

Everybody Loves Seoman

A One–Round

Dungeons & Dragons® Living Greyhawk™
Regional Adventure set in the Duchy of Urnst

Version 1.3

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With tensions high and temperatures low in the city of Leukish, some hot-blooded soldiers, and a mysterious woman cross paths with the PCs. A one-round Regional adventure set in Duchy of Urnst for characters level 4–14 (APLs 6–12).

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liqueette], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeonscape* [Jason Bulmahn, Rich Burlew], *Frostburn* [Wolfgang Baur, James Jacobs, George Strayton], *Night Where Nothing Happens 8* [Jonathan Ingram], *Players Handbook II* [David Noonan], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike MeArtor], and *Under a Stern Gaze* [Bill Benham, Roy Thalman].

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

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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 rule 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. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session 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).

LG LEVELS OF PLAY

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

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

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Duchy of Urnst. Characters with the Duchy of Urnst as their home region, pay 12 gp per round for Adventurer's Standard Upkeep, while characters who do not have the Duchy of Urnst as their home region, pay 24 gp per round.

Rich and Luxury Upkeep cost 75 gp per round for characters with the Duchy of Urnst as their home region, and 150 gp per round for characters who do not have the Duchy of Urnst as their home region. 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 adventure.

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 DC 20 Survival check, 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

This section includes information about the key players. Many of the recent events will be covered in Encounter 2 through gathering information.

Karll Lorinar: Rescued in URD7-07 *Last Man Standing*, Karll has been lying low 'til he is ready.

The Disbanded Bar Rampant: Unwilling to show Ellis the same dedication they gave Karll; Ellis disbanded the Duke's elite cavalry.

The White Harts: Led by Karll's son Jolen, this group has gone to war with Ellis' Strong Harts over control of the Duchy.

Ellis Lorinar: This former commander of the Ducal Guard succeeded Karll as Duke, and has made some questionable decisions during his short ruler ship.

The Ducal Guard: The majority of the rank and file soldiers remain loyal to Ellis, but some have migrated to other factions. Currently Ellis is using these forces to supplement the city guards in several places including Leukish.

The Strong Harts: The nobles and followers that support Ellis.

Seoman Verle: Leader of the honorable chamber and head of house Verle. Seoman is second only to the duke in political power, and a skilled negotiator.

Kizag: A retired adventurer that hires the PCs in encounter 1.

Minna, the Mysterious Woman: Her motives and affiliation remain unknown.

ADVENTURE SUMMARY

Introduction: The PCs receive a missive about a job.

Enc 1: The PCs meet Kizag who offers the PCs a chance to gather some information for his employer. His employer is a mysterious woman working for a powerful third party.

Enc 2: This encounter is broken down into three parts, each of which is a small section about the PCs meeting someone, making gather information checks, or encountering some security measures.

Enc 3: The PCs witness some DG members harassing some halflings, but before they can intervene the DG members are killed by some former Bar Rampant members. This is not a combat encounter, just something the PCs witness.

Enc 4: The PCs report the information they have discovered and the fight they witnessed.

Enc 5: The PCs are met by several large men. These BR soldiers request, forcibly if necessary, that the PCs accompany them to a meeting with a large number of Bar Rampant members and Karll Lorinar. At the meeting Karll asks them to speak with Seoman Verle about the release of the BR members the PCs fingered the night before.

Enc 6: The PCs meet with Seoman, and he agrees to look into helping the Bar Rampant members.

Enc 7: As the PCs are concluding their meeting they find themselves in the middle of a kidnapping/assassination attempt on Seoman's life.

Conclusion: With Seoman's help many of the Bar Rampant members are released, but the murderers from Encounter 3 are found guilty of treason and executed.

PREPARATION FOR PLAY

The following items should be noted about the PCs: If the PCs played URD7-07 *Last Man Standing* and rescued Duke Karl. If the PCs are members of the Ducal Guard Meta-org they may feel duty bound to intervene during encounter three. If the PCs are aligned with the Strong Harts, White Harts, or Ducal Loyalists they try and go outside the bounds of the module to stick up for their faction. If the PCs played URD8-01 they are aware of the tensions in the city of Leukish.

All of these factors may change the way NPCs react or interact with the players. Being aware of this ahead of time will help you adjust the encounters appropriately.

INTRODUCTION

A vicious chill has settled upon Leukish. Sporadic snowfall coupled with high winds has suspended all non-essential activity within with the city. The patrols of Ducal Guard soldiers still remain however, a recent precaution implemented by Duke Ellis.

At some point during your many travels in and around Leukish you stumbled upon a poster seeking persons for a “minimally dangerous” trip about town for the purpose of information gathering. It is evening, the appointed time, and you are near the meeting location indicated on the flier.

Development: When the PCs decide to take the plot hook, proceed to encounter 1.

ENCOUNTER 1:

Either randomly or with purpose determine which PC arrives last then read:

The first floor of the Folly by the Sea is still very busy at this late hour; and a quick chat with the bartender has you heading to a back room where a half orc and several others are waiting. As you enter the half orc looks up, “greetings, we were just getting to know each other. Please join us [Mr/Mrs]”

The half orc is named Kizag, and introduces himself as soon as the PC you are addressing does. This is a good place for character introductions.

♣ **Kizag:** male half orc barbarian 2/ fighter 6.

Kizag is not the usual employer, he is a former adventurer, and has an actual interest in getting to know the PCs. For a half orc Kizag is old, and while he has not been disfigured, he does bear many battle scars and has a slight limp.

When the PCs bring up the topic of work or the poster read the following:

“Oh right, the posters. Two days ago I met a woman out front in the common room, and we chatted for a while. She was evasive about what she did and whom she worked for, but said her employer liked to be advised of what was going on about town. I got the impression something was not quite on the level about her, but the coin she offered smothered my better judgment and I accepted her offer. So here I am passing this opportunity on to you all.”

Give the PCs Player Handout 1

[Player Handout 1 details two locations: The first is a warehouse the PCs are to explore and recover some ledgers. The other is a meeting tomorrow with a “Mr. J” who will give the PCs more information.]

Kizag continues “she wants that address investigated, and said the man on the list would have information for you. Also she wants you all to keep your ears open for any rumors circulating the streets.”

Questions for Kizag:

Who was this woman that hired all of us? “She asked me not to use her name; that was part of what made me suspicious”

Under magical coercion: “She was a lovely middle-aged Suel woman with bright red hair and deep blue eyes. She said her name was Minna, but I didn’t press her for a family name, I was happy enough to be in her company.”

Are we getting paid? “Of course, her instructions were to pay you each fifty gold up front.”

When/Where do we report what we’ve found? “I’ll be here tomorrow evening about this same time, you can tell me what you have discovered then.”

Development: When the PCs decide to head out go to the appropriate section of Encounter 2.

ENCOUNTER 2:

This encounter is broken down into three sections. Section A covers the PCs traveling about town and gathering information from various locals and travelers in different parts of the city. Section B covers the PCs finding the people on the list and procuring information from them. Section C details an abandoned warehouse formerly used by the black rats, there are several traps between the PCs and some desired information.

Section A:

There are three locations where the PCs can gather information, the docks (mostly travelers and some commoners), the lower city (mostly laborers, commoners, and some merchants), and the upper city (nobles and

wealthy merchants). Each section has a list of rumor and their associated DCs; also each section has some generic NPCs to use as sources for this information.

The Docks:

NPCs: Two mixed human sailors from the County of Urnst have just arrived in town with coin to spend. One is an extremely drunken Rhennee bargeman who is low on funds and the other is a burnt-out serving girl who doesn't want to talk.

DC 5: All these Ducal Guardsmen in the city sure are helping business.

DC 5: I heard Duke Karll came back, but he's hiding in the Celedon.

DC 10: The Ducal navy has set up a blockade at the Nesser mouth, and they are denying passage to certain merchants.

DC 15: I heard there were supposed to be more troops coming, but one of the commanders never showed up.

DC 20: I've been in town for about a week now, and there were a lot of talk about fighting between nobles, then suddenly all these soldiers patrolling the streets.

DC 20: The Blockade is controlled by the White Harts, and they are denying passage to ships owned by houses loyal to Ellis..who can't pay the "toll".

The Lower City:

NPCs: A mixed Suloise priestess of Pelor heading back to Pontyrel and a mixed Suloise couple having a meal that greatly resent the interruption. The venerable restaurant owner is sitting in the corner watching his children run the establishment.

DC 5: I heard Duke Karll came back, but he's hiding in the Cairn hills with the Urlirels.

DC 10: Crime is way down, and the city seems cleaner too, fewer rats anyway.

DC 15: Adventurers huh? I just came from Nellix and there is a director of the college down there looking for some help.

DC 20: I heard a few of the ousted rogues tried to sneak back into the city unsuccessfully.

DC 25: A friend of mine works for Lord Jolen, but is thinking about quitting. He's become really abusive to his staff lately.

Upper City:

NPCs: A pair of Elven harpists performing for the bar patrons, a gray-haired Suloise noblewoman enjoying some tea, and a jewelry-laden Dwarven merchant waiting anxiously for his business partner to show up.

DC 5: I heard Duke Karll came back, but he's hiding Seltaren.

DC 10: I hear there are a lot of troops leaving their units for ones more inline with their allegiances.

DC 10: Some say Ellis disbanded the Bar Rampant because they defected to follow Jolen.

DC 15: Lord Jolen gave the halflings land in exchange for their support. If that is how he plans on taking down Ellis he won't have a realm to rule when this is done.

DC 20: Some elves say that the mastermind behind "The Blight" was still at large.

DC 30: A little birdy told me Lord Jolen hasn't left his chambers since his return from the Vale. I guess those negotiations were really taxing.

Section B:

Mister J: Mister J is Lord Jovel U'morael Academician at the College of Sages and Sorcery, and retired adventurer. Accompanying him to this meeting are Naruk, his bodyguard, and Lavendar, a former adventurer and close female companion to his lordship.

Ten bells coincide with your arrival at this small bookstore and cartography shop. Inside you see no patrons only a single proprietor, no sign of this "Mister J".

Give the PCs some time to look around, speak to the storeowner, etc. The storeowner knows who the PCs are looking for, but only as Lord U'morael, so he cannot help them. Then continue:

Appearing near the front door, as if by magic, are three figures. The first to enter the shop is a short muscular half orc, his bare arms covered with tattoos and scarification like a soldier's medals. He wears a chainmail shirt, a length of barbed chain hangs across his torso like a pageant sash.

