

OSR003

A LOST AGE ADVENTURE

# THE PURPLE LOTUS

BY VINCENT FLORIO

AN ADVENTURE FOR 3-6 SWORDS & WIZARDRY WHITE BOX  
CHARACTERS OF 3RD OR 4TH LEVEL



THE FROZEN NORTH HOLDS MANY SECRETS,  
NOT LEAST OF WHICH IS  
THE POWER OF THE PURPLE LOTUS.

SO MUCH TROUBLE FOR ONE LITTLE FLOWER...

WILD GAMES PRODUCTIONS



VINCENT FLORIO IN ASSOCIATION WITH WILD GAMES PRODUCTIONS

AND BRIAN "FITZ" FITZPATRICK WITH MOEBIUS ADVENTURES

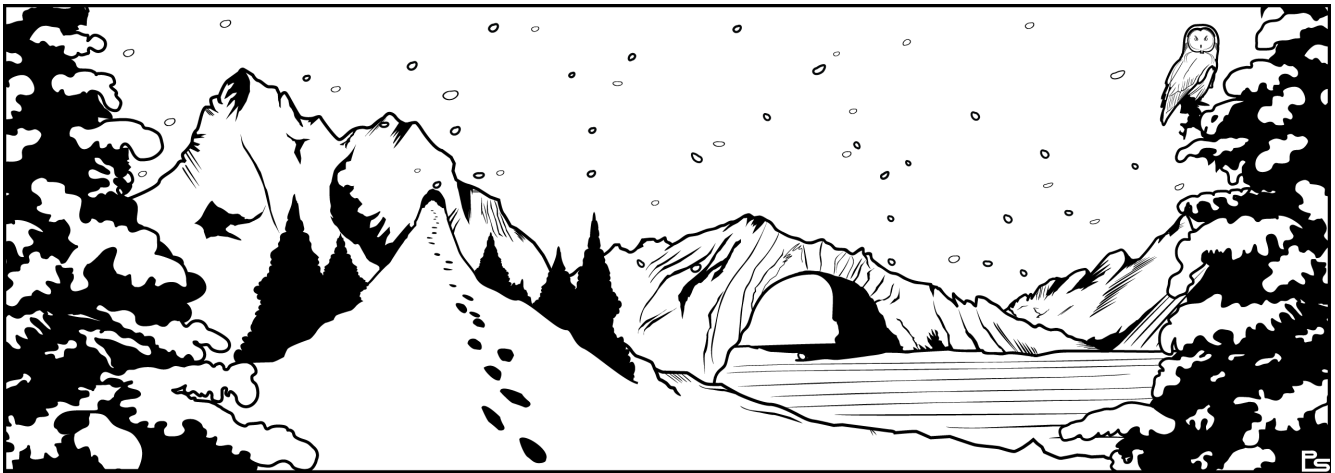
PRESENT

**A CINEMA8  
PRODUCTION**

# THE PURPLE LOTUS

## A LOST AGE ADVENTURE

AN ADVENTURE FOR 3-6 SWORDS & WIZARDRY WHITE BOX CHARACTERS OF 3RD OR 4TH LEVEL



THE FROZEN NORTH HOLDS MANY SECRETS, NOT LEAST OF WHICH IS THE POWER OF THE PURPLE LOTUS. IMPOSSIBLE TO FIND, IT MAY BE THE ONLY WAY TO HELP A BROTHER GET VENGEANCE... WILL OUR HEROES HELP FIND THE FLOWER OR KEEP IT FOR THEMSELVES?

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Last update: 19-MAY-2015

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Swords & Wizardry: White Box.

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ISBN 0-9670552-1-0

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# Introduction

FADE IN

White screen with the sounds of howling wind and the cracking of ice. Fades slowly to falling snow on a barren, glacial landscape.

NARRATOR (Voice-over)

The Frozen North. Few live here. Fewer still manage to thrive here.

It is a land of unforgiving extremes. The weather alone can kill a man with cold. Even so, a few hearty souls eke out a living. But other things have also found a home here, so they are not alone... nor are they safe from harm.

And the brave who come to visit... Well, in a land of snow and ice, you can bet they won't be warmly welcomed.

## Welcome!

Welcome back to the lands of the Lost Age!

**The Purple Lotus** introduces a new part of the Lost Age world the Frozen North - presenting the PCs with a whole new area to play in as they explore the bitterness of this world of snow and ice.

Like the weather, the people who call the Frozen North home live a difficult life and often come across as brutal and cold. Survival is tough with little food to keep them alive. Few plants will grow in this unforgiving cold, and even the local wildlife struggles for survival. And we mustn't forget the other strange and dangerous creatures that call this region home. As a result, humanity huddles together for safety and protection while hunting or at home. Towns exist mainly as defensible trading posts where the locals trade various goods with each other to survive.

**The Purple Lotus** is an adventure designed for 3-6 **Swords & Wizardry White Box** rules characters between 3rd and 4th level, but it can easily be adjusted for use with any edition of your favorite fantasy RPG.

## Preparing for the Adventure

The referee is encouraged to read the full adventure before running it at the table. The adventure includes a few choices by the PCs to alter the course of events. Will they be friendly and patient? Or will they become as icy as the locals?

# Background

The Frozen North consists of a seemingly infinite expanse of rock, snow, and ice punctuated by the occasional island of habitation. Between those isolated islands roam nomadic tribes, criminals, packs of wolves, herds of hearty deer, lone ursine beasts, and worse.

If your heroes have come here, they are in for a rough time. Communities are close-knit and suspicious of outsiders. The native tribes who have roamed the frozen waste since their gods set them on their path view all non-natives as anathema to the balance of the wild. And the hungry beasts will view them as a quick meal.

Finding a safe place to spend the night may be difficult. But finding someplace out of the elements will be nearly impossible unless they make friends quickly.

