remains under martial law. Why do you ask?"
- **Where can I get a hot meal?** "All foodstuffs have been consolidated at the barracks kitchen. You can eat there if you can pay." (The cost is 1 gp per meal; this is in addition to upkeep.)

At this point, the PCs must do something with their own prisoners. They are named Shale and Grikkus. The PCs may turn Shale and Grikkus in for attempted murder, in which case they will be hanged. The PCs may turn Shale and Grikkus in for some lesser crime (e.g., just tell the guards about the robbery, but not the attempted murder), in which case Shale and Grikkus will go to jail and be put to work. Alternatively, the PCs can let them go.

Shale and Grikkus beg the PCs to "have a heart" and claim that they only did it because they were hungry. They will swear any oath by any god to avoid the noose.

Note that keeping Shale and Grikkus with the party in the long term is untenable. Not only would such a course amount to kidnapping, but the men will continually try to escape and make a nuisance of themselves.

If debate runs overlong (more than 5 minutes of play), this encounter will be interrupted by the collapse of the tower in **Encounter 2**. Unless a PC is careful to guard Shale and Grikkus during the ensuing confusion, they will escape while the party is occupied by the collapsing tower.

Encounter Two: Civilization Collapses

Tournament Play Time: begin this encounter with 3 hours 45 min of play time remaining; duration 10 minutes.

The Tower of Babel Falls

Have the PCs make a Listen check. The PC with the highest score is the 'alert PC' below.

[Name of alert PC] hears a shout and a splash from outside the walls, then you all hear the reports of snapping timber from what must be the scaffolding on the river side of the northwest tower. After that, the noise begins.

Men shout in terror and you can see some flee from the northwest tower to the nearby battlements. A deep rumbling sounds as half of the tower collapses outward, tumbling into the Fals River.

Rushing to the scene, you find that a gap wide enough to walk through has opened in Sepher's outer walls. A man is drowning and freezing as the river carries him away.

The battle-damaged tower was pulled down when the scaffolding that was supposed to be holding it in place while repairs were made collapsed. The scaffolding had been constructed too hastily. When the workers began to lift new stones for the walls today, the weight tore down the scaffolding, which in turn pulled down the weakened wall. This is evidence of extremely poor building practices. Somewhat miraculously, no one has died, though several workmen were injured.

The first shout and splash was the man (Ralish) diving clear of the scaffold when it began to give way. DMs should allow the PCs to rescue him successfully without too much fuss. When rescued, he will relate the following (at least the italicized portions):

- **Who are you?** *"I am Master Tradesman Ralish of the High Roads Trading Company (HRTC). I am HRTC Chief Administrator for Reconstruction and the North."* (Both his rank and title are new since the end of the war.)
- **Why were you up there, Master?** "HRTC has experienced some 'setbacks' in its master contract." [He squeezes river-water out his tunic.] "I have come to Sepher personally to see that there are no more delays."
- **Yes, but why were you up on the scaffolding?** "I was inspecting the structure, obviously." He empties out a shoe.
- **Why did the scaffolding collapse?** "Failure of management. Those responsible will be sacked shortly. The scaffold was constructed in haste after the project had begun to miss milestones in the master contract."
- **What master contract?** "As you know, HRTC enjoys preferred trading status with the Archclericy of Veluna. We have secured an exclusive contract to rebuild all government structures in Whitehale diocese, including bridges, guard posts, and churches." (The contract is very lucrative.)

After no more than 3 or 4 questions, this discussion is interrupted twice.

A workman jogs over from what's left of the tower. "Both number 3 beam and number 4 beam are cracked. And number 2 beam is, um, missing."

"By the Tally!" Ralish exclaims. "Number 2 is in the river, you fool! And broken besides. Your incompetence has just cost the firm its bonus payments. You may be the worst structural engineer I've ever seen. You're fired."

As the engineer is stalking away, a guard arrives and announces, "Master Tradesman, the Supreme Commander of the Armies of Veluna, Northern Theater, Sir Ellard Rojan, requires your immediate presence in the Hall of Audience."

Ralish mutters sarcastically, "Yes, he would." And stalks off, still dripping. Whereupon, the guard turns your group. "Pardon me, my lords, but are you [names of PCs who are Raoans and/or have the greatest rank]? I'm supposed to find you next."

The gate guard has sent the PCs' names to the clerk (see below). The PCs should all proceed to the Hall of Audience.

Called by the Commander

(Preferably, DMs will read the following description aloud. However, given its length, it is repeated on **Player Handout 3** (Audience with the Lord Commander), which may be distributed at this time. If that Handout is

used, the DM will pick up the encounter where noted on the following page.)

The pillared audience hall of Castle Sepher is starkly white from the portals where you enter to the empty dais at the far end. All the walls, all the pillars, even the ceiling, are covered in an unblemished layer of white. Neither color nor ornament remains anywhere in the hall. An overpowering odor of drying whitewash clings to your tongue.

The Lord Commander is dealing with another delegation when you and Ralish arrive. You will need to wait.

Rojan paces back and forth at the foot of the dais. The stocky gardener with the mousy brown hair and the dusty cloak is the picture of calm, but Rojan's face darkens with every word.

Rojan: *"What do you mean, Walker Murtagh, that you will heal only one field each month? If, as you claim, nothing will grow where that cloud has been until the land is healed, then it will be years before the diocese of Whitehale can be farmed again. There were thousands of fields blighted."*

Murtagh [patiently]: *"Closer to a century, my lord. Emeralds the size of a man's eye do not grow on trees, as you know. In any event, each gem must be imbued during the new moon of Luna."*

Rojan [heatedly]: *"Then you should have started with the gardens inside the Castle! Those plots are vital to our defense."*

Murtagh: *"My lord, you have never invited me in. I could hardly barge in and reclaim this ground without your invitation. -- My lord Commander, will you not reconsider the Circle's offer? Go to the Circle of Life. The Stewards have more resources at their disposal than my poor hands."*

Rojan: *"The sons of the forest always ask too high a price for what they give. No doubt Corann Rohyd [KORR-ann ROE-heed] still thinks he can get me to relocate this castle. In any event, I am here and the Circle of Hands is in Grayington."*

Murtagh [unruffled]: *"The Circle of Hands is where it needs to be."*

Rojan [nearly shouting, now]: *"Enough! You will work your 'wonders' on the inner gardens next. Do your job and I will see that you are supplied with the components you need as fast as you can use them. That is all."*

Murtagh inclines his head and departs.

If the PCs did not talk to Murtagh in **Encounter 1**, on his way out Murtagh will pull aside any member of the Circle of Life and pass to him **Player Handout 2** (Circle of Life Member Instructions).

At the same time, a clerk announces Ralish's arrival and yours.

Rojan: *"Master Tradesman, you are supposed to be rebuilding my castle, not tearing it down."*

Ralish [squeezing river water from his sleeves]: *"My Lord, I am trying, as you can see. I must ask you to seal off the Northwest Tower for the time being. We cannot begin to correct this latest damage until we have replacements for three of the great beams."*

Rojan: *"Silver Star seems to think they can do it. Their Master was just here telling me he had hired today "the best structural engineer he has ever seen," or so the man claimed."*

Ralish [grimacing]: *"The contract entitles HRTC to more time before another vendor may be brought in. Never fear, my Lord. I'll have that tower back up by then. I'll stake my Mastery on it."*

Rojan: *"Very well." Rojan then turns to you.*

Player Handout 3 (Audience with the Lord Commander) ends here. Continue with this description.

Rojan: *"I have a task for you, too, if you will undertake it. One of our squires went up into the Yatils last month and hasn't come down. His family has done much for our war effort, but I can spare neither time nor men to retrieve every aspiring younger son who goes missing. My clerk tells me you are competent and of good heart. Will you undertake to find him? My clerk can fill you in on the details."*

Rojan is impatient and demands a quick "yes" or "no". He will refer all questions to his clerk, especially any about payment. Then, he dismisses the PCs and proceeds to his next appointment.

Ralish, still dripping and shivering, has not left. He follows the PCs and the clerk. Outside the hall, the clerk will relate the following (make sure to convey at least the italicized parts):

- *Squire Rymar went to rescue a caravan lost on the road to Triplegate last month. He was due back at least a week ago.*
- *Rymar is a willowy young lad, six and a half feet tall, with long white-blond hair. He is a fine squire, though a better acolyte than a horseman.*
- Per the usual arrangement, the PCs will retain any plunder (though not any of Rymar's effects). If the plunder does not reach [300 gp @APL6; 400 gp @APL8; 700 gp @APL10; 1000 gp @APL12], House Mori pay the difference in gold for the safe return of Rymar or for the return of his effects. (Players should be advised not to waste play time trying to negotiate fees.)
- Rymar is the youngest brother of Count Westin Mori, ruler of Devarnish. Another older brother,

Marcus Mori, sits on the Celestial Order of the Moons for Devarnish. By virtue of his birth, Rymar has been accepted early as a Squire to the Knights of Whitehale.

- The clerk received the PCs' names from the gate guard. He saw an opportunity to deal with the nagging Mori situation and had them summoned.
- The odor, incidentally, comes from the walls, which have just been repainted. They were desecrated by Gozrag's minions and no amount of scrubbing could cleanse them. The only option was to cover over the foul symbols until they can be magically removed or the walls can be replaced entirely.

Ralish chimes in: "As it happens, I am going up to Triplegate myself in the morning -- where my overdue beams are supposed to be coming from. Since you're going that way anyway, would you do me the honor of traveling with my caravan?"

Ralish is trying to get free guards, but he will pay if pressed just a little. If the PCs have questions, Ralish has these answers:

- **What would be involved?** "Why nothing, of course! With such doughty fellows as yourselves along, I'm sure there would be no trouble. And, if there were, why, you would undoubtedly dispatch it easily." (What Ralish actually wants is for the PCs to serve as "private contractors" to the HRTC to provide "security and protective services." Their duties will be to safeguard the caravan up to Triplegate and back down to Castle Sepher.)
- **How much will you pay?** Ralish won't waste time trying to get the PCs to work for free. Per the usual arrangement, the PCs will retain any plunder (though not any HRTC property). If the plunder does not reach [300 gp @APL6; 400 gp @APL8; 700 gp @APL10; 1000 gp @APL12], the HRTC will pay the difference in gold on completion of a successful mission. The PCs are expected to provide mounts from their own wages. Ralish, of course, is the only person in town with any mounts to sell. He will give the PCs "a very special deal", which means he will sell to them at normal *Player's Handbook* prices.
- **Why didn't HRTC get beams before this?** They've tried. Two months ago, HRTC expected some beams to be ready at Triplegate, so it sent a caravan under Journeyman Lonic to haul them from Triplegate down the road to the Fals River. HRTC expected the teamsters to carry a few loads of beams down the mountain to the riverbank, then float the group down the Fals River to Castle Sepher. When no beams arrived at Sepher after a month, HRTC hired a party of young [APL 2] adventurers under Rymar Mori to find the missing beams and teamsters. That party left Sepher 3 weeks ago. Now, Ralish is going himself. He has already organized a second caravan,

which he plans to guard with heavy hitters – preferably our PCs. (Note that the time table is NOT important to this adventure.)

- **Why go all the way to Triplegate?** This project requires 80 ft. great beams. They only grow north of Triplegate.
- **How are you going to haul an 80 ft. beam?** Ralish's wagons are curious contraptions with U-shaped cradles instead of beds that are designed for hauling long trees. The rear half of the wagon can be detached from the front half so that one end of a long beam can be seated on the front half and the other end can be seated in the rear half. Once the halves are secured to the beam, the beam itself is the only thing that connects them.

Ralish's caravan consists of twelve oxen, three wagons, six teamsters, and the PCs (if they agree). If not, Ralish has lined up another set of six lesser adventurers to provide security, but he would "like to find professionals with more substantial field experience for this mission-critical role".

The Long Empty Road to Triplegate

If the PCs are with Ralish's caravan, distribute **Player Handout 4A** (A Long Empty Road With Oxen) at this time. It summarizes their ride along the river road with the caravan.

If the PCs decide to leave Ralish behind, distribute **Player Handout 4B** (Searching the Long Empty Road) at this time. It summarizes their ride along the river road alone. Note that in this case, Ralish makes different choices and arrives in Triplegate at roughly the same time as the PCs.

If the PCs insist on traveling to Triplegate by some instant means (see Overland Travel below), they receive neither handout. They can still investigate Rymar Mori's disappearance, the mysterious extra timber cutting, and the theft of the great beams. However, since Ralish will not be present in Triplegate to react to the events, DMs may need to improvise.

Part Two: Winter in the Western Wilds

Part Two has some special circumstances and conditions that DMs will need to keep in mind at all times.

Weather, Visibility, and Getting Lost

The territory north of the western Fals River is locked in the spell *fiimbulwinter*.* See Appendix 2: New Rules Items. Several castings have blanketed a section of territory stretching from the riverbank by Hadrian north past the Falls of Mist and covering some 30 miles east to

west. See Appendix 3, **DM Map 2** (Map of Krag Lake). The Cleansers are using the *fiimbulwinter* to supply water for Krag Lake and to keep the dam frozen. The temperature is 34°F during the day and 20°F at night.

The daily weather (see *fiimbulwinter* description) is controlled by the caster (sir-not-appearing-in-this-adventure) so that it snows heavily all day every day, but at night no more than minor flurries occur (so that Levi's minions can get around more easily). Like fog, the heavy daytime snow gives concealment. Objects within 10 ft. are visible as normal; objects 10 ft. or more away (2 squares) are concealed (20% miss chance); objects 15 ft. or more away (3 squares) are completely obscured. The moon is almost full on the snow, so nighttime illumination is very good. PCs without low light vision can see well enough for all purposes except reading. PCs with low light vision can even read.

Daytime spell casting is considered to take place during a storm for the purposes of storm-based effects. Nighttime spell casting is not.

Getting Lost: When wandering blind through a snowy wilderness, it is relatively easy to get lost. Lost PCs will wander randomly until they accidentally find their way back to Triplegate, the Fals River, or some other place they have visited previously. They should not advance to a new encounter (except where specific instructions in particular encounters below indicate). DMs are advised not to expend time adjudicating which direction lost PCs go, how far, or how long.

Tactical Movement in the Snowy Hills

The snow is 25 inches deep, on average. Though several inches of snow falls each day, almost as much melts and runs off. For Large creatures, the accumulated powder base is a minor impediment, costing 2x movement for every square and increasing the difficulty of Tumble checks by +2. For Medium and Small creatures, this is a major impediment, costing 4 x movements for every square and increasing the difficulty of Tumble checks by +8.* See Appendix 2: New Rules Items. PCs wearing snow shoes treat the snow as a minor impediment. PCs wearing skis or using *waterwalk* move normally.

These foothills are too steep for horses. Here, horses move as though under a major impediment (see above). (Were there no snow, they would still experience a minor impediment.) In addition, the DC of all Ride checks for all land-based mounts is increased by +5 and PCs may not take 10. PCs may leave horses safely below if they like, for instance in Mitrik or Hadrian.

Overland Travel and Scrying

Players are notorious for avoiding encounters by traveling straight to the heart of a problem. This is to be expected. DMs should keep the following in mind should the PCs begin zooming about around Triplegate.

As an initial matter, the long, uneventful journey from Spher to Triplegate was summarized in the handouts.

Thus, players should not have bypassed certain information they are expected to know.

Figuring time and distance too closely is probably more trouble than it is worth except during tactical combat. **DM Map 2** (Map of Krag Lake) lists some approximate travel times between the encounter locations at various rates of speed. In general, "it takes much longer than usual to get anywhere in the snow". See Appendix 3, **DM Map 2**. Even people with special footgear take the occasional spill and the cold is tiring.

Teleportation: The only teleportation destination of which PCs are likely to learn is Quishern. Attempts to teleport to Quishern will be disrupted by the fact that Quishern today is not as PCs remember it (it is under a few hundred feet of water) and because the water is mystically charged. (Indeed, were teleportation to Quishern to succeed, the PCs would almost certainly drown.) PCs who try will experience a mishap (see *teleport* in the *Player's Handbook*) and eventually be shunted to the similar town of Loren's Ford in Verbobonc. They will have to teleport back to their starting point tomorrow.

Overland flight: Flight is certainly possible south of the Fals River, but north of the river it is always snowing heavily during the daylight. PCs flying near the ground will get harmlessly lost in the wind and snow. PCs flying above cloud level will not be able to see the ground anywhere north of the Fals River. Thus, no flying PC is likely to find Krag Lake or the dam (at least, during the day). (At night, when the snow stops, the air is clear and flying presents no special difficulties.)

Scrying: Scrying most locations north of the Fals River will reveal only white nothingness (*i.e.*, snow on all sides). Scrying Quishern reveals darkness (it is under a couple of hundred feet of water). Scrying Rymar Mori is possible. During the day, he is most often standing in a snowy woodland with no landmarks visible through the snow. He is seldom actually at the dam. At night, he is sometimes asleep and sometimes standing on a precipice (the dam) looking out across a vast moonlit country, as if seeking answers from the heavens. Scrying Triplegate is possible, though the snow makes it difficult to see much.

Encounter Three: The Good Folk of Triplegate

Tournament Play Time: begin this encounter with 3 hours 35 min of play time remaining; duration 20 minutes.

By now, players should have read either **Player Handout 4A** (A Long Empty Road With Oxen) or **Player Handout 4B** (Searching The Long Empty Road).

Two days after you stepped off the Fals River ferry onto the northern shore, you are snow-caked and chilled through. You have been trudging through two-foot deep snow that reduces your movement to one quarter normal. During the days, the snow has fallen so thickly that it muffles sound and obscures objects more than 10 ft. away. It is coming on dusk when you reach the hamlet of Triplegate. The smell of hot stew nearly makes you faint.

Triplegate is populated by two dozen lumberjacks of mixed human descent and their families, three score in all. The PCs arrive at Triplegate at moonrise, while the lumberjacks are eating breakfast. After breakfast, the jacks will hike to the logging site on the back side of the hill and work all night.

Following your nose, you find your way to a log hall attached to the back of a log home. It is full of burly men and women laughing and eating stew. A weather-beaten Baklunishman is weaving 'bumbershoes' in a corner. A slightly pregnant woman carries a bowl of stew to a sick priest, who is hacking and coughing near the fire. A younger, Suel-looking man pulls Ralish toward a table and they fall to whispering about business.

This scene takes place in "the inn", which is really just an attachment to the cook's house. The logging crew is just now eating a breakfast of stew before heading out to the logging site. The crew works all night and sleeps all day, to take advantage of the snow stopping at night, which lets them see what they're doing in the moonlight. The man talking to Ralish is Juic. The Baklunishman in the corner is the tracker, Seura. The priest is Father Harn and the pregnant woman is Imoni.

Each person is listed below with the items of information they have. The important bits are *italicized*. In a convention setting, DMs should concentrate on getting the following points across when PCs interact with NPCs:

- *There are more beams waiting for pick-up at Area B of Map 2 (Encounter 4A).*
- *Father Harn wants the PCs to go to Quishern.*
- *Rymar was here, left for Quishern, and hasn't been seen since.*
- *Journeyman Lonic (from the caravan) meets Juic every week or so.*

These people are friendly and free with information (except as noted). Try to convey that everyone here is good, likeable people. PCs can always come back to town to ask more questions if the need arises.

Juic: Juic ("JOOK") is a younger Suel-looking man of only 27 years, who *only speaks in whispers*. He is mayor and foreman all rolled into one, and cares for his crew and their families above all else, even honor.

- *Juic is the point of contact with all outsiders. He met with Lonic when the HRTC caravan first came up the mountain. Since then, Lonic has been by several times, but the caravan has always gone straight to the cutting field to pick up the beams. The caravan always arrives and leaves during the day. Lonic was here just last week and signed for another load of beams.*
 - (Juic does not know that Lonic joined the Cleansers after he was captured. He will be found at **Encounter 6**. Lonic periodically comes to town to keep up the pretense with Juic that the caravan is still taking the beams. In fact, most of the teamsters are prisoners at **Encounter 7** now. Log hauling is being handled by Big Pol and Blue Baby. See **Encounter 4A**.)
 - *A group of adventurers arrived a couple of weeks back, saying they were here to rescue the caravan. Their leader was a brash young man named Rymar. When he was told that the caravan was doubtless somewhere in the snow between the river and Triplegate, he was crestfallen. Father Harn persuaded Rymar to hike his party up to Quishern, which is north of here. Juic tried to dissuade Rymar because of the weather, but the fool said something about "Service to Rao is my sworn duty" and marched off. Juic fears that the adventurers must have perished in the snow.*
 - Juic will not reveal that his crew is making better than expected progress getting the big beam trees down because some one else is clear-cutting the smaller trees. When the clear-cutting is discovered (in **Encounter 4A**), he will pretend to be responsible for it to hide the fact that some one else must be around. He's afraid that such a thing might spook the HRTC away from doing future business with the town.
 - Juic struck a deal with the HRTC before he led the people back here. HRTC advanced him the money to replace the goods his people had left behind when they fled. Juic, in exchange, took the risk of bringing his people back early.
 - Juic acquired his whisper in a logging accident before the war.
 - Juic is married to Imoni and has a daughter Margi (8), a son Leuco (6), and three younger children.
 - Juic's skills are Bluff +10, Sense Motive +10, Profession (Lumberjack) +2.
- The Jacks: The lumberjacks are a jolly crew and completely devoted to each other. They laugh frequently and welcome strangers. Some of the men are Bruiand ("BREE ond"), Brome & Brane, Chum, Illus, Disti, and Taxod. There are women on the crew, too: Cosa, Gitta, and Castenae ("Kas ti NAY").
- **Who picks up the beams?** *"Teamsters, I think. Ask Juic. All those people meet with him."*
 - **Have you seen a caravan lately?** *"Nope. They haven't figured out how much easier it is to work at night like we do -- when there's no snow. They always do pick ups while we're sleeping. We did meet some of them once, though. Had a good party when they were here."*
 - It was Juic who led everyone down the mountain when the war came, so of course we followed him back up once it was over.
 - During the war, the orcs cut trees here for their siege engines. Triplegate has the best tall timber in Veluna. (At least, according to the Triplegaters.)
 - The jacks brag about each other, not themselves. Taxod is the best dancer (his mother was Rhenee). Bruiand is the strongest. Chum can down a pint in just 3 ticks. Disti and Castenae hold a contest every day to see who can chop the fastest; no one else competes anymore. Cosa sings soprano, but her husband Illus's tenor has a wider range. Gitta can tickle trout out of the brook in the summer; she says it works on men, too. Brome and Brane (both 18) are Bruiand's twin boys.
- The Families: They insisted on coming back here with their men. Some of the wives are Imoni, Jiriele, and Isaut. Some of the bigger boys are Jum (10), Aesti (9), and Leuco (5). The oldest girl is Margi (8); the others are no more than 4.
- The Obsessed Priest: **Father Harn of Rao (last seen in VEL3-06 *Spire of Herion's Malice*)** is the latest addition to the village. He is ill and coughs constantly.
- *Father Harn has been trapped in Triplegate by the weather since he hiked in last month. He wants to scout out Quishern to see if the people of that village can return there from a refugee camp at Veluna City. He has tried several times to hike to there himself. Each time he has been turned back: deep snowdrifts, whiteouts, a smallish avalanche, and finally by falling into a frozen stream.*
 - *Father Harn saw something very tall and two-legged in the woods during those whiteouts. When Harn called out and tried to approach, the snow picked up and it disappeared. Harn thinks that the 'monster of the woods' is responsible for him not being able to get to Quishern. (The accidents were really caused by the Cleansers. See **Encounter 4B**. Harn saw either Big Pol or a werebeaver -- it's hard to say.)*
 - *Father Harn asks the PCs to hike up to Quishern and reconnoiter the place. He is too sick to go. He will tell them that Rao needs this service from them, but he can offer no reward. If the PCs agree, go to **Encounter 4B**.*

- *It was Father Harn who asked Squire Rymar to hike up to Quishern.*
- He'd have died during the broken ice incident if Seura hadn't come along and carried him back to town on Cahchu, strapped up like a fresh kill. Father Harn became seriously ill due to exposure and has not yet recovered.
- The population of Quishern are among Harn's parishioners. They fled when the war came and became refugees.

The Tracker: Seura is a Baklunishman who lives at Euphoba's place and hunts for her table. He has a pet moose named Cahchu.

