

NYR 6–02

A Trip to the Glacier

A One-Round D&D LIVING GREYHAWK[®] Kingdom of Nyronnd Regional Adventure

Version 1.1

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The Wizards' Guild of Nyronnd is seeking hearty and bold adventurers to gather rare and valuable spell components. Will you dare the deep snows, high altitude, and biting cold to earn the gratitude of the guild? A chilling journey to the highest glaciers of the Rakers using rules from the Frostburn Accessory. An adventure for heroic characters at APLs 2-8

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example,

the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out the RPGA Tracking Sheet. The DM should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

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	

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 may 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 will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one round Regional adventure, set in the Kingdom of Nyrond. Characters native to the Kingdom of Nyrond pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

At the beginning of CY595, Sewardt, younger brother of King Lynwerd, successfully executed a coup, and with the assistance of abyssal allies seized Rel Mord in a surprise assault.

After gaining control of the city, "Emperor Sewardt" ordered many of the temples, guilds and associations in the city closed, out of concern that they might be used as gathering points for individuals spreading rebellion and insurrection. One of the institutions closed by imperial order was the Rel Mord Wizards' Guild; in addition to closing the guild, many of its labs, stockrooms and warehouses were raided and valuable magical components seized for imperial use.

With the restoration of King Lynwerd to the throne, things have started to return to normal. The Wizards' Guild has re-opened its doors and started to conduct research again. However, many of the projects that the Guild's researchers were working on require special and exotic components (which were seized, but not returned, by imperial forces).

Needing to restock their supplies of these exotic components, the Wizards' Guild has started to advertise for "plucky young heroes" who want to see the world. Enter our PCs.

Adventure Summary

For reasons of their own, the individual party members have answered an advertisement: "Adventurers Wanted by the Rel Mord Wizards' Guild". They are greeted by a half-elven woman who briefs them on a mission to trek to

the Great Glacier of the Rakers to recover some exotic spell components needed for research and offers them suitable rewards.

After they accept they are directed to a small village east of Arndulanth at the edge of the Gamboge Forest and the Flinty Hills, where they can find some experts (the Greater Gnomish Guild of Raker Mountain Sherpas and Gamboge Forest Guides) who will help them get outfitted and provide them detailed directions (and possibly even a guide) to the area on the glacier where the components are likely to be found.

Getting to the Glacier presents a minor challenge, and once up on top of it, the party faces several other challenges, including an animal encounter and several environmental difficulties. After an arduous trek, they can find limited respite at the Abbey of Ice, a retreat for eccentric individuals who have come to commune with Nature through the Ice.

Getting excellent directions from the inhabitants of the Abbey, the party can easily find the crevasse that holds the special materials that they were sent for. However this crevasse is the home of a burrowing creature, which does not like being disturbed. To obtain their goal, they will have to defeat the creature, retrieve the materials and get down off the glacier.

Preparation for Play

This module makes use of the environmental rules from the *Dungeon Master's Guide* and *Frostburn*. Please make yourself familiar with them before running the module.

- The pertinent additional *Frostburn* rules can be found in *Appendix 2: Environmental Dangers*.
- *Endure elements* provides full protection against Cold, Severe Cold, and Extreme Cold temperatures. Additionally, it provides partial protection against Unearthly Cold.
- *Endure elements* does not protect against direct cold damage. Some judges may choose to interpret this to mean that the *chill metal* effect caused by Extreme and Unearthly Cold against PCs wearing metal armor is not protected against by *endure elements*, but this is at the discretion of table judge until an errata or FAQ says otherwise.
- Most negative effects from cold, not all, require that the affected PC find a warmer temperature before the effect can be dealt with.

Introduction

Sycophants of Sewardt ransacked the stores of the Wizards' Guild before fleeing from the victorious forces of King Lynwerd. The restored Guild is undergoing a long and expensive process of replenishing its empty stores and is now hiring adventures to restock some of the rare components that were taken. Those answering the

advertisements are sorted into teams of adventurers and assigned several rare components to locate and acquire for the Guild.