The second figure is an attractive female halfling dressed in a white blouse beneath riding leathers and a leather vest. A half dozen daggers stud her belt, and a chain shirt beneath the vest subdues her feminine curves. Over it all she wears a pelisse made of red fabric trimmed in white fur.

The final figure is a Suloise man in his early twenties wearing a scarlet courtier's outfit trimmed in white complete with rings (including a signet ring), bracelets, and necklaces. Atop his head sits a thin silver circlet inset with a small ruby. He carries a satchel bearing the mark of a three-headed eagle, and a pair of Ioun stones lazily orbit his platinum coif.

☛ **Naruk Wolfheart:** male half orc barbarian
1/fighter 4/exotic weapons master 1/occult slayer 4
(Sense Motive +7).

☛ **Lady Lavendar:** female halfling rogue 3/fighter
3/master thrower 3 (Ride +5, Slight of Hand +20)

☛ **Lord Jovel U'morael:** male human (Suloise)
transmuter 7/lore master 6; Decipher Script+20,
Knowledge (history) +26, Knowledge (local – NMR) +26,
Knowledge (planes) +30, Bardic Knowledge +17

PCs successfully making a Knowledge (nobility)* check may know the following:

DC 10: Identifies the three-headed eagle (on the satchel and signet ring) as the symbol of House U'morael.

DC 15: House U'morael's colors are red and white.

DC 20: House U'morael is known for a lineage of powerful arcane casters.

*Members and associates of house U'morael already know this information; no check required.

Jovel was contracted by Minna to compile a codex of the layers of the abyss, and their respective lords, if any. This is the information the PCs are after. Simply asking for this book is enough to get it, though Jovel will want to show it to them, and go over the contents.

The Codex is a massive tome. It has a forward detailing facts and speculations about the abyss especially the formation and destruction of layers, and the powers and requirements of lordship. The bulk however is dedicated to details and descriptions about the layers (Shendilavri, Azzagrat, Thanatos, etc.) their lords (Malcanthet, Pazuzu, Demogorgon, Fraz-urb'luu, etc.), and other miscellaneous information.

Questions:

Who hired you to get this information? A woman named Minna, I am not sure how she found me. She said she was a member of one of the Lydian schools.

Was there anything strange about her? No, but the letter she gave me detailing her request was house Lorinar stationary.

Section C:

The Warehouse is located in the area of the docks, but two blocks inland, surrounded by other unoccupied warehouses. There is a faded painting of a black cat straddling a mouse on one side. If the PCs approach at night they attract no attention; during the day they have will have to dodge citizens, but this should not stop them from getting inside.

This medium-sized warehouse stands silent, the loading doors slightly ajar; a sign on one of the doors decrees that this building remain sealed at the command of city guard. A quick search reveals that this place has already been looted, either by the guard, or larcenists. In the back, concealed within a crate large enough to house an elephant, you find a staircase leading to the basement and some connecting tunnels.

Use DM map 1 for the relevant sections of the tunnels.

APL 6 Traps (EL 7):

- ↗ Spiked Pit Trap, see Appendix 1
- ↗ Battering ram Trap, see Appendix 1
- ↗ Slide, greater Trap, see Appendix 1

APL 8 Traps (EL 9):

- ↗ Poisoned Spike Pit Trap, see Appendix 1
- ↗ Battering ram Trap, see Appendix 1

↗ Slide, greater Trap, see Appendix 1

APL 10 Traps (EL 10):

- ↗ Poisoned Spike Pit Trap, see Appendix 1
- ↗ Battering ram Trap, see Appendix 1
- ↗ Slide, greater Trap, see Appendix 1
- ↗ Dispelling Screen, Greater Trap, see Appendix 1

APL 12 Traps (EL 12):

- ↗ Poisoned Spike Pit Trap, see Appendix 1
- ↗ Battering ram Trap, see Appendix 1
- ↗ Slide, greater Trap, see Appendix 1
- ↗ Dispelling screen, greater Trap, see Appendix 1
- ↗ Wail of the banshee Trap, see Appendix 1

Creatures:

APL 6 (EL 7):

👹 **Earth Elemental, Large (2):** hp 68, 68; *Monster Manual* 97.

APL 8 (EL 9):

👹 **Earth Elemental, Huge (2):** hp 152, 152; *Monster Manual* 97.

APL 10 (EL 12):

👹 **Vrock (3):** hp 115, 115, 115; *Monster Manual* 48.

APL 12 (EL 14):

👹 **Barbed Devil (3):** hp 126, 126, 126; *Monster Manual* 51.

At all APLs the fight begins when someone reaches the edge of the pit. All the creatures appear on their initiative able to act.

APL 6 & 8: There is no surprise round; everything goes on its initiative. The elementals appear in area A and B on the map. The huge elementals attempt to use *Awesome Blow* if the PC is close enough to be knocked into the pit.

APL 10: There is no surprise round; everything goes on its initiative. The Vrocks all appear in area A and begin a dance of ruin.

APL 10 & 12: The *dispelling Screen* trap is located ten feet down the pit and when activated covers the entire pit with a horizontal screen.

APL 12: The *wail of the banshee* trap goes immediately when someone reaches the edge of the pit before any initiative; once it's resolved, proceed with initiative normally. Should the wail of the banshee trap be disabled, continue with the remaining traps and monsters, they simply bypassed that trap. One barbed devil appears in area B and two in area C. The barbed devils attempt to maneuver the PCs toward the pit keeping a PC between

them and the pit. Unlike the other APLs, the barbed devils are small enough to be targeted by the traps.

ENCOUNTER 3:

This encounter takes place in the lower city, outside an oddities shop at the end of a long cul-de-sac. The PCs start about four hundred feet away at the corner of the nearest cross street.

Down a lengthy side street you see four Ducal Guard soldiers stopping and inspecting a pair of halflings. Scenes like this have become common recently due to increased tension, but just as you are about to move on one of the guardsmen pulls a strange, wicked-looking dagger out of the male halfling's belongings. There are raised voices and the female halfling gets shoved to the ground, as all four guardsmen set upon the male.

If the PCs wish to get involved they can, but remind them any action taken against the Ducal Guard could be considered treason, and even helping the guard might be misconstrued as interfering with their duties.

Mere moments after the male halfling is grabbed, and a small set of manacles are produced, a door on the opposite side of the street opens and three figures garbed in hooded cloaks emerge, wielding spears and advancing on the guardsmen.

In two rounds the hooded figures will kill or incapacitate the guardsmen. The guardsmen are inexperienced and ill-trained, while the hooded figures are former members of the Bar Rampant, the Duke's elite cavalry. If the PCs wish to get involved, initiative order may be needed, but they are still four hundred feet away. If they do not interfere continue:

A brief bloody melee ensues, and the inexperience of the guardsmen shows as one is felled and another wounded before they can even draw their swords. Within seconds the others are downed as well with the shrouded attackers suffering only some minor injuries.

Once the guardsmen are dead or incapacitated, the cloaked figures flee back to where they came from and scatter into the city. If the PCs interfere and make it logically impossible for them to escape they will surrender, and wait to be arrested.

For plot purposes some or all of the Bar Rampant soldiers need to survive the encounter.

The two halflings are named Berris and Lily. They are both unharmed. They say that they were simply going about their business when the guardsmen stopped them, something they have gone through several times lately. They claim the dagger is for a costume they were putting together, Berris claims to own a costume shop, and an examination of the dagger reveals that is, in fact, for show only being made of tin and covered in glass beads rather

than jewels. If questioned about where Berris purchased the dagger he says he bought it from "Phinneas Phinnster's Curios, Oddities, and Other Legitimately Wonderful Knickknacks" (a store with a very long name that you are right outside of).

More ducal guardsmen with some city watch members arrive a few minutes after the cloaked figures escape, and question everyone. Unless the PCs did something stupid, i.e. dropped a fireball on the guardsmen, they are questioned extensively and released.

Development: When the PCs have gathered all the information requested and wish to report in to Kizag, go to Encounter 4.

ENCOUNTER 4:

When the PCs return to the *Folly by the Sea*, Kizag is waiting for them. He has arranged for a small feast to be prepared and ready for the PCs when they arrive. Kizag listens to whatever information the PCs have, and he asks questions if he is unclear about anything.

Development: When the PCs are finished giving their report, they get a full night's rest, and then proceed to Encounter 5.

ENCOUNTER 5:

While the PCs are resting, word of the murder of several Ducal Guard members spreads, eventually reaching the ears of Duke Ellis. Knowing the animosity between the normal Ducal Guard soldiers and the elite Bar Rampant, Ellis suspects something more, he orders the arrest of not only the murderers, but also any former Bar Rampant members living in and around Leukish. Immediately, *divinations* are performed and the murderers, along with a dozen innocent former Bar Rampant members are arrested before sunrise.

In the morning, after the PCs have prepared their spells etc., read the following. Adjust as necessary for PCs that are alone or with other party members, and if they did not tell Kizag in Encounter 3.

A pair of Suel men approach you, their faces stern. They wear breastplates and carry longswords beneath their hooded cloaks. "Milord wished to speak with you" one says and appears to be waiting for you to follow.

Questions:

Who are you? We are former members of the Duke's cavalry, and as of last night, fugitives.

Where are we going? We are going to meet with Duke Lorinar, and set things right.

A brisk walk into the farmland surrounding the city brings you to a small farmhouse accompanied by a

large barn. Both look old and poorly maintained as do the surrounding weed-choked fields. The two men leading you seem vigilant, almost paranoid, as they leave the road for an overgrown path leading to the barn.

Inside the barn many men, perhaps twenty, instantly turn as the door is opened. Every one of these burly Suel figures bears the uniform, insignia, or weaponry of the now disbanded Bar Rampant. You are quickly ushered in and the doors closed; from the back of the group a grizzled man emerges. He looks tired, like he hasn't slept much, and his waking hours are lost to deep worry.

Duchy PCs recognize this man as Karll Lorinar, former duke, and recently rescued from imprisonment on another plane.

"Greetings" he says; his voice is strong and clear, perfect for commanding troops on the battlefield or silencing bickering noblemen. "I am Karll Lorinar"

To any PC that played URD7-07 Last Man Standing:

"I'm glad you are here to help us."