- *Seura has been making 'bumbershoes' (i.e., snowshoes) lately – it gives him something to do. He has four pair for sale at 20 gp each.*
- *Seura tried to deter Squire Rymar from going up to Quishern, but Rymar said that "Service to Rao is my sworn duty" and marched off.*
- *Seura tried to keep Father Harn from venturing out alone in this weather. If he hadn't followed the priest, the man would have died twice.*
- Seura has since wondered whether Harn's accidents really were accidents. (They weren't; the Cleansers were responsible. See **Encounter 4B**.)
- On a successful Diplomacy check (DC 15), the PCs can convince Seura and Cahchu to hire on as a tracker if the party lacks one. He will demand one tenth part of any loot for his tracking services. He will not fight if there is combat. (A tracker is needed in **Encounter 4**.)
- Seura was just passing through Triplegate when the orcs came. He was preparing to flee into the woods when Juic convinced him to help lead the villagers down the mountain. Shamed by Juic's courage, Seura has more or less become a member of the town.
- (Seura will not volunteer the following.) Seura is, in fact, a Seeker in the Circle of Life. He has a copy of **Player Handout 2** (Circle of Life Member Instructions).

Development

After 5-10 minutes of play or as soon as the players begin to get dissatisfied with the answers NPCs are giving them, interrupt the discussion with this description:

Ralish: *"By the Scales and the Weights! My people are missing and so are my beams."*

Juic: *"Your man Lonic was here last week to pick up two beams. Ask him where your other beams are. Transport was your end of the deal, not ours."*

Ralish [angry]: *"I don't have time for this. You say there are more beams ready at the site, so let's see them."*

Distribute **Player Handout 5** (Map of Triplegate) at this time.

Juic, Ralish, the jacks, and the teamsters will walk out to the logging site now. If Ralish's backup guards are with him (because the PCs declined the job) their orders are to stay with the carts at all times. They will not intervene in the dispute.

From this point in time, the PCs have basically two options: (i) stake out the current shipment of beams to try to catch whoever's been taking them (**Encounter 4A**) or (ii) hike up to Quishern to investigate its mysteries (**Encounter 4B**). The PCs will encounter opposition at whichever of **Encounter 4A** or **Encounter 4B** they visit first, but not both.

Encounter Four: Which Path?

Tournament Play Time: begin this encounter with 3 hours 15 min of play time remaining; duration 55 minutes.

Encounter 4A and **Encounter 4B** are alternative encounters – no party should face both. Which one they face depends on what they do at this point - **Encounter 4A** details what happens if the PCs try to stake out the logs, hoping to catch whoever's been taking them, while **Encounter 4B** details what happens if the PCs try to hike up to Quishern first.

Encounter Four–A: Larger than Life

Remember that **Encounter 4A** and **Encounter 4B** are alternative encounters – no party should face both. If the first place the PCs visit after Triplegate is the logging site, use Option A. If the PCs have already defeated **Encounter 4B**, use Option B.

Some PC should realize that if an enemy shows up, they may not be able to find his lair without a tracker. If there is no tracker in the party, Seura and Cahchu can be hired to track for them. See terms in **Encounter 3**.

The jacks pull on heavy cloaks and shoulder their axes. The cook wraps hot potatoes from the fire and hands them out. The slope where they're cutting now is two hills to the east – a couple-mile walk. It's a tough march in the snow, but the jacks follow one of

Seura's trails, which sticks to places at least partially swept clear by the wind.

At the top of the first hill, you stop, thinking to catch your breath, but the vista before you steals it again. From here to the crest of the next hill, no tree thicker than a man's leg remains. The clear-cut slopes shine in the moonlight like obscene beard-stubble on the face of a titan.

Juic leads you towards the far side of the next hill, where the beams are stacked. Walking there through the hacked stumps gives a spine-stroking kind of creepiness, like crossing a graveyard. You imagine that if you brushed the snow from the stumps, you would find the names of the dead carved there.

If any PC does brush away the snow, he will find names carved into about half the stumps in orcish. (The orcs did this when they were cutting trees during the war to count coup. Thus, older stumps have names, but fresher ones do not.)

Option A

If **Encounter 4B** has happened already, skip to Option B below. If PCs come here first, use this description:

You find the three beams easily enough. The great beams are impressive things. Each is over 80 feet of thick, strong, straight trunk. The trees they came from must have been taller, still. Ralish's teamsters arrive and attach each of their three special wagons to a beam. Soon, Ralish and the teamsters return to Triplegate.

PCs who watch Juic may see that he is hiding something (Sense Motive opposed by Juic's +10 Bluff skill). He's hiding that unknown others besides his crew are cutting trees out there. He can't explain it, but since it's beneficial to both the village and HRTC, he's keeping it under wraps. Juic doesn't know that it's werebeavers who come in during the day sometimes to cut extra trees.

Ralish's teamsters efficiently use block and tackle and oxen to lift the logs onto the carts. They unjoin the special wagons so that the front axle can receive one end of a beam and the rear axle can be placed beneath the far end of the beam, some 80 ft. away. They take the three beams and drive their carts back to the village, leaving no beams here.

Juic and the jacks also depart; they go back to work cutting down another beam about a mile away.

After dawn, when the snow is falling, the Cleaners' carter will arrive to take the beams. For simplicity's sake, this encounter occurs on whatever morning the PCs are here.

The remainder of the night is quiet. When the nascent sun begins to outshine the lingering moon, heavy snow begins falling again. Sound is almost as muffled as sight. Not long afterwards, the white wall of your quiet cocoon darkens and an enormous bull lumbers into view. It wears a heavy yoke across its

shoulders. As it starts to bellow, the biggest lumberjack you've ever seen follows it. He overtowers the bull and he carries a double-bitted logging axe of a size seen only in fables. He wears a thick knit shirt rolled up his forearms and he frowns at you over his bushy beard. "You little ones not 'posed to be here. Big Pol's gonna fix that."

PCs who make a retroactive Spot or Listen check (DC 20) get a round of surprise. Effectively, they are acting before the boxed text ended.

The fur of the bull is blue. The giant lumberjack calls his axe "Big Pol", which is what everyone else calls him. He and the lumbering blue bull ("Blue Baby") have been collecting the Triplegaters' logs for months. They've been taking them to the shore of Krag Lake. See **Encounter 6**.

Big Pol is childlike, but "Levi says I has to squish the little'uns if I see 'em", so he can't be convinced not to attack (without magic). Blue Baby is a good deal wiser than Big Pol most of the time.

APL 6 (EL 8) (includes +1 for conditions)

- ☛ **Big Pol:** Ogre Drd1/Bbn2; hp 78; see Appendix 1.
- ☛ **Blue Baby, blue ox:** hp 58; see Appendix 1.

APL 8 (EL 10) (includes +1 for conditions)

- ☛ **Big Pol:** Hill Giant Drd1; hp 136; see Appendix 1.
- ☛ **Blue Baby, blue ox:** hp 168; see Appendix 1.

APL 10 (EL 12) (includes +1 for conditions)

- ☛ **Big Pol:** Stone Giant Drd1; hp 157; see Appendix 1.
- ☛ **Blue Baby, blue ox:** hp 231; see Appendix 1.

APL 12 (EL 14) (includes +1 for conditions)

- ☛ **Big Pol:** Firbolg Drd1; hp 147; see Appendix 1.
- ☛ **Blue Baby, blue ox:** hp 263; see Appendix 1.

Tactics

Note that visibility rules for heavy snow apply and movement penalties in the 25 inch-deep snow vary by size.* [In all cases it is a minor impediment for Big Pol and Blue Baby, meaning 2x movement cost (and therefore no charging). See Appendix 2: New Rules Items.] Big Pol dotes on Blue Baby and will target whoever has hurt the ox most recently. In no event will the NPCs attack Seura or Cahchu if they are here.

If Big Pol or Blue Baby are questioned, they resist. They know that Levi is building a dam; they do not know that Levi intends to do anything with it.

Treasure:

APL 6: L: (0 gp); C: (0 gp); M: large adamantine greataxe (503 gp per character), *cloak of resistance +1* (83 gp per character).

APL 8: L: (0 gp); C: (0 gp); M: large adamantine greataxe (503 gp per character), *cloak of resistance +1* (83 gp per character).

APL 10: L: 50 gp per character; C: (0 gp); M: *large adamantine great axe +1* (670 gp per character), *cloak of resistance +1* (83 gp per character), *ring of protection +1* (166 gp per character).

APL 12: L: 50 gp per character; C: (0 gp); M: *large adamantine keen great axe +1*, *plantbane* (2003 gp per character), *cloak of resistance +1* (83 gp per character), *breastplate +1* (113 gp per character), *ring of protection +1* (166 gp per character).

Tracking the Jack

Big Pol's usual method of operation is to depend on the falling snow to wipe out own his tracks, but to use his druid spells to cast *pass without trace* on Blue Baby. When Big Pol gets close to the pick-up site, he casts the first *pass without trace* on Blue Baby. Then, he hitches up the animal up to the logs. When he's ready to depart, he casts a second *pass without trace*, causing Blue Baby and the logs to leave no trail at all for some distance.

To follow Big Pol's back trail, PCs must make three Track checks, whose DCs get progressively harder as the snow falls. The first is a Track check (DC 12); then, as the snow falls (DC 16); and finally (DC 20). Failed checks may be retried, but each retry adds +2 cumulatively to the DC of all future checks due to the lapse of time. If the party fails any three attempts in a row the trail is lost, leaving the PCs with the options of returning to Triplegate or pushing on randomly. If Seura and Cahchu have been hired as a tracker, they will succeed in all the checks due to their familiarity with this territory.

If the PCs defeat Big Pol and Blue Baby without a tracker on hand, they probably don't have time to get one here before the snow buries all the tracks.

If the PCs successfully track Big Pol, go to **Encounter 6**. Absent exceptionally fast overland speeds, it will be night time by the time the PCs reach **Encounter 6**.

Pushing On

If the PCs push forward without proper direction, they will not arrive at **Encounter 6** directly. Instead, they will reach the lakeshore at a random point somewhere between Area F and Area C. See **DM Map 2** (Map of Krag Lake). The PCs can then follow the lakeshore right (east) and stumble upon **Encounter 6**. Go to **Encounter 5**.

Option B

If **Encounter 4B** has happened already, use this description:

Where you expected to find three great beams, you find only one. Fresh tracks of a very, very big man in boots lead east and north. Very big hoof prints are all over the work site, but no trail of hoof prints leads

away. There is no trail to indicate where the beams went, but they aren't here.

In this case, Big Pol and Blue Baby are long gone with the other beams. If the PCs can follow Big Pol's tracks for a while, they will reach the point where the duration of the *pass without trace* expired. (See Track the Jack above.) After that, following Blue Baby's trail to **Encounter 6** is trivially easy. The jacks have not seen the prints on previous occasions because of the 10-12 hours of snow between Big Pol's departure and their arrival on the scene.

To follow Big Pol's somewhat cold trail, PCs must make two Track checks, whose DCs get progressively harder as the snow falls. The first is a Track check (DC 16); then, as the snow falls (DC 20). Failed checks may be retried, but each retry adds +2 cumulatively to the DC of all future checks due to the lapse of time. If the party fails any three attempts in a row the trail is lost, leaving the PCs with the options of returning to Triplegate or pushing on randomly. (See Pushing On above.) If Seura and Cahchu have been hired as a tracker, they will succeed in all the checks due to their familiarity with this territory.

If the PCs successfully track Big Pol, go to **Encounter 6**.

Absent exceptionally fast overland speeds, it will be night time by the time the PCs reach **Encounter 6** and Big Pol and Blue Baby will have dropped off the beams and left, disappearing into the snow.

Encounter Four–B: Ambush on the Quishern Road

This encounter takes place if the PCs hike up to Quishern, either because they are following Squire Rymar or because Father Harn asked them to. The town of Triplegate is being watched, and any party going to Quishern will be attacked at Area E on **DM Map 2** (Map of Krag Lake). See Appendix 3.

Remember that **Encounter 4A** and **Encounter 4B** are alternative encounters – no party should face both. If the PCs have already defeated **Encounter 4A**, use the Option A description below. If the Quishern road is the first place the PCs go after Triplegate, use Option B.

The road to Quishern cannot be followed without the ability to Track. Parties that lack a tracker can hire Seura and Cahchu to guide them. His terms are detailed in **Encounter 3**.

To follow the road, the PCs must make 6 Track checks (DC 10). The ambush in Option B, if there is one, happens after the third check.

Each failed check increases the DC of all future checks by +2. (Example: Suppose an APL 6 party makes its first

check (at DC 10), fails its second check (at DC 10), fails its first retry (at DC 12), and succeeds on its second retry (at DC 14). Then, its third and all subsequent checks are made against DC 14, unless there are more failures.) As soon as the PCs fail three checks in a row, they are hopelessly lost and must return to Triplegate. They cannot get anywhere by pushing on; it is too far. In 24 hours, they may try again. If Seura and Cahchu have been hired as a tracker, they will succeed in all the checks due to their familiarity with this territory.

Option A

If Encounter 4A has happened already, use this description.

The "road" to Quishern was little more than a goat-path before the snows buried it. From Triplegate, it takes you north then begins to bend around on switchbacks bearing north and east. From Triplegate to Quishern should be a two day hike in the snow.

The PCs must still make the track checks described above. Once they succeed, proceed to **Encounter 5**, where the PCs' first sight of the new Krag Lake is described. In fact, the PCs only get half way to Quishern (Area F).

Option B

If **Encounter 4A** has not happened already, then the Cleansers have set an ambush just after the third Tracking check.

Open with this description if the PCs are traveling during daylight. In this case, the Cleansers have caused the snow to let up during the day especially for this ambush.

The "road" to Quishern was little more than a goat-path before the snows buried it. From Triplegate, it takes you north then begins to bend around on switchbacks bearing north and east. You imagine that if you could see more than a spear's length, it would be passing through alpine meadows and dense woods by turn. The open sections are the worst – full of white and wind and emptiness. It's while you are walking through one of these open alpine meadows that the snow begins to lessen and soon it stops snowing all together. Just as you begin to enjoy the respite from the constant snow fall an arrow streaks out of the distance right at you.

If the PCs are traveling at night:

The "road" to Quishern was little more than a goat-path before the snows buried it. From Triplegate, it takes you north then begins to bend around on switchbacks bearing north and east. You pass through alpine meadows and dense woods by turn. The open sections are the worst – full of white and wind and emptiness. It's while you are walking through one of these open sections that an arrow streaks out of the darkness right at you.

Visibility at night is 30 feet of clear vision, 30 feet of concealment (double this for low-light vision). Anything beyond that is effectively darkness (the moonlight allows vision of major terrain features but not individual creatures). The elves will use their low-light vision to their advantage, staying where they can just see their targets (and in short range of their bows), but PCs without low-light can't see them.

If the PCs vision distance gives them a chance to see the elves skiing into position, those PCs may make a Spot check against the elves' Hide check (-1 per 10 ft of distance of course) to see the white-clad elves approaching (100 feet away is where they loose their first arrow). Successful PCs can act in the surprise round (when the aforementioned arrow comes sailing in).

APL 6 (EL 8)

◆ **Elven Ski Patrol (4):** Rgr2/Rog2; hp 23; see Appendix 1.

APL 8 (EL 10)

◆ **Elven Ski Patrol (4):** Ftr4/OBI1/Rgr1; hp 45; see Appendix 1.

APL 10 (EL 12)

◆ **Elven Ski Patrol (6):** Ftr4/OBI2/Rgr1; hp 52; see Appendix 1.

APL 12 (EL 14)

◆ **Elven Ski Patrol (6):** Ftr4/OBI4/Rgr1; hp 73; see Appendix 1.

Tactics

If PCs manage to kill half the Cleansers OR to wound all of them to one half of their hit points and they are out of healing potions, they will flee and not return.

If the PCs attempt to flee, the Cleansers will pursue until every PC has been wounded once, then allow PCs to escape; however, escaped PCs who assay the Quishern road again will face another ambush.

The Cleansers stand off and shoot arrows at the party from all sides. The elves have a movement advantage (skis do not hinder movement in the snow), so they will use that to keep their distance and pepper the party with arrows. They will alternate full attacks plus 5 ft step with attack and standard moves. They will stay spread out around the party to minimize the risk of area spells. If threatened with melee combat, they will double move away until the threat is no more. The meadow is 400 ft. wide in every direction, so the tree-line is unlikely to come into play. There is no cover.

If it is night time, the Cleansers will make maximum use of their low-light vision, staying inside close range to their targets but far enough away so that an opponent without low-light vision cannot see them. Note that this means the PCs likely have concealment (20% miss chance) from the elves, but the elves will accept this penalty in exchange for being unseen by those with normal vision. If the elves are shooting arrows at a target

that cannot see them, the Cleanser is effectively invisible when attacking (+2 to hit and target is denied dexterity).

Note that movement penalties in the 25 inch-deep snow apply here.* See Appendix 2: New Rules Items.

The strong wind shifts constantly, causing a -2 penalty to all ranged attacks covering more than 20 ft. Tiny or smaller creatures have a possibility of being knocked down each time they move more than 5 ft. (Fort save DC 10 to avoid). Flying creatures of small or smaller size must make the same save each round they are airborne to avoid being blown 1d6*5 ft. in a random direction.

Treasure:

APL 6: L: 12 gp per character; C: 52 gp per character; M: 4 x *mighty composite longbow +1* (Str 14) (each 217 gp per character), 4 x *freeze powder** (each 8 gp per character); 4 x *melt powder** (each 2 gp per character); 4 x *wand of cure moderate wounds* (4 charges) (each 30 gp per character).

APL 8: L: 12 gp per character; C: 24 gp per character; M: 4 x *mighty composite longbow +1* (Str 14) (each 217 gp per character), 4 x *freeze powder** (each 8 gp per character); 4 x *melt powder** (each 2 gp per character); 4 x *Wand of cure moderate wounds* (10 charges) (each 75 gp per character); 4 x *quiver of Elhonna* (each 150 gp per character).

APL 10: L: 14 gp per character; C: 188 gp per character; M: 6 x *mighty composite longbow +1* (Str 14) (each 217 gp per character), 6 x *freeze powder** (each 8 gp per character); 6 x *melt powder** (each 2 gp per character); 6 x *Wand of cure moderate wounds* (10 charges) (each 75 gp per character); 6 x *leather armor +1* (each 97 gp per character); 6 x *quiver of Elhonna* (each 150 gp per character).

APL 12: L: 14 gp per character; C: 188 gp per character; M: 6 x *mighty composite longbow +1, humanbane* (Str 14) (each 717 gp per character); 6 x *freeze powder** (each 8 gp per character); 6 x *melt powder** (each 2 gp per character); 6 x *leather armor +1* (each 97 gp per character); 6 x *quiver of Elhonna* (each 150 gp per character).

Aftermath

If the archers are questioned, they resist. They know that Levi is building a dam; they do not know that Levi intends to do anything with it. These elves are disciples of "Lady Betula", who taught them "the truth about the evil that is humanity." They want to reclaim the Yatils from "the infestation of human pests". They see Levi as their tool.

Once the party defeats or drives off the archers and makes the remaining tracking checks they can continue towards Quishern. Go to **Encounter 5**.

Encounter Five: On the Shore of Krag Lake

Tournament Play Time: begin this encounter with 2 hours 20 min of play time remaining; duration 10 minutes.

If the PCs survive **Encounter 4B** and follow the Quishern road, they will wind up here on the shore of Krag Lake. See Area F on **DM Map 2** (Map of Krag Lake) in Appendix 3. Alternatively, if the PCs lost Big Pol's trail after **Encounter 4A**, but pushed on, they stumble upon the lakeshore in a place that looks much like this, somewhere between Area F and Area C.

During the night, give this description of the lake:

When the 500 ft. tall Krag Spire starts to be visible behind the hills to your left, you know you're close to the valley where Quishern lies. Half an hour later, you can see the cliff below the spire and you know that something is terribly wrong. Where the foot of the cliff should be, an enormous lake laps at the cliff face. The entire valley is full of water. No refugees will be returning to Quishern any time soon -- the town now lies under more than a hundred feet of water.

Those with keen eyes guess that mountainside on the far shore is 5 miles away. To the left (northwest) of the spire, you can just make out the arc of the Falls of Mist diving off the cliff into the moonlit surface of the lake.

During the day, give this description of the lake:

Just when you should be descending into Quishern's valley, the road plunges into a lake that does not appear on your map. In the thick snowfall, it takes about half an hour's exploring for you to conclude the impossible: the entire valley below the Krag Spire must be filled with water.

If the PCs arrive in daylight, but remain on the lakeshore when night falls, give them the facts from nighttime description as well.

PCs can make a Knowledge (Geography) check to recall:

- (DC 12) the stream that flows over the Falls of Mist eventually joins the Fals River near Eddystone;
- (DC 14) Quishern rests along that stream, at the bottom of a valley over which the fabled Krag Spire towers; and
- (DC 16) between the Quishern valley and the Fals river, the Krag Stream flows through a deep, narrow canyon.

Krag Lake is 32°F and very deep; skiffs of ice have formed in some places, but none will support more weight than a

duck. Swimming in it is more or less suicidal. It is at least an 8 mile swim from here to the dam; the much longer walk around the shore to the dam is much safer.

From here, the PCs can (a) follow the lake downstream (right, east) to find what's holding up the water, (b) return to Triplegate with the news, or (c) do something the authors didn't anticipate. Any party that tries (d) to follow the lake left (northwest) will soon encounter the Krag cliff.

If the PCs choose (a), they will stumble onto **Encounter 6** in about a day.

If the PCs choose (d), when they get to Krag Cliff they are moving from the foothills into the mountains proper. First they would have to scale a 200 foot icy cliff, and then they would have to traverse the mountains proper. Give them a DC 10 Intelligence check to realize that it is quite unlikely Squire Rymar went this way. If the PCs insist on proceeding this direction (after all PCs are stubborn and think they can do anything), describe the difficult and slow travel. Krag Spire is sealed and they cannot enter it. There is nothing unusual about the Falls of Mist (other than a large amount of runoff due to the extra snow fall), and it is a 30 foot wide raging torrent which must be crossed. If they STILL proceed, they will encounter the were beavers (**Encounter 6**) on the other side of the lake and will approach the dam from the opposite direction (simply mirror all descriptions of the setup at the dam area).

Encounter Six: Dam Builders

Tournament Play Time: begin this encounter with 2 hours 10 min of play time remaining; duration 40 minutes.

The nearest point of Krag Lake to Triplegate is a long arm of water that stretched up between two hills as Krag Lake flooded. That is where this encounter takes place. The werebeavers are here rolling logs into the water and floating them down the lake to the dam, where they will be used to build it higher. The werebeavers have been the primary architects of this lake and the massive dam that restrains it. They have misappropriated all the beams cut by the Triplegaters and cut down many smaller trees on their own. Levi plans to restore this section of forest by other means after all is over.

This encounter is intended to occur at night when visibility is good (Option A or B) but can be run during the daytime snowfall (Option C). DMs are encouraged to have PCs arrive here sometime after dusk if that would be reasonable.

If the PCs arrived here by successfully tracking Big Pol from **Encounter 4A**, go to Option A. If they lost Big Pol's trail, but pushed on and found the lakeshore, or if they went looking for Quishern and survived the ambush

(**Encounter 4B**), go to Option B. If the PCs have insisted on traveling only during the snowy daylight, go to Option C.

Option A: Tracking Big Pol

It is after dusk when the PCs arrive.

When dusk falls, the snow lets up again. What is left of the tracks leads along a tiny rill that flows down into a hollow between hills on your left and right. Not far down, you come upon a pile of logs of all sizes, from great beams to trunks no bigger than a man's leg. Below the pile, the space between the hills holds a narrow lake. Figures are rolling the logs into this lake, where other figures are lashing them together. They have fur on their faces and large, flat fangs where their incisors should be. Their heavy, flat tails are covered in thick hide. They have set aside their axes and javelins to work.

Because they are approaching from landward, the werebeavers will not see the PCs in time to prepare. Combat begins with the PCs 45 ft. uphill of the werebeavers at the point labeled "Option A start" on **DM Map 4** (Dam Builders' Hollow) in Appendix 3.

Go to Tactics (below).

Option B: From the Shore at Night

It is after dusk when the PCs arrive.

When dusk falls, the snow lets up again. After a while, the shore bends back into a hollow between two hills. Across the hollow, the far shore wanders closer until it is only some 100 yds. away.

Because the PCs are approaching along the lakeshore, a werebeaver lookout will notice the PCs unless they are taking great precautions. PCs must succeed in a Hide check (DC 9) and a Move Silently check (DC 19) to get by the lookout. If the PCs are not hiding and/or being stealthy, they are automatically noticed. If he notices the party, the lookout will swim away underwater and go warn the rest of his group so that they can prepare.

The PCs may make a Spot check (DC 23) to notice the head of the swimming beaver. PCs who succeed will see "a dark lump a few inches long out in the water – that might never have been there". The PCs may make a Listen check (DC 24) to hear the swimming beaver duck beneath the surface. PCs who succeed will hear "a 'slurp' somewhere out in the lake". Nothing else happens until the PCs proceed.

Not too much later, you spot a pile of logs of all sizes, from great beams to trunks no bigger than a man's leg. The log pile lies near a tiny rill that flows down into the lake at the head of the hollow.

