

CORS6-01



# THE HANGING GLACIER

Version 1.0

## A One-Round DUNGEONS & DRAGONS® LIVING GREYHAWK™ Core Special Adventure

by Creighton Broadhurst and Greg Marks

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Every twenty years the lands of the Snow Barbarians are inundated by a strange plague of monsters boiling out of the Corusk Mountains. Their Jarls believe these incursions originate from the famed Hanging Glacier of Alisedran but to them the glacier and its surrounds are considered holy and they may not send their warriors there to eradicate this threat. The call has gone out for adventurers brave enough to dare the frozen hell of the mountains to destroy this threat once and for all. A LIVING GREYHAWK one-round Core Special adventure set in the Kingdom of the Schnai for characters level 1-15 (APLs 2-16).

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## RPGA SANCTIONED PLAY

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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 Dungeon Master (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.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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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's 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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up 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 1<sup>st</sup>-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 Core Special one-round adventure, set in the Kingdom of the Schnai. All characters pay two Time Units to participate.

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. Characters 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 scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character 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 character has at least four ranks in Craft (bowmaking). The player 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*.

## FIGURE LIST

The following figures are required to run this module:

### Encounter 4: Yeti

- **Yeti (2):** Dire Ape (Dragoneye).
- **Abominable yeti (2):** Dire Ape (Dragoneye).

### Encounter 5: Dominion of the Frost Folk

- **Large spider (2):** Large Monstrous Spider (Dragoneye).
- **Frost folk guards (2):** Anvil of Thunder (Aberrations).

### Encounter 6: Pets of the Frost Folk

- **Fiendish wolf (2):** Timber Wolf (Deathknell).
- **Winter Wolf (2):** Dire Wolf (Giants of Legend).

### Encounter 7: Lair of the Frost Folk

- **Frost folk barbarians/guards (2):** Anvil of Thunder (Aberrations).
- **Frost folk druid (1):** (Greenfang Druid; Deathknell).
- **Fiendish wolf (1):** Timber Wolf (Deathknell).

### Encounter 8: Lair of the Toad

- **Ice toad (2):** Giant Frog (Deathknell).

### Encounter 9: The Frozen Dead

- **Ogre zombie (2):** Ogre Zombie (Aberrations).
- **Icegaunt (2):** (Spectre – Deathknell)

### Encounter 11: White Storm

- **Medium White Dragon (1):** Small White Dragon.
- **Large White Dragon (1):** Zombie White Dragon (Deathknell).

**Note:** The suggested figures above are the closest match to the PC combatants available. In some cases, the DM may need to fashion a temporary base for the figure so that it wills the requisite number of squares on the battle mat. For example, abominable yeti are Huge creatures, but the recommended miniature is only Large.

## PREPARATION FOR PLAY

Before play begins the DM should familiarize himself with the following rules:

- Jump, Balance and Tumble rules in the *Player's Handbook*.
- The rules for tactical aerial movement as detailed on page 20 of the *Dungeon Master's Guide*.
- All the new material presented at the back of this adventure. This adventure makes extensive use of non-Core rule items.
- **Bleached White:** It is possible that some characters adventuring in the Hanging Glacier may have been bleached white during their adventures in the Ghost Tower of Inverness in *CORS3-02 Return to the Ghost Tower of Inverness*. This affect gives such a PC a +5 circumstance bonus to any Hide checks made in any area of snow and ice. If the PC is wearing different equipment to that colored white this bonus falls to +2.

In addition the DM should note that that every combat has had a +1 EL modification added to take account of the adverse conditions in which the PCs find themselves. Any exceptions are clearly noted in the text.

### Source Acknowledgement

The Hanging Glacier of Alisedran was first detailed by Carl Sargent in the *Atlas of the Flanaess*. This adventure also heavily utilizes the *Frostburn* supplement by Wolfgang Baur, James Jacobs and George Strayton. All relevant rule items are included in Appendix 5, however the DM is encouraged to peruse the full write ups of the relevant monsters found in *Frostburn*.

## ADVENTURE BACKGROUND

While not a particularly well-known landmark the Frozen Glacier of Alisedran is thought to have existed before the migrating Suel claimed the Thillonrian Peninsula as their own.

### Ancient History

Almost six hundred years ago, the explorer, scholar and adventurer Alisedran returned from the Thillonrian Peninsula and composed his travelogue entitled *On Sledge and Horseback to the Barbarians of the North*. In it he described his time amongst the Suel barbarians who dwell throughout the peninsula. He also related his discovery of a strange glacier located deep within the Corusk Mountains.

This glacier moved with uncommon swiftness ending in a great precipice over which it tumbled. Ice pushed over this great cliff broke away from the glacier's main body, but before it tumbled into the river two thousand feet below something arrested its fall.

Alisedran also discovered that the water contained within this ice was completely pure and as such was highly valued by alchemists and potion-makers alike. The water however also had other strange properties. Some ice shards were light blue in hue and contained a tiny bubble inside containing a miniature monster. When these shards were melted a normal-sized, but highly aggressive monster, sprang from the ice attacking all nearby. Consuming a third kind of shard, this time colored a deep blue, gave the ability to breathe water as if the subject was the target of a *water breathing* spell.

Alisedran theorized (and he was right) that this glacier had some connection with some ancient barbarian tales of which he had become acquainted during his time in the Thillonrian Peninsula. These tales related how every twenty years or so the Corusk Mountains suffered short periods of unusual and intense monster activity, for which sages could find no logical explanation. Alisedran further postulated that at this time the strange affect suspending the ice shards in mid-air failed. As a result the ice tumbled into the river far below where it melted, releasing the monsters trapped within. These monsters then prowled the area until slain. The barbarians also

believed that the entire area was haunted by some kind of ancient and powerful evil spirit who sent forth these monsters to punish human exploration of the interior.

### Recent History

Every twenty years or so a flood of rampaging monsters are expelled from the Corusks, devastating the surrounding settlements until exterminated by Schnai warriors fighting to protect their homes. Beyond giving the southern states a brief respite from the incessant raiding of the Schnai these periodic attacks affected other nations little.

The barbarians believe (rightly) that the so-called Hanging Glacier of Alisedran is somehow to blame for these events. However they are a superstitious lot and refuse to investigate the glacier itself, claiming that some evil and powerful spirit dwells therein.

Monsters last emerged from the mountainous interior of the peninsula in Fireseek 576, a scant half a decade before the Greyhawk Wars devastated much of the continent. For the first time in living memory a flight of dragons was amongst the creatures rampaging throughout the lowland communities. Brave and skilled though they were, the defenders could not destroy the dragons, only driving them off at great loss to themselves.

Now, almost twenty years later the elders and Jarls of the Snow Barbarians fear the dragons will return amongst the south imminently due incursion. It seems obvious to them that adventurers are needed to reduce or completely alleviate this threat to their nation.

## ADVENTURE SYNOPSIS

The ice of the glacier is indeed to blame for the regular periods of monster activity in the Corusks, although the barbarians' theory regarding an evil spirit haunting the place is erroneous. In fact the glacier itself flows out of a portal connected to another (frozen) world upon which an unknown goddess holds sway.

This doorway to elsewhere is enchanted to prevent the goddess' servants from crossing over to Oerth and spreading their mistress' gift. While the enchantment has so far managed to keep her followers from reaching Oerth it was not perfectly aligned. As a result her faithful are able to send frozen monsters through the gate, leading to the twenty-yearly monster incursions.

The magic of this portal also attracts cold-dwelling creatures (with the exception of frost giants) to the environs of the glacier that through some compulsion are compelled to leave gifts there.

But while the goddess cannot send servants through the gateway, she is not without here minions upon Oerth. A small cult has grown up around the "Frost Worm," the name the cult calls their goddess by. Knowing that the gateway is weakest every twenty years, the cult, lead by their high priest Tarja Arjotta, plans to do everything within their power to force the gateway wide allowing the twisted creatures from the faraway frozen plane to ravage the Flanaess.

**Introduction:** The PCs arrive in Knudje, in the Kingdom of the Schnai where they are asked by the Assembly of Knudje to investigate the Hanging Glacier to discover if it is indeed the source of all these attacks. They are also charged to slay any dragons they come across!

**Encounter 1:** The party heads east into the forbidding Corusk Mountains with a handful of Schnai guides.

**Encounter 2:** The PCs approach the glacier, but must now deal with the environmental factors preventing them from scaling its heights.

**Encounters 3-9:** The PCs reach the glacier and battle its frozen denizens. These encounters can happen in virtually any order as the glacier is riddled with passages and fissures. Additionally these encounters can actually happen after Encounters 10, 11 and 12.

**Encounter 10:** The PCs come across some of the magical ice rumored to occur here. They can gather samples if they wish.

**Encounter 11:** The PCs battle the wyrm Aussirkepesk atop the tumbling flow suspended in mid air beyond the very tip of the glacier!

**Encounter 12:** The PCs find Aussirkepesk's lair and may realize that it is in actual fact located on another plane. They also discover a strange unopenable door masked by a shimmering emerald shield of some kind.

**Conclusion:** The PCs return to Knudje and receive their rewards (if successful in their explorations).

## INTRODUCTION

Once the players have settled themselves and have asked any initial questions read aloud the following:

*It is bitterly cold. After weeks of hard travel you have finally reached the Schnai town of Knudje nestled in the very shadow of the Corusk Mountain range.*

*Winter is in full swing; freezing winds sweep down from the Corusks driving snow-laden clouds before them. The air is dark and storm clouds gather above the town.*

*You have come to this place in answer to a call for aid. Exactly every 20 years the Schnai suffer incursions of fierce monsters from the Corusks. The doughty Schnai eventually slay or drive off all such monsters but have thus far failed to put a stop to these attacks. This year such an attack is imminent*

The PCs are on the Thillonrian Peninsula far to the north of the central Flanaess. Here the barbarian kingdoms of the Suel hold sway. Fierce warriors, they jealously guard their lands while warring amongst each other and annually raiding south in search of plunder amongst the civilized states of the Solnor coast.

The PCs may have some initial questions:

**Where are we again?:** You are in the town of Knudje in the Kingdom of the Schnai (the Snow Barbarians). It is the first week of Fireseek in CY 596. Handout Player's

Handout 1: The Thillonrian Peninsula so PCs can more easily visualize their location.

PCs could have reached this point by a variety of means, although the means of doing so has no bearing on this event allow each PC to choose any realistic route.

**How did we hear of this threat?:** Representative of the Assembly of Knudje traveled throughout the Flanaess calling upon brave adventurers to aid them in eradicating this threat.

## KNUDJE

♦**Knudje (Large Town):** Conventional (Feudal); AL CN; 5,000 gp limit; Assets 112,500 gp; Population 4,500 ; Mixed (human [Suel] 79%, dwarf [mountain 60%, hill 40%] 8%, halfling 6%, elf 3% gnome 2%, half-elf 1%, half-orc 1%).

**Authority Figures:** Jarl Geranmar (CN, male human (suel) Barbarian 13).

Knudje is the second largest settlement of the Schnai but it is still rather small compared to a "civilized town." The town is built across a series of high, steep-cliffed hills and is circled by a stout curtain wall. The majority of the buildings within are of stone construction. Knudje is a hard place to make a living; few of the luxuries of civilisation can be found here.

**Spellcasting:** If PCs require NPC spellcasting whilst in Knudje, or directly after their exploration of the Hanging Glacier, there are several places they can visit. Temples of Kord, Llerg, Norebo, Xerbo and Vatun are scattered throughout the city. Temples of Kord and Vatun can provide (for the appropriate fees) spellcasting services up to the 9th-level of ability.

Finding an arcane spellcaster is more difficult but eventually the PCs will be directed to Kamackee (CN [N] Human(Suel) male Wiz9 who is detailed further in the Preparing to Enter the Corusks section below.

## The Assembly of Knudje

Once you have answered any immediate questions and the PCs have had the chance to explore the town if they so wish continue:

*Now after a long journey you stand before the jet-black doors of the Assembly's chamber, the Hall of the Jarls.*

*The doors open and you are ushered into a large chamber empty but for eleven chairs arranged in a wide semi-circle and a single warrior standing off to one side. Behind you the double doors thud shut.*

*A powerful-looking Suel warrior clad in chainmail sits in each chair. All have the unmistakable air of authority about them and all of them wear the finest accoutrements. The centermost man stands. Easily over six-and-a-half-feet tall and muscular he is an imposing sight. His voice booms out across the chamber:*

***“I am Jarl Geranmar, leader of this assembly. Who are you and why have you come here?”***

At this point the PCs should (politely) introduce themselves and explain that they have come to aid the Schnai put a stop to the threat of monstrous incursions from the Corusks. Once they have done so continue:

***“This is good. On behalf of the Assembly I thank you for your aid. Time is short. Soon the monstrous scum of the mountains will assail us once again. Our warriors are brave of heart and will defeat the attack, but we wish to draw an end to these depredations once and for all. We believe that the monsters dwell in the vicinity of the Hanging Glacier; parts of which are said to hang in mid-air, suspended by some eldritch force. It is a strange and magical place which our traditions forbid us to enter. This is why we seek your aid.***

***It is your mission to discover what is causing the monstrous incursions. The Assembly also fears that the dragons present in the last attack may now have children; if possible any encountered should be slain.***

***Gesturing to the single warrior you noticed earlier he continues, “This is Redaskili, one of our most skilled skalds. He will tell you all you need to know and arrange for you an escort and any equipment you will need to reach the glacier. Now go, time is short and we have much to prepare.***

At this, the double doors behind the PCs open again and Redaskili leads them out. Once outside he will lead them into a nearby antechamber where he will discuss their mission with them.

The remainder of this encounter is dependant on how the players wish to proceed. If the players want to roleplay out their conversation with Redaskili use the roleplaying notes below. If however they wish to move on swiftly simply provide them with the bullet pointed information below.

♣ **Redaskili: CN male human (Suel) Barbarian 2/ Bard 7.**

Redaskili is one of the most revered and skilled bards in the entire kingdom. As well as a proficient warrior he is also well-versed in the legends and rumors regarding the hanging glacier and its monstrous inhabitants.

Much given to backslapping, deep laughter and revelry he is a loquacious conversationalist.

### **Redaskili's Information**

If the PCs wish to roleplay this encounter impart the below information in response to their questions. If not, simply provide them this information and move on. After this conversation provide the players with Player Handout 2: The Hanging Glacier.

- The monsters of the hanging glacier have bedeviled the Schnai for centuries.
- Every twenty years the monsters attack. There seems to be no rationale behind their attacks. They just boil out of the mountains killing everything in their way.
- Last time a flight of white dragons was amongst the horde. They were driven off but not slain.
- The glacier is located deep in the Corusks. In this weather and in these conditions it will take almost 2 weeks to reach it.
- We will provide you with all necessary mundane equipment and an escort.
- The land surrounding the glacier is sacred to us and so we cannot go there. A fallen temple of Vatun lies somewhere in the area which we believe is now inhabited by the spirits in the ice. If a Schnai dies in the area his soul is trapped by the spirits and does not pass on to the afterlife. This is why we have called for outside aid. Your guide will be able to take you to the border of the area but may not enter.
- When you are ready to leave let me know and I will arrange the escort and supplies.
- Redaskili will recommend the PCs visit Kamackee and peruse his wares before they leave.
- Prior to your arrival the need for such an expedition has been the subject of much debate amongst the Jarls and their advisors. Some argue that the land is sacred and that none should travel there. Others say that the danger to Knudje and the surrounding lands is too great. Eventually this view prevailed.
- At this time of year the cold throughout the mountains is intense. Unprotected or ill-prepared travelers are often found frozen to death. If you cannot provide such protections yourself you should visit the wizard Kamackee who is said to be interested in the Glacier.

In addition if none of the PCs have the bardic knowledge ability or ranks in Knowledge (geography), Knowledge (local – Core) or Knowledge (history) and think to ask Redaskili for more information about the Corusks and the Hanging Glacier impart all the information on these subjects presented in the “Learning More” section below.

**Payment:** If the PCs demands payment for this mission they will be given a choice of reward. They may either receive 100 gp x APL or the Knowledge of the Schnai AR entry.

### **Learning More**

Whilst in Knudje the PCs can attempt to find out more information regarding the Hanging Glacier, the Corusk Mountain range, or any other subject which they care to research.



PCs may use the following skills and abilities to discover more about the adventure on which they are about to depart: bardic knowledge, Knowledge (history) or Knowledge (local – Core). Making checks against these skills represents the PC's careful research before arriving in Knudje or their discussion with learned individuals. Alternatively any of the listed skills can be replaced by a Gather Information check of the relevant DC.

### The Corusks

The Corusk Mountain range forms the spine of the Thillonrian Peninsula. The lower parts of the range are inhabited by humans of Suel descent who farm the unfertile land as best they can breeding herds of sheep and planting resilient crops well able to withstand the winter frosts. The central portions of the mountains however contain tribes of evil humanoids, frost giants, yeti and other dangerous beasts. The range becomes less dangerous the further east one travels.

The Corusks are famed (and feared) for the unpredictable freezing fogs and mists that frequently swirl about its peaks. These deadly weather phenomena often sweep down from the central fastness of the range with little warning.

All but the lower peaks of the range are permanently snow-capped. Little mineral wealth has ever been discovered here.

### The Corusk Range

Knowledge (geography), Gather Information

DC	Information
5	The Corusks are a formidable mountain range that forms the spine of the Thillonrian Peninsula.
10	The lower reaches of the ranges are farmed by the Schnai and the other barbarian nations dominating the peninsula.
15	Giants, ogres and trolls are all known to dwell in the mountains.
18	The mountains are not rich in mineral wealth; thus few attempts have been made to settle in the interior.
20	The farther east one travels the less common encounters with monsters become.

### The Hanging Glacier

Knowledge (history), Bardic Knowledge

DC	Information
5	The glacier is forbidden ground to the Schnai; a powerful and evil spirit dwells there.
10	Legends tell of a great ice river suspended in mid-air by the power of Vatun himself!
15	Many fell creatures of the mountains are drawn to the glacier; the ice itself working its malign influence on them.
20	Several hunters have disappeared in the vicinity of the glacier. The elders blame yeti; they have always been plentiful in the region.
25	Old accounts have it that some kinds of ice

from the glacier have magical properties.

### The Incursions

Knowledge (local – Core), Knowledge (history), Bardic Knowledge

DC	Information
5	The incursions happen every twenty years.
10	A dragon was part of the last incursion! It slew many warriors and their families before being driven off.
15	To my knowledge giants have never been a part of these incursions. I wonder why? Almost every other kind of monster has been.
20	The dragon that caused so much death in the last incursion was white.

### Preparing to Enter the Corusks

It is highly probable that the PCs will want (or need) to properly equip themselves for their journey into the Corusks. There are plenty of provisoners in Knudje able to sell them mundane cold weather gear and the like.

As well as all the normal items available from the *Player's Handbook* the following items from *Frostburn* are available to purchase in Knudje. Refer to Appendix 5: New Rules Items for their full descriptions. At this point handout Player's Handout: Frostfell Equipment.

Additionally their employers will provide for them up to 50 gp worth of mundane equipment. They do not expect this returned at the end of the adventure.

### Frostfell Adventuring Gear

Adventuring Gear	Cost	Weight
Crampons	5 gp	1 lb.
Fur clothing	8 gp	10 lb.
Hut, portable	125 gp	75 lb.
Skates	10 gp	3 lb.
Skis and poles	15 gp	6 lb.
Snow goggles	2 gp	-
Snowshoes	15 gp	8 lb.
Winter fullcloth	4 gp	2 lb.

### Frostfell Alchemical Items

Adventuring Gear	Cost	Weight
Armor insulation (flask)	50 gp	2 lb.
Freeze powder (vial)	100 gp	1 lb.
Frostbite salve (jar)	50 gp	1lb.
Ice chalk	20 gp	-
Melt powder (vial)	25 gp	1 lb.
Polar skin (flask)	25 gp	1 lb.
Razor ice powder (vial)	50 gp	1lb.
Whale grease (flask)	75 gp	2lb.

### Kamackee

Some PCs will however no doubt wish to rely on magic to protect themselves against the vagrancies of the winter weather.

Kamackee is a skilled wizard, making his living from crafting and selling wondrous items. In addition he is somewhat of a sage, specializing in the Thillonrian Peninsula.

He has the following items available

- ❖ *Potion of endure elements* (CL 1<sup>st</sup>; Brew Potion, endure elements; Price 50 gp).
- ❖ *Wand of endure elements*\* (CL 1<sup>st</sup>; Craft Wand, endure elements; Price 750 gp).
- ❖ *Scroll of endure elements*\* (CL 1<sup>st</sup>; Scribe Scroll, endure elements; Price 25 gp).
- ❖ *Lesser Ring of Energy Resistance*\*\* (CL 3<sup>rd</sup>; Forge Ring, resist energy; Price 12,000 gp).
- ❖ *Boots of the Winterlands*\*\* (CL 5<sup>th</sup>; Craft Wondrous Items, cat's grace, endure elements, pass without trace; Price 2,500 gp).

\* Arcane and divine versions.

\*\*He only has one of these items for sale.

☛ **Kamakkee:** CN (N) Human (Suel) male Wiz9

*Appearance:* An old man of perhaps 60 winters, Kamakkee is still hale and hearty, although the strength of youth is now long-lost. Reed thin and white haired he is also slowly loosing his vision and as a consequence rarely leaves his premises (he lives in a small apartment behind the public areas of the building).

*Personality:* Genial and personable, Kamakkee is nevertheless lonely. Few now come to visit him in his dotterage, except a few of his well-meaning children. As a consequence he will attempt to draw visiting PCs into long conversations about them, their plans and so on. Gloss over this as in a convention setting time is short.

**In Conversation:** If the PCs engage Kamakkee in conversation and mention their plans to explore the Hanging Glacier he will appear particularly interested in their plans. Kamakkee is well aware of the reputed powers of some of the ice found in the region and would dearly like to get hold of some samples to examine. If the PCs agree to provide him with said samples he will gladly provide them with a *wand of endure elements* (CL 1<sup>st</sup>; 50 charges remaining). If no one in the party can use the item he will instead offer them 6 *potions of endure elements*. He is however, unable to offer any additional payment.

If the PCs agree to provide him with samples he will give them more information regarding the ice's reputed magical properties. Ice samples should be at least the size of a grown-man's fist, otherwise they will not yield enough water. Read aloud the following:

*My research has led me to believe that there are three distinct kinds of magical ice buried in the glacier. Shards of light blue and dark blue ice are mentioned in some explorer's accounts of the region. Respectively these ice shards are said to allow the user to summon magical creatures and to provide the ability to breath underwater. These shards are invariably found buried in areas of incredibly pure ice extremely well-suited to potion making.*

Beyond this information however, he knows nothing except that found in the Hanging Glacier Learning More section above.

**Development:** Once the PCs have equipped themselves to their satisfaction and have gathered any additional information they require proceed to Encounter 1: Into the Corusks.

## FAST START INTRODUCTION

If your players have expressed a preference for action rather than roleplaying, or if for some reason your slot is starting late consider using this section instead of the standard introduction.

This introduction glosses over the introduction detailed above instead starting as the PCs leave Knudje. For more information on Knudje and its populace refer the standard introduction.

### The Assembly of Knudje

Assume the PCs have met the Assembly of Knudje and have agreed to travel to the Hanging Glacier.

