

PER6-01

# Skating on Thin Ice

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Perrenland Regional Adventure

Version 1.0

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Reviewed by Chris Tulach

Winter in Perrenland is cold. Damned cold. Cold enough for Lake Quag to freeze over. However, this Spring the lake has not thawed and the organizers of the annual Schwtzenbruin to Traft Yacht Race are worried. The race holds great religious significance and to have no winner would be an omen of the most dire kind. So The Kerk has commissioned ice boats, and invited the Heroes of Perrenland to crew them. Are you willing to accept The Kerk's invitation? A Perrenland regional adventure for APLs 4-12.

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at [baparis@ozemail.com.au](mailto:baparis@ozemail.com.au); for LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## RPGA SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table 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 one (1) point.

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

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player'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

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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:

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

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp 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 that 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*.

## Adventure Background

### The Race

The Schwartzenbruin to Traft Yacht Race is an annual event that has taken place in Perrenland since before the last time Iggywily invaded Perrenland. The race is a religious festival, involving ceremonies dedicated to all of the gods of the Old Kerk. The results of the ceremonies, and which boat wins the race, is often used as a portent of the year to come. While the importance of the portents has been waning in Perrenland society over the last two decades, with the current war difficulties nobody is willing to chance angering the Gods. Nobody paid a lot of attention to the portent of Nerull's boat winning in 594CY, until the invasion occurred. The difficulties that Perrenland is currently facing in the war are said by some to be as a result of the race being cancelled in 595CY due to the war. This is why the race must go forward this year, so that the people of Perrenland can see that the portent of the Death God has passed!

The race was originally held between ten yachts, one for each of the Gods of the Old Kerk. These yachts were built and manned by the faithful of the church, but more and more people wanted to join in, especially professional boatmen. Over the years, more and more boats were entered, dedicated to the cause of one God or

another (although there was only officially ever one boat for Nerull) until in modern times it has become more of a regalia than a religious rite. Over the last five years (except 595CY), the number of competing yachts has reached an average of fifty per year, most of them being manned by the members of the Meerijder clan and the Zee, with the Kerk sponsored boats often coming in at the back of the pack.

This year, the Kerk had decided to go ahead with the race, restricting entrance to the ten boats of the Kerk. However, the plans of the Hetshoolmenn have been complicated by an unusually long winter. While the season across the Flanness has progressed into Spring, Lake Quag is still completely frozen over. The Lake only freezes over completely in the coldest of years, perhaps once every ten or twenty years. For it to still be frozen this late in the year is unheard of. Some people are seeing this as a sign that the portent of Nerull is still affecting Perrenland, which has caused the Hetshoolmenn to be even more adamant that the race must go ahead.

To this purpose, the Hetshoolmenn have commissioned ice-boats to be used in the race. Due to the rush, the Kerk has only been able to procure six boats, and due to the dangers, they have issued personal invitations to the Heroes of Perrenland to take part in the race. This will help to capture the imagination of the people, and give the boat crews the best chance of surviving whatever is on the ice. Because, as everybody knows, nobody has ever been able to cross the Lake when frozen, and nobody knows why...

## **The Dangers of the Lake**

For generations, adventurous people have attempted to take up the extremely dangerous challenge of crossing the Lake on foot during those rare winters when the Lake is completely frozen over. To date, none are known to have succeeded. Apart from the obvious dangers of exposure, weather and associated difficulties, there are two main reasons for this; the undead spirits of those who have died on the Lake and the white dragons that use it as a breeding ground.

Over the centuries, many people have died on the Lake, some of them in ritual deaths to appease Nerull. This has resulted in the creation of a number of restless spirits that come to the Lake's surface on occasion, especially on holy nights of Nerull. The most holy of holy nights for Nerull is the longest night, in the dead of winter, a time that those attempting to cross the frozen Lake are often at their most vulnerable. This has resulted in a slow but steady increase in the numbers of restless

spirits on the Lake, making the efforts of even the most well prepared doomed to failure.

Knowing of the existence of the restless dead, Iggwilv has tasked a number of her minions with summoning the Lake spirits to her banner. They have been mostly successful, essentially clearing the Lake of the restless dead, and as the Race is a Spring event, it does not occur on the most holy night of Nerull. This will give the PCs a huge advantage, as otherwise the odds would have been overwhelming. However, some of the dead were slow to heed the call of Iggwilv's minions, and are still traveling across the Lake towards the Mounds of Dawn...

For centuries, white dragon-headed chimeras from the Yatil Mountains have altered their breeding cycle to fit in with the cycle of the Lake freezing over. This natural phenomenon causes the young hatched on the ice to be born larger and stronger than normal chimeras. The unusually long freeze this year has only served to enhance this unique effect. While many of the chimeras simply lay eggs on the Lake and leave again, some of the chimeras stay and protect their young until the Lake thaws and they are forced to fly back to the Yatils again. This means that anybody stumbling across the vast breeding fields in the middle of the Lake are almost certainly doomed to death at the hands of the angry, and often hungry, chimeras.

This year, many of the young chimeras have already hatched, but some are still to come out, and in some sections of the breeding fields there are adult chimeras waiting for their young to hatch until the last moment of the freeze...

## **Iggwilv's Plan**

Iggwilv's plan to sack the breadbasket of Perrenland and starve the country into submission in 595cy was foiled by the discovery of the Pit of Niemargen. This year, as well as holding the country's breadbasket with her troops, the Witch Queen has taken matters one step further. She has opened a portal in the middle of Lake Quag to the Elemental Plane of Cold. This has caused the winter to linger in Perrenland, coming dangerously close to destroying Perrenland's growing season. It has also prevented the Lake from thawing with the arrival of Spring, something that has never happened before. As a side benefit, the effect is contained to Perrenland by the encircling mountains, so it does not affect the efforts of her son, Iuz. It also impedes the fighting forces of Perrenland, while having little or no effect upon her own. This will give her a huge tactical and strategic advantage in the war, for however long the effect lasts.

The portal was opened about twelve miles north of Schleikers Island where the Rhennee live. A dark altar was built on the ice, and sacrifices were made to open the portal. A large number of undead were left to guard the portal, and it was then abandoned. The portal had wards placed upon it to hold it at a two inch diameter. However, unknown to Iggitwilv, the portal was discovered on the Elemental Plane of Cold by a group of glacial dwarves. The glacial dwarves decided that the warm environment would be perfect for smithing and forging weapons. Unfortunately, an alliance of frost giants and snow goblins learnt of the portal and decided to take it for themselves. They slaughtered many of the dwarves, and have enslaved the remainder to work the forges. Having expended a great amount of magical energy, they have opened the portal further, thus allowing travel to the Prime Material Plane. Their efforts have resulted in the death of many of the dwarven slaves, but they have finally managed to clear the wards and have begun weapon production on this side of the portal.

If the frost giants and snow goblins can secure a bridgehead on this side of the portal, the effect could be catastrophic for the people of the Flanness, as the effects would disrupt weather patterns for the entire planet. It is therefore imperative, not only for Perrenland but for all of Oerth, that the portal be closed. The frost giants and snow goblins will resist this to the death, as they will not be able to survive unless the portal remains open. Iggitwilv will, in time, become aware of the problem, but will allow the Perrenders to expend their resources to fix it. Only if Perrenland fails completely and falls to her forces will she deal with the problem.

## Adventure Summary

**Introduction:** The PCs each receive a personal invitation from the Old Kerk to partake in this years Schwartzbruin to Traft Yacht Race, to be held on the (still) frozen Lake in ice boats. Boats will be provided for those brave enough to join the race and discover the portents for the coming year. PCs that choose not to accept the invitation finish the adventure here.

**Encounter One:** At the docks of Schwartzbruin the PCs are met by representatives of the Old Kerk, and by the merchants who are sponsoring the boats. They will have an opportunity to purchase equipment, gather information and to choose a boat.

**Encounter Two:** The race begins, skating across the ice, towards Funderlord Island, the home of the shrines where the religious portion of the race is to be

performed. By the end of the day's racing, they will have reached the island. Each crew must perform the rituals associated with the Gods that their boat represents.

**Encounter Three:** As the last boat sails towards the island, a ghost ship appears and runs straight through the boat. The boat is destroyed and the crew are attacked by the undead. The boat continues on towards the Mounds of Dawn, leaving a chill in everybody's bones.

**Encounter Four:** The PCs set out to perform the rituals at the shrines. Success or failure in each ritual will result in a divine bonus or penalty being bestowed upon the PCs for the remainder of the race.

**Encounter Five:** This next race section will take the PCs through the chimera breeding fields. There will be another race portion here, run in the same manner as Encounter Two.

**Encounter Six:** While the PCs are racing, they find their boats entering a field of chimera eggs. They have entered a chimera breeding ground and discovered the answer to why nobody can traverse the frozen Lake. Most of the chimeras have already left, but those that remain will attack the PCs as they enter the breeding grounds.

**Encounter Seven:** Needing a place to repair and recover from the encounter with the chimeras, the PCs make their way to one of the nearby islands. Schleikers Island is home to some of the Rhennee of Lake Quag. From there they can see the effects of the open gate to the north. A massive storm appears to be brewing, with clouds swirling around a central point directly over one of the other islands. The Rhennee tell the PCs of strange appearances on the ice, and later that night the PCs spot a group of glacial dwarves coming towards them. So long as a fight does not ensue, the PCs can discover what is occurring to the north from the glacial dwarves.

**Encounter Eight:** The PCs approach the encampment of goblins and frost giants, led by one of the glacial dwarves. Once they find the temple, they can attempt to defeat the guards and shut down the portal.

**Encounter Nine:** Having destroyed the portal, the PCs are now in a real race, for they can see that the ice is beginning to melt even before they get off the island. This race section will have an air of the desperate about it, with sinking as the penalty for those that are too slow.

**Conclusion:** Having finished the race, crowds will cheer, prizes will be given and the portents of the event will be read. A prophesy will be made based upon which boat won.

## Preparation for Play

There are a number of special effects in play within the nation of Perrenland at this time. These include a huge smoke cloud over the Yatil Mountains, a nightmare affecting all in Perrenland, lifestyle changes due to a failed harvest and many Divination spells going awry at the instigation of Iuz. See **DM's Aid** for details.

## Introduction

The PCs have each received a personal invitation from the Old Kerk to partake in this year's *Schwartzenbruin* to Traft Yacht Race, to be held on the (still) frozen Lake in ice boats. Boats will be provided for those brave enough to join the race and discover the portents for the coming year. This introduction can be given to the PCs individually or collectively as the GM wishes, depending on whether or not the PCs usually travel together.

*The Schwartzenbruin to Traft Yacht Race has taken place for centuries. Each year, boats dedicated to the Gods of the Old Kerk race across the Lake, whilst the crews perform religious rites in honour of their patron deities. Yet as time has passed, the religious significance of this event has waned, as more and more non-temple entrants have joined the event.*

*It is well known that the Lake has not yet thawed this year, despite winter's end. This has many people worried, but the Kerk is adamant that the race must go ahead. They have procured ice boats for the race, and are asking you to man them. As Heroes of Perrenland you can capture the imagination of the people, and bring them hope in this time of trouble. What does it matter that nobody has managed to cross the Lake in winter, after all it is Spring isn't it?*

Hand the players *Player Handout One* and allow them to discuss the situation. If the players wish to know more about the situation, allow them to make a DC 18 Knowledge (local – Iuz Metaregion) check to receive any further information. Members of the Meerijder Clan and the Zee Auszugen make the check at +8. If they succeed on the check, feel free to give out information from the adventure background. PCs that choose not to accept the invitation finish the adventure here.

## Encounter One: The Docks of Schwartzenbruin

Have the PCs go straight to the docks. There is the potential to use a lot of time roleplaying in this

encounter. If this is being played as a home game, that may not be a problem, but in a con slot time may run short if this encounter is not managed.

The PCs have the opportunity to gather information, speaking to the priests, the merchants who own the boats, and to the heroes crewing the other boats. They also have an opportunity to look over the boats and judge which they would prefer. If the PCs wish to buy any equipment at this stage, they can purchase anything they have access to from the merchants.

*The docks of Schwartzenbruin are alive with activity, even though dawn has not yet broken. There is a large crowd of spectators, waiting to see the beginning of the race, who are standing behind some hastily erected barricades. On the docks, there are representatives of the Kerk, one for each of the Gods and Goddesses. There are also six merchants, each standing next to an ice-boat. Also on the docks are other Heroes of Perrenland, some known to you personally, others only by reputation.*

*As you take all of this in, a priest of Pelor raises his hands for quiet so that he can make an announcement.*

*"Heroes of Perrenland, we thank you all for coming here to take part in The Race this year. It is imperative to us all that the Dark Portent of 594 be overturned. It was said that it would not be possible to hold the Race with the war. It was said that a yacht race could not be held on ice! But we are Perrenland's heroes, and there is nothing which you cannot do, which is why we have asked for your assistance.*

Loud applause from the crowd.

*"We have asked these six good merchants to sponsor the Race, and they have answered the call of the Gods by commissioning six ice-boats. Each of the boats is dedicated to either one or two of the Gods or Goddesses of the Old Kerk, and holds the Holy Statuettes of their respective deities.*

*"We ask that you remember that this is a religious festival first, and a race second, and as such the rites you will perform on the Holy Isle are the most important part of this event. I am sure that you are as keen as we are to see the Dark Portent lifted!*

*"We expect that this will be a three day race, given the speed of the boats and the distance that needs to be covered. On the first day, you will race from here to the Holy Isle, Finderlord Island. As the next day dawns, you will take the statuettes to their respective shrines and perform the required ritual. It normally takes about one hour to perform the rituals, and the*

*rest of the day to race to Schleikers Island, where the Rhennee will be your hosts for the night. After resting on Schleikers Island, you will race the final leg to Traft. The clerics of Traft will be waiting there to interpret the portent for the next year. Let us all pray that it is a good one.*

*"We recognize that this is the first time that most of you have participated in the Race, and that there are some special considerations this year. All of the clerics you see here are happy to answer any questions you may have about the Race, and the tasks you will be required to undertake. Also, Dierch Reinhart, cleric of Allitur will be participating in the Race and has generously offered to provide all participants with a heroes' feast each morning. He has also offered to watch for any indiscretions that may occur during the race. However, the watchful eye of this vigilant Cleric is nothing compared to that of the Gods themselves!"*

*"I should also add that that the merchants have brought with them some equipment that you may use for the race. You will have the option of purchasing the equipment after the race, or you can return it to the merchants.*

*"Good luck to all of you, and may the Gods look kindly upon your efforts. I suggest you now choose your boats, as Pelor's light will indicate the beginning of the Race!"*

**Heroes' feast** (PH pg 240): Dierch casts this spell at 12<sup>th</sup> level, and can cast it enough times for all race participants.

If there are only 4 PCs at the table, they will be joined by an NPC crewman, Old Bill. Old Bill is a retired sailor of the Zee, with 5 ranks in *Profession (sailor)*. Old Bill is tough, and is missing his left hand. He now has a hook in its place.

**Old Bill:** Male human com2; hp 12; Profession (sailor) +7; see *Combat Appendix*.

## Ice boats and Idols

The characters can choose whichever boat they wish, but the NPCs have also made their choices, and the only boat they haven't chosen is the 'Lone Warrior'. The PCs can attempt to convince the merchants that they are a better choice than the NPC crew, but if they fail the first time, they won't have time for a second attempt and will have to settle for the 'Lone Warrior'. The process of convincing the merchants should be a roleplaying one, with the GM deciding if the PCs are a better choice. Each boat details what will be needed to displace the

NPC crew. Note that the idols are already on the bows of the boats, in slots made to hold them.

*The merchants of Perrenland have sponsored six boats for this year's race. Normally, there would be ten, but there has not been enough time to modify more than six to run on the ice. Each of the boats is a little different, as is apparent by looking at them. However, all of them have the statues of their represented deities proudly set in the bow.*

No matter which boat is chosen, the crew receives a +5 bonus if ALL of the crew worship the God(s) represented by that boat. This bonus only applies if all of the crew has either of the Gods as their primary deity of worship e.g. see the NPC crew of the 'Sunsword'.

Refer to *Appendix One* for the Race Mechanics.

**"Sunsword":** Pelor and Mayaheine; This boat is small, so gives a -5 modifier to the crew unless the Captain has the Leadership feat, or the entire crew is *small*. Given the religious inclinations of the crew, it is unlikely that PCs will have a shot at this boat. However, if ALL of the PCs are worshipers of Pelor and/or Mayaheine, Alaric will relinquish the boat.

*This boat is smaller than all the others and would require either a skilled leader as Captain, or that the entire crew be gnomes and halflings. It seems that the great heroes Gertha and Alaric Morganrood are taking a strong interest in this boat.*

**"Merciful Wanderer":** Zodal; This boat has extremely complicated rigging, which will give a -5 penalty if the rigger has 0-3 ranks in *Use Rope* or *Prof. (sailor)*. However, if the rigger has 7 or more ranks in whichever skill is being used, the boat receives a +10 bonus. Zelig will relinquish this boat to any crew that asks, as he would like the challenge of the 'Lone Warrior'.

*While most of the boats have a single lateen rigged sail, the Merciful Wanderer has three sails and a very complicated set of rigging. It looks as though an expert rigger would be able to get a lot out of this boat, but a novice would be in big trouble!*

**"Lily Dancer":** Obad Hai; This boat is very narrow on the beam, and is potentially the fastest of the boats. A steersman with 0-3 ranks in *Prof. (sailor)* will have a lot of trouble controlling this boat, and will receive a -5 penalty. However, an expert with 7 or more ranks will receive a +10 bonus. Given Stephan Oostmeer's social precedence, nobody is willing to tell him that he can't have what he wants, including the merchant sponsors. However, he is only 16, so it is not difficult to goad him into taking the Lone Warrior. Goaded Stephan will require a DC20 Bluff check. GMs can offer a

circumstance modifier of up to +5 for good roleplaying by the PC goading Stephan. Goading is the only tactic that will work, threats and bribes will be sneered at!

*The Lily Dancer is a beautiful looking boat, with a narrow beam and swift lines. It would take a skilled sailor to maintain control of this boat, but for the person that could handle her tiller, this boat would fly! Unfortunately, it seems that Stephan Oostmeer has his eye on the Lily Dancer, and you doubt anyone will oppose his wishes.*

**"Briar Rose":** Berei and Beory; This boat looks very pretty, but otherwise similar to the other boats. Only a skilled shipwright (Prof. 5+ ranks) or an expert sailor (Prof. 10+ ranks) will recognize that it is the best made of all the boats underneath the pretty facade. Clarice and Seamus will readily give precedence to any group of PCs with a follower of either Berei or Beory in their group.

*This boat is very pretty, covered from bow to stern in flowing murals of flowers. It even has bunches of dried lavender hanging from the rigging to make the boat smell nicer on the Lake. You can see a beautiful Suel woman and a young male Halfling are taking a great interest in the Briar Rose.*

**"Voice of Reason":** Allitur and Rao; This boat has maps and navigational gear which will give a +5 bonus to any Navigator who has 7 or more ranks in *Know. (geography)* or *Prof. (sailor)*. Deirch will give up this boat to any crew that has two or more worshipers of Rao and/or Allitur.

*The Voice of Reason seems to be as close to a standard boat as can be found on these docks, built to the regulations of the Zee. It is also one of the newest looking boats, possibly straight from the slip. It also has some very lovely equipment to aid a skilled navigator. As the ranking cleric of Allitur, Deirch has moved to take command of this vessel.*

**"Lone Warrior":** Vathris; This boat is old and is falling apart. It gives a -5 penalty to the crew. To offset this, the boat is armed with a light ballista. The ballista can be fired every second turn by one crewman, or every turn if being operated by two people. It is a +1 weapon, and does 2d8/19-20 damage. If the PCs choose this boat as their first choice, without trying to get another boat, Vathris will shine on them. This will give each of the PCs a single Luck re-roll per day (as the domain power). This will not stack for any cleric that already has the Luck Domain.

*The Lone Warrior is an older boat, obviously converted from a Zee patrol boat. She has a light ballista mounted on her bow, a sign that she is still a warrior as her name suggests. However, it is evident even to the untrained eye that this boat may not be*

*entirely fit for service on water! Perhaps that is why none of the other crews are moving her way...*

## The Clerics of the Kerk

Representatives of the 10 denominations of the Shool are available if the characters wish to ask about the ceremonies, the idols or anything else. The Shool has been handing out advice to hopeful sailors for hundreds of years. While it is a holy ceremony, it is also a race, and too much assistance could be seen as cheating. Therefore, it has become traditional to give answers that are not immediately obvious. There is a ritualistic aspect to the answers, which is usually quite at odds with the frantic queries of the sailors. Some of the holy guides make a game of confounding the contestants, and have an unofficial competition among themselves to see who can be most cryptic.