For all PCs:

"Last night my nephew Ellis swore out warrants for all of the men in this room. He believes the disbanded Bar Rampant cannot be trusted, and he is correct. These men remain loyal to me, their fervor renewed after they were cast aside, but a tragedy has befallen us. Some of our more reckless number took out their rage and frustration on some Ducal Guardsmen patrolling the streets after the recent hostilities, and have been arrested. But as I said Ellis did not stop there, and many other innocent brothers have been arrested. They stand charged with treason and, with tempers flaring, I don't see them getting anything but the gallows, and soon."

Questions:

When did you return? I returned some time ago, but hid my return until I knew more about what had happened in my absence.

Why are we here? Because you witnessed the attack.

How do you know (we witnessed the attack)? Lady Juma performed some *divinations* for me.

Now that you are back, what are you going to do? The situation is too tense to make any rash actions so, right now, I am worried only about the safety of my men. (DC 20 Sense Motive determines Karll is worried about many other things as well, but this is the only he wants to discuss with them.)

What do you want from us? My men need help, someone to speak on their behalf and get them released. I have arranged a meeting with Lord Seoman Verle this evening, and I want you to deliver our request to him.

Why Seoman Verle? Politically he is second only to Ellis, if anyone has a chance of getting our men released it is Seoman. Also he is a skilled negotiator, and his words might be enough to talk Ellis down from this madness.

As the conversation is coming to an end read the following:

A young man bursts into the barn, immediately followed by the crowd inside quickly arming themselves before calming at the recognition of the youth. The young man flush from the cold and out of breath points in the direction of Leukish. "They are coming, The Guard" he says between gasps for air.

Karll let's out a sigh, then points at your group "eight bells, the Honorable's Chambers" and with that he turns to leave. His men quickly gather up their belongings, and leave the area.

If the PCs are just standing around have one of the leaving Bar Rampant members tell them:

"You'd best leave before the Ducal Guard gets here, you don't want them thinking you're with us and getting arrested."

DC 20 Knowledge (Local – NMR): The "Honorable's Chambers" is a nickname used by chamber members and their aids for a building used for private meetings. It is located about a block away from the actual Honorable Chamber, and consists of a few meeting rooms and private offices. Alternatively, the PCs can go to the Honorable Chamber, and ask anyone there for directions.

Development: The PCs have about eight hours to learn the location of the "Honorable's Chambers" and make it to the meeting. They can do as they wish until the meeting time, but under no circumstances will Seoman meet with them early.

ENCOUNTER 6:

Shortly before eight bells the PCs are led into a sitting room designed to seat eight to ten. A few minutes later Seoman Verle arrives.

A tall Suloise man steps into the room. His clothing is not extravagant, but well made and clean. "Greetings, what can I do for you all?"

Allow the PCs to state their case, and plead for the release of the captive Bar Rampant members. During all this Seoman should seem friendly and receptive to either argument. He should seem outraged at this nerve of Ellis to arrest these innocent men.

Development: After the meeting comes to an end Seoman escorts them out to the street. Proceed to Encounter 7.

ENCOUNTER 7:

The PCs are about to find themselves in the middle of an assassination attempt on Seoman Verle. The two assassins were hired in the nation of Zeif and *teleported* here for this job.

APL 6 (EL 10)

✦ **Zigheim, Shadow of the West:** male human (Baklunish) Fighter₄/Rogue₄; hp 82; Appendix 1.

✦ **Shamar, The Icy Black Wind:** Female Elf Sorcerer₈; hp 49; Appendix 1.

APL 8 (EL 12)

✦ **Zigheim, Shadow of the West:** male human (Baklunish) Fighter₅/Rogue₅; hp 102; Appendix 1.

✦ **Shamar, The Icy Black Wind:** Female Elf Sorcerer₁₀; hp 61; Appendix 1.

APL 10 (EL 14)

✦ **Zigheim, Shadow of the West:** male human (Baklunish) Fighter₆/Rogue₆; hp 122; Appendix 1.

✦ **Shamar, The Icy Black Wind:** Female Elf Sorcerer₁₂; hp 73; Appendix 1.

APL 12 (EL 16)

✦ **Zigheim, Shadow of the West:** male human (Baklunish) Fighter₆/Rogue₈; hp 140; Appendix 1.

✦ **Shamar, The Icy Black Wind:** Female Elf Sorcerer₁₄; hp 85; Appendix 1.

These two have been waiting for Seoman Verle to leave his office. When they see Seoman emerge with the PCs they will move out of range and earshot and buff before moving in to attack using their power-up suite after a few rounds.

Zigheim: While moving up to the PCs Zigheim uses an Elemental Gem to summon a large Snow (water) elemental (MM 100). In combat he puts as much Combat Expertise into his AC as he can and still reliably hit opponents, using Bluff (as a move-equivalent action) to gain sneak attack if he becomes visible.

Shamar opens the battle with a *nonlethal cold fireball* (7d6 at APL 6, 10d6 at all others, nonlethal damage, Reflex DC 15 halves). She continues with *arctic haze* and *energy vulnerability* to weaken foes, and then moves onto damaging attacks. She only uses *entomb* and *flesh to ice* against foes that are a dire threat (or seem to resist/avoid all her other attacks).

If subdued or captured, they admit to being hired by an agent of the White Harts, but they can only give a general description (male Suel), and no name.

Development: After the battle Seoman Verle thanks the PCs before calling some guards to take away the assassins and escort him home. The PCs rest the night and then proceed to Encounter 8.

CONCLUSION

In the morning Seoman meets with Ellis to discuss the situation, and afterward he sets out to find the PCs. Read, or paraphrase, the following, when he arrives:

A little after midday a contingent of Ducal Guard soldiers, with Seoman in their center, approach your group. They glare disapprovingly as they part ranks and he steps forward. "I'm sorry my friends but I could not dissuade Ellis from executing those responsible. He has agreed however release the men arrested without cause, as well as rescinding the warrants issued for the disbanded Bar Rampant." He pauses, then in a more somber tone. "This doesn't feel much like a victory," he says with a sigh. With that he begins to leave.

Questions:

When are they to be executed? Tomorrow at midday.

Is there anything we can do? Seoman glances at the collection of soldiers. "No, it is done".

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 2c

Disable or survive the traps

APL 6	210 XP
APL 8	270 XP
APL 10	300 XP
APL 12	360 XP

Encounter 2c

Destroy the monsters

APL 6	210 XP
APL 8	270 XP
APL 10	360 XP
APL 12	420 XP

Encounter 7

Survive the assassins

APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

Discretionary roleplaying award

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

Total possible experience:

APL 6	600 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 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.

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

Encounter 1:

All APLs: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

Encounter 2c:

All APLs: Loot: 0 gp; Coin: 100 gp – Golden Medallion x2 (50gp ea); Magic: 0 gp

Encounter 7:

APL 6: Loot: 45gp; Coin: 0gp; Magic: 1733gp - +1 *merciful falchion* (697gp), *potion of cure moderate wounds* (25gp), *gauntlets of ogre power* (333gp), *scroll of scorching ray* (energy substituted: cold) (12gp), *cloak of charisma* +2 (333gp), *vest of resistance* +2 (333gp).

APL 8: Loot: 8gp; Coin: 0gp; Magic: 3002gp - +1 *merciful falchion* (697gp), *potion of cure moderate wounds* (25gp), *gauntlets of ogre power* (333gp), *cloak of charisma* +2 (333gp), *vest of resistance* +2 (333gp), +2 *darkwood buckler* (357gp), +2 *mithril chain shirt* (425gp), *gloves of dexterity* +2 (333gp), *ring of protection* +1 (166gp).

APL 10: Loot: 25gp; Coin: 500gp; Magic: 5251gp - +1 *keen merciful falchion* (1531gp), *potion of cure moderate wounds* (25gp), *gauntlets of ogre power* (333gp), +2 *darkwood buckler* (357gp), +3 *mithril chain shirt* (840gp), *vest of resistance* +2 (333gp), *gloves of dexterity* +2 (333gp), *cloak of charisma* +4 (1333gp), *ring of protection* +1 (166gp).

APL 12: Loot: 25gp; Coin: 1000gp; Magic: 8698gp - +1 *keen merciful falchion* (1531gp), *potion of serious wounds* (62gp), *belt of giant strength* +4 (1333gp), +3 *darkwood buckler* (767gp), +3 *mithril chain shirt* (840gp), *vest of*

resistance +4 (1333gp), gloves of dexterity +4 (1333gp), cloak of charisma +4 (1333gp), ring of protection +1 (166gp).

Total Possible Treasure

APL 6: Loot: 45 gp; Coin: 150 gp; Magic: 1733 gp;
Total: 1928 gp

APL 8: Loot: 8 gp; Coin: 150 gp; Magic: 3002 gp;
Total: 3160 gp

APL 10: Loot: 25 gp; Coin: 650 gp; Magic: 5251 gp;
Total: 5926 gp

APL 12: Loot: 25 gp; Coin: 1150 gp; Magic: 8698 gp;
Total: 9873 gp

APL 8 (all of APL 6 plus the following):

- +2 *darkwood buckler* (Adventure; DMG; 4,215 gp)
- +2 *mithril chain shirt* (Adventure; DMG; 5,100 gp)

APL 10 (all of APLs 6-8 plus the following):

- +1 *keen merciful falchion* (Adventure; DMG; 18,375 gp)
- +3 *mithril chain shirt* (Adventure; DMG; 10,100 gp)
- *coldfire* (Adventure; Frostburn; 50 gp) (limit 4)

APL 12 (all of APL 6-10 plus the following):

- +3 *darkwood buckler* (Adventure; DMG; 9,215 gp)

ITEMS FOR THE ADVENTURE RECORD

Special

If the PCs release Shamar without killing her or turning her over to the guard they receive the following:

☛ **Released Shamar:** You have released the assassin Shamar and as thanks she has offered to teach you some of her icy knowledge. You may pick one of the follow to learn at your next opportunity: (feats) Cold Focus (FB); (spells) Arctic Haze (FB), Hailstones (SpC), Snowball Swarm (SpC).

If the PCs went into the warehouse without the permission of the city watch:

☛ **Trespassing:** You have illegally entered a building sealed by the city watch, and while they may or may not know you were there, you know it. If you are a Paladin or other class with similar codes of conduct you have violated those vows and must atone accordingly.

If the PCs talked with Seoman and got the Bar Rampant soldiers released they receive the following two rewards:

☛ **Thanks of the Bar Rampant:** You have secured the release of the wrongfully arrested Bar Rampant members. You have their thanks, and the thanks of the former Duke, Karll Lorinar.

☛ **Crusader for Justice:** You have shown yourselves to be interested in proper justice to Lord Seoman Verle, and he has taken note. This favor may have future repercussions.