So why come at all? This untamed wilderness hides ancient secrets, potential natural remedies, and the opportunity to test themselves under some of the worst conditions Mother Nature can provide. If they want a challenge, this is definitely the place to find it.

## RANDOM ENCOUNTERS

D8	Encounter Description
1	2d6 Wolves
2	1d4 Polar Bears
3	1d6 Nomadic Hunting Party
4	2d6 Raiders
5	Freak Storm (See encounter 4a)
6	1d3 Frozen Corpses
7	1d3 Ice Elementals
8	1d2 Yeti

See monster descriptions later in the book.

## Introducing the Players

The referee can use almost any ruse to get the heroes here, but here are a few possibilities...

- A pack of wolves has been tormenting a village to the south. The villagers have asked the Heroes to eliminate the threat before more lives are lost.
- Heroes are traveling somewhere nearby and hear of a giant icy bear rumored to roam the tundra. The monstrous bear is seen as somewhere between a wild god and an aberrant spirit, both feared and revered by the native people.
- While traveling to another destination, a freak storm pushes them far off course.

However they manage to get to the first encounter, their initial greeting is far from a warm one.

# Decision Time! (Opening Scene)

EXT. ICY CLIFF IN THE FROZEN NORTH

Traversing frozen mountain paths has been a challenge, which our Heroes have overcome until now. Trapped at the edge of an icy cliff, they find themselves cornered by a group of at least ten raiders, maybe more.

RAIDER LEADER

A growling man, whose voice is muffled by furs but clearly sinister, yells at the PCs.

"So what's it gonna be? Give us what we want or see if you can fly!"

## Setup

The PCs are quickly thrown into a fight or flight situation as the scene opens, finding themselves standing on the edge of an icy cliff. Behind them lies a 25 ft drop to the cliff below. Before them lies an angry group of at least ten angry Raiders.

Should they stand and fight, use the following stats and refer to "Winning the Day..."

Should they choose to jump, roll falling damage for a 25-foot drop and refer to "Testing Gravity..."

REFeree

Give the players no more than 30 seconds to make the decision: fight or jump. Count out loud or use an hourglass to ramp up the tension.

## Antagonists

Human, Raiders (10): HD 1+2; AC 7 [12]; Atk weapon (1d6); Move 12; HDE/XP 2/30; Special: N/A; Equipment: furs, 2 gp each.

## Aftermath

Consult one of the two possible outcomes, then move to the next scene.

### Winning the Day...

If the PCs win the fight, they will find a cage containing several starved men, all dead... except for one. The live prisoner is bruised and battered beyond belief. He will only say, "Lotus... Vanguard... find...it...tell brother, Thom-" before passing away.

The PCs will recognize the name Vanguard as the name of a rough village just a day's travel west into the mountains...

### Testing Gravity...

Should the PCs decide to climb back up to the cliff, be sure to factor in that they are carrying armor and equipment. Plus it is an icy cliff. This would be a difficult feat at best.



# Cut Scene - What Really Remains...

EXT. BURNED VILLAGE

On the journey to Vanguard, our PCs will come across the remains of a small village burned to ashes.

From inside a burned-out husk of a hut the PCs hear the voice of someone muttering quietly to himself among the burned homes and the bodies of those who didn't escape.

OLD MAN (Muttering)

"No, I don't think they're coming back. They destroyed it all."

"Yes, we ARE starving... It would be nice to get something to eat, but we'll wait a while longer in case they DO come back. Can't be too sure."

"Yes, it's obvious the Purple Lotus is out of our reach now..."

## Setup

The Old Man is the only survivor, hiding from the Raiders who destroyed the village. (If the PCs happened to play through [The Snake's Heart](#), they may recognize him as the crazy old man they met on the road.)

A few burned out huts and walls are all that's left of this nameless village. Roughly 20 bodies are found.

Initially the survivor may be afraid of the PCs, thinking them to be connected with the Raiders. However, he will eventually come

around and share the following information with the party:

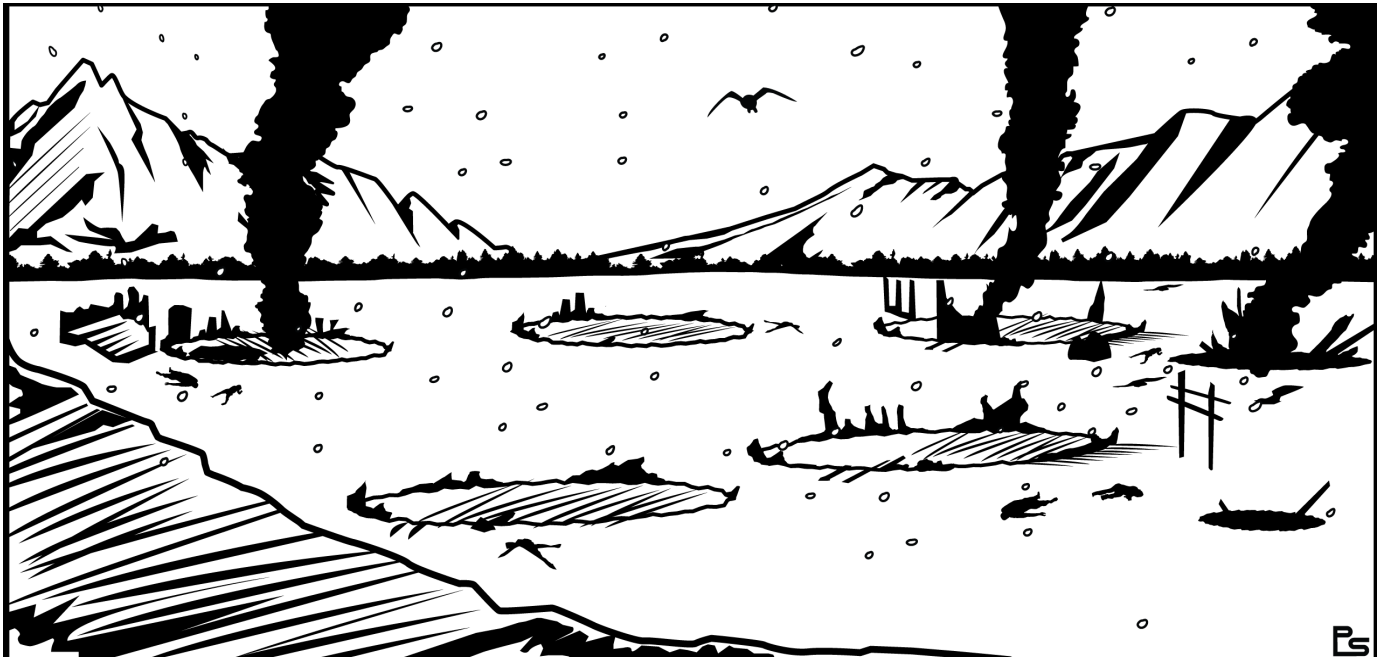
- The Raiders came from the north.
- The Raiders are looking for the location nearby where the Purple Lotus grows.
- The petals of the Purple Lotus are said to have the power to make an army invincible in battle!
- We know much, but we are not allowed to tell. We will help where we can.
- We know no Ian.
- They may know Ian in the town of Vanguard nearby.
- These people did not deserve such wanton death and destruction.
- These people helped Us, gave Us a place to stay for the night.