A figure emerges from behind the log pile, then another and another. They have fur on their faces and large, flat fangs where their incisors should be. Their heavy, flat tails are covered in thick hide. Some hold axes, others carry javelins.

Combat begins with the PCs standing along the shore, 50 ft. from log pile at the point labeled "Option B start" on **DM Map 4** (Dam Builders' Hollow) in Appendix 3.

Go to Tactics (below).

Option C: From the Shore in Daytime Snow

If the party has decided not to travel at night, the only way to find this encounter is by following the lake shore in the reduced visibility.

Because the PCs are approaching along the lakeshore, a werebeaver lookout will hear the PCs unless they are taking great precautions. PCs must succeed in a Move Silently check (DC 14) to get by the lookout. If the PCs are not being stealthy, they are automatically noticed. If he notices the party, the lookout will swim away underwater and go warn the rest of his group so that they can prepare.

The PCs may make a Listen check (DC 29) to hear the swimming beaver duck beneath the surface. PCs who succeed will hear "a 'slurp' somewhere out in the lake". Nothing else happens until the PCs proceed.

Combat begins with the PCs standing along the shore, 10 ft. from log pile at the point labeled "Option C start" on **DM Map 4** (Dam Builders' Hollow) in Appendix 3.

The snow continues to obscure sight. The shore seems to have bent back to the right and be running due south now, but it's hard to tell. After a while the shore curves abruptly east again and you cross a tiny rill that flows down into the lake. Ahead of you, you can just make out a pile of logs of all sizes, from great beams to trunks no bigger than a man's leg.

A figure emerges from behind the log pile, then another and another. They have fur on their faces and large, flat fangs where their incisors should be. Their heavy, flat tails are covered in thick hide. Some hold axes, others carry javelins.

If any PC has some special ability to see in this environment, he may make a Spot check (DC 10) see the last few werebeavers trying to hide behind the log pile. Successful PCs gain one full round to act before the aforementioned figure steps out. (This is because the werebeavers can't see through the snow either to see that PCs have seen them.) If a PC attacks in this round, combat begins immediately.

APL 6 (EL 7)

☛ **Werebeavers** (6): Com1; hp 14; see Appendix 1.

APL 8 (EL 9)

☛ **Werebeavers** (6): War3; hp 33; see Appendix 1.

APL 10 (EL 11)

☛ **Werebeavers** (6): War5; hp 50; see Appendix 1.

APL 12 (EL 13)

☛ **Werebeavers** (6): War7; hp 72; see Appendix 1.

Tactics

The werebeavers attack in hybrid form. They prefer to bite whenever they can. The first werebeaver who acts will use his Tail Report ability, if possible, to grant the other werebeavers an immediate single move. See Appendix 1.

They attack on sight and attempt to slay the PCs. They know that any unknown humanoids in this area must be enemies.

Part of the clan is near or in the water. If the PCs are near the lakeshore (Options B and C), some of these werebeavers will swim underwater until they think they are behind the party, then exit the lake and attack from the rear. Others may swim offshore and duck beneath the waters whenever possible in between making ranged attacks.

A Spot check (DC 15) reveals that one of the werebeavers is wearing an HRTC tunic. This is Ionic.

There is no wind to speak of in this hollow. See **DM Map 4** (Dam Builders' Hollow) in Appendix 3.

Treasure:

APL 6: L: 27 gp per character; C: (0 gp); M: (0 gp)

APL 8: L: 26 gp per character; C: (0 gp); M: 6 x *ring of protection +1* (each 167 gp per character).

APL 10: L: 26 gp per character; C: (0 gp); M: 6 x *ring of protection +1* (each 167 gp per character); 6 x *leather armor +1* (each 97 gp per character).

APL 12: L: 26 gp per character; C: (0 gp); M: 6 x *ring of protection +2* (each 667 gp per character); 6 x *leather armor +1* (each 97 gp per character).

Aftermath

In the log pile are 8 great beams (or 10, if Big Pol carried some here from **Encounter 4A**).

If the werebeavers are questioned, they resist. The natural lycanthropes among them know that they built the dam for Levi. Levi promised them that if they followed him, he would give them a bountiful land where they could flourish. They are pleased at the results of their bargain with Levi and look forward to the completion of the work, which is almost here.

Ionic joined the werebeavers because he had despaired of life in ruined Whitehale. He liked the idea of a new, pristine homeland in the mountains. All his former family died in the war. All the werebeavers know that the teamsters and adventurers are being held prisoner on the iceberg in **Encounter 8**.

If the PCs successfully tracked Big Pol to this place from **Encounter 4A** then they will see Krag Lake for the first time after the battle. Use this description:

As you make your way right (east) along the water's edge, the narrow little lake keeps getting wider. Soon, you come to the end of the hollow and you see the impossible. Miles of open water spread before

you. In sheltered areas, ducks sit on skiffs of ice, but none is thick enough to support you. Most of the lake surface is unfrozen.

PCs can make a Knowledge (Geography) check to recall:

- (DC 12) the stream that flows over the 500 ft. tall Falls of Mist eventually joins the Fals River near Eddystone;
- (DC 14) Quishern rests along that stream, at the bottom of a valley over which the fabled Krag Spire towers;
- (DC 16) between the Quishern valley and the Fals river, the Krag Stream flows through a deep, narrow canyon; and
- (DC 18) the valley they are standing in probably connects to Quishern valley, which means that Quishern must be under hundreds of feet of icy water.

Krag Lake is 32°F and very deep; skiffs of ice have formed in some places, but none will support more weight than a duck. Swimming in it is more or less suicidal. It is at least a 5 mile swim from here to the dam; the long walk around the shore to the dam is much safer.

However they got here, the PCs should be able to figure out that there must be a dam somewhere far to the east (right). They can then follow the lakeshore to **Encounter 7**.

Distribute **Player Handout 6** (Map of Krag Lake) at or about this time.

Encounter Seven: Saving Squire Rymar

Tournament Play Time: begin this encounter with 1 hours 30 min of play time remaining; duration 55 minutes.

Use this description if during the day:

The snow continues to fall, but so long as you keep the lakeshore at your left hand, you are not 'lost.' The trek is a long one, and hard. Your feet continue to sink deep with every step, and you must detour around every snaking arm of the lake.

Even amidst the snows, the woods are full of life. Hares wait until you are almost on top of them to bound away across the surface of the snow. Twice, an owl with bright golden eyes launches silently from a snow-laden branch after you have come close.

Unexpectedly, the snow slacks off. In a few minutes, it stops for the first time during daylight since you

entered these mountains. In the sudden clear, you see that you are on another narrow arm of the lake.

Use this description if during the night:

You keep the lakeshore at your left hand, so you are not 'lost'. The moonlit trek is a long one, and hard. Your feet continue to sink deep with every step, and you must detour around every arm of the lake.

Even amidst the snows, the woods are full of life. Hares wait until you are almost on top of them to bound away across the surface of the snow. Twice, an owl with bright golden eyes launches silently from a snow-laden branch after you have come close. Through the tree trunks, you see that you have turned onto another narrow arm of the lake. Finally, you round a hill and see it.

Continue with this description in night or day:

You have known for days that there must be a dam here where the Krag Stream once flowed through a narrow canyon. Now, the sight of it underwhelms you. Bridging the quarter-mile gap between this hill are the far one is a crescent of logs and ice no more than 25 feet in width that rises a mere 10 feet above the waterline. You know that the dam must be hundreds of feet tall, but from here, the sheer drop down the dam's face is hidden.

Floating equidistant from the two shores and the dam is an island of ice. On it, you can see round dwellings fashioned of snow, such as you have heard are used in the far north. Faint blue smoke issues from their tops.

Distribute **Player Handout 7** (Map of the Dam) at this time. PCs may precast spells now if they see fit.

At the center of the dam, work is progressing. Werebeavers are hauling logs out of the lake and setting them in place. Two figures are waiting for you on the dam about 200 ft. out from your end. The one in the fore is a willowy man, over six feet tall, whose long white-blond hair spills onto his shoulders. The long spear cradled in his arm is topped with a white pennant. The other figure, standing some dozen feet behind the knight, is shorter, slimmer, and wears a deep white cowl that hides face and hands.

When PCs approach, continue with this description.

When you are within shouting distance (about 100 ft. out onto the dam), you see that the boy's plate mail bears the visage of Rao. "PCs, you are come to the womb of Luna," he announces. "This land is under the stewardship of my teacher. I bear you greetings in his name."

"Feh," spits his companion.

At your right is a 300 ft. drop down the face of the dam. In the preternaturally clear air, you fancy you can see all the way to Eddystone. At your left is a

freezing lake that must be 300 ft. deep. You stand on a 25 ft. wide curve of ice.

If PCs want to back up off of the dam, they may do so at this time; otherwise, they will be 100 ft. out when combat eventually begins.

The first man is Squire Rymar Mori. The second is the elven druid Betula Nigra. A Spot check reveals:

- (DC 10) Rymar is just a kid – he poses little threat to the PCs;
- (DC 14) some white clad elven archers are standing 30 ft. behind Rymar;
- (DC 18) a big white cat is lying motionless on the ice near the knight; and
- (DC 22) the cloaked figure is an elven woman.

The Dam

See **DM Map 4** (Map of the Dam).

The dam structure is already a quarter mile wide and 300 ft. high. Here at the top, it is 25 ft. thick; while at the bottom it is many times that. The hump of its curve points upstream, while the concave side points south down the gorge toward the Fals River, which is a few miles away. The icy dam top is mostly clear of snow, so no movement penalties apply.

The east face of the dam is far from smooth. Ends of logs stick out everywhere at random like bones hanging out of burial niches.

The water behind the dam seems to have come from the unnaturally heavy snowfall. So-called "Krag Lake" now holds about 20 km³ of water (5,000,000,000,000 gallons). By comparison, one hex on the Veluna map is 16 miles across and would hold 78 km³ of water if filled to an average depth of 300 ft. (For reference, Hoover Dam on the Colorado River is about twice the height of the Cleanser's dam.)

The ice island is a prison. On it, most of the HRTC teamsters and most of Rymar's adventurers reside in relative comfort. They have food, warmth, and shelter. They have been promised that their confinement will end before long. Still, a few have elected to join the Cleansers by volunteering to become werebeavers.

Development

Rymar will talk with the PCs briefly. Levi has asked Rymar to bring the PCs to talk with Levi. On his own initiative, Rymar has decided that he will only bring PCs who agree to come under flag of truce (i.e., PCs must swear not to take hostile action until after they have left Levi's presence). Rymar will also insist on scanning the party with his *detect evil* ability. (He won't forbid PCs who radiate evil, but he'll tell Levi about it.)

Levi has ordered Betula to keep Rymar safe, but that Rymar is in charge. Betula, however, hates Rymar, the

PCs, and basically everyone. Every time Rymar says something idealistic, naïve, or grandiose (which is almost every time he opens his mouth), Betula spits out a "Feh." If any questions are directed to her, she will answer these with a "Feh" as well. After no more than a few exchanges, Betula will get twitchy and she and her faction (i.e., the cat and the archers) attack everyone.

Here are Rymar's answers to some of the questions the PCs may ask. The important ones are *italicized*.

- **Who are you?** Rymar Mori, a squire of the Knights of Whitehale. My brother Westin rules Devarnish.
- **Who is your teacher?** "Levi the Bold."
- **Why is there a dam here? / What does "womb of Luna" mean?** "You may ask Levi that if you wish to understand. I believe that Rao has a blessing in store for our land and that he has chosen Levi as his instrument to deliver it."
- **What is your teacher like?** "He has taught me much – things I wish I could unlearn. You cannot overestimate him."
- **What did Levi teach you?** "Things I had forgotten. I cannot explain it better than that. He taught me to know myself."
- **Why is a paladin of Rao working for Levi?** "I was captured. In exchange for my parole that I would not attempt escape, I have been given leave to walk about. When Levi learned you were coming, I volunteered to meet with you."
- **Please, won't you tell us your entire back story, including everything that happened to you between the time you left Castle Sepher and now?** "No. It is enough to say that Levi showed me mercy. I believe now that Rao had a lesson for me to learn and that he chose Levi to teach it to me. Will you not go out and treat with him? He will not ensorcel you – he is a honest man."
- **What is on that ice island?** "It houses those who would have hindered the work." (Levi says that he will release the teamsters and adventurers as soon as their captivity is no longer necessary, but hasn't said when that might be.)
- **Who is your companion?** "Her-her n-name is Betula Nigra, a st-student of Levi's." (Rymar nervous around Betula – she's mean.)
- **What are Levi's / Betula's abilities?** "I mistrust your question. You can ask him / her yourself."

There is no time for Rymar to reveal his back story before Betula attacks. For the DM's information, it is this. When Rymar and his party of adventurers reached Triplegate and learned (incorrectly) that the first caravan was not lost, Rymar met Father Harn. Rymar decided to quickly perform the service Harn requested while he

waited for Lonic to show up at Triplegate. So, Rymar led his adventurers up the Quishern road. They were captured and imprisoned on the iceberg. Levi gave the party the choice to remain prisoners for an unspecified time or to submit to the werebeaver's bite (in which case, they would be allowed to roam free within sight of the dam). Most remained prisoners, but a few signed up, as had Lonic (from the first caravan).

Rymar submitted to the bite, knowing he would be immune, and, when the disease failed to take hold, he challenged Levi to single combat. An amused Levi bested Rymar easily and could have killed him or imprisoned him again. Instead, Levi made Rymar a different offer: Rymar would be permitted to wander free within sight of the dam so long as he gave his parole not to interfere or attempt escape. Rymar could renounce his oath and return to prison at any time. Seeing nothing to lose and much to gain, Rymar agreed. Since then, Rymar has been shadowing Levi, learning all he can of the man.

APL 6 (EL 9)

☞ **Betula Nigra:** Drd7; hp 49; see Appendix 1.

☞ **Great White Hunter:** white mountain lion (enhanced); hp 37; see Appendix 1.

☞ **Elven Ski Patrollers (3):** Rgr2/Rog2; hp 23; not wearing their skis, see Appendix 1.

APL 8 (EL 11)

☞ **Betula Nigra:** Drd9; hp 67; see Appendix 1.

☞ **Great White Hunter:** white mountain lion (enhanced); hp 52; see Appendix 1.

☞ **Elven Ski Patrollers (3):** Ftr4/OBI1/Rgr1; hp: 45; not wearing their skis; see Appendix 1.

APL 10 (EL 13)

☞ **Betula Nigra:** Drd11; hp 81; see Appendix 1.

☞ **Great White Hunter:** white smilodon (enhanced); hp 74; see Appendix 1.

☞ **Elven Ski Patrollers (4):** Ftr4/OBI2/Rgr1; hp 52; not wearing their skis; see Appendix 1.

APL 12 (EL 15)

☞ **Betula Nigra:** Drd13; hp 97; see Appendix 1.

☞ **Great White Hunter:** white smilodon (enhanced); 90; see Appendix 1.

☞ **Elven Ski Patrollers (4):** Ftr4/OBI4/Rgr1; hp: 73; not wearing their skis; see Appendix 1.

Tactics

Betula starts with certain spells precast (the animals have been watching...), they vary by level. She prefers to flood the field with summoned creatures. At APL 10-12, Betula's first action likely will be to convert her highest-level spell to *summon nature's ally*. (See stat blocks for augmented, frozen nature's allies in Appendix 1.) She will also *air walk* down the face of the dam to stand on a convenient protruding log, out of reach. In future

rounds, she prefers to cast *entomb* and convert her remaining spells to *summon nature's ally*.

At APL 6-8, she'll cast *animate snow* (from a scroll), creating four large Snowballs, two between her and the PCs, the other two behind them.* See Appendix 2: New Rules Items.

The snow nearest you rolls itself into four 10 ft. diameter balls, which hurl themselves at you.

She'll hide behind her minions. In future rounds, she prefers to cast *freeze armor* and convert her remaining spells to *summon nature's ally*. At APLs 6-8, Betula does not have the feat Beckon the Frozen, but does have Augment Summoning.

Betula's animal companion ("Great White Hunter") will defend Betula from attacks; he avoids being drawn away from her. The elven archers will concentrate on any PCs who attack Betula.

Rymar is appalled by Betula's breach of a flag of truce. He yells at her to stop; he yells at the PCs to stop. Betula's faction will try to kill Rymar, at which point Rymar will join in the fight on the PCs' side unless the PCs got around to attacking him before Betula did. (That is, he'll fight against whoever attacks him first.) When Rymar joins in, give this description:

Rymar closes his eyes and recites, "Though I was born Rymar Mori, I walk in the memory of ancient days." His hands clench, his veins pop, his arms shake. When his eyes open, they are filled with wild emotion.

Rymar has invoked the Memories of Ancient Days favor given to him by Levi; his increased strength and constitution are already calculated in his stat block in Appendix 1.

Terrain

There are no movement modifiers or hindrances on top of the dam.

Falling off the Dam

If anyone is pushed over the exposed edge of the dam, he as a 10% chance to hit a log protruding from the dam face for every 10 ft. he falls. When he hits a log, he takes 1d6 falling damage per 10 ft. and must make a Reflex save (DC 10) to hold on. To climb back up the dam requires a Climb check (DC 15) per 10 ft. If some one is thrown well clear of dam, he falls twice the distance he was thrown before he has his first opportunity to grab a log.

Anyone pushed over the lakeward edge falls into the icy water 10 ft. below and must make an immediate Fortitude save (DC 10, +1 per previous check) or take 1d6 nonlethal cold damage and become fatigued. See *Dungeon Master's Guide*, p. 302. Each round he remains in the water, he must repeat the save. A Swim check (DC 10) is needed to tread water, stay afloat, or reach the dam to begin climbing. A Climb check (DC 15) is needed to climb back up the dam.

Breaking the Dam

All Cleansers have orders not to damage the dam during the combat.

If the PCs attempt to use fire, sonic, or lightning magic atop the dam, they must first roll a Spellcraft check (DC 10). A successful check tells them that such magic might harm the dam. If the PCs use such magic anyway, there is a one percent chance per ten points of damage dealt to the dam by any one source that the dam breaks and the flood is loosed. For instance, if a *fireball* deals 43 points of damage to the dam, there is a 4% chance that the dam begins falling apart.

Once fatal damage to the dam occurs, cracks will begin to spread and chunks of ice fly loose. This process is more or less irreversible once it starts and is very obvious. Anyone on the dam during this process must make a Reflex save (DC 10 + 1/2*APL) each round or be knocked prone. After 10 rounds, anyone remaining on the dam is swept away by the waters, falls 300 ft. to the canyon below, and is carried along by the torrent thereafter. In round 1 after falling, they take 20d6 falling damage. Each round thereafter for a period of two minutes, they take 10d6 bludgeoning damage and must make a Swim check (DC 30) or be drawn under water.

A Spectator

At the beginning of Round 3 of this combat, read this description.

A man rides gently down onto the dam from the opposite side. He is mounted on a deer of some sort, whose antlers are over 12 ft. wide. He takes his time approaching the center of the dam. It seems that he will not interfere.

This is Levi mounted on the megaloceros, Querçü. They stop at the exact center of the dam, 650 ft. from either side, about 400 ft. from the combat.

After the fight, the PCs will probably proceed to the center to meet Levi (see **Encounter 8**). However, PCs may depart the area without meeting Levi, and can even kidnap Rymar and take him along if they wish. Levi will not interfere. Rymar will attempt to escape back to Levi, but will use only non-lethal damage against the PCs.

Treasure:

APL 6: L: 10 gp per character; C: 19 gp per character; M: 3 x *mighty composite longbow +1 (Str 14)* (each 217 gp per character); 3 x *freeze powder** (each 8 gp per character); 3 x *melt powder** (each 2 gp per character); 3 x *wand of cure moderate wounds* (4 charges) (each 30 gp per character); *brooch of shielding* (125 gp per character), *cloak of resistance +1* (83 gp per character), *megaloceros horn scale mail* +1* (117 gp per character); *scroll of animate snow** (138 gp per character).

APL 8: L: 10 gp per character; C: 411 gp per character; M: 3 x *mighty composite longbow +1 (Str 14)* (each 217 gp per character); 3 x *freeze powder** (each 8 gp per

character); 3 x *melt powder** (each 2 gp per character); 3 x *wand of cure moderate wounds* (10 charges) (each 75 gp per character); 3 x *quiver of Elhonna* (each 150 gp per character); *cloak of resistance +2* (750 gp per character), *megaloceros horn scale mail* +2* (366 gp per character); *scroll of animate snow** (138 gp per character), *scroll of anti-life shell* (138 gp per character).

APL 10: L: 7 gp per character; C: 910 gp per character; M: 3 x *mighty composite longbow +1 (Str 14)* (each 217 gp per character); 4 x *freeze powder** (each 8 gp per character); 4 x *melt powder** (each 2 gp per character); 4 x *quiver of Elhonna* (each 150 gp per character); *cloak of resistance +2* (333 gp per character), *lesser rod of metamagic, extend* (250 gp per character); *megaloceros horn scale mail* +3* (783 gp per character); *scroll of animate snow** (138 gp per character), *scroll of anti-life shell* (138 gp per character).

APL 12: L: 9 gp per character; C: 341 gp per character; M: 4 x *mighty composite longbow +1 humanbane (Str 14)* (717 gp per character); 4 x *freeze powder** (each 8 gp per character); 4 x *melt powder** (each 2 gp per character); 4 x *leather armor +1* (97 gp per character); 4 x *quiver of Elhonna* (each 150 gp per character); *cloak of resistance +3* (750 gp per character), *lesser rod of metamagic, extend* (250 gp per character); *megaloceros horn scale mail* wild +1* (1367 gp per character); *ring of protection +1* (167 gp per character); *scroll of animate snow** (138 gp per character), *scroll of anti-life shell* (138 gp per character).

Encounter Eight: Birthing a Realm

Tournament Play Time: begin this encounter with 0 hours 35 min of play time remaining; duration 30 minutes.

In this encounter, the PCs negotiate with Levi concerning whether the flood will be loosed. It is not necessary to fight Levi.

Seated atop the strange deer at the exact center of the dam, Levi the Bold rests a massive polearm set with half a dozen sharpened antlers across the beast's withers. A sugliin is supposed to be a ceremonial weapon, but this one has killed, you're sure. This holy man is no priest -- his heavily-muscled frame is that of a warrior of some fifty winters. He has the copper-bronze skin, black eyes, and wavy black hair of a Flan pureblood. The ritual patterns painted all over his skin are rudimentary by the standards of the Vale today, but they fit him.

Unexpectedly, the deer sinks to its knees to let Levi dismount. He places the butt of the sugliin on the ice and joins his hands on it before he addresses you.

"I am Levi, the steward of this place. What would you ask of me?"

Levi will converse with the PCs and try to get them to agree to his plan. Levi is severely weakened by the magic of the lake (see below). Though he tries to cover it up, he is leaning on the sugliin for support. The important bits below are *italicized*. If the PCs attack immediately, go to Tactics below.

In summary, the situation is this. A spell was cast on the water (by sir-not-appearing-in-this-adventure) to allow it to absorb life forces that are given to it. The power of these life forces is what will counteract Herion's curse. Levi sacrificed part of his spirit at the casting of the spell. Each day, a little more of Levi passes into the water. During this time, any plant or creature that dies in the water adds its spirit to the force of the magic. (In particular, the spirits of the dead trees are part of the magic.) When Levi gives the last of his spirit to the water, the casting will be complete and the waters will destroy the dam and pour down the canyon.

Over the last few weeks, Levi has sacrificed all but the last drop of his spirit. Today, he will sacrifice that, too, triggering the flood. When the flood is released, every life that is lost to the water (including people downstream) will be reborn.

- **Why did you order Betula to attack us?** *"Betula did that on her own. I asked her to take her direction from Rymar, hoping his abundant faith might help her relearn her own. I have failed her, it seems. Do you know who 'The Wise' truly are? They are only people who survived their own follies long enough to learn life's lessons."*
- **Why have you dammed the stream?** *"You know of the curse that the lich's cloud has placed on the northern reaches of the Vale of Luna. You've seen what the blight has done to the land and its people. Scrubbing away its pollution stone by stone and field by field will take more than a century. The northern riverlands will be a desert for your lifetimes and your children's children's lifetimes. Many lives will be lost and many more will never be born."*
- **Are you going to cause a flood?** *"The Cleansing has been imbued with the essence of life. It will wash away the lich's curse. Where normal spring floods deposit new, fertile soil, the waters of Krag Lake will deliver our people's future. In a single season, they will bring bountiful harvests that will nurture thousands of Veluna's citizens, both living now and yet unborn."*
- **How will the flood work this healing?** *"We seek to turn the wheel from the winter of death to the spring of new life. Only one force can drive out death – the force of life. And so, we have poured into these waters the force of our lives. The lives of the trees. The lives of all the creeping things that crawled beneath this lake. The filling began with the first*

piece of my life and it will end today when I pour in the last piece. That will release all the life that is stored up here."