Read or paraphrase the below information

*You are in Knudje, a town of the Schnai , set in the very shadow of the Corusk Mountains. You have come to this place in answer to a call for aid.*

*The Assembly of Knudje, made up of the jarls of this frozen land, has beseeched you for aid. Every twenty years their lands are inundated by a horde of monsters rampaging out of the Corusk Mountains. It is believed that the monsters dwell in the vicinity of the Hanging Glacier; parts of which are said to hang in mid-air, suspended by some eldritch force. The attack is due this year but the Hanging Glacier is considered sacred ground and the Schnai may not venture there.*

*It is your mission to discover what is causing the monstrous incursions. The Assembly also fears that the dragons present in the last attack may now have children; if possible any dragons encountered should be slain.*

*The Assembly has made the skald Redaskili available to answer your questions.*

☛ **Redaskili:** CN male human (Suel) Barbarian 2/ Bard 7.

Redaskili is one of the most revered and skilled bards in the entire kingdom. As well as a proficient warrior he is also well-versed in the legends and rumors regarding the hanging glacier and its monstrous inhabitants.

Much given to backslapping, deep laughter and revelry he is a loquacious conversationalist.



### Redaskili's Information

If the PCs wish to roleplay this encounter impart the below information in response to their questions. If not, simply provide them this information and move on. After this conversation provide the players with Player Handout 2: The Hanging Glacier.

- The monsters of the hanging glacier have bedeviled the Schnai for centuries.
- Every twenty years the monsters attack. There seems to be no rationale behind their attacks. They just boil out of the mountains killing everything in their way.
- Last time a flight of white dragons was amongst the horde. They were driven off but not slain.
- The glacier is located deep in the Corusks. In this weather and in these conditions it will take almost 2 weeks to reach it.
- We will provide you with all necessary mundane equipment and an escort.
- The land surrounding the glacier is sacred to us and so we cannot go there. A fallen temple of Vatun lies somewhere in the area which we believe is now inhabited by the spirits in the ice. If a Schnai dies in the area his soul is trapped by the spirits and does not pass on to the afterlife. This is why we have called for outside aid. Your guide will be able to take you to the border of the area but may not enter.
- When you are ready to leave let me know and I will arrange the escort and supplies.
- At this time of year the cold throughout the mountains is intense. Unprotected or ill-prepared travelers are often found frozen to death. If you cannot provide such protections yourself you should visit the wizard Kamackee who is said to be interested in the Glacier.
- Prior to your arrival the need for such an expedition has been the subject of much debate amongst the Jarls and their advisors. Some argue that the land is sacred and that none should travel there. Others say that the danger to Knudje and the surrounding lands is too great. Eventually this view prevailed.

In addition if none of the PCs have the bardic knowledge ability or ranks in Knowledge (geography), Knowledge (local – Core) or Knowledge (history) and think to ask Redaskili for more information about the Corusks and the Hanging Glacier impart all the information on these subjects presented in the “Learning More” section.

**Payment:** If the PCs demands payment for this mission they will be given a choice of reward. They may either receive 100 gp x APL or the Knowledge of the Schnai AR entry.

### Learning More

Instead of roleplaying the interactions between the PCs and the various inhabitants of Knudje simply make the

relevant checks for the PCs using the charts presented above.

### Buying Equipment

The PCs may buy equipment for their travels. Refer to Player's Handout: Frostfell Equipment for more information. Distribute a copy to each player.

### Kamackee

Assume the PCs have met Kamackee and have agreed to find some ice samples for his experiments.

Read aloud the following:

*My research has led me to believe that there are three distinct kinds of magical ice buried in the glacier. Shards of light blue and dark blue ice are mentioned in some explorer's accounts of the region. Respectively these ice shards are said to allow the user to summon magical creatures and to provide the ability to breath underwater. These shards are invariably found buried in areas of incredibly pure ice extremely well-suited to potion making. I would be indebted to you if you could bring me back samples of these.*

If the PCs agree to provide him with said samples he will gladly provide them with a *wand of endure elements* (CL 1<sup>st</sup>; 50 charges remaining). If no one in the party can use the item he will instead offer them 6 *potions of endure elements*. He is however, unable to offer any additional payment.

Additionally he has made available the following items for purchase:

- ❖ *Potion of endure elements* (CL 1<sup>st</sup>; Brew Potion, *endure elements*; Price 50 gp).
- ❖ *Wand of endure elements*\* (CL 1<sup>st</sup>; Craft Wand, *endure elements*; Price 750 gp).
- ❖ *Scroll of endure elements*\* (CL 1<sup>st</sup>; Scribe Scroll, *endure elements*; Price 25 gp).
- ❖ *Lesser Ring of Energy Resistance*\*\* (CL 3<sup>rd</sup>; Forge Ring, *resist energy*; Price 12,000 gp).
- ❖ *Boots of the Winterlands*\*\* (CL 5<sup>th</sup>; Craft Wondrous Items, *cat's grace*, *endure elements*, *pass without trace*; Price 2,500 gp).

\* Arcane and divine versions.

\*\*He only has one of these items for sale.

## ENCOUNTER 1: INTO THE CORUSKS

In this encounter the PCs leave the town of Knudje and head north into the forbidding Corusk Mountains. They have been given an escort of Schnai warriors to protect and guide them on their northward journey. Alternatively, at higher APLs the PCs may wish to travel

to the Hanging Glacier using magic. If so modify the journey times and various environmental hazard checks accordingly. Refer to the "Magic Travel" section below for more information.

Once the PCs have purchased any supplies they need from Knudje, have gathered any additional information and have informed Redaskili that they are ready to leave read the following:

*It is bitterly cold; the cold is so intense that to you it seems as if your very bones are slowly freezing. Once you are beyond the protection of Knudje's stout walls you are subjected to the full force of the wind and snow hurtling down from the Corusks.*

*Your escorts, a half-dozen doughty Schnai warriors, draw their cloaks tightly around themselves as they begin to trudge east through the snow. Teams of dogs follow, dragging the sledges heavily laden with the provisions necessary for the success of the expedition. Their leader seems more talkative than his brethren, who converse only in their own tongue.*

### The Expedition

With the exception of their leader, Ingemar, the Schnai warriors converse only in the Cold Tongue (a mixture of Ancient Suel and Flan). Speaker of either language understand the occasional word but cannot converse in it.

**The Sleds:** The sleds carry three portable huts, enough food and water for 14 people for one month and a supply of firewood. Each sled is pulled by a team of four dogs.

☛ **Ingegred, Hungoff, Lolmar, Rederi, Anskieri, Hunmar;** CN human male Barbarian 2 (6): hp 22 each.

☛ **Ingemar;** CN human male Barbarian 4: hp 38.

These men are proud, self-reliant and independent souls. They chafe at having to receive aid from southlanders, the vast majority of whom they believe are weak. They have been ordered to this task however and they will carry it out without complaint.

The warriors are not servants for the PCs to order around and any such treatment will receive short shrift.

If the PCs have failed to gather any information about the challenges ahead Ingemar can relate some or all of the information.

### The Journey

Knudje is roughly 110 miles due west of the Hanging Glacier. Because of the difficult mountainous terrain and the winter weather the journey to the glacier will take almost two weeks to complete. This journey will be slow, cold and frustrating for the PCs.

The Schnai warriors carry enough food for themselves and the PCs for both legs of the journey. In

addition they carry with them 3 portable huts for use as shelters at night.

**Temperatures and Cold Hazards:** During the day the temperature will be between 0° F and -20°F, depending on the base temperature, elevation and prevailing winds. Individuals without sufficient protection must make a Fortitude save every 10 minutes (Dc 15 +1 per previous check) or take 1d6 points of nonlethal damage. A partially protected character need only make these checks once an hour.

Characters protected by either an *endure elements* spell or who are wearing a cold weather outfit and furs are considered completely protected against the cold. Individuals wearing only a cold weather outfit or furs are considered to be only partially protected.

At night the temperature drops even further to between -20°F and -50 °F. Unprotected characters take 1d6 points of cold damage every 10 minutes (no save). In addition an unprotected character must make a Fortitude save (DC 15 +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell. A partially protected character takes damage and makes Fortitude saves once per hour instead of every 10 minutes.

Characters protected by an *endure elements* spell or who are sheltering in a portable hut are considered completely protected. Individuals wearing a cold weather outfit and furs are considered partially protected. All other characters are considered unprotected.

**Magic Travel:** If the PCs possess magical means of mass transportation, perhaps *teleport* or *greater teleport*, the PCs may bypass this portion of the adventure. Remember though that the caster needs to know exactly where he is teleporting to and so must be able to scry the target area as well.

**Development:** Once the party reaches the base of the cliff over which the glacier tumbles their escorts may go no further; beyond for them is sacred land. Instead they will set up a camp and await the PCs' return. They will wait for 3 days before assuming the PCs are lost.

Read aloud the following:

*At the base of the cliff stands an ancient stone marker partially shrouded in snow. Once ornately carved the elements have all but destroyed the sigils that once adorned its surface.*

Ingemar will identify this as a sacred marker identifying the area into which the Schnai may not travel. The markings on its surface are badly eroded and no additional information can be gleaned from it.

Once the PCs have made any preparations they deem necessary proceed to Encounter 2: The Hanging Glacier.

## ENCOUNTER 2: THE HANGING GLACIER

In this encounter the PCs reach the hanging glacier and begin to explore the maze of natural tunnels, fissures and ice caves buried within the glacier itself.

### Getting There

If the PCs have traveled here with their Schnai escort this encounter begins with the PCs at the bottom of a two thousand foot cliff. If the PCs travel to the glacier using magic they will likely arrive above and can skip this section.

Luckily the cliff is not as sheer as it first looks. A series of icefalls and the travel upwards of the creatures attracted to the area have conspired to create a very steep pathway that wends its way up the cliff. Using this path requires DC 10 Climb checks, which the PCs can take 10 on. Centaur characters can also make this climb.

### Environmental Dangers

Exploring the Hanging Glacier is a dangerous proposition. Not only is it inhabited by dangerous monsters but the environment in which it is located is harsh and unforgiving.

**Temperatures and Cold Hazards:** The glacier lies at a higher altitude than the route which the PCs have so far taken. Thus, it is colder in the area around the glacier.

During the day the temperature plunges to between -20°F and -50°F. Unprotected characters take 1d6 points of cold damage every 10 minutes (no save). In addition an unprotected character must make a Fortitude save (DC 15 +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell.

A partially protected character takes damage and makes Fortitude saves once per hour instead of every 10 minutes.

Characters protected by an *endure elements* spell are considered completely protected. Individuals wearing a cold weather outfit and furs are considered partially protected. All other characters are considered unprotected.

At night it gets even colder with temperatures occasionally dropping lower than -50°F.

### Altitude

The tip of the glacier is roughly 9,000 ft above sea level. 2,000 ft. below runs the Anskei River. Because of the high altitude at which the glacier sits exploring this area may be difficult for those not acclimatized to the high altitude.

Normally, such characters must make a Fortitude save every hour or become fatigued. However as it will take many hours climbing to reach this place this would slow game-play to a crawl. Instead have each PC make a single DC 21 Fortitude save (the equivalent of 6 hours climbing) as they reach the glacier. Failure indicates that

the PC is fatigued for the duration of their time on the glacier.

If the PCs have magical means of hastening their arrival at the glacier such as overland flight or teleport reduce the DC of the Fortitude save by 1 for every hour of travel saved. If they arrive at the top of cliff they do not need to make a Fortitude save for an hour. The initial save is a DC 15 Fortitude save. Subsequent DCs increase by +1 per previous check.

Once each PC has attempted a Fortitude save they do not need to attempt another unless they spend an inordinate amount of time at this height.

Once these checks have been made read the following:

***"As you climb ever-higher the air gets thinner and colder. Breathing becomes more and more difficult. Your chest heaves with the effort and your lungs sting from the cold that threatens to overwhelm your magical protections."***

### Features of the Hanging Glacier

The natural passageways and chambers buried within the glacier have the following generic features. Use these unless the text of an encounter specifies otherwise.

Additionally the glacier is an unstable place. Inexorably it is being forced over the cliff and this causes the glacier to occasionally shift. While this process is a slow one the PCs may occasionally hear and feel evidence of this.

**Natural Ice Walls:** These walls are formed of slippery ice and are rough-surfaced with cracks, crevices, ledges and alcoves.

❖ **Ice Walls:** 5 ft. thick; hardness 8; hp 80; AC 1; Break DC 60; Climb DC 30.

**Natural Ice Floor:** These floors are rough, uneven and slippery.

The DC for Balance and Tumble checks increases by 5.

❖ **Ice Floor:** 5 ft. thick; hardness 8; hp 80; AC 1; Break DC 60.

**Light Icy Rubble:** Small chunks of ice cover the ground.

Light icy rubble adds 5 to the DC of Balance and Tumble checks.

**Dense Icy Rubble:** The ground is littered with icy debris.

It costs 2 squares of movement to enter a square with dense icy rubble. Dense icy rubble adds 10 to the DC of Balance and Tumble checks and Move Silently checks suffer a -3 penalty.

**Icicles:** Icicles function like slender pillars; they do not take up a whole square. Any character standing in the same square as an icicle gains a +2 cover bonus to Armor Class and a +1 cover bonus on Reflex saves

❖ **Ice:** 1 ft. thick; hardness 8; hp 250, AC 3.

**Illumination:** The walls and ceilings of the passages and caverns within the glacier are made from compacted snow and ice. As such some light does filter through from outside. During daylight hours the entire complex is suffused with a soft glow equal to shadowy illumination.

**Energy Attacks and Ice:** Area spells can damage the glacier. Although the glacier is affected by magic treat it as an unattended nonmagical object. Thus is automatically fails any saving throw against magical effects. Fire damage bypasses the ice's hardness and deals 150% of normal damage. Cold attacks do not affect the glacier. Acid deals one-quarter normal damage, electricity and sonic effects deal full damage, and sonic damage (like fire damage) bypasses the ice's hardness.

If enough damage is done to a wall to totally destroy a square's worth of ice (or more) there is a danger that the roof above that area will collapse due to the unstable nature of the ice. This chance is a base 40% plus an additional 5% for each similarly affected adjacent square.

**Linearity:** There are several avenues which the PCs may take to explore the glacier. In addition to the three main entrances into the glacier's tip, the PCs may elect to initially bypass this area completely instead electing to explore the Tumbled Flow. This means that they may not encounter the glacier's denizens in the typical order.

When the PCs are ready to begin their explorations read the following:

*A quick investigation of the area reveals that there are at least three passages into the glacier tip each roughly man-sized. Alternatively you could ignore these obvious entrances instead electing to investigate the great tumble of ice hanging motionless in the sky beyond and below the glacier.*

When the PCs are ready to begin their explorations proceed to the relevant encounter.

## ENCOUNTER 3: HIDDEN DEPTHS

This is the first area that the PCs come to once they enter the glacier. Although uninhabited it is far from safe. A hidden crevasse runs across the center of this room, making movement through here perilous. The frost folk know of this obstacle and avoid it by climbing around it through the dense rubble.

A PC with the Track skill succeeding on a DC 20 Survival check realizes that the faint trail they are following detours from the centre of the passageway and over some dense rubble fallen along the left-hand side of the passageway. Note, do not ask the PCs if they wish to track in this area, only allow this check if they are already doing so.

If a PC falls prey to this hidden crevasse read aloud the following:

*Without warning the ice and snow opens at your feet and you start to fall into a crevasse!*

If the PCs do not fall prey to the trap, but set it off in some other way read aloud the following:

*Without warning the floor of the corridor falls away revealing a deep crevasse stretching the width of the corridor.*

The crevasse is 10 ft. wide and 10 ft. long. Any PCs falling in must also get out again or be trapped. PCs electing to climb out must succeed on the requisite number of DC 20 Climb checks to do so.

**Note:** This trap's EL does not include a +1 modifier for terrain.

### APL 2 (EL 2)

➤ **Hidden Crevasse:** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 20.

### APL 4 (EL 4)

➤ **Hidden Crevasse:** CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 22.

### APL 6 (EL 6)

➤ **Hidden Crevasse:** CR 6; mechanical; location trigger, manual reset; DC 22 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); icicles (Atk +10 melee, 1d4 icicles per target for 1d4+5 each); Search DC 24; Disable Device DC 24.

### APL 8 (EL 8)

➤ **Hidden Crevasse:** CR 8; mechanical; location trigger, manual reset; DC 24 Reflex save avoids; 60 ft. deep (6d6, fall); (first target in each of two adjacent 5-ft. squares); icicles (Atk +10 melee, 1d4 icicles per target for 1d4+5 each); Search DC 26; Disable Device DC 26.

**Treasure:** There is no treasure as such here. However several decades go, just before the last incursion the Schnai sponsored expeditions to pierce the mysteries of the Hanging Glacier. All such expeditions ended in failure however. The remains on one adventurer can be found here buried beneath the ice. While his equipment and such have long been destroyed by the freezing conditions enough of his body remains for a *Speak with Dead* spell to be effective.

If questioned about the glacier much of the information he has is outdated. However if asked about the tumbled flow he shrieks the following:

***Agggghhh! The tumbled flow; a stairway to hell it is! Chaos writhes across the sky as the Nine-Tongued Worm seeks to destroy the barriers of the temple of elsewhere.***

After this the *speak with dead* spell will prematurely end.

## ENCOUNTER 4: YETI!

This cavern is inhabited by a number of/a yeti. They/it use the cave as a lair from which to hunt the surrounding area. PCs with the Track feat making a DC 13 Survival check note the presence of the tracks of a large bipedal creature entering and exiting this tunnel. After a clash with the Frost folk lairing elsewhere in the cavern complex the two groups leave each other alone out of respect for the other's prowess.

If the yeti(s) are unaware of the PC's approach they will be crouching in one corner of the ice cave gnawing on the carcass of an elk slain a few days ago. If however they are aware of interlopers they will be hiding opposite each other in the mid-point of the cave, trusting their innate hiding skill and fur coloration to avoid detection. If they have been noticed, or their opponents enter the room they will burst forth and attack.

If the yeti(s) are unaware of the PCs approach read aloud the following:

***Crouched in one corner of this ice cave are one/two heavily muscled, large, ivory white-furred ape-like creatures gnawing on the remains of an elk. They do not appear to have noticed you. Beyond them poking out of the west wall of this place is the rubble of a stone wall.***

If the yeti(s) are aware of the PCs read aloud the following:

***One/two heavily muscled, large ivory white-furred ape-like creatures burst forth from their hiding places along the walls of this ice cave. They have wide, powerful hands and feet and move towards you in much the same way as gorillas.***

***Beyond them poking out of the west wall of this place is the rubble of a stone wall.***

### APL 2 (EL 4)

➤ **Yeti (1):** hp 34; see Appendix 1. and Appendix 2.

### APL 4 (EL 6)

➤ **Yeti (2):** hp 34; see Appendix 1. and Appendix 2.

### APL6 (EL 8)

➤ **Abominable Yeti (1):** hp 105; see Appendix 1. and Appendix 2.

### APL8 (EL 10)

➤ **Abominable Yeti (2):** hp 105; see Appendix 1. and Appendix 2.

**Tactics:** The yeti(s) is/are powerful fighters who do not hesitate to attack interlopers. When in combat it tries to fight the most physically powerful-looking opponent. It use its improved grab ability and if successful follows this up with a constrict attack. When it has slain one foe it moves onto the next.

If two yeti are present they fight moderately intelligently. They understand that attacking the same foe can be counter-productive and so seek out different opponents, only setting up flanking attacks if no other obvious targets are available.

**Treasure:** There is nothing of interest here for the PCs.

**Development:** Once the yeti(s) have been slain the PCs can explore this ice cavern in more detail. The western portion of this room is choked with the rubble of a stone wall. In many places these blocks are encased in the ice. In one area however the constant shifting of the glacier has dislodged several of these blocks. The blocks are obviously very old and many of them have been greatly damaged.

A few however still bare sigils which the PCs may find interesting. A DC 15 Search check indicates that a PC has noticed that a few of the bricks have the symbol of a sun setting over a snowy landscape. A DC 15 Knowledge (religion) check reveals this as the symbol of Vatun (CN lesser god of Northern Barbarians, Cold, Winter and Arctic Beasts). A further DC 20 Knowledge (religion) check reveals that Vatun was imprisoned by clerics of Telchur centuries ago and will remain hidden until the *five blades of Corusk* are reunited. Anyone making a DC 5 Knowledge (local: any) or Knowledge (history) check recalls that the Greyhawk Wars started in 582 when Iuz masquerading as a returned Vatun invaded Tenh with a barbarian horde.

This place is an ancient place of worship to Vatun and is still scared to him. Anyone offering him a prayer while in this chamber receives a +2 luck bonus to all saving throws against cold-based effects while exploring the glacier. Do not tell the PCs this until it comes into play. When it does, simply relate to them that a sudden burst of cold surrounds them offering some protection against the incoming cold-based effect.

There is nothing else of interest here.

## ENCOUNTER 5: DOMAIN OF THE FROST FOLK

This area is a guard chamber used by the frost folk to protect their lair. At APL 2 only a single snow spider is

present to guard the area and the complex beyond. At higher APLs both snow spiders and frost folk guards are present.

The following creatures will be encountered here:

#### APL 2 (EL 3)

➤ **Frost Folk (1):** hp 27; see Appendix 1. and Appendix 2.

#### APL 4 (EL 5)

➤ **Large Snow Spider (1):** hp 30; see Appendix 1. and Appendix 2.

➤ **Frost Folk (1):** hp 27; see Appendix 1. and Appendix 2.

#### APL 6 (EL 7)

➤ **Large Snow Spider (2):** hp 30 each; see Appendix 1 and Appendix 2.

➤ **Frost Folk (2):** hp 27 each; see Appendix 1. and Appendix 2.

#### APL 8 (EL 9)

➤ **Advanced 8 HD Large Snow Spider (2):** hp 60 each; see Appendix 1. and Appendix 2.

➤ **Frost Folk Bar1/Rgr2 (2):** hp 51 each; see Appendix 1. and Appendix 2.

**Tactics:** Once the PCs come within 60 ft. of this cavern it is highly likely that the snow spider, using its tremorsense, will become aware of the interlopers. If it is aware of the PCs it moves to above the cavern entrance and waits for prey to walk beneath its position.

Once the PCs appear, the snow spider uses its Leap ability to attack the first opponent to enter the room. It continually attempts to keep moving about the chamber, employing its mobility to stay away from the majority of the PCs' attacks.

Any frost folk also present defend the exit, which leads to the rest of their group's quarters. The frost folk have heaped a rough 3-ft. high snow wall across the centre of the chamber, providing anyone standing behind it with cover. If their pet is slain, or they are reduced to less than 10 hp they attempt to retreat so warn their kin.

**Treasure:** Most of the treasure to be found here is that carried by the frost folk. At APLs 4-8 one of the frost folk carries a *vial of icy sheets*. At APL 2 this is to be found partially buried beneath the snow with a DC 10 Spot check.