## Aftermath

Other than the Old Man and his rambling, the village has been picked clean of anything deemed valuable by the raiders.

REFEREE

Should the PCs decide to stop and give the victims a proper burial or attempt to clean up the destruction, they should earn some extra experience.



# “Welcome to Vanguard” (Encounter 2)

EXT. TOP OF A SNOWY HILL NEARBY

The town of Vanguard lies before you, surrounded by a crude, but towering, stone wall. A few scattered guards walk the perimeter. Does the wall keep things out? Or does it keep people in?

## Setup

As the PCs come within sight of Vanguard, they will quickly notice the huge, crude stone wall (10 ft. thick and about 25 ft. high) surrounding the entire perimeter. Though solid, it appears to have been constructed with little skill.

Guards wear what appears to be Bone Mail armor, though the PCs can't tell unless they get a closer look. One of the guards at the main gate is itching to start a fistfight with someone.

Within the walls, the town is made up of wooden shacks and log cabin, with one stone-walled building at the center. It has a sign out front proclaiming “The Conqueror’s Tavern and Inn.” For 1 silver piece a day, the PCs can get a very small room and what looks like a bowl of mud soup as a meal.

While staying in town and interacting with the locals, the PCs might hear the following rumors:

- Ian was captured by Raiders. (true)
- Ian has an angry brother willing to kill to find him. (true)
- There is an abandoned castle nearby said to be haunted by the ghosts of an evil cult. (false for now, but will be in another adventure)
- Thomas, local explorer and brother to Ian, is a hero in town. (true)
- It is said that the Purple Lotus flower grants invincibility to those who consume it. (unknown)
- The Raiders attacking in the region are mind-controlled by a creature from another world. (false)
- The town warlord has been missing since shortly after the raids began. (true - he died in an avalanche a while ago)
- The warlord was last seen frozen in the snowy mountains when he attempted to find the Lotus. (false)
- There is a hillside at the top of the mountains where the Purple Lotus grows. (true)
- The hillside is protected by headless hairy men. (true)
- The Purple Lotus has the ability to make a man fly. (false)

## Antagonists

Guard, Town: HD 1+1; AC 7 [12]; Atk weapon (1d6); Move 12; HDE/XP 2/30; Special: N/A; Equipment: furs, and official red strap wrapped around one arm to signify their authority.

# The Village of Vanguard

Vanguard has made a reputation in the area as an island of safety in the valley. Enough heavy rock was left behind when the glacier retreated into the high mountains to the north and west that an enterprising group of explorers used the detritus to build. One stone at a time, a huge wall was put together for protection from the creatures roaming the waste. As word spread of the construction project, other hardy souls joined the effort... and Vanguard was born.

Behind the wall, the village revolves around the local blacksmith, an indoor bazaar for traders, and the local inn. It's had its share of leadership changes and trouble from outside.

Over the last few weeks, a group of Raiders has attacked groups entering and exiting Vanguard, just as they attacked the Heroes coming into the area. Few have survived such encounters to tell the tale.

Storm season has brought many harsh nights to the area. Hunters and explorers have been lost in the snow.

The local nomadic tribe has once again made some rumblings about the town being in their sacred space. Tribe borders shift frequently and villagers have largely learned to ignore them unless they're willing to trade trinkets and baubles from the wild.