Having answered the advertisement, you undergo a brief interview with a clerk to determine what skills and abilities you may be able to bring to one of these groups. Based on your answers you are grouped together for one of these missions with these other mercenaries and adventurers and are now waiting in a small room for someone to tell you where you are to be sent and what items you will be looking for.

The room has white walls with a dark wood wainscoting. A sideboard holds drinks and hors d'oeuvres to partake of while you wait. Several comfortable looking chairs are arranged about the room to allow easy conversation.

Allow the characters to introduce themselves and chat for a few minutes before proceeding.

Encounter 1: The Job Offer

You are not kept waiting long before a young, short pale half-elven woman enters the room. Once she has everyone's attention she addresses you. "Thank you for responding to our advertisement. As you already know, we are looking for assistance in gathering several rare and hard to acquire items needed for our experiments and research. Your group has been selected to gather two of these components that can be found in an environment of extreme cold and high altitude. I'd be happy to answer any questions you may have."

Role-playing suggestion: In this section role-play Miredelle, the half-elf, as a very sincere but inexperienced mage. She has a bright and friendly personality, particularly with dwarven characters, since she has a fascination with elemental earth magics and has spent several years studying with dwarven magi (she speaks dwarven fluently). She has the best interests of the guild at heart and hopes the characters can safely acquire the materials they are being sent after. She will answer any questions that the characters might have honestly, according to the information she has.

The following are possible questions and answers that might be presented:

What are we to gather?

"We need you to bring back 50 lbs of Blue Ice and a flask of Coldfire."

"Blue Ice is a deep blue opaque ice that glitters like finely cut gemstones in the light. While it has many of the properties of normal ice, you don't need to worry about it melting unless you directly apply high levels of heat to it."

“Coldfire is a viscous swirling substance of pure cold energy, half gas and half liquid, that glows blue-green in color.” She hands the character that asked this question a heavy metal flask, a set of goggles, a long leather coat, a leather helmet, some very thick leather gloves, then continues, “Use this flask to hold and transport the Coldfire. Be very cautious while gathering it. You will want to use this equipment while collecting it so that you don’t expose yourselves to the Coldfire.”

The equipment they are giving the PCs will protect the one character that is wearing it from exposure to the Coldfire. Once it is in the special container, it is also safe for anyone to transport it. What they have neglected to tell the PCs, an honest omission on their part, is that any unprotected PC that comes within 10 feet of the Coldfire will be exposed to Coldfire Ruin, a disease (see Coldfire and Coldfire Ruin in Appendix 3: New Rules Items).

Where should we go?

“In the past, the closest and safest place we have been able to find both of these items is in the high glaciers of the Raker Mountains. I would suggest you try there, although I would also strongly suggest you first visit some associates of ours on the way to the area. They will be able to provide you with the equipment and training that may make the difference between death and success for the mission. Here is a map of where our friends are. We’ve also marked for you the location of the most likely glacier.”

Hand out a copy of Player Handout #1: Map of Northeast Nyrond.

Who are these associates?

“It’s a guild of Sherpas and Guides that have a lot of experience with that area.”

Miredelle will be very hesitant to offer the information that these associates are gnomes, knowing that frequently this elicits a poor response from non-gnomes in Nyrond.

Why are you sending us?

“The Guild’s resources are still stretched thin after the problems with the traitor prince. Many guild members who fled to safer lands have not returned yet. Others were taken by the forces that occupied the city and are still missing. The glacier environment is a harsh one and few wizards are adept at surviving, much less working, in such conditions.”

Can we Teleport there? / Can you Teleport us there?

“If it was that easy, we wouldn’t need to ask for your help. Unfortunately, the movement of the glacier and the constantly changing landscape and weather make Teleportation to such a location unacceptably dangerous. Additionally, we don’t know where exactly to look for the materials. We need people to go up there and search.”

How much are we getting paid?