**Crispin, Holy Ranger of Pelor of the Light**

**Boat: "Sunsword" – Pelor and Mayaheine**

On the boat: *With a strong leader, she will quickly gain a strong lead.*

On the idol: *Wherever you sail, you will be taking the strength of the sun and the goodness of its healing rays with you.*

On the shrine: *Look for a mighty standing stone atop the highest hill.*

On the rite: *Sun, strength, goodness and healing. Light a fire as the dawn breaks. Be good in your hearts, and its warmth will heal all.*

On the weather: *We have not seen Pelor's strong rays for these many days. That can't bode well for the race.*

On the ice: *Let Pelor's rays shine strongly down and heal the lake. Do this good thing for Pelor, and for Perrenland.*

On the danger: *For Pelor and for Perrenland you do this thing. Do not speak of danger. Do not think of danger. Do not stop for danger. Do not disgrace Pelor. Do not fail Perrenland.*

On cheating: *Do not disgrace Pelor. Do not fail Perrenland.*

**Marianne, Holy warrior of Mayaheine the Shield of the Weak**

**Boat: "Sunsword" – Pelor and Mayaheine**

On the boat: *Very small, very light. Like a sharp dagger. Fast and effective, if you know what you are doing.*



On the idol: *Mayaheine is a new goddess here, but she has won this race seven times in the last 30 years. That should tell you something.*

On the shrine: *It is a new shrine, as Mayaheine is a new god. Not on the holy isle, exactly, but very close to it.*

On the rite: *Mayaheine is a war goddess and protector of the weak. But don't forget that she is also a goddess of goodness and the law. It is important, sometimes, to see the whole. It is important, sometimes, to sheathe the sword.*

On the weather: *Mayaheine is the shield of the weak, and we are all weak in the face of nature's fury.*

On the ice: *Mayaheine weeps that she cannot protect Perrenland from this evil, but her tears turn to ice.*

On the danger: *Danger! Danger! You have the chance to bring some good to all these people, and you talk of danger? Perhaps you are not worthy of the Shield Maiden.*

On cheating: *I wouldn't do that if I were you.*

Adelheid, priestess of Berei of the Hearth

Boat: "Briar Rose" – Berei and Beory

On the boat: *She's a good 'un, isn't she?*

On the idol: *Berei is a goddess of protection, and the frozen lake is a perilous place.*

On the shrine: *Berei and Beory share a shrine. Isn't that nice?*

On the rite: *Plant a seed. Protect the good. Clean the hearth. These are all ways to worship Berei. Eat well, and enjoy yourself.*

On the weather: *The storms have been howling off the frozen lake, but Berei is a goddess of protection, you know.*

On the ice: *Nothing grows from ice. There is nothing natural about this ice in Spring. It must end.*

On the danger: *Do not be afraid. Berei is a goddess of protection. She will protect you.*

On cheating: *Berei wouldn't like that.*

Gretta, Grandmother of Beory the Old Mother

Boat: "Briar Rose" – Berei and Beory

On the boat: *Isn't she beautiful?*

On the idol: *Beory is a water god. Didn't you know that?*

On the shrine: *Beory and Berei share a shrine. Isn't that nice?*

On the ceremony: *In the midst of a frozen lake, where will you look for earth and water, animal and plant? Where will you find them? How will you create them?*

On the weather: *I can't help you with everything, now can I?*

On the ice: *This is not natural. Don't you think that Beory wants the water to run free?*

On the danger: *Pray to Beory and she will protect you from animal and plant, earth and water. What else is there to be scared of?*

On cheating: *You wouldn't do that, would you?*

Dirk, mystic of Allitur the Ethical

Boat: "Voice of Reason" – Allitur and Rao

On the boat: *The crew that loses is the crew that will be lost.*

On the idol: *Allitur will do you good. Allitur will know. Allitur's will is the law.*

On the shrine: *Where you find Rao, Allitur will be standing guard.*

On the rite: *It is good to know the law. The law of all things, even the smallest.*

On the weather: *Whether you weather the weather, whatever the weather, you will weather the weather, whatever.*

On the ice: *A cold coming we had of it.*

On the danger: *Upon your return we will be able to tell you more of the dangers that you will face.*

On cheating: *The crew who shinaniks is unworthy of the name of a Perrenland sailor.*

Andre, monk of Rao the Serene

Boat: "Voice of Reason" – Allitur and Rao

On the boat: *Before you can come, you need to find the finish line.*

On the idol: *The Serene Rao is good, The Serene Rao is knowledgeable, The Serene Rao is the law bringer. Rao will bring you peace.*

On the shrine: *Where you find Allitur, go deeper and you will find Rao also.*

On the rite: *Be good and be your best. Know yourself. Find inner peace through inner peacefulness. Keep the law. Understand that which you do not know.*

On the weather: *Rao is the serene god. Didn't you know that?*

On the ice: *This is an unlawful thing. No good shall come of it.*

On the danger: *The lake hides many secrets, but it is no secret that many have died on the lake.*

On cheating: *This is a ceremony and a race. There will be no peace for the cheat or the bad sport.*

Permin, Holy healer of Zodal the Merciful

Boat: "Merciful Wanderer" – Zodal

On the boat: *You'll either get the hang of those riggings, or end up hanging yourself in them. I hope it isn't the latter, for your sake and for Zodal's.*

On the idol: *Zodal will protect you, and when he can't protect you, he will heal you.*

On the shrine: *Zodal's shrine has a mighty protector, but Zodal will shelter you.*

On the rite: *Goodness and mercy shall follow you, all the days of your life. Immerse yourself in the teachings of Zodal and be healed.*

On the weather: *Pray to Zodal for protection, and hold fast.*

On the ice: *Rain is a merciful blessing, running water is a bounteous gift. But there is no mercy in this ice. This ice is a curse.*

On the danger: *Zodal will protect you, and when he can't protect you, he will heal you, if he can.*

On cheating: *Zodal is merciful god. Your divine punishment will be quick, and painless.*

Armin, Warrior of Vathris the Crying Hero

Boat: "Lone Warrior" - Vathris

On the boat: *She ain't much, but she's all we've got.*

On the idol: *He ain't much, but he's all we've got.*

On the shrine: *It ain't much, but it's all we've got.*

On the rite: *Give it all you've got.*

On the weather: *It's all we've got, God's damn it!*

On the ice: *We've got it all, and we're dammed!*

On the danger: *You ain't much, but you're all we've got.*

On cheating: *God's damn you!*

Urs Boda, Druid of Obad-Hai the Shalm

Boat: "Lily Dancer" – Obad-Hai

On the boat: *She will do as well as those who sail her.*

On the idol: *Protect the Shalm and the Shalm will protect you.*

On the shrine: *Look to the wild places, for they are places of beauty.*

On the rite: *Who pays the piper? Who listens to the tune? Who takes the time to see the beauty that is always there?*

On the weather: *Blow, blow, thou winter wind, thou art not so unkind as man's ingratitude.*

On the ice: *That a lake should freeze in winter is only natural. That a lake should thaw in spring is only natural. Set the balance right, and the Shalm shall reward you.*

On the danger: *Freeze, freeze, thou bitter sky. Through thou the waters warp, thy sting is not so sharp as friend remembered not.*

On cheating: *Don't upset the balance.*

Moritzia, Thrall of Nerull the Tormentor

Looking for a boat for Nerull

On the boat: *Do you have room on your boat for one more? Someone must make room, or the race is ruined.*

On the idol: *There are ten gods in the Old Kirk. Have you forgotten one?*

On the shrine: *Look to the dark places. You will find him, even there.*

On the rite: *Every god of the Old Kirk must be represented, or the ceremony is ruined. But you can't please them all. From the fire comes the ash.*

On the weather: *Black weather has always been the cloak that my god likes to wear.*

On the ice: *Death comes in many forms, but it is always cold in the end.*

On the danger: *If you must sail into danger, you may as well take Death along for the ride.*

On cheating: *So you are a worshipper then? Excellent!*

## The Merchants

The six merchants don't know a lot about the religious tasks, but are happy to talk about the virtues of their boats and the equipment that they are able to lend to the heroes. With the exception of Stefan Oostmeer, all of the merchants will make their decisions based upon religion first, sailing skill second and social precedence and other arguments last. Stephan will be given whatever he wants, as none of the merchants are willing to antagonize such a powerful nobleman.

**Meister Klienstadt:** Exp8; 'Sunsword'; A solid man in his fifties, Klienstadt has a jolly look about him. He is truly devoted to Pelor and is doing all of this with no thought of reward. He is honoured to have Alaric on his boat, and will defer to whatever decision Alaric makes.

**Frau Heinmann:** Exp5; 'Merciful Wanderer'; An attractive woman in her early thirties, Heinmann is new to the merchant game. She shows great promise, and is hoping that this venture will give her a slice of the adventurers market. She will be fair and honest in all her dealings.

**Meister Zimmermann:** Exp4/Clr3(Zilchus); 'Lily Dancer'; A small gnome with a huge amount of energy, Zimmermann talks at a mile a minute. He represents a consortium of merchants, and knows that he cannot afford to alienate Stephan Oostmeer.

**Gunter:** Com4/Exp6; 'Briar Rose'; Gunter is a woodsman who struck it rich three years ago when he saved a dryad's tree from destruction. For his good deed he was showered in gold and jewels by the fey of the forest, and he has been using it ever since to help others. Gunter is a bear of a man, friendly and outgoing. He made the Briar Rose himself, and is very proud of his work. He does not understand why people are not impressed by the boat.

**Lady Kel:** Wiz9; 'Voice of Reason'; Lady Kel represents the magical community of Perrenland, in particular the Den Zauber (though she hasn't told Dirk she is a member). Seeing the importance of the Race, some members of the Den Zauber procured a copy of the blueprints for a boat of this type, and through trial and error, used magic to fabricate a boat. They have also equipped it with the latest in navigational equipment. Lady Kel will answer any questions she can, but she is a little distant and lacks the flair of the other merchants.

**Meister Schmidt:** Rog5/Spy7; 'Lone Warrior'; Schmidt's real name is not Schmidt, and his real job is not that of a merchant. Schmidt is actually a spy in the Null, but will never reveal the fact. The Null are very concerned about what may be on the Lake to prevent people crossing it in winter, and are even more concerned about what has kept the Lake frozen into Spring. Schmidt will help the adventurers stock up on equipment, believing that they

will run into something out there. It was Schmidt that suggested the merchants offer to loan some equipment to the adventurers.

Schmidt will extol the virtues of the 'Lone Warrior', talking of her as a great warrior going to fight her last battle. He will also point out that he managed to 'find' an enchanted ballista for the boat, which should help protect the crew.

**Items:** To keep things fair, all of the merchants have agreed to offer the loan of the same equipment to their respective crews. Any consumables that are used, and any items that are destroyed, will need to be paid for at the end of the adventure.

*Boots of the Winterland*

*Ring of Energy Resistance, Minor (cold)*

+1 *Flaming Longsword*

*Wand of Cure Light Wounds*

Ghostoil (x4)

Oil of *Bless Weapon* (x4)

## Encounter Two: Racing to the Holy Isle

This is the first race section. Give the players *Player Handout Two*, and let them decide which positions they want their characters to fill. Once the players are ready, begin the race according to the mechanics in *Player Handout Two*. This is supposed to have the feel of a race, so ensure that the players understand the mechanics, and have filled out their crew positions, before you begin the race. *Appendix Two* provides a list of the other competing crews and *Appendix Three* has a pre-generated list of results with each of the NPCs taking 10.

Each race section will consist of 1000 zeemijls, the standard Zee unit for measuring nautical distance on the Lake. It may be worth using tokens and a battle map so that the players can see where they are relative to the other boats after each round. Once the PCs have finished this segment of the race and reached the Holy Isle, **immediately** go to Encounter Three.

*Once crews and boats have been assigned, everybody is invite to take part in the 'Heroes' Feast' that has been created. After consuming this magnificent breakfast, the ice boats are brought forward to the starting line. The Commodore gives the signal and you are off. As you fly across the ice, you can see the other ice boats, tightly packed at first but soon separating as the quality of the boats, and their crews, begin to show.*

**Development:** In the unlikely event that the PCs are coming last, the next encounter will need a little adjustment. The ghost ship will still arrive, but the second-last boat will be destroyed, ahead of the PCs.

## Encounter Three: The Ghost Ship

As the last boats approaches the Holy Isle, a ghost ship comes out of the mist and collides with one. The ice boat is destroyed almost instantly and the PCs have three rounds to decide what to do before they are attacked.

NB: If the players are coming last, the Ghost Ship sails through the second last boat (ahead of the PCs). Please adjust the description accordingly.

*The last boat is just approaching the holy island when it happens. The fog clears and you can see the crew, cold and exhausted, tacking towards you. Then another ship looms out of the fog on a collision course. This ship has no ice blades. It is a normal water-borne ship, sailing through the ice. It has tattered sails and its timbers are draped in water-weeds. It is a ghost ship; a dead ship!*

*The last ice boat has no chance to turn, no chance to flee. As the ghost ship collides with it, the timbers shriek and groan as though the wood has been aged 1000 years in a few seconds. It warps and crumbles to dust. You can see the crew, sprawling on the ice.*

*Then the fog closes in and the ghost ship disappears from view, leaving behind an evil chill.*

The PCs have three rounds before the Ancient Mariner attacks them. In that time, go around the table asking each player what they want to do. On the fourth round, PCs are surprised unless they can make DC25 Spot checks. When the Ancient Mariner attacks, the fog will lift to a light mist, allowing normal vision in the twilight over the Lake.

Make it clear that:

- When they last saw it, the ghost ship and its victim were 180 ft. away.
- Because of the fog, they do not have line of sight to either ship.
- They can hear people yelling, but the fog muffles and distorts the sound. They cannot tell whether the sound is coming from the boat on the ice or the other boats that have already pulled up on shore (they cannot use sound to target spells).

Spell effects:

- Detect magic: They can detect the magic of the island (divine), their own party and some of the other parties that have already landed. The ghost ship and its victim are too far away to detect magic.
- Detect evil: There is no presence of evil until the Ancient Mariner gets to within 60 ft. of the PC's boat.
- Locate object: Anything on the boat, such as figurehead or flag, does not register (as it has been destroyed by the aging effect of the ghost ship). However, the statue of the deity(s) will survive the crash, as will some of the personal equipment of the crew.

An eon ago, this poor creature was shipwrecked by the winter storms on the lake. He hung on, as his shipmates died around him, until the ice meant that he could not drown himself. Then he slowly starved to death, driven mad by loneliness and hunger.

As he attacks, he will chant parts of his mad story:

Always, always, I was afraid  
That I would drown one day.  
But when your boat is stuck  
in ice  
You can't get out that way.

You watch your mates go  
mad and starve,  
you watch 'em eat each  
other.  
And then **She** comes  
to take your soul  
and you would sell your  
mother.

She calls! She calls!  
Come...

**Creatures:** The ancient mariner is quite insane, and will try to spread his unhappy state to all around him.

### APL 4 (EL 4)

**The Ancient Mariner:** Allip; hp 26; see *Combat Appendix*.

### APL 6 (EL 6)

**The Ancient Mariner:** Advanced Allip; hp 78; see *Combat Appendix*.

#### APL 8 (EL 8)

**The Ancient Mariner:** Advanced Wraith; hp 75; see *Combat Appendix*.

#### APL 10 (EL 10)

**The Ancient Mariner:** Advanced Spectre; hp 91; see *Combat Appendix*.

#### APL 12 (EL 12)

**The Ancient Mariner:** Advanced Dread Wraith; hp 130; see *Combat Appendix*.

**Tactics:** The ancient mariner is lonely and insane, and he wants more people to join him. He will attack to kill, never retreating.

Also note that the Ghost Ship is being guided by an evil cleric loyal to Iggywilv. As the Ancient Mariner jumps overboard, the evil cleric *bolsters* the undead creature by 4HD for *turning* attempts. This effect cannot be countered and is reflected in the EL being increased by one for the encounter.

In the unlikely event that the PCs try to attack the Ghost Ship directly there are a few conditions to be aware of. First, the fog will reform about the Ghost Ship every round unless the PCs have an ongoing effect to keep it dispersed. Second, the Ghost Ship will continue to move away at a rate of 120 feet per round. Finally, if the PCs still insist on trying to attack the Ship directly, they will be attacked by the following forces based upon APL. Each round, new undead will attack the PCs until the PCs retreat. Inform the PCs that it appears that the ship is crewed by about 200 incorporeal undead of the appropriate variety.

#### APL 4

**Allip:** hp 26; see *Monster Manual* page 10.

#### APL 6

**Wraith:** hp 32; see *Monster Manual* page 258.

#### APL 8

**Spectre:** hp 45; see *Monster Manual* page 232.

#### APL 10

**Dread Wraith:** hp 104; see *Monster Manual* page 258.

#### APL 12

**Dread Wraiths (2):** hp 104 each; see *Monster Manual* page 258.

**Treasure:** Being incorporeal, the ancient mariner has no treasure.

**Development:** One of the NPC crewed boats has been destroyed in this encounter, and that crew will have to stay on Finderlord Island. They can still perform their share of the Holy Rites, but the statuettes that crew were carrying will need to be carried on another boat or boats.

## Encounter Four: The Holy Isle

Having reached the Finderlord Island, the Holy Isle, the PCs now have the duty of performing the religious ceremonies tied to the deities they are representing in the race. The players have about one hour to complete the tasks, which start just before dawn. Once that hour is up, Dierch will indicate that it is time to start the next race section. If the PCs choose to stay to complete any religious rite, the start the race one turn behind.

*The Holy Isle is rather large and covered in many trees. It is surrounded by an uneven circle of hills crowning a boomerang shaped island. Snow and ice shroud the undulating hills, and a biting wind blows cold and clear through the leafless trees, as if sent straight from the gods themselves!*

There are nine shrines dotted about the island and one on the nearby islet, which appeared recently when Mayaheine ascended. PCs will need to complete the following tasks and make the holy symbol glow on the standing stone at EACH shrine in order to ensure an omen at the end of the race. Any tasks that are not completed eliminate the omen associated with that god from the final outcome.

If the characters have talked to the Clerics on the docks, they will know that the tasks need to be done at dawn, or just after. If they haven't talked to the Clerics, any of the crew members from the other boats will tell them.

PCs can get a hint for any particular shrine with:

- A DC 25 Knowledge (Religion) check.
- Add a +5 bonus if a PC is a worshiper of that God.
- Add a +5 bonus if a PC is a Cleric or Druid.
- Add a +2 bonus if a PC is a Paladin or Ranger.
- If they succeed, they will also receive +2 bonus to any skill checks at that shrine.

Please note that the Gods of the Kerk will not just tell the PCs how to complete the tasks. Hints should be suitably obscure, or only address part of the rite.

## Encounter Four A: The Shrine of Pelor

*On a hilltop, where it can receive the full strength of the sun's glorious light, there is a single standing stone with the stylized sun-face symbol etched into its eastern surface. The stone is a smooth grey granite block five feet wide, five feet thick and eight feet tall.*

*Down the hill to the east, you can see another standing stone.*

### Task: All APLs

The PCs need to light a mundane (not magical) fire in the fire-pit on top of Pelor's standing stone, as the sun rises. Unfortunately, firewood is hard to find. When it can be found, it is frozen. When it thaws, it is sodden. If the PCs try to look for dry firewood, they will require a DC 25 Survival check to find it and to start a fire. +2 circumstance bonus for use of flint & tinder.

The fire cannot be lit by magical means but **MUST** be lit by mundane means. Any magical spell to light the fire will automatically fail.

The fire needs to be lit in the ash filled dip carved into the top of the standing stone, above the PCs eye-line requiring a DC 10 Search check to find. Ice fills the fire-pit and the stone is cold and damp.

**Result:** When the PCs are successful the holy symbol on the front of the stone will glow and bathe the PCs in a glorious yellow light. On the idol, a sigil appears. It seems to show a sun appearing from behind a cloud.

Note: Paladins gain +2 to all rolls in this encounter. Worshipers of Pelor gain +2 to all rolls for this encounter.

The standing stone down the hill to the east is the standing stone of Nerull (see The Shrine of Nerull).

## Encounter Four B: The Shrine of Nerull

*In a dark and dank corner, sheltered in a crevice between two hills, stands a vaguely cylindrical standing stone. It lurks down here in the shadows; a crooked, pitted stone, facing west, with a skull and scythe carved onto its side. The stone has a two-foot diameter base and stands a total height of eight feet.*

*Above, on top of the taller of the two hills, is another standing stone.*

[If the Task of Pelor has been completed] **You can see light blazing out from the top of that stone, lighting up even this dark place.**

### Task: All APLs

The PCs need to collect cold ashes from the fire pit on top of the standing stone of Pelor and rub them into the skull and scythe symbol carved into the western face of the stone.

The tricky part is working out how to put out Pelor's fire without insulting him. This can be done by praying and asking permission beforehand. Or a sacrifice could be made to Nerull. It can be done by putting the fire out as the sun goes down in the evening, but this will require waiting longer than the PCs are able. Any method that shows some thought and reverence will do.

PCs can attempt to snatch hot ashes from the fire and then make them cold. This will not work and unprotected hands will burn for 1d4 hit points per round (attempt) in the holy flame.

If the PC's try to shade the stone of Nerull from the light of Pelor:

*A little of the sacred light, and even a little of the sacred heat, still shines through.*

If the PCs try to extinguish Pelor's holy flame without placating him:

*You have an ominous feeling.*

If the PC's put out the fire, and then don't know what to do:

*You can feel Nerull waiting. He is the sort of God that requires proof that a deed has been done.*

**Result:** When this task is completed the holy symbol on the front of the stone will glow and bathe the PCs in ominous and shadowy rays of 'light'. On the idol, a sigil appears. It seems to show a skull being crushed beneath a boot.

**Development:** This task cannot be completed before the Pelor task is completed. If the PCs insult Pelor, they will suffer a -2 penalty on all rolls for the remainder of the adventure.

## Encounter Four C: The Shrine of Zodal

*In a sheltered spot, the weak midwinter sun shines down on a standing stone with a graven image of a*

*man's hand wrapped in cloth. The ice and snow is watery here, thinned by the rare beams of light. A fissure in the rock is wide enough to form a very large pool at the base of the stone, filled with the water that springs from it. There is a thin crust of ice on the surface of the water.*

#### **Task: All APLs**

All of the PCs must completely immerse themselves in the waters of Zodal's Fountain. They must not kill or render unconscious the creature who nests in the fissure. Once one or more of the PCs decide to enter the water, read the following:

*The water underneath is exceedingly cold. Only the magical and divine properties of the water keep it from freezing entirely.*

If three or more PCs are in the water at the same time, they will disturb a single Constrictor Snake whose nest is in the fissure. She will attack the PCs but is really only trying to protect her nearby eggs/ young. The PCs must subdue her or evade her. If the PCs render her unconscious, then the holy symbol will not light up. Zodal is merciful and a protector of the weak and PCs may need to be reminded of the nature of this god. PCs may choose to go back and heal the Snake if they do it damage in order to complete the task. As she is in the healing waters of Zodal she will not ever die but will only be reduced to unconsciousness for a time.

PCs will take 1d4 hit points worth of cold damage per round they are in the spring. They can cast *Resist Energy* or any similar spell to help them endure the cold.

#### **All APLs (EL2)**

**Protector of the Shrine of Zodal:** Constrictor Snake; hp 19; see *Monster Manual* pg 279.

**Result:** Once all of the PCs have been in the water, the symbol of Zodal begins to glow. This will warm and dry the PCs and their equipment. It will also heal the PCs of all cold damage they took while in the water. On the idol, a sigil appears. It seems to show hands clasped together in prayer, wrapped in cloth.

Note: Followers of Zodal gain a +2 bonus to all skill rolls in this encounter (only skill rolls, not combat rolls).