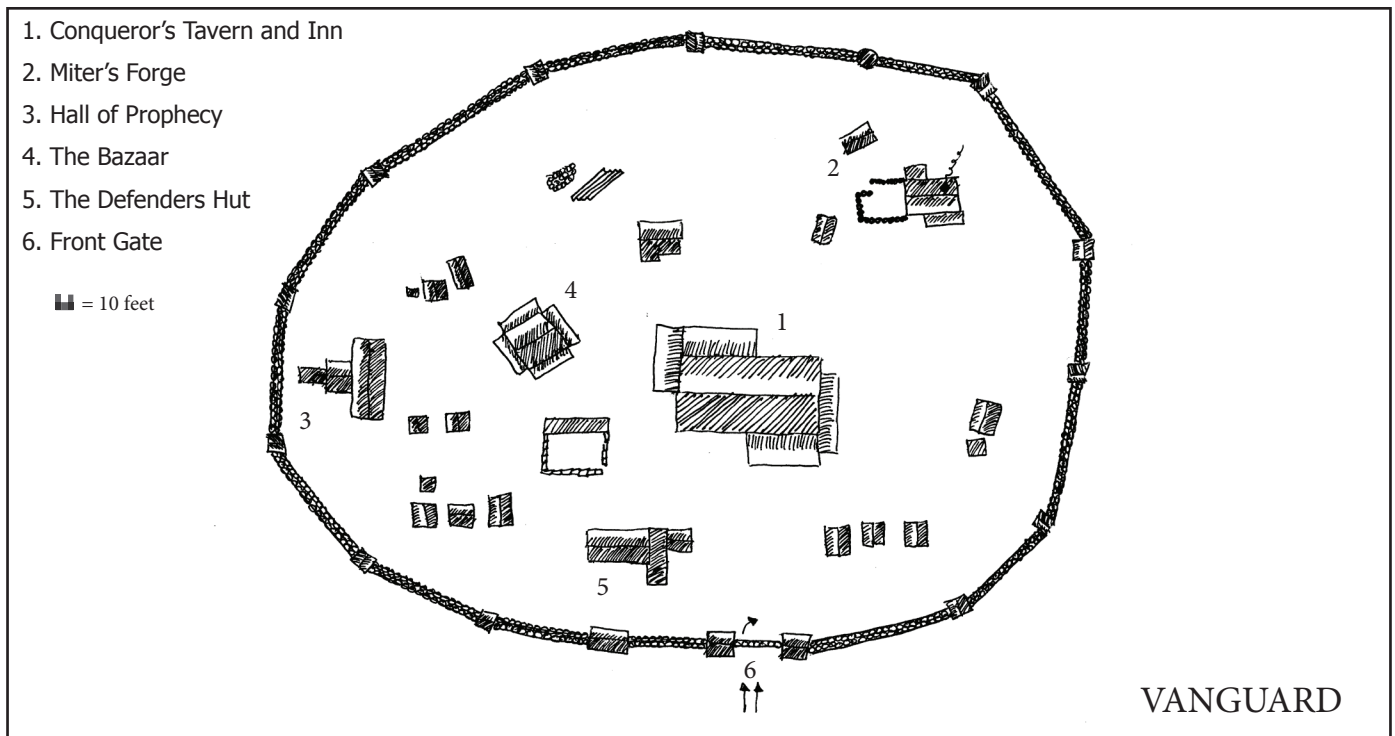
## Points of Interest

- Conqueror's Tavern and Inn (1) - As the first building constructed within the wall, the people of Vanguard regard it as the center of the community. The owner, Madame Gils, is widely regarded as the leader of the village despite the relatively recent addition of Warlord Cyne who rose to power as a response to the Raider threat. You can usually find a cold drink and a hot meal here.
- Miter's Forge (2) - The fires at the forge are always burning and you can find a few locals warming themselves or helping out in a pinch. Weapons have become a hot commodity as Raider attacks have increased.
- Hall of Prophecy (3) - A temple to the god Erlik, overseen by the mystic Grey Hilia, a priestess known to spread visions of gloom and doom from time to time.
- The Bazaar (4) - A combination of local merchants and traders' tables brought together under one roof. Britta Elean is the matriarch-in-charge and has a crew of six guards who keep the place safe. No combat is allowed under her roof.
- The Defenders Hut (5) - Here is where the guards hole up for warmth when not on duty.

## Nomadic Tribes

Small family groups roam the snow and ice, living off the land as their ancestors have for generations. Some are more friendly than others, choosing to trade with outsiders in their villages. But many feel like the villages are invading sacred lands and should be destroyed.

Encountering nomads in the wilderness can be nerve-racking if you've not met them before. There is a 50% chance the nomads you meet would rather see you dead than see you desecrating their space. But any met in the village should be friendly.



## “In Comes the Brother” (Encounter 3)

### EXT. TOWN STREET

As the PCs wander around town asking questions, they attract some attention. A group of men, led by an angry-looking figure, charges straight up to them on the street.

### THOMAS

Thomas is a tall, stern-looking man wearing furs, light bone armor, and carrying a backpack over one shoulder.

“Strangers! What do you know of my brother Ian? You must be working with the Raiders!!”

## Setup

During the first day the PCs arrive, or the next, they will run into Thomas, Ian’s brother. While wandering Vanguard, they will run into Thomas and a group of the local guards, including the ones from the main gate who may or may not have fought with the party when they came to town.

Once Thomas sees the PCs, he will charge right over, demanding answers. He’s heard of them asking questions about his brother all around town. He will accuse them of being part of his abduction and assisting the Raiders.

The PCs have a choice. They can stand and fight or try to convince Thomas that they are not on the side of the Raiders. He really isn’t looking for a fight, he’s just upset and wants answers. He will calm down if the PCs try talking to him.

While this is going on, a huge blizzard is closing in on Vanguard.

## Antagonists

Thomas: HD 6; AC 4 [15]; Atk Sword +2 (1d6+2), Longbow (1d6); Move 12; HDE/XP 8/800; Special: N/A Carrying: 20 gp, 10 silver and various equipment for climbing, inside a bag of holding.

Guard, Town (5): HD 1+1; AC 7 [12]; Atk weapon (1d6); Move 12; HDE/XP 2/30; Special: N/A; Equipment: furs, and official red strap wrapped around one arm to signify their authority.

## Aftermath

If Thomas dies during the altercation, the PCs must flee the village. Vanguard loves Thomas, and the townsfolk will seek to destroy them. People will fling rocks, snowballs, ice, and anything they can find to harm the PCs. Their only option is to flee into the mountains (see Encounter #4a).