**APL 2:** Magic *Vial of icy sheets* (167 gp).

**APL 4:** Loot 29 gp; Magic *Vial of icy sheets* (167 gp).

**APL 6:** Loot 58 gp; Magic *Vial of icy sheets* (167 gp).

**APL 8:** Loot 160 gp; Magic *Vial of icy sheets* (167 gp), *potion of aid* (2) (25 gp each).

**Detect Magic:** *Vial of icy sheets* (faint conjuration), *potion of aid* (faint enchantment).

**Diplomacy:** If the PCs act quickly they can attempt a diplomatic solution to this encounter. (The frost folk speak Common). If within the first two rounds of combat

(or before combat starts) a PC attempts a nonviolent solution to the situation a Diplomacy check can modify the frost folk's attitude. (The frost folk initially begin the encounter as "unfriendly" to the PCs. Refer to page 72 of the *Player's Handbook* for more information). Award a +2 circumstance bonus for every 20 gp worth of food and useful equipment the PCs offer as gifts.

If the PCs succeed in turning the frost folks' attitude from unfriendly to helpful they give basic information about what else lurks within the glacier (including the white dragon Aussirkepek).

Additionally if the PCs ask to trade, the frost folk offer to sell or swap the *vial of icy sheets* (at full market price). Alternatively, if the PCs have already slain the yeti and are good terms with the Frost folk they will be given the *vial of icy sheets* as a reward. If the PCs have not yet slain the yeti the frost folk try to entice them to do so in exchange for the *vial*.

**Development:** From here the PCs have little option but to proceed. If any frost folk present here managed to escape they warn their companions who, along with their wolf companions, make ready for battle.

## ENCOUNTER 6: PETS OF THE FROST FOLK

This ice cave is used by the frost folk as a sleeping and living area for their pets. Because of its location it also serves as a secondary guard post.

At APLs 2-4 read aloud the following:

One/two **large** wolf/wolves *lie curled up in the ice cave ahead. At your approach it/they stand up and growl menacingly. Ice-cold air billows from its/their mouth and it/their eyes glare at you with an unblinking gaze.*

*Chewed bones lie scattered about the floor.*

At APLs 6-8 read aloud the following:

One/two **large** wolf/wolves *easily the size of a horse lie curled up in the ice cave ahead. At your approach it/they stand up and growl menacingly. Ice-cold air billows from its/their mouth and it/their eyes glare at you with an unblinking gaze.*

*Chewed bones lie scattered about the floor.*

The wolves will attack anything coming up the corridor that is not a Frost folk or that is not with a Frost folk.

The following creatures are encountered here:

#### APL 2 (EL 2)

➤ **Fiendish Wolf (1):** hp 15; see Appendix 1.

#### APL 4 (EL 4)

➤ **Fiendish Wolf (2):** hp 15 each; see Appendix 1.



#### APL6 (EL 6)

➤ **Winter Wolf (1):** hp 51; see the *Monster Manual*.

#### APL8 (EL 8)

➤ **Winter Wolf (2):** hp 51 each; see the *Monster Manual*.

**Tactics:** The tactics used by these creatures are APL-dependant.

**APL 2-4:** At these APLs a wolf successfully hitting with its bite attack also attempts to trip its opponent. If reduced to less than 5 hp the wolf flees up the corridor to its masters.

**APL 6-8:** At these APLs the winter wolf/wolves use their breath weapon before entering melee combat and do so whenever they are able, preferring to catch multiple opponents if possible. A winter wolf successfully hitting with its bite attack also attempts to trip its opponent. If reduced to less than 10 hp the winter wolf flees up the corridor to its masters.

**Treasure:** There is nothing of interest here for the PCs.

**Development:** If one or more of the wolves lairing here escapes up the corridor to their masters the balance of the frost folk will be alerted to the PCs' presence. Refer to Encounter 7: Lair of the frost folk for more information. In addition it is highly possible that the frost folk in Encounter 7 may hear combat here. If they do, they move to aid their pets, arriving 2 rounds after they become aware of the battle. (Increase this time for spellcasters who cast spells prior to entering combat).

## ENCOUNTER 7: LAIR OF THE FROST FOLK

In this chamber dwell the frost folk hunting group claiming this portion of the caves.

Read aloud the following:

*This cave is obviously a living area. Several piles of sleeping furs lie scattered about; next to each is a large, fur-lined backpack.*

*Thrust into a snow pile on the right-hand side of the chamber is the remains of several obviously butchered large animals.*

At APLs 2 and 4 continue:

*There is a single pale, burly human here clad in studded leather armor. At sight of you he reaches for his battleaxe.*

At APLs 6-8 continue:

*There are several of the pale, burly humans here clad in studded leather armor. At sight of you they reach for their weapons.*

The following creature will be encountered here:

#### APL 2 (EL 2)

➤ **Frost Folk (1):** hp 27; see Appendix 1. and Appendix 2.

#### APL 4 (EL 4)

➤ **Frost Folk Druid 1 (1):** hp 34; see Appendix 1. and Appendix 2.

➤ **Wolf Companion (1):** hp 15; see Appendix 1.

#### APL6 (EL 6)

➤ **Frost Folk Barbarian 1 (1):** hp 41; see Appendix 1. and Appendix 2.

➤ **Frost Folk Druid 1 (1):** hp 34; see Appendix 1. and Appendix 2.

➤ **Wolf Companion (1):** hp 15; see Appendix 1.

#### APL8 (EL 8)

➤ **Frost Folk Barbarian 2 (2):** hp 58 each; see Appendix 1. and Appendix 2.

➤ **Frost Folk Druid 2 (1):** hp 45; see Appendix 1. and Appendix 2.

➤ **Wolf Companion (1):** hp 15; see Appendix 1.

**Tactics:** Frost folk are brave and skilled warriors well-used to combat. Although evil, these creatures work well together and support each other's attacks. Thus, when disturbed by the PCs they immediately close to attack. Their first action is to use their ice blast if the PCs are nicely bunched. Beyond that, their tactics depend in large part on if they are given warning of the PCs approach.

If given the chance the frost folk drink their defensive potions, or in the case of the druid, read his *scroll of frost weapon*. If the druid is alone he casts it on his battleaxe. Otherwise he casts it on his longbow and attempts to stay back out of melee combat.

Frost folk barbarians rage and then charge into combat, attempting to kill the largest visible opponent.

**Treasure:** The only treasure here is that found on the frost folk. The *ring of floating* is in the pouch of the druid/only one of the frost folk; he is not aware of its magic qualities and thus does not wear it.

**APL 2:** Loot 29 gp; *Magic ring of floating* (167 gp);

**APL 4:** Loot 54 gp; *Magic ring of floating* (167 gp), *divine scroll of frost weapon* (13 gp).

**APL 6:** Loot 108 gp; *Magic ring of floating* (167 gp), *divine scroll of frost weapon* (13 gp), *potion of blur* (25 gp).

**APL 8:** Loot 162 gp; *Magic ring of floating* (167 gp), *divine scroll of frost weapon* (13 gp), *potion of blur* (25 gp), *scroll of numbing sphere* (13 gp), *cloak of resistance +1* (83 gp).

**Detect Magic:** *Ring of floating* (faint transmutation), *divine scroll of frost weapon* (faint

transmutation), *potion of blur* (faint illusion), *scroll of numbing sphere* (faint evocation), *cloak of resistance +1* (faint abjuration).

**Diplomacy:** In this encounter the PCs may be able to parley with the frost folk if they do not immediately attack them or their pets (and have not previously fought other frost folk). If this is successful the frost folk allow the PCs to rest in their area (although they will be suspicious towards them).

Initially treat the frost folk as unfriendly to the PCs. PCs must make a DC 25 Diplomacy check to make the frost folk friendly towards them. Award a +2 circumstance bonus for every 20 gp worth of food and useful equipment the PCs offer as gifts. If the PCs succeed in turning the frost folks' attitude from unfriendly to helpful they give basic information about what else lurks within the glacier (including the white dragon Aussirkepek).

These frost folk are canny and know the value of their unique magical items to outlanders. If relations between the two groups are good the frost folk offer to sell or trade their *ring of floating*. At APL 2 the frost folk do not realize this ring is magical and try and "con" the PCs into buying it for 50 gp. At APLs 4-8 they also attempt to sell their scrolls. Except for the *ring of floating* at APL 2 the frost folk demand full market price for these items paid in magical items.

## ENCOUNTER 8: LAIR OF THE TOADS

One or more ice toads have taken over this area as their own. They lurk here compelled by the magic of the glacier to remain.

*The ceiling of this long, irregularly-shaped chamber is relatively low. Squatting about the periphery of the room are one/several large white-hued frog-like creatures. At sight of you they open their mouths to reveal many small sharp teeth and a long, muscular tongue the flicks menacingly in your direction.*

### APL 2 (EL 4)

☞ Ice Toad (1): hp 49; see Appendix 1. and Appendix 2.

### APL 4 (EL 6)

☞ Ice Toad (2): hp 49 each; see Appendix 1. and Appendix 2.

### APL 6 (EL 8)

☞ Advanced 11 HD Ice Toad (2): hp 116 each; see Appendix 1. and Appendix 2.

### APL 8 (EL 10)

☞ Fiendish Advanced 11 HD Ice Toad (2): hp 116 each; see Appendix 1. and Appendix 2.

**Tactics:** Ice toads are not intelligent but are cunning and wily opponents. As soon as they are able they use their *sphere of cold* to damage opponents.

They also use their tongue attacks to grab their opponents. If a PC is small-sized the toad then attempts to swallow their prey whole. Otherwise they simply bite the trapped PC until he is slain. Once a PC stops struggling they drop that PC and attack someone else.

**Treasure:** These ice toads have no items of measurable worth.

## ENCOUNTER 9: THE FROZEN DEAD

This show cave is the frozen tomb of several creatures that were drawn to the glacier and died here. The undead here have been inactive for quite sometime and have become entombed in one of the cavern walls.

APLs 2-4:

*The large cavern ahead of you is irregularly shaped. Across to your left something breaks the monotonous white of the walls. It appears that something is buried in the wall.*

APLs 6-8:

*The large cavern ahead of you is irregularly shaped. Across to your left about half way up something breaks the monotonous white of the walls. It appears that something is buried in the wall.*

The cavern ceiling here is roughly 30-ft. high. At APLs 2-4 the zombie ogres are buried in the ice at ground level. At APLs 6-8 the icegaunts are buried 15-ft. up in the wall in front of a small 5 ft. by 5 ft. ledge.

A DC 10 Spot check reveals that a body is entombed in the wall. The type and number of bodies is APL dependant. Read the relevant text below:

APLs 2-4:

*A well-preserved ogre is entombed in the snow and ice that makes up this area's walls. Its eyes seemingly glare out of the ice at you following your every move.*

The second ogre is hidden from the PCs behind the body of the first. A DC 17 Spot check reveals its presence.

APLs 6-8:

*The well-preserved body of an aged human is entombed beneath the ice and snow that makes up the walls of this place. He wears old, weather beaten furs and his eyes seemingly glare out of the ice at you..*

The second icegaunt is hidden from the PCs behind the body of the first. A DC 20 Spot check reveals its presence. If the players think to ask, draw their attention to the fact that the frozen body is standing upright. This may give a hint that all is not as it seems.

The undead become aware of the PCs once they enter the chamber.

#### APL 2 (EL 4)

👉 **Ogre Zombie (1):** hp 55; see the *Monster Manual*.

#### APL 4 (EL 6)

👉 **Ogre Zombie (2):** hp 74 each; see the *Monster Manual*.

#### APL6 (EL 7)

👉 **Icegaunt (1):** hp 92; see Appendix 1. and Appendix 2.

#### APL8 (EL 9)

👉 **Icegaunt (2):** hp 92 each; see Appendix 1. and Appendix 2.

**Tactics:** The ogres and the icegaunts employ different tactics in combat. Both begin the combat trapped behind the ice walls. If the PCs wish they can attempt to attack the undead while still entombed. To do so they must break through the wall:

❖ **Ice Walls:** 1/2 ft. thick; hardness 8; hp 10; AC 1; Break DC 20; Climb DC 30.

**Ogre Zombies:** At these APLs the zombie ogres immediately attempt to smash their way out of the wall. The ogre(s) are only frozen just below the surface of the wall and must only make a DC 20 Break check to get free. Once free it flails away at the nearest target until destroyed.

At APL 4 the second ogre does not need to make a separate Break check to get free as it uses the hole created by the first. (Assuming the first successfully broke out). Assume that the second ogre zombie aids the first during their breakout from the ice.

**Icegaunts:** The icegaunt(s) are cunning opponents. Once aware of the PCs it fakes death until it strikes. If the PCs start to dig through the ice it waits until almost freed before attacking with its spells.

To create confusion it starts by casting *fog cloud* into the chamber, centered on any obvious spellcasters or archers. *Chill metal* is used on melee warriors while *column of ice* is used to crush or trap fighters against the ceiling and also to block line of sight and effect from spellcasters.

Once in combat it concentrates its attacks on one foe until one or the other is slain. Where possible an icegaunt positions itself so that it cannot be flanked.

**Treasure:** Neither the ogres or the icegaunts have any items of measurable worth.

## ENCOUNTER 10: BLUE SHARDS

In this area the PCs are able to harvest some magic ice from the body of the glacier.

*This cavern is different to all the other ice chambers you have thus far found. Here and there, embedded in the walls are small pockets of colored ice the likes of which you have never seen before.*

### Harvesting the Ice

To retrieve these ice shards the PCs must dig them out of the ice walls. Such work is difficult and will take time to achieve. The PCs must inflict 10 points of damage on the wall to gain a shard of ice, but to do this safely they can only use light melee weapons. Using larger weapons automatically destroys the shard they were attempting to excavate.

If the PCs spend an hour in this chamber they will be able to excavate one shard of each color for each PC present.

Additionally PCs attempting to harvest shards of blue ice will notice with a DC 10 Spot check that this ice is exceptionally clear (and therefore pure). This is ice that the artificer Kamackee spoke of. PCs providing him with samples will gain his gratitude.

### Deep Blue Ice Shards

The surrounding ice does not block *detect magic*. These ice shards radiate faint transmutation magic. Once the PCs have gained one of these shards read aloud the following:

*Your excavations have revealed a small shard of ice a deep blue in hue. Looking closer you realize that the ice seems to have several small bubbles trapped within.*

❖ **Deep Blue Ice Shard:** You have recovered a single shard of deep blue colored ice from the Hanging Glacier. You can use this ice shard to cast a *water breathing* spell. To activate this power (which is a standard action that does not provoke attacks of opportunity) you must eat the ice shard.

If you ever fail any saving throw against a fire-based attack this item is destroyed.

### Light Blue Ice Shards

The surrounding ice does not block *detect magic*. These ice shards radiate faint conjuration magic.

*Your excavations have freed a small shard of light blue-colored ice. Looking closer you realize that the ice seems to have a miniature version of a (APL dependant monster; see below) trapped within.*

❖ **Light Blue Ice Shard:** You have recovered a single shard of light blue colored ice from the Hanging Glacier. Crushing this ice shard summons a monster to serve you as if you had cast a *summon nature's ally*. Doing so is a standard action that does not provoke attacks of opportunity.

The monster summoned is dependant on the APL at which you explored the Hanging Glacier: APL 2: wolf; APL 4: wolverine; APL 6: dire wolf; APL 8: dire wolverine.

If you ever fail any saving throw against a fire-based attack this item is destroyed.

### Pure Ice

Shards of deep blue and light blue ice are invariably found in areas of incredibly pure ice. This ice is perfectly suited to making potions. A PC may chip off up to 6 shards of pure ice.

❖ **Pure Ice:** This ice is perfectly suited to making potions. Any potion made from this ice is treated as if the spell had been affected with the Maximize Spell feat (for spells with numerical affects) or by or Extend Duration for spells with a duration of greater than instantaneous. If a spell could benefit from both feats it is only affected by the Maximize Spell feat. This adds no additional XP or gp cost to the cost of the potion.

This PC has [ ] shards of pure ice. A PC may have a maximum of 6 shards of pure ice.

**Treasure:** The only treasure to be had here are the small shards of blue-colored ice detailed above.

**Development:** It is possible that Aussirkepesk becomes aware of the PCs while they are excavating ice from this area. If he does so, he chooses not to investigate; the conditions of the tumbled flow better suit his style of combat.

## ENCOUNTER 11: WHITE STORM

In this encounter the PCs leave the main body of the Hanging Glacier and explore the ice fall below it. Here, the white dragon, Aussirkepesk (translates as "White Storm"), makes his lair. Over the past few years he has collected much treasure left in the area by creatures compelled to leave such by the magic of the place.

### The Tumbled Flow

This encounter takes place on the portion of the glacier that has been pushed over the cliff's edge. Any combat that takes place here will take place 2000 feet above the river below! Although there is no chance at APLs 2-8 that falling PCs may plummet to the river far below; the players shouldn't realize this.

Thus, PCs must move about this area with care. Some PCs will likely have magic allowing them to move about the tumbled flow with ease. Others will have to rely on

more mundane means of locomotion including Jump checks and the like. The exact environmental conditions of this area are APL-dependant.

**APL 2:** At this APL the area is generally flat and covered in a light dusting of snow. The DC of Balance and Tumble checks in the area are increased by 2 due to the resultant slipperiness.

PCs falling from the ice flow tumble roughly 10 feet before landing on small 5 feet wide chunks of ice that have fallen away from the main body of the flow. As they fall PCs succeeding at a DC 16 Reflex save grab the edge of the ice flow and arrest their fall. Such PCs are considered prone and must make a DC 17 Climb check to regain their feet.

PCs failing this save take 1d6 points of damage and are stranded unless they possess some means of returning to the ice flow above.

**APL 4:** At this APL the chunks of ice are slippery. Treat the area as being an ice sheet. It costs 2 squares of movement to enter a square covered in an ice sheet and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge in this area. This area is also fairly level and so the PCs do not incur any additional penalties when moving about.

PCs falling from the ice flow tumble roughly 20 feet before landing on small 5 feet wide chunks of ice that have fallen away from the main body of the flow. As they fall PCs succeeding at a DC 17 Reflex save grab the edge of the ice flow and arrest their fall. Such PCs are considered prone and must make a DC 17 Climb check to regain their feet.

PCs failing this saving throw take 2d6 points of damage and are stranded unless they possess some means of returning to the ice flow above.

**APL 6:** At this APL the chunks of ice gradually slope downwards to the river below. Thus, it costs 3 squares of movement to enter a square and the DC of Balance and Tumble checks increases by 10. A DC 12 Balance check is required to run or charge in this area. Characters gain a +1 bonus on melee attacks against any foe downhill from them.

PCs falling from the ice flow tumble roughly 20 feet before landing on small 5 feet wide chunks of ice that have fallen away from the main body of the flow. As they fall PCs succeeding at a DC 18 Reflex save grab the edge of the ice flow and arrest their fall. Such PCs are considered prone and must make a DC 17 Climb check to regain their feet.

PCs failing this saving throw take 2d6 points of damage and are stranded unless they possess some means of returning to the ice flow above. In addition the chunk of ice they fall onto has several large shards of ice sticking up like spikes.

❖ **Ice Spikes:** Atk +10 melee, 1d4 spikes per target for 1d4+5 points of damage each.

**APL 8:** At this APL the chunks of ice slope steeply downwards to the river below. Thus, it costs 4 squares of movement to enter a square in this area and the DC of Tumble checks increases by 10 and Balance checks by 12. A DC 12 Balance check is required to run or charge downhill. Characters that fail this check stumble and

must end their movement 1d2x5 ft. in the direction they were moving. Characters failing this check by more than 5 fall prone in the square in which they end their movement.

Characters gain a +1 bonus on melee attacks against any foe downhill from them.

PCs falling from the ice flow tumble roughly 20 feet before landing on small 5 feet wide chunks of ice that have fallen away from the main body of the flow. As they fall PCs succeeding at a DC 19 Reflex save grab the edge of the ice flow and arrest their fall. Such PCs are considered prone and must make a DC 17 Climb check to regain their feet.

PCs failing this saving throw take 2d6 points of damage and are stranded unless they possess some means of returning to the ice flow above. In addition the chunk of ice they fall onto has several large shards of ice sticking up like spikes.

❖ **Ice Spikes:** Atk +10 melee, 1d4 spikes per target for 1d8+5 points of damage each.

## **The Wurm, Aussirkepek**

This area is claimed by the wily dragon Aussirkepek. Aussirkepek is a cunning foe who has grown lazy in his time on the glacier. He doesn't understand why other creatures keep depositing their treasures in the snows around the glacier, and frankly he doesn't care why they do it, he is just happy that they do.

He has discovered that many creatures, when he confronts them are content to hurl their treasure into the snow and flee.

When the PCs reach this area Aussirkepek is lurking under the tumbled ice, using his *icewalking* ability. He is positioned roughly halfway between the PC's vantage point and the gold he has left visible as a lure. From there his blindsense ability allows him to pinpoint the position of all PCs on the ledge and in the chamber beyond.

Read aloud the following:

***You have finally reached the very edge of the glacier. In front and below you floats hundreds of chunks of ice caught as they fell from the glacier by some unknown force.***

At APL 2 continue:

***The mass of ice in front of you is still relatively intact although there are great rents in its surface. A light dusting of snow covers all. In the distance, perhaps 50 feet away or so, you can make out the unmistakable glint of precious gems amongst the snow.***

***Seemingly reduced to little more than a silvery thread, a river snakes along the valley floor 2000 feet below; from this height a fall would be fatal.***

At APL 4 continue:

***The mass of ice in front of you is still relatively intact although there are frequent rents in its surface. The near constant winds of the glacier have stripped the ice bare, turning the flow into a dangerous and slippery obstacle. In the distance, perhaps 50 feet away or so, you can make out the unmistakable glint of gold resting on the ice.***

***Seemingly reduced to little more than a silvery thread, a river snakes along the valley floor 2000 feet below; from this height a fall would be fatal.***

At APL 6 continue:

***The mass of ice in front of you is broken up, the chunks sloping downwards towards the river over 2000 feet below. The near constant winds of the glacier have stripped the ice bare, turning the flow into a dangerous and slippery obstacle. In the distance, perhaps 50 feet away or so, you can make out the unmistakable glint of gold resting on the ice.***

At APL 8 continue:

***The mass of ice in front of you is broken up, the chunks sloping steeply downwards towards the river over 2000 feet below. The near constant winds of the glacier have stripped the ice bare, turning the flow into a dangerous and slippery obstacle. In the distance, perhaps 50 feet away or so, you can make out the unmistakable glint of gold resting on the ice.***

The PCs will no doubt wish to study this phenomenon before daring to explore it.

A successful DC 5 Knowledge (nature) check reveals that this is not a natural occurrence.

A successful DC 5 Knowledge (geography) check reveals that there is no other known example of this phenomenon anywhere in the Flanaess.

A successful DC 27 Spellcraft check reveals that this entire area is under the effect of a massive modified *reverse gravity* spell. Although the ice itself is not magical the whole area radiates strong transmutation magic.

## **White Storm Revealed**

Once the PCs start to explore the ice flow, either by moving across it or by flying above it, Aussirkepek shouts a warning (in Common) to the PCs. Read aloud the following:

***A loud voice suddenly booms out across the ice.***

***"You who would dare trespass on my lair know that in this place I am mighty and all-powerful. I am the spirit of the ice and you have awakened my wrath! Pray for you souls puny mortals for you face your doom!"***

PCs making a DC 15 Listen check modified by -1 per 10 ft. of distance from Aussirkepek's position (PCs on the ledge therefore suffer a -3 circumstance penalty to this check) realize that the sound seems to be coming from in, or under, the ice.