Item Access

APL 6:

- +1 *merciful falchion* (Adventure; DMG; 8,375 gp)
- *darkwood buckler* (Adventure; DMG; 215 gp)
- *scroll of scorching ray* (energy substituted: cold) (Adventure; DMG/CA; 150 gp) (limit 1)

APPENDIX 1: APL 6

ENCOUNTER 2C:

Battering Ram (SpC 24) Trap CR4

This carving of a humanoid with course hair covering its entire body and the head of a goat sheds light from two glowing red orbs set into the carving's eyes.

This trap targets the creature, medium sized or smaller, which is closest to the edge of the pit, and attempts to use the Bull Rush action (PHB 154) to push that subject into the pit.

Search: DC24; **Type:** Magical

Trigger: Location; **Init:** +2

Effect: *Battering Ram* (one creature on the near side of the pit takes 1d6 damage and *Bull Rush*.)

Duration: 7 rounds

Destruction: Whole trap, AC16, hp 18, hardness 8 (stone)

Disarm: Whole trap, DC 29

Dispel: Whole trap, DC 15, a successful Dispel check only deactivates the trap for 1d4 rounds.

Slide, Greater (SpC 192) Trap CR 4

This carving of a muscular barrel-chested wererat measures almost 10 ft tall. Each of its clawed hands holds a golden medallion, and it appears the medallion is set into the wall separate from the carving.

The trap targets the two creatures, mediums sized or smaller, that are closest to the edge of the pit, and moves them 20 ft. closer to or over the pit.

Search: DC19; **Type:** Magical

Trigger: Location; **Init:** +2

Effect: *Greater slide* (two creatures on either side of the pit, Will DC 15 negates)

Duration: 7 rounds

Destruction: AC16, hp 18, hardness 5 (gold) (each of two medallions)

Disarm: DC 27 (each of two medallions)

Dispel: DC 13 (each of two medallions)

Spiked Pit Trap: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6 fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. Market Price: 4000gp.

ENCOUNTER 7:

ZIGHEIM, THE SHADOW OF THE WEST CR 8

Male human (Baklunish) fighter 4/rogue 4
NE Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot +7

Languages Common, Baklunish

AC 17, touch 12, flat-footed 15; Dodge (+2 Dex, +4 armor, +1 shield)

hp 66 (8 HD)

Fort +7, **Ref** +7, **Will** +1

Speed 30 ft. (6 squares)

Melee falchion +12/+7 (2d4+1d6+9 nonlethal/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +11

Atk Options Combat Expertise, Improved Feint, sneak attack +2d6

Combat Gear +1*merciful falchion, cure moderate wounds* potion, *gauntlets of ogre power, shield of faith* (+3) *potion, snow (water) elemental gem*

Abilities Str 19, Dex 14, Con 14, Int 14, Wis 8, Cha 10

SQ Evasion, sneak attack, trap sense +1, trapfinding, uncanny dodge

Feats Combat Expertise, Improved Buckler Defense, Improved Feint, Improved Toughness, Weapon Focus (Falchion), Weapon Specialization (Falchion)

Skills Bluff +11, Disable Device +13, Escape Artist +9, Hide +8, Move Silently +8, Open Lock +11, Search +9, Sense Motive +6, Sleight of Hand +9, Spot +7, Tumble +11

Possessions combat gear plus darkwood buckler, masterwork chain shirt, masterwork thieves' tools

Evasion (Ex) When Zigheim makes a successful Reflex save against an attack that would normally deal half damage he instead takes no damage from the attack.

Sneak Attack (Ex) If Zigheim flanks an enemy or strikes her flat-footed, he deals an extra 2d6 points of damage. Creatures immune to critical hits are also immune to this damage.

Trap Sense (Ex) Zigheim gains +1 to Reflex saves and a +1 dodge bonus to AC against traps.

Trapfinding (Ex) Zigheim can use Search to find traps (including magical traps) with a DC above 20.

Uncanny Dodge (Ex) Zigheim is never caught flat-footed.

Power-Up Suite: (*shield of faith* [+3], *bear's endurance, greater invisibility* (4 more rounds), *resistance* (6 more rounds), *ice shield*)

AC 20, touch 15, flat-footed 18 (+2 Dexterity, +4 armor, +1 shield, +3 deflection)

DR 15/- (prevents 80 damage total)

hp 82 (8 HD)

Fort +10, **Ref** +8, **Will** +2

Weakness Vulnerable to fire

Melee falchion +12/+7 (2d4+1d6+9 nonlethal /18-20/x2)

Abilities Str 19, Dex 14, Con 18, Int 14, Wis 8, Cha 10

SHAMAR, THE ICY BLACK WIND CR 8

Female elf sorcerer 8

CN Medium humanoid (elf)

Init +3; **Senses** Low-light vision, Listen +3, Spot +3

Languages Common, Elven

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 33 (8 HD)

Immune Sleep

Fort +4, **Ref** +6, **Will** +8 (+10 vs enchantment)

Speed 30 ft. (6 squares)

Melee spell +3 touch or

Ranged spell +7 touch

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +3

Atk Options Spells

Combat Gear *bear's endurance* scroll x2, *cold substituted scorching ray* scroll, *greater invisibility* scroll, *greater mage armor* scroll, *nonlethal cold substituted fireball* wand (1 charge, DC 15)

Sorcerer Spells Known (CL 8th):

4th (4/day)—*ice shield*

3rd (6/day)—*arctic haze* (dc 19), *energy vulnerability* (dc 18)

2nd (7/day)—*heat leech* (dc 18), *luminous swarm* (dc 19), *numbing sphere* (dc 20)

1st (8/day)—*bigby's tripping hand* (dc 18), *ice dagger*, *lesser orb of cold*, *stand*, *whelm* (dc 16)

0 (6/day)—*acid splash*, *caltrops*, *disrupt undead*, *electric jolt*, *ray of frost*, *resistance*, *sonic snap* (dc 17), *touch of fatigue* (dc 15)

† Already cast

Abilities Str 8, Dex 16, Con 12, Int 10, Wis 12, Cha 20

SQ Low-light vision

Feats Cold Focus, Greater Spell Focus (Evocation), Spell Focus (Evocation)

Skills Concentration +12, Listen +3, Search +2, Spot +3, Spellcraft +11

Possessions combat gear plus 10 ounces of coldfire, *cloak of charisma* +2, spell component pouch, *vest of resistance* +1

Low-Light Vision (Ex) Shamar can see twice as far as normal in areas with poor lighting.

Power-Up Suite: (*greater mage armor*, *bear's endurance*, *ice shield*)

AC 19, touch 13, flat-footed 16 (+3 Dexterity, +6 armor)

DR 15/- (prevents 80 damage total)

hp 49 (8 HD)

Fort +6, **Ref** +6, **Will** +8

Weakness Vulnerable to fire

Skills Concentration +14, Listen +3, Search +2, Spot +3, Spellcraft +11

APL 8

ENCOUNTER 2C:

Battering Ram (SpC 24) Trap CR4

This carving of a humanoid with course hair covering its entire body and the head of a goat sheds light from two glowing red orbs set into the carving's eyes.

This trap targets the creature, medium sized or smaller, which is closest to the edge of the pit, and attempts to use the *Bull Rush* action (PHB 154) to push that subject into the pit.

Search: DC24; **Type:** Magical

Trigger: Location; **Init:** +2

Effect: *Battering Ram* (one creature on the near side of the pit takes 1d6 damage and *Bull Rush*.)

Duration: 7 rounds

Destruction: Whole trap, AC16, hp 18, hardness 8 (stone)

Disarm: Whole trap, DC 29

Dispel: Whole trap, DC 15, a successful Dispel check only deactivates the trap for 1d4 rounds.

Slide, Greater (SpC 192) Trap CR 4

This carving of a muscular barrel-chested wererat measures almost 10 ft tall. Each of its clawed hands holds a golden medallion, and it appears the medallion is set into the wall separate from the carving.

The trap targets the two creatures, mediums sized or smaller, that are closest to the edge of the pit, and moves them 20 ft. closer to or over the pit.

Search: DC19; **Type:** Magical

Trigger: Location; **Init:** +2

Effect: *Greater Slide* (two creatures on either side of the pit, Will DC 15 negates)

Duration: 7 rounds

Destruction: AC16, hp 18, hardness 5 (gold) (each of two medallions)

Disarm: DC 27 (each of two medallions)

Dispel: DC 13 (each of two medallions)

Poisoned Spiked Pit Trap: CR 8; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6 fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6Str/2d6Str); Search DC 20; Disable Device DC 20.

ENCOUNTER 7:

ZIGHEIM, THE SHADOW OF THE WEST CR 10

Male human (Baklunish) fighter 5/rogue 5

NE Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot +8

Languages Common, Baklunish

AC 22, touch 12, flat-footed 20; **Dodge** (+2 Dex, +6 armor, +4 shield)

hp 82 (10 HD)

Fort +7, **Ref** +7, **Will** +1

Speed 30 ft. (6 squares)

Melee falchion +13/+8 (2d4+1d6+9 nonlethal/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +12

Atk Options Combat Expertise, Improved Feint, sneak attack +3d6

Combat Gear +1 *merciful falchion*, *cure moderate wounds* potion, *shield of faith* (+4) potion, *snow (water) elemental gem*

Abilities Str 19, Dex 14, Con 14, Int 14, Wis 8, Cha 10

SQ Evasion, sneak attack, trap sense +1, trapfinding, uncanny dodge

Feats Combat Expertise, Dodge, Improved Buckler Defense, Improved Feint, Improved Toughness, Shield Specialization (Buckler), Weapon Focus (Falchion), Weapon Specialization (Falchion)

Skills Bluff +13, Disable Device +14, Escape Artist +10, Hide +10, Move Silently +10, Open Lock +12, Search +10, Sense Motive +7, Sleight of Hand +10, Spot +8, Tumble +14

Possessions combat gear plus +2 *darkwood buckler*, *gauntlets of ogre power*, +2 *mithral chain shirt*, masterwork thieves' tools

Evasion (Ex) When Zigheim makes a successful Reflex save against an attack that would normally deal half damage he instead takes no damage from the attack.

Sneak Attack (Ex) If Zigheim flanks an enemy or strikes her flat-footed, he deals an extra 3d6 points of damage. Creatures immune to critical hits are also immune to this damage.

Trap Sense (Ex) Zigheim gains +1 to Reflex saves and a +1 dodge bonus to AC against traps.