Should they convince Thomas of what they found, he will come to trust them a little and explain how he is searching for his brother. He believes that the only way to defeat the raiders would be to find this Purple Lotus. He will invite the PCs to join his expedition when they head into the mountains to find the flower the next day (see encounter #4b).

### REFEREE

The PCs have a decision to make as they learn more about the Purple Lotus. If the rumors are true, this flower would tip the balance of power in the world, making any man invincible in battle. If it is found, should they destroy it, give it to Thomas, or keep it for themselves?

# “Fleeing to the Mountains” (Encounter #4a)

EXT. BLIZZARD ON A MOUNTAIN TRAIL

Running from the angry mob in Vanguard, the PCs are quickly engulfed by the blizzard outside. Lost and barely able to find the mountain pass before them, they struggle onward.

## Setup

If the PCs flee into the mountains, the villagers will not follow for long. They will deem the blizzard not worth the risk. Hopefully the PCs stocked up and prepared for the cold while they had the chance.

After a few hours trudging through the snow and wind, the PCs will really feel the effects of the cold. Seeking shelter should be their first objective as they get higher into the mountains.

REFeree

Movement is reduced by 3/4ths, vision is reduced to half and the longer the PCs make their way through the snow, they will need to make a saving throw or begin freezing to death.

While searching for shelter, one of the PCs will spot a beautiful woman dressed all in white eerily visible in the entrance to an inviting cave. Somehow she exudes a feeling of warmth and security, beckoning the PC to follow as she disappears into the mountain.

Trapped by powerful magic within the cave, the Snow Nymph will lure the party deeper into the caves and attack. She is starving and the only thing keeping her alive is feeding on foolish travelers like the party.

## Antagonists

Snow Nymph: HD 2; AC 4 [15]; Atk Dagger (1d4 plus 1d4 cold) or slam (1d2 plus 1d4 cold); Move 12; HDE/XP 4/240; Special: Cold, spells, immunity to cold, magic resistance (5%), double damage from Heat

## Aftermath

The caves will keep the PCs warm until the storm passes. If they take time to rummage through the piles of bones, they find d20 + 10 silver pieces. Any weapons discovered are rusted or useless.

The PCs will have to wait out the storm through the night and continue the next day.

# “Mountain Expedition” (Encounter #4b)

INT/EXT. TREACHEROUS MOUNTAIN PASS

The recent blizzard has made traversing the narrow mountain pass up to the area of the Purple Lotus even more difficult. Every step falls through two feet of fresh powder, slowing progress and wearing on each member of the expedition with each footstep.

## Setup

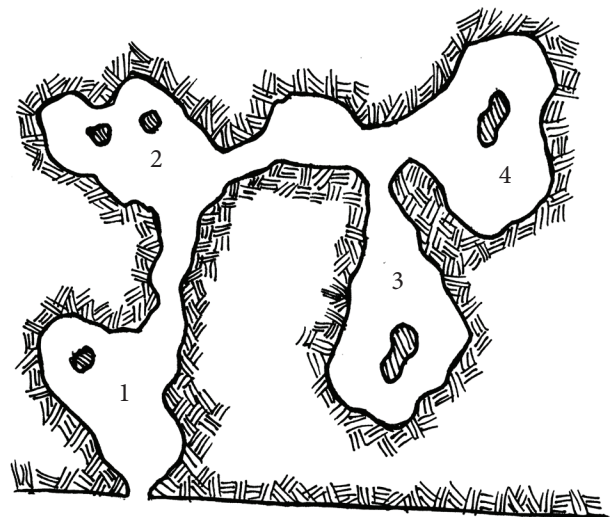
The party meets Thomas outside Vanguard the next morning to join the expedition for the Purple Lotus. Travel is tough as the fresh snow from the blizzard makes the pass much more difficult to traverse and it is still snowing lightly. If the PCs packed well and make steady progress, they can make it to where Thomas believes the trail starts and where the flower lies by mid-afternoon.

During their travels, the party may spot the small cave entrance listed in Encounter 4a. The Snow Nymph hides deep in the cave, waiting for better conditions in which to attack the group. Daylight and light snow does not offer enough confusion or cover for her to make an attempt.

If the PCs decide to check out the cave, the Nymph hides towards the back, waiting for a surprise attack opportunity to present itself.

REFeree

Movement is reduced by half and vision is reduced to 3/4.



1. Entrance
2. Main Chamber
3. Sparkly Cavern
4. Deep Dark

■ = 10 feet

FROZEN  
CAVES



# “Long Way to the Top!” (Encounter #5)

EXT. ICY MOUNTAIN CLIFFS

Wind swirls and howls around the expedition as the group march higher and higher into the mountains. With each step they hear the echoes of cracking ice. Thomas gestures to the cliffs looming above them and yells above the din that the flower they seek is somewhere up there in the clouds...

## Setup

Though the expedition made it safely to the base of the plateau, the sheer mountain face presents a significant challenge. Even the best climbers may have issues finding purchase among the boulders and ice.

The characters have a long climb to the top. Hopefully the PCs have thought to bring extra rope and climbing gear, otherwise they will have to free climb and hope their skills are sufficient.

There are three levels to this climb. Each will require the PCs to make a climb (Dexterity) check to make it safely. A failure at any level presents a recipe for disaster.

If a PC fails the check for the first level, they take 1d6 points of damage when they hit the ground and must restart their climb.

If a PC fails the check between the first and second level, they have an opportunity to catch themselves via a secondary check. If they make the second check, they take 1d3 damage (scrapes, cuts, and bruises) and must climb back up from the first level. If they fail the second check, they take 2d6 points of damage when they hit the ground.