“We understand that this trek will be arduous and the necessary equipment may be quite expensive. Thus we are able to advance you a significant amount.” Miredelle waves a hand and a good-sized, heavy-looking bag appears on the table beside her. “We are placing a great deal of trust in you and we do expect results. If you take this advance and fail to deliver either the components that we need, or return every last copper of this amount, we will be forced to take steps to recover our investment” She pauses for this to sink in and for you to express your consent to these terms.

After the PCs consent to the terms, she provides them each with a pouch from her sack. Each pouch contains the following amounts:

👑 APL 2 – 150 gp

👑 APL 4 – 275 gp

👑 APL 6 – 400 gp

👑 APL 8 – 575 gp

“Here is ___ gp. It should be enough to purchase the supplies and training that you will need. Spend it well. When you return with the Coldfire and Blue Ice, you will receive the remainder of your payment, a sack identical to the one you have just received, and the gratitude of the Rel Mord Wizards’ Guild. No small thing, even in these times.”

Miredelle expects the party to accept this as more than adequate payment. If the party attempts to negotiate for more money, have the first character to broach the subject make a Diplomacy check (DC 12+APL). If they succeed, go on with this text:

SUCCESS:

“Surely the gratitude of the Wizards’ Guild is worth something to you? But let it not be said that we are not generous. If it will help your survival, we could move 50 gp each from your final payment to your advance.”

If the party still is asking for more money, or they fail the Diplomacy check, read the following text:

FAILURE:

“You truly are mercenaries aren't you...? If money is all you want, then money you may have. If the gratitude of the Wizards' Guild means nothing to you, I am confident that we will be able to find a little more gold for you. When the task is done, that is.”

The party has one last chance to back down. If they don't back down off their request for additional payment, they lose the Favor of the Rel Mord Wizards' Guild, but they will be paid an extra 100 gp in the final payment (remember to take away the extra 50gp advanced if they took that offer by making the Diplomacy check).

Once the characters are finished asking questions of Miredelle, she will escort them out of the guild building herself. The characters are in the city of Rel Mord and now have the opportunity to do any shopping before proceeding north to find Miredelle's friends or to head straight to the glacier. Any equipment a PC normally has 'Regional' or 'Any' access to may be purchased by that PC while in Rel Mord (as well as equipment normally available per the LGCS).

If the party heads north to find Miredelle's friends, the GGGRMS&GFG, go onto the next encounter. If they decide to go straight to the glacier, proceed to encounter 3B.

Encounter 2: The Greater Gnomish Guild of Raker Mountain Sherpas and Gamboge Forest Guides

After a week and a half of uneventful travel, you find yourselves approaching the location east of Arndulanth that was marked on your map as the village of Guides and Sherpas. As you come to the crest of a rise, you look down into a shallow valley with a sprawling complex of interconnected, mismatched, and brightly painted buildings below you. According to your map, this must be the place.

As you begin to descend into the valley more and more details of this strange place become apparent. Smoke issues from several clusters of chimneys and various sounds of craftwork can be heard from within the buildings. One of the buildings has a large kennel with dozens of dogs running and barking in the yard.

But dominating the entire scene is a huge snow-capped craggy mountain just beyond the buildings. As you watch, you see one of the dozens of figures climbing the mountain slip and start to fall; his arms cart wheeling as he struggles to regain his balance. With a shrill scream the figure plunges

down and down... to land in a moat filled with squares of some kind of spongy material. This is when it becomes apparent that this 'mountain' is actually a scaled model of a real mountain. With amazing detail, someone has created a miniature mountain peak, one only a few hundred feet tall.

Continuing to watch, a team of white-cloaked figures rush forward and help the fallen climber drag himself out of the moat of sponges. Gesturing excitedly between themselves and the climber, the figures begin to take notes on parchments tacked to small wooden boards they are carrying. After a few moments and much argument, the figure once again begins to climb the rock face.

A path begins near where you are standing and winds down into the valley towards the buildings.