## **Encounter Four D: The Shrine of Mayaheine**

*On a tiny rocky island, surrounded by the frozen waters of Lake Quag, a very short standing stone juts up into the chill air. The isle is less than thirty feet*

*across, little more than a small hill poking up out of the water. A collection of large rocks are scattered round her ankles like dogs.*

*The stone is about five feet high, with the sword and sunburst shield engraved into its eastern face. A sunburst blazes on the shield with the runes of victory carved into the centre of the sun and two golden spheres circle the whole image.*

*A neat slot three inches wide is notched into the top of the stone. It looks to be quite deep.*

#### **Task: All APLs**

PCs must place a sword dedicated to Mayaheine into the slot in the top of this stone. The island is quite easy to reach now that the waters are completely frozen over.

In the frozen, shallow water between the island and the shore lies a sword of Mayaheine. Normally, the sailors retrieve the sword from the lake and place it in the slot.

A DC 20 Spot check will reveal something sticking out of the ice that looks like a sword hilt. It is just an odd bit of ice. However, it is also a sign from Mayaheine that the sword is under the ice at this point. The ice is about 3 ft thick. It is up to the players to come up with a way of digging through it or melting it. This can be done through a direct attack, or the players can light a fire on a metal shield or large rock. This will melt a hole at a rate of 1hp per minute.

**Ice:** 3 ft. thick; hardness 5; hp 90; AC 5; Break DC 50. Fire, and fire magic, ignores the hardness of the ice. Also, the ice is *vulnerable to fire*.

*Locate Object* on the holy symbol, or other suitable magic, will indicate where the sword is buried under the ice.

If the PCs happen to have a sword dedicated to Mayaheine, then it can be placed in the slot. PC clerics of Mayaheine can dedicate a sword to Mayaheine. Clerics the Old Kirk can dedicate a sword to Mayaheine, if that sword belongs to a worshiper of Mayaheine.

**Result:** Once the players have inserted it into the stone, the symbol will glow, bathing them all in a brilliant white light. On the idol, a sigil appears. It seems to show a sword, held high.

Note: Paladins and worshipers of Mayaheine gain a +2 bonus to all rolls in this encounter.

**Development:** Any sword of Mayaheine taken from the slot has a *bless weapon* cast on it for the remainder of the adventure. If a PC chooses to steal the sword of Mayaheine (either before or after completing the task),

they will be affected by a *bestow curse* for the remainder of the adventure.

## Encounter Four E: The Shrines of Beory and Berei

*On the westernmost end of the island, where a small plain skirts the hills and slopes gently down to the waterline, two standing stones rise majestically from the plain. Their twelve-foot height stands in stark contrast to the vast expanse of ice that lies before them.*

*A small grove of bare-limbed trees cluster in neat rows behind one stone (Berei), while an equal number of trees grow in an unwieldy clump behind the other stone (Beory).*

*The stones face each other, with the figures of a rotund woman (Beory's symbol, southern stone) and a sheaf of wheat stalks carved on the inside surface of the stones. (Berei's symbol, northernmost stone) A small fire pit for cooking sits between the stones, sheltered from the wind.*

### The Task of Beory: All APLs

PCs must harvest fruit from the trees or grains from the wild grasses on the plain, or catch wild prey or a fish. Unfortunately, because of the extended winter, the trees have not blossomed. The grasses lie dormant under many feet of snow. Wild animals and birds are scarce and the fish are under the ice.

- PCs can shoot or trap a bird. It is a DC 15 Survival check to find and kill a bird, unless they use some magical means.
- PCs can track rabbits' prints in the snow and coax or charm them from their burrows. It is a DC 20 Survival check to catch a rabbit (or other small burrowing mammal) unless they use some magical means.
- PCs can break a hole in three feet of ice through which they can fish. It is a DC 25 Survival check to catch a fish through the ice unless they use some magical means.
- PCs can clear the snow and coax the grasses to grow. This requires a 15 ft radius of snow to be cleared and the ground to be thawed. Magically, shoots will then appear. After about ten minutes, the grains will appear.
- PCs can tend the trees and coax fruit to appear. This requires all the trees of either grove to be cleared of

snow and the trees to be thawed. Magically, shoots will then appear. After about ten minutes, the fruit will appear.

Note: Druids and Rangers receive a +2 bonus to any skill rolls at these shrines. Followers of that Beory receive a +2 bonus to any skill rolls at these shrines.

**Result:** When the harvest is complete the figure of the rotund woman will glow with a verdant light. On the idol, a sigil appears. It seems to show a new born baby.

### The Task of Berei: All APLs

PCs must prepare fresh food, make a meal and sit and share this food around the fire pit. The task of Beory will need to be completed before they can complete this task.

**Result:** When this sharing takes place the sheaf of wheat will begin to glow with a golden light. On the idol, a sigil appears. It seems to show a loaf of fresh bread.

## Encounter Four F: The Shrine of Vathris

*The Shrine of Vathris is more of a leaning stone than a standing stone. It is perched on the edge of a steep, lofty cliff. It hangs out over the cliff at an unbelievably sharp angle. A frozen creek runs around the shrine and over the cliff in a frozen waterfall.*

*A thin spear is carved into the face of the stone, with the base resting at the base of the stone and the point tip at the top of the leaning stone.*

*At the base of the stone, a small stone cup rests in a shallow indentation. The cup has holes neatly drilled in it and the symbol of Vathris carved onto it.*

### Task: All APLs

PCs must use the cup to gather water from the creek. They must then pour ten cups into the carving of the spear. As it fills, the water will (against all expectations) run up the incline. When it is filled, the water will drip into the void from the end of the stone.

PCs must find a way to block the holes in the cup and transfer water from the spring to the holy symbol. It will not be too difficult to block the holes (frozen water will do it for one thing!) but PCs should try to beware of polluting the water. Polluted water will simply run out the bottom of the carving which will result in the task taking longer. How much longer is up to the GM. If the PCs are taking no care, even after several cups have run out the bottom then the PCs will have failed the task.



Climbing out onto the stone to pour the water into the groove requires a DC 20 Climb or Balance check. The ice and stone are very slippery.

It takes ten cupfuls to fill the holy symbol until water drips over the edge.

Note: Followers of Vathris gain a +2 bonus to all rolls during this encounter.

**Result:** Once the water has drained completely out of the holy symbol and over the cliff, it will begin to glow with a radiant crimson light. On the idol, a sigil appears. It seems to show a spear, with blood dripping from the point.

## Encounter Four G: The Shrine of Obad Hai

*Inside a small grove of bare trees, a long low stone lies at the centre of a grizzly display. The area has been desecrated with blood and excrement. Something or someone has rested here, and eaten, urinated, defecated and in all ways made a mess of the space. Bloody footprints have trampled the few plants that have struggled through the harsh snow. The bloody carcasses of rabbits are flung about the site, and even hang upon the long, low stone. A tree has been hacked down at the edge of the clearing, the stump raw. Its carcass lies half-charred in a small fire-pit in front of the stone.*

Upon clearing the stone:

*Clearing away the detritus on the uppermost surface, you find the fine line of acorns and oak leaves carved into the stone all the way around the top edge. This is the Shrine of Obad Hai, a natural outcropping of rock from which to view the glory of the wilderness.*

**Task:** PCs must reconsecrate the defaced Shrine by tracking and killing the desecrators and restoring the site to a pristine natural state. This requires a DC 15 Survival check with the Track feat, or a DC 20 Search check:

*The indentations of two bodies are gathered about it in the lee of the stone. Their tracks lead away from the site. They left about an hour before you arrived.*

If the PCs cause any further damage to the natural environment, they will alert their prey. Otherwise, they will gain surprise.

### All APLs (EL2)

**Desecrators of the Shrine of Obad Hai (2):** Ghouls; hp 13 each; see *Monster Manual* pg 119.

Note: Druids and rangers gain +2 on all rolls in this encounter, including combat rolls. Worshipers of Obad Hai gain +3 on all rolls in this encounter, including combat rolls.

**Result:** Once the desecrators are dead and the site returned to a clean state, the oak leaves and acorns will glow with a radiant green light. On the idol, a sigil appears. It seems to show an oak tree.

## Encounter Four H: The Shrines of Allitur and Rao

*Three stones lean against the side of a hill forming an arch. The lintel stone is marked with a heart carved out of white wood and somehow embedded in the face of the stone (Shrine of Rao). Between the stones, a dark cave mouth opens up, leading into the hill.*

*In front of the cave is a ring of stone thrones (Shrine of Allitur). Clapsed hands are carved onto the backs of each throne. A frieze of horses runs around the base of each chair.*

*The stone thrones look bitterly cold in this weather, but are not buried by snow.*

Sitting in the stone thrones:

*As you sit in these stone thrones, you feel wise. You feel as though you have a great understanding. You feel that you could debate eloquently on any topic or point of law.*

If they are not magically protected from the cold:

*You also feel cold. You can feel the cold seeping into your bones.*

In the cave:

*As you travel into the cave under the hill, the narrow corridor widens into a cavern, running water can be heard nearby in the dark and it is noticeably warmer underground.*

If the PCs have a light:

*The walls of the cavern are covered in seemingly endless lines of Ur-Flannae script, curving their way around the walls in spirals that wind and swirl about the cavern.*

### The Task of Rao: All APLs

PCs must decipher the Ur-Flannae carvings on a cave wall. PCs must repeat at least ten phrases from the text out loud and correctly from start to finish.

Give the players a copy of *Player Handout Three: Rao's text*. A DC 20 Decipher Script check will enable the players to read the text. A successful roll is required for each verse. *Comprehend Languages* or other appropriate magic will also enable the players to read the text.

Once the players have successfully completed the task, give them *Player Handout Four: Rao's Text Translated*.

Note: Worshipers of Rao gain a +2 bonus on all rolls in this encounter.

**Result:** The heart carved out of white wood will glow with a glorious pale blue light. This will magically filter into the cave, lighting the interior. On the idol, a sigil appears. It seems to show a heart.

#### **The Task of Allitur: All APLs**

PCs must sit in the stone thrones and debate a point of law or lore each. They must agree upon the correct interpretation of their points, and decide who has debated their point most effectively.

When PCs sit in the stone thrones they feel wise and eloquent. However, they also feel very cold. For each minute they sit in the thrones, they take a point of cold damage, unless protected by magical means. You can measure this in real time, if that is the most expedient way to determine how long they sit and discuss.

PCs can complete this test by sitting in the stone thrones and each PC explaining one of the verses from *The Text of Rao* (see The Task of Rao), and how it relates to Perrenland's current situation. The PCs should debate each verse until there is agreement.

Note: Worshipers of Allitur gain a +2 bonus on all rolls in this encounter.

**Result:** When they have agreed on their interpretations and decided who has debated best, the clasped hands carved on the thrones will glow with a clear and pale yellow light. This is apparent to the people sitting on the chairs, who will feel warmed by the light. On the idol, a sigil appears. It seems to show two hands being clasped as though two people were shaking hands.

**Development:** PCs may repeat this task as many times as necessary.

### **Encounter Five: The Race to the Isle of the Rhennee**

This is the second race section, and will work in a similar manner to the first. The exception here is that one of the NPC boats will have been destroyed, and those NPCs that were crewing the destroyed boat will remain on the Holy Isle.

*Having completed the religious tasks you all set off for a second day of racing. With the light of Pelor shining upon you all, the ice boats fly across the Lake. It does not take long to see that the religious rites performed this morning are having an affect on the management and speed of all of the boats.*

**Development:** The boat that is first to reach 1000 zeemijls in this race section will ram into the eggs of the chimeras in the breeding fields. The effect of this will be to destroy the boat and signal the end of that race segment. Go **immediately** to Encounter Six.

Note: If the PCs are coming first, then the next encounter will need a little adjustment. The second boat will be destroyed behind them (or beside them, if the boats are neck and neck).

### **Encounter Six: The Breeding Grounds**

As the boats go flying across the ice, the crews do not notice the danger they are about to enter. They have found the edge of the breeding grounds used by the white dragon-headed chimeras of the Yatil Mountains whenever Lake Quag fully freezes. The first boat to reach 1000 units in Encounter Five will trigger this encounter, and the PCs will be immediately involved in a fight for their lives against some very angry and protective new mothers.

If the PCs are in first place, adjust the following text so that the second boat is destroyed by the hidden eggs.

*You fly across the ice towards the island of the Rhennee, with sunset approaching. The day is almost over, and the idea of some rest and a warm meal beckons you. It is at that time that you see a boat ahead [behind you] suddenly flip into the air with a horrible grinding screech, and then smash down onto the ice on its side. The mast snaps instantly and the left ice sled has been ripped off completely. You can also see that most of the hull has been ripped out of the boat by whatever it hit. Looking where the boat flipped you can see a strange ice formation that is leaking a strange bluish liquid. As the chimeras lift into the air and scream in fury and grief, you realize that what you thought was an ice formation was actually a chimera egg.*

**Creatures:** The chimeras of the breeding grounds consist of newly hatched younglings, who have been born larger than normal due to the conditions here. At higher APLs, there will also be one or more adult chimeras (mothers) here to protect their young.

#### APL 4 (EL 5)

**Immature Chimeras (2):** hp 33 each; see *Combat Appendix*.

#### APL 6 (EL 7)

**Immature Chimeras (4):** hp 33 each; see *Combat Appendix*.

#### APL 8 (EL 9)

**Chimera:** hp 76; see *Combat Appendix*.

**Immature Chimeras (4):** hp 33 each; see *Combat Appendix*.

#### APL 10 (EL 11)

**Advanced Chimera:** hp 243; see *Combat Appendix*.

**Immature Chimeras (6):** hp 33 each; see *Combat Appendix*.

#### APL 12 (EL 13)

**Advanced Chimeras (3):** hp 243; see *Combat Appendix*.

**Tactics:** The immature chimeras will fight to the death, not being mature or experienced enough to judge a danger too great and retreat. The exception to this is if there is only one left, and it is on half or fewer hp, then it will flee. The young dragons will start with their breath weapon, then engage in melee. Their tactics are very straightforward (Int 4).

The adult chimeras will fight to protect their hatchlings, and the secret of the breeding grounds. However, if they are losing badly, they will retreat to warn the rest of their community that the secret is out, and that Lake Quag cannot be used any more.

**Development:** All of the boats will have taken damage in the chimera assault, so it will be a slow limp to the Rhennee island. Once again, a boat has been destroyed, and a crew will not be able to finish the race.

**Treasure:** The chimeras have no treasure here at the breeding grounds.

## Encounter Seven: The Isle of the Rhennee

The boats and their crew limp to the Rhennee Island, where they can get some repairs for the boats and discover what is causing the weather problems in Perrenland.

*Normally, at this time of the year, the Rhennee Isle would be a riot of colour and movement as the barge folk moved north for a new trade season. Not so this year. The small group of permanent structures huddle gloomily under a thick blanket of snow. Half a dozen faces watch suspiciously from shuttered windows as you pull into the harbour. This is not the famous Rhennee hospitality that you have heard of! To the north, you see a large, dark bank of clouds, and the occasional flash of lightning sparks in the dying light of the day.*

*As you are tying up your boats, an older man with a peg leg comes out of the nearest building and approaches you. "Greetings, I am Anatolie Karovich, what brings you to our island?"*

Anatolie lost a leg a few years back and has settled into island life. He is curious to know what the PCs are doing here, and also would like to know if the PCs have any idea why winter has lingered so long. He is able to tell the PCs the following:

- He and his family tend the outpost over winter and times have been hard. They are short on food and were raided by goblins about a week ago.
- The goblins were on foot and came out of a snowstorm. Anatolie and his family barricaded themselves in while the goblins (two dozen at least) ransacked the outlying buildings. They are greatly afear of the goblins returning.
- Anatolie's youngest, little Leontina (a girl of five), claims to have seen two blue skinned giants walking about to the north a couple of days ago.

The racers are welcome to stay the night and Anatolie is ashamed that he has no food to share. He is willing to offer the services of his family in repairing the damage the boats suffered from the chimera attack. He also asks that the PCs investigate the sightings of goblins and will recommend that they set a watch in case the goblins (or Leontina's giants) return. If the players point out they are in a race and cannot spare the time to chase goblins he will be disappointed but understand.

*As night falls, a storm begins to brew and snow falls over the island and the houses you are dwelling in. Even so, the temperature inside the house is much lower than you would expect. It is as though some fell force is leeching the heat out of the area.*

Read the following to whomever is on the third watch. They will notice the dwarves approaching at 60' if they have darkvision, or at 20' if they don't.

*It is late in the night when out of the swirling snow you can see four figures approaching. They have the squat build of dwarves, but the style of their clothing is unlike any you have seen before. They are all armed, but do not have their weapons readied. When you notice them, the leader waves to you and calls in what sounds like dwarven.*

These four creatures are glacial dwarves from the Plane of Cold. Their life has become quite complicated lately. First, a tiny portal appeared in their caves. Very warm air came through the portal. This allowed them to set up a forge. They were very happy. Then a band of giants and goblins heard of their forge, attacked them and enslaved them. Some of their friends were sacrificed to enlarge the portal so that the giants and goblins could set up forges on the Prime Material Plane.

The four dwarves, Honra, Ministro, Gibilo and Abilee, have escaped and are trying to close the portal. Unfortunately, the forces arrayed against them are too strong. They have followed the divination of their remaining high priestess who told them that “**Assistance of bravery unsurpassed lies in the swallows path**”. This means to the south. Trekking south across the frozen lake, they have stumbled across the race contestants.

If attacked, Honra will spend one round trying to convey peaceful intention then all withdraw if possible. They will fight for their lives if pushed to it.

**Creatures:** These are glacial dwarves, and so they can only speak Dwarven, they do not speak Common. Honra and Ministro can also speak Celestial. Failing that, Ministro will cast *Comprehend Languages* and try to communicate with pantomime.

#### All APLs:

**Honra:** Pal3; hp 31; Honra is honest and sincere. He is also desperate to save his people; see *Combat Appendix*.

**Ministro:** Clr3; hp 25; Ministro doesn't like tall people, so will direct any conversation at dwarves, gnomes or halflings in that order.

**Gibilo:** Rgr3; hp 22; Gibilo is very quiet. He will not speak unless asked a direct question. All of his answers will mirror those of Honra.

**Abilee:** Rog2; hp 14; Abilee is Honra's curious little sister. She can talk to the PCs about the conditions in the camp, the lack of any traps or alarms, and the likely forces in each of the buildings.

**Note:** All the dwarves had *snow sight* (see *Appendix Six: New Spells*) cast on them by the high priestess before they left. It will last until noon.

After using his *detect evil* ability, Honra explains (or has Ministro try to mime) the following:

- A gate exists from here to the Plane Of Cold where the dwarves live (opened up in their cavern home).
- The dwarves found it and used it as a source of heat.
- The giant/goblin alliance found out and destroyed their home caverns, slaughtering many of their people and enslaving many more.
- The giant/goblin alliance expanded the portal so that it was large enough to move through.
- This side is now being used by the giant/goblin alliance to forge weapons (fire does not work too well at home).
- This forging work is done by captured glacial dwarves.
- It is twelve miles to the heart of the cloudbank. Because of the ferocity of the weather, it will take about four hours to get there.

Honra would like help to:

- Free the captured dwarves
- Kill the evil giant/goblin people
- Close the portal (rather than have this happen again)

Once the PCs agree to help, Honra will explain the following:

- Honra is able to guide the PCs through the snowstorm to the giant/goblin encampment.
- On their way here, the dwarves saw four structures. Three had the glow of a forge whilst the other was the temple that holds the portal.
- The temple is a large structure made from carved ice, approximately 80' x 120' with a 40' ceiling. The portal is at the far end of the temple, hovering above a blood drenched altar.

Honra can take a group to the temple. The other three can each take a group to a forge. Will the racers help them?

The other racers are willing to help free the dwarves from the forges, and to deal with any guards they find there. The Rhennee have been working through the night on the boats, and will have them ready in three more hours (6am).

Two boats have been ruined during the race (one by the ghost ship, and one by the chimera breeding grounds). The remaining boats will travel with the dwarves to try to free their friends, escape and then close the portal. The NPC boats will attack the smithies while the PCs boat will attack the temple where the portal is located.

## Encounter Eight: The Temple of Cold

The racers can travel most of the distance to the giant/goblin encampment by boat, but the last mile will need to be travelled on foot. It will take about four hours to travel the entire distance, with the last mile taking about an hour of that time. The area around the portal is shrouded in a constant snowstorm that extends for almost a mile in every direction. The dwarves can guide the PCs through the snowstorm, but it would be dangerous to take the boats. Remember that the PCs will be only able to see 5' in the snowstorm, this is a total white-out! Darkvision and *blind sight* will not help at all. Only *snow sight* can pierce this storm!

The giant/goblin alliance have watches placed, so unless all the PCs have a way to make themselves and all of the NPCs invisible, they will be spotted on the way in. This will give the giant/goblin alliance one round to buff/prepare in addition to every round the PCs spend buffing. Teleportation into the encampment is not possible due to the gate. Any use of *teleport* or *teleport, greater* will result in the PCs disappearing and reappearing where the spell was cast.

*The journey to the portal is a miserable one. The temperature is incredibly cold, and the wind is making it even worse. Once you get to the storm and leave the boats, the situation only gets worse. The temperature drops even further and you can barely see the person in front of you. To avoid getting separated you are forced to rope yourselves together.*

*After an hour of trudging through the storm, Honra finally signals your arrival. As you move forward you notice several limbs protruding from the snow. A quick glance shows several dismembered bodies but strangely, no blood. Then you see the mark of Iggwilv carved into the foreheads. What are the forces of Iggwilv doing here and who has dispatched them so efficiently? Your thoughts are interrupted by Honra gesturing you onwards. A wall of ice with a large opening reveals itself through the wind-borne snow some 10 feet before you.*

Take note of how long the PCs spend preparing before they enter the temple. It will also take them one round to remove the rope.

**Ice Temple:** 3 ft. thick; hardness 8; hp 540; AC 5; Break DC 50. Due to the temperature, the ice that the temple is constructed from is as hard as stone.

The PCs can move through the opening at any time. The defenders are constantly aware of the PCs presence, and will start dropping area effect spells on them after three rounds of buffing. Remember that no teleportation magic will work until the gate is shut.