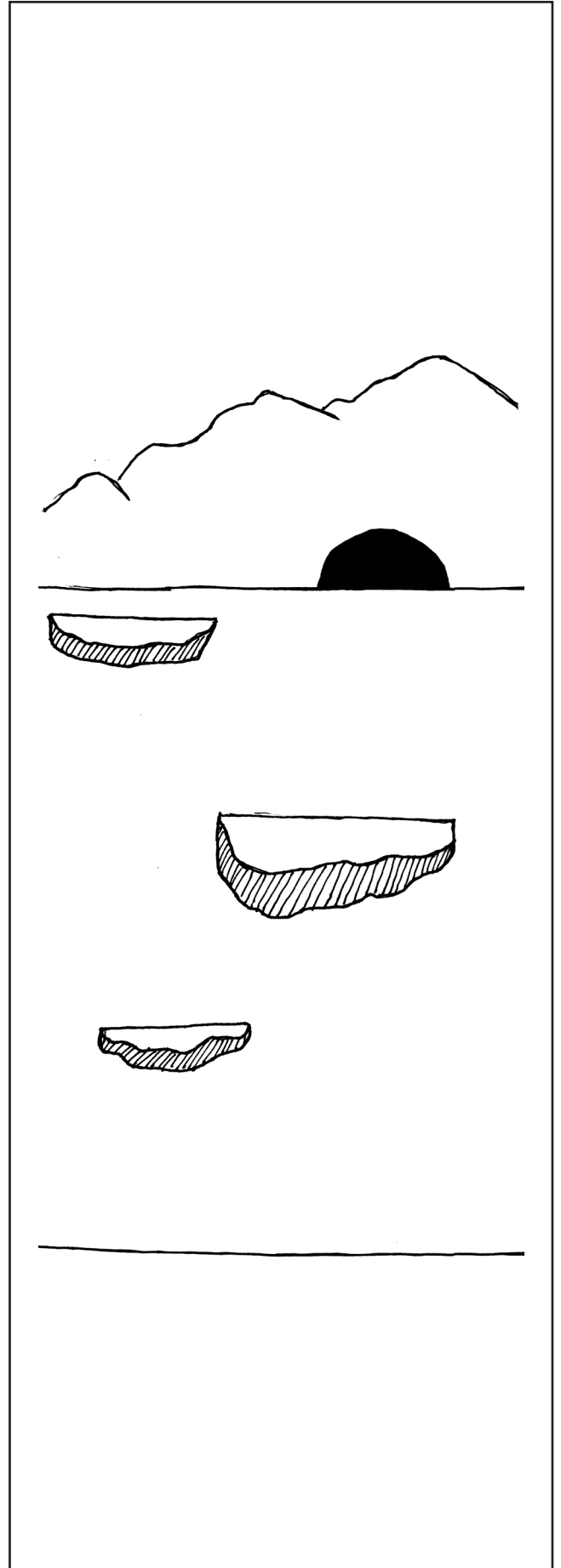
The second level presents a small ledge upon which the PCs can rest for a few minutes if they choose to do so.

If a PC fails the check between the second and third level, they fall with two opportunities to catch themselves (two additional checks for 1d3 damage) before taking 3d6 points of damage when they hit the bottom.

While the PCs attempt to climb the final segment to the top, they are attacked by an Ice Elemental. The creature will attack from above to try and knock each PC off the cliff during their climb using his Burst ability. Any PC hit will have to make a Dexterity save or fall as described earlier.

## Antagonists

Elemental, Ice: HD 6; AC 2 [17]; Atk See Special; Move 12; HDE/XP 6/400; Special: Able to maneuver on ice and snow as if on flat dry ground, and climb at full movement speed with no difficulty. Ice/Snow Ball (2d6) - Single shot or Burst. Burst can hit up to 3 targets no more than 5 ft apart at -3 to hit and may only be used every three rounds.



# Final Scene - "The Lotus Myth" (Encounter #6)

## Antagonists

Crape: HD 8; AC 5 [14]; Atk 2 fist ed attack (2d6); Grapple and bite (3d6); Move 12; HDE/XP 9/1100; Special: Save vs stun or stunned 1d4 rounds on every 2-fisted attack that hits.

EXT. GRASSY PLATEAU

Though the climb was treacherous, the plateau presents a whole other world... Patchy sun shows green grass poking through a thin layer of fresh snow. The snow decreases quickly on the other side near a large cave. As you get closer, you notice that the temperature has risen sharply and a patch of purple flowers waits at the cave entrance...

But that's not the only thing waiting.

REFEREE

If Thomas has survived the adventure so far, he will attack the Crape from a distance using missile weapons while the PCs close and attack. He deliberately misses the creature, as he does not want to draw its attention. Instead, he hopes the PCs will keep it busy. He is using this encounter to his advantage and will attempt to double-cross the PCs in the Conclusion if he survives. It's possible the PCs will discover his ruse and stop him, but they will be preoccupied with the beast.

## Setup

After the long climb to the top, the PCs will find a grassy plateau where the temperature is noticeably warmer. The temperature gets warmer still, the closer they get to the large cave about 100 feet away on the other side. In front of the entrance is a small patch of purple flowers. They have found the Purple Lotus!

However... as they get closer to the flowers, the PCs will hear a loud roar and stomping from within the cave. Peering out from inside is a large hairy ape-like creature, with no head and its eyes and mouth on its chest. It looks furious and hungry, with drool dripping from one corner of its mouth. It's obvious this creature hasn't had a good meal in a long time.



# The Aftermath

Once the Crape falls, the PCs can rest, relax, and tend to their wounds. When they search the cave, they will find the following:

- 1000 pieces of metal (pieces of armor, swords, spears, etc. worth 200g)
- 500 various silver coins from different nations
- 100 copper pieces
- And various wood chips.

## If Thomas is Alive...

While the PCs search the cave, Thomas will slink away to head for the Lotus. If they notice, he will realize the ruse is up and make a run for the flowers.

The PCs now have a decision to make. Do they allow him to get the flower? Or do they stop him?