Allow the PCs a moment to react to this before continuing:

**Once again the voice booms out.**

***But I am all-merciful as well as all-powerful. If you leave me an offering I will relent and let you flee with your miserable lives.***

If the PCs wish, allow them to make additional Listen checks to ascertain the location of the speaker.

Aussirkepek is in no hurry to battle the PCs and in fact if he can avoid a fight while still gaining treasure he will take it. Thus, he happily answers the PCs questions. Eventually however, he grows bored and attacks unless the PCs leave a suitably impressive offering. He is not wildly intelligent but has worked out a series of cunning lies to terrify intruders.

Likely questions and their answers are presented below:

Q: Who are you?

A: ***I am the mighty Aussirkepek! Fear my name for it is your doom!*** (Any PC who speaks Draconic will be able to relate that this name is of Draconic origin and means "White Storm").

Q: What are you?

A: ***I am the dweller-on-the-ice. My true form is terror and death. If I revealed myself to you, your sanity would snap and your flesh would wither from your bones. I am sparing you this out of mercy.***

Q: Why should we leave you an offering?

A: ***So that I do not slay you and consign your soul to everlasting torment.***

Q: What kind of offering do you want?

A: ***Give me gold and any other valuable trinkets you have.***

Unless the PCs leave an offering and depart the area, combat eventually ensues. Note that with his *blindsight* Aussirkepek likely spots any ruse on the part of the PCs. If however their ruse results in the party splitting up he may play along with it to gain a tactical advantage.

Once Aussirkepek tires of the parley or the PCs initiate combat or are obviously preparing for such read aloud the following:

***Erupting out from under the ice bursts a medium-sized (APLs 2-6) or large (APL 8) white dragon. Its scale glisten like highly polished mirrors in the harsh sunlight of the glacier and its cruel, cunning eyes regard you with a***

***mixture of hunger and desire. The creature throws back its cruelly-shaped maw and screeches in triumph as it hurls itself into the air.***

**APL 2 (EL 4)**

➤ **Aussirkepek Male Young White Dragon** (1): hp 76; see Appendix 1.

**APL 4 (EL 6)**

➤ **Aussirkepek Male Juvenile White Dragon** (1): hp 102; see Appendix 1.

**APL 6 (EL 8)**

➤ **Aussirkepek Male Young Adult White Dragon** (1): hp 169; see Appendix 1.

**APL 8 (EL 10)**

➤ **Aussirkepek Male Adult White Dragon** (1): hp 216; see Appendix 1.

**Tactics:** In almost any situation Aussirkepek favors remaining aloft when fighting. If flying he uses his *Flyby* Attack and *Hover* feats to confuse and isolate foes.

He prefers to attack unarmored foes, and particularly focuses on those he believes to be powerful arcane spellcasters; these foes invariably have the ability to attack him with magic at range. His next priority targets are archers and those who have demonstrated skill with ranged weapons. Above all however he prefers to fight his enemies one at a time. If one or two PCs have braved the ice flow he may attack them first (particularly if doing so grants him cover from the rest of the party). If such opponents have stepped in front of a hole in the ice or are close to the edge of the flow Aussirkepek attempts to bull rush them.

He uses his breath weapon as often as possible. Aussirkepek does not perform coup de grace attacks or waste spare attacks on any fallen foe; he prefers his prey to die from the cold; their carcasses are tastier that way!

Finally any foe using fire-based attacks against him will earn Aussirkepek's immediate attention (unless of course the attack badly injures him, in which case he tries to flee below the ice flow).

Specific tactics arranged by APL follow.

**APL 2:** At this APL Aussirkepek flees if reduced to less than 10 hit points. In addition he is very brash and uses *Power Attack* against any foe he has previously injured with a melee attack.

**APL 4:** At this APL Aussirkepek uses his *Wingover* feat to keep his foe off-guard. In addition he uses *fog cloud* to blind any opponents on the ledge leading back into the glacier at his earliest opportunity.

**APL 6:** As described in APL 4 above but additionally at this APL Aussirkepek makes use of his *Power Dive* feat to finish-off any medium-sized or smaller badly injured opponents.

**APL 8:** As described in APLs 4 and 6 but additionally at this APL there is enough loose ice and snow on the ice flow for Aussirkepek to create a cloud of



blinding debris using his Hover feat, as detailed in the *Monster Manual*.

Additionally, Aussirkepek assumes that his *fearful presence* ability will account for some of his foes; indeed he enjoys the terror his appearance generates.

**Treasure:** Aussirkepek's horde consists of the following items. The gems and gold are scattered about atop the ice flow. His magical treasures are stored in his lair (See Encounter 12: Aussirkepek's Lair).

**APL 2:** Loot 50 gp; Coin 50 gp.

**APL 4:** Loot 50 gp; Coin 50 gp.

**APL 6:** Loot 50 gp; Coin 50 gp.

**APL 8:** Loot 50 gp; Coin 50 gp.

## ENCOUNTER 12: AUSSIRKEPEK'S LAIR

Once the PCs have defeated or driven off Aussirkepek, they are free to proceed into his lair inside the icefall. Note, there is no map for this section as combat will not occur here.

*As you enter, the entire icefall shakes, as though it were falling slightly, though if your senses are to be believed, you now stand higher on the icefall than previously.*

*Looking around, no explanation is forthcoming.*

If the PCs continue inside continue:

*Within, the cave burrowed deep into the ice floating thousands feet above the river below, the cave expands dramatically to what must be the dragon's lair. A scattering of coins litters the floor, but little now remains.*

A DC 15 Intelligence check by any PC indicates that the PC in question has realized that the cave is too big to fit inside the ice flow. A DC 15 Knowledge (the planes) check reveals that the PCs are likely in some extra-dimensional space or have crossed to another plane of existence.

Once the PCs move to examine the cave they automatically discover the balance of Aussirkepek's treasure lying partially buried in the snow.

**Treasure:** Aussirkepek's treasure consists of the following:

**APL 2:** Magic *Vail of icy sheets* (167 gp), *javelin of lightning* (125 gp).

**APL 4:** Magic *Vail of icy sheets* (167 gp), *javelin of lightning* (125 gp), *scroll of numbing sphere* (12 gp).

**APL 6:** Magic *Vail of icy sheets* (167 gp), *javelin of lightning* (125 gp), *scroll of numbing sphere* (12 gp), *goggles of lifesight* (167 gp).

**APL 8:** Magic *Vail of icy sheets* (167 gp), *javelin of lightning* (125 gp), *arcane scroll of column of ice* (58 gp),

*goggles of lifesight* (167 gp), *gloves of fortunate striking* (167 gp).

**Detect Magic:** *Vail of icy sheets* (faint conjuration), *javelin of lightning* (faint evocation), *scroll of numbing sphere* (faint evocation), *arcane scroll of column of ice* (moderate conjuration), *goggles of lifesight* (moderate divination), *gloves of fortunate striking* (faint divination).

**Development:** A DC 5 Search check discovers a short passage that leads to the entrance of the Temple of the Frost Worm.

*Behind a pile of ice and snow at the rear of the cave, a human-sized door of white metal is recessed into the ice wall. In front of the door shimmers an emerald barrier of obvious magical origin. Eldritch symbols are etched into the metal, though frost has long since made them difficult to read.*

The door is frozen shut and is for all intents and purposes unopenable at the moment. It is covered in Flan writing. A DC 10 Knowledge (arcana) of Knowledge (the planes) suggests that some of the symbols on the door are a warning.

The emerald barrier radiates strong abjuration magic (*detect magic*, DC 22 Spellcraft). Successful Spellcraft checks also reveal that the strength of the magic aura is fluctuating very rapidly from strong through faint and moderate. A DC 28 Spellcraft check reveals the above information but also that the emerald barrier is a *dimensional lock* spell that emanates from the bindings.

Strong conjuration magic (*detect magic*, DC 20 Spellcraft) is also present radiating from the portal itself. A DC 25 Spellcraft check reveals this affect as an in-place *plane shift* affect.

If anyone is able to translate the writings on the door read the following:

*Cross not the threshold to Wengytha, the Frost Worm, one of the nine tentacles of Mak Thuum Ngatha, sealed away by the arrogance of man. Beyond lies the only gate to the frozen madness.*

A successful DC 30 Knowledge (religion) check identifies Mak Thuum Ngatha as the deity of Tsochar and the mindless chaos of the Far Realm.

**Development:** Beyond gathering the information above there is little else for the PCs to do here. Enterprising PCs may attempt to bury the portal and they can accomplish this easily. Attempting to open the door or damage it in some way will also likely fail.

❖ **Enscrolled Iron Portal:** 4 in. thick; hardness 10; hp 120; Break DC 33.

If the PCs do manage to breach the portal in some way read the following:

*At first, the landscape looks like you left it under the strange icefall, but a momentary glance tells you that not all is right. While the river and snow covered landscape lies below you, the sky is filled with another twisted and strange landscape of ice, warped into unwholesome shapes that do not make sense. All across the sky above you, or what should be the sky, creatures of snow, ice, and tentacle grasp toward a great icy mountain directly above you; struggling to surmount its immeasurable heights. It is then that it begins to make sense. The icy depths that you have crossed are not below, but atop the icy mountain, and the ice fall that is below you is that portion of the foul frozen mass that has forced it's way into the Prime; a twisted reflection of frozen horror with thousands of shapeless and frozen beasts mindlessly besieging the Flanaess. What keeps them from crossing the barrier is unknown.*

No living thing may cross the threshold; this is a function of the fluctuating magics that yet hold this portal shut.

## CONCLUSION

The adventure ends when either the PCs have explored all the passages and caverns within the glacier, or when the event time has expired.

Consult the relevant section below.

### Success

Read this text if the PCs were generally successful in their explorations of the Hanging Glacier.

*To brave adventurers such as yourselves the perils of the glacier are but trifles to overcome. Your explorations have been successful and you have slain many of the monsters lurking in the area.*

*All that remains now is to return to Knudje and report your findings to the Assembly.*

In addition, if the PCs were searching for ice shards for Kamackee read the relevant section dependant on their success in that matter.

### Failure

Read this text if the PCs have generally had an unsuccessful time in the glacier, or if several of their umber perished.

*The challenges of the Hanging Glacier have proved too much for you. The intense cold, high winds and altitude coupled with the strange creatures you encountered have bested you. Still, the knowledge you have acquired of the glacier may be of use to the next*

*adventurers brave enough to explore that frozen hell.*

In addition, if the PCs were searching for ice shards for Kamackee read the relevant section dependant on their success in that matter.

### Rewards

Whether the PCs are successful or not in their mission the jarls of the Schnai are honorable men. As a consequence they will arrange for some of their retainers to teach the PCs the knowledge of the Schnai. Each PC gains access to the following AR entry:

**Knowledge of the Schnai:** The Jarls of the Schnai are grateful to you for exploring the Hanging Glacier. As a reward, they will arrange for you to be trained in any of the following feats:

Altitude Adaptation, Cold Endurance, Cold Focus, Cold Spell Specialization, Faith in the Frost, Frozen Berserker, Frozen Magic, Frozen Wild Shape, Greater Cold Focus, Ice Harmonics, Improved Cold Endurance, Mountaineer, Sea Legs, Smite Fiery Foe, Snowrunner, Snowflake Wardance, Winter's Champion, Winter's Mount.

All the above feats are presented in *Frostburn*: A PC may learn as many of these feats as he wishes, providing he meets the standards rules for feat acquisition laid down in the *Living Greyhawk Campaign Sourcebook*.

In addition if the PCs fought or otherwise overcame at least three combat encounters (not including traps) in the glacier they gain the following AR item.

**Power of the Glacier:** As a consequence of the time you have spent on the Hanging Glacier you are able to channel the chill of the glacier in a limited fashion.

You may choose to use this power to do one of the things once:

- Re-roll any failed single saving throw to avoid or lessen the affects of a cold-based spell.
- Protect yourself with an *endure elements (cold)* spell for up to one week.
- Imbue one weapon (melee or ranged) with the *frost* special ability for 10 rounds.
- Imbue one weapon (melee or ranged) with the *icy burst* special ability for 5 rounds.

### Kamackee

If the PCs agreed to retrieve some pure ice shards for Kamackee read the relevant read aloud text below.

If the PCs successfully retrieved some ice for Kamackee read the following once they return to his shop:

*"My friends! My heart is gladdened to see you have succeeded. Thank for bringing me some of the ice I crave for my experiments; it is a mighty gift that you bring me! Allow me to*

*thank you properly. If you wish I will create some potions for you using the ice.*

*But you must tell me more of your adventures. Here, take a seat I will warm some ale..."*

Thus, if the PCs wish it Kamackee will brew for them up to six potions each using the special pure ice. Each PC gets access to the following AR item:

**Pure Ice:** This ice is perfectly suited to making potions. Any potion made from this ice is treated as if the spell had been affected with the Maximize Spell feat (for spells with numerical affects) or by or Extend Duration for spells with a duration of greater than instantaneous. If a spell could benefit from both feats it is only affected by the Maximize Spell feat. This adds no additional XP or gp cost to the cost of the potion.

This PC has [ ] shards of pure ice. A PC may have a maximum of 6 shards of pure ice.

Before play ends each player must mark off on their AR how many potions they are buying and note on the PC's MIL that these potions are subject to pure ice. (PCs must pay full price for any potion purchased). PCs may purchase any potion that they would normally have access to, or for which they have Core access. They may not purchase potions gained through Adventure, Metaregional or Regional access. If the PC wishes to get a divine potion Kamackee will arrange for one of his friends, a cleric of Norebo, to brew it for them.

If the PCs were unsuccessful in retrieving some ice for Kamackee read the following once they return to his shop:

*"My friends! My heart is heavy with news of your failure I am sorry you have failed to find any of the ice I so desperate crave. I had so hoped to be able to experiment with it.*

*But you must tell me more of your adventures. Here, take a seat I will warm some ale..."*

## CAMPAIGN CONSEQUENCES

This adventure has Campaign Consequences. That is the results of the event will directly affect the long-term future of the campaign. To this end please send the answers to the questions below to [creighton@greyworks.co.uk](mailto:creighton@greyworks.co.uk).

1. Did the PCs slay Aussirkepesk?
2. Did the PCs find the door in Aussirkepesk's lair and report this to the Assembly of Knudje?
3. Did the PCs break or open the door?

## 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 roleplaying) to each character.

**Special Note:** There are more encounters in this adventure than there would be in a normal adventure. No matter how many encounters are defeated however the PCs may not gain more XP than those totals listed under "Total Possible Experience."

### Encounter 3: Hidden Depths

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

### Encounter 4: Yeti

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

### Encounter 5: Dominion of the Frost Folk

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

### Encounter 6: Pets of the Frost Folk

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

### Encounter 7: Lair of the Frost Folk

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

### Encounter 8: Lair of the Toads

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

### Encounter 9: The Frozen Dead

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

### Encounter 11: White Storm

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

APL 8	300 XP
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### Discretionary Roleplaying Award

APL2	180 XP
APL4	270 XP
APL6	360 XP
APL8	450 XP

### Total Possible Experience

APL2	900 XP
APL4	1,350 XP
APL6	1,800 XP
APL8	2,250 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.

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

## Total Treasure Possible

**APL 2:** 900 gp

**APL 4:** 1,300 gp

**APL 6:** 1,800 gp

**APL 8:** 2,600 gp

### APL 2

- *Wand of endure elements* (Any; CL 1<sup>st</sup>; 750 gp; DMG).
- *Lesser Ring of Energy Resistance* (Any; CL 3<sup>rd</sup>; 12,000 gp; DMG)
- *Boots of the Winterlands* (Adventure; CL 5<sup>th</sup>; 2,500 gp; DMG)
- *Vial of icy sheets* (Core; CL 1<sup>st</sup>; 2,000 gp; Frostburn)
- *Ring of floating* (Adventure; CL 1<sup>st</sup>; 2,000 gp; Frostburn)
- *Javelin of lightning* (Any; CL 5<sup>th</sup>; 1,500 gp; DMG)

### APL 4 (all of APL 2 plus the following):

- *Scroll of frost weapon* (Adventure; CL 3<sup>rd</sup>; 150 gp; Frostburn)

### APL 6 (all of APL 2-4 plus the following):

- *Goggles of lifesight* (Adventure; CL 9<sup>th</sup>; 2,000 gp; *Libris Mortis*)

### APL 8 (all of APL 2-6 plus the following):

- *Scroll of numbing sphere* (Adventure; CL 3<sup>rd</sup>; 150 gp; Frostburn)
- *Scroll of column of ice* (Adventure; CL 7<sup>th</sup>; 700 gp; Frostburn)
- *Gloves of fortunate striking* (Adventure; 3<sup>rd</sup>; 2,000 gp; *Miniature's Handbook*)

## Special AR Items

‡ **Knowledge of the Schnai:** The Jarls of the Schnai are grateful to you for exploring the Hanging Glacier. As a reward, they will arrange for you to be trained in any of the following feats.

Altitude Adaptation, Cold Endurance, Cold Focus, Cold Spell Specialization, Faith in the Frost, Frozen Berserker, Frozen Magic, Frozen Wild Shape, Greater Cold Focus, Ice Harmonics, Improved Cold Endurance, Mountaineer, Sea Legs, Smite Fiery Foe, Snowrunner, Snowflake Wardance, Winter's Champion, Winter's Mount.

All the above feats are presented in *Frostburn*. A PC may learn as many of these feats as he wishes, providing he meets the standards rules for feat acquisition laid down in the *Living Greyhawk Campaign Sourcebook*.

‡ **Purchases from Kamackee:** During this adventure, you purchased the following items from the wizard Kamackee (circle all that apply): armor insulation\*, *boots of the winterlands*, crampons\*, freeze powder\*, frostbite

salve\*, fur clothing\*, hut, portable\*, ice chalk\*, *lesser ring of energy resistance (cold)*, melt powder\*, polar skin\*, razor ice powder\*, skates\*, skis and poles\*, snow goggles\*, snowshoes\*, *wand of endure elements*, whale grease\*, winter fullcloth\*. You may only add these items to your MIL if you purchased (or were given) any of these items during this event. Those items marked with a \* are from *Frostburn*.

In the future you are considered to have "Core" access to all items listed above.

‡ **Power of the Glacier:** As a consequence of the time you have spent on the Hanging Glacier you are able to channel the chill of the glacier in a limited fashion.

You may choose to use this power to do one of the things once:

- Re-roll any failed single saving throw to avoid or lessen the affects of a cold-based spell.
- Protect yourself with an *endure elements (cold)* spell for up to one week.
- Imbue one weapon (melee or ranged) with the *frost* special ability for 10 rounds.
- Imbue one weapon (melee or ranged) with the *icy burst* special ability for 5 rounds.

## Shard AR

[A5 AR]

❖ **Deep Blue Ice Shard:** You have recovered a single shard of deep blue colored ice from the Hanging Glacier. You can use this ice shard to cast a *water breathing* spell on yourself. To activate this power (which is a standard action that does not provoke attacks of opportunity) you must eat the ice shard.

If you ever fail any saving throw against a fire-based attack this item is destroyed.

❖ **Pure Ice:** This ice is perfectly suited to making potions. Any potion made from this ice is treated as if the spell had been affected with the Maximize Spell feat (for spells with numerical affects) or by or Extend Duration for spells with a duration of greater than instantaneous. If a spell could benefit from both feats it is only affected by the Maximize Spell feat. This adds no additional XP or gp cost to the cost of the potion.

This PC has [ ] shards of pure ice. A PC may have a maximum of 6 shards of pure ice.

❖ **Light Blue Ice Shard:** You have recovered a single shard of light blue colored ice from the Hanging Glacier. Crushing this ice shard summons a monster to serve you as if you had cast a *summon nature's ally*. Doing so is a standard action that does not provoke attacks of opportunity.

The monster summoned is dependant on the APL at which you explored the Hanging Glacier: APL 2: wolf; APL 4: wolverine; APL 6: dire wolf; APL 8: dire wolverine.

If you ever fail any saving throw against a fire-based attack this item is destroyed.

# APPENDIX 1: NPC and Monster Statistics

## APL 2

### Encounter 4: Yeti

➤ **Yeti (1)**: CR 3; Large Monstrous Humanoid (Cold); HD 4d8+11; hp 34; Init +1; Spd 40 ft., climb 20 ft.; AC 14, touch 10, flat-footed 13; Base Atk +4; Grp +12; Atk +7 melee (1d6+4, claw); Full Atk +7 melee (1d6+4, 2 claws); Space/Reach 10 ft./ 10 ft.; SA Constrict, improved grab; SQ Immunity to cold, snowsight, vulnerability to fire; AL N; SV Fort +3, Ref +5, Will +5; Str 18, Dex 13, Con 14, Int 9, Wis 12, Cha 11.

*Skills and Feats*: Climb +12, Hide -1\*, Listen +3, Move Silently +2, Spot +2, Survival +2; Dodge, Toughness.

**Constrict (Ex)**: A yeti deals 1d6+4 points of damage with a successful grapple check, plus an extra 2d6 points of cold damage from the heat-absorbing effect of the creature's body.

**Improved Grab (Ex)**: To use this ability a yeti must hit a Medium or smaller creature with a claw attack. If it gets a hold it can constrict.

**Snowsight (Ex)**: A yeti can see in snow as per the snowsight spell.

**Skills**: \* A yeti's white fur gives it a +12 racial bonus on Hide checks in snow.

### Encounter 5: Dominion of the Frost Folk

➤ **Frost Folk (1)**: CR 2; Medium Monstrous Humanoid (Cold); HD 4d8+4; hp 27; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +6; Atk +7 melee (1d8+2/x3, battleaxe) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Full Atk +7 melee (1d8+2/x3, battleaxe) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Space/Reach 5 ft./ 5ft.; SA Ice blast; SQ Darkvision 60 ft., frost folk traits, immunity to cold, snowsight, vulnerability to fire; AL NE; SV Fort +4, Ref +5, Will +4; Str 15, Dex 12, Con 13, Int 10, Wis 11, Cha 8.

*Skills and Feats*: Climb +1, Hide +1\*, Listen +2, Move Silently +1, Spot +2, Survival +2; Great Fortitude, Weapon Focus (battleaxe).

**Ice Blast (Su)**: Frost folk can produce a 20-foot cone of icy mist from their left eye. This deals 2d6 points of cold damage to all creatures within the area (Reflex save DC 13 half). The save DC is Constitution-based. Once a Frost folk uses his icy blast, he must wait 1d4 rounds before he can use this ability again.

**Snowsight (Ex)**: All frost folk have innate snowsight, as the spell. No snowstorm can obscure their vision.

**Skills**: \*All frost folk gain a +8 racial bonus on Hide checks in snow and ice terrain.

*Possessions*: Studded leather armor, heavy wooden shield, battleaxe, composite longbow (+2 Str bonus), 20 arrows.

### Encounter 6: Pets of the Frost Folk

➤ **Fiendish Wolf (1)**: CR 1; Magical Beast; HD 2d8+4; hp 15; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach 5ft./ 5ft.; SA Trip, smite good; SQ Low-light vision, scent, darkvision 60 ft., resist cold 5, fire 5, spell resistance 7; AL NE; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats*: Hide +2, Listen +3, Spot +3, Survival +1\*, Track<sup>B</sup>, Weapon Focus (bite).

**Trip (Ex)**: A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

**Smite Good (Su)**: Once per day a fiendish creature can make a normal melee attack to deal extra damage equal to its HD total against a good foe.