*As you enter you see you are inside an intricate ice building with a blood-slicked altar at its centre. In the centre of the ice alter a strong blue light shines forth. This light concentrates on the rear wall from which a strong wash of cold air emanates. The room is crowded with glacial dwarves awaiting some horrible fate and snow goblin worshipers. Standing out from the worker goblins are guards and commanders who have taken up defensive positions against you.*

**Creatures:** This is the leadership of the giant/goblin alliance. To shut the gate, these defenders must first be removed. If there are impetuous players who want to shut the gate first, you may wish to remind them that there are 30 or more glacial dwarves on this side of the gate who will die of heat exhaustion if trapped on Oerth!

Use of area effect spells in this area will result in the slaughter of glacial dwarves.

### APL 4 (EL 7)

**Snow Goblin Cleric:** Female Clr5; hp 33; see *Combat Appendix*.

**Snow Goblin Wizard:** Male Wiz3; hp 16; see *Combat Appendix*.

**Snow Goblin Warriors (6):** hp 5 each; see *Combat Appendix*.

### APL 6 (EL 9)

**Snow Goblin Cleric:** Female Clr7; hp 45; see *Combat Appendix*.

**Snow Goblin Wizard:** Male Wiz5; hp 24; see *Combat Appendix*.

**Smilodon (Saber tooth tiger):** hp 67; see *Combat Appendix*.

### APL 8 (EL 11)

**Snow Goblin Cleric:** Female Clr7; hp 45; see *Combat Appendix*.

**Snow Goblin Wizard:** Male Wiz5; hp 24; see *Combat Appendix*.

**Smilodon (Saber tooth tiger):** hp 67; see *Combat Appendix*.

**Frost Giant:** hp 133; see *Combat Appendix*.

#### APL 10 (EL 13)

**Snow Goblin Cleric:** Female Clr9; hp 57; see *Combat Appendix*.

**Snow Goblin Wizard:** Male Wiz7; hp 39; see *Combat Appendix*.

**Smilodons (2):** hp 67 each; see *Combat Appendix*.

**Advanced Frost Giant:** hp 192; see *Combat Appendix*.

#### APL 12 (EL 15)

**Snow Goblin Cleric:** Female Clr11; hp 69; see *Combat Appendix*.

**Snow Goblin Wizard:** Male Wiz9; hp 49; see *Combat Appendix*.

**Advanced Smilodons (2):** hp 112 each; see *Combat Appendix*.

**Advanced Frost Giants (2):** hp 192; see *Combat Appendix*.

**Tactics:** At all APLs, the cleric and the wizard will spend whatever time they have putting up personal buff spells (GMs discretion as to order). Once the PCs enter the temple, they will use area effect and ranged spells while allowing the guards to take the brunt of the damage. Remember that the cleric can see through her own *obscuring snow* spell as she has *snow sight*.

Once out of ranged spells, the cleric will cast *divine power* and then use *inflict* spells and any other touch spells she has. Once out of ranged spells, the wizard will retreat through the portal if possible.

Both the smilodons and the frost giants will use straight combat, the giants focusing on the biggest fighters and the smilodons attacking the flanks with their spring attack.

As soon as the PCs enter the temple, Honra will call out to his fellow dwarves. The dwarves will then get into a brawl resisting the guards, and Honra will move to assist them as quickly as he is able. Honra will only assist the PCs at APL 4 - 6, and then only if they are in trouble. Honra's primary concern is getting the dwarves free.

**Development:** Shortly after the PCs defeat the defenders of the temple, the other glacial dwarves begin entering the temple. Having been freed from the forges by the

other heroes of Perrenland, they are ready to go home. Honra will thank the heroes before disappearing through the gate.

The gate can be shut down by breaking the altar. The altar acts as a focus for the arcane energies that keep the gate open. If the PCs do not think of this, a minute studying the altar (Spellcraft DC15) will reveal this information. If the PCs are unable to learn this by themselves, Ministra can inform them of the fact when she enters the temple.

*As the altar is broken the light snaps out. Immediately the portal starts to shrink. The surviving dwarves move through the portal while the released dwarves from the forges pass through this hall. Honra is last to leave. He bows and then squeezes through before the portal winks out of existence. Around you the ice groans as the natural order takes hold and what is normally a slow processes of thaw races apace as if to make up for lost time. Great cracks open in the ice showing the dark waters below.*

**Treasure:** There is no coin to be found that could be spent in any country on Oerth, but the bodies can be looted for magic and equipment. The Wizard owns two spellbooks, but only has one with him, the one that contains his Ice Magic!

APL 4: Loot – 45 gp, Coin – 0 gp, Magic – +1 buckler- (97 gp each), 4 x *Potion of Cure Moderate Wounds*- (100 gp each), *Gloves of the Frozen Wastes*- (1058 gp each), *Ring of Floating*- (166 gp each), +1 *Vest of Resistance*- (83 gp each), Spellbook- (20 gp each).

APL 6: Loot – 24 gp, Coin – 0 gp, Magic – +1 buckler- (97 gp each), 4 x *Potion of Cure Moderate Wounds*- (100 gp each), *Gloves of the Frozen Wastes*- (1058 gp each), *Ring of Floating*- (166 gp each), +1 *Vest of Resistance*- (83 gp each), Spellbook- (33 gp each).

APL 8: Loot – 150 gp, Coin – 0 gp, Magic – +1 buckler- (97 gp each), 4 x *Potion of Cure Moderate Wounds*- (100 gp each), *Gloves of the Frozen Wastes*- (1058 gp each), *Ring of Floating*- (166 gp each), +1 *Vest of Resistance*- (83 gp each), +1 *Battleaxe*- (192 gp each), Spellbook- (33 gp each).

APL 10: Loot – 24 gp, Coin – 0 gp, Magic – +1 buckler- (97 gp each), 4 x *Potion of Cure Moderate Wounds*- (100 gp each), *Gloves of the Frozen Wastes*- (1058 gp each), *Periapt of Wisdom* +2- (333 gp each), *Ring of Floating*- (166 gp each), +1 *Vest of Resistance*- (83 gp each), *Headband of Intellect* +2- (333 gp each), +1 *Frost Battleaxe*- (692 gp each), +1 *Full Plate*- (150 gp each), +1 *Heavy Steel Shield*- (97 gp each), Spellbook- (50 gp each).

APL 12: Loot – 24 gp, Coin – 0 gp, Magic – +1 buckler- (97 gp each), 4 x *Potion of Cure Moderate Wounds*- (100 gp each), *Gloves of the Frozen Wastes*- (1058 gp each), *Periapt of Wisdom +2*- (333 gp each), *Ring of Floating*- (166 gp each), +1 *Vest of Resistance*- (83 gp each), *Headband of Intellect +2*- (333 gp each), 2 x +1 *Frost Battleaxe*- (1385 gp each), +1 *Full Plate*- (300 gp each), +1 *Heavy Steel Shield*- (195 gp each), *Spellbook*- (91 gp each).

## Encounter Nine: Race to the Finish Line

This is the final race section. If you are running short of time, feel free to reduce this section of racing to 800 or even 600 units. The melting ice will advance by 100 units per race turn, so any boats that fall behind that mark will find themselves floundering in the newly melted ice. Nobody is in any real danger though, as the melting of the ice and the expected finishing of the race has people out in force. Among these spectators are high level clerics and wizards who will quickly move by magical means to rescue anybody in the water.

*Having closed the portal, you race across the ice to get back to your boat. From behind you come the sounds of ice melting, and the Ice Temple falling apart. You realize that in this last section of the Race you are competing against not only the other boats, but the melting of the ice, also!*

By this time, everybody should be comfortable with the race mechanics. however, you will need to keep the players aware of how close the melt is behind them. Once the PCs cross the finish line, or lose to the melt, go to the Conclusion.

## Conclusion

If the players finish first, read Finish A. If they finish other than first, but beat the melt, read Finish B. If the PCs are beaten by the melt, read Finish C.

### Finish A: Player's boat wins

*Your boat is flying across the ice, driven on by warm winds that are now blowing across the Lake. As you round the headland into the bay you can see that you are in first place. You race past the finish line, and the crowd cheers at the sign of your victory! However, the melt is still coming, and you have no choice but to beach your winning boat to prevent it from sinking.*

### Finish B: NPC boat wins, Player's boat finishes

*Your boat is flying across the ice, driven on by warm winds that are now blowing across the Lake. As you round the headland into the bay you can see that you are not in first place. You race past the finish line, and you can hear the crowd cheering for the victors, and for all the racers that finished the race. However, the melt is still coming, and you have no choice but to beach your boat next to the winning boat to prevent it from sinking.*

### Finish C: Player's boat flounders in the melt

*Your boat seems to be having trouble in these changed conditions. The closing of the portal appears to have played havoc with the winds and you are unable to keep the boat on a straight course. Behind you, the melting of the ice rapidly approaches until you can no longer outrun it. As your boat flounders in the water, and begins to sink, you can see the shape of people flying through the air. With a quick spell, the cheerful wizard enchants all of you so that you are able to fly the remaining distance to Traft. With idols in hand, you fly into the dock area of the city, where you can see the other race participants, and a huge crowd of spectators cheering your arrival.*

Give the players a moment to talk about the race, and who won, then read the following:

*Now that all of the crews have arrived on the docks, a priest of Rao raises his hands for quiet. "Good people of Perrenland, let us hear the tales of the race, so that we can determine the omen for the next year. First, to which God is this race dedicated?"*

*You realize this question is aimed at the winning crew.*

If the PCs are the winning crew, allow them to dedicate the race to any of the Gods for which they have idols. If an NPC boat wins, their answer will be as follows:

Alaric: "*Pelor.*"

Zelig: "*Zodal.*"

Stephan: "*Obad Hai.*"

Clarice: "*Berei.*"

Dierch: "*Allitur.*"

In the unlikely event that an NPC crew wins on the 'Lone Warrior', The NPC Captain will declare Vathris the winner.

The crowd will cheer regardless of the nominated Deity, unless the Race is dedicated to Nerull. In that case, the crowd falls silent!

*Once again, the priest of Rao holds up his hands for silence, but as he begins to speak he is interrupted. A look of shock crosses the priest's face as the statue of the winning Deity begins speaking the prophecy.*

Each of the prophesies is listed below. Read out the prophesy appropriate to the winning Deity:

Allitur:

*A new era dawns this day. New energy, new faith, new devotion is needed for this new endeavor. Bring it forth, and you will be rewarded with daylight to drive back the dark. You will be rewarded with freedom.*

Mayaheine:

*We shall fight every enemy. We shall fight on until the end. We shall protect the mountains, the hills, the towns, the cities, the Lake and the streams. We shall protect the very air we breathe. We shall protect the people of Perrenland to our dying breath, and we will succeed!*

Pelor:

*In your hearts shines Pelor's light. It is the light that will drive back the dark. It is the light that will shine for you in the darkest days. It is the light that allows you to see the truth. It shall never be extinguished so long as the people of Perrenland stand against the darkness.*

Vathris:

*We are all comrades in this fight, this battle, this war. It is a war in which any person can win eternal victory, eternal remembrance and eternal rest. Any stinking rogue, any book-learned coward, any ootlander, any trembling wretch who does not want to die. All who fight will be heroes in that final battle whether they live or die...And all are blessed, comrades all.*

Rao:

*Know your enemy. Know yourself. Only with that knowledge can you stem the tide of darkness. The way forward, the way to victory is through the knowledge of past defeats. Ignorance shall be the death of us all.*

Beory:

*The harvest of war and death are blood and tears. Blood that will enrich our soil and tears to wash away the memory of our loss.*

Berei:

*The salvation of our people shall be in the hearths and homes of our people. It shall not be in gold or jewels, nor in titles or accolades. It shall be found in the common Perrender fighting to defend their homes, dying that their families and their homes may be free.*

Zodal:

*Weep not for the dead; the dead are weeping for you. Weep not for the dead, while the dead are winning.*

Obad-Hai:

*Nature is red in claw and tooth. Make allies of the cunning of the rat, the strength of the bull and the eye of the eagle. In defeat, bend like the reed. Grow your victories like the oak, from tiny acorns. And like the oak, stand proud.*

Nerull (The Dark Prophecy):

*Think on all who will be devoured by this hungry war. All the babies that will never grow to play. All the children whose games will end in death. The lovers who will never marry. The mothers and fathers who will leave orphans behind. The old, the young, the brave and the true – they will all be treated equally by the hungry maw of this war.*

If any of the first nine prophesies are read:

*The crowd cheers uncontrollably, overwhelmed by what you have done. You can see the hope on the faces of all, now that the Dark Prophecy has been overturned. Hope for the future, hope that they and their loved ones may live to see the end of the war.*

*In each of you there is a warm glow as the presence of the Deities of the Kerk enters you. Without knowing how, you realize that you are being asked to make a choice of which Deity, and in which aspect of that Deity you will be blessed. As you make your choice, you feel the blessing of the Gods settle upon you. For the future, there may yet be hope...*

If the Dark Prophecy is read:

*The crowd falls silent, until a baby begins to cry. Soon the infant's sobs are joined by other children, then*



*also by many of the adults. For most, the last two years have been filled with terrible losses. The Dark Prophecy seems to ensure that those losses will only get worse in the year to come.*

*Each of you tries, unsuccessfully, to suppress a cold shiver. You feel as though somebody has walked over your grave, which is an apt description as you have just gained the blessing of Nerull. However, this feeling is lifted by a warm glow as the presence of the other nine Deities of the Kerk enter you. Without knowing how, you realize that you are being asked to make a choice of which Deity, and in which aspect of that Deity you will be blessed. As you make your choice, you feel the blessing of the Gods settle upon you. For the future, there may yet be hope, but the next year is unlikely to hold much of it...*

PCs are not considered *Heroes of the Race* if they dedicate the race to Nerull. Instead, they receive the *Blessing of Nerull* and the ire of most Perrenders.

If the PCs cheated at any stage of the Race, they are *Caught Cheating by the Gods*.

So long as the religious rites in Encounter Four were done, all PCs receive the *Blessing of the Gods*, regardless of where they came in the Race.

## The End

# Experience Point Summary

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

## Encounter Three

Defeat the Undead

- APL4 120 xp
- APL6 180 xp
- APL8 240 xp
- APL10 300 xp
- APL12 360 xp

## Encounter Six

Defeat the Chimeras

- APL4 150 xp
- APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

## Encounter Eight

Defeat the Goblin/Giant Alliance

- APL4 210 xp
- APL6 270 xp
- APL8 330 xp
- APL10 390 xp
- APL12 450 xp

## Story Award

Perform the religious tasks:

- APL4 60 xp
- APL6 60 xp
- APL8 60 xp
- APL10 60 xp
- APL12 60 xp

## Story Award

Destroy the Dark Alter:

- APL4 75 xp
- APL6 120 xp
- APL8 165 xp
- APL10 210 xp
- APL12 255 xp

## Total possible experience:

- APL4 615 xp
- APL6 840 xp
- APL8 1065 xp
- APL10 1290 xp
- APL12 1515 xp

# Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

### Encounter Eight:

APL 4: Loot – 45 gp, Coin – 0 gp, Magic – *+1 buckler*- (97 gp each), 4 x *Potion of Cure Moderate Wounds*- (100 gp each), *Gloves of the Frozen Wastes*- (1058 gp each), *Ring of Floating*- (166 gp each), *+1 Vest of Resistance*- (83 gp each), *Spellbook*- (20 gp each).

APL 6: Loot – 24 gp, Coin – 0 gp, Magic – *+1 buckler*- (97 gp each), 4 x *Potion of Cure Moderate Wounds*-

(100 gp each), *Gloves of the Frozen Wastes*- (1058 gp each), *Ring of Floating*- (166 gp each), *+1 Vest of Resistance*- (83 gp each), *Spellbook*- (33 gp each).

APL 8: Loot – 150 gp, Coin – 0 gp, Magic – *+1 buckler*- (97 gp each), 4 x *Potion of Cure Moderate Wounds*- (100 gp each), *Gloves of the Frozen Wastes*- (1058 gp each), *Ring of Floating*- (166 gp each), *+1 Vest of Resistance*- (83 gp each), *+1 Battleaxe*- (192 gp each), *Spellbook*- (33 gp each).

APL 10: Loot – 24 gp, Coin – 0 gp, Magic – *+1 buckler*- (97 gp each), 4 x *Potion of Cure Moderate Wounds*- (100 gp each), *Gloves of the Frozen Wastes*- (1058 gp each), *Periapt of Wisdom +2*- (333 gp each), *Ring of Floating*- (166 gp each), *+1 Vest of Resistance*- (83 gp each), *Headband of Intellect +2*- (333 gp each), *+1 Frost Battleaxe*- (692 gp each), *+1 Full Plate*- (150 gp each), *+1 Heavy Steel Shield*- (97 gp each), *Spellbook*- (50 gp each).

APL 12: Loot – 24 gp, Coin – 0 gp, Magic – *+1 buckler*- (97 gp each), 4 x *Potion of Cure Moderate Wounds*- (100 gp each), *Gloves of the Frozen Wastes*- (1058 gp each), *Periapt of Wisdom +2*- (333 gp each), *Ring of Floating*- (166 gp each), *+1 Vest of Resistance*- (83 gp each), *Headband of Intellect +2*- (333 gp each), 2 x *+1 Frost Battleaxe*- (1385 gp each), *+1 Full Plate*- (300 gp each), *+1 Heavy Steel Shield*- (195 gp each), *Spellbook*- (91 gp each).

### Total Possible Treasure

APL 4: L: 45 gp; C: 0 gp; M: 1524 gp - Total: 1569 gp

APL 6: L: 24 gp; C: 0 gp; M: 1537 gp - Total: 1561 gp

APL 8: L: 150 gp; C: 0 gp; M: 1729 gp - Total: 1879 gp

APL 10: L: 24 gp; C: 0 gp; M: 3159 gp - Total: 3183 gp

APL 12: L: 24 gp; C: 0 gp; M: 4141 gp - Total: 4165 gp

### Special

**The Ice Grimoire:** This spellbook contains spells from *Frostburn* pages 87-105.

**APL 4:** 1<sup>st</sup> - *float*, 2<sup>nd</sup> - *numbing sphere*, *heat leech*.

**APLs 6-8:** All of APL 4 plus 3<sup>rd</sup> - *glacial globe of invulnerability*.

**APL 10:** All of APLs 4-8 plus 4<sup>th</sup> - *mind frost*.

**APL 12:** All of APLs 4-10 plus 5<sup>th</sup> - *anticold sphere*, *boreal wind*.

**Heroes of the Race:** You crewed the winning boat, and ended the Dark Prophecy. You receive a +4 bonus on all

Charisma based checks with Perrenders for one year from the date on the AR.

**Blessing of the Gods:** For completing the Holy Rites, you have the blessing of **ONE** of the Deities of the Old Kerk. That deity grants you the power to cast **ONE** nominated domain spell from the *Player's Handbook* once per adventure as a spell-like ability, with a caster level equal to your character level, and of a level no higher than that which a cleric of your level would have normal access to (consult cleric spells chart in the *Player's Handbook*). Write your choice of deity, domain and nominated spell in the spaces below:

Deity: \_\_\_\_\_

Domain: \_\_\_\_\_

Spell: \_\_\_\_\_

This granted power will **only** work in Perrenland, and will last for one year from the date on the AR.

**Caught Cheating by the Gods:** Your cheating was seen by the gods! You have a  $-1$  sacred penalty to all attacks and cannot receive a sacred bonus to your attacks; both of these effects last for one year from the date on the AR.

**Blessing of Nerull:** You have chosen to dedicate this race to Nerull, continuing the Dark Prophecy. You receive a  $-4$  penalty on all Charisma based checks with Perrenders for one year from the date on the AR. However Nerull grants you one *death ward* per Perrenland adventure for one year from the date on the AR, which will activate as an immediate action. This also results in your next *reincarnate*, *raise dead* or *resurrection* costing double the normal amount.

## Items for the Adventure Record

### Item Access

APL 4:

*Gloves of the Frozen Wastes* (Adventure, listed as *Gloves of the Uldra Savant* in Frostburn)

*Ring of Floating* (Adventure, Frostburn)

*Vest of Resistance +1* (Adventure, Complete Arcane)

*Boots of the Winterland* (Adventure, DMG)

*Ring of Energy Resistance, Minor (cold)* (Adventure, DMG)

*+1 Flaming Longsword* (Adventure, DMG)

*Wand of Cure Light Wounds* (Adventure, DMG)

Ghostoil (Adventure, A&EG)

Ice Grimoire (Adventure, see above, 600 gp)

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

Ice Grimoire (Adventure, see above, 1000 gp)

APL 10 (all of APL 2 plus the following):

Ice Grimoire (Adventure, see above, 1600 gp)

APL 12 (all of APL S 2-4 plus the following):

Ice Grimoire (Adventure, see above, 2100 gp)

## Combat Appendix – APL 4

### Encounter One

**Old Bill:** CR 1; Medium Human (Flan); HD 2d4+5; hp 12; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1 hook); Full Atk +2 melee (1d6+1 hook); Space/Reach: 5ft./5 ft.; AL LN; SV Fort +1, Ref +0, Will +1; Str 13, Dex 10, Con 12, Int 11, Wis 13, Cha 9.

*Skills and Feats:* Climb +2, Jump +2, Listen +4, Profession (sailor) +7, Spot +4, Swim +6, Use Rope +1; Alertness, Toughness.

### Encounter Three

**Allip:** CR 3; Medium Undead (Incorporeal); HD 4d12; hp 26; Init +5; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk/Grp: +2/-; Atk +3 melee (1d4 wisdom drain, incorporeal touch); Full Atk +3 melee (1d4 wisdom drain, incorporeal touch); Space/Reach: 5ft./5 ft.; SA Babble, madness, wisdom drain; SQ Darkvision 60ft., incorporeal traits, +2 (+6) turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str -, Dex 12, Con -, Int 11, Wis 11, Cha 18.

*Skills and Feats:* Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Initiative, Lightning Reflexes.

**Babble (Su):** All sane creatures within 60 ft of an Allip must succeed on a DC 16 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds.

**Madness (Su):** Anyone targeting an allip with a thought detection, mind control, or telepathic ability make direct contact with a tortured mind, and takes 1d4 points of Wisdom damage.

**Wisdom Drain (Su):** An allip causes 1d4 points of wisdom drain each time it hits with its incorporeal touch attack. On each successful attack, it gains 5 temporary hit points.