### Option 1: Question Thomas

If they try to question Thomas, he will ignore them to take a Lotus flower and consume it before attacking the PCs like he is invincible.

For a while, it will seem as though none of the damage hurts him. When he gets to half his hit points, he will realize he's still taking the physical damage and that the myth of the flower's vaunted abilities is just that... a myth.

Once he knows the truth behind the Lotus, he will make a decision. He will fight to the death or he will make a run for the edge of the cliff and dive off. He knows the party will likely not let him survive at this point.

### Option 2: Chase Thomas

If the PCs run after Thomas, a grand chase begins. Any party member who runs after him will be just out of reach as he gets to the flowers first. With a flower in his hand, he will spin around and draw his weapon to defend himself. He will then attempt to eat a petal of the Lotus as his next action. With flower power on his side, he will attack the PCs like he is invincible... For a while, it will seem as though none of the damage hurts him. When he gets to half his hit points, he will realize he's still taking the physical damage and that the myth of the flower's vaunted abilities is just that... a myth.

Once he knows the truth behind the Lotus, he will make a decision. He will fight to the death or he will make a run for the edge of the cliff and dive off. He knows the party will likely not let him survive at this point.

## After the Battle for the Lotus...

Should the PCs attempt to talk to Thomas at any point in time before, during, or after the battle (if he's still alive), he will explain...

"It was nothing personal... I just wanted to be important. I wanted to honor my brother by ruling these lands with an iron fist."

## If Thomas Has Been Slain...

If Thomas is slain prior to consuming the Purple Lotus, the PCs must decide what to do about the vaunted powers of the flowers. If the rumors are true, the flower has enormous power. The referee should encourage the PCs to ponder their decision carefully. They just eliminated the flower's guardian and it is now more accessible to those who truly want it.

They might destroy the flowers to prevent their growth and head back to town, spreading more rumors of the horrors up the mountain to dissuade any further pursuit.

They might leave the flowers and spread rumors to convince others not to pursue them.

Or they might take the Lotus for themselves and leave.

### REFEREE

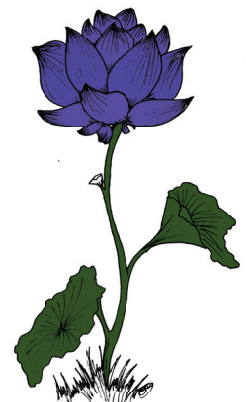
If the PCs return to Vanguard without Thomas, the villagers will be sure to ask what happened. If the PCs' explanation is accepted, the PCs will be left alone and they will simply mourn the loss of their friend. If their explanation is not accepted, the PCs may find themselves accused of murder!

## The Power of the Purple Lotus

Should the PCs eat a petal of the Purple Lotus flower, they will feel a surge of energy as though they consumed a large quantity of caffeine from coffee or energy drinks. They will feel invincible... like nothing can stop them. But that is the limit of the flower's abilities.

### REFEREE

The Purple Lotus is rare but can be found elsewhere in the Lost Age world. It is sought by many merchants as a strong tea sold to adventurous souls.



# Bestiary

- Bear, Polar: HD 7; AC 6 [13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; HDE/XP 7/600; Special: Hug (3d6)
- Crape: HD 8; AC 5 [14]; Atk 2-fisted attack (2d6); Grapple and bite (3d6); Move 12; HDE/XP 9/1100; Special: Save vs stun or stunned 1d4 rounds on every 2-fisted attack that hits.
- Elemental, Ice: HD 6; AC 2 [17]; Atk See Special; Move 12; HDE/XP 6/400; Special: Able to maneuver on ice and snow as if on flat dry ground, and climb at full movement speed with no difficulty. Ice/Snow Ball (2d6) - Single shot or Burst. Burst can hit up to 3 targets no more than 5 ft apart at -3 to hit and can only reuse burst once every three rounds.
- Guard, Town: HD 1+1; AC 7 [12]; Atk weapon (1d6); Move 12; HDE/XP 2/30; Special: N/A; Equipment: furs, and official red strap wrapped around one arm to signify their authority.
- Human, Raiders: HD 1+2; AC 7 [12]; Atk weapon (1d6); Move 12; HDE/XP 2/30; Special: N/A; Equipment: furs, 2 gp each.
- Snow Nymph: HD 2; AC 4 [15]; Atk Dagger (1d4 plus 1d4 cold) or slam (1d2 plus 1d4 cold); Move 12; HDE/XP 4/240; Special: Cold, spells, immunity to cold, magic resistance (5%), double damage from Heat.
- Wolf: HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; HDE/XP 2/30; Special: None. Attack in groups of 2-12.
- Yeti: HD 5; AC 6[13]; Atk 2 fists (1d6); Move 14; HDE/XP 7/600; Special: Immune to cold, hug, fear. Usually found alone or in pairs.

## New Creatures

### BEAR, POLAR

ARMOR CLASS:	AC 6[13]
HIT DICE:	HD 5
MOVE:	12
HDE/XP:	7/600
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Claws (1d6+1), Bite (1d10+1)
SPECIAL ATTACKS:	Hug (3d6)

Polar bears are larger varieties of their cousins from warmer climates. They are typically found in groups of 1-4. Single bears are usually male and multiple bears usually include a mother and cubs.



### CRAPE

ARMOR CLASS:	5 [14]
HIT DICE:	8
MOVE:	12"
HDE/XP:	9/1100
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-fisted attack (2d6); Grapple and bite (3d6)
SPECIAL ATTACKS:	See below

The Crape appears as a mutated ape, standing nearly 8 feet tall with its face on its chest - two piercing eyes and a set of teeth like a shark's. The beast will attempt to slam its fists into its target to stun it before grappling with it and shoving it into its mouth.

Special: Save vs stun or stunned 1d4 rounds on every 2-fisted attack that hits.