**Skills**: \*Wolves have a +4 racial bonus on Survival checks when tracking by scent.

### Encounter 7: Lair of the Frost Folk

➤ **Frost Folk (1)**: CR 2; Medium Monstrous Humanoid (Cold); HD 4d8+4; hp 27; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +6; Atk +7 melee (1d8+2/x3, battleaxe) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Full Atk +7 melee (1d8+2/x3, battleaxe) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Space/Reach 5 ft./ 5ft.; SA Ice blast; SQ Darkvision 60 ft., frost folk traits, immunity to cold, snowsight, vulnerability to fire; AL NE; SV Fort +4, Ref +5, Will +4; Str 15, Dex 12, Con 13, Int 10, Wis 11, Cha 8.

*Skills and Feats*: Climb +1, Hide +1\*, Listen +2, Move Silently +1, Spot +2, Survival +2; Great Fortitude, Weapon Focus (battleaxe).

**Ice Blast (Su)**: Frost folk can produce a 20-foot cone of icy mist from their left eye. This deals 2d6 points of cold damage to all creatures within the area (Reflex save DC 13 half). The save DC is Constitution-based. Once a Frost folk uses his icy blast, he must wait 1d4 rounds before he can use this ability again.

**Snowsight (Ex)**: All frost folk have innate snowsight, as the spell. No snowstorm can obscure their vision.

**Skills**: \*All frost folk gain a +8 racial bonus on Hide checks in snow and ice terrain.

*Possessions*: Studded leather armor, heavy wooden shield, battleaxe, composite longbow (+2 Str bonus), 20 arrows.

### Encounter 8: Lair of the Toads

➤ **Ice Toad (1)**: CR 3; Large Magical Beast (Cold); HD 5d10+15; hp 49; Init +5; Spd 30 ft.; AC 16, touch 10, flat-footed 15; Base Atk +5; Grp +13; Atk +8 melee



(2d6+6, bite) or tongue +5 ranged (1d4+4 nonlethal); Full Atk +8 melee (2d6+6, bite) or tongue +5 ranged (1d4+4 nonlethal); Space/Reach: 10 ft./ 5ft. (tongue up to 10 ft.); SA Improved grab, sphere of cold, swallow whole; SQ Darkvision 60 ft., immunity to cold, low-light vision, vulnerability to cold; AL N; SV Fort +7, Ref +5, Will +1; Str 18, Dex 13, Con 17, Int 6, Wis 10, Cha 7

*Skills and Feats:* Hide +1\*, Jump +10, Listen +4, Spot +4; Alertness, Improved Initiative

**Improved Grab (Ex):** To use this ability, an ice toad must hit a Medium or smaller creature with its tongue attack. If it gets a hold, it begins to drag its target to its mouth. In subsequent rounds, the toad and the target make opposed Strength checks. The toad and the target gain a +4 bonus on this check for each size category larger than Medium, or a -4 penalty for each size category smaller than Medium (an ice toad's usual modifier is +8 for size and Strength). If the ice toad wins the opposed Strength check, the toad drags the victim closer by 1 foot for each point of difference between the check results.

If the victim wins the opposed check, it breaks free. If the distance between the toad and the victim is reduced to 0 (when the victim is drawn into the toad's mouth), the toad immediately makes a bite attack as a free action. The target is considered grappled, and loses any Dexterity bonus to AC.

Toads also have improved grab with their bite attacks. To use this ability the ice toad must hit with its bite attack, either after dragging an opponent to its mouth or simply as a normal melee attack. If it gets a hold, it can swallow whole.

**Sphere of Cold (Su):** As a standard action, an ice toad can exude a sphere of numbing cold in a 10-foot radius from its body. Creatures within this radius take 3d6 points of cold damage (Fortitude DC 15 half). The save DC is Constitution based. An ice toad can activate this sphere of cold every other round, starting in the first round of combat.

**Swallow Whole (Ex):** An ice toad can try to swallow a grabbed opponent that is at least two size categories smaller than it is (that is Small, or smaller). To swallow a creature, the ice toad must make a successful grapple check. Once inside, the opponent takes 1d6+6 points of crushing damage plus 1d4 points of acid damage per round. A swallowed creature can cut its way out by using a light slashing weapon to kill the toad from the inside (AC 13).

A Large ice toad can hold one Small, two Tiny, four Diminutive or eight Fine creatures in its gut. A Huge ice toad can hold one Medium, two Small, four Tiny, eight Diminutive or sixteen Fine creatures in its gut.

**Skills:** \*Ice toads receive a +8 racial bonus on Hide checks in snowy or icy environments. All toads receive a +6 racial bonus on Jump checks.

### Encounter 11: White Storm

➤ **Aussirkepek Male Young White Dragon:** CR 4; Medium dragon (cold); HD 9d12+18; hp 76; Init

+4; Spd 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 18, touch 10, flat-footed 18; Base Atk +9; Grp +11; Atk +11 melee (1d8+2, bite); Full Atk +11 melee (1d8+2, bite), +6 melee (1d6+1, 2 claws), +6 melee (1d4+1, 2 wings); Space/Reach 5 ft./ 5ft.; SA breath weapon; SQ blindsense 60 ft., darkvision 120 ft., icewalking, immunity to cold, magic sleep effects, and paralysis, low-light vision, vulnerability to fire; AL CE; SV Fort +8, Ref +6, Will +6; Str 15, Dex 10, Con 15, Int 6, Wis 11, Cha 6.

*Skills and Feats:* Hide +7, Listen +12, Spot +12, Swim +22; Flyby Attack, Hover, Improved Initiative, Power Attack.

**Breath Weapon (Su):** 30-ft. cone, 3d6 cold, Reflex DC 16 half.

**Encounter 4: Yeti**

➤ **Yeti (2):** CR 3; Large Monstrous Humanoid (Cold); HD 4d8+11; hp 34; Init +1; Spd 40 ft., climb 20 ft.; AC 14, touch 10, flat-footed 13; Base Atk +4; Grp +12; Atk +7 melee (1d6+4, claw); Full Atk +7 melee (1d6+4, 2 claws); Space/Reach 10 ft./ 10 ft.; SA Constrict, improved grab; SQ Immunity to cold, snowsight, vulnerability to fire; AL N; SV Fort +3, Ref +5, Will +5; Str 18, Dex 13, Con 14, Int 9, Wis 12, Cha 11.

*Skills and Feats:* Climb +12, Hide -1\*, Listen +3, Move Silently +2, Spot +2, Survival +2; Dodge, Toughness.

**Constrict (Ex):** A yeti deals 1d6+4 points of damage with a successful grapple check, plus an extra 2d6 points of cold damage from the heat-absorbing effect of the creature's body.

**Improved Grab (Ex):** To use this ability a yeti must hit a Medium or smaller creature with a claw attack. If it gets a hold it can constrict.

**Snowsight (Ex):** A yeti can see in snow as per the snowsight spell.

**Skills:** \* A yeti's white fur gives it a +12 racial bonus on Hide checks in snow.

**Encounter 5: Dominion of the Frost Folk**

➤ **Large Snow Spider (1):** CR 2; Medium Vermin; HD 4d8+8; hp 30; Init +4; Spd 40 ft., climb 40 ft.; AC 16, touch 13, flat-footed 12; Base Atk +3; Grp +9; Atk +6 melee (1d8+3 plus poison [1d6 Dex/paralysis; DC 14 Fort], bite); Full Atk +6 melee (1d8+3 plus poison [1d6 Dex/paralysis; DC 14 Fort], bite); Space/Reach 10 ft./ 5 ft.; SA Leap, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +6, Ref +5, Will +1; Str 15, Dex 18, Con 14, Int -, Wis 10, Cha 2.

*Skills and Feats:* Climb +12, Hide +8, Jump +28, Spot +8; Spring Attack<sup>B</sup>, Weapon Finesse<sup>B</sup>.

**Leap (Ex):** Snow spiders are known for darting up to bite their prey and instantly leaping back to avoid a return attack. They gain Spring Attack as a bonus feat. In addition, if a snow spider can jump on its prey (usually by making a Jump check as part of its movement), it can make a charge attack with a +4 attack bonus instead of the normal +2).

**Poison (Ex):** A snow spider has a poisonous bite.

**Tremorsense (Ex):** A snow spider can automatically sense the location of anything within 60 feet that is in contact with the ground (or the ice or snow on top of the ground).

**Vermin Traits:** A snow spider is immune to all mind-affecting spells and abilities (charms, compulsions, phantasms, patterns and morale effects). It also has darkvision out to 60 feet.

**Skills:** Snow spiders have a +4 racial bonus on Hide checks, 1 +20 racial bonus on Jump checks, a +8 racial bonus on Spot checks, and a +8 racial bonus on Climb checks.

Snow spiders use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks.

Snow spiders can always choose to take 10 on Climb checks, even if rushed or threatened.

\*In snowy or icy environments, a snow spider's bonus on Hide checks improves to +8.

➤ **Frost Folk (1):** CR 2; Medium Monstrous Humanoid (Cold); HD 4d8+4; hp 27; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +6; Atk +7 melee (1d8+2/x3, battleaxe) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Full Atk +7 melee (1d8+2/x3, battleaxe) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Space/Reach 5 ft./ 5ft.; SA Ice blast; SQ Darkvision 60 ft., frost folk traits, immunity to cold, snowsight, vulnerability to fire; AL NE; SV Fort +4, Ref +5, Will +4; Str 15, Dex 12, Con 13, Int 10, Wis 11, Cha 8.

*Skills and Feats:* Climb +1, Hide +1\*, Listen +2, Move Silently +1, Spot +2, Survival +2; Great Fortitude, Weapon Focus (battleaxe).

**Ice Blast (Su):** Frost folk can produce a 20-foot cone of icy mist from their left eye. This deals 2d6 points of cold damage to all creatures within the area (Reflex save DC 13 half). The save DC is Constitution-based. Once a Frost folk uses his icy blast, he must wait 1d4 rounds before he can use this ability again.

**Snowsight (Ex):** All frost folk have innate snowsight, as the spell. No snowstorm can obscure their vision.

**Skills:** \*All frost folk gain a +8 racial bonus on Hide checks in snow and ice terrain.

*Possessions:* Studded leather armor, heavy wooden shield, battleaxe, composite longbow (+2 Str bonus), 20 arrows.

**Encounter 6: Pets of the Frost Folk**

➤ **Fiendish Wolf (2):** CR 1; Magical Beast; HD 2d8+4; hp 15; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach 5ft./ 5ft.; SA Trip, smite good; SQ Low-light vision, scent, darkvision 60 ft., resist cold 5, fire 5, spell resistance 7; AL NE; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide +2, Listen +3, Spot +3, Survival +1\*, Track<sup>B</sup>, Weapon Focus (bite).

**Trip (Ex):** A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

**Smite Good (Su):** Once per day a fiendish creature can make a normal melee attack to deal extra damage equal to its HD total against a good foe.

**Skills:** \*Wolves have a +4 racial bonus on Survival checks when tracking by scent.

### Encounter 7: Lair of the Frost Folk

❖ **Frost Folk Druid 1 (1):** CR 3; Medium Monstrous Humanoid (Cold); HD 4d8+4 plus 1d8+1; hp 34; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +6; Atk +8 melee (1d8+2/x3, battleaxe) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Full Atk +8 melee (1d8+2/x3, battleaxe) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Space/Reach 5 ft./ 5ft.; SA Ice blast, spells; SQ Darkvision 60 ft., frost folk traits, immunity to cold, snowsight, vulnerability to fire, animal companion, nature sense, wild empathy; AL NE; SV Fort +6, Ref +5, Will +8; Str 15, Dex 12, Con 13, Int 10, Wis 14, Cha 8.

**Skills and Feats:** Climb +1, Hide +1\*, Knowledge (nature) +4, Listen +2, Move Silently +1, Spot +2, Survival +2; Great Fortitude, Weapon Focus (battleaxe).

**Ice Blast (Su):** Frost folk can produce a 20-foot cone of icy mist from their left eye. This deals 2d6 points of cold damage to all creatures within the area (Reflex save DC 13 half). The save DC is Constitution-based. Once a Frost folk uses his icy blast, he must wait 1d4 rounds before he can use this ability again.

**Snowsight (Ex):** All frost folk have innate snowsight, as the spell. No snowstorm can obscure their vision.

**Skills:** \*All frost folk gain a +8 racial bonus on Hide checks in snow and ice terrain.

**Druid Spells Prepared:** (3/2; spell DC = 12 + spell level): 0- *cure minor wounds, guidance, resistance*; 1st- *faerie fire, produce flame*.

**Possessions:** Studded leather armor, heavy wooden shield, masterwork battleaxe, composite longbow (+2 Str bonus), 20 arrows, *scroll of frost weapon*.

**Wolf Companion:** CR 1; Medium animal; HD 2d8+4; hp 15; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach 5 ft./5 ft.; SA trip; SQ low-light vision, scent, link, share spells, tricks; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track<sup>B</sup>, Weapon Focus (bite).

<sup>B</sup>=Bonus Feat. (Wolves have a +4 racial bonus on Survival checks when tracking by scent.)

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

**Trip (Ex):** A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

**Tricks:** Attack, Defend, Down, Guard, Heel, Seek, Track.

### Encounter 8: Lair of the Toads

❖ **Ice Toad (2):** CR 3; Large Magical Beast (Cold); HD 5d10+15; hp 49; Init +5; Spd 30 ft.; AC 16, touch 10, flat-footed 15; Base Atk +5; Grp +13; Atk +8 melee

(2d6+6, bite) or tongue +5 ranged (1d4+4 nonlethal); Full Atk +8 melee (2d6+6, bite) or tongue +5 ranged (1d4+4 nonlethal); Space/Reach: 10 ft./ 5ft. (tongue up to 10 ft.); SA Improved grab, sphere of cold, swallow whole; SQ Darkvision 60 ft., immunity to cold, low-light vision, vulnerability to cold; AL N; SV Fort +7, Ref +5, Will +1; Str 18, Dex 13, Con 17, Int 6, Wis 10, Cha 7

**Skills and Feats:** Hide +1\*, Jump +10, Listen +4, Spot +4; Alertness, Improved Initiative

**Improved Grab (Ex):** To use this ability, an ice toad must hit a Medium or smaller creature with its tongue attack. If it gets a hold, it begins to drag its target to its mouth. In subsequent rounds, the toad and the target make opposed Strength checks. The toad and the target gain a +4 bonus on this check for each size category larger than Medium, or a -4 penalty for each size category smaller than Medium (an ice toad's usual modifier is +8 for size and Strength). If the ice toad wins the opposed Strength check, the toad drags the victim closer by 1 foot for each point of difference between the check results.

If the victim wins the opposed check, it breaks free. If the distance between the toad and the victim is reduced to 0 (when the victim is drawn into the toad's mouth), the toad immediately makes a bite attack as a free action. The target is considered grappled, and loses any Dexterity bonus to AC.

Toads also have improved grab with their bite attacks. To use this ability the ice toad must hit with its bite attack, either after dragging an opponent to its mouth or simply as a normal melee attack. If it gets a hold, it can swallow whole.

**Sphere of Cold (Su):** As a standard action, an ice toad can exude a sphere of numbing cold in a 10-foot radius from its body. Creatures within this radius take 3d6 points of cold damage (Fortitude DC 15 half). The save DC is Constitution based. An ice toad can activate this sphere of cold every other round, starting in the first round of combat.

**Swallow Whole (Ex):** An ice toad can try to swallow a grabbed opponent that is at least two size categories smaller than it is (that is Small, or smaller). To swallow a creature, the ice toad must make a successful grapple check. Once inside, the opponent takes 1d6+6 points of crushing damage plus 1d4 points of acid damage per round. A swallowed creature can cut its way out by using a light slashing weapon to kill the toad from the inside (AC 13).

A Large ice toad can hold one Small, two Tiny, four Diminutive or eight Fine creatures in its gut. A Huge ice toad can hold one Medium, two Small, four Tiny, eight Diminutive or sixteen Fine creatures in its gut.

**Skills:** \*Ice toads receive a +8 racial bonus on Hide checks in snowy or icy environments. All toads receive a +6 racial bonus on Jump checks.

### Encounter 11: White Storm

❖ **Aussirkepek Male Juvenile White Dragon:** CR 6; Medium dragon (cold); HD 12d12+24; hp 102;

Init +4; Spd 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 21, touch 10, flat-footed 21; Base Atk +12; Grp +15; Atk +15 melee (1d8+3, bite); Full Atk +15 melee (1d8+3, bite), +10 melee (1d6+1, 2 claws), +10 melee (1d4+1, 2 wings); Space/Reach 5 ft./ 5ft.; SA breath weapon, spell-like abilities; SQ blindsense 60 ft., darkvision 120 ft., icewalking, immunity to cold, magic sleep effects, and paralysis, low-light vision, vulnerability to fire; AL CE; SV Fort +10, Ref +8, Will +8; Str 17, Dex 10, Con 15, Int 8, Wis 11, Cha 8.

*Skills and Feats:* Concentration +8, Intimidate +14, Listen +15, Search +14, Sense Movie +12, Spot +12, Swim +11; Cleave, Flyby Attack, Hover, Improved Initiative, Power Attack.

**Breath Weapon (Su):** 30-ft. cone, 4d6 cold, Reflex DC 18 half.

*Spell-Like Abilities:* 1/day-fog cloud. Caster level 4th.

## Encounter 4: Yeti

➤ **Abominable Yeti (1):** CR 7; Huge Monstrous Humanoid (Cold); HD 10d8+60; hp 105; Init +1; Spd 40 ft., climb 20 ft.; AC 18, touch 10, flat-footed 16; Atk +10; Grp +27; Atk +17 melee (1d8+9, claw); Full Atk +17 melee (1d8+9, 2 claws); SA Leap, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +8, Ref +8, Will +9; Str 29, Dex 15, Con 22 Int 8, Wis 14, Cha 8.

*Skills and Feats:* Climb +17, Hide -2\*, Listen +4, Move Silently +5, Spot +4, Survival +4; Dodge, Improved Natural Armor, Mobility, Spring Attack

**Constrict (Ex):** A yeti deals 1d8+9 points of damage with a successful grapple check, plus an extra 2d6 points of cold damage from the heat-absorbing effect of the creature's body.

**Improved Grab (Ex):** To use this ability a yeti must hit a Medium or smaller creature with a claw attack. If it gets a hold it can constrict.

**Snowsight (Ex):** A yeti can see in snow as per the snowsight spell.

**Skills:** \* A yeti's white fur gives it a +12 racial bonus on Hide checks in snow.

## Encounter 5: Dominion of the Frost Folk

➤ **Large Snow Spider (2):** CR 2; Medium Vermin; HD 4d8+8; hp 30; Init +4; Spd 40 ft., climb 40 ft.; AC 16, touch 13, flat-footed 12; Base Atk +3; Grp +9; Atk +6 melee (1d8+3 plus poison [1d6 Dex/paralysis; DC 14 Fort], bite); Full Atk +6 melee (1d8+3 plus poison [1d6 Dex/paralysis; DC 14 Fort], bite); Space/Reach 10 ft./ 5 ft.; SA Leap, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +6, Ref +5, Will +1; Str 15, Dex 18, Con 14, Int -, Wis 10, Cha 2.

*Skills and Feats:* Climb +12, Hide +8, Jump +28, Spot +8; Spring Attack<sup>B</sup>, Weapon Finesse<sup>B</sup>.

**Leap (Ex):** Snow spiders are known for darting up to bite their prey and instantly leaping back to avoid a return attack. They gain Spring Attack as a bonus feat. In addition, if a snow spider can jump on its prey (usually by making a Jump check as part of its movement), it can make a charge attack with a +4 attack bonus instead of the normal +2).

**Poison (Ex):** A snow spider has a poisonous bite.

**Tremorsense (Ex):** A snow spider can automatically sense the location of anything within 60 feet that is in contact with the ground (or the ice or snow on top of the ground).

**Vermin Traits:** A snow spider is immune to all mind-affecting spells and abilities (charms, compulsions, phantasms, patterns and morale effects). It also has darkvision out to 60 feet.

**Skills:** Snow spiders have a +4 racial bonus on Hide checks, 1 +20 racial bonus on Jump checks, a +8 racial bonus on Spot checks, and a +8 racial bonus on Climb checks.

Snow spiders use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks.

Snow spiders can always choose to take 10 on Climb checks, even if rushed or threatened.

\*In snowy or icy environments, a snow spider's bonus on Hide checks improves to +8.

➤ **Frost Folk (2):** CR 2; Medium Monstrous Humanoid (Cold); HD 4d8+4; hp 27; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +6; Atk +7 melee (1d8+2/x3, battleaxe) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Full Atk +7 melee (1d8+2/x3, battleaxe) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Space/Reach 5 ft./ 5ft.; SA Ice blast; SQ Darkvision 60 ft., frost folk traits, immunity to cold, snowsight, vulnerability to fire; AL NE; SV Fort +4, Ref +5, Will +4; Str 15, Dex 12, Con 13, Int 10, Wis 11, Cha 8.

*Skills and Feats:* Climb +1, Hide +1\*, Listen +2, Move Silently +1, Spot +2, Survival +2; Great Fortitude, Weapon Focus (battleaxe).

**Ice Blast (Su):** Frost folk can produce a 20-foot cone of icy mist from their left eye. This deals 2d6 points of cold damage to all creatures within the area (Reflex save DC 13 half). The save DC is Constitution-based. Once a Frost folk uses his icy blast, he must wait 1d4 rounds before he can use this ability again.

**Snowsight (Ex):** All frost folk have innate snowsight, as the spell. No snowstorm can obscure their vision.

**Skills:** \*All frost folk gain a +8 racial bonus on Hide checks in snow and ice terrain.

*Possessions:* Studded leather armor, heavy wooden shield, battleaxe, composite longbow (+2 Str bonus), 20 arrows.

## Encounter 7: Lair of the Frost Folk

➤ **Frost Folk Druid 1 (1):** CR 3; Medium Monstrous Humanoid (Cold); HD 4d8+4 plus 1d8+1; hp 34; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +6; Atk +8 melee (1d8+2/x3, battleaxe) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Full Atk +8 melee (1d8+2/x3, battleaxe) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Space/Reach 5 ft./ 5ft.; SA Ice blast, spells; SQ Darkvision 60 ft., frost folk traits, immunity to cold, snowsight, vulnerability to fire, animal companion, nature sense, wild empathy; AL NE; SV Fort +6, Ref +5, Will +8; Str 15, Dex 12, Con 13, Int 10, Wis 14, Cha 8.

*Skills and Feats:* Climb +1, Hide +1\*, Knowledge (nature) +4, Listen +2, Move Silently +1, Spot +2, Survival +2; Great Fortitude, Weapon Focus (battleaxe).

**Ice Blast (Su):** Frost folk can produce a 20-foot cone of icy mist from their left eye. This deals 2d6 points of cold damage to all creatures within the area (Reflex save DC 13 half). The save DC is Constitution-based. Once a Frost folk uses his icy blast, he must wait 1d4 rounds before he can use this ability again.

**Snowsight (Ex):** All frost folk have innate snowsight, as the spell. No snowstorm can obscure their vision.

**Skills:** \*All frost folk gain a +8 racial bonus on Hide checks in snow and ice terrain.

**Druid Spells Prepared:** (3/2; spell DC = 12 + spell level): 0- cure minor wounds, guidance, resistance; 1st- faerie fire, produce flame.