Eventually you begin to realize that the mountain isn't the only thing miniaturized. The buildings and people are smaller than you first thought, for this is, as the sign out front that you can now read states, The Greater Gnomish Guild of Raker Mountain Sherpas and Gamboge Forest Guides. The people you have been watching are gnomes, and apparently all the buildings are gnome sized as well.

The path ends before a small door set in the front of one of the buildings. A worn doormat with the stylized letters GGGRMS&GFG is laying before the door. To one side of the door is a wilted potted fern. On the other is a bell pull with a small sign. "Please ring bell and come right in."

At this point, some players may decide not to risk dealing with gnomes and elect to bypass the rest of the GGGRMS&GFG. If they do so, go to encounter 3B, and look at the mechanics for the characters finding the glacier unaided and proceed to the glacier from there.

If the characters choose to talk to the Gnomes and get their advice, continue with this encounter, and allow the party to explore the town.

Role-playing suggestion: The GGGRMS&GFG is a large guild with several different personalities. The Gnomes in the front room are sales-gnomes, and can be portrayed as slick and persistent car salesmen types. Gnomish scientists and engineers are largely highly distracted and usually speak in low rapid mutterings. Feel free to have fun with the NPCs of the GGGRMS&GFG to make the players have a very memorable experience here.

If the characters pull the bell pull:

Upon pulling the bell pull, there is a startlingly loud "Kllooooooong" within the complex of buildings, and a sudden hush falls over the valley. The animated conversations of the gnomes clustered around the miniature mountain abruptly halts, the myriad clanks, hammering, and other noises you have been hearing within the buildings stop, the

barking dogs fall silent, and even the breeze seems to quiet for a moment. Gradually the sounds resume.

Upon entering the building:

Beyond the door is a large room, but with a very low ceiling. Various couches and chairs are scattered about. To your left, a fire burns in the fireplace at one end of the room, while to your right a low counter runs along the opposite wall. The wall behind the counter is covered with lists of prices, and before them, four very eager looking gnomes in sharp business attire stand ready to assist you.

The gnomes introduce themselves as Dulin Mizzeltiff, Borgalkor Strangsoon, Halfan Uralpick, and 'Wilfred, just Wilfred.' After their excited introductions they hurry into a bustle of service, offering tea and cakes, and making everyone comfortable.

"Greetings explorers! Welcome to the Greater Gnomish Guild of Raker Mountain Sherpas and Gamboge Forest Guides. We are here to assist all those who seek adventure and exploration in the last great wilds of Nyronnd. How can we help you?" asks one of the gnomes, Dulin, you think.

At this point, the players are probably going to have several requests. No matter what they actually request, if the gnomes get the idea that the PCs are heading into the Rakers, they will quickly inform the PCs of the Troll Winter that is currently sweeping across the North. They will use dire warnings of the exceptionally cold winter as an extra incentive to sell the PCs equipment and the services of a sherpa. While the gnomes are using it to their advantage, it is indeed a Troll Winter this year and the temperatures are far worse than in a normal winter.

The PCs can make a DC 11 Knowledge (geography), Knowledge (history), Knowledge (local [NMR]), Knowledge (nature) check or a DC 16 Bardic Knowledge check to know the following: A Troll Winter is an unseasonable arctic cold front that has been known in the past to sweep through the Pale down into northern Nyronnd. If history is a predictor, it could remain throughout the entirety of the year.

1) Equipment:

Role Playing Suggestion: You should make every effort to push as much material on the characters as possible, especially the particularly useless features such as the anti-rust coatings and extended warranties. The salesgnomes are Experts 7 with 10 ranks in Bluff, Profession (sales), Sense Motive, Knowledge (nature), and Survival. Since they are always 'in the Pitch' with the characters they will be continually bluffing and aiding each other's bluffs, even when their information is accurate. Thus successful Sense Motive and Detect Thoughts will give off indications of slight dodgy-ness but also some honesty, and that the gnomes know what they are talking about.