### ELEMENTAL, ICE

ARMOR CLASS:	2 [17]
HIT DICE:	6
MOVE:	12"
HDE/XP:	6/400
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6 - Ice/snow ball - single shot
SPECIAL ATTACKS:	See below

Ice Elementals live in snowy, frozen areas, mostly in the mountains. They enjoy their advantage of being able to maneuver on ice and snow as if on flat, dry ground, and climb at their movement speed with no penalty. They always try to attack their foes while they are at a disadvantage, such as while climbing a mountainside.

Special: Burst of Ice/Snow Ball (2d6). Burst can hit up to 3 targets at once at -3 to hit. Can only use burst 1x every three rounds.



## SNOW NYMPH

ARMOR CLASS:	4 [15]
HIT DICE:	2
MOVE:	12"
HDE/XP:	4/240
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Dagger (1d4 plus 1d4 cold)
SPECIAL ATTACKS:	See below

Much like their other elemental cousins, Snow Nymphs appear as attractive humanoids. Snow nymphs have long, flowing, platinum-colored hair, skin with a light blue hue, and deep red eyes. Up close, they give off the scent of lavender, offering a comforting and calming affect on their foes. They prefer to blend in with their surroundings, wearing warm white robes cut strategically to enhance their figures.

Snow Nymphs aren't as powerful as their cousins and can only cast spells involving cold/frost or snow as 6th level spell casters. When touching the body of the nymph, it feels cold to the touch and causes 1d4 points of damage. Any metal weapon used by the nymph also gives off the cold effect, granting an extra d4 damage.

Special: Ice/Snow Ball (2d6) - Single shot or Burst. Burst can hit up to 3 targets at once at -3 to hit and can only reuse burst once every three rounds. Cold, spells, immunity to cold, magic resistance (5%), double damage from Heat



## WOLF

ARMOR CLASS:	AC 7[12]
HIT DICE:	HD 2+2
MOVE:	18"
HDE/XP:	2/30
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	bite (1d4+1)

Wolves are wild cousins of the domestic dog who live and hunt in packs. They are found in groups of 2-12 and will often attack a single target in number.



## YETI

ARMOR CLASS:	AC 6[13]
HIT DICE:	HD 5
MOVE:	14
HDE/XP:	7/600
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Fists (1d6)
SPECIAL ATTACKS:	Immune to cold, hug, fear.

Yeti are strange snowy ape-like creatures who live in cold, high-altitude climates alone or in pairs. They are well suited to a solitary life and prefer their isolation.



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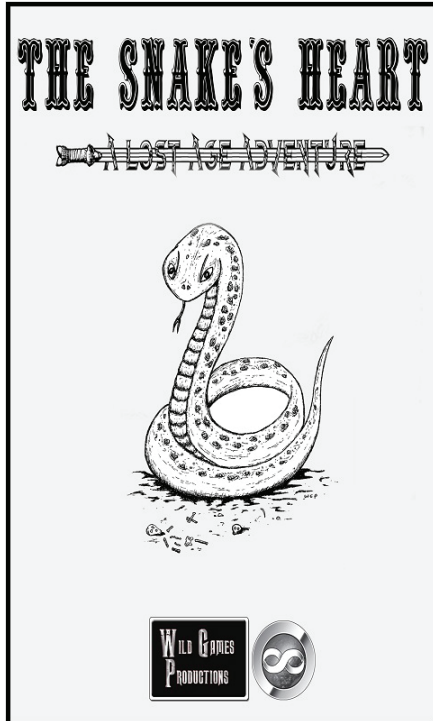
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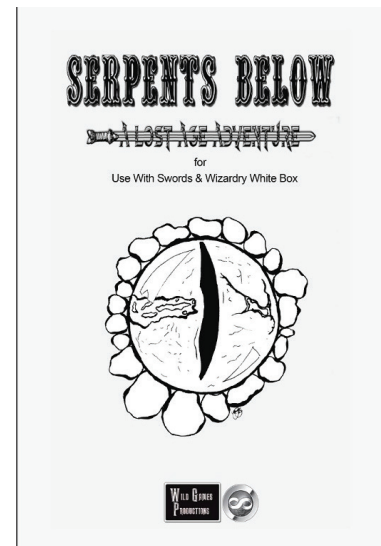
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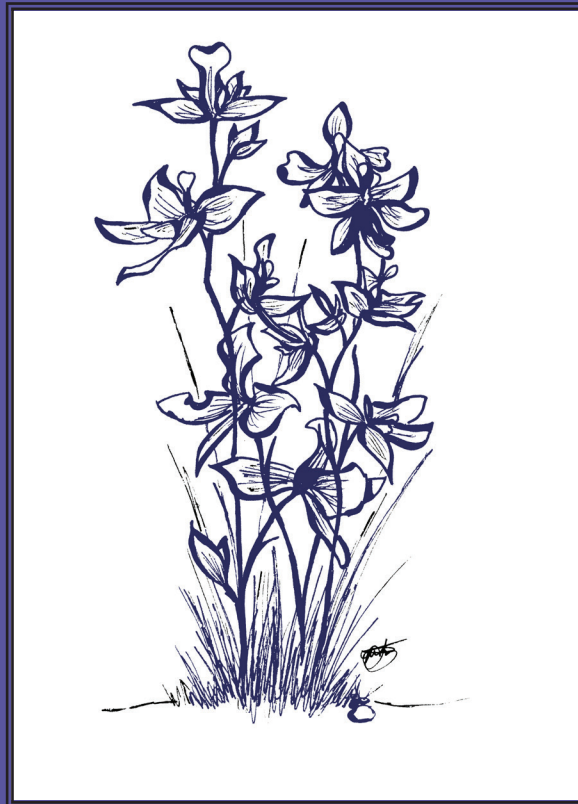


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