**Possessions:** Studded leather armor, heavy wooden shield, masterwork battleaxe, composite longbow (+2 Str bonus), 20 arrows, *scroll of frost weapon*.

🐾 **Wolf Companion:** CR 1; Medium animal; HD 2d8+4; hp 15; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach 5 ft./5 ft.; SA trip; SQ low-light vision, scent, link, share spells, tricks; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track<sup>B</sup>, Weapon Focus (bite).

<sup>B</sup>=Bonus Feat. (Wolves have a +4 racial bonus on Survival checks when tracking by scent.)

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

**Trip (Ex):** A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

**Tricks:** Attack, Defend, Down, Guard, Heel, Seek, Track.

**Frost Folk Barbarian 1 (1):** CR 3; Medium Monstrous Humanoid (Cold); HD 4d8+8 plus 1d12+2; hp 41; Init +1; Spd 40 ft.; AC 18, touch 11, flat-footed 17; Base Atk +5; Grp +7; Atk +9 melee (1d8+2/x3, battleaxe) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Full Atk +9 melee (1d8+2/x3, battleaxe) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Space/Reach 5 ft./ 5ft.; SA Ice blast, rage; SQ Darkvision 60 ft., frost folk traits, immunity to cold, snowsight, vulnerability to fire, fast movement; AL NE; SV Fort +7, Ref +5, Will +4; Str 15, Dex 12, Con 14, Int 10, Wis 11, Cha 8.

**Skills and Feats:** Climb +3, Hide +1\*, Jump +4, Listen +2, Move Silently +1, Spot +2, Survival +2; Great Fortitude, Weapon Focus (battleaxe).

**Ice Blast (Su):** Frost folk can produce a 20-foot cone of icy mist from their left eye. This deals 2d6 points of cold damage to all creatures within the area (Reflex save DC 13 half). The save DC is Constitution-based. Once a Frost folk uses his icy blast, he must wait 1d4 rounds before he can use this ability again.

**Rage (Ex):** hp +2; AC 16, touch 9, flat-footed 15; Atk and Full Atk +11 melee (1d8+4/x3, battleaxe); SV Fort +9, Will +6; Str 19, Con 18.

**Snowsight (Ex):** All frost folk have innate snowsight, as the spell. No snowstorm can obscure their vision.

**Skills:** \*All frost folk gain a +8 racial bonus on Hide checks in snow and ice terrain.

**Possessions:** Studded leather armor, heavy wooden shield, masterwork battleaxe, composite longbow (+2 Str bonus), 20 arrows, *potion of blur*.

## Encounter 8: Lair of the Toads

➤ **Advanced 11 HD Ice Toad (2):** CR 7; Large Magical Beast (Cold); HD 11d10+45; hp 116; Init +5; Spd 30 ft.; AC 16, touch 10, flat-footed 15; Base Atk +11; Grp +19; Atk +16 melee (2d6+6, bite) or tongue +12 ranged (1d4+4 nonlethal); Full Atk +16 melee (2d6+6, bite) or tongue +12 ranged (1d4+4 nonlethal); Space/Reach: 10 ft./ 5ft. (tongue up to 10 ft.); SA Improved grab, sphere of cold, swallow whole; SQ Darkvision 60 ft., immunity to cold, low-light vision, vulnerability to cold; AL N; SV Fort +10, Ref +8, Will +2; Str 18, Dex 13, Con 17, Int 6, Wis 10, Cha 7

**Skills and Feats:** Hide +1\*, Jump +14, Listen +5, Spot +5; Alertness, Dodge, Improved Initiative, Weapon Focus (bite).

**Improved Grab (Ex):** To use this ability, an ice toad must hit a Medium or smaller creature with its tongue attack. If it gets a hold, it begins to drag its target to its mouth. In subsequent rounds, the toad and the target make opposed Strength checks. The toad and the target gain a +4 bonus on this check for each size category larger than Medium, or a -4 penalty for each size category smaller than Medium (an ice toad's usual modifier is +8 for size and Strength). If the ice toad wins the opposed Strength check, the toad drags the victim closer by 1 foot for each point of difference between the check results.

If the victim wins the opposed check, it breaks free. If the distance between the toad and the victim is reduced to 0 (when the victim is drawn into the toad's mouth), the toad immediately makes a bite attack as a free action. The target is considered grappled, and loses any Dexterity bonus to AC.

Toads also have improved grab with their bite attacks. To use this ability the ice toad must hit with its bite attack, either after dragging an opponent to its mouth or simply as a normal melee attack. If it gets a hold, it can swallow whole.

**Sphere of Cold (Su):** As a standard action, an ice toad can exude a sphere of numbing cold in a 10-foot radius from its body. Creatures within this radius take 3d6 points of cold damage (Fortitude DC 18 half). The save DC is Constitution based. An ice toad can activate this sphere of cold every other round, starting in the first round of combat.

**Swallow Whole (Ex):** An ice toad can try to swallow a grabbed opponent that is at least two size categories smaller than it is (that is Small, or smaller). To swallow a creature, the ice toad must make a successful grapple check. Once inside, the opponent takes 1d6+6 points of crushing damage plus 1d4 points of acid damage per round. A swallowed creature can cut its way out by using a light slashing weapon to kill the toad from the inside (AC 13).



A Large ice toad can hold one Small, two Tiny, four Diminutive or eight Fine creatures in its gut. A Huge ice toad can hold one Medium, two Small, four Tiny, eight Diminutive or sixteen Fine creatures in its gut.

**Skills:** \*Ice toads receive a +8 racial bonus on Hide checks in snowy or icy environments. All toads receive a +6 racial bonus on Jump checks.

### Encounter 9: The Frozen Dead

❧ **Icegaunt (1):** CR 6; Medium Undead (Cold); HD 10d12+3; hp 92; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +5; Grp +10; Atk +10 melee (1d6+7 plus 1d6 cold plus 1d4 Constitution drain, slam); Full Atk Atk +10 melee (1d6+7 plus 1d6 cold plus 1d4 Constitution drain, slam); Space/Reach 5 ft./ 5ft.; SA Constitution drain, create spawn, frost touch, spells; SQ Darkvision 60 ft., damage reduction 10/magic, immunity to cold, undead traits, vulnerability to fire; AL NE; SV Fort +3, Ref +3, Will +9; Str 20, Dex 11, Con -, Int 11, Wis 14, Cha 12.

**Skills and Feats:** Concentration +14, Hide +13, Move Silently +13, Spot +15; Cleave, Power Attack, Silent Spell, Toughness.

**Constitution Drain (Su):** Living creatures hit by an icegaunt's slam attack must succeed on a DC 16 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the icegaunt gains 5 temporary hit points. Temporary hit points gained in this manner last for up to 1 hour.

**Create Spawn (Su):** Any humanoid slain by an icegaunt rises as an icegaunt at the next midnight. Spawns are under the command of the icegaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Frost Touch (Su):** An icegaunt deals an extra 1d6 points of cold damage with each successful slam attack.

**Spells:** Icegaunts cast spells as 5th-level druids. They never prepare or cast fire spells.

**Druid Spells Prepared:** 0- *detect magic* (2), *guidance*, *light*, *resistance*; 1st- *detect snares and pits*, *faerie fire*, *longstrider*, *obscuring mist*; 2nd- *chill metal* (DC 12), *fog cloud*, *numbing sphere*\* (DC 14); 3rd- *column of ice*\* (DC 15).

\*New *Frostburn* spell, see Appendix 5.

**Undead Traits:** An icegaunt is immune to mind-affecting effects, poisons, magic sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion or death from massive damage. It cannot be raised and resurrection works only if it is willing. It has darkvision out to 60 ft.

### Encounter 11: White Storm

❧ **Aussirkepek Male Young Adult White**

**Dragon:** CR 8; Large dragon (cold); HD 15d12+45; hp 169; Init +0; Spd 60 ft., burrow 30 ft., fly 200 ft. (average), swim 60 ft.; AC 23, touch 9, flat-footed 23; Base Atk +15; Grp +23; Atk +18 melee (2d6+4, bite); Full Atk +18 melee (2d6+4, bite), +13 melee (1d8+2, 2 claws), +13 melee (1d6+2, 2 wings), +13 melee (1d8+6, tail slap); Space/Reach 10 ft./ 5ft. (10 ft. with bite); SA breath weapon, frightful presence, spell-like abilities; SQ blindsense 60 ft., damage reduction 5/magic, darkvision 120 ft., icewalking, immunity to cold, magic sleep effects, and paralysis, low-light vision, spell resistance 16, vulnerability to fire; AL CE; SV Fort +12, Ref +9, Will +9; Str 19, Dex 10, Con 17, Int 8, Wis 11, Cha 10.

**Skills and Feats:** Hide +14, Listen +18, Move Silently +18, Search +17, Spot +18, Swim +12; Cleave, Flyby Attack, Hover, Improved Bull Rush, Power Attack, Power Dive.

**Breath Weapon (Su):** 40-ft. cone, 5d6 cold, Reflex DC 20 half.

**Frightful Presence (Ex):** 150-ft. radius, HD 14 or fewer, Will DC 16 negates.

**Spell-Like Abilities:** 1/day-fog cloud. Caster level 5<sup>th</sup>.

## Encounter 4: Yeti

➤ **Abominable Yeti (2):** CR 7; Huge Monstrous Humanoid (Cold); HD 10d8+60; hp 105; Init +1; Spd 40 ft., climb 20 ft.; AC 18, touch 10, flat-footed 16; Atk +10; Grp +27; Atk +17 melee (1d8+9, claw); Full Atk +17 melee (1d8+9, 2 claws); SA Leap, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +8, Ref +8, Will +9; Str 29, Dex 15, Con 22 Int 8, Wis 14, Cha 8.

**Skills and Feats:** Climb +17, Hide -2\*, Listen +4, Move Silently +5, Spot +4, Survival +4; Dodge, Improved Natural Armor, Mobility, Spring Attack

**Constrict (Ex):** A yeti deals 1d8+9 points of damage with a successful grapple check, plus an extra 2d6 points of cold damage from the heat-absorbing effect of the creature's body.

**Improved Grab (Ex):** To use this ability a yeti must hit a Medium or smaller creature with a claw attack. If it gets a hold it can constrict.

**Snowsight (Ex):** A yeti can see in snow as per the snowsight spell.

**Skills:** \*A yeti's white fur gives it a +12 racial bonus on Hide checks in snow.

## Encounter 5: Dominion of the Frost Folk

➤ **Advanced 8 HD Large Snow Spider (2):** CR 3; Medium Vermin; HD 8d8+16; hp 60; Init +4; Spd 40 ft., climb 40 ft.; AC 16, touch 13, flat-footed 12; Base Atk +4; Grp +10; Atk +7 melee (1d8+3 plus poison [1d6 Dex/paralysis; DC 16 Fort], bite); Full Atk +7 melee (1d8+3 plus poison [1d6 Dex/paralysis; DC 16 Fort], bite); Space/Reach 10 ft./ 5 ft.; SA Leap, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +7, Ref +6, Will +2; Str 15, Dex 18, Con 14, Int -, Wis 10, Cha 2.

**Skills and Feats:** Climb +12, Hide +8, Jump +28, Spot +8; Ability Focus (poison bite), Spring Attack<sup>B</sup>, Weapon Finesse<sup>B</sup>.

**Leap (Ex):** Snow spiders are known for darting up to bite their prey and instantly leaping back to avoid a return attack. They gain Spring Attack as a bonus feat. In addition, if a snow spider can jump on its prey (usually by making a Jump check as part of its movement), it can make a charge attack with a +4 attack bonus instead of the normal +2).

**Poison (Ex):** A snow spider has a poisonous bite.

**Tremorsense (Ex):** A snow spider can automatically sense the location of anything within 60 feet that is in contact with the ground (or the ice or snow on top of the ground).

**Vermin Traits:** A snow spider is immune to all mind-affecting spells and abilities (charms, compulsions, phantasms, patterns and morale effects). It also has darkvision out to 60 feet.

**Skills:** Snow spiders have a +4 racial bonus on Hide checks, 1 +20 racial bonus on Jump checks, a +8 racial bonus on Spot checks, and a +8 racial bonus on Climb checks.

Snow spiders use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks.

Snow spiders can always choose to take 10 on Climb checks, even if rushed or threatened.

\*In snowy or icy environments, a snow spider's bonus on Hide checks improves to +8.

➤ **Frost Folk Barbarian 1/Ranger 2 (2):** CR 3; Medium Monstrous Humanoid (Cold); HD 4d8+8 plus 1d12+2 plus 2d8+4; hp 56; Init +1; Spd 40 ft.; AC 17, touch 11, flat-footed 16; Base Atk +7; Grp +9; Atk +11 melee (1d8+2/x3, battleaxe) or +7 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Full Atk +9/+4 melee (1d8+2/x3, battleaxe) and +8/+5 melee (1d6+2/x3, masterwork handaxe) or +7 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Space/Reach 5 ft./ 5ft.; SA Ice blast, rage, favored enemy (human), combat style (two-weapon combat); SQ Darkvision 60 ft., frost folk traits, immunity to cold, snowsight, vulnerability to fire, fast movement, Track, wild empathy; AL NE; SV Fort +10, Ref +8, Will +4; Str 15, Dex 12, Con 14, Int 10, Wis 11, Cha 8.

**Skills and Feats:** Climb +3, Hide +3\*, Jump +4, Listen +2, Move Silently +5, Spot +2, Survival +7; Great Fortitude, Improved Two-Weapon Fighting, Weapon Focus (battleaxe).

**Ice Blast (Su):** Frost folk can produce a 20-foot cone of icy mist from their left eye. This deals 2d6 points of cold damage to all creatures within the area (Reflex save DC 14 half). The save DC is Constitution-based. Once a Frost folk uses his icy blast, he must wait 1d4 rounds before he can use this ability again.

**Rage (Ex):** hp +2; AC 16, touch 9, flat-footed 15; Atk +13 melee (1d8+4/x3, battleaxe); Full Atk +11/+5 melee (1d8+4/x3, battleaxe) and +8/+5 melee (1d6+2/x3, masterwork handaxe); SV Will +6; Str 19, Con 18;

**Snowsight (Ex):** All frost folk have innate snowsight, as the spell. No snowstorm can obscure their vision.

**Skills:** \*All frost folk gain a +8 racial bonus on Hide checks in snow and ice terrain.

**Possessions:** Studded leather armor, buckler, masterwork battleaxe, masterwork handaxe, composite longbow (+2 Str bonus), 20 arrows, *potion of aid*.

## Encounter 7: Lair of the Frost Folk

➤ **Frost Folk Druid 2 (1):** CR 4; Medium Monstrous Humanoid (Cold); HD 4d8+4 plus 2d8+2; hp 45; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +5; Grp +7; Atk +9 melee (1d8+2/x3, battleaxe) or +6 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Full Atk +9 melee (1d8+2/x3, battleaxe) or +6 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Space/Reach 5 ft./ 5ft.; SA Ice blast, spells; SQ Darkvision 60 ft., frost folk traits, immunity to cold, snowsight, vulnerability to fire, animal companion, nature sense, wild empathy, woodland stride; AL NE;

SV Fort +7, Ref +5, Will +9; Str 15, Dex 12, Con 13, Int 10, Wis 14, Cha 8.

**Skills and Feats:** Climb +1, Hide +1\*, Knowledge (nature) +6, Listen +4, Move Silently +1, Spot +4, Survival +4; Alertness, Great Fortitude, Weapon Focus (battleaxe).

**Ice Blast (Su):** Frost folk can produce a 20-foot cone of icy mist from their left eye. This deals 2d6 points of cold damage to all creatures within the area (Reflex save DC 13 half). The save DC is Constitution-based. Once a Frost folk uses his icy blast, he must wait 1d4 rounds before he can use this ability again.

**Snowsight (Ex):** All frost folk have innate snowsight, as the spell. No snowstorm can obscure their vision.

**Skills:** \*All Frost folk gain a +8 racial bonus on Hide checks in snow and ice terrain.

**Druid Spells Prepared:** (4/3; spell DC = 12 + spell level): 0- *cure minor wounds, guidance, know direction, resistance*; 1st- *faerie fire, longstrider, produce flame*.

**Possessions:** Studded leather armor, heavy wooden shield, masterwork battleaxe, composite longbow (+2 Str bonus), 20 arrows, *scroll of frost weapon, scroll of numbing sphere*.

➤ **Wolf Companion:** CR 1; Medium animal; HD 2d8+4; hp 15; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach 5 ft./5 ft.; SA trip; SQ low-light vision, scent, link, share spells, tricks; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track<sup>B</sup>, Weapon Focus (bite).

<sup>B</sup>=Bonus Feat. (Wolves have a +4 racial bonus on Survival checks when tracking by scent.)

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

**Trip (Ex):** A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

**Tricks:** Attack, Defend, Down, Guard, Heel, Seek, Track.

➤ **Frost Folk Barbarian 2 (2):** CR 4; Medium Monstrous Humanoid (Cold); HD 4d8+8 plus 2d12+4; hp 58; Init +1; Spd 40 ft.; AC 18, touch 11, flat-footed 17; Base Atk +6; Grp +8; Atk +10 melee (1d8+2/x3, battleaxe) or +6 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Full Atk +10/+5 melee (1d8+2/x3, battleaxe) or +6 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Space/Reach 5 ft./ 5ft.; SA Ice blast, rage; SQ Darkvision 60 ft., frost folk traits, immunity to cold, snowsight, vulnerability to fire, fast movement, uncanny dodge; AL NE; SV Fort +9, Ref +6, Will +5; Str 15, Dex 12, Con 14, Int 10, Wis 11, Cha 8.

**Skills and Feats:** Climb +5, Hide +1\*, Jump +6, Listen +2, Move Silently +1, Spot +2, Survival +2; Great Dodge, Fortitude, Weapon Focus (battleaxe).

**Ice Blast (Su):** Frost folk can produce a 20-foot cone of icy mist from their left eye. This deals 2d6 points of cold damage to all creatures within the area (Reflex save DC 14 half). The save DC is Constitution-based. Once a Frost folk uses his icy blast, he must wait 1d4 rounds before he can use this ability again.

**Rage (Ex):** hp +4; AC 16, touch 9, flat-footed 15; Atk +12 melee (1d8+4/x3, battleaxe); Full Atk +12/+7 melee (1d8+4/x3, battleaxe); SV Fort +10, Will +6; Str 19, Con 18.

**Snowsight (Ex):** All frost folk have innate snowsight, as the spell. No snowstorm can obscure their vision.

**Skills:** \*All frost folk gain a +8 racial bonus on Hide checks in snow and ice terrain.

**Possessions:** Studded leather armor, heavy wooden shield, masterwork battleaxe, composite longbow (+2 Str bonus), 20 arrows, *potion of blur, cloak of resistance +1*.

## Encounter 8: Lair of the Toads

➤ **Advanced 11 HD Fiendish Ice Toad (2):** CR 7; Large Magical Beast (Cold); HD 11d10+45; hp 116; Init +5; Spd 30 ft.; AC 16, touch 10, flat-footed 15; Base Atk +11; Grp +19; Atk +16 melee (2d6+6, bite) or tongue +12 ranged (1d4+4 nonlethal); Full Atk +16 melee (2d6+6, bite) or tongue +12 ranged (1d4+4 nonlethal); Space/Reach: 10 ft./ 5ft. (tongue up to 10 ft.); SA Improved grab, sphere of cold, swallow whole, smite good; SQ Darkvision 60 ft., immunity to cold, low-light vision, vulnerability to cold, damage reduction 5/magic, resist fire 10, spell resistance 16; AL NE; SV Fort +10, Ref +8, Will +2; Str 18, Dex 13, Con 17, Int 6, Wis 10, Cha 7

**Skills and Feats:** Hide +1\*, Jump +14, Listen +5, Spot +5; Alertness, Dodge, Improved Initiative, Weapon Focus (bite).

**Improved Grab (Ex):** To use this ability, an ice toad must hit a Medium or smaller creature with its tongue attack. If it gets a hold, it begins to drag its target to its mouth. In subsequent rounds, the toad and the target make opposed Strength checks. The toad and the target gain a +4 bonus on this check for each size category larger than Medium, or a -4 penalty for each size category smaller than Medium (an ice toad's usual modifier is +8 for size and Strength). If the ice toad wins the opposed Strength check, the toad drags the victim closer by 1 foot for each point of difference between the check results.

If the victim wins the opposed check, it breaks free. If the distance between the toad and the victim is reduced to 0 (when the victim is drawn into the toad's mouth), the toad immediately makes a bite attack as a free action. The target is considered grappled, and loses any Dexterity bonus to AC.

Toads also have improved grab with their bite attacks. To use this ability the ice toad must hit with its

bite attack, either after dragging an opponent to its mouth or simply as a normal melee attack. If it gets a hold, it can swallow whole.

**Sphere of Cold (Su):** As a standard action, an ice toad can exude a sphere of numbing cold in a 10-foot radius from its body. Creatures within this radius take 3d6 points of cold damage (Fortitude DC 18 half). The save DC is Constitution based. An ice toad can activate this sphere of cold every other round, starting in the first round of combat.

**Swallow Whole (Ex):** An ice toad can try to swallow a grabbed opponent that is at least two size categories smaller than it is (that is Small, or smaller). To swallow a creature, the ice toad must make a successful grapple check. Once inside, the opponent takes 1d6+6 points of crushing damage plus 1d4 points of acid damage per round. A swallowed creature can cut its way out by using a light slashing weapon to kill the toad from the inside (AC 13).

A Large ice toad can hold one Small, two Tiny, four Diminutive or eight Fine creatures in its gut. A Huge ice toad can hold one Medium, two Small, four Tiny, eight Diminutive or sixteen Fine creatures in its gut.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total against a good-aligned foe.

**Skills:** \*Ice toads receive a +8 racial bonus on Hide checks in snowy or icy environments. All toads receive a +6 racial bonus on Jump checks.

### Encounter 9: The Frozen Dead

❖ **Icegaunt (2):** CR 6; Medium Undead (Cold); HD 10d12+3; hp 92; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +5; Grp +10; Atk +10 melee (1d6+7 plus 1d6 cold plus 1d4 Constitution drain, slam); Full Atk Atk +10 melee (1d6+7 plus 1d6 cold plus 1d4 Constitution drain, slam); Space/Reach 5 ft./ 5ft.; SA Constitution drain, create spawn, frost touch, spells; SQ Darkvision 60 ft., damage reduction 10/magic, immunity to cold, undead traits, vulnerability to fire; AL NE; SV Fort +3, Ref +3, Will +9; Str 20, Dex 11, Con -, Int 11, Wis 14, Cha 12.

**Skills and Feats:** Concentration +14, Hide +13, Move Silently +13, Spot +15; Cleave, Power Attack, Silent Spell, Toughness.

**Constitution Drain (Su):** Living creatures hit by an icegaunt's slam attack must succeed on a DC 16 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the icegaunt gains 5 temporary hit points. Temporary hit points gained in this manner last for up to 1 hour.

**Create Spawn (Su):** Any humanoid slain by an icegaunt rises as an icegaunt at the next midnight. Spawns are under the command of the icegaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Frost Touch (Su):** An icegaunt deals an extra 1d6 points of cold damage with each successful slam attack.