- **Why now? Can't you delay?** *"I must give a little of my spirit each day to sustain the process. If a day passes and I do not, all the stored power will dissipate uselessly. Today, I will sacrifice the last of my strength, releasing the waters."*
- **Can we give some of our life force to delay long enough for us to warn people?** *"And what makes you think anyone will listen to you anymore than any other prophet of doom? Irregardless, the process of transferring my strength cannot be delayed."*
- **Can I also give my strength to help the process?** *"Just as the spirit of the fallen tree, or the passing of creature or plant in the waters of life strengthens the healing power, so too could your strength be channeled into renewing the land. Yes, you may join with me in the blessed journey of the cycle, but understand that this will be the ultimate end for this incarnation as you will be reborn as part of the land itself..."* (The PC may sacrifice themselves, but their soul will be reborn in the land and the PC will not be able to be brought back to life in ANY WAY. The PC will be permanently dead.)
- **Can't you wait until we evacuate the riverlands?** *"One cannot ask a child to delay its birth. I have no more strength left to give."*
- **Won't people downstream be hurt?** *"No lives are ever truly lost. Death is only that which comes before the next beginning. The Cleansing is not an end, but a transition to the next phase of the cycle. You have seen the condition of those few poor unfortunates who remain in the riverlands since Herion's curse descended. Can you save them from the noose one neck at a time? And if you do, whose throat will their blades be at next? Is it not better to clear away the past and grant them a fresh start in a land of springtime?"* (Levi is telling the PCs that the dead will be reborn, but he will not be plainer about it.)
- **Speak plainly – will the flood kill people?** *"You hear, but you do not comprehend."* (repeat points made above)
- **Isn't it wrong to force the flood on Veluna without asking them? / What gives you the right to decide?** *"The cure for the curse laps gently at the base of this very wall. It was wrought at great cost and it can work great good. Search your hearts – though this event may seem foul, its results will be fair. If you wish to see peace and serenity restored to the land, ask yourself what is the path of reason."*
- **Why didn't you ask permission from the Veluna government / the people?** *"I am certain that this is*

the best course. One can love the Vale of Luna and its people without acknowledging the authority of their rulers. Those rulers certainly have never asked my permission for anything they have done, no matter how much they killed or destroyed. To stare too long into the sun can blind one to the truth just as much as immersing yourself in the deepest darkness..."

- **Are you a Steward of the Circle of Life?** "No. That work is for others far greater than me." (If asked to explain further, he changes the subject back to the merits of the Cleansing.)
- **What about Rymar and the prisoners?** *"I had hoped that you would come sooner. I want you to take Rymar down the mountain with you when you go. Take the others from the island as well. The need for their confinement is over."* (Levi is giving to the PCs all the survivors of the missing teamsters and adventurers. Some have previously died at the PCs' hands during this adventure.)
- **What did you teach Rymar?** *"I guided him to find that which was locked within himself. I can show you, as well, if you like."* (If PCs don't fight Levi, he will teach them to access their racial memories. See Memories of Ancient Days on the Adventure Record.)
- **Why did you imprison the teamsters?** *"Their presence would have interfered with our work."*
- **Why did you turn the teamsters into lycanthropes?** *"Those on the island are not werereatures. Some few others volunteered for the transformation. Some came to believe in the work, others may have had reasons of their own."*
- **Do you worship Rao?** *"I revere Rao, who has guided my people down through the years, but I am not his priest."*
- **Who cast the spell on the water? / Who cast the fimbulwinter?** *"That person is not here. Is it not enough that it was done at my urging?"*
- **Why did your followers steal the great beams from Triplegate?** *"The beams were needed for the rebirth. The Triplegaters were willing to pick up orc-work where the orcs had left off. Do you still support their cause? Well, in any event, I think you found enough beams for what you need by the lake shore, yes? You may keep them."*
- **Why did your followers clear-cut the forest at Triplegate?** *"It was necessary for the rebirth – both to store up the waters and to empower them. Those slopes are healthy and can regrow – the blighted lands cannot."*
- **What are you riding?** *"My friend Querçü is called a Megaloceros by today's scholars. When his kind*

roamed the vale of Luna in numbers, we called them 'Aelci'."

Development

PCs can agree to the flood or fight Levi. If they fight Levi, they will win easily. Levi will forbid Rymar from participating in any fight and Rymar will accept this unhappily.

PCs who are concerned about towns along the Fals River can make a Knowledge check to recall some of the following facts:

- On their journey from Castle Sepher to Traveler's Rest, the PCs saw only a few dozen people. (No check required.)
- Swan Hill, Curtain Hill, and Travelers' Rest are all built on hills, though each has some docks on the river. (Knowledge (geography) DC 10. Knowledge (local VTF) DC 10.)
- Swan Hill and Curtain Hill were both battlefields during the war. They were completely depopulated. (Knowledge (local VTF) DC 10. Knowledge (history) DC 15.)
- The Fals River has many small tributaries. A flood would rise up all of them, wetting the nearby land. (Knowledge (geography) DC 15.)

If Rymar is still alive, his loyalty to Levi is unshaken. He argues for the flood.

If Seura is with the party and the party does not include a Circle of Life member, Seura will reveal his copy of **Player Handout 2** (Circle of Life Member Instructions) to the PCs. Seura is confused by what the instructions say he should do.

Tactics

If PCs decide to stop the flood, they must fight Levi. It is anticipated that the PCs will defeat Levi easily.

Levi will ask for single combat (though it's unlikely that he'll get it). He'll try to remount Querçü as the fight is starting. As the fight starts, read this description:

"You are making a terrible mistake," Levi says as you heft your weapons. "Remember – while life remains, so does hope." Then, he waits.

If any PC is a Circle of Life member, Levi will say to him with regret, ***"The unerring path is the one that is ever turning"***.

When Levi dies, read this description:

The great man topples to the deck, but does not lie still. His fingers grasp at the ice, seeking purchase that will get him to the water. One foot closer. Two. – Is blood this red when a man dies on the grass? – Three feet. But no more. The eyes close and when

the life leaks out of him he is still yards from the potent water.

All APLs

Levi the Bold: Bbn1; hp 10; see Appendix 1.

Treasure:

All APLs: L: 28 gp per character; C: (0 gp); M: (0 gp).

Encounter Nine: Epilogue

Tournament Play Time: begin this encounter with 0 hours 5 min of play time remaining; duration 5 minutes.

Though the various box texts below describe events that take place weeks after the fight on the dam, feel free to let PCs return to Triplegate to take care of any unfinished business there if they so desire.

No Flood – The Blight Continues

If the PCs defeated Levi, the flood is not loosed. Use this description:

For a while after the battle, you stood looking from the lake to the dam and back. Your foes were beaten, but Whitehale diocese still lay beneath the doom they'd devised. It was hard to know whether to stay and guard the thing, or go for help.

In time, you managed to secure aid and to devise means to release the waters slowly, preserving the dam until they were dissipated. You tried applying some of the waters to the blighted earth, but they had no effect. Either Levi was wrong all along, or his miracle died stillborn thanks to you.

Today, Whitehale remains barren and empty. The blighted land has an unwholesome feel, and few have returned to it. Livestock and people who live there show no increase. The old wives among them whisper of 'cursed earth'. Poverty, hunger, and crime are proving tenacious adversaries; they claim a few souls every week.

Still, there is some good news: The Triplegaters were paid full price for their beams by the HRTC. The great beams you recovered have been used to make Castle Sepher strong again. The wasteland of Whitehale belongs to Rao, and Rao alone.

Continue with Saving Squire Rymar, if appropriate.

The Flood is Loosed

This description covers the breaking of the dam in the cases that (i) the PCs agreed to loose the flood or (ii) the dam was damaged by accident.

If the PCs agreed with Levi to loose the flood, begin here.

Levi smiles. While you bring the prisoners from the island to the shore, he sits and chats with you about

cyclical history. About the deep memories that he says each race shares among all its members. About the care and maintenance of a sugliin, which he gives you. When you are safely ashore, he walks to the exact center of the dam and dives into the water. He never resurfaces. The ripples of his passage grow and grow, until they are waves pounding on the ice wall.

Continue with this description of the dam breaking:

Sounds like the sharp "crack" of a werebeaver's flat tail on water make you turn in time to see the whole thing let go. Several cubic miles of water leap free with a roar like children released early from church. The waters surge down the canyon, armed with tree-clubs and ice-boulders. You watch from the hills above the dam for more than an hour as the waters pour through.

Days later, you learn that the waters churned down the course of the Fals River with will and direction. They scoured away the docks at Traveler's Rest, at Swan Hill, and at Curtain Hill as they passed. They swamped vast tracks of land and bloated small tributaries until they ran backwards. The greatest loss, however, was far downstream. Weakened by war and water, the walls of Castle Sepher gave way to the animus of the rushing waters. Today the southern façade of the castle still looks toward Veluna, but its proud face covers a hollow heart.

In all, 224 people lost their lives. Fewer than you expected, but a terrible price to pay. The jacks of Triplegate never received their payment from the HRTC. Ralish made some legalistic excuse about the contract being 'voidable in the event of cataclysm'.

Still, there was good news. Levi was right about the cleansing power of the mystically charged waters. Herion's blight has been washed away everywhere the waters touched. The land has a wholesome feel again and the people have returned eagerly to tend it. Every crop planted in the silt deposited by the flood is growing at a breakneck pace. Veluna will see not one, but two harvests this season. Both livestock and people living on the renewed land have proved healthy and fertile. There have been an uncommon number of twins born this year in the riverlands -- over a hundred so far, if all reports can be credited. And so, out of death comes new life. The cycle begins again.

Continue with Saving Squire Rymar, if appropriate.

Saving Squire Rymar

After reading one of the items about the flood, continue with this description if Rymar survived.

"I don't think I will ever be able to forget what we did here," Rymar says. "I fear I may have missed the lesson Rao wanted me to learn in all of this. All my life, I have aspired to be a Knight of Whitehale. Now, I feel I must walk a different path for a while. Please

see that this letter reaches my brother Westin. It tells him that House Mori owes you its gratitude and explains my decision to him."

Of course, nothing prevents the PCs from kidnapping Rymar and hauling him back to Castle Sepher or to Devarnish against his will if they feel this is the right course.

Continue with Paying the Tracker.

Paying the Tracker

If the PCs hired the tracker, they need not all pay him. Determine, before adventure records are distributed, which PCs paid the fee. See Treasure Summary.

Official critical events results: Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the Epilogue of play. They can then download the critical summary and use the password to open the file:

Password: takemetotheriver

The End

Experience Point Summary

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

Encounter Four-A: Larger than Life

Defeat Big Pol and Blue Baby.

APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter Four-B: Ambush on the Quishern Road

Chase off or kill the Elven Ski Patrol.

APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter Six: Dam Builders

Defeat the werebeavers.

APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp

Encounter Seven: Saving Squire Rymar

Defeat Nigra and her forces.

APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Encounter Eight: Birthing a Realm

This story award is given if the players role-play well in their negotiation concerning the flood with Levi well. Defeating Levi is not required.

APL 6	180 xp
APL 8	225 xp
APL 10	270 xp
APL 12	315 xp

Total possible experience:

APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four-A: Larger than Life

APL 6: L: (0 gp); C: (0 gp); M: large adamantine greataxe (503 gp per character), *cloak of resistance +1* (83 gp per character).

APL 8: L: (0 gp); C: (0 gp); M: large adamantine greataxe (503 gp per character), *cloak of resistance +1* (83 gp per character).

APL 10: L: 50 gp per character; C: (0 gp); M: *large adamantine great axe +1* (670 gp per character), *cloak of resistance +1* (83 gp per character), *ring of protection +1* (166 gp per character).

APL 12: L: 50 gp per character; C: (0 gp); M: *large adamantine keen great axe +1*, *plantbane* (2003 gp per character), *cloak of resistance +1* (83 gp per character), *breastplate +1* (113 gp per character), *ring of protection +1* (166 gp per character).

Encounter Four-B: Ambush on the Quishern Road

APL 6: L: 12 gp per character; C: 52 gp per character; M: 4 x *mighty composite longbow +1* (Str 14) (each 217 gp per character), 4 x *freeze powder** (each 8 gp per character); 4 x *melt powder** (each 2 gp per character); 4 x *wand of cure moderate wounds* (4 charges) (each 30 gp per character).

APL 8: L: 12 gp per character; C: 24 gp per character; M: 4 x *mighty composite longbow +1* (Str 14) (each 217 gp per character), 4 x *freeze powder** (each 8 gp per character); 4 x *melt powder** (each 2 gp per character); 4 x *Wand of cure moderate wounds* (10 charges) (each 75 gp per character); 4 x *quiver of Elhonna* (each 150 gp per character).

APL 10: L: 14 gp per character; C: 188 gp per character; M: 6 x *mighty composite longbow +1* (Str 14) (each 217 gp per character), 6 x *freeze powder** (each 8 gp per character); 6 x *melt powder** (each 2 gp per character); 6 x *Wand of cure moderate wounds* (10 charges) (each 75 gp per character); 6 x *leather armor +1* (each 97 gp per character); 6 x *quiver of Elhonna* (each 150 gp per character).

APL 12: L: 14 gp per character; C: 188 gp per character; M: 6 x *mighty composite longbow +1*, *humanbane* (Str 14) (each 717 gp per character); 6 x *freeze powder** (each 8 gp per character); 6 x *melt powder** (each 2 gp per character); 6 x *leather armor +1* (each 97 gp per character); 6 x *quiver of Elhonna* (each 150 gp per character).

Encounter Six: Dam Builders

APL 6: L: 27 gp per character; C: (0 gp); M: (0 gp)

APL 8: L: 26 gp per character; C: (0 gp); M: 6 x *ring of protection +1* (each 167 gp per character).

APL 10: L: 26 gp per character; C: (0 gp); M: 6 x *ring of protection +1* (each 167 gp per character); 6 x *leather armor +1* (each 97 gp per character).

APL 12: L: 26 gp per character; C: (0 gp); M: 6 x *ring of protection +2* (each 667 gp per character); 6 x *leather armor +1* (each 97 gp per character).

Encounter Seven: Saving Squire Rymar

APL 6: L: 10 gp per character; C: 19 gp per character; M: 3 x *mighty composite longbow +1* (Str 14) (each 217 gp per character); 3 x *freeze powder** (each 8 gp per character); 3 x *melt powder** (each 2 gp per character); 3 x *wand of cure moderate wounds* (4 charges) (each 30 gp per character); *brooch of shielding* (125 gp per character), *cloak of resistance +1* (83 gp per character), *megaloceros horn scale mail* +1* (117 gp per character); *scroll of animate snow** (138 gp per character).

APL 8: L: 10 gp per character; C: 411 gp per character; M: 3 x *mighty composite longbow +1* (Str 14) (each 217 gp per character); 3 x *freeze powder** (each 8 gp per character); 3 x *melt powder** (each 2 gp per character); 3 x *wand of cure moderate wounds* (10 charges) (each 75 gp per character); 3 x *quiver of Elhonna* (each 150 gp per character); *cloak of resistance +2* (750 gp per character), *megaloceros horn scale mail* +2* (366 gp per character); *scroll of animate snow** (138 gp per character), *scroll of anti-life shell* (138 gp per character).

APL 10: L: 7 gp per character; C: 910 gp per character; M: 3 x *mighty composite longbow +1* (Str 14) (each 217 gp

per character); 4 x *freeze powder** (each 8 gp per character); 4 x *melt powder** (each 2 gp per character); 4 x *quiver of Elhonna* (each 150 gp per character); *cloak of resistance +2* (333 gp per character), *lesser rod of metamagic, extend* (250 gp per character); *megaloceros horn scale mail** +3 (783 gp per character); *scroll of animate snow** (138 gp per character), *scroll of anti-life shell* (138 gp per character).

APL 12: L: 9 pg per character; C: 341 gp per character; M: 4 x *mighty composite longbow +1 humanbane (Str 14)* (717 gp per character); 4 x *freeze powder** (each 8 gp per character); 4 x *melt powder** (each 2 gp per character); 4 x *leather armor +1* (97 gp per character); 4 x *quiver of Elhonna* (each 150 gp per character); *cloak of resistance +3* (750 gp per character), *lesser rod of metamagic, extend* (250 gp per character); *megaloceros horn scale mail** wild +1 (1367 gp per character); *ring of protection +1* (167 gp per character); *scroll of animate snow** (138 gp per character), *scroll of anti-life shell* (138 gp per character).

Encounter Eight: Birthing a Realm

ALL APLs: L: 28 gp per character; C: (0 gp); M: *lyre of building* (1083 gp per character).

Total Possible Treasure

APL 6	900 gp
APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300 gp

Special

These are the rules for what Rewards the PCs get:

Fee for Services Rendered: Different party members may make their own individual decisions about whether to pay Seura his 10% fee; no PC may pay on behalf of another. This item is mutually exclusive with the disfavor "Reputation of a Scoundrel".

Reputation of a Scoundrel: Characters who hire tracker Seura, but refuse to pay receive this disfavor. Different party members may make their own individual decisions; no PC may pay on behalf of another. Report any PC who does not pay on the Critical Events summary. This disfavor is mutually exclusive with "Fee for Services Rendered".

Favor of House Mori: If Rymar survives, all PCs receive this favor. Except, of course, for any PC who tried to kill him.

Root of the Circle: If the flood is not unleashed, Geirolf Murtagh gives this favor to each PC that opposed it. He explains that he might well have been caught in the flood and this is his way of saying thanks.

Memories of Ancient Days: If Levi survives, he teaches this skill to each PC who did not fight him.

Ever-growing Incisors: PCs who are bitten by a werebeaver have this lingering after-effect. If they contract lycanthropy they must get it resolved at the end of the adventure.

Appendix I: NPCs

For all stat blocks, * = New Rules Item, see Appendix 2.

ALL APLs

Encounter Six: Dam Builders

Dire Beaver*: CR 1; Small animal; HD 1d8 +3; hp 7; Init +1; Spd 20 ft., swim 40 ft., climb 10 ft.; AC 13 (touch 12, flat-footed 12) (+1 size, +1 natural, +1 dex); Base Atk +0; Grp -4; Atk +0 melee (1d4, bite); Full Atk +0 melee (1d4, bite); SQ Low light vision, Scent, Hold Breath, Tail Report; AL N; SV Fort +5; Ref +3; Will +3; Str 10, Dex 12, Con 17, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +5, Knowledge (Engineering (wooden structures)) +5, Listen +4, Spot +4, Swim +8; Alertness.

Tail Report (Ex): Once per day when a dire beaver acts in combat before at least one of its opponents, it can, as a move action, slap its broad tail against a water surface within 5 ft. to produce a loud, sharp crack. This warning sound grants every flat-footed dire beaver who hears it an immediate single move that does not otherwise affect initiative.

Hold Breath (Ex): A dire beaver can hold its breath for a number of rounds equal to x4 its constitution score before it risks drowning.

Skills: Dire Beavers have a +8 racial bonus on swim checks and a +4 racial bonus on climb checks. They are cunning builders of dams and lodges, having a +4 racial bonus to Knowledge (Engineering) when dealing with wooden structures.

Encounter Seven: Saving Squire Rymar

Squire Rymar Mori: Male Human Suel Pal3; CR 3; Medium Humanoid (human); HD 3d10 +3; hp 18; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20) [+8 armor, +2 shield]; Base Atk +3; Grp +5; Atk +6 melee (1d8+2, masterwork longsword); Full Atk +6 melee (1d8+2, masterwork longsword); SA Smite evil 1/day; SQ Aura of good, detect evil, divine grace, lay on hands, aura of courage, divine health; AL NE; SV Fort +6; Ref +3; Will +4; Str 14, Dex 10, Con 13, Int 8, Wis 12, Cha 15.

Skills and Feats: Diplomacy +8, Knowledge (religion) +4, Ride +2; Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: masterwork long sword, masterwork full plate, masterwork heavy steel shield;

Animated Snowball: Large Animated Object; CR -; Large construct; HD 4d10 +30; hp 54; Init +0; Spd 40 ft.; AC 14 (touch 9, flat-footed 14); Base Atk +3; Grp +10; Atk +5 melee (1d8 +5 +1d6 cold, slam); Full Atk +5 melee (1d8 +5 +1d6 cold, slam); Face/Reach 10 ft./5 ft.; SA Blind, Trample; SQ construct traits, darkvision 60 ft., low-light vision, immunity to cold, vulnerability to fire (+50% damage); AL N; SV Fort +1; Ref +1; Will -4; Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1.

Blind (Ex): A Snowball can grapple an opponent up to three sizes larger than itself. The ball makes a normal grapple check. If it wins, it envelops the opponent's head in its snowy sphere, causing that creature to be blinded until it is removed.

Trample (Ex): A Snowball can literally roll over creatures two or more sizes smaller than itself like an albino bowling ball, dealing 1d8 +6 +1d6 (cold) points of damage. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 15) to halve the damage. See MM p. 14 and spell *animate snow* in Appendix 3.

Description: The snow forms itself into a 10-ft. diameter sphere and hurls itself at opponents.

Potential allies for Betula Nigra to summon (stats include bonuses from feats)

Summon Nature's Ally II

Hippogriff (augmented): CR -; large magical beast; HD 3d10 +15; hp 31; Init +2; Spd 50 ft., fly 100 ft. (average); AC 15 (touch 11, flat-footed 13); Base Atk +3; Grp +13; Atk +8 melee (1d4+6, claw); Full Atk +8 melee (1d4+6, claw) and +8 melee (1d4+6, claw) and +8 melee (1d8+3, bite); Face/Reach 10 ft./5 ft.; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +8; Ref +5; Will +2; Str 22, Dex 15, Con 20, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +4, Spot +8, Dodge, Wingover. (Note hippogriff cannot execute a full attack while flying because it lacks the Hover feat.)

(If used at APL 8+, add the **frozen*** template (+1d6 cold damage, immunity to cold, vulnerability to fire)

Black Bear (augmented): CR -; medium animal; HD 3d8 +12; hp 25; Init +1; Spd 40 ft.; AC 13 (touch 11, flat-footed 12); Base Atk +2; Grp +8; Atk +8 melee (1d4 +6 claw); Full Atk +8 melee (1d4+6, claw) and +8 melee (1d4+6, claw) and +8 melee (1d6+3, bite); Face/Reach 5 ft./5 ft.; SQ low-light

vision, scent; AL N; SV Fort +7; Ref +4; Will +2; Str 23, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Climb +6, Listen +4, Spot +4, Swim +10; Endurance, Run.

(If used at APL 8 +, add the **frozen*** template (+1d6 cold damage, immunity to cold, vulnerability to fire)

Summon Nature's Ally III

Mountain Lion (augmented): CR –; Large animal (lion); HD 5d8 +20; hp 42; Init +3; Spd 40 ft.; AC 15 (touch 12, flat-footed 12); Base Atk +3; Grp +14; Atk +9 melee (1d4+7, +1d6 cold, claw); Full Atk +9 melee (1d4+7, claw) and +9 melee (1d4+7, claw) and +9 melee (1d8+3, bite); Face/Reach 10 ft./5 ft.; SA pounce, improved grab, rake 1d4 +3; SQ; AL N; SV Fort +8; Ref +7; Will +2; Str 25, Dex 17, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +7, Hide +3 (+11 in tall grass), Listen +5, Move Silently +11, Spot +5; Alertness, Run.

(If used at APL 8 +, add the **frozen*** template (+1d6 cold damage, immunity to cold, vulnerability to fire)

Dire Wolf (augmented): CR –; Large animal; HD 6d8 +30; hp 57; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Base Atk +4; Grp +17; Atk +13 melee (1d8+13, bite); Full Atk +13 melee (1d8+13, bite); Face/Reach 10 ft./5 ft.; SA trip; SQ low-light vision, scent; AL N; SV Fort +10; Ref +7; Will +6; Str 29, Dex 15, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2* (+6 when tracking by scent); Alertness, Run, Track, Weapon Focus (bite).

(If used at APL 8 +, add the **frozen*** template (+1d6 cold damage, immunity to cold, vulnerability to fire)

Summon Nature's Ally IV

Brown Bear (augmented, frozen*): CR –; Large animal; HD 6d8 +36; hp 63; Init +; Spd 40 ft.; AC 15 (touch 10, flat-footed 14); Base Atk +4; Grp +18; Atk +13 melee (1d8+10 +1d6 cold, claw); Full Atk +13 melee (1d8+10 +1d6 cold, claw) and +13 melee (1d8+10 +1d6 cold, claw) and +8 melee (2d6+5 +1d6 cold, bite); Face/Reach 10 ft./5 ft.; SA improved grab; SQ immunity to cold, vulnerability to fire (+50% damage), low-light vision, scent; AL N; SV Fort +11; Ref +6; Will +3; Str 31, Dex 13, Con 23, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Swim +14; Endurance, Run, Track.