Trapfinding (Ex) Zigheim can use Search to find traps (including magical traps) with a DC above 20.

Uncanny Dodge (Ex) Zigheim is never caught flat-footed.

Power-Up Suite: (*shield of faith* [+4], *bear's endurance*, *greater invisibility* (4 more rounds), *resistance* (6 more rounds), *ice shield*)

AC 26, touch 16, flat-footed 24 (+2 Dexterity, +6 armor, +4 shield, +4 deflection)

DR 15/- (prevents 100 damage total)

hp 102 (10 HD)

Fort +10, **Ref** +8, **Will** +2

Weakness Vulnerable to fire

Melee falchion +13/+8 (2d4+1d6+9 nonlethal /18-20/x2)

Abilities Str 19, Dex 14, Con 18, Int 14, Wis 8, Cha 10

SHAMAR, THE ICY BLACK WIND CR 10

Female elf sorcerer 10

CN Medium humanoid (elf)

Init +4; **Senses** Low-light vision, Listen +3, Spot +3

Languages Common, Elven

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 deflection)

hp 41 (10 HD)
Immune Sleep
Fort +6, **Ref** +9, **Will** +10 (+12 vs enchantment)

Speed 30 ft. (6 squares)

Melee spell +4 touch or

Ranged spell +9 touch

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +4

Atk Options Spells

Combat Gear *Bear's endurance scroll* x2, *greater invisibility scroll* x2, *greater mage armor scroll*, CL 10 *nonlethal cold substituted fireball wand* (1 charge, DC 15)

Sorcerer Spells Known (CL 10th):

5th (4/day)—*boreal wind*

4th (6/day)—*ice shield*, *mindfrost* (dc 21)

3rd (7/day)—*arctic haze* (dc 19), *energy vulnerability* (dc 18), *icelance* (dc 18)

2nd (7/day)—*heat leech* (dc 18), *luminous swarm* (dc 19), *numbing sphere* (dc 20), *ray of ice*

1st (8/day)—*bigby's tripping hand* (dc 18), *ice dagger*, *lesser orb of cold*, *stand*, *whelm* (dc 16)

0 (6/day)—*acid splash*, *caltrops*, *disrupt undead*, *electric jolt*, *ray of frost*, *resistance*, *silent portal*, *sonic snap* (dc 17), *touch of fatigue* (dc 15)

† Already cast

Abilities Str 8, Dex 18, Con 12, Int 10, Wis 12, Cha 20

SQ Low-light vision

Feats Cold Focus, Greater Cold Focus, Greater Spell Focus (Evocation), Spell Focus (Evocation)

Skills Concentration +14, Listen +3, Search +2, Spot +3, Spellcraft +13

Possessions combat gear plus 10 ounces of coldfire, 50 gp quartz, *gloves of dexterity* +2, *cloak of charisma* +2, *ring of deflection* +1, spell component pouch, *vest of resistance* +2

Low-Light Vision (Ex) Shamar can see twice as far as normal in areas with poor lighting.

Power-Up Suite: (*greater mage armor*, *bear's endurance*, *ice shield*, *greater invisibility* (6 more rounds))

AC 20, touch 14, flat-footed 17 (+3 Dexterity, +6 armor, +1 deflection)

DR 15/- (prevents 100 damage total)

hp 61 (10 HD)

Fort +8, **Ref** +9, **Will** +10 (+12 vs enchantment)

Weakness Vulnerable to fire

Skills Concentration +16, Listen +3, Search +2, Spot +3, Spellcraft +13

APL 10

ENCOUNTER 2C:

Battering Ram (SpC 24) Trap CR4

This carving of a humanoid with course hair covering its entire body and the head of a goat sheds light from two glowing red orbs set into the carving's eyes.

This trap targets the creature, medium sized or smaller, which is closest to the edge of the pit, and attempts to use the *Bull Rush* action (PHB 154) to push that subject into the pit.

Search: DC24; **Type:** Magical

Trigger: Location; **Init:** +2

Effect: *Battering Ram* (one creature on the near side of the pit takes 1d6 damage and *Bull Rush*.)

Duration: 7 rounds

Destruction: Whole trap, AC16, hp 18, hardness 8 (stone)

Disarm: Whole trap, DC 29

Dispel: Whole trap, DC 15, a successful Dispel check only deactivates the trap for 1d4 rounds.

Slide, Greater (SpC 192) Trap CR 4

This carving of a muscular barrel-chested wererat measures almost 10 ft tall. Each of its clawed hands holds a golden medallion, and it appears the medallion is set into the wall separate from the carving.

The trap targets the two creatures, mediums sized or smaller, that are closest to the edge of the pit, and moves them 20 ft. closer to or over the pit.

Search: DC19; **Type:** Magical

Trigger: Location; **Init:** +2

Effect: *Greater Slide* (two creatures on either side of the pit, Will DC 15 negates)

Duration: 7 rounds

Destruction: AC16, hp 18, hardness 5 (gold) (each of two medallions)

Disarm: DC 27 (each of two medallions)

Dispel: DC 13 (each of two medallions)

Poisoned Spiked Pit Trap: CR 8; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6 fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6Str/2d6Str); Search DC 20; Disable Device DC 20.

Dispelling Screen, Greater Trap: CR8; magic device; proximity trigger (alarm); automatic reset (one minute recharge after duration expires); spell effect (*dispelling screen, greater*, 13th-level wizard); affects anyone passing through the screen; Search DC 32; Disable Device DC 32.

ENCOUNTER 7:

ZIGHEIM, THE SHADOW OF THE WEST CR 12

Male human (Baklunish) fighter 6/rogue 6

NE Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot +9

Languages Common, Baklunish

AC 23, touch 12, flat-footed 21; **Dodge** (+2 Dex, +7 armor, +4 shield)

hp 98 (12 HD)

Fort +9, **Ref** +8, **Will** +3

Speed 30 ft. (6 squares)

Melee falchion +16/+11 (2d4+1d6+10 nonlethal/15-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +15

Atk Options Combat Expertise, Improved Feint, sneak attack +3d6

Combat Gear +1 *keen merciful falchion*, *cure moderate wounds* potion, *shield of faith* (+4) potion, *snow (water) elemental gem*

Abilities Str 20, Dex 14, Con 14, Int 14, Wis 8, Cha 10

SQ Evasion, sneak attack, trap sense +2, trapfinding, uncanny dodge

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Buckler Defense, Improved Feint, Improved Toughness, Melee Evasion, Shield Specialization (Buckler), Weapon Focus (Falchion), Weapon Specialization (Falchion)

Skills Bluff +15, Disable Device +16, Escape Artist +11, Hide +11, Move Silently +11, Open Lock +13, Search +11, Sense Motive +9, Sleight of Hand +11, Spot +9, Tumble +15

Possessions combat gear plus +2 *darkwood buckler*, *gauntlets of ogre power*, +3 *mithral chain shirt*, masterwork thieves' tools

Evasion (Ex) When Zigheim makes a successful Reflex save against an attack that would normally deal half damage he instead takes no damage from the attack.

Sneak Attack (Ex) If Zigheim flanks an enemy or strikes her flat-footed, he deals an extra 3d6 points of damage. Creatures immune to critical hits are also immune to this damage.

Trap Sense (Ex) Zigheim gains +2 to Reflex saves and a +2 dodge bonus to AC against traps.

Trapfinding (Ex) Zigheim can use Search to find traps (including magical traps) with a DC above 20.

Uncanny Dodge (Ex) Zigheim is never caught flat-footed.

Power-Up Suite: (*shield of faith* [+4], *bear's endurance*, *greater invisibility* (4 more rounds), *resistance* (6 more rounds), *ice shield*)

AC 27, touch 16, flat-footed 25 (+2 Dexterity, +7 armor, +4 shield, +4 deflection)

DR 15/- (prevents 120 damage total)

hp 122 (12 HD)

Fort +11, **Ref** +9, **Will** +4

Weakness Vulnerable to fire

Melee falchion +16/+11 (2d4+1d6+10 nonlethal+1d6 cold/15-20/x2)

Abilities Str 20, Dex 14, Con 16, Int 13, Wis 8, Cha 10

SHAMAR, THE ICY BLACK WIND CR 12

Female elf sorcerer 12

CN Medium humanoid (elf)

Init +4; **Senses** Low-light vision, Listen +3, Spot +3

Languages Common, Elven

AC 15, touch 15, flat-footed 11

(+4 Dex, +1 deflection)

hp 49 (12 HD)

Immune Sleep

Fort +7, **Ref** +10, **Will** +12 (+14 vs enchantment)

Speed 30 ft. (6 squares)

Melee spell +5 touch or

Ranged spell +10 touch

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +5

Atk Options Spells, Winter's Blast

Combat Gear *Bear's endurance* scroll x2, *frost weapon* scroll, *greater invisibility* scroll x2, *greater mage armor* scroll, CL 10 *nonlethal cold substituted fireball* wand (1 charge, DC 15)

Sorcerer Spells Known (CL 12th [13th with cold spells]):

6th (4/day)—*entomb* (dc 26)

5th (6/day)—*boreal wind*, *flesh to ice* (dc 21)

4th (7/day)—*ice shield*, *ice web* (dc 22), *mindfrost* (dc 22)

3rd (7/day)—*arctic haze* (dc 21), *energy vulnerability* (dc 19), *hailstones*, *icelance* (dc 19)

2nd (8/day)—*heat leech* (dc 20), *luminous swarm* (dc 20), *numbing sphere* (dc 22), *ray of ice*, *snowball swarm* (dc 22)

1st (8/day)—*bigby's tripping hand* (dc 19), *ice dagger*, *lesser orb of cold*, *stand*, *whelm* (dc 17)

0 (6/day)—*acid splash*, *caltrops*, *disrupt undead*, *electric jolt*, *ray of frost*, *resistance*, *silent portal*, *sonic snap* (dc 18), *touch of fatigue* (dc 16)

† Already cast

Abilities Str 8, Dex 18, Con 12, Int 10, Wis 12, Cha 23

SQ Low-light vision

Feats Cold Focus, Greater Cold Focus, Greater Spell Focus (Evocation), Spell Focus (Evocation), Winter's Blast

Skills Concentration +16, Listen +3, Search +2, Spot +3, Spellcraft +15

Possessions combat gear plus 14 ounces of coldfire, 500 gp clear gemstone, *gloves of dexterity* +2, *cloak of charisma* +4, *ring of deflection* +1, spell component pouch, *vest of resistance* +2

Low-Light Vision (Ex) Shamar can see twice as far as normal in areas with poor lighting.