**Spells:** Icegaunts cast spells as 5th-level druids. They never prepare or cast fire spells.

**Druid Spells Prepared:** 0- *detect magic* (2), *guidance*, *light*, *resistance*; 1st- *detect snares and pits*, *faerie fire*, *longstrider*, *obscuring mist*; 2nd- *chill metal* (DC 12), *fog cloud*, *numbing sphere*\* (DC 14); 3rd- *column of ice*\* (DC 15).

\*New *Frostburn* spell, see Appendix 5.

**Undead Traits:** An icegaunt is immune to mind-affecting effects, poisons, magic sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion or death from massive damage. It cannot be raised and resurrection works only if it is willing. It has darkvision out to 60 ft.

### Encounter 11: White Storm

❖ **Aussirkepek Male Adult White Dragon:** CR 10; Large dragon (cold); HD 18d12+72; hp 216; Init +4; Spd 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 26, touch 9, flat-footed 26; Base Atk +18; Grp +28; Atk +23 melee (2d6+6, bite); Full Atk +23 melee (2d6+6, bite), +18 melee (1d8+3, 2 claws), +18 melee (1d6+3, 2 wings), +18 melee (1d8+9, tail slap); Space/Reach 10 ft./ 5ft. (10 ft. with bite); SA breath weapon, frightful presence, spell-like abilities, spells; SQ blindsense 60 ft., damage reduction 5/magic, darkvision 120 ft., icewalking, immunity to cold, magic sleep effects, and paralysis, low-light vision, spell resistance 16, vulnerability to fire; AL CE; SV Fort +15, Ref +11, Will +11; Str 23, Dex 10, Con 19, Int 10, Wis 11, Cha 12.

**Skills and Feats:** Bluff +22, Concentration +22, Diplomacy +20, Hide -4, Intimidate +3, Listen +18, Search +18, Sense Motive +9, Spellcraft +4, Spot +20, Swim +14; Cleave, Flyby Attack, Hover, Improved Bull Rush, Improved Initiative, Power Attack, Power Dive.

**Breath Weapon (Su):** 40-ft. cone, 6d6 cold, Reflex DC 23 half.

**Frightful Presence (Ex):** 180-ft. radius, HD 17 or fewer, Will DC 20 negates.

**Spell-Like Abilities:** 3/day-gust of wind; 1/day-fog cloud. Caster level 6<sup>th</sup>; save DC = 11 + spell level.

**Sorcerer Spells Known (5/4; save DC = 11 + spell level):** 0-*dancing lights*, *daze*, *ghost sound*, *resistance*, *prestidigitation*; 1<sup>st</sup>-*silent image*, *true strike*.

## APPENDIX 2: NEW RULES ITEMS

### Feats

#### Power Dive [General]

Originally presented in the *Draconomicon*.

You can fall upon an opponent from the sky.

**Prerequisite:** Str 15, fly speed (average maneuverability).

**Benefit:** When flying you can dive and land on an opponent to deal extra damage. This is a standard action that can only affect creatures that are smaller than you. You make an overrun attack, but the opponent cannot choose to avoid you. If you knock down the target, you may make an additional slam attack, dealing the indicated damage plus 1 /2 times your Strength bonus (round down). This attack is at the usual bonus against prone opponents.

Size	Power Damage	Dive
Fine	1d2	
Diminutive	1d3	
Tiny	1d4	
Small		
Medium	1d6	
Large	1d8	
Huge	2d6	
Gargantuan	2d8	
Colossal	4d6	

**Normal:** Without this feat, you can attack with just one natural weapon and do not have a chance to knock down the opponent.

**Special:** If you fail in the overrun attempt and are tripped in turn, you are instead knocked down and deal the indicated slam damage to yourself.

#### Recover Breath [Metabreath]

Originally presented in the *Draconomicon*.

You wait less time before being able to use your breath weapon again.

**Prerequisites:** Con 17, breath weapon.

**Benefit:** You reduce the interval between uses of your breath weapon. You wait 1 round less than usual before breathing again, but always at least 1 round. The feat stacks with the effects of metabreath feats, reducing the total time you must wait to use your breath weapon again by 1 round.

**Special:** If you have multiple heads with breath weapons, all breath weapons use the reduced interval.

### Mundane and Alchemical Items

All mundane and alchemical items originally presented in *Frostburn*.

**Crampons:** Crampons consist of a set of metal spikes and hooks that lash on to boots and gauntlets to assist in climbing or walking across icy surfaces. While you

wear crampons, you gain a +2 circumstance bonus on any Balance checks made to avoid slipping on an icy surface, and a +2 circumstance bonus on Climb checks. Crampons impose a -10 ft. penalty to speed when not walking on snow or ice.

**Fur Clothing:** Fur clothing consists of thick layers of animal furs designed to be worn over a regular set of clothing or armor. Wearing fur clothing grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather. Fur clothing can be worn over a cold weather outfit; in this case the circumstance bonuses granted by each item stack, granting a total +10 circumstance bonus on Fortitude saving throws against exposure to cold weather. Fur clothing is cumbersome to wear. Although the furs do not provide an appreciable armor bonus, they do increase your total armor check penalty for any armor worn by 2 points.

**Hut, Portable:** A portable hut consists of a wooden framework that can be quickly assembled into a hut-shaped frame that covers a 10-foot square. The frame's base consists of several iron spikes that can be driven through holes in the frame to affix the hut frame to the ground; further stability is granted by several rope supports that extend out 15 feet from the hut's edge. Once the frame is in place, you simply attach the leather and fur wrappings over the outside of the wall and lash them directly to the frame to finish building the hut. A portable hut provides excellent shelter in the wilderness; assembling or disassembling a portable hut only takes 15 minutes of work. A portable hut serves as an improvised shelter.

**Skates:** Skates allow full movement across icy surfaces for anyone with at least 5 ranks of Balance, but cannot be used at all on any other terrain.

**Skis and Poles:** Skis allow full movement across snowy and icy surfaces but cannot be used at all on any other terrain. Downhill speed can be as a run (x4) on slight grades 0 as a run (x5) on severe grades. It takes a full-round action to don or to remove skis.

**Snow Goggles:** These wooden goggles have a thin horizontal slit in the middle. They grant a +2 circumstance bonus on saving throws to resist blinding effects, including sun blindness, extremely bright light, or spells that target vision indirectly (such as *sunburst* but not *blindness*). While wearing snow goggles, you incur a -4 circumstance penalty on Spot and Search checks.

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

**Winter Fullcloth:** This is a heavily quilted undergarment that is worn underneath regular

clothing to protect the wearer against cold. Winter fullcloth is considered part of the cold weather outfit described in the *Player's Handbook*. If worn by itself, grants a +1 circumstance bonus on Fortitude saving throws against exposure to cold weather.

**Armor Insulation:** This thick red syrupy mixture applied with a brush to the inner surface of a suit of armor. When the mixture comes in contact with body heat a sweat, it puffs up to trap body heat, insulating the wearer against the effects of cold. For 24 hours after application, the wearer of a suit of armor treated with armor insulation gains +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

**Freeze Powder:** Freeze powder looks like salt but is much finer 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.

**Frostbite Salve:** This pale yellow cream provides instant relief from frostbite damage. It does not cure frostburn damage, but temporarily suppresses up to 2 points of ability score damage caused by frostbite. The salve's effectiveness lasts for just one hour, after which point the ability score damage suppressed by the salve returns.

**Ice Chalk:** Ice chalk comes in a variety of colors. These 'waxy sticks can be used to make temporary marks on any icy surface, similar to how chalk can be used to mark slate or stone.

**Melt Powder:** 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 refreezes. 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.

**Polar Skin:** This dull white cream provides limited protection against cold-based damage. Polar skin becomes ineffective once it has absorbed 5 points of cold damage. Regardless of whether it absorbs any damage, polar skin loses its effectiveness 1 hour after application. Polar skin does not stack with magical protection from cold. Magical effects such as *resist energy* supersede the protection provided by polar skin. Applying polar skin takes 1 minute.

**Razor Ice Powder:** This granular white powder can be sprinkled over any icy surface; one vial is enough to coat one 5-foot square. The area coated immediately grows hundreds of tiny razor-sharp crystals of ice; these crystals function as if the area had been covered with razor ice (see page 16). Razor ice is difficult to see; a successful DC 20 Survival check reveals the danger; otherwise, a victim won't realize the true nature of the painful ice until she treads upon it. A creature with the cold subtype can use a standard action to sprinkle a vial of razor ice powder on any single natural weapon it possesses; it grants a +1 enhancement bonus on slashing damage for that natural attack for one hour.

**Whale Grease:** Whale grease is a thick clear grease fashioned from a combination of melted whale blubber and various powdered minerals and waxy plants. This foul smelling stuff must be applied directly to the skin (taking 1 minute to do so) to be effective; once applied, the grease insulates the user from hypothermia, providing complete protection from hypothermia effects for as long as it lasts. Whale grease loses its effectiveness 1 hour after application. It is not water soluble, but can be quickly removed with alcohol. While worn, the pungent odor the grease gives off allows creatures with the scent ability to detect you at double normal range.

## Magic Items

### **Ring of Floating**

Originally presented in *Frostburn*.

This clear crystal ring seems slightly cold when worn. As long as this ring is worn, you float upon any liquid or similar surface, and cannot swim below the surface. If you are underwater when you put this ring on, you rise towards the surface at a speed of 30 feet.

Faint transmutation; CL 1<sup>st</sup>; Forge Ring, *float*; Price 2,000 gp.

### **Gloves of Fortunate Striking**

Originally presented in the *Miniatures Handbook*.

Best worn by the cleverest of warmakers, these gloves allow their wearer to attempt to change an unfortunate strike at the enemy to a more accurate one. Once per day, after the wearer of the gloves has made an attack roll (but before it's determined whether the roll succeeded), he may choose to make the attack roll again. He must use the second result even if it's lower. The wearer can't use this ability if he has already made the attack roll again because of another ability he possesses, nor can he use another ability he possesses to make the attack roll again after he uses the gloves. The gloves can be used only after they are worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Faint divination; CL 3<sup>rd</sup>; Craft Wondrous Item, *true strike*; Price 2,000 gp.

### Goggles of Lifesight

Originally presented in *Libris Mortis*.

The wearer of these goggles automatically knows whether any visible creature within 30 feet is alive, dead, undead, or neither alive or dead (such as a construct).

Moderate divination; CL 9<sup>th</sup>; Craft Wondrous Item, *true seeing*; Price 2,000 gp.

### Vial of Icy Sheets

Originally presented in *Frostburn*.

The *vial of icy sheets* contains a clear fluid that creates a region of slippery ice when its contents are poured upon the ground (a standard action). The fluid spreads from the point of origin to a radius of 10 feet, coating the ground with a thin sheet of slippery ice. All creatures caught in this area must make a DC 11 Reflex save or slip and fall. Those that successfully save can move at half speed across the surface. Those that remain in the area must make a new saving throw each round to avoid falling and to be able to move.

Alternatively, the vial's contents can be poured upon an object. This encases the object with slippery ice, and if the object is carried or wielded, its wielder must make a DC 11 Reflex save to avoid dropping the item. A new saving throw must be made each round the item is grasped.

Icy sheets last for 5 rounds before they evaporate away into nothingness. A *vial of icy breath* automatically replenishes its supply of liquid once every day.

If the contents of a *vial of icy sheets* are swallowed, the ice coats the mouth, throat and stomach of the poor fool who drank it. This causes 6d6 points of cold damage (Fortitude DC 20 half).

Faint conjuration; CL 1<sup>st</sup>; Craft Wondrous Item, *ice slick*; Price 2,000 gp; Weight 1 lb.

## Spells

### Column of ice

Originally presented in *Frostburn*.

Conjuration (Creation) [Cold]

**Level:** Druid 3, sorcerer/wizard 4

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** One column of ice, 10-ft. radius and 5 ft./level in height

**Duration:** Permanent

**Saving Throw:** Reflex negates

**Spell Resistance:** No

A column of ice rises from the ground, lifting any object or creature (including you) standing in the area

into the air. Creatures making a Reflex saving throw can choose to avoid the column. Moving or fighting atop the ice column requires a DC 10 Balance check. Those who fail fall prone and must immediately succeed on a DC 12 Reflex saving throw or slip off the column, taking commensurate falling damage.

Creatures atop the column as it rises may be smashed against the ceiling or other overhead obstructions, which deals 4d6 points of damage.

**Magical Ice Column:** 10 feet thick; hardness 16; hp 160; break DC 90; Climb DC 30.

**Arcane Material Component:** A 2-inch rod of ice.

### Frost Weapon

Originally presented in *Frostburn*.

Transmutation

**Level:** Cleric 2, druid 2, sorcerer/wizard 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Weapon touched

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** No

You imbue a weapon with icy cold granting it a power similar to the frost special ability. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. If cast on a bow, crossbow, or sling, the spell bestows the cold energy upon the weapon's ammunition. This ability stacks with the frost special ability, but not with itself.

**Material Component:** A drop of water.

### Numbing Sphere

Originally 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./2 levels)

**Effect:** 5-ft. diameter sphere

**Duration:** 1 round/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 this 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 in encounters in 5-foot-

cube sections, creating chunks of ice 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.

## Snowsight

Originally presented in *Frostburn*.

Transmutation

**Level:** Druid 1, ranger 1, Winter 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Creature touched

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

The subject gains the ability to see to the normal limits of its vision even in whiteout conditions, and ignores all penalties due to snow glare and snow blindness. *Snowsight* is no better than normal vision. During daylight, this usually means the subject can see to the horizon; at night vision is restricted to ambient light or darkvision as appropriate for the subject creature. *Snowsight* does not grant creatures the ability to see in darkness.

## Monsters

### Frost Folk

Originally presented in *Frostburn*.

Medium Monstrous Humanoid (Cold)

**Hit Dice:** 4d8+12 (22 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 18 (+1 Dex, +2 natural, +3 studded leather armor, +2 heavy wooden shield), touch 11, flat-footed 17

**Base Attack/Grapple:** +4/+6

**Attack:** Battleaxe +7 melee (1d8+2/x3) or composite longbow (+2 Str bonus) +5 ranged (1d8+2/x3)

**Full Attack:** Battleaxe +7 melee (1d8+2/x3) or composite longbow (+2 Str bonus) +5 ranged (1d8+2/x3)

**Space/Reach:** 5 ft./5ft.

**Special Attacks:** Ice blast

**Special Qualities:** Darkvision 60 ft., frost folk traits, immunity to cold, snowsight, vulnerability to fire

**Saves:** Fort +4, Ref +5, Will +4

**Abilities:** Str 15, Dex 12, Con 13, Int 10, Wis 11, Cha 8

**Skills:** Climb +1, Hide +1\*, Listen +2, Move Silently +1, Spot +2, Survival +2

**Feats:** Great Fortitude, Weapon Focus (battleaxe)

**Environment:** Cold mountains

**Organization:** Solitary, family (3-6 plus 1-2 winter wolves), clan (10-30 and 2-8 winter wolves), or village (20-400 and 4-24 winter wolves)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Often neutral evil

**Advancement:** By character class

**Level Adjustment:** +1

*Tall and pale, this burly tribesman seems human enough, but his eyes are a startling pale shade of blue, and a noticeable chill seems to hang in the air around him. He wears studded leather armor and carries a battleaxe.*

### Combat

Frost folk are disciplined fighters with a keen sense of tactics. They enjoy bloody slaughter and often set ambushes in deep snow, where axe fighters hide beneath the powder and archers fire their bows at opponents whose movements are hindered.

**Ice Blast (Su):** Frost folk can produce a 20-foot cone of icy mist from their left eye. This deals 2d6 points of cold damage to all creatures within the area (Reflex save DC 13 half). The save DC is Constitution-based. Once a Frost folk uses his icy blast, he must wait 1d4 rounds before he can use this ability again.

**Snowsight (Ex):** All frost folk have innate snowsight, as the spell. No snowstorm can obscure their vision.

**Skills:** \*All frost folk gain a +8 racial bonus on Hide checks in snow and ice terrain.

### Icegaunt

Originally presented in *Frostburn*.

Medium Undead (Cold)

**Hit Dice:** 10d12+3 (68 hp)

**Initiative:** +0

**Speed:** 30 ft. (6 squares).

**Armor Class:** 17 (+7 natural), touch 10, flat-footed 17

**Base Attack/Grapple:** +5/+10

**Attack:** Slam +10 melee (1d6+7 plus 1d6 cold plus 1d4 Constitution drain)

**Full Attack:** Slam +10 melee (1d6+7 plus 1d6 cold plus 1d4 Constitution drain)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Constitution drain, create spawn, frost touch, spells

**Special Qualities:** Darkvision 60 ft., damage reduction 10/magic, immunity to cold, undead traits, vulnerability to fire

**Saves:** Fort +3, Ref +3, Will +9

**Abilities:** Str 20, Dex 11, Con -, Int 11, Wis 14, Cha 12

**Skills:** Concentration +14, Hide +13, Move Silently +13, Spot +15



**Feats:** Cleave, Power Attack, Silent Spell, Toughness  
**Environment:** Cold mountains  
**Organization:** Solitary, pair or tomb (3-6)  
**Challenge Rating:** 6  
**Treasure:** Standard  
**Alignment:** Usually neutral evil  
**Advancement:** 11-20 HD (Medium)  
**Level Adjustment:** -

*This aged human has deeply tanned skin furrowed by countless wrinkles. He wears weather-beaten furs, and his eyes are dark and cold.*

### Combat

In combat icegaunts prefer to attack by surprise, lurching up from shallow pits dug in snow or ice, or appearing out of a summoned storm of obscuring show. Like mummies, they are intelligent and fear fire.

**Constitution Drain (Su):** Living creatures hit by an icegaunt's slam attack must succeed on a DC 16 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the icegaunt gains 5 temporary hit points. Temporary hit points gained in this manner last for up to 1 hour.

**Create Spawn (Su):** Any humanoid slain by an icegaunt rises as an icegaunt at the next midnight. Spawns are under the command of the icegaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Frost Touch (Su):** An icegaunt deals an extra 1d6 points of cold damage with each successful slam attack.

**Spells:** Icegaunts cast spells as 5th-level druids. They never prepare or cast fire spells.

*Druid Spells Prepared:* 0- *detect magic* (2), *guidance*, *light*, *resistance*; 1st- *detect snares and pits*, *faerie fire*, *longstrider*, *obscuring mist*; 2nd- *chill metal* (DC 12), *fog cloud*, *numbing sphere*\* (DC 14); 3rd- *column of ice*\* (DC 15).

\*New Frostburn spell.

**Undead Traits:** An icegaunt is immune to mind-affecting effects, poisons, magic sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion or death from massive damage. It cannot be raised and resurrection works only if it is willing. It has darkvision out to 60 ft.

### Ice Toad

Originally presented in *Frostburn*.

Large Magical Beast (Cold)  
**Hit Dice:** 5d10+15 (37 hp)  
**Initiative:** +5  
**Speed:** 30 ft. (6 squares)

**Armor Class:** 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

**Base Attack/Grapple:** +5/+13

**Attack:** Bite +8 melee (2d6+6) or tongue +5 ranged (1d4+4 nonlethal)

**Full Attack:** Bite +8 melee (2d6+6) or tongue +5 ranged (1d4+4 nonlethal)

**Space/Reach:** 10 ft./ 5ft. (tongue up to 10 ft.)

**Special Attacks:** Improved grab, sphere of cold, swallow whole

**Special Qualities:** Darkvision 60 ft., immunity to cold, low-light vision, vulnerability to cold

**Saving Throws:** Fort +7, Ref +5, Will +1

**Abilities:** Str 18, Dex 13, Con 17, Int 6, Wis 10, Cha 7

**Skills:** Hide +1\*, Jump +10, Listen +4, Spot +4

**Feats:** Alertness, Improved Initiative

**Environment:** Cold marshes

**Organization:** Solitary, pair or colony (3-4)

**Challenge Rating:** 3

**Treasure:** 50% coins; double goods, standard items

**Alignment:** Often neutral

**Advancement:** 6-12 HD (Large), 13-15 HD (Huge)

*This frog-like creature is the size of a horse. Its skin is a dead white color, with warty lumps of pale blue and its huge mouth is filled with small, sharp teeth.*

### Combat

Although they are more intelligent than mere animals, ice toads are still too dim for complicated tactics. They attack just about anything, and fight brutally. Like all toads, they attack with their long tongues, using them to drag prey to their mouths.

**Improved Grab (Ex):** To use this ability, an ice toad must hit a Medium or smaller creature with its tongue attack. If it gets a hold, it begins to drag its target to its mouth. In subsequent rounds, the toad and the target make opposed Strength checks. The toad and the target gain a +4 bonus on this check for each size category larger than Medium, or a -4 penalty for each size category smaller than Medium (an ice toad's usual modifier is +8 for size and Strength). If the ice toad wins the opposed Strength check, the toad drags the victim closer by 1 foot for each point of difference between the check results.

If the victim wins the opposed check, it breaks free. If the distance between the toad and the victim is reduced to 0 (when the victim is drawn into the toad's mouth), the toad immediately makes a bite attack as a free action. The target is considered grappled, and loses any Dexterity bonus to AC.

Toads also have improved grab with their bite attacks. To use this ability the ice toad must hit with its bite attack, either after dragging an opponent to its mouth or simply as a normal melee attack. If it gets a hold, it can swallow whole.

**Sphere of Cold (Su):** As a standard action, an ice toad can exude a sphere of numbing cold in a 10-foot radius from its body. Creatures within this radius take 3d6 points of cold damage (Fortitude DC 15 half). The save DC is Constitution based. An ice toad can

activate this sphere of cold every other round, starting in the first round of combat.

**Swallow Whole (Ex):** An ice toad can try to swallow a grabbed opponent that is at least two size categories smaller than it is (that is Small, or smaller). To swallow a creature, the ice toad must make a successful grapple check. Once inside, the opponent takes 1d6+6 points of crushing damage plus 1d4 points of acid damage per round. A swallowed creature can cut its way out by using a light slashing weapon to kill the toad from the inside (AC 13).

A Large ice toad can hold one Small, two Tiny, four Diminutive or eight Fine creatures in its gut. A Huge ice toad can hold one Medium, two Small, four Tiny, eight Diminutive or sixteen Fine creatures in its gut.

**Skills:** \*Ice toads receive a +8 racial bonus on Hide checks in snowy or icy environments. All toads receive a +6 racial bonus on Jump checks.

## Snow Spider

Originally presented in *Frostburn*.

### Large Snow Spider

Large Vermin

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** +4

**Speed:** 40 ft. (8 squares), climb 40 ft.

**Armor Class:** 16 (-1 size, +4 Dex, +1 natural, +3 natural), touch 13, flat-footed 12

**Base Attack/Grapple:** +3/+9

**Attack:** Bite +6 melee (1d8+3 plus poison)

**Full Attack:** Bite +6 melee (1d8+3 plus poison)

**Space/Reach:** 10 ft./ 5ft.

**Special Attacks:** Leap, poison

**Special Qualities:** Darkvision 60 ft., tremorsense 60 ft., vermin traits

**Saves:** Fort +6, Ref +5, Will +1

**Abilities:** Str 15, Dex 18, Con 14, Int -, Wis 10, Cha 2

**Skills:** Climb +12, Hide +4, Jump +28, Spot +8.

**Feats:** Spring Attack<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Environment:** Cold marshes

**Organization:** Solitary or colony (2-5)

**Challenge Rating:** 2

**Treasure:** 1/10<sup>th</sup> coins; 50% goods; 50% items

**Alignment:** Always neutral

**Advancement:** 6-9 HD (Large); 10-12 HD (Huge)

**Level Adjustment:** -

*This big spider is covered in tufts of stiff white hair and has eight pale blue eyes. Its huge fangs are tucked beneath its horrible head.*

Snow spiders are aggressive hunting spiders that roam the tundra, bogs and everfrost of cold regions. They paralyze their prey for later consumption.