White Tiger (augmented, frozen*): CR –; Large animal; HD 6d8 +30; hp 57; Init +2; Spd 40 ft.; AC

14 (touch 11, flat-footed 12); Base Atk +4; Grp +16; Atk +11 melee (1d8+8 +1d6 cold, claw); Full Atk +11 melee (1d8+8 +1d6 cold, claw) and +11 melee (1d8+8 +1d6 cold, claw) and +6 melee (2d6+4 +1d6 cold, bite); Face/Reach 10 ft./5 ft.; SA improved grab, pounce, rake (1d8 +4 +1d6 cold); SQ immunity to cold, vulnerability to fire (+50% damage), low-light vision, scent; AL N; SV Fort +10; Ref +7; Will +3; Str 27, Dex 15, Con 21, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +13; Alertness, Improved Natural Weapon (bite), and Improved Natural Weapon (claw).

Summon Nature's Ally V

Elasmosaurus (augmented, frozen*): CR –; Huge animal; HD 10d8 +86; hp 131; Init +2; Spd 20 ft., swim 50 ft.; AC 13 (touch 10, flat-footed 11); Base Atk +7; Grp +25; Atk +15 melee (2d8+15 +1d6 cold, bite); Full Atk +15 melee (2d8+15 +1d6 cold, bite); Face/Reach 15 ft./10 ft.; SQ immunity to cold, vulnerability to fire (+50% damage), low-light vision, scent; AL N; SV Fort +17; Ref +9; Will +4; Str 30, Dex 14, Con 26, Int 2, Wis 13, Cha 9.

Skills and Feats: Hide –4 (+4 in water), Listen +4, Spot +9, Swim +18; Dodge, Great Fortitude, Toughness (2)

Description: Like a giant Jurassic giraffe of the sea, an elasmosaurus is 30 feet from the tip of its tail to the snout at the end of its long, sinuous neck. This air-breathing aquatic dinosaur weighs about 5,000 pounds.

Tactics: At the dam, the *elasmosaurus* will grapple opponents, pull them into its square, then release them so that it can attack them in the water.

Large Air Elemental (augmented, frozen*): CR –; Large animal; HD 8d8 +40; hp 76; Init +11; Spd Fly 100 ft. (perfect); AC 20 (touch 16, flat-footed 13); Base Atk +6; Grp +14; Atk +12 melee (2d6+4 +1d6 cold, slam); Full Atk +12 melee (2d6+4 +1d6 cold, slam) and +12 melee (2d6+4 +1d6 cold, slam); Face/Reach 10 ft./10 ft.; SA air mastery, whirlwind; SQ damage reduction 5/–, immunity to cold, vulnerability to fire (+50% damage), darkvision 60 ft., elemental traits; AL N; SV Fort +7; Ref +13; Will +2; Str 18, Dex 25, Con 20, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

Whirlwind (Su): duration 4 rounds, height 10-40 ft., Ref save DC 18, damage 2d6, see MM p. 95.

Tactics: At the dam, the elemental will sweep opponents up in its whirlwind, move 20 ft. out over the lake, and eject them into the water.

Polar Bear (augmented, frozen*): CR –; Large animal; HD 8d8 +48; hp 84; Init +1; Spd 40 ft.; AC 15 (touch 10, flat-footed 14); Base Atk +6; Grp +20; Atk +15 melee (1d8+15 +1d6 cold, claw); Full Atk +15 melee (1d8+15 +1d6 cold, claw) and +15 melee (1d8+15 +1d6 cold, claw) and +10 melee (2d6+5 +1d6 cold, bite); Face/Reach 10 ft./5 ft.; SA improved grab; SQ immunity to cold, vulnerability to fire (+50% damage), low-light vision, scent; AL N; SV Fort +12; Ref +7; Will +3; Str 31, Dex 13, Con 23, Int 2, Wis 12, Cha 6.

Skills and Feats. Hide –2 (+10 in snowy areas, Listen +5, Spot +7, Swim +18 (+26 as below); Endurance, Run, Track. A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Summon Nature's Ally VI

Huge Air Elemental (augmented, frozen): CR –; Huge elemental; HD 16d8 +96; hp 168; Init +13; Spd fly 100 ft. (perfect); AC 21 (touch 17, flat-footed 12); Base Atk +12; Grp +26; Atk +21 melee (2d8+6 +1d6 cold, slam); Full Atk +21 melee (2d8+6 +1d6 cold, slam) and +21 melee (2d8+6 +1d6 cold, slam); Face/Reach 15 ft./15 ft.; SA air mastery, whirlwind; SQ damage reduction 5/–, immunity to cold, vulnerability to fire (+50% damage), darkvision 60 ft., elemental traits; AL N; SV Fort +11; Ref +19; Will +5; Str 22, Dex 29, Con 22, Int 6, Wis 11, Cha 11.

Skills and Feats. Listen +11, Spot +12; Feats: Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Whirlwind (Su): duration 8 rounds, height 10-50 ft., Ref save DC 22, damage 2d8, see MM p. 95.

Tactics: At the dam, the elemental will sweep opponents up in its whirlwind, move 20 ft. out over the lake, and eject them into the water.

Giant Octopus (augmented, frozen*): CR –; Large animal; HD 8d8 +27; hp 63; Init +2; Spd 20 ft., swim 30 ft.; AC 18 (touch 11, flat-footed 16);

Base Atk +6; Grp +17; Full Atk/Atk +12 melee (1d4 +7 +1d6 cold, 8 tentacles) and +5 melee (1d8 +2 +1d6 cold, bite); Face/Reach 10 ft./10 ft. (20 with tentacle); SA improved grab, constrict; SQ immunity to cold, vulnerability to fire (+50% damage), ink cloud, jet, low-light vision; AL N; SV Fort +9; Ref +8; Will +3; Str 24, Dex 15, Con 17, Int 2, Wis 12, Cha 3.

Skills and Feats. Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +15 (+23 as below); Alertness, Skill Focus (Hide), Toughness. A giant octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Constrict (Ex): A giant octopus deals 2d8 +8 points of damage with a successful grapple check

Improved Grab (Ex): To use this ability, a giant octopus must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Tactics: At the dam, the octopus will grapple opponents in its tentacles and pull them under the water. If necessary to reach opponents, it will use 4 tentacles to lift itself up to 5 ft. up the back side of the dam.

Encounter Eight: Birthing a Realm

Levi the Bold: Male Flan Human Barbarian; CR 1; medium humanoid (human); HD 1d12 +1; hp 10; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +1; Grp +4; Atk +4 melee (1d4+3, dagger) or +5 (2d8+4, masterwork sugliin*); Full Atk +4 melee (1d4+3, dagger) or +5 melee (2d8+4, masterwork sugliin*); SA rage 1/day; SQ fast movement +10, illiteracy; AL N; SV Fort +3; Ref +2; Will +1; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +3, Knowledge (Nature) +1, Knowledge (Local VTF) +1, Survival +5; Power Attack.

Possessions: masterwork sugliin*, *lyre of building.*

* see Appendix 2: New Rules Items

APL 6

Encounter Four-A Larger than Life

Big Pol: Ogre Drd1/Bbn3; CR 6; Large Giant; HD 4d8 +1d8 +3d12 +28; hp 78 [94 rage]; Init +0; Spd 40 ft; AC 17 [15 rage] (touch 9, flat footed 17) (-1 size, +5 natural, +3 armor); Base Atk +7; Grp +18 (+20 rage); Atk +15 melee [+17 rage] (2d8+12, greataxe [2d8+15 rage]); Space/reach 10 ft/10 ft; SQ rage 1/day, darkvision 60', low-light vision, animal companion (not present), nature sense, wild empathy, fast movement, trap sense +1; AL N; SV Fort: +13 (+15 rage), Ref +3, Will +6 (+8 rage); Str 26 (30 rage), Dex 10, Con 19 (23 rage), Int 6, Wis 12, Cha 5.

Skills and Feats: Climb +9, Listen +5, Spot +5, Survival +3; Toughness, Weapon Focus (greataxe), Power Attack.

Possessions: cloak of resistance +1, large adamantine great axe.

Spells Known (3/2; DC = 11 + spell level); 1st level caster; 0- create water (x3); 1st- pass without trace(x2)

Blue Baby: CR 3; Large Animal (advanced bison); HD 7d8 +21; hp 58; Init +0; Spd 40 ft; AC 13 (touch 9, flat-footed 13 [-1 size, +4 natural]; Base Atk +5; Grp +15; Atk +10 melee (1d8 +9 gore); Full Atk +10 melee (1d8 +9 gore); SA Stampede; SQ Lowlight vision, scent; AL N; SV Fort +8; Ref +5; Will +2; Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +13, Spot +13; Alertness, Endurance, Iron Will

Encounter Four-B: Ambush on the Quishern Road

Elven Ski Patroller: Female Elf Rgr2/ Rog2; Medium Humanoid (elf); CR 4; HD 2d8 +2d6 +4; hp 23; Init +3; Spd 30 ft; AC 15 (touch 13, flat-footed 12) [+3 Dex, +2 armor]; Base Atk +3; Grp +5; Atk +8 ranged (1d8+3 composite mighty longbow +1, x3); Full Atk +8 ranged (1d8+3 composite mighty longbow +1, x3) or +6/+6 ranged 1d8+3 composite mighty longbow +1, x3); SA favored enemy (human), sneak attack (1d6); SQ low light vision, immunity to sleep wild empathy, evasion; AL N; SV Fort +4; Ref +8; Will +1 (+3 vs enchantments and charms); Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Craft (bowyer) +5, Hide +10, Knowledge (religion) +2; Knowledge (nature) +2; Listen +9, Move Silently +10, Search +2, Spot +10; Weapon Focus (longbow), Rapid Shot, Track.

Possessions: composite longbow +1 (Str 14), freeze powder*; melt powder*; wand of cure moderate wounds (4 charges); cold weather outfit;

skis and poles*; 60 arrows; leather armor; coin 77 gp.

Encounter Six: Dam Builders

Werebeaver: Male Werebeaver (hybrid form) Com1: CR 2; HD 1d8 +1d4 +6; hp 14; Init +2; Spd 30 ft; AC 17 (touch 12, flat-footed 15) [+2 Dex, +3 natural, +2 armor]; Base Atk +0; Grp +3; Atk +4 melee (1d8+4, battleaxe, x3) or +2 ranged (1d6+3, javelin) or +3 melee (1d4+3, claw); Full Atk +4 melee (1d8+4, battleaxe, x3) and -2 melee (1d6+1, bite) or +2 ranged (1d6+3, javelin) or +3 melee (1d4 +3 claw) and +3 melee (1d4+3, claw) and -2 melee (1d6+1, bite); SQ DR 10/silver, low-light vision, scent, hold breath, tail report, alternate form, curse of lycanthropy, lycanthropic empathy; AL N; SV Fort +5; Ref +4; Will +5; Str 16, Dex 14, Con 16, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +9 Jump +5, Knowledge (Engineering - wooden structures) +3, Listen +4, Spot +6, Swim +13; Alertness, Dodge, Iron Will, Mobility

Equipment: masterwork battleaxe, 2 javelins, leather armor

Owing to their thick pelts and fat reserves, werebeavers can swim in freezing water indefinitely without ill effect.

Curse of lycanthropy (Su): Fort save (DC 15), see MM p. 176.

Tail Report (Ex): Once per day when a dire beaver acts in combat before at least one of its opponents, it can, as a move action, slap its broad tail against a water surface within 5 ft. to produce a loud, sharp crack. This warning sound grants every flat-footed dire beaver who hears it an immediate single move that does not otherwise affect initiative.

Hold Breath (Ex): A werebeaver can hold its breath for a number of rounds equal to x4 its constitution score before it risks drowning. Alternate Form (Su) see MM p. 176.

Alternate Form (Su): A werebeaver can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not gain hit points for changing form, and only a beaver form can be assumed. This is a standard action. These werebeavers will only shift forms if they try to escape underwater.

Skills: Werebeavers have a +8 racial bonus on swim checks and a +4 racial bonus on climb checks. They are cunning builders of dams and lodges, having a +4 racial bonus to Knowledge

(Engineering) when dealing with wooden structures.

Encounter Seven: Saving Squire Rymar

Elven Ski Patroller (3): see **Encounter 4B**.

Betula Nigra: Female Elf Drd7: Medium Humanoid (elf); CR 7; HD 7d8+14; hp 49; Init +3; Spd 30 ft. [40 with *longstrider*]; AC 18 [21 with *barkskin*] (touch 13, flat-footed 15) [+5 armor, +3 Dex, [+3 natural with *barkskin*]]; Base Atk +5; Grp +5; Atk +8 ranged (1d4, sling); Full Atk +8 ranged (1d4, sling); SA Wild shape (3/day); SQ Animal companion, nature sense, wild empathy, Woodland stride, Trackless step, Resist nature's lure; AL NE; SV Fort +8; Ref +6; Will +8; Str 10, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Concentration +12, Knowledge (nature) +6, Spellcraft +10, Survival +12; Spell Focus(Conjuration), Augment Summoning.

Possessions: *brooch of shielding* (101 points); *cloak of resistance* +1, *megaloceros horn scale mail* +1*, *scroll of animate snow**, *scroll of anti-life shell*, ~~*scroll of freedom of movement*~~, coin: 0 gp.

Spells Prepared (6/5/4/2/1; base DC = 12 + spell level +1 if Conjuration): 0th *cure minor wounds, cure minor wounds, detect magic, light, mending, read magic*; 1st – *calm animals, faerie fire, longstrider, obscuring mist*; 2nd – ~~*barkskin, resist energy (electricity)*~~, *summon nature's ally II, summon nature's ally II*; 3rd – *sleet storm, summon nature's ally III*; 4th – *freeze armor*. (Spells shown in ~~strikeout~~ are precast. Appropriate nature's allies are listed in ALL APLs.)

Great White Hunter: (Betula's Animal Companion) white mountain lion (lion): CR –; large animal; HD 5d8+10; hp 37; Init +3; Spd 40 ft. (5x run); AC 15 (touch 12, flat-footed 12) [–1 size, +3 Dex, +3 natural]; Base Atk +3; Grp +12; Atk +7 melee (1d4+5, claw); Full Atk +7 melee (1d4+5, claw) and +7 melee (1d4+5, claw) and +2 melee (1d8+2, bite); Face/Reach 10 ft./5 ft.; SA improved grab, pounce, rake 1d4 +2; SQ link, share spells, low-light vision, scent; AL N; SV Fort +6; Ref +7; Will +2; Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +7, Hide +3 (+12 in tall grass), Listen +5, Move Silently +11, Spot +5; Alertness, Run.

Animal Companion: These statistics include augmentation for 0 effective druid levels. This creature is included in Betula's CR.

Improved Grab (Ex): To use this ability, the lion must hit with a bite or a claw attack. It can then attempt to start a grapple without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a lion charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A lion gains two additional claw attacks against a grappled foe or foe it pounces on. Rake attacks are not subject to the normal -4 penalty for attacking with natural weapons in a grapple.

Tricks: Attack, Double Attack, Defend, Down, Guard, Track, Seek, Fetch.

APL 8

Encounter Four-A: Larger than Life

Big Pol: Hill Giant Drd1; CR 7; Large Giant; HD 12d8 +1d8 +78; hp 136; Init +0; Spd 40 (30 ft. in armor); AC 21 (touch 8, flat footed 20) [-1 size, +9 natural, +3 armor]; Base Atk +9; Grp +20; Atk +19 melee (2d8+12, greataxe, x3); Full Atk +19/+14 melee (2d8+12, greataxe, x3) or +15 melee (1d4+8, slam) and +15 melee (1d4+8, slam); Space/reach 10 ft/10 ft; SA rock throwing; SQ low-light vision, rock catching, animal companion (not present), nature sense, wild empathy; AL N; SV Fort +17, Ref +5, Will +8; Str 27, Dex 10, Con 23, Int 6, Wis 12, Cha 5.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greataxe).

Possessions: cloak of resistance +1, large adamantite great axe, studded leather armor.

Spells Known (3/2; DC 11 + spell level); 1st level caster o- create water (x3); 1st- pass without trace (x2)

Blue Baby: CR 7; Huge Animal (advanced bison); HD 16d8 +96; hp 168; Init -1; Spd 40 ft; AC 14 (touch 7, flat-footed 14 [-2 size, -1 Dex, +7 natural]; Base Atk +12; Grp +26; Atk +22 melee (2d6+15, gore); Full Atk +22 melee (2d6+15, gore); SA Stampede; SQ Lowlight vision, scent; AL N; SV Fort +15; Ref +9; Will +7; Str 30, Dex 8, Con 20, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +15, Spot +14; Alertness, Endurance, Iron Will, Improved Bull Rush, Power Attack, Improved Toughness

Encounter Four-B: Ambush on the Quishern Road

Elven Ski Patroller: Female Elf Ftr4/OrderBowInitiate1*/Rgr1; Medium Humanoid (elf); CR 6; HD 4d10 +1d8 +1d6 +6; hp 45; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Base Atk +6; Grp +8; Atk +11 ranged (1d8+5, mighty composite longbow +1, x3); Full Atk +11/+6 ranged (1d8+5, mighty composite longbow +1, x3) or ranged +9/+4/+9 (1d8+5, mighty composite longbow +1, x3); SA favored enemy (human), ranged precise shot*; SQ low light vision, immunity to sleep; AL N; SV Fort +7; Ref +9; Will +4 (+6 vs enchantments and charms); Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Craft (bowyer) +5, Hide +10, Knowledge (religion) +2; Knowledge (nature) +2; Listen +8, Move Silently +8, Search +3, Spot +4; Weapon Focus (longbow), Weapon Specialization

(longbow), Point Blank Shot, Precise Shot, Rapid Shot, Far Shot Track, Wild Empathy.

Possessions: mighty composite longbow +1 (Str 14), freeze powder*; melt powder*; wand of cure moderate wounds (10 charges); quiver of Elhonna; cold weather; skis and poles*; 60 arrows; leather armor; coin 37 gp.

Encounter Six: Dam Builders

Werebeaver: Male Werebeaver (hybrid form) War3; CR 4; HD 1d8 +3d8 +12; hp 33; Init +2; Spd 30 ft; AC 18 (touch 13, flat-footed 16) [+2 Dex, +3 natural, +2 armor, +1 deflection]; Base Atk +3; Grp +6; Atk +7 melee (1d8+4, battleaxe, x3) or +5 ranged (1d6+3, javelin) or +6 melee (1d4+3, claw); Full Atk +7 melee (1d8+4, battleaxe, x3) and +1 melee (1d8+1, bite) or +5 ranged (1d6+3, javelin) or +6 melee (1d4+3, claw) and +6 melee (1d4+3, claw) and +1 melee (1d8+1, bite); SQ DR10/silver, low-light vision, scent, hold breath, tail report, alternate form, curse of lycanthropy, lycanthropic empathy; AL N; SV Fort +8; Ref +5; Will +6; Str 16, Dex 14, Con 17, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +8, Jump +4, Knowledge (Engineering - wooden structures) +3, Listen +4, Spot +7, Swim +15; Alertness, Dodge, Improved Natural Attack (bite), Iron Will, Mobility

Equipment: masterwork battleaxe, 2 javelins, leather armor, ring of protection +1

Owing to their thick pelts and fat reserves, werebeavers can swim in freezing water indefinitely without ill effect.

Curse of lycanthropy (Su): Fort save (DC 15), see MM p. 176.

Tail Report (Ex): Once per day when a dire beaver acts in combat before at least one of its opponents, it can, as a move action, slap its broad tail against a water surface within 5 ft. to produce a loud, sharp crack. This warning sound grants every flat-footed dire beaver who hears it an immediate single move that does not otherwise affect initiative.

Hold Breath (Ex): A werebeaver can hold its breath for a number of rounds equal to x4 its constitution score before it risks drowning. Alternate Form (Su) see MM p. 176.

Alternate Form (Su): A werebeaver can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not gain hit points for changing form, and only a beaver form can be assumed. This is a standard action. These werebeavers will only shift

forms if they try to escape underwater.

Skills: Werebeavers have a +8 racial bonus on swim checks and a +4 racial bonus on climb checks. They are cunning builders of dams and lodges, having a +4 racial bonus to Knowledge (Engineering) when dealing with wooden structures.

Encounter Seven: Saving Squire Rymar

Elven Ski Patroller (3): see **Encounter 4B**.

Betula Nigra: Female Elf Drd9; Medium Humanoid (elf); CR 9; HD 9d8 +18; hp 67; Init +3; Spd 30 ft. [40 with *longstrider*]; AC 19 [23 with *barkskin*] (touch 13, flat-footed 16) [+3 Dex, +6 armor, +4 natural with *barkskin*]; Base Atk +6/+1; Grp +6; Atk +9 ranged (1d4, sling); Full Atk +9/4 ranged (1d4, sling); SQ Animal companion, nature sense, wild empathy, Woodland stride, Trackless step, Resist nature's lure, Venom immunity, Wild shape (3/day, Large); AL NE; SV Fort +10; Ref +8; Will +10; Str 10, Dex 16, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Concentration +14, Handle Animal +11, Knowledge (history) +4, Knowledge (nature) +13, Spellcraft +13, Survival +14; Spell Focus (Conjuration), Augment Summoning, Beckon the Frozen*.

Possessions: *cloak of resistance* +2, *megaloceros horn scale mail** +2, *scroll of animate snow**, *scroll of anti-life shell*; coin: 300 gp.

Spells Prepared (6/5/5/3/2/1; base DC = 12 + spell level +1 if Conjuration): 0th *cure minor wounds, cure minor wounds, detect magic, light, mending, read magic*; 1st – *calm animals, faerie fire, faerie fire, longstrider, obscuring mist*; 2nd – ~~*barkskin, resist energy (acid), resist energy (electricity), resist energy (cold), resist energy (fire)*~~; 3rd – ~~*greater magic fang, sleet storm, summon nature's ally III*~~; 4th – *freeze armor**;

~~*freedom of movement*~~; 5th – *stoneskin*. (Spells shown in ~~strikeout~~ are precast. Appropriate nature's allies are listed in ALL APLs.)

Great White Hunter: (Betula's Animal Companion) white mountain lion (lion): CR –; large animal; HD 7d8+14; hp 52; Init +3; Spd 40 ft. (5x run); AC 18 (touch 13, flat-footed 14) [-1 size, +4 Dex, +5 natural; Base Atk +5; Grp +15; Atk +13 melee (1d4+5, claw); Full Atk +13 melee (1d4+6, claw) / +10 melee (1d4+6, claw) / +5 melee (1d8+3 bite); Face/Reach 10 ft./5 ft.; SA improved grab, pounce, rake 1d4 +3 ; SQ link, share spells, evasion, low-light vision, scent; AL N; SV Fort +6; Ref +8; Will +4; Str 22, Dex 18, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +7, Hide +5 (+14 in tall grass), Listen +5, Move Silently +11, Spot +5; Alertness, Run.

Animal Companion: These statistics include augmentation for 2 effective druid levels. This creature is included in Betula's CR.

Greater Magic Fang: These statistics include +3 to hit for this spell precast by Betula.

Improved Grab (Ex): To use this ability, the lion must hit with a bite or a claw attack. It can then attempt to start a grapple without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a lion charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A lion gains two additional claw attacks against a grappled foe or foe it pounces on. Rake attacks are not subject to the normal -4 penalty for attacking with natural weapons in a grapple.

Tricks: Attack, Double Attack, Defend, Down, Guard, Track, Seek, Fetch.

APL 10

Encounter Four-A: Larger than Life

Big Pol: Stone Giant Drd1; CR 9; Large Giant; HD 14d8 +1d8 +90; hp 157; Init +3; Spd 40 ft. (30 ft. in armor); AC 29 (touch 13, flat-footed 28) [-1 size, +3 dex, +11 natural, +5 armor, +1 deflection]; Base Atk +10; Grp +24; Atk +20 melee (2d8+15, greataxe, x3); Full Atk +20/+15 melee (2d8+15, greataxe, x3) or +19 melee (1d4+10, slam) and +19 melee (1d4+10, slam); Face/Reach 10 ft./10 ft.; SA rock throwing; SQ darkvision, low-light, rock catching, animal companion (not present), nature sense, wild empathy; AL N; SV Fort +18; Ref +8; Will +11; Str 30, Dex 17, Con 23, Int 8, Wis 14, Cha 11.

Skills and Feats: Climb +11, Hide +6, Jump +11, Spot +13; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot.

Possessions: large adamantite great axe +1, cloak of resistance +1, breastplate.