Power-Up Suite: (*greater mage armor*, *bear's endurance*, *ice shield*, *greater invisibility* (6 more rounds))

AC 21, touch 15, flat-footed 17 (+4 Dexterity, +6 armor, +1 deflection)

DR 15/- (prevents 120 damage total)

hp 73 (12 HD)

Fort +9, **Ref** +10, **Will** +12 (+13 vs enchantment)

Weakness Vulnerable to fire

Spell Components: Shamar only has enough components to cast *Entomb* once (500gp clear gemstone) and *Ice Web* twice (two ounces of Coldfire per casting). These items should be removed from the treasure recovered if used.

Skills Concentration +18, Listen +3, Search +2, Spot +3, Spellcraft +15

ENCOUNTER 2C:

Battering Ram (SpC 24) Trap CR4

This carving of a humanoid with coarse hair covering its entire body and the head of a goat sheds light from two glowing red orbs set into the carving's eyes.

This trap targets the creature, medium sized or smaller, which is closest to the edge of the pit, and attempts to use the *Bull Rush* action (PHB 154) to push that subject into the pit.

Search: DC24; **Type:** Magical

Trigger: Location; **Init:** +2

Effect: *Battering Ram* (one creature on the near side of the pit takes 1d6 damage and *Bull Rush*.)

Duration: 7 rounds

Destruction: Whole trap, AC16, hp 18, hardness 8 (stone)

Disarm: Whole trap, DC 29

Dispel: Whole trap, DC 15, a successful Dispel check only deactivates the trap for 1d4 rounds.

Slide, Greater (SpC 192) Trap CR 4

This carving of a muscular barrel-chested wererat measures almost 10 ft tall. Each of its clawed hands holds a golden medallion, and it appears the medallion is set into the wall separate from the carving.

The trap targets the two creatures, mediums sized or smaller, that are closest to the edge of the pit, and moves them 20 ft. closer to or over the pit.

Search: DC19; **Type:** Magical

Trigger: Location; **Init:** +2

Effect: *Greater Slide* (two creatures on either side of the pit, Will DC 15 negates)

Duration: 7 rounds

Destruction: AC16, hp 18, hardness 5 (gold) (each of two medallions)

Disarm: DC 27 (each of two medallions)

Dispel: DC 13 (each of two medallions)

Poisoned Spiked Pit Trap: CR 8; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6 fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6Str/2d6Str); Search DC 20; Disable Device DC 20.

Wail of the Banshee Trap: CR10; magic device; proximity trigger (alarm); automatic reset (after one minute); spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude, save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34. Cost: 76,500gp, 6120 XP.

Dispelling Screen, Greater Trap: CR8; magic device; proximity trigger (alarm); automatic reset (one minute recharge after duration expires); spell effect (*dispelling screen, greater*, 13th-level wizard); affects

anyone passing through the screen; Search DC 32; Disable Device DC 32.

ENCOUNTER 7:

ZIGHEIM, THE SHADOW OF THE WEST CR 14

Male human (Baklunish) fighter 6/rogue 8

NE Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot +9

Languages Common, Baklunish

AC 27, touch 12, flat-footed 22; **Dodge**

(+2 Dex, +7 armor, +5 shield, +3 dodge)

hp 112 (14 HD)

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

Speed 30 ft. (6 squares)

Melee falchion +19/+14/+9 (2d4+1d6+12 nonlethal/15-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +18

Atk Options Combat Expertise, Improved Feint, sneak attack +4d6

Combat Gear +1 *keen merciful falchion*, *cure serious wounds* potion, *shield of faith* (+5) potion, *snow (water) elemental gem*

Abilities Str 22, Dex 14, Con 14, Int 14, Wis 8, Cha 10

SQ Evasion, sneak attack, trap sense +2, trapfinding, uncanny dodge

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Buckler Defense, Improved Feint, Improved Toughness, Melee Evasion, Shield Specialization (Buckler), Weapon Focus (Falchion), Weapon Specialization (Falchion)

Skills Bluff +17, Disable Device +18, Escape Artist +13, Hide +13, Move Silently +13, Open Lock +15, Search +13, Sense Motive +11, Sleight of Hand +13, Spot +11, Tumble +17

Possessions combat gear plus +3 *darkwood buckler*, *belt of giant strength* +4, +3 *mithral chain shirt*, masterwork thieves' tools

Evasion (Ex) When Zigheim makes a successful Reflex save against an attack that would normally deal half damage he instead takes no damage from the attack.

Improved Uncanny Dodge (Ex) Zigheim may only be flanked by a rogue of 12th level or higher.

Sneak Attack (Ex) If Zigheim flanks an enemy or strikes her flat-footed, he deals an extra 4d6 points of damage. Creatures immune to critical hits are also immune to this damage.

Trap Sense (Ex) Zigheim gains +2 to Reflex saves and a +2 dodge bonus to AC against traps.

Trapfinding (Ex) Zigheim can use Search to find traps (including magical traps) with a DC above 20.

Uncanny Dodge (Ex) Zigheim is never caught flat-footed.

Power-Up Suite: (*shield of faith* [+5], *bear's endurance*, *greater invisibility* (4 more rounds), *resistance* (6 more rounds), *ice shield*)

AC 32, touch 17, flat-footed 27 (+2 Dexterity, +7 armor, +5 shield, +5 deflection)

DR 15/- (prevents 140 damage total)

SR 18 (only against fire spells and abilities)

hp 140 (14 HD)

Fort +12, **Ref** +10, **Will** +4

Weakness Vulnerable to fire

Melee falchion +19/+14/+9 (2d4+1d6+12 nonlethal+1d6 cold/15-20/x2)

Abilities Str 22, Dex 14, Con 16, Int 13, Wis 8, Cha 10

SHAMAR, THE ICY BLACK WIND **CR 14**

Female elf sorcerer 14

CN Medium humanoid (elf)

Init +5; **Senses** Low-light vision, Listen +3, Spot +3

Languages Common, Elven

AC 16, touch 16, flat-footed 11 (+5 Dex, +1 deflection)

hp 57 (14 HD)

Immune Sleep

Fort +9, **Ref** +13, **Will** +15 (+17 vs enchantment)

Speed 30 ft. (6 squares)

Melee spell +6 touch or

Ranged spell +12 touch

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +6

Atk Options Spells

Combat Gear *Bear's endurance scroll* x2, *greater invisibility scroll* x2, *greater mage armor scroll*, CL 10 *nonlethal cold substituted fireball wand* (1 charge, DC 15)

Sorcerer Spells Known (CL 14th [15th with cold spells]):

7th (3/day)—*ice claw*

6th (5/day)—*entomb* (dc 26), *storm of fire and ice* (dc 26)

5th (7/day)—*boreal wind*, *flesh to ice* (dc 21), *gelid blood* (dc 23)

4th (7/day)—*glacial ward*, *ice shield*, *ice web* (dc 22), *mindfrost* (dc 22)

3rd (7/day)—*arctic haze* (dc 21), *energy vulnerability* (dc 19), *hailstones*, *icelance* (dc 19)

2nd (7/day)—*heat leech* (dc 20), *luminous swarm* (dc 20), *numbing sphere* (dc 22), *ray of ice*, *snowball swarm* (dc 22)

1st (8/day)—*bigby's tripping hand* (dc 19), *ice dagger*, *lesser orb of cold*, *stand*, *whelm* (dc 17)

0 (6/day)—*acid splash*, *caltrops*, *disrupt undead*, *electric jolt*, *ray of frost*, *resistance*, *silent portal*, *sonic snap* (dc 18), *touch of fatigue* (dc 16)

† Already cast

Abilities Str 8, Dex 20, Con 12, Int 10, Wis 12, Cha 23

SQ Low-light vision

Feats Cold Focus, Greater Cold Focus, Greater Spell Focus (Evocation), Spell Focus (Evocation), Winter's Blast

Skills Concentration +18, Listen +3, Search +2, Spot +3, Spellcraft +17

Possessions combat gear plus 14 ounces of coldfire, 2 500 gp clear gemstones, *gloves of dexterity* +4,

cloak of charisma +4, *ring of deflection* +1, spell component pouch, *vest of resistance* +4

Low-Light Vision (Ex) Shamar can see twice as far as normal in areas with poor lighting.

Power-Up Suite: (*greater mage armor*, *bear's endurance*, *ice shield*, *glacial ward*, *greater invisibility* (6 more rounds))

AC 22, touch 16, flat-footed 17 (+5 Dexterity, +6 armor, +1 deflection)

DR 15/- (prevents 140 damage total)

SR 18 (only against fire spells and abilities)

hp 85 (14 HD)

Fort +11, **Ref** +13, **Will** +15 (+17 vs enchantment)

Weakness Vulnerable to fire

Spell Components: Shamar only has enough components to cast *Entomb* twice (500gp clear gemstone) and *Ice Web* twice (two ounces of Coldfire per casting). These items should be removed from the treasure recovered if used.

Skills Concentration +20, Listen +3, Search +2, Spot +3, Spellcraft +17

APPENDIX 2: NEW RULES ITEMS

FEATS

Cold Focus [General]

Your cold spells are more potent than normal.

Benefit: Add +1 to the DC for all saving throws against spells you cast with the cold descriptor. This bonus stacks with similar bonuses, such as those granted by Spell Focus and Greater Spell Focus.

Source: *Frostburn* p47

Energy Substitution [Metamagic]

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy-substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to that of the new energy type—for example, a *fireball* composed of cold energy is a [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Source: *Complete Arcane* p79

Greater Cold Focus [General]

Your cold spells are now even more potent than before.

Prerequisite: Cold Focus.

Benefit: Add +1 to the DC for all saving throws against spells you cast with the cold descriptor. This bonus stacks with similar bonuses, such as those from Cold Focus, Spell Focus, and Greater Spell Focus.

Source: *Frostburn* p47

Improved Buckler Defense [General]

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

Prerequisite: Shield proficiency.

Benefit: When you attack with a weapon in your off hand, you may still apply your buckler's shield bonus to your Armor Class.

Normal: Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.

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

Source: *Complete Warrior* p100

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

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

Source: *Complete Warrior* p101

Melee Evasion

Your speed, agility, and talent for intelligent fighting allow you to avoid your opponent's blows. You take careful stock of an opponent and slip away from his sword blow just as he commits to the attack.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge.