### Combat

Snow spiders are hunting spiders, not web spinners, so they almost always attach from ambush, striking quickly and then dragging their prey into a tunnel or snow bank.

**Leap (Ex):** Snow spiders are known for darting up to bite their prey and instantly leaping back to avoid a return attack. They gain Spring Attack as a bonus feat. In addition, if a snow spider can jump on its prey (usually by making a Jump check as part of its movement), it can make a charge attack with a +4 attack bonus instead of the normal +2).

**Poison (Ex):** A snow spider has a poisonous bite. See the table below. The save DC is Constitution-based.

Spider Size	Save DC	Initial and Secondary Damage
Small	10	1d3 Dex/paralysis
Medium	12	1d4 Dex/paralysis
Large	14	1d6 Dex/paralysis

**Tremorsense (Ex):** A snow spider can automatically sense the location of anything within 60 feet that is in contact with the ground (or the ice or snow on top of the ground).

**Vermin Traits:** A snow spider is immune to all mind-affecting spells and abilities (charms, compulsions, phantasms, patterns and morale effects). It also has darkvision out to 60 feet.

**Skills:** Snow spiders have a +4 racial bonus on Hide checks, 1 +20 racial bonus on Jump checks, a +8 racial bonus on Spot checks, and a +8 racial bonus on Climb checks.

Snow spiders use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks.

Snow spiders can always choose to take 10 on Climb checks, even if rushed or threatened.

\*In snowy or icy environments, a snow spider's bonus on Hide checks improves to +8.

## Yeti

Originally presented in *Frostburn*.

Large Monstrous Humanoid (Cold)

**Hit Dice:** 4d8+11 (29 hp)

**Initiative:** +1

**Speed:** 40 ft. (6 squares), climb 20 ft.

**Armor Class:** 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

**Base Attack/Grapple:** +4/+12

**Attack:** Claw +7 melee (1d6+4)

**Full Attack:** 2 claws +7 melee (1d6+4)

**Space/Reach:** 10 ft./10ft.

**Special Attacks:** Constrict, improved grab

**Special Qualities:** Immunity to cold, snowsight, vulnerability to fire

**Saves:** Fort +3, Ref +5, Will +5

**Abilities:** Str 18, Dex 13, Con 14, Int 9, Wis 12, Cha 11

**Skills:** Climb +12, Hide -1\*, Listen +3, Move Silently +2, Spot +2, Survival +2

**Feats:** Dodge, Toughness

**Environment:** Cold mountains  
**Organization:** Solitary or clan  
**Challenge Rating:** 3  
**Treasure:** Standard  
**Alignment:** Usually neutral  
**Advancement:** 5-9 HD (Large); 10-12 HD (Huge)  
**Level Adjustment:** +3

Yeti speak Giant.

### Combat

Yeti stalk their prey and lay ambushes to catch their victims by surprise. Once battle is joined, they fight fiercely with their claws.

**Constrict (Ex):** A yeti deals 1d6+4 points of damage with a successful grapple check, plus an extra 2d6 points of cold damage from the heat-absorbing effect of the creature's body.

**Improved Grab (Ex):** To use this ability a yeti must hit a Medium or smaller creature with a claw attack. If it gets a hold it can constrict.

**Snowsight (Ex):** A yeti can see in snow as per the showsight spell.

**Skills:** \* A yeti's white fur gives it a +12 racial bonus on Hide checks in snow.

### Yeti, Abominable

Originally presented in *Frostburn*.

Huge Monstrous Humanoid (Cold)  
**Hit Dice:** 10d8+60 (105 hp)  
**Initiative:** +1  
**Speed:** 40 ft. (6 squares), climb 20 ft.  
**Armor Class:** 18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16  
**Base Attack/Grapple:** +10/+27  
**Attack:** Claw +17 melee (1d8+9)  
**Full Attack:** 2 claws +17 melee (1d8+9)  
**Space/Reach:** 15 ft./15 ft.  
**Special Attacks:** Constrict, improved grab  
**Special Qualities:** Immunity to cold, snowsight, vulnerability to fire  
**Saves:** Fort +8, Ref +8, Will +9  
**Abilities:** Str 29, Dex 15, Con 22 Int 8, Wis 14, Cha 8  
**Skills:** Climb +17, Hide -2\*, Listen +4, Move Silently +5, Spot +4, Survival +4  
**Feats:** Dodge, Improved Natural Armor, Mobility, Spring Attack  
**Environment:** Cold mountains  
**Organization:** Solitary or clan  
**Challenge Rating:** 7  
**Treasure:** Standard  
**Alignment:** Usually neutral  
**Advancement:** 5-9 HD (Large); 10-12 HD (Huge)  
**Level Adjustment:** +5

Yeti speak Giant.

Combat

Yeti stalk their prey and lay ambushes to catch their victims by surprise. Once battle is joined, they fight fiercely with their claws.

**Constrict (Ex):** A yeti deals 1d8+9 points of damage with a successful grapple check, plus an extra 2d6 points of cold damage from the heat-absorbing effect of the creature's body.

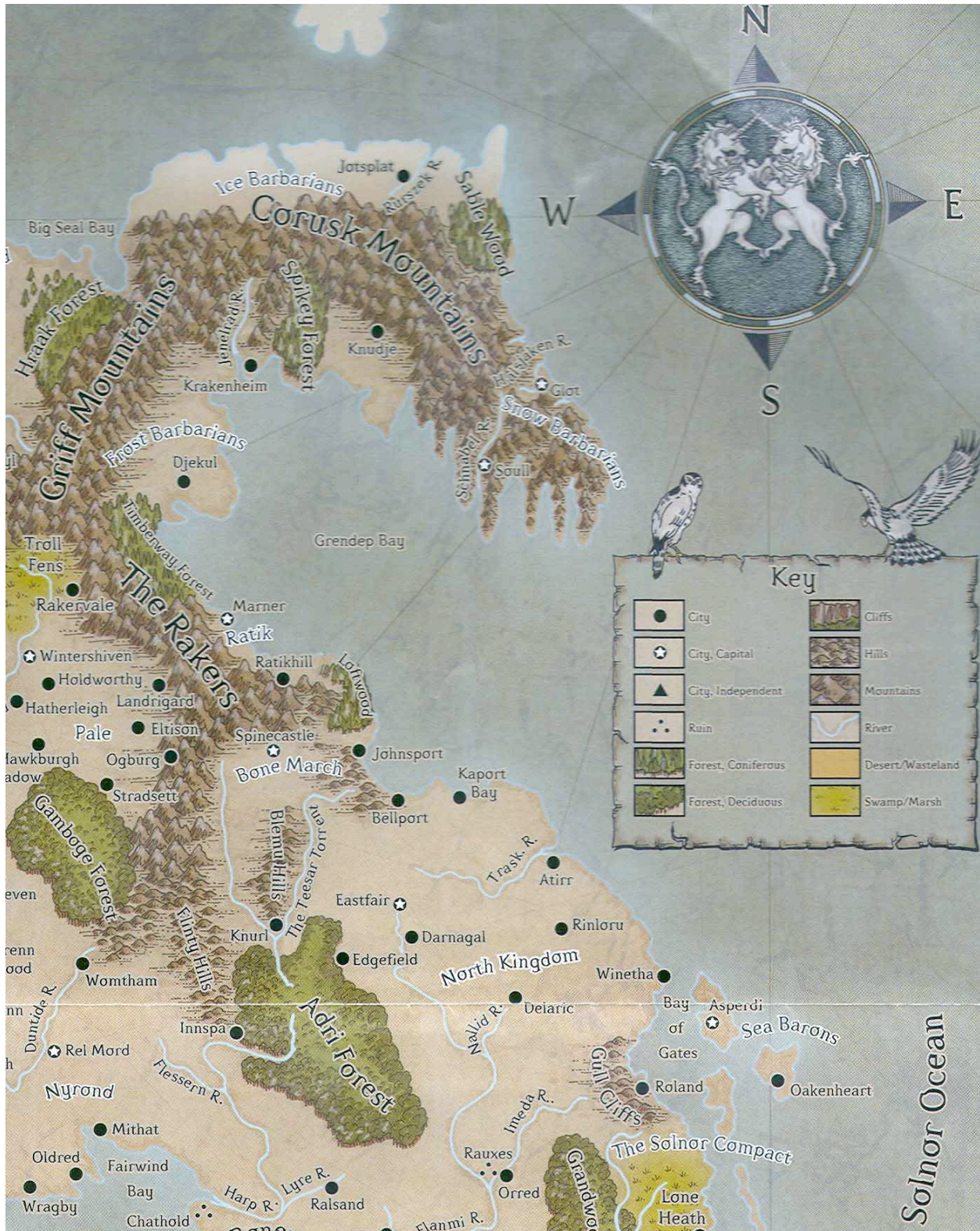
**Improved Grab (Ex):** To use this ability a yeti must hit a Medium or smaller creature with a claw attack. If it gets a hold it can constrict.

**Snowsight (Ex):** A yeti can see in snow as per the showsight spell.

**Skills:** \* A yeti's white fur gives it a +12 racial bonus on Hide checks in snow.

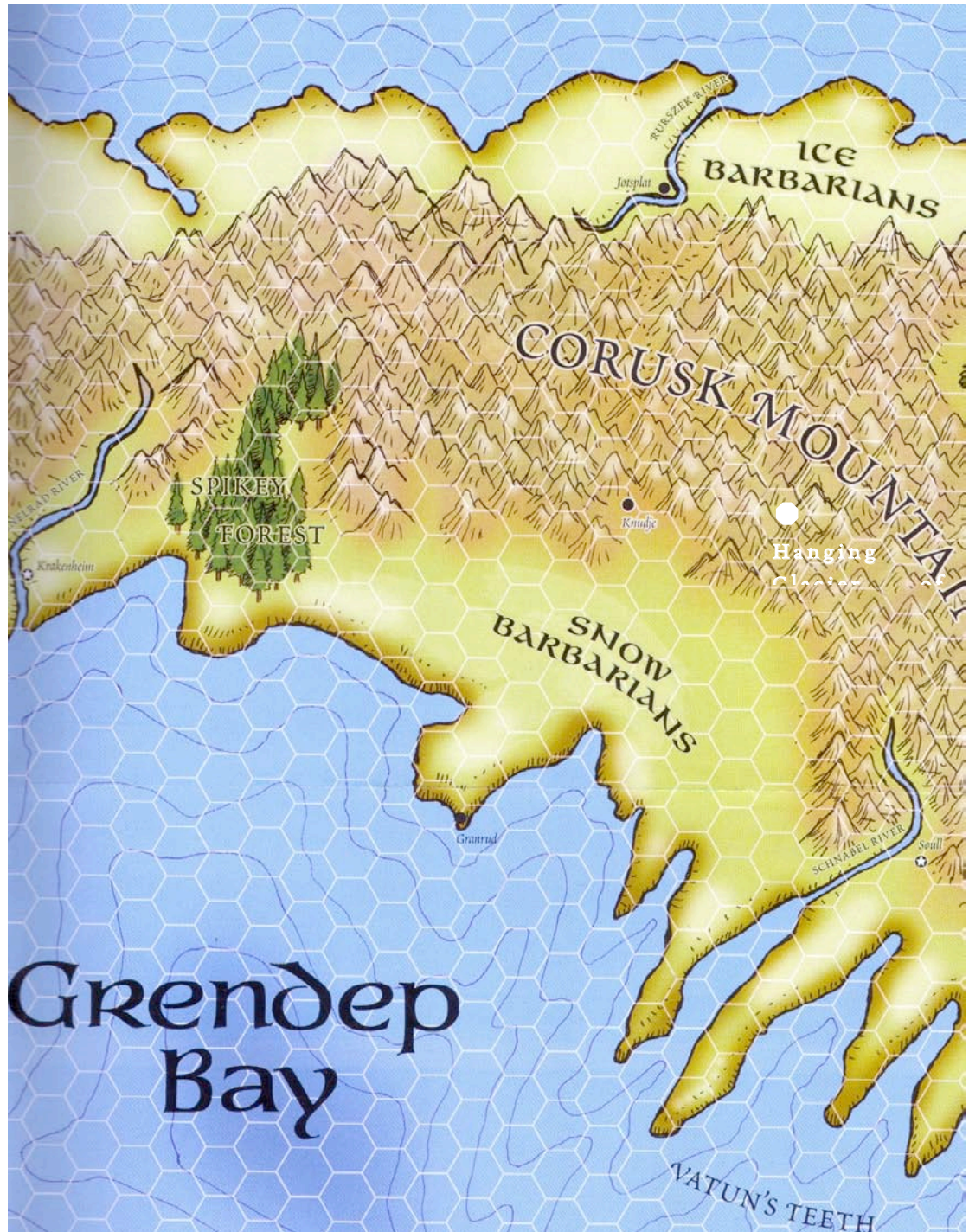


# Player's Handout 1: The Thillonrian Peninsula





## Player's Handout 2: The Hanging Glacier



# PLAYER'S HANDOUT: FROSTFELL EQUIPMENT

## Mundane and Alchemical Items

All mundane and alchemical items originally presented in *Frostburn*.

### Frostfell Adventuring Gear

Adventuring Gear	Cost	Weight
Crampons	5 gp	1 lb.
Fur clothing	8 gp	10 lb.
Hut, portable	125 gp	75 lb.
Skates	10 gp	3 lb.
Skis and poles	15 gp	6 lb.
Snow goggles	2 gp	-
Snowshoes	15 gp	8 lb.
Winter fullcloth	4 gp	2 lb.

**Crampons:** Crampons consist of a set of metal spikes and hooks that lash on to boots and gauntlets to assist in climbing or walking across icy surfaces. While you wear crampons, you gain a +2 circumstance bonus on any Balance checks made to avoid slipping on an icy surface, and a +2 circumstance bonus on Climb checks. Crampons impose a -10 ft. penalty to speed when not walking on snow or ice.

**Fur Clothing:** Fur clothing consists of thick layers of animal furs designed to be worn over a regular set of clothing or armor. Wearing fur clothing grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather. Fur clothing can be worn over a cold weather outfit; in this case the circumstance bonuses granted by each item stack, granting a total +10 circumstance bonus on Fortitude saving throws against exposure to cold weather. Fur clothing is cumbersome to wear. Although the furs do not provide an appreciable armor bonus, they do increase your total armor check penalty for any armor worn by 2 points.

**Hut, Portable:** A portable hut consists of a wooden framework that can be quickly assembled into a hut-shaped frame that covers a 10-foot square. The frame's base consists of several iron spikes that can be driven through holes in the frame to affix the hut frame to the ground; further stability is granted by several rope supports that extend out 15 feet from the hut's edge. Once the frame is in place, you simply attach the leather and fur wrappings over the outside of the wall and lash them directly to the frame to finish building the hut. A portable hut provides excellent shelter in the wilderness; assembling or disassembling a portable hut only takes 15 minutes of work. A portable hut serves as an improvised shelter.

**Skates:** Skates allow full movement across icy surfaces for anyone with at least 5 ranks of Balance, but cannot be used at all on any other terrain.

**Skis and Poles:** Skis allow full movement across

snowy and icy surfaces but cannot be used at all on any other terrain. Downhill speed can be as a run (x4) on slight grades 0 as a run (x5) on severe grades. It takes a full-round action to don or to remove skis.

**Snow Goggles:** These wooden goggles have a thin horizontal slit in the middle. They grant a +2 circumstance bonus on saving throws to resist blinding effects, including sun blindness, extremely bright light, or spells that target vision indirectly (such as *sunburst* but not *blindness*). While wearing snow goggles, you incur a -4 circumstance penalty on Spot and Search checks.

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

**Winter Fullcloth:** This is a heavily quilted undergarment that is worn underneath regular clothing to protect the wearer against cold. Winter fullcloth is considered part of the cold weather outfit described in the *Player's Handbook*. If worn by itself, grants a +1 circumstance bonus on Fortitude saving throws against exposure to cold weather.

### Frostfell Alchemical Items

Adventuring Gear	Cost	Weight
Armor insulation (flask)	50 gp	2 lb.
Freeze powder (vial)	100 gp	1 lb.
Frostbite salve (jar)	50 gp	1lb.
Ice chalk	20 gp	-
Melt powder (vial)	25 gp	1 lb.
Polar skin (flask)	25 gp	1 lb.
Razor ice powder (vial)	50 gp	1lb.
Whale grease (flask)	75 gp	2lb.

**Armor Insulation:** This thick red syrupy mixture applied with a brush to the inner surface of a suit of armor. When the mixture comes in contact with body heat a sweat, it puffs up to trap body heat, insulating the wearer against the effects of cold. For 24 hours after application, the wearer of a suit of armor treated with armor insulation gains +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

**Freeze Powder:** Freeze powder looks like salt but is much finer 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.

**Frostbite Salve:** This pale yellow cream provides instant relief from frostbite damage. It does not cure frostburn damage, but temporarily suppresses up to 2 points of ability score damage caused by frostbite. The salve's effectiveness lasts for just one hour, after which point the ability score damage suppressed by the salve returns.

**Ice Chalk:** Ice chalk comes in a variety of colors. These 'waxy sticks' can be used to make temporary marks on any icy surface, similar to how chalk can be used to mark slate or stone.

**Melt Powder:** 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 refreezes. 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.

**Polar Skin:** This dull white cream provides limited protection against cold-based damage. Polar skin becomes ineffective once it has absorbed 5 points of cold damage. Regardless of whether it absorbs any damage, polar skin loses its effectiveness 1 hour after application. Polar skin does not stack with magical protection from cold. Magical effects such as *resist energy* supersede the protection provided by polar skin. Applying polar skin takes 1 minute.

**Razor Ice Powder:** This granular white powder can be sprinkled over any icy surface; one vial is enough to coat one 5-foot square. The area coated immediately grows hundreds of tiny razor-sharp crystals of ice; these crystals function as if the area had been covered with razor ice (see page 16). Razor ice is difficult to see; a successful DC 20 Survival check reveals the danger; otherwise, a victim won't realize the true nature of the painful ice until she treads upon it. A creature with the cold subtype can use a standard action to sprinkle a vial of razor ice powder on any single natural weapon it possesses; it grants a +1 enhancement bonus on slashing damage for that natural attack for one hour.

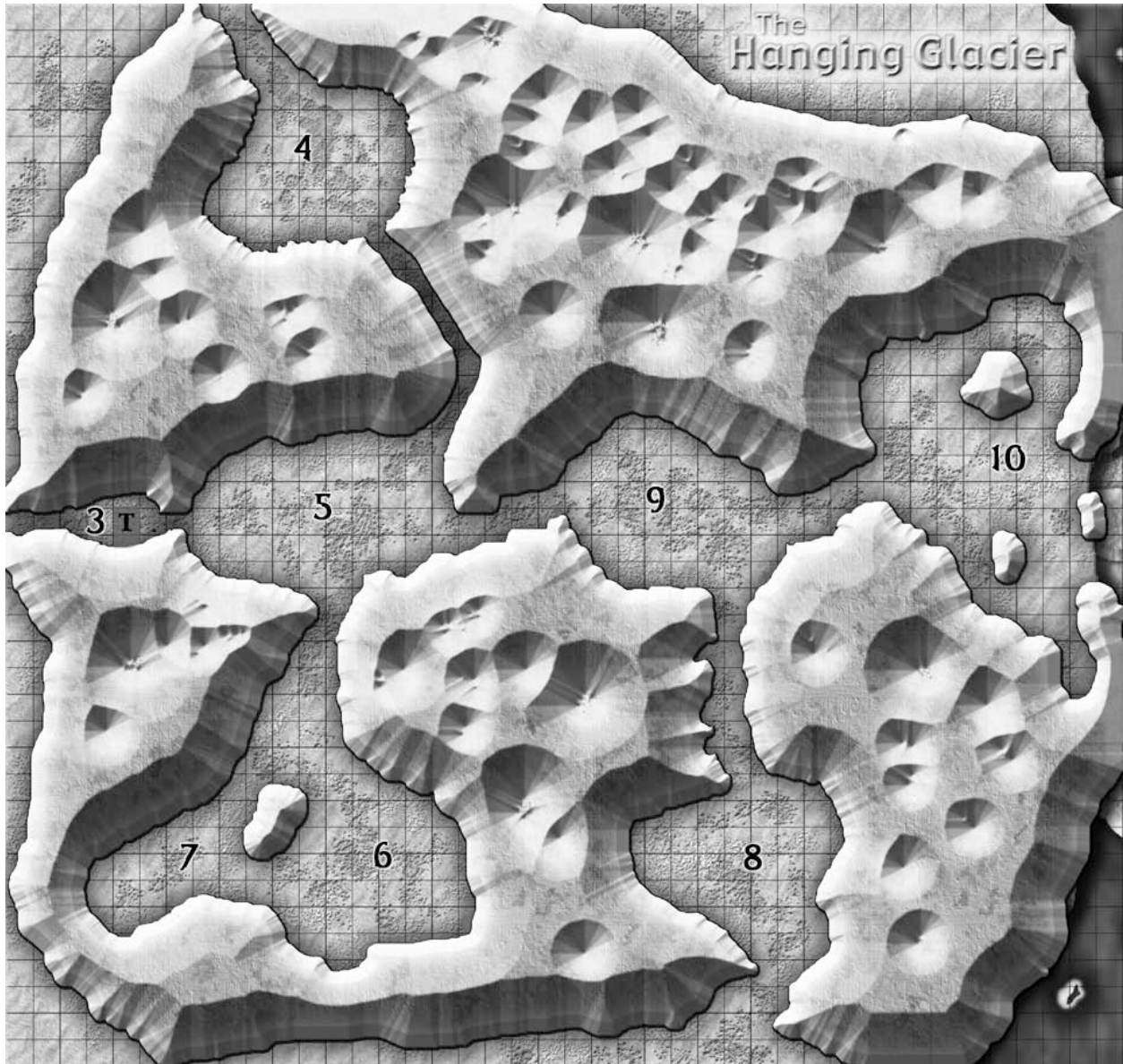
**Whale Grease:** Whale grease is a thick clear grease fashioned from a combination of melted whale blubber and various powdered minerals and waxy plants. This foul smelling stuff must be applied directly to the skin (taking 1 minute to do so) to be effective; once applied, the grease insulates the user from hypothermia, providing complete protection from hypothermia effects for as long as it lasts. Whale grease loses its effectiveness 1 hour after application. It is not water soluble, but can be quickly removed with alcohol. While worn, the pungent odor the grease gives

off allows creatures with the scent ability to detect you at double normal range.



## DM Map 1: The Hanging Glacier

Note that the Hanging Glacier is obviously far bigger than that indicated on the map. The map simply shows the “habitable” parts of the glacier described in this adventure.





## DM Map 2: The Tumbled Flow