### Encounter Six

**Immature Chimera:** CR 3; Medium Magical Beast (Cold); HD 5d10+5; hp 33; Init +2; Spd 30 ft., fly 50 ft. (average); AC 18, touch 12, flat-footed 16; Base Atk/Grp: +5/+5; Atk +5 melee (1d8, bite); Full Atk +5 melee (1d8, bite), +5 melee (1d6, bite), +5 melee (1d6, gore) and +3 melee (1d4, 2 claws); Space/Reach: 5ft./5 ft.; SA Breath Weapon; SQ Darkvision 60 ft., immunity

to cold, low light vision, scent, vulnerability to fire; AL CE; SV Fort +5, Ref +6, Will +2; Str 11, Dex 15, Con 13, Int 4, Wis 12, Cha 10.

*Skills and Feats:* Hide +3, Listen +7, Spot +7; Alertness, Multiattack.

**Breath Weapon (Su):** 20-ft. cone, damage 1d8 cold, Reflex DC 13 half.

### Encounter Eight

**Honra:** Male 3<sup>rd</sup> Level Paladin; CR 3; Medium Humanoid (Dwarf); HD 3d10+9; hp 31; Init +1; Spd 20 ft.; AC 19 (Breastplate, +1 Large Shield), touch 11, flat-footed 18; Base Atk/Grp: +3/+5; Atk +7 melee (1d10+2/x3 Dwarven Waraxe); Full Atk +7 melee (1d10+2/x3 Dwarven Waraxe); Space/Reach: 5ft./5 ft.; SA Smite Evil 1/day; SQ Aura of courage, aura of good, darkvision 60ft., detect evil, divine grace, divine health, lay on hands, dwarven racial traits; AL LG; SV Fort +8, Ref +4, Will +3; Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 14.

*Skills and Feats:* Diplomacy +8, Sense Motive +8; Diehard, Endurance, Weapon Focus (Dwarven Waraxe).

*Equipment:* Masterwork Dwarven Waraxe, Masterwork Breastplate, +1 Large Metal Shield, Hv Crossbow, 10 Bolts.

**Aura of Courage (Su):** Beginning at 3<sup>rd</sup> level, a paladin is immune to fear effects. All allies within 10 ft. of the paladin also receive a +4 bonus on saves versus fear.

**Detect Evil (Su):** A paladin can detect evil at will as the spell.

**Lay on Hands (Su):** A paladin can heal a number of hit points per day equal to his Charisma modifier, multiplied by his level (6 hp).

**Smite Evil (Su):** Once per day, a paladin can smite evil. The attack receives a bonus to hit equal to the paladin's Charisma modifier (+2), and a bonus to damage equal to the paladin's level (+3). If the hit misses, or is used against a non-evil foe, it is used up for the day and has no effect.

**Goblin Cleric:** Female 5<sup>th</sup> Level Cleric; CR 5; Small Goblinoid (Snow Goblin); HD 5d8+5; hp 33; Init +1; Spd 30 ft., climb 20 ft.; AC 20 (Breastplate, +1 Buckler,

+1 natural, +1 size, +1 dex), touch 12, flat-footed 19; Base Atk/Grp: +3/-1; Atk +4 melee (1d6/x2, Hv Mace), +5 ranged (1d6/19-20, Lt Crossbow); Full Atk +4 melee (1d6/x2, Hv Mace), +5 ranged (1d6/19-20, Lt Crossbow); Space/Reach: 5ft./5 ft.; SA Rebuke undead, spells; SQ Booming voice, darkvision 60ft.; AL NE; SV Fort +5, Ref +2, Will +7; Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 8.

*Skills and Feats:* Concentration +9, Knowledge (religion) +8, Listen +4, Spot +4; Alertness, Combat Casting.

*Equipment:* Hv Mace, Breastplate, +1 Buckler, Lt Crossbow, 10 Bolts, Holy Symbol, Dagger, Spell Component Pouch, 4 x Potion of *Cure Moderate Wound*, *Gloves of the Frozen Wastes*.

*Spells Prepared* (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—[*cure minor wounds* (2), *detect magic*, *read magic*, *resistance*]; 1st—[*snowsight*\*, *bless*, *fortify cold creatures*, *cure light wounds* (2)]; 2nd—[*snow walk*\*, *invisibility purge*, *obscuring snow*, *cure moderate wounds*]; 3<sup>rd</sup>—[*winter's embrace*\*, *prayer*, *cure serious wounds*].

\*Domain spell. *Domains:* [Winter (during the Winter season, +2 sacred bonus on all wisdom based checks); Evil (cast evil spells at +1 caster level)].

**Booming Voice (Ex):** Snow goblins can be heard over great distances, and their powerful voices can be quite intimidating. Snow goblins receive a +4 racial bonus on Intimidate checks.

**Goblin Wizard:** Male 3<sup>rd</sup> Level Wizard; CR 3; Small Goblinoid (Snow Goblin); HD 3d4+6; hp 16; Init +2; Spd 30 ft., climb 20 ft.; AC 18 (Mage Armour, +1 natural, +1 size, +2 dex), touch 13, flat-footed 16; Base Atk/Grp: +1/-3; Atk +0 melee (1d3-1/19-20, Dagger), +4 ranged (1d6/19-20, Lt Crossbow); Full Atk +0 melee (1d3-1/19-20, Dagger), +3 ranged (1d6/19-20, Lt Crossbow); Space/Reach: 5ft./5 ft.; SA Spells; SQ Booming voice, darkvision 60ft.; AL NE; SV Fort +3, Ref +4, Will +4; Str 8, Dex 14, Con 12, Int 14, Wis 10, Cha 10.

*Skills and Feats:* Concentration +7, Knowledge (arcana) +8, Knowledge (the planes) +8, Spellcraft +10; Combat Casting, Toughness.

*Equipment:* Dagger, Lt Crossbow, 10 Bolts, Spell Component Pouch, *Ring of Floating*, *Vest of Resistance* +1.

*Spells Prepared* (4/3/2; base DC = 12 + spell level): 0—[*detect magic*, *ray of frost* (2), *read magic*]; 1st—[*orb of*

*cold* - lesser, *mage armour*, *shocking grasp*]; 2<sup>nd</sup> - [numbing sphere, heat leech].

*Spellbook:* 0—[*all cantrips*]; 1st—[*color spray*, *mage armour*, *shield*, *shocking grasp*, *float*, *distract assailant*, *orb of cold* - lesser, *expeditious retreat* - swift]; [numbing sphere, heat leech].

**Booming Voice (Ex):** Snow goblins can be heard over great distances, and their powerful voices can be quite intimidating. Snow goblins receive a +4 racial bonus on Intimidate checks.

**Goblin Warriors:** Female Snow Goblins Lvl 1 Warriors; CR 1/2; Small Goblinoid (Snow Goblin); HD 1d8+1; hp 5; Init +1; Spd 30 ft., climb 20 ft.; AC 16 (Leather, buckler, +1 natural, +1 size, +1 dex), touch 12, flat-footed 15; Base Atk/Grp: +1/-2; Atk +3 melee (1d6+1/x2, Hv Mace), +3 ranged (1d4+1/x2, Javelin); Full Atk +3 melee (1d6+1/x2, Hv Mace), +3 ranged (1d4+1/x2, Javelin); Space/Reach: 5ft./5 ft.; SQ Booming voice, darkvision 60ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 13, Dex 13, Con 12, Int 8, Wis 9, Cha 6.

*Skills and Feats:* Climb +8, Hide +5, Intimidate +2, Listen +1, Move Silently +4, Spot +2; Alertness.

*Equipment:* Hv Mace, Leather Armour, Buckler, Javelins (4).

**Booming Voice (Ex):** Snow goblins can be heard over great distances, and their powerful voices can be quite intimidating. Snow goblins receive a +4 racial bonus on Intimidate checks.

## Combat Appendix – APL 6

### Encounter One

**Old Bill:** CR 1; Medium Human (Flan); HD 2d4+5; hp 12; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1 hook); Full Atk +2 melee (1d6+1 hook); Space/Reach: 5ft./5 ft.; AL LN; SV Fort +1, Ref +0, Will +1; Str 13, Dex 10, Con 12, Int 11, Wis 13, Cha 9.

*Skills and Feats:* Climb +2, Jump +2, Listen +4, Profession (sailor) +7, Spot +4, Swim +6, Use Rope +1; Alertness, Toughness.

### Encounter Three

**Allip, advanced:** CR 5; Medium Undead (Incorporeal); HD 12d12; hp 78; Init +5; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk/Grp: +6/-; Atk +8 melee (1d4 wisdom drain, incorporeal touch); Full Atk +8 melee (1d4 wisdom drain, incorporeal touch); Space/Reach: 5ft./5 ft.; SA Babble, madness, wisdom drain; SQ Darkvision 60ft., incorporeal traits, +2 (+6) turn resistance, undead traits; AL NE; SV Fort +4, Ref +7, Will +8; Str -, Dex 12, Con -, Int 11, Wis 11, Cha 20.

*Skills and Feats:* Hide +8, Intimidate +8, Listen +17, Search +4, Spot +17, Survival +0 (+2 following tracks); Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (incorporeal touch).

**Babble (Su):** All sane creatures within 60 ft of an Allip must succeed on a DC 21 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds.

**Madness (Su):** Anyone targeting an allip with a thought detection, mind control, or telepathic ability make direct contact with a tortured mind, and takes 1d4 points of Wisdom damage.

**Wisdom Drain (Su):** An allip causes 1d4 points of wisdom drain each time it hits with its incorporeal touch attack. On each successful attack, it gains 5 temporary hit points.

### Encounter Six

**Immature Chimera:** CR 3; Medium Magical Beast (Cold); HD 5d10+5; hp 33; Init +2; Spd 30 ft., fly 50 ft. (average); AC 18, touch 12, flat-footed 16; Base Atk/Grp: +5/+5; Atk +5 melee (1d8, bite); Full Atk +5

melee (1d8, bite), +5 melee (1d6, bite), +5 melee (1d6, gore) and +3 melee (1d4, 2 claws); Space/Reach: 5ft./5 ft.; SA Breath Weapon; SQ Darkvision 60 ft., immunity to cold, low light vision, scent, vulnerability to fire; AL CE; SV Fort +5, Ref +6, Will +2; Str 11, Dex 15, Con 13, Int 4, Wis 12, Cha 10.

*Skills and Feats:* Hide +3, Listen +7, Spot +7; Alertness, Multiattack.

**Breath Weapon (Su):** 20-ft. cone, damage 1d8 cold, Reflex DC 13 half.

### Encounter Eight

**Honra:** Male 3<sup>rd</sup> Level Paladin; CR 3; Medium Humanoid (Dwarf); HD 3d10+9; hp 31; Init +1; Spd 20 ft.; AC 19 (Breastplate, +1 Large Shield), touch 11, flat-footed 18; Base Atk/Grp: +3/+5; Atk +7 melee (1d10+2/x3 Dwarven Waraxe); Full Atk +7 melee (1d10+2/x3 Dwarven Waraxe); Space/Reach: 5ft./5 ft.; SA Smite Evil 1/day; SQ Aura of courage, aura of good, darkvision 60ft., detect evil, divine grace, divine health, lay on hands, dwarven racial traits; AL LG; SV Fort +8, Ref +4, Will +3; Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 14.

*Skills and Feats:* Diplomacy +8, Sense Motive +8; Diehard, Endurance, Weapon Focus (Dwarven Waraxe).

*Equipment:* Masterwork Dwarven Waraxe, Masterwork Breastplate, +1 Large Metal Shield, Hv Crossbow, 10 Bolts.

**Aura of Courage (Su):** Beginning at 3<sup>rd</sup> level, a paladin is immune to fear effects. All allies within 10 ft. of the paladin also receive a +4 bonus on saves versus fear.

**Detect Evil (Su):** A paladin can detect evil at will as the spell.

**Lay on Hands (Su):** A paladin can heal a number of hit points per day equal to his Charisma modifier, multiplied by his level (6 hp).

**Smite Evil (Su):** Once per day, a paladin can smite evil. The attack receives a bonus to hit equal to the paladin's Charisma modifier (+2), and a bonus to damage equal to the paladin's level (+3). If the hit misses, or is used against a non-evil foe, it is used up for the day and has no effect.

**Goblin Cleric:** Female 7<sup>th</sup> Level Cleric; CR 7; Small Goblinoid (Snow Goblin); HD 7d8+7; hp 45; Init +1; Spd 30 ft., climb 20 ft.; AC 20 (Breastplate, +1 Buckler, +1 natural, +1 size, +1 dex), touch 12, flat-footed 19; Base Atk/Grp: +5/+2; Atk +6 melee (1d6/x2, Hv Mace), +7 ranged (1d6/19-20, Lt Crossbow); Full Atk +6 melee (1d6/x2, Hv Mace), +7 ranged (1d6/19-20, Lt Crossbow); Space/Reach: 5ft./5 ft.; SA Rebuke undead, spells; SQ Booming voice, darkvision 60ft.; AL NE; SV Fort +6, Ref +3, Will +8; Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 8.

*Skills and Feats:* Concentration +9, Knowledge (religion) +8, Listen +4, Spot +4; Alertness, Combat Casting, Brew Potion.

*Equipment:* Hv Mace, Breastplate, +1 Buckler, Lt Crossbow, 10 Bolts, Holy Symbol, Dagger, Spell Component Pouch, 4 x Potion of *Cure Moderate Wound*, *Gloves of the Frozen Wastes*.

*Spells Prepared* (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—[*cure minor wounds* (2), *detect magic*, *read magic*, *resistance* (2)]; 1st—[*snowsight*\*, *bles*, *fortify cold creatures*, *cure light wounds* (3)]; 2nd—[*snow walk*\*, *invisibility purge*, *obscuring snow*, *cure moderate wounds*, *sound burst*]; 3<sup>rd</sup>—[*winter's embrace*\*, *prayer*, *cure moderate wounds*, *protection from energy*]; 4<sup>th</sup>—[*unholy blight*\*, *divine power*].

\*Domain spell. *Domains:* [Winter (during the Winter season, +2 sacred bonus on all wisdom based checks); Evil (cast evil spells at +1 caster level)].

**Booming Voice (Ex):** Snow goblins can be heard over great distances, and their powerful voices can be quite intimidating. Snow goblins receive a +4 racial bonus on Intimidate checks.

**Goblin Wizard:** Male 5<sup>th</sup> Level Wizard; CR 5; Small Goblinoid (Snow Goblin); HD 5d4+8; hp 24; Init +2; Spd 30 ft., climb 20 ft.; AC 18 (Mage Armour, +1 natural, +1 size, +2 dex), touch 13, flat-footed 16; Base Atk/Grp: +2/-2; Atk +1 melee (1d3-1/19-20, Dagger), +4 ranged (1d6/19-20, Lt Crossbow); Full Atk +1 melee (1d3-1/19-20, Dagger), +4 ranged (1d6/19-20, Lt Crossbow); Space/Reach: 5ft./5 ft.; SA Spells; SQ Booming voice, darkvision 60ft.; AL NE; SV Fort +3, Ref +4, Will +5; Str 8, Dex 14, Con 12, Int 15, Wis 10, Cha 10.

*Skills and Feats:* Concentration +9, Knowledge (arcana) +10, Knowledge (the planes) +10, Spellcraft +12; Combat Casting, Toughness, Empower Spell.

*Equipment:* Dagger, Lt Crossbow, 10 Bolts, Spell Component Pouch, *Ring of Floating*, *Vest of Resistance* +1.

*Spells Prepared* (4/4/3/1; base DC = 12 + spell level): 0—[*detect magic*, *ray of frost* (2), *read magic*]; 1st—[*orb of cold* - lesser, *shield*, *mage armour*, *shocking grasp*]; 2<sup>nd</sup>—[*numbing sphere*, *heat leech*, *false life*]; 3<sup>rd</sup>—[*empowered orb of cold* - lesser, *dispel magic*].

*Spellbook:* 0—[*all cantrips*]; 1st—[*color spray*, *mage armour*, *shocking grasp*, *float*, *distract assailant*, *shield*, *orb of cold* - lesser, *expeditious retreat* - swift]; 2<sup>nd</sup>—[*numbing sphere*, *heat leech*, *false life*]; 3<sup>rd</sup>—[*glacial globe of invulnerability*, *dispel magic*].

**Booming Voice (Ex):** Snow goblins can be heard over great distances, and their powerful voices can be quite intimidating. Snow goblins receive a +4 racial bonus on Intimidate checks.

**Saber-tooth Tiger:** CR 5; Large Animal; HD 9d8+27; hp 67; Init +2; Spd 40 ft.; AC 15, touch 11, flat footed 13; Base Atk/Grp: +6/+17; Atk +12 melee (bite, 2d6+7/x3); Full Atk +12 melee (bite, 2d6+7/x3), +10 melee (2 claws, 1d6+3); Space/Reach: 10ft./5 ft.; SA Augmented Critical, Improved Grab, Pounce, Rake; SQ Low-Light Vision, Scent; AL N; SV Fort +9, Ref +8, Will +8; Str 24, Dex 14, Con 16, Int 2, Wis 14, Cha 6.

*Skills and Feats:* Balance +6, Hide +2, Jump +15, Listen +8, Move Silently +6, Spot +8; Alertness, Dodge Mobility, Spring Attack.

## Combat Appendix – APL 8

### Encounter One

**Old Bill:** CR 1; Medium Human (Flan); HD 2d4+5; hp 12; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1 hook); Full Atk +2 melee (1d6+1 hook); Space/Reach: 5ft./5 ft.; AL LN; SV Fort +1, Ref +0, Will +1; Str 13, Dex 10, Con 12, Int 11, Wis 13, Cha 9.

*Skills and Feats:* Climb +2, Jump +2, Listen +4, Profession (sailor) +7, Spot +4, Swim +6, Use Rope +1; Alertness, Toughness.

### Encounter Three

**Wraith, advanced:** CR 7; Medium Undead (Incorporeal); HD 10d12; hp 75; Init +7; Spd fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk/Grp: +5/-; Atk +9 melee (1d4 plus 1d6 constitution drain, incorporeal touch); Full Atk +9 melee (1d4 plus 1d6 constitution drain, incorporeal touch); Space/Reach: 5ft./5 ft.; SA Constitution drain, create spawn; SQ Darkvision 60ft., daylight powerlessness, incorporeal traits, +2 (+6) turn resistance, undead traits, unnatural aura; AL LE; SV Fort +3, Ref +7, Will +9; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 16.

*Skills and Feats:* Diplomacy +6, Hide +11, Intimidate +15, Listen +17, Search +10, Sense Motive +13, Spot +17, Survival +2 (+4 following tracks); Alertness, Blind Fight, Combat Reflexes, Improved Initiative, Improved Toughness, Weapon Focus (incorporeal touch).

**Unnatural Aura (Su):** Animals will not approach within 30 ft. of a wraith.

**Daylight Powerlessness (Ex):** Wraiths are utterly powerless in natural sunlight (not a *daylight* spell) and will flee from it.

**Constitution Drain (Su):** Living creatures hit by a wraith must succeed on a DC 18 Fortitude save or take 1d6 points of constitution drain. On each successful attack the wraith gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a wraith becomes a wraith within 1d4 rounds. It is under the control of the wraith that created it until its death.

### Encounter Six

**Chimera:** CR 7; Large Magical Beast (Cold); HD 9d10+27; hp 76; Init +1; Spd 30 ft., fly 50 ft. (poor); AC 19, touch 10, flat-footed 18; Base Atk/Grp: +9/+17; Atk +12 melee (2d6+4, bite); Full Atk +12 melee (2d6+4, bite), +12 melee (1d8+4, bite), +12 melee (1d8+4, gore) and +10 melee (1d6+2, 2 claws); Space/Reach: 10ft./5 ft.; SA Breath Weapon; SQ Darkvision 60 ft., immunity to cold, low light vision, scent, vulnerability to fire; AL CE; SV Fort +9, Ref +7, Will +6; Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10.

*Skills and Feats:* Hide +1, Listen +9, Spot +9; Alertness, Hover, Iron Will, Multiattack.

**Breath Weapon (Su):** 20-ft. cone, damage 3d8 cold, Reflex DC 17 half.

**Immature Chimera:** CR 3; Medium Magical Beast (Cold); HD 5d10+5; hp 33; Init +2; Spd 30 ft., fly 50 ft. (average); AC 18, touch 12, flat-footed 16; Base Atk/Grp: +5/+5; Atk +5 melee (1d8, bite); Full Atk +5 melee (1d8, bite), +5 melee (1d6, bite), +5 melee (1d6, gore) and +3 melee (1d4, 2 claws); Space/Reach: 5ft./5 ft.; SA Breath Weapon; SQ Darkvision 60 ft., immunity to cold, low light vision, scent, vulnerability to fire; AL CE; SV Fort +5, Ref +6, Will +2; Str 11, Dex 15, Con 13, Int 4, Wis 12, Cha 10.

*Skills and Feats:* Hide +3, Listen +7, Spot +7; Alertness, Multiattack.

**Breath Weapon (Su):** 20-ft. cone, damage 1d8 cold, Reflex DC 13 half.

### Encounter Eight

**Honra:** Male 3<sup>rd</sup> Level Paladin; CR 3; Medium Humanoid (Dwarf); HD 3d10+9; hp 31; Init +1; Spd 20 ft.; AC 19 (Breastplate, +1 Large Shield), touch 11, flat-footed 18; Base Atk/Grp: +3/+5; Atk +7 melee (1d10+2/x3 Dwarven Waraxe); Full Atk +7 melee (1d10+2/x3 Dwarven Waraxe); Space/Reach: 5ft./5 ft.; SA Smite Evil 1/day; SQ Aura of courage, aura of good, darkvision 60ft., detect evil, divine grace, divine health, lay on hands, dwarven racial traits; AL LG; SV Fort +8, Ref +4, Will +3; Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 14.



*Skills and Feats:* Diplomacy +8, Sense Motive +8; Diehard, Endurance, Weapon Focus (Dwarven Waraxe).

*Equipment:* Masterwork Dwarven Waraxe, Masterwork Breastplate, +1 Large Metal Shield, Hv Crossbow, 10 Bolts.

**Aura of Courage (Su):** Beginning at 3<sup>rd</sup> level, a paladin is immune to fear effects. All allies within 10 ft. of the paladin also receive a +4 bonus on saves versus fear.