Benefit: While fighting defensively, you can attempt to negate a single attack made by the target of your Dodge feat. If this opponent attacks you, use an immediate action to make a d20 roll modified by your highest base attack bonus. The result is used as your normal AC and touch AC against that single, specific attack from your opponent. You cannot use this feat if your Dexterity bonus to AC does not apply against your opponent's attack.

Special: A fighter can select Melee Evasion as one of his fighter bonus feats.

Source: *Player's Handbook II* p81

Nonlethal Substitution [Metamagic]

You can modify an energy spell to deal nonlethal damage.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of the normal energy damage. The nonlethal spell works normally in all respects except the type of damage dealt—for example, a nonlethal *fireball* has the same range and area, but since it deals nonlethal damage instead of energy damage, it will not damage objects or set fire to combustibles in the area.

A nonlethal spell uses a spell slot one level higher than the spell's normal level.

Source: *Complete Arcane* p81

Shield Specialization

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisite: Proficiency with shields.

Benefit: Choose one type of shield from the following list: buckler, heavy, or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can take this feat more than once. Each time you select it, choose a different type of shield.

A fighter can select Shield Specialization as one of his fighter bonus feats.

Source: *Player's Handbook II* p82

Winter's Blast [Reserve]

The frozen magic within you can burst forth in a hail of frost.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have a cold spell of 2nd level or higher available to cast, you can create a 15-foot cone-shaped burst of cold. This cone deals 1d4 points of cold damage per level of the highest-level cold spell you have available to cast. A successful Reflex saves halves the damage.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting cold spells.

Source: *Complete Mage* p48

SPELLS

Arctic Haze

Conjuration (Creation) [Cold]

Level: Druid 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Effect: Fog spreads in a 30-ft. radius, 20 ft. high

Duration: 10 min./level

Saving Throw: Fortitude half

Spell Resistance: No

A bank of fog composed entirely of tiny, razor-sharp ice shards billows out from the targeted point. The fog obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

In addition, the sharp ice particles tear the skin of those moving through the area, causing 4 points of damage per round, half of which is cold damage.

A strong wind (21+ mph) disperses the fog in 4 rounds; a severe wind (31+ mph) disperses the fog in 1 round. Dispersing the fog in this manner, however, causes damage to those in the area as the icy shards whip past. A strong wind causes 4 points of damage per round (half cold); a severe wind causes 8 points of damage (half cold).

Source: *Frostburn* p88

Battering Ram

Evocation [Force]

Level: Sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Close

Target: One object or creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a ram like force that can strike with considerable power. The force can target a creature or an object. The force deals 1d6 points of damage to the subject. If the subject is a creature, this attack initiates a bull rush (as a medium creature with a strength of 30, for a +10 bonus on the bull rush attempt). If the subject is a movable object, such as a door, you can make a strength check (with a +10 bonus) to attempt to force open the door.

Focus: A piece of carved ram's horn.

Source: *Spell Compendium* p24-25

Bigby's Tripping Hand

Evocation [Force]

Level: Duskblade 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

The large hand sweeps at the target's legs in a tripping maneuver (PH 158). This trip attempt does not provoke attacks of opportunity. Its attack bonus equals your caster level + your key ability modifier + 2 for the hand's Strength score (14). The hand has a bonus of +1 on the trip attempt for every three caster levels, to a maximum of +5 at 15th level.

Material Components: Three glass beads.

Source: *Player's Handbook II* p103

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/2 levels

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.

Source: *Frostburn* p89

Caltrops

Conjuration (Creation)

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

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

Area: See text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A *caltrops* spell covers one 5-foot-by-5-foot square with caltrops. Every time a creature moves into an area covered by caltrops or spends a round fighting while standing in such an area, it might step on one. The caltrops make an attack roll (+0 melee) against the creature. For this attack, the target's shield and deflection bonuses do not count, nor does its armor bonus for armor worn. A target wearing shoes or other footwear gains a +2 armor bonus to Armor Class (which does count). If the caltrops succeed on the attack, the creature has stepped on one.

A successful attack by a caltrop deals 1 point of damage. If the target is Small, Medium, or Large, its land speed is reduced by one-half because of the injury. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents or opponents outside the size range given above. A giant centipede, for example, can scramble among the caltrops with no chance of hurting itself, and a fire giant wearing thick, massive boots might be immune to their attacks.

For every two caster levels beyond 1st, you can affect an additional 5-foot-by-5-foot square, and the caltrops' attack bonus increases by 1. Thus, you affect two squares at 3rd level (+1 melee), three at 5th level (+2 melee), four at 7th level (+3 melee), and a maximum of five at 9th level or higher (+4 melee maximum).

Multiple *caltrops* spells (or mundane caltrops) occupying the same space have no effect.

Source: *Spell Compendium* p42-43

Dispelling Screen, Greater

Abjuration

Level: Sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Energy wall whose area is up to one 10-ft. square/level, or a sphere of hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Any spell effect operating on a creature or unattended object that passes through the screen is affected as by a targeted *Dispel Magic* (PH 223) at your caster level. Attended items that pass through are not affected by the screen, which is the only way the screen differs from a normal targeted casting of *dispel magic* – attended items are essentially not targeted by the screen. Make a caster level check (1d20 +1 per caster level maximum +20) to dispel spell effects (DC 11 + caster level) or suppress an unattended object's magical properties for 1d4 rounds (DC equal to the item's caster level). Spell effects not operating on objects or creatures cannot pass through the screen. A *disintegrate* or successful *dispel magic* removes the dispelling screen, while an *antimagic field* suppresses it.

Material Component: A sheet of fine lead crystal.

Source: *Spell Compendium* p67

Electric Jolt

Evocation [Electricity]

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You release a small stroke of electrical energy. You must succeed on a ranged touch attack with the ray to strike a target. The spell deals 1d3 points of electricity damage.

Source: *Spell Compendium* p78

Energy Vulnerability

Abjuration

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

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

Targets: One or more creatures within a 10-ft.-radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Energy vulnerability can affect a number of creatures with total Hit Dice equal to twice your caster level or lower. You select which creatures are affected.

When you cast this spell, specify an energy type (acid, cold, electricity, fire, or sonic). The affected creatures gain vulnerability to that energy type (they take +50% damage from that energy, even on a successful save).

Arcane Material Component: A tiny wooden shield, which the caster snaps in half.

Source: *Player's Handbook II* p112

Entomb

Evocation [Cold]

Level: Druid 6, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

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

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

Duration: Instantaneous and 1 round/level; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

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

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

Escaping from the ice block requires a DC 20 Strength check or the application of 20 points of fire damage.

Material Component: A clear gemstone with a minimum value of 500 gp.

Source: *Frostburn* p93

Flesh to Ice

Transmutation

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject, along with all its carried gear, turns into a mindless, inert ice sculpture. If the sculpture resulting from this spell is broken, melted, or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*. Only creatures made of flesh are affected by this spell.

Material Component: Water and a drop of blood.

Source: *Frostburn* p94

Gelid Blood

Necromancy [Cold]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

Cold energy surges through the target's body, congealing the blood in the creature's extremities. This effect causes a -4 penalty on attacks, Armor Class, and all Strength- and Dexterity-related checks, and anyone casting a spell with a somatic component has a 50% chance of spell failure for the duration of the spell. If the target makes its Fortitude save, the creature only takes a -2 penalty on attacks, Armor Class, and all Strength- and Dexterity-related checks and has only a 25% chance of spell failure for spells with a somatic component.

Material Component: A pinch of flour.

Source: *Frostburn* p96

Glacial Ward

Abjuration [Cold]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

A faint, shimmering reddish energy encases the subject's body, granting spell resistance 18 against fire spells and spell-like abilities. In addition, any creature using a fire-based supernatural ability on the subject (such as a breath weapon) must succeed on a DC 18 level check (1d20 + level or HD) to affect a creature warded by this spell.

Material Component: A pinch of sulfur.

Source: *Frostburn* p96

Hailstones

Evocation [Cold]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One frigid globe/5 levels

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create frigid hailstones that strike your enemies. You must succeed on a ranged touch attack to hit with a globe. Each hailstone deals 5d6 points of cold damage. For every five caster levels, you gain an additional hailstone (maximum of four stones at 20th level), and all globes must be aimed at enemies that are all within 30 feet of each other.

Material Component: A handful of crystal globes.

Source: *Spell Compendium* p109

Heat Leech

Necromancy [Cold]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

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 at a Fortitude saving throw or take 1d8 points of cold damage.

Material Component: A leech and a pinch of snow.

Source: *Frostburn* p97

Ice Claw

Evocation [Cold]

Level: Sorcerer/wizard 7

Components: V, S, F

Casting Time: 1 standard action

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

Effect: 10-ft. ice claw

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell creates a massive reptilian claw made of ice. The ice claw can make one grapple attack per round. Its attack bonus and grapple modifier are equal to your caster level + your Int modifier or Cha modifier (for wizards and sorcerers, respectively) + 7 for the claw's Strength (24). In any round when the claw is grappling a target, it deals 1d8 points of cold damage. The claw

can attack in the round it appears. Directing it to change targets is a standard action. It always attacks from your direction and does not get a flanking bonus or help a combatant get one. The claw has as many hit points as you do when undamaged and has AC 20 (+10 natural). It takes damage as a normal creature, but most magical effects that do not deal damage do not affect it. The claw cannot push through a *wall of force* or enter an *antimagic field*. It suffers the full effects of a *prismatic wall* or *prismatic sphere*. The claw has your saving throw bonuses. *Disintegrate* or a successful *dispel magic* destroys it. It has immunity to cold and vulnerability to fire.

Focus: A white leather glove and a piece of clear rock crystal.

Source: *Spell Compendium* p118

Ice Dagger

Evocation [Cold]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Dagger of ice

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The ice dagger created by this spell launches itself at a target. Treat the attack as a thrown splash weapon (PH 158) that requires a ranged touch attack to hit. The ice dagger deals 1d4 points of cold damage to the target per caster level (maximum 5d4), and splash damage of 1 point of cold damage to adjacent creatures.

Material Component: A few drops of water made from melted ice.

Source: *Spell Compendium* p118-119

Ice Shield

Abjuration

Level: Druid 5, sorcerer/wizard 4

Components: V, S, M, Coldfire

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 15/-. The spell prevents a total of 10 points of damage per caster level (maximum 150 points). While protected by the spell, the creature also has vulnerability to fire and takes half again as much (+50%) damage from the effect, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

The duration increases to 10 minutes per level when in a frostfell environment.