"We have lots of equipment. Both regular equipment and special equipment; which kind are you interested in?"

If the party asks about normal equipment, everything from the PHB is available at normal prices. If they ask about special equipment:

"Ahh, you want our special equipment. Good." The gnome reaches into a desk drawer and produces a price list and requisition sheet for everyone.

Hand out a copy of Player Handout #2: The GGRMSGFG Price List to each player, and continue:

"As you can see, we have only the finest quality merchandise. If you'd like to make your requisitions, we'll be happy to get all of your gear together for you."

As the party discusses equipment and training choices, the following occurs...

Abruptly there is a muffled, but still quite audible explosion from somewhere in the building. A moment later a slightly singed and smoking gnome in a very hard used leather apron staggers into the room, mumbling to himself. He approaches the gnome who has been talking to you about equipment, whispers something in his ear (in gnomish you assume) and starts to return to the back room. Your 'salesgnome' clears his throat "hhhmm, I am very sorry, but unfortunately the price on the Endure Elements potions have just gone up to 50gp."

A DC 16 Listen check can be made to make out the mumbles (in rapid-fire gnomish), which are about apprentices that are all thumbs and the foolishness of storing potions and volatile alchemical substances in the same closet.

The four sales representatives know their product inside and out, and will gladly explain each item and its possible uses to the characters. Use Appendix 3: New Rules Items, which contains the description of all the extra equipment, to assist you with role-playing this.

2) Directions:

"Hmmm, directions? Directions are free. Good directions cost a bit, and Sherpas and Guides, they are very expensive... Which would you be interested in?"

If the characters ask for free directions, the gnome, Wilfred, will point north and inform them that that direction is north, he will then point east and start to chuckle at his joke as he points out the rest of the cardinal directions.

If they ask for good detailed directions, he will inquire about their destination, and upon learning that they are looking at going up one of the glaciers he'll tell them:

“You need a guide, not directions. Are you sure you’re not interested in a Sherpa? Our highly trained sherpas are excellent guides, and are quite capable porters as well.”

If they decline a guide, he’ll continue:

“Alright, You’re sure you don’t want a sherpa? They can carry everything, even the kitchen sink. Very useful when you have to evacuate your home because of dragons you know... Oh, yes directions. They’ll cost you 5 gold nobles.” Getting out a map of the lower Rakers, he starts to explain... “You need to head east, see this lake here on this map. That’s where you need to go. When you get there, you’ll find a stream flowing into it, hike up that stream for about an hour, then you’ll be at the glacier. Then up, up, up and there you are”

If they ask about a guide/sherpa:

“Good choice. Our guides and sherpas are the best that money can hire. They know every nook and cranny of the forest and the mountains. Pricy though, but no explorer should be without one. Thadsson Guidemaster over in the Sherpa office can get you set up with one. Tell him that Wilfred sent you over and he’ll take care of you.”

3) Hiring a Sherpa:

If the party decides to hire a sherpa, which is highly recommended by the salesgnomes. They will need to talk to Thadsson. He will offer them the services of “one of his finest sherpas, at the bare-bottom rate of (100 gp X APL).” Should the party try to negotiate for a better rate, use the following guidelines:

Players should role-play the negotiations. After the role-play, call for the Diplomacy check.

If a player rolls without first declaring that it is to aid another, and whom they are aiding, then the roll is NOT an aid attempt and should be considered a separate Diplomacy check.

Take the average of all the Diplomacy checks and add a +0 to +5 discretionary modifier based on how well the players role-played the negotiations.

Based on the modified sum, the gnomes may reduce their fee based on the DC reached.

- DC 16 lowers the cost by 5 gp/APL
- DC 22 lowers the cost by 10 gp/APL
- DC 31 lowers the cost by 15 gp/APL

If the Diplomacy check is less than 5 then the characters must immediately make a second DC 10 Diplomacy check or the gnomes will not risk sending a sherpa with such uncouth louts.