**Detect Evil (Su):** A paladin can detect evil at will as the spell.

**Lay on Hands (Su):** A paladin can heal a number of hit points per day equal to his Charisma modifier, multiplied by his level (6 hp).

**Smite Evil (Su):** Once per day, a paladin can smite evil. The attack receives a bonus to hit equal to the paladin's Charisma modifier (+2), and a bonus to damage equal to the paladin's level (+3). If the hit misses, or is used against a non-evil foe, it is used up for the day and has no effect.

**Goblin Cleric:** Female 7<sup>th</sup> Level Cleric; CR 7; Small Goblinoid (Snow Goblin); HD 7d8+7; hp 45; Init +1; Spd 30 ft., climb 20 ft.; AC 22 (Breastplate, +1 Buckler, +1 natural, +1 size, +1 dex), touch 12, flat-footed 19; Base Atk/Grp: +5/+2; Atk +6 melee (1d6/x2, Hv Mace), +7 ranged (1d6/19-20, Lt Crossbow); Full Atk +6 melee (1d6/x2, Hv Mace), +7 ranged (1d6/19-20, Lt Crossbow); Space/Reach: 5ft./5 ft.; SA Rebuke undead, spells; SQ Booming voice, darkvision 60ft.; AL NE; SV Fort +6, Ref +3, Will +8; Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 8.

*Skills and Feats:* Concentration +9, Knowledge (religion) +8, Listen +4, Spot +4; Alertness, Combat Casting, Brew Potion.

*Equipment:* Hv Mace, Breastplate, +1 Buckler, Lt Crossbow, 10 Bolts, Holy Symbol, Dagger, Spell Component Pouch, 4 x Potion of *Cure Moderate Wound*, *Gloves of the Frozen Wastes*.

*Spells Prepared* (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—[*cure minor wounds* (2), *detect magic*, *read magic*, *resistance* (2)]; 1st—[*snowsight*\*, *bless*, *fortify cold creatures*, *cure light wounds* (3)]; 2nd—[*snow walk*\*, *invisibility purge*, *obscuring snow*, *cure moderate wounds*, *sound burst*]; 3<sup>rd</sup>—[*winter's embrace*\*, *prayer*, *cure moderate wounds*, *protection from energy*]; 4<sup>th</sup>—[*unholy blight*\*, *divine power*].

\*Domain spell. *Domains:* [Winter (during the Winter season, +2 sacred bonus on all wisdom based checks); Evil (cast evil spells at +1 caster level)].

**Booming Voice (Ex):** Snow goblins can be heard over great distances, and their powerful voices can be quite intimidating. Snow goblins receive a +4 racial bonus on Intimidate checks.

**Goblin Wizard:** Male 5<sup>th</sup> Level Wizard; CR 5; Small Goblinoid (Snow Goblin); HD 5d4+8; hp 24; Init +2; Spd 30 ft., climb 20 ft.; AC 18 (Mage Armour, +1 natural, +1 size, +2 dex), touch 13, flat-footed 16; Base Atk/Grp: +2/-2; Atk +1 melee (1d3-1/19-20, Dagger), +4 ranged (1d6/19-20, Lt Crossbow); Full Atk +1 melee (1d3-1/19-20, Dagger), +4 ranged (1d6/19-20, Lt Crossbow); Space/Reach: 5ft./5 ft.; SA Spells; SQ Booming voice, darkvision 60ft.; AL NE; SV Fort +3, Ref +4, Will +5; Str 8, Dex 14, Con 12, Int 15, Wis 10, Cha 10.

*Skills and Feats:* Concentration +9, Knowledge (arcana) +10, Knowledge (the planes) +10, Spellcraft +12; Combat Casting, Toughness, Empower Spell.

*Equipment:* Dagger, Lt Crossbow, 10 Bolts, Spell Component Pouch, *Ring of Floating*, *Vest of Resistance* +1.

*Spells Prepared* (4/4/3/1; base DC = 12 + spell level): 0—[*detect magic*, *ray of frost* (2), *read magic*]; 1st—[*orb of cold* - lesser, *shield*, *mage armour*, *shocking grasp*]; 2<sup>nd</sup>—[*numbing sphere*, *heat leech*, *false life*]; 3<sup>rd</sup>—[*empowered orb of cold* - lesser, *dispel magic*].

*Spellbook:* 0—[*all cantrips*]; 1st—[*color spray*, *mage armour*, *shocking grasp*, *float*, *distract assailant*, *shield*, *orb of cold* - lesser, *expeditious retreat* - swift]; 2<sup>nd</sup>—[*numbing sphere*, *heat leech*, *false life*]; 3<sup>rd</sup>—[*glacial globe of invulnerability*, *dispel magic*].

**Booming Voice (Ex):** Snow goblins can be heard over great distances, and their powerful voices can be quite intimidating. Snow goblins receive a +4 racial bonus on Intimidate checks.

**Saber-tooth Tiger:** CR 5; Large Animal; HD 9d8+27; hp 67; Init +2; Spd 40 ft.; AC 15, touch 11, flat footed 13; Base Atk/Grp: +6/+17; Atk +12 melee (bite, 2d6+7/x3); Full Atk +12 melee (bite, 2d6+7/x3), +10 melee (2 claws, 1d6+3); Space/Reach: 10ft./5 ft.; SA Augmented Critical, Improved Grab, Pounce, Rake; SQ Low-Light Vision, Scent; AL N; SV Fort +9, Ref +8, Will +8; Str 24, Dex 14, Con 16, Int 2, Wis 14, Cha 6.

*Skills and Feats:* Balance +6, Hide +2, Jump +15, Listen +8, Move Silently +6, Spot +8; Alertness, Dodge Mobility, Spring Attack.

**Frost Giant:** CR 9; Large Giant; HD 14d8+70; hp 133; Init -1; Spd 40 ft.; AC 27, touch 8, flat footed 27; Base Atk/Grp: +10/+23; Atk +19 melee (+1 battleaxe, 2d8+10/x3), +9 ranged (rock, 2d6+9); Full Atk +19/+14 melee (+1 battleaxe, 2d8+10/x3), or +9 ranged (rock, 2d6+9); Space/Reach: 10ft./10 ft.; SA Rock Throwing; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL CE; SV Fort +14, Ref +3, Will +6; Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Climb +13, Intimidate +6, Jump +17, Spot +12; Blind Fight, Cleave, Power Attack, Quick Draw, Weapon Focus (battleaxe).

*Equipment:* Full plate, large shield, +1 battleaxe.

## Combat Appendix – APL 10

### Encounter One

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**Old Bill:** CR 1; Medium Human (Flan); HD 2d4+5; hp 12; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1 hook); Full Atk +2 melee (1d6+1 hook); Space/Reach: 5ft./5 ft.; AL LN; SV Fort +1, Ref +0, Will +1; Str 13, Dex 10, Con 12, Int 11, Wis 13, Cha 9.

*Skills and Feats:* Climb +2, Jump +2, Listen +4, Profession (sailor) +7, Spot +4, Swim +6, Use Rope +1; Alertness, Toughness.

### Encounter Three

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**Spectre, advanced:** CR 9; Medium Undead (Incorporeal); HD 14d12; hp 91; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15, touch 15, flat-footed 13; Base Atk/Grp: +7/-; Atk +11 melee (1d8 plus energy drain, incorporeal touch); Full Atk +11 melee (1d8 plus energy drain, incorporeal touch); Space/Reach: 5ft./5 ft.; SA Energy drain, create spawn; SQ Darkvision 60ft., incorporeal traits, +2 (+6) turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +4, Ref +7, Will +11; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17.

*Skills and Feats:* Hide +20, Intimidate +19, Knowledge(religion) +12, Listen +21, Search +12, Spot +21, Survival +2 (+4 following tracks); Alertness, Blind Fight, Combat Reflexes, Improved Initiative, Weapon Focus (incorporeal touch).

**Unnatural Aura (Su):** Animals will not approach within 30 ft. of a spectre.

**Sunlight Powerlessness (Ex):** Spectres are utterly powerless in natural sunlight (not a *daylight* spell) and will flee from it.

**Energy Drain (Su):** Living creatures hit by a spectre gain two negative levels. The DC is 20 to remove a negative level. For each negative level bestowed the spectre gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a wraith becomes a wraith within 1d4 rounds. It is under the control of the wraith that created it until its death.

### Encounter Six

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**Advanced Chimera:** CR 10; Huge Magical Beast (Cold); HD 18d10+144; hp 243; Init +6; Spd 30 ft., fly 60 ft. (poor); AC 22, touch 10, flat-footed 20; Base Atk/Grp: +18/+35; Atk +25 melee (3d6+11, bite); Full Atk +25 melee (3d6+11, bite), +25 melee (2d6+11, bite), +25 melee (2d6+11, gore) and +23 melee (1d8+5, 2 claws); Space/Reach: 15ft./10 ft.; SA Breath Weapon; SQ Darkvision 60 ft., immunity to cold, low light vision, scent, vulnerability to fire; AL CE; SV Fort +19, Ref +13, Will +10; Str 32, Dex 14, Con 26, Int 4, Wis 15, Cha 8.

*Skills and Feats:* Hide -2, Listen +14, Spot +14; Alertness, Flyby Attack, Hover, Improved Initiative, Iron Will, Multiattack.

**Breath Weapon (Su):** 20-ft. cone, damage 5d8 cold, Reflex DC 27 half.

**Immature Chimera:** CR 3; Medium Magical Beast (Cold); HD 5d10+5; hp 33; Init +2; Spd 30 ft., fly 50 ft. (average); AC 18, touch 12, flat-footed 16; Base Atk/Grp: +5/+5; Atk +5 melee (1d8, bite); Full Atk +5 melee (1d8, bite), +5 melee (1d6, bite), +5 melee (1d6, gore) and +3 melee (1d4, 2 claws); Space/Reach: 5ft./5 ft.; SA Breath Weapon; SQ Darkvision 60 ft., immunity to cold, low light vision, scent, vulnerability to fire; AL CE; SV Fort +5, Ref +6, Will +2; Str 11, Dex 15, Con 13, Int 4, Wis 12, Cha 10.

*Skills and Feats:* Hide +3, Listen +7, Spot +7; Alertness, Multiattack.

**Breath Weapon (Su):** 20-ft. cone, damage 1d8 cold, Reflex DC 13 half.

### Encounter Eight

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**Honra:** Male 3<sup>rd</sup> Level Paladin; CR 3; Medium Humanoid (Dwarf); HD 3d10+9; hp 31; Init +1; Spd 20 ft.; AC 19 (Breastplate, +1 Large Shield), touch 11, flat-footed 18; Base Atk/Grp: +3/+5; Atk +7 melee (1d10+2/x3 Dwarven Waraxe); Full Atk +7 melee (1d10+2/x3 Dwarven Waraxe); Space/Reach: 5ft./5 ft.; SA Smite Evil 1/day; SQ Aura of courage, aura of good, darkvision 60ft., detect evil, divine grace, divine health, lay on hands, dwarven racial traits; AL LG; SV Fort +8, Ref +4, Will +3; Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 14.

*Skills and Feats:* Diplomacy +8, Sense Motive +8; Diehard, Endurance, Weapon Focus (Dwarven Waraxe).

*Equipment:* Masterwork Dwarven Waraxe, Masterwork Breastplate, +1 Large Metal Shield, Hv Crossbow, 10 Bolts.

**Aura of Courage (Su):** Beginning at 3<sup>rd</sup> level, a paladin is immune to fear effects. All allies within 10 ft. of the paladin also receive a +4 bonus on saves versus fear.

**Detect Evil (Su):** A paladin can detect evil at will as the spell.

**Lay on Hands (Su):** A paladin can heal a number of hit points per day equal to his Charisma modifier, multiplied by his level (6 hp).

**Smite Evil (Su):** Once per day, a paladin can smite evil. The attack receives a bonus to hit equal to the paladin's Charisma modifier (+2), and a bonus to damage equal to the paladin's level (+3). If the hit misses, or is used against a non-evil foe, it is used up for the day and has no effect.

**Goblin Cleric:** Female 9<sup>th</sup> Level Cleric; CR 9; Small Goblinoid (Snow Goblin); HD 9d8+9; hp 57; Init +1; Spd 30 ft., climb 20 ft.; AC 22 (+1 Breastplate, +1 Buckler, +2 natural, +1 size, +1 dex), touch 12, flat-footed 21; Base Atk/Grp: +6/+3; Atk +7 melee (1d6/x2, Hv Mace), +8 ranged (1d6/19-20, Lt Crossbow); Full Atk +7 melee (1d6/x2, Hv Mace), +8 ranged (1d6/19-20, Lt Crossbow); Space/Reach: 5ft./5 ft.; SA Rebuke undead, spells; SQ Booming voice, darkvision 60ft.; AL NE; SV Fort +7, Ref +4, Will +10; Str 10, Dex 12, Con 12, Int 10, Wis 19, Cha 8.

*Skills and Feats:* Concentration +11, Knowledge (religion) +10, Listen +4, Spot +4; Alertness, Combat Casting, Brew Potion, Improved Natural Armour.

*Equipment:* Hv Mace, +1 Breastplate, +1 Buckler, Lt Crossbow, 10 Bolts, Holy Symbol, Dagger, Spell Component Pouch, 4 x Potion of Cure Moderate Wound, Periapt of Wisdom +2, Gloves of the Frozen Wastes.

*Spells Prepared* (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0—[*cure minor wounds* (2), *detect magic*, *read magic*, *resistance* (2)]; 1st—[*snowsight*\*, *bles*, *fortify cold creatures*, *cure light wounds* (3)]; 2nd—[*snow walk*\*, *invisibility purge*, *obscuring snow*, *cure moderate wounds*, *sound burst* (2)]; 3<sup>rd</sup>—[*winter's embrace*\*, *prayer*, *cure moderate wounds* (2), *protection from energy*]; 4<sup>th</sup> — [*unholy blight*\*;

*frostburn*, *glacial globe of invulnerability*, *divine power*]; 5<sup>th</sup> — [*dispel good*\*, *frostbite*].

\*Domain spell. *Domains:* [Winter (during the Winter season, +2 sacred bonus on all wisdom based checks); Evil (cast evil spells at +1 caster level)].

**Booming Voice (Ex):** Snow goblins can be heard over great distances, and their powerful voices can be quite intimidating. Snow goblins receive a +4 racial bonus on Intimidate checks.

**Goblin Wizard:** Male 7<sup>th</sup> Level Wizard; CR 7; Small Goblinoid (Snow Goblin); HD 7d4+17; hp 39; Init +2; Spd 30 ft., climb 20 ft.; AC 19 (Mage Armour, +1 Ring of Protection, +1 natural, +1 size, +2 dex), touch 14, flat-footed 17; Base Atk/Grp: +3/-1; Atk +2 melee (1d3-1/19-20, Dagger), +5 ranged (1d6/19-20, Lt Crossbow); Full Atk +2 melee (1d3-1/19-20, Dagger), +5 ranged (1d6/19-20, Lt Crossbow); Space/Reach: 5ft./5 ft.; SA Spells; SQ Booming voice, darkvision 60ft.; AL NE; SV Fort +4, Ref +5, Will +6; Str 8, Dex 14, Con 12, Int 17, Wis 10, Cha 10.

*Skills and Feats:* Concentration +11, Knowledge (arcana) +12, Knowledge (the planes) +12, Spellcraft +14; Combat Casting, Toughness, Improved Toughness, Empower Spell.

*Equipment:* Dagger, Lt Crossbow, 10 Bolts, Spell Component Pouch, *Ring of Floating*, *Headband of Intellect* +2, *Vest of Resistance* +1.

*Spells Prepared* (4/5/4/3/1; base DC = 13 + spell level): 0—[*detect magic*, *ray of frost* (2), *read magic*]; 1st—[*orb of cold – lesser* (2), *shield*, *mage armour*, *shocking grasp*]; 2<sup>nd</sup> — [*numbing sphere*, *false life*, *bear's endurance*, *resist energy*]; 3<sup>rd</sup> — [*empowered orb of cold – lesser* (2), *dispel magic*]; 4<sup>th</sup> — [*orb of cold*].

*Spellbook:* 0—[*all cantrips*]; 1st—[*color spray*, *mage armour*, *shocking grasp*, *float*, *distract assailant*, *shield*, *orb of cold – lesser*, *expeditious retreat – swift*]; 2<sup>nd</sup> — [*numbing sphere*, *heat leech*, *bear's endurance*, *false life resist energy*]; 3<sup>rd</sup> — [*glacial globe of invulnerability*, *dispel magic*]; 4<sup>th</sup> — [*mind frost*, *orb of cold*].

**Booming Voice (Ex):** Snow goblins can be heard over great distances, and their powerful voices can be quite intimidating. Snow goblins receive a +4 racial bonus on Intimidate checks.

**Saber-tooth Tiger:** CR 5; Large Animal; HD 9d8+27; hp 67; Init +2; Spd 40 ft.; AC 15, touch 11, flat footed 13; Base Atk/Grp: +6/+17; Atk +12 melee (bite, 2d6+7/x3); Full Atk +12 melee (bite, 2d6+7/x3), +10 melee (2 claws, 1d6+3); Space/Reach: 10ft./5 ft.; SA Augmented Critical, Improved Grab, Pounce, Rake; SQ

Low-Light Vision, Scent; AL N; SV Fort +9, Ref +8, Will +8; Str 24, Dex 14, Con 16, Int 2, Wis 14, Cha 6.

*Skills and Feats:* Balance +6, Hide +2, Jump +15, Listen +8, Move Silently +6, Spot +8; Alertness, Dodge Mobility, Spring Attack.

**Advanced Frost Giant:** Male 2<sup>nd</sup> Level Fighter; CR 11; Large Giant; HD 14d8+98 plus 2d10+14; hp 192; Init +5; Spd 40 ft.; AC 31, (-1 size, +1 Dex, +9 natural, +9 *full plate* +1, +3 *large shield* +1) touch 10, flat footed 30; Base Atk/Grp: +12/+31; Atk +24 melee (+1 *frost battleaxe*, 2d8+12/x3 plus 1d6 cold), +12 ranged (rock, 2d6+11); Full Atk +24/+19/+14 melee (+1 *frost battleaxe*, 2d8+12/x3 plus 1d6 cold), or +9 ranged (rock, 2d6+9); Space/Reach: 10ft./10 ft.; SA Rock throwing; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL CE; SV Fort +19, Ref +5, Will +7; Str 32, Dex 13, Con 24, Int 10, Wis 16, Cha 8.

*Skills and Feats:* Climb +15, Intimidate +13, Jump +19, Spot +13; Awesome Blow, Blind Fight, Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Quick Draw, Weapon Focus (battleaxe).

*Equipment:* +1 *Frost battleaxe*, +1 *full plate*, +1 *heavy steel shield*.

## Combat Appendix – APL 12

### Encounter One

**Old Bill:** CR 1; Medium Human (Flan); HD 2d4+5; hp 12; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1 hook); Full Atk +2 melee (1d6+1 hook); Space/Reach: 5ft./5 ft.; AL LN; SV Fort +1, Ref +0, Will +1; Str 13, Dex 10, Con 12, Int 11, Wis 13, Cha 9.

*Skills and Feats:* Climb +2, Jump +2, Listen +4, Profession (sailor) +7, Spot +4, Swim +6, Use Rope +1; Alertness, Toughness.

### Encounter Three

**Dread Wraith, advanced:** CR 11; Large Undead (Incorporeal); HD 20d12; hp 130; Init +13; Spd fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk/Grp: +10/-; Atk +19 melee (2d6 plus 1d8 constitution drain, incorporeal touch); Full Atk +19 melee (2d6 plus 1d8 constitution drain, incorporeal touch); Space/Reach: 10ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60ft., daylight powerlessness, incorporeal traits, lifesense, +2 (+6) turn resistance, undead traits, unnatural aura; AL LE; SV Fort +6, Ref +15, Will +16; Str -, Dex 28, Con -, Int 17, Wis 18, Cha 24.

*Skills and Feats:* Diplomacy +13, Hide +28, Intimidate +26, Knowledge (religion) +26, Listen +29, Search +22, Sense Motive +27, Spot +29, Survival +4 (+6 following tracks); Alertness, Blind Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Weapon Focus (incorporeal touch).

**Unnatural Aura (Su):** Animals will not approach within 30 ft. of a wraith.

**Daylight Powerlessness (Ex):** Wraiths are utterly powerless in natural sunlight (not a *daylight* spell) and will flee from it.

**Lifesense (Su):** A dread wraith notices and locates living creatures within 60 ft, just as if it possessed the blindsense ability. It also senses the strength of their life force automatically, as if it had cast a *deathwatch*.

**Constitution Drain (Su):** Living creatures hit by a wraith must succeed on a DC 27 Fortitude save or take 1d8 points of constitution drain. On each successful attack the wraith gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a dread wraith becomes a wraith within 1d4 rounds. It is under the control of the dread wraith that created it until its death.

### Encounter Six

**Advanced Chimera:** CR 10; Huge Magical Beast (Cold); HD 18d10+144; hp 243; Init +6; Spd 30 ft., fly 60 ft. (poor); AC 22, touch 10, flat-footed 20; Base Atk/Grp: +18/+35; Atk +25 melee (3d6+11, bite); Full Atk +25 melee (3d6+11, bite), +25 melee (2d6+11, bite), +25 melee (2d6+11, gore) and +23 melee (1d8+5, 2 claws); Space/Reach: 15ft./10 ft.; SA Breath Weapon; SQ Darkvision 60 ft., immunity to cold, low light vision, scent, vulnerability to fire; AL CE; SV Fort +19, Ref +13, Will +10; Str 32, Dex 14, Con 26, Int 4, Wis 15, Cha 8.

*Skills and Feats:* Hide -2, Listen +14, Spot +14; Alertness, Flyby Attack, Hover, Improved Initiative, Iron Will, Multiattack.

**Breath Weapon (Su):** 20-ft. cone, damage 5d8 cold, Reflex DC 27 half.

### Encounter Eight

**Honra:** Male 3<sup>rd</sup> Level Paladin; CR 3; Medium Humanoid (Dwarf); HD 3d10+9; hp 31; Init +1; Spd 20 ft.; AC 19 (Breastplate, +1 Large Shield), touch 11, flat-footed 18; Base Atk/Grp: +3/+5; Atk +7 melee (1d10+2/x3 Dwarven Waraxe); Full Atk +7 melee (1d10+2/x3 Dwarven Waraxe); Space/Reach: 5ft./5 ft.; SA Smite Evil 1/day; SQ Aura of courage, aura of good, darkvision 60ft., detect evil, divine grace, divine health, lay on hands, dwarven racial traits; AL LG; SV Fort +8, Ref +4, Will +3; Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 14.