Spells Known (3/2; DC = 11 + spell level); 1st level caster o- create water (x3); 1st- pass without trace (x2)

Baby Blue: CR 9; Huge Animal; HD 22d8+132; hp 231; Init -1; Spd 40 ft; AC 14 (touch 7, flat-footed 14 [-2 size, -1 Dex, +7 natural]; Base Atk +16; Grp +30; Atk +26 melee (3d6+15, gore); Full Atk +26 melee (3d6+15, gore); SA Stampede; SQ Lowlight vision, scent; AL N; SV Fort +18; Ref +12; Will +9; Str 30, Dex 8, Con 20, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +18, Spot +17; Alertness, Endurance, Iron Will, Improved Bull Rush, Power Attack, Improved Toughness*, Improved Natural Attack (gore), Awesome Blow

* see Appendix 2: New Rules Items

Encounter Four-B: Ambush on the Quishern Road

Elven Ski Patroller: Female Elf Ftr4/OrderoftheBowInitiate2*/Rgr1; Medium Humanoid (elf); CR 7; HD 4d10 +2d8 +1d8 +7; hp 52; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 armor]; Base Atk +7; Grp +9; Atk +12 ranged (1d8+5, mighty composite longbow +1, x3); Full Atk +12/+7 ranged (1d8+5, mighty composite longbow +1, x3) or +10/+8/+10 ranged (1d8+5, mighty composite longbow +1, x3); SA ranged precise shot*, close combat shot*; SQ favored enemy (human), wild empathy, low light vision, immunity to sleep; AL N; SV Fort +7; Ref +9; Will +5 (+7 vs enchantments and charms); Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Craft (bowyer) +5, Hide +10, Knowledge (religion) +2; Knowledge (nature) +2;

Listen +8, Move Silently +8, Search +7, Spot +4; Weapon Focus (longbow), Weapon Specialization (longbow), Point Blank Shot, Precise Shot, Rapid Shot, Far Shot, Track.

Possessions: composite longbow +1 (Str 14); freeze powder*; melt powder*; leather armor +1; wand of cure moderate wounds (10 charges); quiver of Elhonna; cold weather outfit; skis and poles*; 60 arrows; coin 187 gp.

* see Appendix 2: New Rules Items

Encounter Six: Dam Builders

Werebeaver: Male Werebeaver (hybrid form)/War5; CR 6; HD 1d8 +5d8 +18; hp 50; Init +2; Spd 30 ft; AC 19 (touch 13, flat-footed 17) [+2 Dex, +3 natural, +3 armor, +1 deflection]; Base Atk +5; Grp +8; Atk +9 melee (1d8+4, battleaxe, x3) or +7 ranged (1d6+3, javelin) or +8 melee (1d4+3, claw); Full Atk +9 melee (1d8+4, battleaxe, x3) and +6 melee (1d8+1, bite) or +7 ranged (1d6+3, javelin) or +8 melee (1d4+3, claw) and +8 melee (1d4+3, claw) and +6 melee (1d8+1, bite); SQ DR10/silver, low-light vision, scent, hold breath, tail report, alternate form, curse of lycanthropy, lycanthropic empathy; AL N; SV Fort +9; Ref +5; Will +6; Str 16, Dex 14, Con 17, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +8, Jump +4, Knowledge (Engineering - wooden structures) +3, Listen +4, Spot +8, Swim +17; Alertness, Dodge, Improved Natural Attack (bite), Iron Will, Mobility, Multiattack

Equipment: masterwork battleaxe, 2 javelins, ring of protection +1, leather armor +1

Owing to their thick pelts and fat reserves, werebeavers can swim in freezing water indefinitely without ill effect.

Curse of lycanthropy (Su): Fort save (DC 15), see MM p. 176.

Tail Report (Ex): Once per day when a dire beaver acts in combat before at least one of its opponents, it can, as a move action, slap its broad tail against a water surface within 5 ft. to produce a loud, sharp crack. This warning sound grants every flat-footed dire beaver who hears it an immediate single move that does not otherwise affect initiative.

Hold Breath (Ex): A werebeaver can hold its breath for a number of rounds equal to x4 its constitution score before it risks drowning. Alternate Form (Su) see MM p. 176.

Alternate Form (Su): A werebeaver can shift

into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not gain hit points for changing form, and only a beaver form can be assumed. This is a standard action. These werebeavers will only shift forms if they try to escape underwater.

Skills: Werebeavers have a +8 racial bonus on swim checks and a +4 racial bonus on climb checks. They are cunning builders of dams and lodges, having a +4 racial bonus to Knowledge (Engineering) when dealing with wooden structures.

Encounter Seven: Saving Squire Rymar

Elven Ski Patrollers (2): see **Encounter 4B**

Betula Nigra: Female Elf Drd11; Medium Humanoid (elf); CR 11; HD 11d8 +22; hp 81; Init +3; Spd 30 ft. [40 with *longstrider*]; AC 20 [24 with *barkskin*] (touch 13, flat-footed 17) [+3 Dex, +7 armor, [+4 natural with *barkskin*]; Base Atk +8/+3; Grp +8; Atk +11 ranged (1d4, sling); Full Atk +11/+6 ranged (1d4, sling); SA Animal companion, nature sense, wild empathy, Woodland stride, Trackless step, Resist nature's lure, Venom immunity, Wild shape (4/day, Large, Tiny); SQ; AL NE; SV Fort +11; Ref +8; Will +11; Str 10, Dex 16, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Concentration +16, Handle Animal +10, Knowledge (history) +7, Knowledge (nature) +15, Spellcraft +15, Survival +16; Spell Focus(Conjuration), Augment Summoning, Beckon the Frozen*.

Possessions: *cloak of resistance* +2, *lesser rod of metamagic extend*, *Megaloceros Horn Scale Mail** +3, *scroll of animate snow**, *scroll of anti-life shell*; coin: 1300 gp.

Spells Prepared (6/6/5/4/3/2/1; base DC = 12 + spell level +1 if Conjuration): 0th *cure minor wounds*, *cure minor wounds*, *detect magic*, *light*, *mending*, *read magic*; 1st – *calm animals*, *faerie fire*, *faerie fire*, *faerie fire*, *longstrider*, *obscuring mist*; 2nd – *barkskin*, *numbing sphere**, *resist energy (electricity)*, *resist energy (cold)*, *resist energy (fire)*; 3rd – *greater magic fang*, *protection from energy (acid)*, *sleet storm*, *summon nature's ally III*; 4th – *air walk*, *freeze armor**, *freedom of movement*; 5th – *animal growth*, *stoneskin*; 6th – *animate snow**, *entomb**. (Spells shown in **strikeout** are precast. Appropriate nature's allies are listed in ALL APLs.)

* see Appendix 2: New Rules Items

Great White Hunter: (Betula's Animal Companion) smilodon*: CR –; large animal; HD 9d8 +27; hp 74; Init +2; Spd 40 ft.; AC 15 (touch 11, flat-footed 13) [-1 size, +2 Dex, +4 natural]; Base Atk +6; Grp +17; Atk +15 melee (2d6+7, bite/x3);

Full Atk +15 melee (2d6+7, bite/x3) and +10 melee (1d6+3, claw) and +10 melee (1d6+3, claw); Face/Reach 10 ft./5 ft.; SA augmented critical, improved grab, pounce, rake 1d6 +3; SQ link, share spells, low-light vision, scent; AL N; SV Fort +9; Ref +8; Will +8; Str 24, Dex 14, Con 16, Int 2, Wis 14, Cha 6.

Skills and Feats: Balance +6, Hide +2 (+8 in forests), Jump +15, Listen +8, Move Silently +6, Spot +8; Dodge, Mobility, Spring Attack.

Animal Companion: These statistics include augmentation for 2 effective druid levels. This creature is included in Betula's CR.

Greater Magic Fang: These statistics include +3 to hit for this spell precast by Betula.

Augmented Critical (Ex): A saber-toothed tiger deals triple damage if it scores a critical hit with its bite attack.

Improved Grab (Ex): To use this ability, the saber-toothed tiger must hit with a bite or a claw attack. It can then attempt to start a grapple without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a saber-toothed tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A saber-toothed tiger gains two additional claw attacks against a grappled foe or foe it pounces on (attack bonus +10, damage 1d6 +3). Rake attacks are not subject to the normal -4 penalty for attacking with natural weapons in a grapple.

Tricks: Attack, Double Attack, Defend, Down, Guard, Track, Seek.

Description: A smilodon is a great cat more than 8 feet long, weighing more than 800 pounds, with heavy shoulders, a bobtail, and two huge, curved fangs ("saber teeth") jutting from its mouth. See Frostburn p. 118.

Elven Ski Lieutenant: Female Elf Ftr4/OrderoftheBowInitiate*4/Rgr1; Medium Humanoid (elf); CR 9; HD 4d10 +4d8 +1d8 +18; hp 73; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 dex, +3 armor]; Base Atk +9; Grp +11; Atk +15 ranged (1d8+5, *mighty composite longbow humanbane* +1 (Str 14); Full Atk +15/+10 ranged (1d8+5, *mighty composite longbow humanbane* +1 (Str 14)/19-20/x3 or +13/+13/+8 ranged (1d8+5, *mighty composite longbow humanbane* +1 (Str 14); SA Ranged Precise Shot*, Close Combat Shot*, SQ low light vision, immunity to sleep, Wild Empathy; AL N; SV Fort +9; Ref +10; Will +6 (+8 vs enchantments and charms); Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Craft (bowyer) +5, Hide +10, Knowledge (religion) +2; Knowledge (nature) +2; Listen +8, Move Silently +8, Search +7, Spot +8; Favored Enemy (human), Weapon Focus (longbow), Weapon Specialization (longbow), Greater Weapon Focus (longbow), Improved Critical, Point Blank Shot, Precise Shot, Rapid Shot, Far Shot, Track.

Possessions: composite longbow humanbane +1 (Str 14), freeze powder*; melt powder*; leather armor +1; quiver of Elhonna; cold weather outfit; skis and poles*; 60 arrows; coin 187 gp.

* see Appendix 2: New Rules Items

APL 12

Encounter Four-A: Larger than Life

Big Pol: Male Firbolg Giant Drd1; CR 12; Large Giant; HD 13d8 +1d8 +84; hp 147; Init +2; Spd 40 ft. (30 ft. in armor); AC 29 (touch 11, flat-footed 28) [-1 size, +1 dex, +12 natural, +6 armor, +1 deflection]; Base Atk +9; Grp +26; Atk +23 melee (2d8+20, greataxe); Full Atk +23/+18 melee (2d8+20, greataxe); Face/Reach 10 ft./10 ft.; SA spell-like abilities, trample; SQ fast healing 3, darkvision, animal companion (not present), nature sense, wild empathy; AL N; SV Fort +15; Ref +6; Will +9; Str 36, Dex 13, Con 23, Int 14, Wis 15, Cha 14.

Skills and Feats: Knowledge (nature) +25, Move Silent +17, Spot +15, Survival +20; Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Spring Attack.

Possessions: large adamantine keen plant bane great axe +1, cloak of resistance +1, breastplate +1, ring of protection +1

Spells Known (3/2; DC 11 + spell level): 1st level caster 0- create water (x3); 1st - pass without trace (x2)

Spell-Like Abilities: 1/day-alter self, detect magic, feblemind, know direction Caster level 13th) save DC 12 + spell level

Trample (Ex): As a standard action during its turn each round, a firbolg can trample opponents at least one size category smaller than itself. This attack deals 2d8 +19 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 29) for half damage.

Fast Healing (Ex): A firbolg regains lost hit points at the rate of 3 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the firbolg to regrow or reattach lost body parts.

Baby Blue: CR 10; Huge Animal; HD 25d8 +150; hp 263; Init -1; Spd 40 ft; AC 14 (touch 7, flat-footed 14 [-2 size, -1 Dex, +7 natural]; Base Atk +18; Grp +32; Atk +29 melee (3d6+15, gore); Full Atk +29 melee (3d6+15, gore); SA Stampede; SQ Lowlight vision, scent; AL N; SV Fort +19; Ref +13; Will +10; Str 30, Dex 8, Con 20, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +18, Spot +17; Alertness, Endurance, Iron Will, Improved Bull Rush, Power Attack, Improved Toughness*, Improved Natural Attack (gore), Awesome Blow, Weapon Focus (gore)

* see Appendix 2: New Rules Items

Encounter Four-B: Ambush on the Quishern Road

Elven Ski Patroller: Female Elf Ftr4/OrderoftheBowInitiate4*/Rgr; Medium Humanoid (elf); CR 9; HD 4d10 +4d8 +1d8 +18; hp 73; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 armor]; Base Atk +9; Grp +11; Atk +15 ranged (1d8+5, mighty composite longbow humanbane +1, 19-20/x3); Full Atk +15/+10 ranged (1d8+5, mighty composite longbow humanbane +1, 19-20/x3) or +13/+13/+10 ranged (1d8+5, mighty composite longbow humanbane +1, 19-20/x3); SA ranged precise shot*, close combat shot*; SQ favored enemy (human), low light vision, immunity to sleep, wild empathy; AL N; SV Fort +9; Ref +10; Will +6 (+8 vs enchantments and charms); Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Craft (bowyer) +5, Hide +10, Knowledge (religion) +2; Knowledge (nature) +2; Listen +8, Move Silently +8, Search +7, Spot +8; Weapon Focus (longbow), Weapon Specialization (longbow), Greater Weapon Focus (longbow), Improved Critical, Point Blank Shot, Precise Shot, Rapid Shot, Far Shot, Track.

Possessions: composite longbow +1, humanbane (Str 14), freeze powder, melt powder, leather armor +1; quiver of Elhonna; cold weather outfit; skis and poles*; 60 arrows; coin 187 gp.

* see Appendix 2: New Rules Items

Encounter Six: Dam Builders

Werebeaver: Male Werebeaver (hybrid form)/War7l CR 8; HD 1d8 +7d8 +32; hp 72; Init +2; Spd 30 ft; AC 20 (touch 14, flat-footed 18) [+2 Dex, +3 natural, +3 armor, +2 deflection]; Base Atk +7; Grp +10; Atk +11 melee (1d8+4, battleaxe) or +9 ranged (1d6+3, javelin) or +10 melee (1d4+3, claw); Full Atk +11/+5 melee (1d8+4, battleaxe) and +8 melee (1d8+1, bite) or +9/+4 ranged (1d6+3, javelin) or +10 melee (1d4+3, claw) and +10 melee (1d4+3, claw) and +8 melee (1d8+1, bite); SQ DR10/silver, low-light vision, scent, hold breath, tail report, alternate form, curse of lycanthropy, lycanthropic empathy; AL N; SV Fort +10; Ref +6; Will +8; Str 16, Dex 14, Con 18, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +8, Jump +4, Knowledge (Engineering - wooden structures) +3, Listen +4, Spot +9, Swim +19; Alertness, Dodge, Improved Natural Attack (bite), Iron Will, Mobility, Multiattack

Equipment: masterwork battleaxe, 4 javelins, ring of protection +2, leather armor +1.

Owing to their thick pelts and fat reserves, werebeavers can swim in freezing water indefinitely without ill effect.

Curse of lycanthropy (Su): Fort save (DC 15), see MM p. 176.

Tail Report (Ex): Once per day when a dire beaver acts in combat before at least one of its opponents, it can, as a move action, slap its broad tail against a water surface within 5 ft. to produce a loud, sharp crack. This warning sound grants every flat-footed dire beaver who hears it an immediate single move that does not otherwise affect initiative.

Hold Breath (Ex): A werebeaver can hold its breath for a number of rounds equal to x4 its constitution score before it risks drowning. Alternate Form (Su) see MM p. 176.

Alternate Form (Su): A werebeaver can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not gain hit points for changing form, and only a beaver form can be assumed. This is a standard action. These werebeavers will only shift forms if they try to escape underwater.

Skills: Werebeavers have a +8 racial bonus on swim checks and a +4 racial bonus on climb checks. They are cunning builders of dams and lodges, having a +4 racial bonus to Knowledge (Engineering) when dealing with wooden structures.

* see Appendix 2: New Rules Items

Encounter Seven: Saving Squire Rymar

Elven Ski Patroller (4): see Encounter 4B.

Betula Nigra: Female Elf Drd13; Medium Humanoid (elf); CR 13; HD 13d8 +26; hp 97; Init +7; Spd 30 ft. [40 with *longstrider*]; AC 19 [24 with *barkskin*] (touch 14, flat-footed 16) [+3 Dex, +5 armor, +1 deflection, [+5 natural with *barkskin*]]; Base Atk +9/+4; Grp +8; Atk +11 ranged (1d4-1, sling); Full Atk +11/6 ranged (1d4-1, sling); SQ Animal companion, nature sense, wild empathy, Woodland stride, Trackless step, Resist nature's lure, Venom immunity, Wild shape (4/day, Large, Tiny, Plant), A thousand faces; AL NE; SV Fort +13; Ref +10; Will +14; Str 8, Dex 16, Con 14, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +18, Handle Animal +11, Knowledge (history) +9, Knowledge (nature) +16, Spellcraft +17, Survival +19; Spell Focus(Conjuration), Augment Summoning, Beckon the Frozen*, Improved Initiative.

Possessions: Cloak of resistance +3, lesser rod of metamagic extend, Megaloceros Horn Wild Scale Mail* +1; Ring of protection +1; scroll of animate snow*; scroll of anti-life shell; coin: 1300 gp.

Spells Prepared (6/6/6/5/4/3/2/1; base DC = 13 + spell level +1 if Conjuration): 0th cure minor wounds, cure minor wounds, detect magic, light, mending, read magic; 1st – calm animals, ~~endure elements~~, faerie fire, faerie fire, ~~longstrider~~, obscuring mist; 2nd – ~~barkskin~~, numbing sphere*, ~~resist energy (electricity)~~, ~~resist energy (cold)~~, snow walk*, summon swarm; 3rd – ~~greater magic fang~~, ~~protection from energy (acid)~~, ~~protection from energy (fire)~~, sleet storm, summon nature's ally III; 4th – ~~air walk~~, freeze armor*, freeze armor*, freedom of movement; 5th – animal growth, baleful polymorph, ~~stoneskin~~; 6th – animate snow*, entomb*; 7th – true seeing. (Spells shown in ~~strikeout~~ are precast. Appropriate nature's allies are listed in ALL APLs.)

* see Appendix 2: New Rules Items

Great White Hunter: (Betula's Animal Companion) smilodon* CR –; large animal; HD 11d8+33; hp 90; Init +2; Spd 40 ft.; AC 17 (touch 11, flat-footed 15) [-1 size, +2 Dex, +6 natural]; Base Atk +8; Grp +19; Atk +18 melee (2d6+7, bite/x3); Full Atk +18 melee (2d6+7, bite/x3) and +12 melee (1d6+3, claw) and +12 melee (1d6+3, claw); Face/Reach 10 ft./5 ft.; SA augmented critical, improved grab, pounce, rake 1d6 +3; SQ link, share spells, evasion, low-light vision, scent; AL N; SV Fort +9; Ref +8; Will +8; Str 25, Dex 15, Con 16, Int 2, Wis 14, Cha 6.

Skills and Feats: Balance +6, Hide +4 (+10 in forests), Jump +15, Listen +8, Move Silently +6, Spot +8; Dodge, Mobility, Spring Attack.

Animal Companion: These statistics include augmentation for 4 effective druid levels. This creature is included in Betula's CR.

Greater Magic Fang: These statistics include +4 to hit for this spell precast by Betula.

Augmented Critical (Ex): A saber-toothed tiger deals triple damage if it scores a critical hit with its bite attack.

Improved Grab (Ex): To use this ability, the saber-toothed tiger must hit with a bite or a claw attack. It can then attempt to start a grapple without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a saber-toothed tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A saber-toothed tiger gains two additional claw attacks against a grappled foe or foe it pounces on. Rake attacks are not subject to the normal -4 penalty for attacking with natural weapons in a grapple.

Tricks: Attack, Double Attack, Defend, Down, Guard, Track, Fetch, Seek.

Description: A smilodon is a great cat more than 8 feet long, weighing more than 800 pounds, with heavy shoulders, a bobtail, and two huge, curved fangs ("saber teeth") jutting from its mouth. See *Frostburn* p. 118.

* see Appendix 2: New Rules Items

Appendix 2: New Rules Items

Movement in Deep Snow as presented in Frostburn, p. 12.

Fields of deep snow can impede the movement of creatures who must be in contact with the ground to move. Most creatures do not automatically sink all the way through a deep snow cover. Sometimes a hard, icy crust prevents a creature's feet from sinking into the snow at all. In other cases, layers of old snow a few inches feet below the loose surface on top may be icy enough to prevent travelers from breaking through.

The table below indicates the degree of impediment caused by various depths of loose, uncrusted snow. The "Small" category includes Small and smaller creatures, while the "Large" category includes Large and larger creatures.

TABLE 1-4: SNOW-IMPEDED MOVEMENT -BY CREATURE SIZE

Snow Depth	up to	Med Small	Large & more
Up to 6 inches	2	Minor	None
7-12 inches	2	Minor	Minor
13-24 inches		Major	Minor
25-36 inches		Major	Major
37-60 inches		Total	Major
61+ inches		Total	Major

None: The snow does not cause any significant impediment to the creature's movement.

Minor: The creature must pay 2 squares of movement to enter each square of the snowfield. The DC of Tumble checks increases by 2.

Major: The creature must pay 4 squares of movement to enter each square of the snowfield. The DC of Tumble checks increases by 8. Total: The creature cannot move unless it succeeds on a DC 5 Strength or Balance check (creature's choice). Moving a creature's speed requires a full-round action. The creature must pay 4 squares of movement to enter each square of the snowfield. The DC of Tumble checks increases by 20, and the creature loses its Dexterity adjustment to Armor Class while totally impeded.

Skis and Poles: Skis allow full movement across snow and icy surfaces but cannot be used at all on any other terrain. Downhill speed can be as a run (x4) on slight grades or as a run (X5) on severe

grades. It takes a full-round action to don or to remove skis.

Snowshoes: These allow the wearer to move across snow and ice with increased speed. Snow of any depth is considered a minor impediment (see page 12). Snowshoes take 1 minute to don and a full-round action to remove.

Visibility in Snowfall as presented in Frostburn, p. 12.

Like fog, the falling snow gives concealment. In this adventure, the daytime snowfall is such that objects up to 5 ft. distant are visible as normal; objects 10 ft. away are concealed (20% miss chance); objects 15 ft. or more away are completely obscured.

EQUIPMENT

Megaloceros Horn Armor

(new item, based on Dragonhide armor)

Created from the horns of giant primeval elk, this armor is similar in form to metal armor, but is wearable by druids. It costs twice as much as a masterwork version of the metal armor it replicates to create, has hardness 7, and is wearable by druids.

Freeze Powder as presented in Frostburn

Freeze powder looks like salt but is much tiller to touch. One vial of freeze powder sprinkled into any liquid is enough to instantly freeze solid 1 cubic foot of liquid. If introduced into a larger body of water or liquid, the powder freezes into a 1-foot diameter ball of ice. Sprinkled on a wet floor, a vial of freeze powder can coat a 10-foot-square area with ice. Freeze powder is dangerous to eat; anyone foolish enough to swallow a vial of freeze powder takes 2d6 points of cold damage as the powder freeze-burns his mouth and throat. A successful DC 15 Fortitude saving throw halves the damage.

Melt Powder as presented in Frostburn

Utilizing some of the same principles as freeze powder, melt powder causes ice it is sprinkled upon to instantly melt. One vial of melt powder is enough to melt 1 cubic foot of ice. Sprinkled on an icy surface of up to 10 square feet, a vial of melt powder makes a 1-inch-deep pool of water that quickly re-freezes. Melt powder is bitter tasting, but only harmful to creatures with the cold subtype if it is eaten. Such creatures take 2d6 points of acid damage as the powder desiccates and dissolves their tissues: a successful DC 15 Fortitude save halves the damage.



Sugliin as presented in *Frostburn*

The infamous sugliin was created by primitive tribes more to strike terror into the hearts of their enemies rather than to be an effective weapon. This massive polearm consists of several sets of sharpened caribou and/or megaloceros antlers affixed to a long wooden shaft. You attack with the sugliin as if it were a massive axe or scythe, slashing and chopping at the targets with great arcs. This weapon is so unwieldy and heavy that making a single attack with it is a full-round action. Sugliins are favored weapons for low-level characters who want to deal huge amounts of damage and lack the skill to make additional attacks; higher-level characters only rarely use sugliins due to their awkwardness. The Sugliin Mastery feat (see page 50) allows a character to make attacks with this massive weapon normally.

A sugliin has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

SPELLS

Animate Snow as presented in *Frostburn*

Transmutation [Cold]

Level: Druid 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to a 20-ft. cube of snow

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You imbue a mass of fallen snow with mobility and a semblance of life. The snow to be animated may be natural or magically created. Snow animated by this spell is treated as an animated object. You can animate four Large animated objects, two Huge animated objects, or one Gargantuan animated object. For details, see the Animated Object entry, page 13 of the Monster

Manual. The animated snow can assume any basic shape you wish, and it attacks as directed by your vocal commands. Animated snow objects possess the Blind and Trample special attacks as detailed in the Monster Manual entry for animated objects. In addition, they have the cold subtype, and do an additional 1d6 points of cold damage on a successful hit.