Material Component: A pinch of sleet.
Coldfire Component: Five ounces of coldfire.
Source: *Frostburn* p99

Ice Web

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 4
Components: V, S, Coldfire
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Webs of coldfire in a 20-ft.-radius spread
Duration: 10 min./level (D)
Saving Throw: Reflex negates; see text
Spell Resistance: No

Ice web creates a many-layered mass of strong, frigid strands of pure coldfire. These masses must be anchored to two strong and diametrically opposed points—floor and ceiling, opposite walls, or the like—or else the *ice web* collapses upon itself and disappears. Creatures caught within the *ice web* become entangled in the strands. Attacking a creature in an *ice web* won't cause you to become entangled.

Any creature moving into or through the spell's area takes 1d6 points of frostburn damage per round.

In addition, anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal (see below). If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength or Escape Artist check), a creature remains entangled, but may move through the *ice web* very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of *ice web* between you and an opponent, it provides cover. If you have at least 20 feet of *ice web* between you, it provides total cover.

The strands of an *ice web* are immune to any damage from cold. Any fire—a torch, burning oil, a flaming sword, and so forth—can melt 5 square feet of coldfire strands in 1 round.

Ice web can be made permanent with a *permanency* spell. A permanent ice web that is damaged (but not destroyed) regrows in 10 minutes.

Creatures with the cold subtype may pass unimpeded and unharmed through and *ice web*.

Coldfire Component: Two ounces of coldfire.
Source: *Frostburn* p100-101

Icelance

Conjuration (Creation)
Level: Druid 3, sorcerer/wizard 3
Components: V, S, F

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One lance of ice
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

You must succeed on a normal ranged attack to strike a target with an *icelance*. You gain a +4 bonus on your attack roll. If you hit, the *icelance* deals 6d6 damage to the target. Half of this damage is piercing damage; the rest is cold damage. In addition, the target must make a Fortitude save or be stunned for 1d4 rounds. Regardless of the result of the attack, the *icelance* shatters upon its first use.

Focus: A 50-gp clear quartz gemstone. Alternatively, if you are in a cold region, you can substitute 10 pounds of ice or snow from the quartz.

Source: *Spell Compendium* p119

Luminous Swarm

Evocation [Force]
Level: Sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 5 rounds
Saving Throw: Reflex partial
Spell Resistance: Yes

You create a swarm of faintly luminous motes of pure force that engulf one creature, obscuring its vision. If the target relies on sight, all its attacks have a 20% miss chance while the motes last.

The motes also deal 1d6 points of damage each round. The target can attempt a Reflex save each round to avoid the damage.

If a subject under the effects of *luminous swarm* is targeted by *fever dream* (*Complete Mage* p. 104), the two spells interact to create a greater effect. See the *fever dream* spell for details.

Source: *Complete Mage* P110

Mage Armor, Greater

Conjuration (creation) [Force]
Level: Sorcerer/wizard 3
Components: V, S

This spell functions like *mage armor* (PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Source: *Spell Compendium* p136

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.

Source: Frostburn p102

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 touches 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.

Source: Frostburn p102

Orb of Cold, Lesser

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of cold

Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium* p151

Ray of Ice

Evocation [Cold]
Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

You launch a ray of numbing cold at your enemy. You must succeed at a ranged touch attack with the ray to strike a target. If successful, the ray deals 1d6 points of cold damage per two caster levels (maximum 5d6). The target must also make a Reflex save or be frozen to the ground with its feet encased in ice. A frozen creature cannot move, receives no Dexterity bonus to AC, and incurs a -2 penalty on attack rolls.

A frozen creature can free itself with a DC 18 Strength check or by dealing 15 points of damage to the ice.

Material Component: Ice or a vial of melted mountain snow.

Source: *Spell Compendium* p167

Silent Portal

Illusion (Glamer)
Level: Assassin 1, sorcerer/wizard 0
Components: S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One portal
Duration: 1 minute/level (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This simple cantrip negates the sound of opening and closing a single portal (door, window, gate, drawer, chest lid, or the like). Even the squeakiest door opens without a sound under the effect of this spell. *Silent portal* covers only the normal means of opening and closing the targeted portal. Breaking a window or kicking in a door still makes noise, but opening a door that is loosely hanging by its hinges does not (since this is the normal way a door would be opened). Portals

composed of magical energy are not affected by this spell.

In the case of magic or even intelligent portals, spell resistance and a Will save (DC 10 + caster's ability modifier + other modifiers as appropriate) still apply.

Source: *Spell Compendium* p190

Slide & Greater Slide

Transmutation

Level: Sorcerer/wizard 1 (greater: 2)

Components: V

Casting Time: 1 standard action

Range: Close (greater: medium)

Target: one creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You slide the subject creature along the ground a distance of 5 (greater: 20) feet in any direction. (If the creature is flying or otherwise not on the ground, it moves parallel to the ground.) You can't slide the subject into a space that is occupied by an ally, an enemy, or a solid object; if you attempt to do so, the spell automatically ends. You cannot slide the subject up or down, but you can slide them over the edge of a cliff or other drop-off if you desire.

This movement does not provoke attacks of opportunity.

Source: *Spell Compendium* p191-192

Snowball Swarm

Evocation [Cold]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A flurry of magic snowballs erupts from a point you select. The swarm of snowballs deals 2d6 points of cold damage to creatures and objects within the burst. For every two caster levels beyond 3rd, the snowballs deal an extra 1d6 points of damage, to a maximum of 5d6 at 9th level or higher.

Material Component: A piece of ice or a small white rock chip.

Source: *Spell Compendium* p194

Sonic Snap

Evocation [Sonic]

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

You create a brief but loud noise adjacent to the target. The subject takes 1 point of sonic damage and must succeed on a Will saving throw or be deafened for 1 round. This spell has no effect if cast within the area of a *silence* spell.

Source: *Spell Compendium* p195

Stand

Conjuration (Teleportation)

Level: Duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 immediate action

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

Target: One willing prone creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject creature immediately stands, without provoking attacks of opportunity.

Source: *Player's Handbook II* p125-126

Storm of Fire and Ice

Evocation [Cold, Fire]

Level: Druid 6, sorcerer/wizard 6, wu jen 6 (fire and water)

Components: V, S

Casting Time: 1 standard action

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

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 round

Saving Throw: Reflex half

Spell Resistance: Yes

A shower of lava globs and hailstones rains down for 1 round, dealing 6d6 points of cold damage and 6d6 points of fire damage to everything in the area. The cylinder provides concealment similar to *fog cloud* and also applies a -4 penalty on Listen checks made within the area. Movement costs within the area of the spell are doubled.

At the end of the duration, the lava and ice disappear, leaving no lingering effects (other than the damage dealt).

Source: *Complete Mage* P118

Whelm

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You launch a magical assault that wears at the target's mind, dealing 1d6 points of nonlethal damage if it fails its saving throw.

For every two caster levels beyond 1st, you deal an extra 1d6 points of nonlethal damage to the subject, to a maximum of 5d6 at 9th level.

Source: *Player's Handbook II* p128

NEW RULES

Frostburn damage

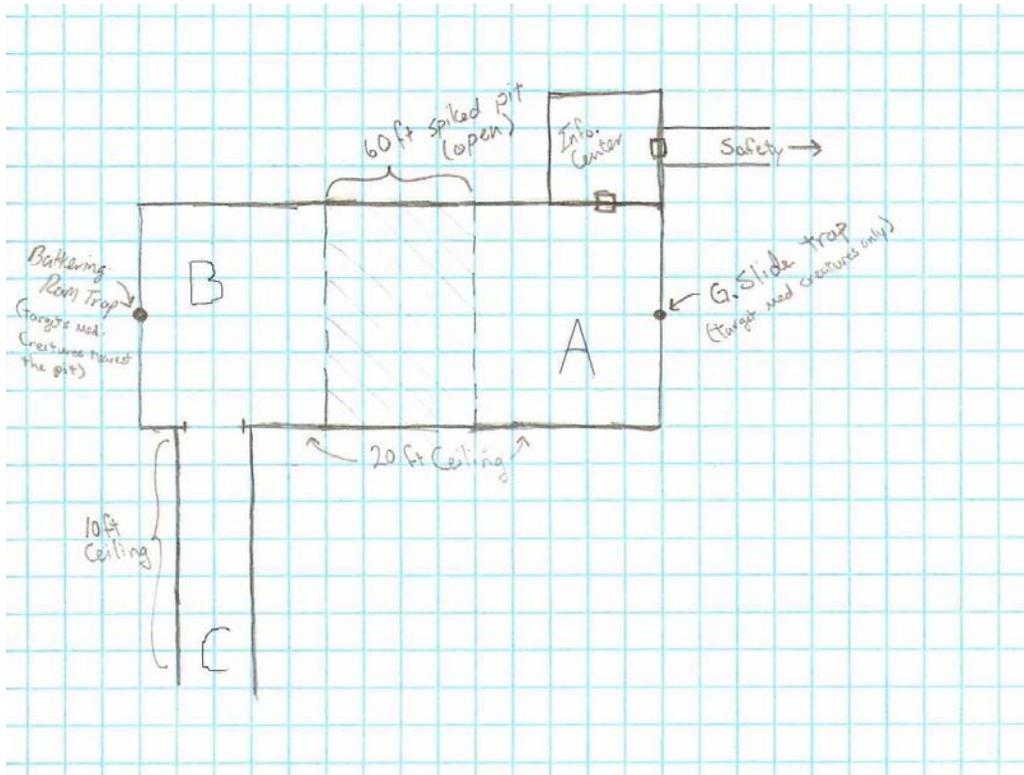
Like normal damage, frostburn damage results in the loss of hit points or ability score points. Unlike normal damage, however, frostburn damage does not heal naturally and may only be healed magically with a successful DC 25 caster level check as long as the victim remains in cold or colder temperatures. If the victim reaches an area of moderate or warmer temperature, his frostburn damage becomes normal damage which can then be healed naturally or magically in the usual manner.

A creature's resistance or immunity to cold also applies to frostburn damage.

Creatures vulnerable to cold take +50% damage from frostburn.

Source: *Frostburn* P27

DM MAP 1



PLAYER HANDOUT 1

[This letter is written in a somewhat shaky hand]

Off the Docks, Warehouse 117-look for the cat and mouse. I would like any information you find about business contacts and transactions.

On Waterday meet "Mr. J" at ten bells outside the bookstore one block east of the marketplace along the main road; he will have some information for you to bring back.