*Skills and Feats:* Diplomacy +8, Sense Motive +8; Diehard, Endurance, Weapon Focus (Dwarven Waraxe).

*Equipment:* Masterwork Dwarven Waraxe, Masterwork Breastplate, +1 Large Metal Shield, Hv Crossbow, 10 Bolts.

**Aura of Courage (Su):** Beginning at 3<sup>rd</sup> level, a paladin is immune to fear effects. All allies within 10 ft. of the paladin also receive a +4 bonus on saves versus fear.

**Detect Evil (Su):** A paladin can detect evil at will as the spell.

**Lay on Hands (Su):** A paladin can heal a number of hit points per day equal to his Charisma modifier, multiplied by his level (6 hp).

**Smite Evil (Su):** Once per day, a paladin can smite evil. The attack receives a bonus to hit equal to the paladin's Charisma modifier (+2), and a bonus to damage equal to the paladin's level (+3). If the hit misses, or is used against a non-evil foe, it is used up for the day and has no effect.

**Goblin Cleric:** Female 11<sup>th</sup> Level Cleric; CR 11; Small Goblinoid (Snow Goblin); HD 11d8+11; hp 69; Init +1; Spd 30 ft., climb 20 ft.; AC 22 (+1 Breastplate, +1 Buckler, +2 natural, +1 size, +1 dex), touch 12, flat-footed 21; Base Atk/Grp: +8/+5; Atk +9 melee (1d6/x2, Hv Mace), +10 ranged (1d6/19-20, Lt Crossbow); Full Atk +9 melee (1d6/x2, Hv Mace), +10 ranged (1d6/19-20, Lt Crossbow); Space/Reach: 5ft./5 ft.; SA Rebuke undead, spells; SQ Booming voice, darkvision 60ft.; AL NE; SV Fort +8, Ref +4, Will +11; Str 10, Dex 12, Con 12, Int 10, Wis 19, Cha 8.

**Skills and Feats:** Concentration +13, Knowledge (religion) +12, Listen +4, Spot +4; Alertness, Combat Casting, Brew Potion, Improved Natural Armour.

**Equipment:** Hv Mace, +1 Breastplate, +1 Buckler, Lt Crossbow, 10 Bolts, Holy Symbol, Dagger, Spell Component Pouch, 4 x Potion of *Cure Moderate Wound*, *Periapt of Wisdom* +2, *Gloves of the Frozen Wastes*.

**Spells Prepared** (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): 0—[*cure minor wounds* (2), *detect magic*, *read magic*, *resistance* (2)]; 1st—[*snowsight*\*, *bless*, *fortify cold creatures* (2), *cure light wounds* (3)]; 2nd—[*snow walk*\*, *invisibility purge*, *obscuring snow*, *cure moderate wounds* (2), *sound burst* (2)]; 3<sup>rd</sup>—[*winter's embrace*\*, *prayer*, *cure moderate wounds* (3), *protection from energy*]; 4<sup>th</sup>—[*unholy blight*\*, *divine power*, *frostburn*, *glacial globe of invulnerability*, *winter's embrace*]; 5<sup>th</sup>—[*dispel good*\*, *frostbite*, *slay living*]; 6<sup>th</sup>—[*create undead*\*, *frostburn-mass*].

\*Domain spell. **Domains:** [Winter (during the Winter season, +2 sacred bonus on all wisdom based checks); Evil (cast evil spells at +1 caster level)].

**Booming Voice (Ex):** Snow goblins can be heard over great distances, and their powerful voices can be quite intimidating. Snow goblins receive a +4 racial bonus on Intimidate checks.

**Goblin Wizard:** Male 9<sup>th</sup> Level Wizard; CR 9; Small Goblinoid (Snow Goblin); HD 9d4+21; hp 49; Init +2; Spd 30 ft., climb 20 ft.; AC 19 (Mage Armour, +1 Ring of Protection, +1 natural, +1 size, +2 dex), touch 14, flat-footed 17; Base Atk/Grp: +4/+0; Atk +3 melee (1d3-1/19-20, Dagger), +6 ranged (1d6/19-20, Lt Crossbow); Full Atk +3 melee (1d3-1/19-20, Dagger), +6 ranged (1d6/19-20, Lt Crossbow); Space/Reach: 5ft./5 ft.; SA Spells; SQ Booming voice, darkvision 60ft.; AL NE; SV Fort +5, Ref +6, Will +7; Str 8, Dex 14, Con 12, Int 18, Wis 10, Cha 10.

**Skills and Feats:** Concentration +13, Knowledge (arcana) +14, Knowledge (the planes) +14, Spellcraft +16; Combat Casting, Toughness, Improved Toughness, Empower Spell, Quicken Spell.

**Equipment:** Dagger, Lt Crossbow, 10 Bolts, Spell Component Pouch, *Ring of Floating*, *Headband of Intellect* +2, *Vest of Resistance* +1.

**Spells Prepared** (4/5/5/4/3/1; base DC = 14 + spell level): 0—[*detect magic*, *ray of frost* (2), *read magic*]; 1st—[*orb of cold* – lesser (2), *shield*, *mage armour*, *shocking grasp*]; 2<sup>nd</sup>—[*numbing sphere*, *false life*, *bear's endurance*, *resist energy*]; 3<sup>rd</sup>—[*empowered orb of cold* – lesser (2), *dispel magic* (2)]; 4<sup>th</sup>—[*mindfrost*, *empowered false life*, *orb of cold*]; 5<sup>th</sup>—[*quicken shield*].

**Spellbook:** 0—[*all cantrips*]; 1st—[*color spray*, *mage armour*, *shocking grasp*: lesser, float, distract assailant, shield, orb of cold – lesser, expeditious retreat - swift]; 2<sup>nd</sup>—[*numbing sphere*, *heat leech*, *bear's endurance*, *false life resist energy*]; 3<sup>rd</sup>—[*glacial globe of invulnerability*, *dispel magic*]; 4<sup>th</sup>—[*mind frost*, *orb of cold*]; 5<sup>th</sup>—[*anticold sphere*, *boreal wind*].

**Booming Voice (Ex):** Snow goblins can be heard over great distances, and their powerful voices can be quite intimidating. Snow goblins receive a +4 racial bonus on Intimidate checks.

**Advanced Saber-tooth Tiger:** CR 7; Large Animal; HD 15d8+45; hp 112; Init +6; Spd 40 ft.; AC 15, touch 11, flat footed 13; Base Atk/Grp: +11/+22; Atk +17 melee (bite, 2d6+7/x3); Full Atk +17 melee (bite, 2d6+7/x3), +15 melee (2 claws, 1d6+3); Space/Reach: 10ft./5 ft.; SA Augmented Critical, Improved Grab, Pounce, Rake; SQ Low-Light Vision, Scent; AL N; SV Fort +12, Ref +11, Will +11; Str 25, Dex 14, Con 16, Int 2, Wis 14, Cha 6.

**Skills and Feats:** Balance +6, Hide +2, Jump +15, Listen +14, Move Silently +6, Spot +14; Alertness, Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack.

**Advanced Frost Giant:** Male 2<sup>nd</sup> level Fighter; CR 11; Large Giant; HD 14d8+98 plus 2d10+14; hp 192; Init +5; Spd 40 ft.; AC 31, (-1 size, +1 Dex, +9 natural, +9 *full plate* +1, +3 *large shield* +1) touch 10, flat footed 30; Base Atk/Grp: +12/+31; Atk +24 melee (+1 *frost battleaxe*, 2d8+12/x3 plus 1d6 cold), +12 ranged (rock, 2d6+11); Full Atk +24/+19/+14 melee (+1 *frost battleaxe*, 2d8+12/x3 plus 1d6 cold), or +9 ranged (rock, 2d6+9); Space/Reach: 10ft./10 ft.; SA Rock throwing; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL CE; SV Fort +19, Ref +5, Will +7; Str 32, Dex 13, Con 24, Int 10, Wis 16, Cha 8.

*Skills and Feats:* Climb +15, Intimidate +13, Jump +19, Spot +13; Awesome Blow, Blind Fight, Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Quick Draw, Weapon Focus (battleaxe).

*Equipment:* +1 *Frost battleaxe*, +1 *full plate*, +1 *heavy steel shield*.



## Appendix One: Race Mechanics

There are three race sections, each consisting of 1000 zeemijls (the standard Zee unit for Nautical distance). There are five crew positions on each boat, and they all need to be filled. If there are six crew on the boat, the 6<sup>th</sup> crewman will be a regular sailor, often referred to as a Forecastle (or Fo'cstle) Hand. The Fo'cstle Hand can *assist* (+2 modifier to the position) the Bosun or the Rigger with a DC10 check.

Crew Position	Position Description	Skill Use	Crew Member Name
Captain	The Captain is in charge, and makes his wishes known through skill, leadership or threats.	Profession (sailor), Diplomacy, Intimidate	
Steersman	You handle the rudder and control the movements of the boat.	Profession (sailor)	
Navigator	The navigator directs the steersman on a course based on his knowledge of the Lake, and of the winds.	Profession (sailor), Survival, Knowledge (geography)	
Bosun	The bosun is in charge of the boats anchors, capstan and cordage. These tasks rely mostly upon brute strength.	Profession (sailor), untrained Strength	
Rigger	You perform all the dangerous work up in the rigging of the boat vital to prevent the spilling of the wind from the sails	Profession (sailor), Rope Use, Climb	
Fo'cstle Hand	The lowest position on the boat. You may assist the Rigger or the Bosun with a DC10 check on any of the skills for those positions.	A 6 <sup>th</sup> crewman can give an assist to the Bosun or Rigger only.	

Each PC chooses the best skill they have for the position they are filling. For the purpose of this race, PCs can use Profession (sailor) untrained at -5, e.g. Johann has a Wisdom of 16 (+3) so his Profession (sailor) modifier would be -2.

Each race round, the distance that the boat travels in zeemijl is equal to the total rolled by all five of the standard positions added together, adjusted for any modifiers the boat may have and the assistance of a Fo'cstle Hand. It may be quicker and easier to calculate the total modifier for the crew, then simply add the five dice rolls each round.

**Example:** Aboard the 'Lone Warrior', the **Captain** has *Intimidate* +8, the **Steersman** has *Profession (sailor)* +4, the **Navigator** has *Survival* +5, the **Bosun** has Strength 18 (+4), the **Rigger** has *Climb* +4 and the boat has a quality modifier of -5. Each player rolls 1d20 and adds the modifier for their skill, and then the total of these skill checks is added together to discover how many zeemijls were traveled that turn. The boat's quality modifier is added to the final total, not to each crewperson's roll.

The **Captain** rolls 13+8=21; the **Steersman** rolls 9+4=13; the **Navigator** rolls 17+5=22; the **Bosun** rolls 3+4=7; and the **Rigger** roll 18+4=22. Thus the total is 21+13+22+7+22=85 (-5 for the quality of the 'Lone Warrior') equals 80 zeemijls traveled in the first turn. This process is repeated each turn until the crew has traveled enough zeemijls to complete that leg of the race.

## Appendix Two: NPC Boat Crews

### “Sunsword”: Pelor and Mayaheine

**Gertha and Alaric Morgenrood have drawn together a crew faithful to Pelor and Mayaheine. As such there will be little dissention on this boat, and they can be expected to work well together.**

**Gertha** is **captain**. Alaric wouldn't have it any other way. Female Human (Flan) (NG). Warmage5. Intimidate +13. God: Mayaheine.

**Alaric** will be lending his mighty strength as the **bosun**. Male Human (Flan) (NG). Ftr13. Strength 24 (+7). God: Pelor.

**Reynard Rosrijder** is the **navigator**. Male Human (Flan) (NG). Rgr7. Knowledge (geography) +1. God: Mayaheine.

**Johann** is the **steersman**. He will do his best to guide them by the light of Pelor. Male Human (Flan) (NG). Clr7. Prof (sailor) -2. God: Pelor.

**Frau Heildermann** begged for a position, and has been taken on as **rigger**. She has a burning desire to help her country, but not much expertise on boats. Female Halfling (CG). Brd2. Use rope: +2. God: Pelor.

[As this boat is crewed entirely by devotees of Pelor and Mayaheine, it gets a +5 bonus. As they don't have all small folk, or the Leadership feat, they suffer a -5 penalty.]

Total modifier: 13+ 7+ 1+ (-2)+ 2 = 21

### “Merciful Wanderer”: Zodal

**The Zee have secured the Zodal boat, “Merciful Wanderer”. They have also secured the services of Zelig Krieghund as captain. He is a harsh taskmaster. Given that the Zee boat is crewed by Oostmeer and Vestmeer, it will need a strong hand to keep them in line.**

**Zelig Krieghund** is a harsh and unyielding **captain**, who uses the Helm of the Wolf to dominate his crew. This Baklunish man worships no gods, so he has probably been well paid for the job. Male Human (Baklunish) (LN). Ftr8. Intimidate +6.

**Hawk**, a retired sailor, will be the **steersman** for this boat. He probably has more experience than all the rest of the crew put together. Male Wood Elf (LN). Mnk13. Profession (sailor) +5. God: Zodal.

**Klaus Oosterman**, an Oostmeer, will be **Navigator**. He has a running feud with Saxon, a Vestmeer. As members of the Zee, they are both bound to obey the captain. Male Human (Flan) (LN). Ftr4. Profession (sailor) +4. God: Zodal. Clan: Oostmeer.

**Saxon Vestermann**, a Vestmeer, has been selected to be the **bosun**. He has a running feud with Ketting, a Vestmeer. As members of the Zee, they are both bound to obey the captain. Male Human (Oeridian) (CN). Ftr2/Rog4. Profession (sailor) +7. Clan: Vestmeer.

**Vladimir kel Drega**, a Rhennee sailor, and self-proclaimed ‘greatest swordsman on all of Lake Quag’ has been brought on as **rigger**. It seems he is the only one who can figure it out. Male Human (Rhennee) (CN). Rog2. Use rope: +8.

[With Vlad as rigger, this crew gets neither a bonus nor a penalty for the rigging.]

Total modifier: 6+ 5+ 4+ 7+ 8 = 30

### “Lily Dancer”: Obad Hai

A young group of noblemen of the Oostmeer Clan have decided that this race will be a lark, and have put together a crew. Stephan is of the belief that this will show how much more willing, and worthy the Oostmeers are by comparison to the Vestmeers.

**Stefan Oostmeer**, as the ranking nobleman, will be **Captain**. He has little experience for the position, but nobody is able to outrank him. Male Human (Oeridian) (CN). Ari1. Profession (Sailor) +7.

**Karl van der Bylk** is the real leader of this group. He will be the **Steersman**, a position he has trained for in the Zee. Male Human (Oeridian) (N). Ari4. Profession (Sailor) +10.

**Josef Geltermann** is a large man who is ruled by his passions and his prejudices. He believes in the superiority of the noble class, and hates the Vestmeers. He will be the **Navigator**. Male Human (Oeridian) (LN). Ari2/Ftr2. Profession (Sailor) +9.

**Frederick van Holt** will be the **Bosun**. Frederick appears to be the perfect nobleman, but has a vicious streak a mile wide, and the cunning to avoid being caught. Male Human (Oeridian) (NE). Ari3. Profession (Sailor) +8.

**Hanz van Holt** is Frederick's little brother, and often takes the blame for Frederick's actions. He is also part of the group on sufferance, and so has the worst job, that of **Rigger**. Male Human (Oeridian) (CN). Ari1. Profession (Sailor) +5. [Karl van der Bylk is a skilled enough sailor to get the best out of the ‘Lily Dancer’. Thus, this crew gets a +10 bonus on the ‘Lily Dancer’.]

Total Modifier:  $7 + 10 + 9 + 8 + 5 (+10) = 39 (49)$

### “Briar Rose”: Berei and Beory

With so few adventurers worshipping Berei and Beory, the Kerk had to look further afield to crew this boat. As much as possible, they have chosen Heroes that worship gods that have a similar outlook to the Goddesses of this boat.

**Clarice**: A bard and cleric of Lydia, this woman can bring any group together. As such, she will be the **Captain**. Female Human (Suel) (NG). Brd2/Clr7. Diplomacy: +29. God: Lydia.

**Seamus Vosser** is a halfling that knows something about everything. He will therefore be acting as the **Navigator**. Male Halfling (CG). Wiz5. Knowledge (geography): +7. God: Yondalla.

**Conrad** will do his best to guide this boat through the dark places as the **Steersman**. Male Human (Suel) (NG). Cleric 6. Profession (Sailor) -2 God: Phaulkon.

**Arnell** was crippled at birth, but nobody would know it to look at him on horseback. People wonder if it will be the same on a boat as **Bosun**. Male Human (Flan) (N). Clr3. Str 16 (+3) God: Obad-Hai.

**Leopold** is a mighty archer, swift and sure. He will be using his skills as the **Rigger**. Male Human (Oeridian) (LN). Ftr8/OBI4. Climb +8.

[The crew also gets the +5 bonus for this boat's quality.]

Total Modifier:  $29 + 7 + (-2) + 3 + 8 (+5) = 45 (50)$

“Voice of Reason”: Allitur and Rao

**The Kerk found a great Captain for this boat, but came up a little short for the crew. It will be interesting to see if Dierch Reinhart can lead such a crew to victory.**

**Dierch Reinhart** is one of the leading clerics of Allitur, and so will be the **Captain** of this boat. Dirk is willing to work with any crew, so long as they will follow his lawful authority. Male Human (Flan) (LN). Clr3/Church Inq9. Diplomacy +32. God: Allitur.

**Daern Stoneshaper** is a dwarf who is both a druid and a follower of the Gods of the Old Kerk. Such an unusual combination does not equip him well for his job as **Navigator** though. Male Dwarf (LN). Drd3. Profession (sailor) -2. God: Obad-Hai.

As **steersman** they have **Wulf**, a sad little figure who believes he is cursed with lycanthropy. Wulf has never done this before, and his skill soon becomes apparent. Male Human (Baklunish) (CN). Profession (sailor) -2.

**Borsgood** is a prince from the Sepia Uplands. Nobody knows why he works with Dierch but once again they are a team despite their differences. Borsgood will be the **Rigger**. Male Gnome (CG). Sor8. Climb +8. God: Garl Glittergold.

**Sir Gay (Sergei)** another prince from the Sepia Uplands, will be the **Bosun**. Male Gnome (CG). Rog2/Sor1. Strength 8 (-1). God: Garl Glittergold.

[Without a skilled navigator, there is no bonus for this crew on the Voice of Reason.]

Total Modifier:  $32+(-2)+(-2)+8+(-1) = 35$

## Appendix Three: NPC Race Results

The race results listed below are for each crew in their preferred boat, and for each crew in the Lone Warrior. The Ice column represents the unnatural thaw racing along behind the boats in the final leg as they race for Traft harbor. If the Ice overtakes a boat then it founders in the water and the crew will be rescued as described in Encounter Nine.

These results have been generated with the crews all taking ten. If you wish to make the NPC's efforts a little more random, then feel free to roll for them, but I suggest that this is done pre-game. Otherwise, each race section will take an hour or more of dice rolling.

Alaric's Crew		Zelig's Crew		Stephan's Crew		Clarice's Crew		Dierch's Crew		Race round	Ice
SS	LW	MW	LW	LD	LW	BR	LW	VR	LW		
71	66	80	75	99	84	100	90	85	80	1	0
142	132	160	150	198	168	200	180	170	160	2	75
213	198	240	225	297	252	300	270	255	240	3	150
284	264	320	300	396	336	400	360	340	320	4	225
355	330	400	375	495	420	500	450	425	400	5	300
426	396	480	450	594	504	600	540	510	480	6	400
497	462	560	525	693	588	700	630	595	560	7	500
568	428	640	600	792	672	800	720	680	640	8	600
659	494	720	675	891	756	900	810	765	720	9	700
730	652	800	750	990	840	1000	900	850	800	10	800
801	714	880	825	1089	924		990	935	880	11	900
872	776	960	900		1008		1080	1020	960	12	1000
943	838	1040	975						1040	13	
1014	904		1050							14	
	970									15	
	1036									16	

**SS:** Sunsword

**MW:** Merciful Wanderer

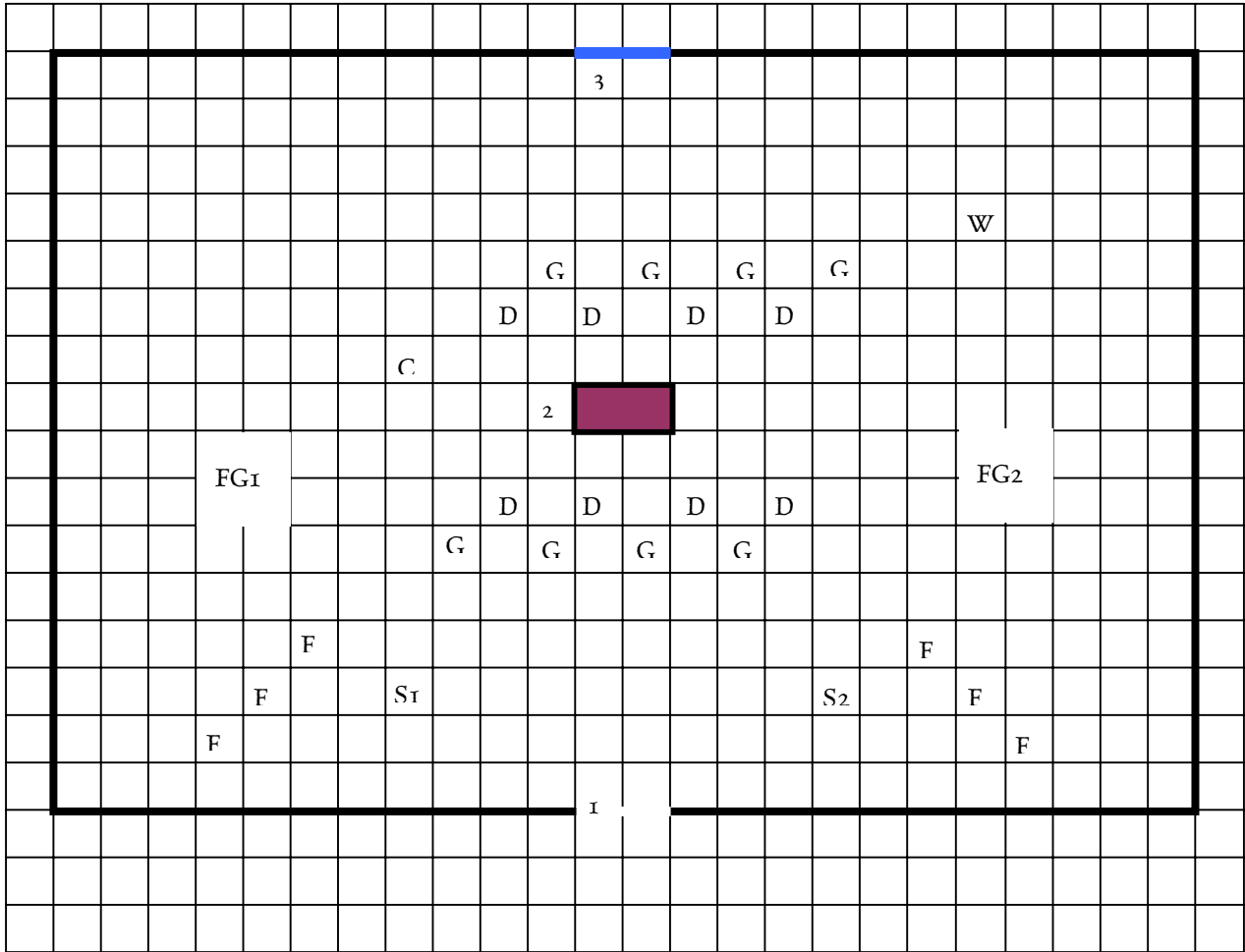
**LD:** Lily Dancer

**BR:** Briar Rose

**VR:** Voice of Reason

**LW:** Lone Warrior

## Appendix Four: The Ice Temple



Key	
C	Cleric
D	Dwarf
F	Goblin Fighter
FG1	Frost Giant
G	Goblin
S1	Smilodon
W	Wizard
1	Archway
2	Blood soaked altar
3	Cold Portal

## Appendix Five: New Magic Items

These Magic Items can be found in *Frostburn* page 110-111.