Animated snow objects take 1d6 points of damage each round if they exist in a place with temperatures above freezing.

Material Component: Meltwater from a glacier.

Entomb as presented in *Frostburn*

Evocation [Cold]

Level: Druid 6, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous and 1 round/level; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

An entomb spell traps living creatures in a block of ice, suffocating them. The spell entraps the targets with a thick layer of ice from head to toe. Those that make a successful Fortitude saving throw can shake off the ice immediately, though they still take 6d6 points of cold damage. If the creature fails its saving throw, it is held within the ice and immediately begins to suffocate per the drowning rules (see page 304 of the Dungeon Master's Guide). In addition, the creature takes 2d12 points of cold damage and 1 point of Constitution damage per round from contact with the ice.

Other than attempting to escape, creatures entombed can perform actions that only require mental or verbal activity.

Escaping from the ice block requires a DC 20 Strength check or the application of 20 points of fire damage. Material Component: A clear gemstone with a minimum value of 500 gp.

Fimbulwinter as presented in *Frostburn*

Transmutation [Cold]

Level: Cleric 9, druid 8, sorcerer/wizard 8, Winter 9

Components: V, S, XP

Casting Time: 10 minutes (see text)

Range: 1 mile/level

Area: 1 mile/level radius, centered on you

Duration: 4d12 weeks

Saving Throw: None

Spell Resistance: No

You change the weather to a state of permanent winter, or strengthen winter conditions already

present. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest themselves. The current, natural weather conditions are determined by the DM. You then choose what wintry conditions you want to manifest; the strength of the winter depends on the existing climate and season of the area.

Season Possible Weather Spring Frequent snowfall, nightly frost Summer Light snow, hailstorms, cold rain, cloudy Autumn Frequent snowfall, frost Winter Frigid cold, blizzard, and constant snowfall

Daily wind and snowfall during a fimbulwinter are determined using the table below. Add +8 to the roll when cast during winter, +4 in spring or autumn, -2 in summer, +2 for a cold climate, -2 for temperate climate, and -6 for hot climate. Roll separately for wind and snow. The snow and wind shown are the maximum possible for the day; at your option, there can be less wind or snow.

d20 Roll	Amount of Snowfall	Amount of Wind
0 or less	1d12 inches of snowfall melt	Weak (0-10 mph)
1-5	No new snow	Weak (0-10 mph)
6-10	1d4-1 inches snow	Moderate (11+ mph)
11-15	1d8 inches snow or 1 inch hail	Moderate (11+ mph)
16-20	1d12 inches snow	Strong (21+ mph)
21-25	2d12 +4 inches snow	Strong (21+ mph)
26+	1d6 +1 feet of snow	Very strong (31+ mph)

You control the general tendencies of the weather, such as direction and intensity of the wind. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later).

XP Cost: 100 XP.

Freeze Armor as presented in *Frostburn*

Transmutation [Cold]

Level: Cleric 4, druid 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature/level

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Freeze armor locks suits of metal armor and equipment into a layer of ice and extreme cold, immobilizing and damaging the armor's wearers. Unattended, nonmagical metal gets no saving throw. Enchanted metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw (unless its own is higher).

A creature wearing metal armor that fails its save is frozen in place. The spell locks the armor's joints and seams in inches of solid ice. The frozen creature takes the damage listed below. In addition, it suffers a -6 penalty on attack rolls, a -8 penalty to effective Dexterity, and can't move. A frozen character who attempts to cast a spell must make a Concentration check (DC 15 level of spell being cast) or lose the spell.

A creature wearing metal armor that makes its save takes half the damage listed below.

A creature wearing metal armor that fails its save takes the damage listed below if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1, 2, 3, or 4 points; see the table) each round if it is not wearing metal armor or the metal that it is carrying weighs less than one-fifth of the creature's weight.

A creature not wearing or carrying metal less than one-fifth of its weight that makes its save is entirely unaffected by freeze armor.

FREEZE ARMOR DAMAGE

Round	Temperature	Cold Damage
1	Cold	1d6 points
2	Icy	2d6 points
3-5	Freezing	3d6 points
6+	Lethal	4d6 points

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. For example, if the damage from a freeze armor spell indicates 5 points of cold damage and the creature plunges through a wall of fire in the same round and takes 8 points of fire damage, it winds up taking no cold damage and only 3 points of fire damage.

Numbing Sphere as presented in *Frostburn*

Evocation [Cold]

Level: Druid 2, Sorcerer/Wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area of Effect: 5-ft-diameter sphere
Duration: 1 min./level
Saving Throw: Reflex negates
Spell Resistance: Yes

A sphere of intense cold energy rolls in whichever direction you point and damages those it strikes. It moves 30 feet per round. As part of the movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 1d6 points of cold damage as well as 1d4 points of Dexterity damage to that creature, though a successful Reflex save negates both the cold damage and Dexterity damage. A numbing sphere rolls over barriers less than 4 feet tall, such as furniture and low walls. It instantly freezes water it encounters in 5-ft-cube sections, creating chunks dice in large bodies of water.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely remains at rest. The sphere can be destroyed by attacks directed against it. It has 10 hit points and damage reduction 5/-.

The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by extreme cold. It cannot push aside unwilling creatures or batter down large obstacles. A numbing sphere winks out if it exceeds the spell's range. Arcane Material Component: A bit of sponge and a drop of water.

Snow Walk as presented in *Frostburn*

Transmutation

Level: Druid 2, ranger 2, Winter 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature/level touched

Duration: 10 min./level

Saving Throw: will negates (harmless)

Spell Resistance: Yes (harmless)

The subjects can walk on top of snow rather than through it, avoiding the usual movement penalties and leaving neither footprints nor scent. Tracking the subject is impossible by nonmagical means, and the gliding along the surface of the snow adds 10 feet to the target creature's land speed. (This adjustment is treated as an enhancement bonus.)

FEATS

Beckon the Frozen [General] as presented in *Frostburn*

Creatures you summon are infused with cold energy and have the cold subtype.

Prerequisite: Augment Summoning, Spell Focus Conjunction).

Benefit: When you summon a creature or creatures using any summon spell, you can opt to summon a version of the creature from an extraplanar frostfell. If you do so, the summoned creature gains the cold subtype, and its natural attacks deal an additional 1d6 points of cold damage.

Creatures with the fire subtype can never be enhanced with the cold subtype in this manner.

Improved Toughness [General] as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

PRESTIGE CLASS

Order of the Bow Initiate as presented in *Complete Warrior*

Hit Die: d8.

To qualify to become an Order of the Bow Initiate, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Craft (bowmaking) 5 ranks, Knowledge (religion) 2 ranks.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow, shortbow or the composite version of either).

Class Skills

The Order of the Bow Initiate's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str). Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Order of the Bow initiate prestige class.

Weapon and Armor Proficiency: Order (the Bow initiates gain proficiency with any we or armor.

Lvl	BAB	Fort	Will	Ref	Special
1st	+1	+0	+2	+2	Ranged precision +1d8
2nd	+2	+0	+3	+3	Close combat shot
3rd	+3	+1	+3	+3	Ranged precision +2d8
4th	+4	+1	+4	+4	Greater Weapon Focus

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an inmate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernible anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Greater Weapon Focus (Ex): At 4th level, an Order of the Bow initiate gains the Greater Weapon Focus feat with a single ranged weapon with which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.

CREATURES

Dire Beaver
(New creature)

Small Animal

Hit Dice: 1d8 +3 (7 hp)

Initiative: +1

Speed: 20 ft. (4 squares), swim 40 ft, climb 10 ft

Armor Class: 13 (+1 size, +1 natural, +1 dex), touch 12, flat-footed 12

Base Attack/Grapple: +0/-4

Attack: Bite +0 melee (1d4)

Full Attack: Bite +0 melee (1d4)

Space/Reach: 5 ft/5 ft

Special Attacks: -

Special Qualities: Low light vision, scent, hold breath, tail report

Saves: Fort +5; Ref +3; Will +2

Abilities: Str 10, Dex 12, Con 17, Int 1, Wis 12, Cha 4

Skills: Climb +5, Knowledge (Engineering (wooden structures)) +4, Listen +4, Spot +4, Swim +9

Feats: Alertness

Environment: Temperate and cold forests

Organization: Lodge (2-6)

Challenge Rating: 1

Advancement: 2-3 HD (Small)

Level Adjustment: -

The beaver is a furry animal with large incisors and a flat, leathery tail. Dire beavers have even more pronounced incisors than normal beavers. Owing to their thick pelts and fat reserves, dire beavers can swim in freezing water indefinitely without ill effect.

Tail Report (Ex): Once per day when a dire beaver acts in combat before at least one of its opponents, it can, as a move action, slap its broad tail against a water surface within 5 ft. to produce a loud, sharp crack. This warning sound grants every flat-footed dire beaver who hears it an immediate single move that does not otherwise affect initiative.

Hold Breath (Ex): A dire beaver can hold its breath for a number of rounds equal to x4 its constitution score before it risks drowning.

Skills: Dire Beavers have a +8 racial bonus on Swim checks and a +4 racial bonus on Climb checks. They are cunning builders of dams and lodges, having a +4 racial bonus to Knowledge (Engineering) when dealing with wooden structures.

Werebeaver, Hybrid Form

(New creature)

Medium Humanoid (Human, Shapechanger)

Hit Dice: 1d8 +1 plus 1d8 +3 (12 hp)

Initiative: +1

Speed: 30 ft. (4 squares), swim 40 ft, climb 10 ft

Armor Class: 15 (+1 size, +3 natural, +1 Dex), touch 12, flat-footed 12

Base Attack/Grapple: +0/+0

Attack: 2 claws +0 melee (1d4) and bite -5 melee (1d6)

Full Attack: Claw +0 melee (1d4)

Space/Reach: 5 ft/5 ft

Special Attacks: Curse of lycanthropy
Special Qualities: Alternate form, beaver empathy, damage reduction 10/silver, low light vision, scent, hold breath, tail report
Saves: Fort +5; Ref +3; Will +4
Abilities: Str 10, Dex 12, Con 17, Int 10, Wis 12, Cha 10
Skills: Climb +5, Knowledge (Engineering (wooden structures)) +4, Listen +5, Spot +5, Swim +10
Feats: Alertness^B, Dodge, Iron Will^B, Mobility
Environment: Temperate and cold forests
Organization: Solitary or Lodge (2-6)
Challenge Rating: 3
Advancement: By character class
Level Adjustment: +3

Owing to their thick pelts and fat reserves, werebeavers can swim in freezing water indefinitely without ill effect.

Alternate Form (Su): A werebeaver can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not gain hit points for changing form, and only a beaver form can be assumed. This is a standard action. (See *Monster Manual*, pg 176 for more details.)

Beaver Empathy (Ex): A werebeaver can communicate and empathize with normal and dire beavers. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend", "foe", "flee" and "attack".

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack must succeed on a DC 15 Fortitude save or contract lycanthropy. If a victim's size is not within one of the lycanthrope (for example, a hill giant bitten by a wererat), the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Tail Report (Ex): Once per day when a werebeaver in animal or hybrid form acts in combat before at least one of its opponents, it can, as a move action, slap its broad tail against a water surface within 5 ft. to produce a loud, sharp crack. This warning sound grants every flat-footed werebeaver who hears it an immediate single move that does not otherwise affect initiative.

Hold Breath (Ex): A werebeaver can hold its breath for a number of rounds equal to x4 its constitution score before it risks drowning.

Skills: Werebeavers have a +8 racial bonus on Swim checks and a +4 racial bonus on Climb checks. They are cunning builders of dams and

lodges, having a +4 racial bonus to Knowledge (Engineering) when dealing with wooden structures.

Megaloceros as presented in *Frostburn*

Large Animal
Hit Dice: 6d8-118 (45 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple: +4/+13
Attack: Gore +8 melee (1d8 +7)
Full Attack: Gore +8 melee (1d8 +7)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, stampede, toss
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +6, Will +5
Abilities: Str 20, Dex 12, Con 16, Int 2, Wis 11, Cha 8
Skills: Listen +7, Spot +6
Feats: Alertness, Endurance, Run
Environment: Cold marshes
Organization: Solitary or herd (6-20)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment: -

This large elk-like creature has shaggy fur and a huge set of antlers easily 10 feet across.

The megaloceros is a large, powerful deer, standing up to 7 feet tall at the shoulder with 100-pound antlers spanning 12 feet. It favors lakes and bogs, and can be trained to serve as a mount. The creatures' enormous antlered skulls are popular decorations for castles and hunting lodges. These beasts also serve as powerful totem animals for neanderthals and snow goblins, who call the animals "Great Snow Elk."

COMBAT

Megaloceroses prefer to avoid combat, except during mating season, when males are extremely aggressive and territorial, and during the spring calving season, when female megaloceroses are extremely aggressive in defense of their young.

Megaloceroses typically charge the most obvious or brightly colored target, attempting to gore and toss it, then return to trample and finish it. When an entire herd is threatened, the young males sometimes charge two and three together against a threat.

Improved Grab (Ex): To use this ability, the creature must hit a Medium or smaller opponent with its gore attack. If it gets a hold, the megaloceros scoops up the opponent with its antlers and can toss it aside.

Stampede (Ex): A frightened herd of megaloceroses may flee as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large or smaller size that gets in their way, dealing 1d12 points of damage for each five megaloceroses in the herd (DC 18 Reflex save half).

Toss (Ex): A megaloceros can vigorously shake any creature caught in its horns and fling it in a random direction. Resolve the toss as a bull rush maneuver (+9 check modifier), except that there is no attack of opportunity, since the megaloceros has already grabbed its foe when it tries to toss the victim. The megaloceros does not need to move with its foe in order to throw its foe more than 5 feet. If the tossed victim beats the megaloceros's Strength check, he remains in his current square with no ill effects and is not grappled any longer. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

Scent (Ex): A megaloceros can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

TRAINING A MEGALOCEROS

Small and Medium humanoids such as neanderthals, snow elves, human druids, and gnomes sometimes use megaloceroses as mounts; Midgard dwarves use them as pack animals. Their speed and height are particularly useful for scouts and reconnaissance of all kinds. Their gait is fast, jarring, and prone to sudden shifts in direction.

Training a megaloceros requires four weeks and a successful DC 20 Handle Animal check. Riding a megaloceros requires an exotic saddle. A megaloceros can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a megaloceros is up to 400 pounds; a medium load, 401-800 pounds; and a heavy load, 801-1,200 pounds. A megaloceros can drag 6,000 pounds.

Firbolg as presented in Monster Manual II, updated for 3.5 per errata

Large Giant

Hit Dice: 13d8 +78 (136 hp)

Initiative: +1

Speed: 40 ft.

Armor Class: 25 (-1 size, +1 Dex, +3 masterwork studded leather, +12 natural), touch 10, flat-footed 24

Attacks: Huge greatsword +21/+16 melee, or rock +10 ranged

Damage: Huge greatsword 2d8 +19/19-20, rock 2d6 +13

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Attacks: Rock throwing, spell-like abilities trample 2d8 +19

Special Qualities: Darkvision 60 ft., fast healing 3, rock catching

Saves: Fort +14, Ref +5, Will +6

Abilities: Str 36, Dex 13, Con 23, Int 14, Wis 15, Cha 14

Skills: Knowledge (nature) +20, Move Silently +17, Spot +18, Survival +20

Feats: Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Spring Attack

Climate/Terrain: Temperate hills and forest

Organization: Solitary, pair, gang (3-8), squad (9-16), or troop (20-40)

Challenge Rating: 12

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level adjustment: +5

Firbolgs are reclusive giants who tend to avoid contact with humanoid races and even other kinds of giants. Unlike some of the more brutish giantkin, firbolgs do not depend heavily on raiding for subsistence, nor do they rely solely on force to resolve problems

A Firbolg looks like a 10-foot-tall human and weighs more than 800 pounds. Its skin is a fleshy pink color and it can have hair of almost any shade, although blond and red are the most common. A firbolg of either gender wears its hair long, and the typical male sports a great, thick beard

Firbolgs speak Giant and Common.

COMBAT

Firbolgs are both cautious and crafty. They have learned to distrust and fear the "civilized" races, such as humans and elves. If possible, they encounter with humanoids altogether, either by hiding or by deception.

If forced to fight, firbolgs employ effective combat strategy, using the terrain and situation to best effect. They always operate as a team, not as a collection of individuals.

Rock Throwing (Ex): An adult firbolg receives a +1 racial bonus on attack rolls when throwing rocks. It can throw rocks weighing 40 to 50 pounds each (Small objects) up to five range increments (range increment 130 feet)

Spell-Like Abilities: 1/day—*alter self*, *detect magic*, *feblemind*, *know direction* (Caster level 13th) save DC 12 + spell level

Trample (Ex): As a standard action during its turn each round, a firbolg can trample opponents at least one size category smaller than itself. This

attack deals 2d8 +19 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 29) for half damage.

Fast Healing (Ex): A firbolg regains lost hit points at the rate of 3 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the firbolg to regrow or reattach lost body parts.

Rock Catching (Ex): A firbolg can catch Small, Medium size, or Large rocks (or projectiles of similar shape). Once per round, a firbolg that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a bonus on attack rolls because of magic, the DC increases by that amount.) The firbolg must be ready for and aware of the attack.

FIRBOLG SOCIETY

Firbolgs usually live in well-fortified colonies, either in the depths of the forest or in cavern complexes dug into hillsides. All firbolg settlements are protected by guard towers. These creatures live primarily by hunting and gathering, but each colony also practices simple agriculture.

Smilodon (Saber-toothed Tiger) as presented in *Frostburn*

Large Animal

Hit Dice: 9d8 +27 (67 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +6/+17

Attack: Bite +12 melee (2d6 +7/x3)

Full Attack: Bite +12 melee (2d6 +7/x3) and 2 claws +10 melee (1d6 +3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Augmented critical, improved grab, pounce, rake 1d6 +3

Special Qualities: Low-light vision, scent

Saves: Fort +9, Ref +6, Will +8

Abilities: Str 24, Dex 14, Con 16, Int 2, Wis 14, Cha 6

Skills: Balance +6, Hide +2*, Jump +15, Listen +8, Move Silently +6, Spot +8

Feats: Alertness, Dodge, Mobility, Spring Attack

Environment: Cold forests

Organization: Solitary, mated pair, or pride (3-12)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 10-18 HD (Large)

Level Adjustment: -

This powerful great cat has heavy shoulders, a bobtail, and two huge, curved fangs jutting from its mouth.

Twice as large as a lion, skilled in deadly hunting tactics, and equipped with murderous fangs, the smilodon (or saber-toothed tiger) is the lord of icy plains and hills. The saber-toothed tiger is not actually closely related to other tigers. A smilodon is more than 8 feet long and weighs more than 800 pounds.

The pride is ruled by the female saber-tooths, though sometimes two or even three males are tolerated. The creatures' favored prey are herbivores such as branta, mammoths, glyptodons, horses, and megaloceroses. Although they work together, fights over dominance, food, territory and mates are common, and sometimes even lethal. A saber-toothed tiger's roar is louder than a lion's.

Weaker saber-tooths are often driven out of the pride in pairs, after which they set up hunting territories in forests or hills. They use caves or small earthen dens for bearing litters and rearing their young.

COMBAT

The saber-toothed tiger is a canny hunter, rarely greedy but with a large enough appetite to require frequent kills. Saber-toothed tigers do not chase down prey over long distances. Instead, they leap or charge from ambush, waiting for prey to come close before attacking.

Groups of saber-toothed tigers work together much like lions and other social hunting cats; one group will startle prey, sending it running directly into a second group of tigers. They sometimes ignore motionless prey.

Augmented Critical (Ex): A saber-toothed tiger deals triple damage if it scores a critical hit with its bite attack.

Improved Grab (Ex): To use this ability, the saber-toothed tiger must hit with a bite or a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a saber-toothed tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A saber-toothed tiger gains two additional claw attacks against grappled foes or foes it pounces on (attack bonus +10, damage 1d6 +3). Rake attacks are not subject to the normal -4 penalty for attacking with a natural weapon in a grapple.

Scent (Ex): A saber-toothed tiger can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

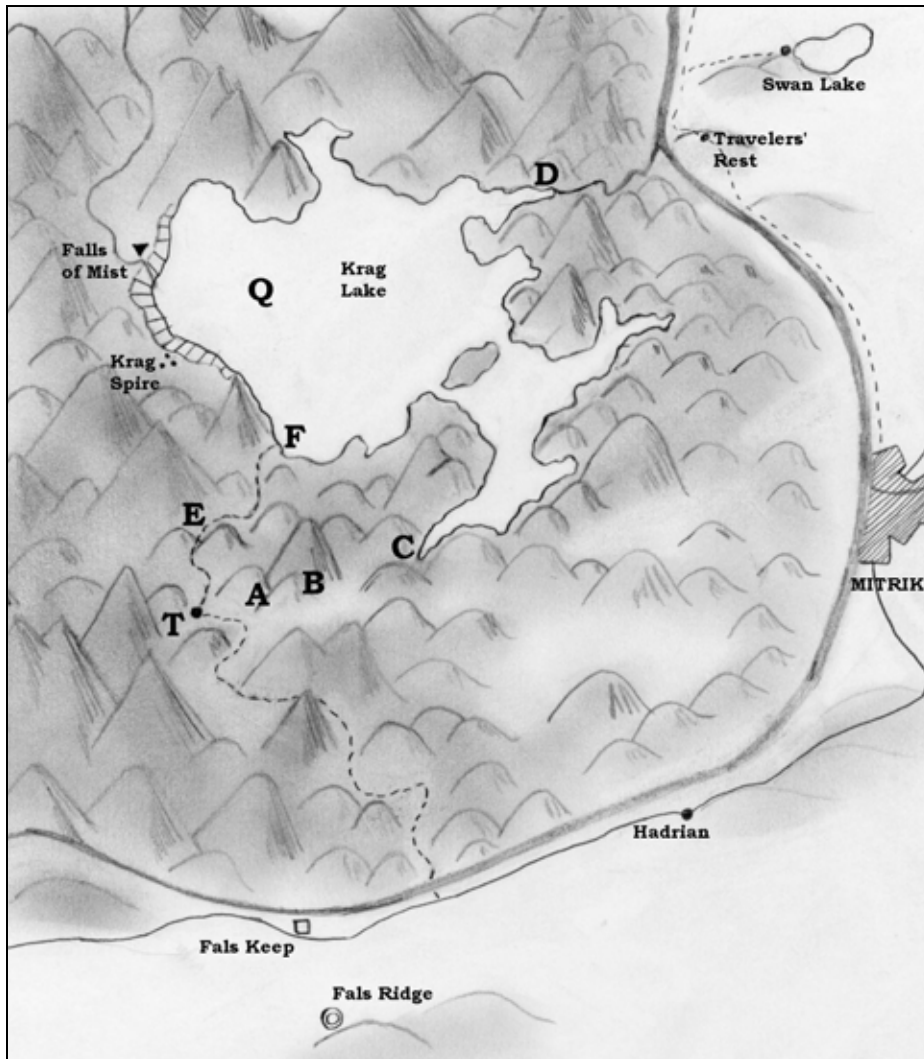
Skills: Saber-toothed tigers gain a +4 racial bonus on Balance, Hide, and Move Silently checks. *In forest terrain, their Hide bonus improves to +8.