### Gloves of the Frozen Wastes.

**Gloves of the Frozen Wastes** (listed as *Gloves of the Uldra Savant* in *Frostburn*): Gloves of the frozen wastes are made of a pale blue metal and are adorned with light blue runes. The plates that make up the gauntlets always seem to be caked with frost and ice. The wearer of gloves of the frozen wastes can create a ray of frost at will as a standard action.

Three times per day, the user may imbue any melee weapon held in her hand with the frost special ability as a standard action; this causes the weapon to do an additional 1d6 points of cold damage on a successful hit. The weapon retains this quality for 5 rounds.

Faint evocation and transmutation; CL 5th Craft Wondrous Item, *frost weapon*, *ray of frost*, Price 12,700 gp; Weight 2 lb.

### Ring of Floating

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

Faint transmutation; CL 1<sup>st</sup>; Forge Ring, *float*, Price 2000 gp.

### The Ice Grimoire

**The Ice Grimoire:** This spellbook contains spells from *Frostburn* pages 87-105. These spells are repeated in Appendix Six: New Spells for the GMs convenience.

**APL4:** 1<sup>st</sup> - [*float*]; 2<sup>nd</sup> - [*numbing sphere*, *heat leech*].

**APL6:** All of APL4 plus 3<sup>rd</sup> - [*glacial globe of invulnerability*].

**APL10:** All of APL6 plus 4<sup>th</sup> - [*mind frost*].

**APL12:** All of APL10 plus 5<sup>th</sup> - [*anticold sphere*, *boreal wind*].

## Appendix Six: New Spells

These spells can be found in *Frostburn* pages 87-105.

### Anticold sphere

Abjuration

**Level:** Sorcerer/wizard 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius emanation, centered on you

**Duration:** 10 min./level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

You bring into being a mobile, spherical energy field that protects against cold. All creatures within the area of the spell are granted immunity to cold. In addition, the sphere prevents the entrance of any creature with the cold subtype. The effect hedges out such creatures in the area when it is cast.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier (see Abjuration, page 172 of the Player's Handbook).

### Boreal wind

Evocation [Cold]

**Level:** Bard 5, cleric 5, druid 4, sorcerer/wizard 5

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** Gust of wind (20 ft. wide, 20 ft. high) emanating out from you to the extreme of the range

**Duration:** 1 round + 1 round/2levels

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You create a strong blast of arctic air that originates from your fingertips and moves in the direction you are facing. As a stronger form of gust of wind, this boreal wind automatically extinguishes candles, torches, and similar protected or unprotected flames, including lanterns. Large fires (such as bonfires, a blacksmith's coals, or even a house fire) have a 50% chance to be extinguished by the boreal wind. Forest or grassland fires are too large to be extinguished by this spell.

All creatures caught in the area take 1d4 points of cold damage per caster level (maximum 15d4). A successful Fortitude saving throw negates the gust's effects. Those

that fail the save are pushed away from the caster a distance of 3 feet per caster level. Creatures that remain in the area past the first round must make an additional saving throw each round.

A boreal wind can do anything a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, overturn tents and blow down small huts, scuttle a small boat, and blow gases or vapors to the edge of the range.

The wind can change direction if you actively direct it (a move action for you); otherwise, it merely blows in the same direction.

### Float

Transmutation

**Level:** Sorcerer/wizard 1 Components: V, S, M

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Target:** One Large or smaller creature or object

**Duration:** 1 min./level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target gains buoyancy and can float on water for the duration of the spell. It cannot swim below the surface of the water. Creatures that must breathe water can still do so, but cannot swim under the surface. If the target is underwater at the time this spell is cast, it rises toward the surface at a speed of 30 feet.

*Material Component:* An ice cube dropped into water.

### Fortify Cold Creatures

Transmutation [Cold]

**Level:** Cleric 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

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

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

Creatures with the cold subtype gain a +1 sacred bonus on all attack rolls and on saving throws against fire effects.



## Frostbite

Conjuration (Creation) [Cold]

**Level:** Cleric 5

**Components:** V, 5, DF

**Casting Time:** 1 standard action

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

**Target:** One creature/2levels, no two of which can be more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

You chill the air and create a layer of frost on the skin of target creatures. The targets are entitled to a Fortitude save; those who fail take 6d6 points of cold damage and 2d6 points of Dexterity damage. Creatures dropping to 0 Dexterity are frozen in a layer of ice, shivering and unable to attack, move, or defend.

## Frostburn

Necromancy [Cold]

**Level:** Cleric 4

This spell functions like lesser frostburn, except that it deals 3d12 points of frostburn damage +1 point per caster level (maximum 20).

## Frostburn, Lesser

Necromancy [Cold]

**Level:** Cleric 2

**Components:** V, 5, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

When laying your hand upon a creature, you channel cold energy that deals 1d12 points of frostburn damage +1 point per caster level (maximum +5). When cast upon a cold subtype creature, this spell heals a like amount of damage, rather than harming it.

## Frostburn, Mass

Necromancy [Cold]

**Level:** cleric 6

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

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

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

Cold energy spreads out in all directions from the point of origin, dealing 3d12 points of frostburn damage +1 point per caster level (maximum +20) to nearby enemies. Like other frostburn spells, mass frostburn cures cold subtype creatures in its area rather than damaging them.

## Glacial Globe of Invulnerability

Abjuration [Cold]

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

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius spherical emanation, centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

A frosty sphere of cold energy surrounds you and excludes all spells and spell-like abilities with the fire descriptor of 3rd level or lower. This spell functions like globe of invulnerability, except that it affects only fire spells. In addition, the frosty opaqueness of the globe grants concealment (20% miss chance) to those within the area against attacks from outside. Likewise, targets outside the globe gain concealment against attacks from those within the spell's area.

*Arcane Material Component:* A tiny sphere of ice that shatters at the expiration of the spell.

## Heat Leech

Necromancy [Cold]

**Level:** Sorcerer/wizard 2

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates; see text.

**Spell Resistance:** Yes

You plant a tiny sphere of intense cold in the body of a living creature. On each round on your turn (including the round during which you cast the spell), the target

must succeed on a Fortitude saving throw or take 1d8 points of cold damage.

*Material Component:* A leech and a pinch of snow.

## Mindfrost

Necromancy [Cold]

**Level:** Sorcerer/wizard 4

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous Saving

**Throw:** Fortitude half

**Spell Resistance:** Yes

This spell freezes the mental pathways of living creatures, dealing 5d6 points of cold damage and 1d4 points of Intelligence damage.

*Material Component:* A small stone covered in frost.

## Numbing Sphere

Evocation [Cold]

**Level:** Druid 2, sorcerer/wizard 2

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

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

**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 it 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.

## Obscuring Snow

Conjuration (Creation) [Air, Cold]

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

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Effect:** Cloud spreads in 30-ft.-radius from you, 30 ft. high

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

A swirling snow vapor arises around you, and follows you from that point on. The snow obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A strong wind (21+ mph) disperses the snow in 4 rounds. A very strong wind (31+ mph) disperses the snow in 1 round. A fireball, flame strike, or similar spell burns away the snow in the explosive or fiery spell's area. A wall of fire burns away the snow in the area into which it deals damage.

This spell does not function underwater. Creatures with snowsight are immune to the effects of this spell.

## Snow Walk

Transmutation

**Level:** Druid 2, ranger 2, Winter 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One creature/level touched

**Duration:** 10 min./level

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

**Spell Resistance:** Yes (harmless)

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

## Snowsight

Transmutation

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

**Components:** V; S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** 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.

## Winter's Embrace

Evocation [Cold]

**Level:** Cleric 4, druid 3, Winter 3

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** One creature

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

Winter's embrace covers the victim with sheets of ice and lumps of snow. If the subject succeeds on its Fortitude save, the ice and snow instantly slough from its body, causing a mere 1d4 points of cold damage and ending the effect. If the subject fails its saving throw, the ice and snow cling tenaciously to its body and cause 1d8 points of cold damage each round. On the subject's action each round, it can attempt a new Fortitude saving throw to avoid taking damage that round. If a creature takes damage twice from a single casting of Winter's Embrace, it becomes fatigued. The fourth time a creature takes damage from the same spell, it becomes exhausted.

## Player Handout #1

*To the most courageous Heroes of Perrenland, greetings, from the Hetshoolmenn and the organizers of the Annual Schwartzenuin to Traft Yacht Race.*

*In this, our hour of need, we call upon you, who have already given so much, to gain an omen of good fortune for Perrenland, and to sail into history.*

*From time out of mind, every Spring the sailors of Perrenland have performed certain rites to the Gods of the Kerk on the Holy Isle. They have raced from Schwartzenuin to Traft, bringing the blessings of the Kerk Gods with them. The winning boat has always carried a powerful omen for the future for Perrenland.*

*Who could forget that in 594cy, the boat of Nerull won the race, bringing with it a dire prophecy? And that very year was the beginning of our Great Calamity. In 595cy, we cancelled the race due to the war. This was a grave mistake, and all our current difficulties stem from that fateful decision.*

*Now Lake Quag, the heart of our great nation, is frozen. Spring has come and the Lake is not yet thawed. The winds remain chill and the snow lies on the ground. The crops cannot grow and the sailors cannot sail.*

*But we are not Perrenders if we are not resourceful. Six generous merchants have come forward to support the Kerk in converting six boats to sail on the ice. Mighty skates have been added to the boats. A whole new steering system has been invented. Long have the boat builders labored into the night to complete these beautiful new iceboats.*

*And now we ask you, the courageous Heroes of Perrenland, to crew these mighty iceboats. We need you to stop at the Holy Isle and complete the rituals to the Gods of the Kerk. We beg you to race from Schwartzenuin to Traft to bring the one omen that will spell our future for the next year.*

*History will record your mighty effort. You will be among the first to ever cross the frozen lake. You will be among those who braved the frozen lake to bring the omen home.*

*We humbly await your pleasure at the docks of Schwartzenuin come at two hours before dawn on the first day of Coldeven 596cy.*

*All Perrenland will be in your debt.*

***Sealed by the Hetshoolmenn and the Schwartzenuin to Traft Yacht Race Committee***

## Player Handout #2: Ice Boat Racing

There are three race sections, each consisting of 1000 zeemijls (the standard Zee unit for Nautical distance). There are five crew positions on each boat, and they all need to be filled. If there are six crew on the boat, the 6<sup>th</sup> crewman will be a regular sailor, often referred to as a Forecastle (or F'o'cstle) Hand. The F'o'cstle Hand can *assist* (+2 modifier to the position) the Bosun or the Rigger with a DC10 check.

Crew Position	Position Description	Skill Use	Crew Member Name
Captain	The Captain is in charge, and makes his wishes known through skill, leadership or threats.	Profession (sailor), Diplomacy, Intimidate	
Steersman	You handle the rudder and control the movements of the boat.	Profession (sailor)	
Navigator	The navigator directs the steersman on a course based on his knowledge of the Lake, and of the winds.	Profession (sailor), Survival, Knowledge (geography)	
Bosun	The bosun is in charge of the boats anchors, capstan and cordage. These tasks rely mostly upon brute strength.	Profession (sailor), untrained Strength	
Rigger	You perform all the dangerous work up in the rigging of the boat vital to prevent the spilling of the wind from the sails	Profession (sailor), Rope Use, Climb	
F'o'cstle Hand	The lowest position on the boat. You may assist the Rigger or the Bosun with a DC10 check on any of the skills for those positions.	A 6 <sup>th</sup> crewman can give an assist to the Bosun or Rigger only.	

Each PC chooses the best skill they have for the position they are filling. For the purpose of this race, PCs can use Profession (sailor) untrained at -5, e.g. Johann has a Wisdom of 16 (+3) so his Profession (sailor) modifier would be -2.

Each race round, the distance that the boat travels in zeemijl is equal to the total rolled by all five of the standard positions added together, adjusted for any modifiers the boat may have and the assistance of a F'o'cstle Hand. It may be quicker and easier to calculate the total modifier for the crew, then simply add the five dice rolls each round.

**Example:** Aboard the 'Lone Warrior', the **Captain** has *Intimidate* +8, the **Steersman** has *Profession (sailor)* +4, the **Navigator** has *Survival* +5, the **Bosun** has Strength 18 (+4), the **Rigger** has *Climb* +4 and the boat has a quality modifier of -5. Each player rolls 1d20 and adds the modifier for their skill, and then the total of these skill checks is added together to discover how many zeemijls were traveled that turn. The boat's quality modifier is added to the final total, not to each crewperson's roll.

The **Captain** rolls 13+8=21; the **Steersman** rolls 9+4=13; the **Navigator** rolls 17+5=22; the **Bosun** rolls 3+4=7; and the **Rigger** roll 18+4=22. Thus the total is 21+13+22+7+22=85 (-5 for the quality of the 'Lone Warrior') equals 80 zeemijls traveled in the first turn. This process is repeated each turn until the crew has traveled enough zeemijls to complete that leg of the race.

### Player Handout #3: Rao's Text

- [illegible]

## Player Handout #4: Rao's Text Translated

- Is it better to give or to receive?
- What is the right way to crack an egg?
- How many colours are there?
- What shall be first and who shall be last?
- What is the prime number?
- When is the best time to call?
- Where does the wind go?
- Where is home?
- Is life fair?
- What does an odor look like?
- Who will be the greatest among you?
- What is the purpose of death?
- Will there be tomorrow?
- Is there more than this?
- Who should rule?
- Clan or canton?
- Race or class?
- What else is there besides life and death?
- Who owns Lake Quag?
- Who owns you?





# DM's Aid: PERRENLAND

## SPECIFIC Effects

### The Eruption of Mount Hellspaar

In PER4-06 The Hollows Unveiled, the previously dormant volcano Mount Hellspaar erupted. This has spread volcanic ash high into the air over Perrenland and is currently causing the following effects for Perrenland regional adventures:

*Hell's Gloom:* These effects occur in all Perrenland regional adventures.

- ◆ Daylight hours in Perrenland have been shortened. In *eastern* Perrenland (Traft, Clatspurgen, Kershane, Sepia Uplands and Quagfludt), dawn has all but been blocked out and it is not until 2pm that the sun appears below the cloud of smoke in the west. The sun disappears again at 6pm. Over the remainder of Perrenland, the effects are less, and the sun appears at 10am. The sun disappears at 6pm.
- ◆ Altitudes greater than 6000 ft. (St Cuthbert's Monastery, Yatilskaad, Don Craggen Keep, Kloetzenburg and Tiemannschlauss) are above this low lying layer of smoke and ash and are not subject to this effect.
- ◆ During these Gloom hours, creatures that are negatively affected by sunlight (such as orcs, vampires, spectres and the like) can walk openly under the skies without penalty!

*The Nightmare:* Many folk, including the PCs, are having vivid nightmares of their friends and loved ones being slaughtered and rising as undead to fight in the legions of the Famine Queen (Iggwilv). At the start of each adventure, each PC has this nightmare the night before play begins. If they fail a DC 15 Willpower save they suffer a -1 profane penalty to all saving throws for the next two days. This is a fear effect and may be suppressed or dispelled (caster level 10) in the normal manner.

*The Freeze of the Famine Queen:* Winter has descended early on the Quaglands and has not lifted. This has the following effects on this regional adventure.

- ◆ The southern and eastern coastal fringe and shallow areas of Lake Quag out to about 2 miles are frozen into a layer of ice and all ports with the exception of Clatsberg City are frozen shut. The

freeze in the west currently extends to just north of Hugelrote.

- ◆ Ice skimmer is now the only way to re-supply and unload what shipping is still operating.
- ◆ Small icebergs now litter Lake Quag creating navigational hazards.
- ◆ Crops that were set for harvest have been blighted. Most of Perrenland have not been able to harvest any food since last season. Southern Quagfludt, the Kershane Pass and Northern Yattenheid are the only places that have produced a harvest.
- ◆ The shortage of food is creating widespread hunger across Perrenland and many fear famine.
- ◆ Hoarding has become common but has yet to be outlawed.
- ◆ The price of all food items has doubled and the price of any item from the Player's Handbook (PHB) has increased by 150% (except during initial character creation and intro scenarios) in all Perrenland regional adventures.
- ◆ Lifestyle and up-keep costs have also doubled except where a PC is granted free up-keep. If a PC is using a lifestyle discount of some form, the discount applies after the costs have been doubled. i.e. Adventurers standard at 50% discount would cost 12 gp rather than 6gp.
- ◆ The survival DC for PCs who live off the land has risen to 20.
- ◆ PCs who pay for upkeep who instead voluntarily declare at the start of the game that they have donated their up-keep to the needy do not suffer negative Charisma effects. Instead they gain the same Charisma bonus they would normally have gained as if they had paid the appropriate lifestyle as they are deemed to be a generous patron of the folk. However they begin the game suffering from the effects of fatigue due to hunger and with subdual damage equal to 1/3 of their hit-point total rounded down. See PHB p 308 for fatigue effects. Note: As well as resting for 8 hours in game, PCs must also eat an appropriate meal to remove these effects.
- ◆ PCs who can cast *create food and water* or *heroes feast* can declare at the start of the game that they have done so to help the needy. These PCs gain charisma benefits from this act of generosity as if they had paid for the next higher lifestyle. This PC is assumed to have cast these spells

immediately before the adventure introduction begins.

### Divination spells within Perrenland

At some stage the PCs may decide to cast some form of divination magic. The following divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead.

*Speak with dead:* The corpse lets out a deep groan and says the following “**Your doom is at hand mortal!**” and then implodes and turns to dust.

*Divination:* Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

*Sending:* Works normally if sent from the sanctified temple of the caster's god to another temple of the caster's god. Otherwise it instead delivers a *Sonic Burst* spell instead of a message.

*Commune with Nature:* Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *Doom* spell cast at 9<sup>th</sup> level and an overwhelming feeling that the land is being blighted.

*Dream:* The PC suffers the effects of *Nightmare* at their caster level.

*Commune:* Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

*Scrying* and *Scrying, Greater:* The PC's sensor ends up in an unexpected place, the Scryer's Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

***Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of Iuz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?***

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

**APL 2:** *Summon Monster II* (Fiendish monstrous spider, Medium); see below.

**APL 4:** *Summon Monster IV* (Howler); see *Monster Manual*/pg 154.

**APL 6:** *Summon Monster VI* (Fiendish monstrous spider, Huge); see below.

**APL 8:** *Summon Monster VII* (Babau); see *Monster Manual*/pg 40.

**APL 10:** *Summon Monster VIII* (Vrock); see *Monster Manual*/pg 48.

**APL 12:** *Summon Monster IX* (Hezrou); see *Monster Manual*/pg 44.

The PCs get no XP for this encounter as they could have avoided it. The summoned monster will stay for APL + 5 rounds.

*Contact other plane:* Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).

*Whispering Wind:* The spell causes a loud popping when it reaches its destination, and the air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

**Fiendish Medium Monstrous Spider:** CR 1; Medium magical beast (Augmented Vermin, Extraplanar); HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14 (touch 13, flat-footed 11); BAB/GRP +1/+1; Atk +4 melee (1d6 plus poison, bite); Full Att +4 melee (1d6 plus poison, bite); Face/Reach 5 ft./5 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 5, darkvision 60 ft., spell resistance 7, tremorsense 60 ft., vermin traits; AL NE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

*Skills and Feats:* Climb +11, Hide +7\*, Jump +0\*, Spot +4\*; Weapon Finesse<sup>b</sup>). \* See *Monster Manual*/pg 288 for notes.

**Fiendish Huge Monstrous Spider:** CR 7; Huge magical beast (Augmented Vermin, Extraplanar); HD 8d8+16; hp 52; Init +3; Spd 30 ft., climb 20 ft.; AC 16 (touch 11, flat-footed 13); BAB/GRP +6/+18; Atk +9 melee (2d6+6 plus poison, bite); Full Att +9 melee (2d6+6 plus poison, bite); Face/Reach 15 ft./10 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 10, damage reduction 5/magic, darkvision 60 ft., spell resistance 13, tremorsense 60 ft., vermin traits; AL NE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2.

*Skills and Feats:* Climb +12, Hide -1\*, Jump +4\*, Spot +4\*). \* See *Monster Manual* pg 288 for notes.