Appendix 3: Maps and Aids

DM Map 1 (Northern Veluna Region)



DM Map 2 (Map of Krag Lake)



KEY

T - Triplegate

Q - Quishern

A - Encounter 4

B - Encounter 4A

C - Encounter 6

D - the Dam

E - Encounter 4B

F - Encounter 5

TRAVEL TIMES (with shoe shoes in 25-inch snow)

Fals River ferry to Triplegate - 2 days (16 miles)

Triplegate to Quishern - 2 days (16 miles)

Triplegate to Area B - 1/4 day (2 miles)

Area B to Area C - 1 day (8 miles)

Area F to Area C - 2 days (16 miles)

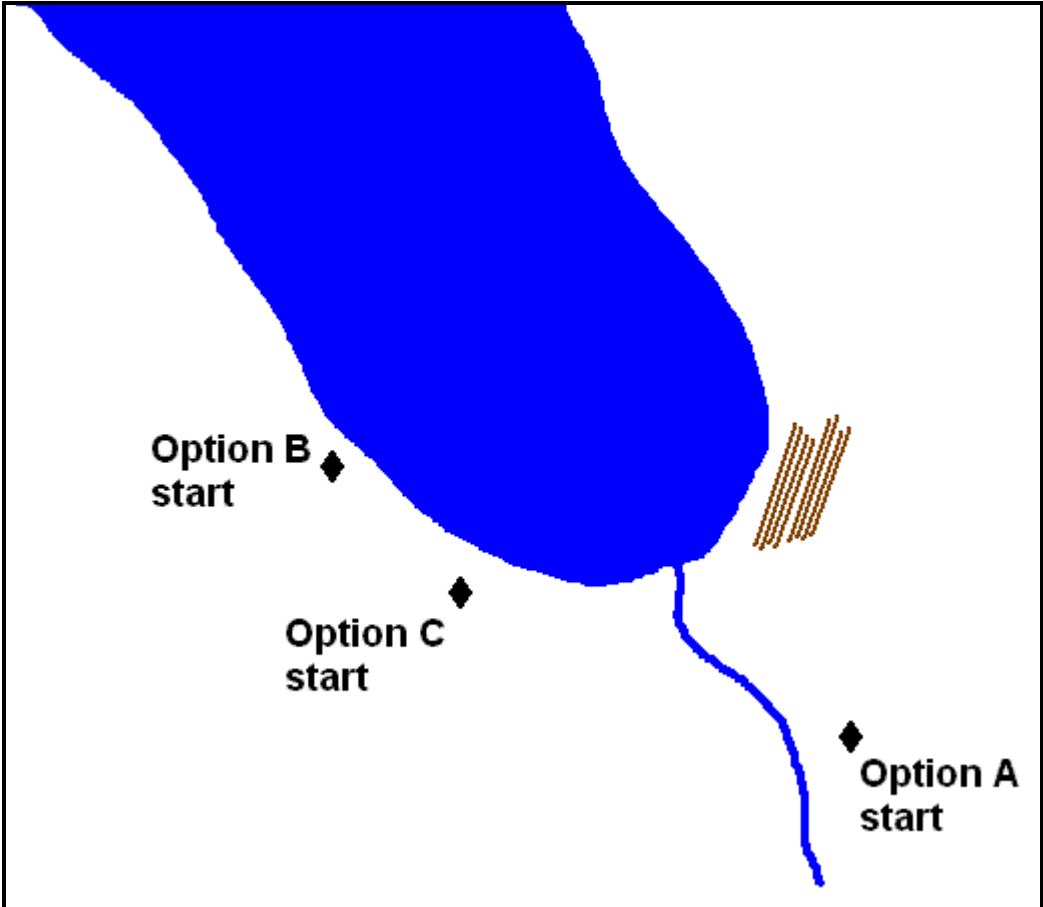
Area C to Area D - 3 days (26 miles)

Triplegate to Area E - 1/2 day (4 miles)

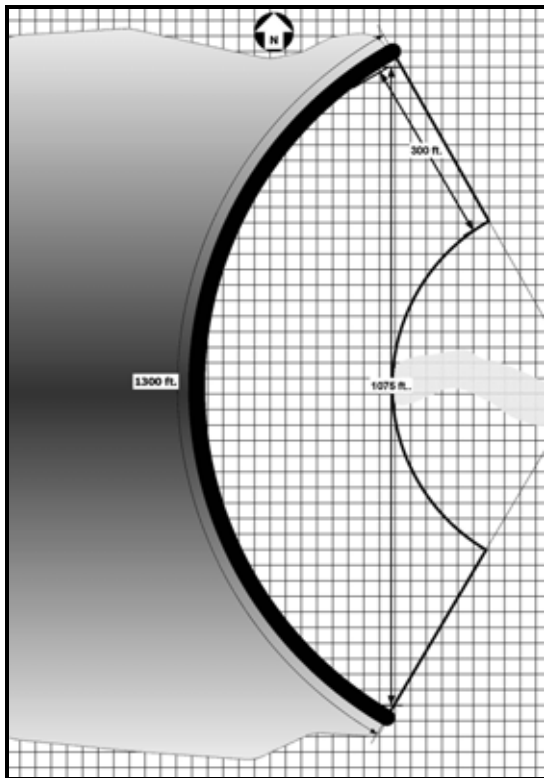
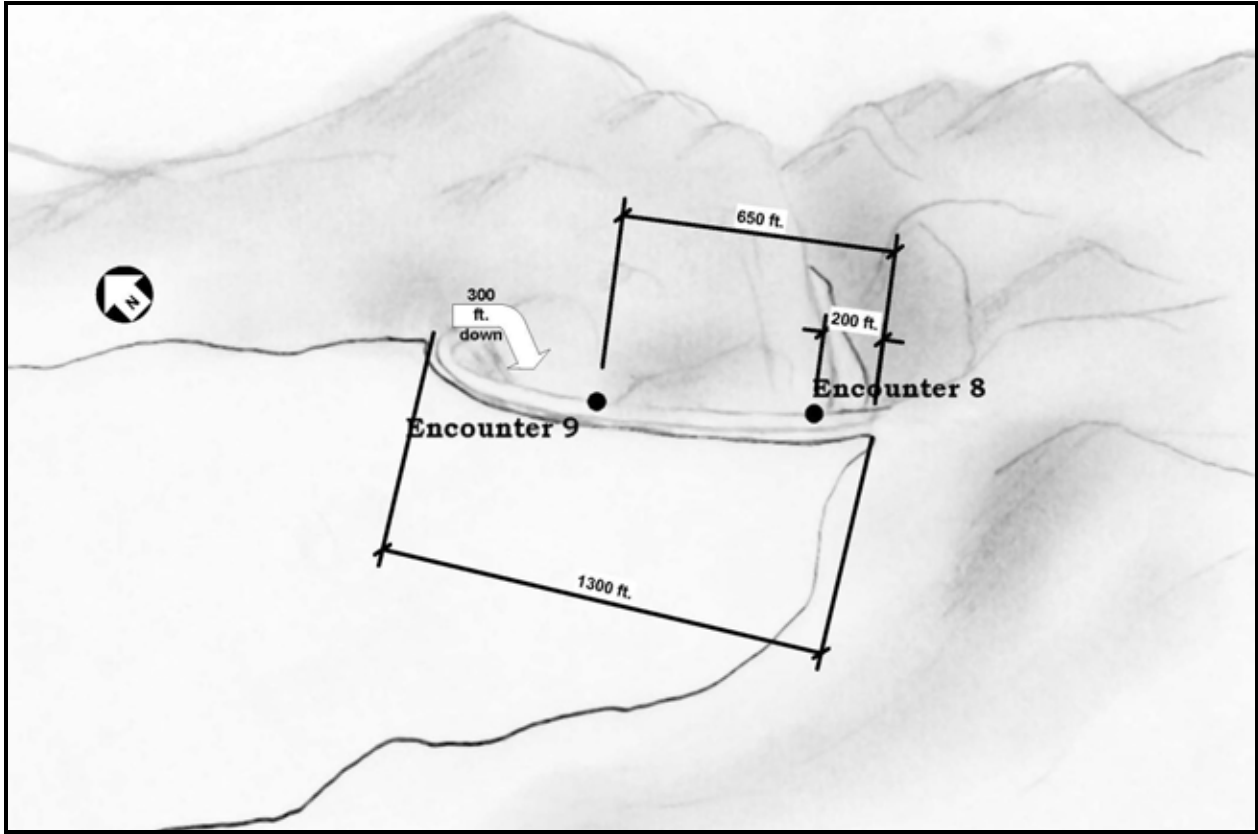
Triplegate to Area F - 1 day (8 miles)

If the party is limited to quarter movement foot speed by the snow, these times double. If the party can walk atop the snow normally, travel takes one half these amounts.

DM Map 3 (Dam Builders' Hollow) (Encounter 6)



DM Map 4 (Map of the Dam) (Encounter 7 and Encounter 8)



Scale: 1 square = 25 ft.

Appendix 4: Player Handouts

Player Handout 1 (The Gardener)

A handful of peasants watch as the gardener wanders about a blighted field. The trampled field is a dry mess of divots and clumps of long dead grasses. Beginning at its center, the gardener spirals outward, dropping a grain of dust from his palm at intervals. When his palm is empty, he walks back to the center of the field and sinks to one knee with his palms on the earth. After a minute, the dead grasses shiver, then fall aside as new growth sprouts from below. Some thicker stems emerge from the earth. Then, the spreading stops and the greens fade to a winter brown. Most of the field is still bare, but now it feels expectant, rather than mournful.

The gardener rests for a long minute before standing. From inside the castle, the drum roll sounds again. The gardener walks to the onlookers and speaks, "This land is knows itself again. It will quicken when the spring comes. Thank you for inviting me to remind it. May you always find what you seek."

With that, he walks to the roadside, where a soldier is waiting impatiently. When you accost him, he tells you that his name is Geirolf Murtagh. He is a stocky man of some forty or fifty winters, with mousy brown hair and an unkempt beard. He stands only 5 feet tall. His whiskers twitch as he looks you over.

In response to your questions, Murtagh confirms that he is a Walker of the Circle of Life. He has been assigned to help restore life to the land in that fell under Herion's Cloud. The spell he has just completed requires a month's preparation and is exhausting to cast. Though much like *plant growth*, it is designed to undo the damage caused by Herion's cloud depriving the earth of sunlight. Each casting affects one field.

Examining the earth, you see not only fresh grasses, but fresh brambles. Murtagh explains that they are native plants and that the spell quickens all plant life in its area of effect. While you are talking, the drum roll inside the castle sounds a third time. Murtagh excuses himself, saying that he has an appointment in the castle.

Before he goes, Murtagh will draw any member of the Circle of Life aside for further conversation.

Player Handout 2 (Circle of Life Member Instructions)

(This square of parchment sealed with gum.)

Hold these words close to your heart and reveal no more than you must. It is well that change is a relentless force, for the inertia of people and lands is a nigh immovable object. The time of bondage is broken. The days of terror are ended. Now, this land has a chance to thrive in freedom as it did before it was enslaved.

A way is preparing that will turn death into life, subjugation into freedom, despair into hope. If you would see the northern desert reclaimed to itself within your lifetime, harden your heart and stay not your hand. If the rebirth is thwarted in these days, nothing will happen but the slow grind of time. The cold grave of winter will be as long as the cruel blade of harvest ever was. Be vigilant then, for no change is without cost. Look for the spring that comes swiftly.

Do not be hasty, though. The fairest may seem foul and the foulest fair. The Raoans are right in this much: there is a time for contemplation and a time for action. Know your heart; know your home; and, you will know which time it is.

Corann Rohyd, Steward

Player Handout 3 (Audience with the Lord Commander)

The pillared audience hall of Castle Sepher is starkly white from the portals where you enter to the empty dais at the far end. All the walls, all the pillars, even the ceiling, are covered in an unblemished layer of white. Neither color nor ornament remains anywhere in the hall. An overpowering odor of drying whitewash clings to your tongue.

The Lord Commander is dealing with another delegation when you and Ralish arrive. You will need to wait.

Rojan paces back and forth at the foot of the dais. The stocky gardener with the mousy brown hair and the dusty cloak is the picture of calm, but Rojan's face darkens with every word.

Rojan: "What do you mean, Walker Murtagh, that you will heal only one field each month? If, as you claim, nothing will grow where that cloud has been until the land is healed, then it will be years before the diocese of Whitehale can be farmed again. There were thousands of fields blighted."

Murtagh [patiently]: "Closer to a century, my lord. Emeralds the size of a man's eye do not grow on trees, as you know. In any event, each gem must be imbued during the new moon of Luna."

Rojan [heatedly]: "Then you should have started with the gardens inside the Castle! Those plots are vital to our defense."

Murtagh: "My lord, you have never invited me in. I could hardly barge in and reclaim this ground without your invitation. – My lord Commander, will you not reconsider the Circle's offer? Go to the Circle of Life. The Stewards have more resources at their disposal than my poor hands."

Rojan: "The sons of the forest always ask too high a price for what they give. No doubt Corann Rohyd [*KORR-ann ROE-heed*] still thinks he can get me to relocate this castle. In any event, I am here and the Circle of Hands is in Grayington."

Murtagh [unruffled]: "The Circle of Hands is where it needs to be."

Rojan [nearly shouting, now]: "Enough! You will work your 'wonders' on the inner gardens next. Do your job and I will see that you are supplied with the components you need as fast as you can use them. That is all."

Murtagh inclines his head and departs. At the same time, a clerk announces Ralish's arrival and yours.

Rojan: "Master Tradesman, you are supposed to be rebuilding my castle, not tearing it down."

Ralish [squeezing river water from his sleeves]: "My Lord, I am trying, as you can see. I must ask you to seal off the Northwest Tower for the time being. We cannot begin to correct this latest damage until we have replacements for three of the great beams."

Rojan: "Silver Star seems to think they can do it. Their Master was just here telling me he had hired today "the best structural engineer he has ever seen," or so the man claimed."

Ralish [grimacing]: "The contract entitles HRTC to more time before another vendor may be brought in. Never fear, my Lord. I'll have that tower back up by then. I'll stake my Mastery on it."

Rojan: "Very well." Rojan then turns to you.

Player Handout 4A (A Long Empty Road With Oxen)

Ralish insisted on following the Fals River all the way to the Triplegate road in case the previous HRTC caravan had succeeded and there were any beams floating down the Fals. Though he had the river watched at all times, he found nothing.

You checked at Curtain Hill to ask for news, but it was a fruitless effort in every sense. You found no clues, no people, and no fruit. The blight clung to the land like a shroud. Though the war is over, the refugees had not returned. At Swan Hill another band of deserters-turned-thieves tried to steal the wagons nearly killed one of the teamsters, but you dispatched them quickly and healed the man before he could expire.

Travelers' Rest, sitting on its hill above the river, provided a welcome respite from the empty road, but there was no news of your quarry. At Mitrik, no one had noticed one more party of adventurers or one more passing caravan. You found the same at Hadrian.

It took four trips to ferry you and Ralish's three wagons with their oxen all across the Fals River. The ferrymen recalled carrying a willowy knight with long white-blond hair across the month before. Though the day had been clear on the south bank, it was snowing heavily on the north bank. You could see no more than 10 ft. in any direction. The snow underfoot was 6 inches deep when you stepped off the ferry, but as you climbed the Triplegate road, it grew steadily deeper until you were sinking past your knees with every step. Soon, you found yourselves walking behind the big oxen, who seemed to be having less trouble plowing their massive bodies through the snow.

Ralish pulled out a pair of curious items that looked like drying frames for rabbit pelts and strapped them on his feet. Wearing these, he able to walk more or less on top of the snow, though not as easily as if he'd been on dry land. He called them "bumbershoes", but he had brought only one pair and would not part with them.

The woods hung under the heavy hush of falling snow all that day. When you camped for the night, the weather let up and the fresh powder was beautiful in the moonlight. But, by morning the snow had resumed. The second day's march was as hard as the first, but by day's end, you had reached Triplegate.

Player Handout 4B (Searching The Long Empty Road)

Knowing that the route of the caravan Rymar had been guarding, there was nothing to do but follow it along the river road. You checked at Curtain Hill to ask for news, but it was a fruitless effort in every sense. You found no clues, no people, and no fruit. The blight clung to the land like a shroud. Though the war is over, the refugees had not returned. At Swan Hill another band of deserters-turned-thieves tried to murder you, but you dispatched them quickly.

Travelers' Rest, sitting on its hill above the river, provided a welcome respite from the empty road, but there was no news of your quarry. At Mitrik, no one had noticed one more party of adventurers or one more passing caravan. You found the same at Hadrian.

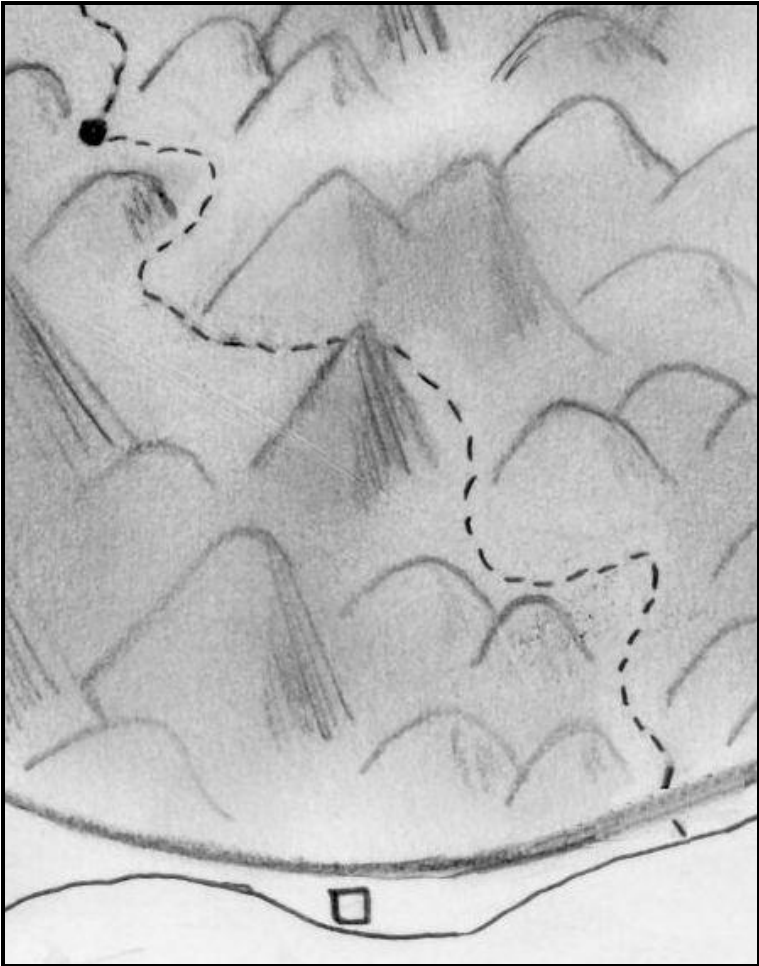
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You were trying to set up camp before you collapsed of exhaustion when a team of four oxen pulled a wagon out of the fog. Soon, Ralish came up, strolling happily over the top of the snow. He had strapped to his feet a pair of curious items that looked like drying frames for rabbit pelts. He called them "bumbershoes", but he had brought only one pair and would not part with them. With these, he said, he was able to walk more or less on top of the snow, though not as easily as if he'd been on dry land.

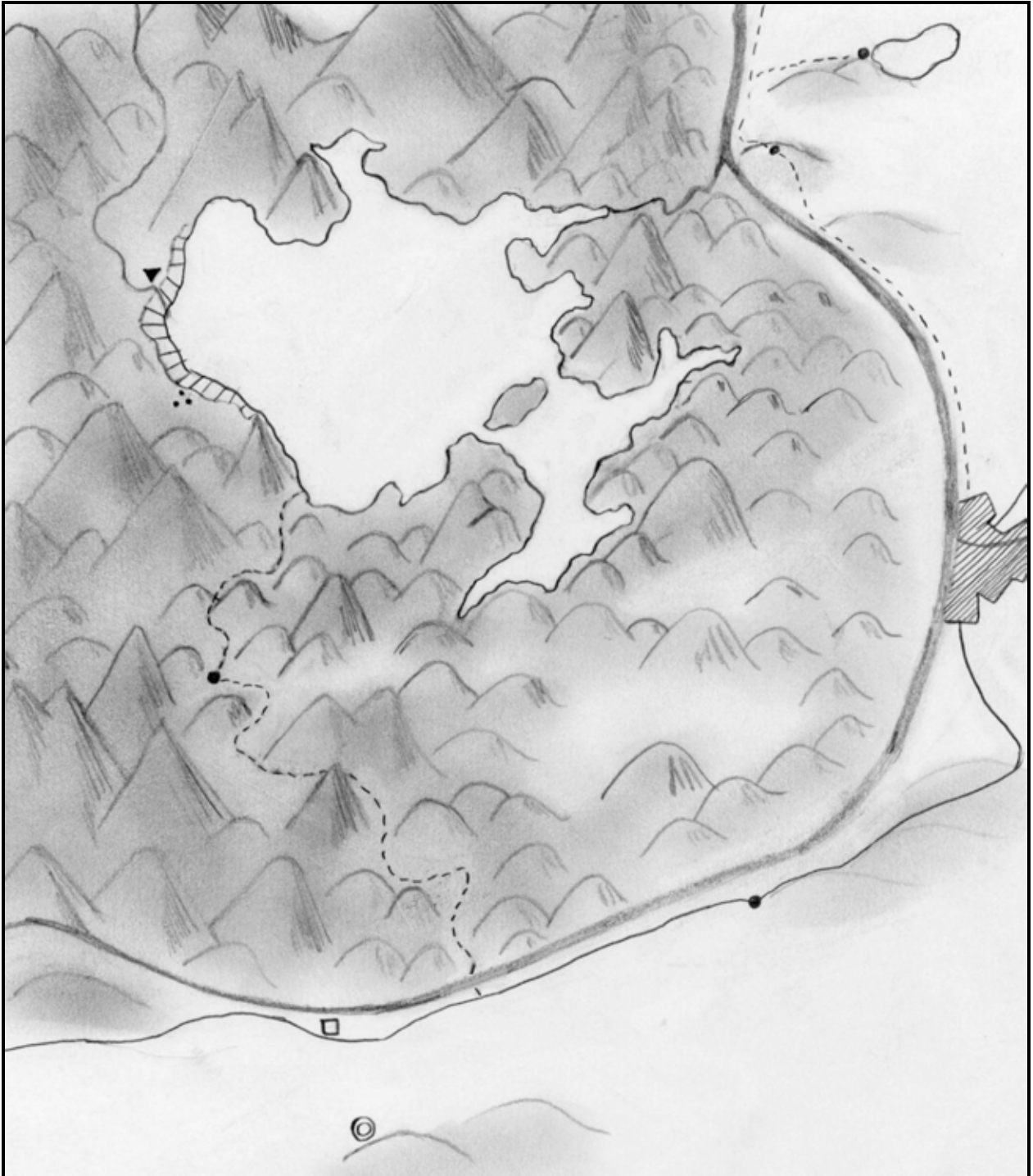
Ralish and the oxen had taken the shorter road straight from the ruins of Whitehale City to Mitrik. Though he had reached the ferry after you, the big oxen had had less trouble plowing their massive bodies through the snow than you. His backup guards were with him -- a wet-behind-the-ears bunch of little mercenaries, from the look of them.

After Ralish arrived, the weather let up and the fresh powder was beautiful in the moonlight. But, by morning the snow had resumed. At least the second day's march was a little easier than the first, with the oxen cutting something of a path for you. By day's end, you had reached Triplegate.

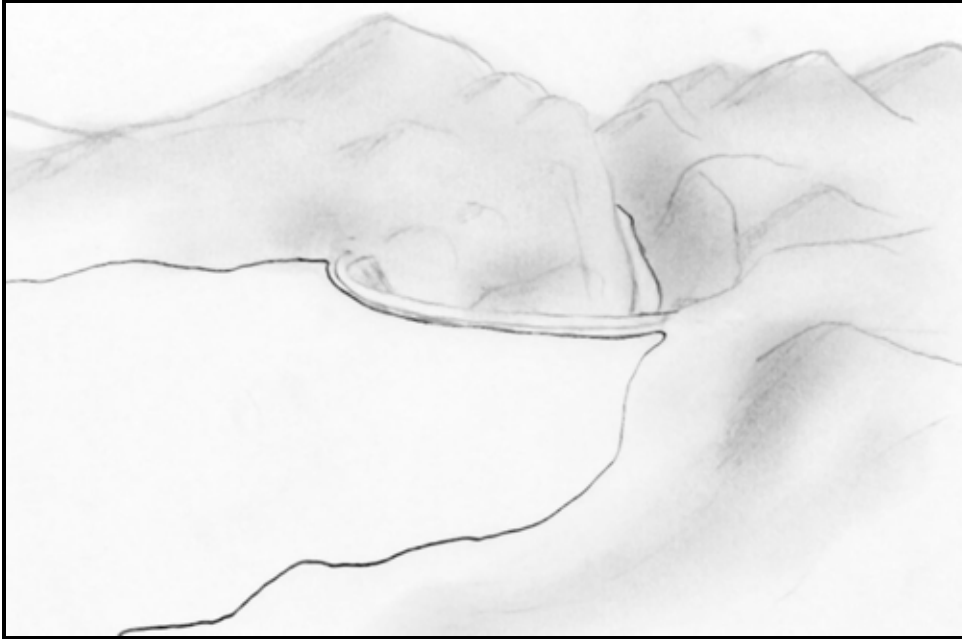
Player Handout 5 (Map of Triplegate)



Player Handout 6 (Map of Krag Lake).



Player Handout 7 (Map of the Dam)



Appendix 5: Critical Events Summary

Were the PCs' prisoners released or turned over to the Guard?

Were any PCs given the missive from the Circle of Life?

YES NO

Which route did the PCs take from Triplegate to Lake Krag (i.e. which encounter did they fight)?

BIG POL/BLUE BABY ELVEN SKI PATROL

What approach did the PCs take to the dam dilemma?

AGREED WITH LEVI STOP LEVI

What became of Levi?

Was the flood loosed?

YES NO

Did Squire Rymar Mori survive?

YES NO (how did he die? _____)

Is there anything else that happened that you feel the Triad should know about?