All of the gnomes will explain that this is slightly cheaper than their usual rate, and that it is really

impossible to put a value on an excellent guide. The sherpa that the party will be hiring is an Expert 4 at APL 2-4 and an Expert 8 at APL 6-8. The statblock for the Sherpa, Mordn Nacklebrick, is in *Appendix 4: The Sherpa and GGGRMS&GMG Rescue Dog*. Mordn is also the gnome in the climbing machine in Encounter 3A or 3B.

4) Training:

It’s quite possible that the PCs may wish to purchase the short training course offered by the gnomes. In this case, simply have the PCs spend two extra days in village training with the gnomes and taking classes. This brief course will result in a +2 competence bonus on Survival checks and a +1 competence bonus on Climb checks for the remainder of the mod. The training is not intense enough for it to last beyond that timeframe.

When the players have finished shopping (and the gnomes have gotten sick of trying to sell them more stuff) move onto Encounter 3A

Encounter 3: The Climbing Machine

There are two ways for the party to get to this encounter. The first (3A) is the more likely – they have just finished shopping at the GGGRMS & GFG Quartermaster shop and are taking their list to the warehouse to get it filled. The second option (3B) will only happen if they chose to go straight to the glacier, or decided not to deal with the GGGRMS & GFG upon learning they were Gnomes.

Note: Dealing with the gnomes, especially in the village, is meant to be a fun role-play encounter. It is fully expected that purchasing of equipment might take a while in real time. Unless you are already running late, you should not have to rush this section. Try to have fun, but be aware of players treating the gnomes abusively. They most likely will not gain the favor of the GGGRMS & GFG.

ENCOUNTER 3A: The 1st Test

As you are walking down a street from one warehouse to the next with Dulin, Borgalkor, Halfan, and Wilfred, several gnomes in long white coats come fleeing from the opposite direction and quickly pass you. Back the way they came, a screeching clanking clamor can be heard.

Around the corner ahead comes a strange apparition: a cluster of gnomish engineers, researchers, and laborers are being attacked by a giant metal spider. The spider has bitten one poor gnome and holds him high in the air and out of the reach of the others. The bitten gnome is grappling desperately with the mandibles of the monster, which have him from behind.

The spider lurches unsteadily down the street towards you, occasionally trampling one of the gnomes on the ground, or scorching others as short blasts of sparks and flames pop from its abdomen. Still the one being held above the ground is struggling, although weaker now as the violent ride begins to take its toll.

As the spider draws closer, you can finally make out that it isn't a monster at all, but a berserk and out of control gnomish clockwork invention. The gnome in the air is wearing it as some kind of metal backpack with eight long segmented legs coming out of it. The gnome has apparently lost control of his machine and is in serious danger of dying from the violent ride.

The gnome wearing the automated gnomish climbing assistant has been reduced to 3 HP at this point and will take one HP each round until the device is stopped. The gnome is considered grappled with the device for the purposes of ranged attacks and area effect spells.

APL 2 (EL 3)

👉 **Gnomish Climbing Machine (Large Animated Object)** (1): hp 52; Hardness 6 (wood with leather joints and a metal veneer); see *Monster Manual* page 14.

APL 4 (EL 4)

👉 **Gnomish Climbing Machine (Large Animated Object)** (1): hp 52; Hardness 6 (wood with leather joints and a metal veneer); see *Monster Manual* page 14 (and added effect below).

APL 6 (EL 6)

👉 **Gnomish Climbing Machine (Huge Animated Object)** (1): hp 84; Hardness 8 (metal with a wooden infrastructure and leather joints); see *Monster Manual* page 14 (and added effect below).

APL 8 (EL 7)

👉 **Gnomish Climbing Machine (Gargantuan Animated Object)** (1): hp 148; Hardness 10 (metal); see *Monster Manual* page 14.

At APLs 4 and 6 the CR is adjusted up for the following effect. Every round, as a free action, the animated object shoots a small electric charge at the closest character (or character in front of the animated object, if there are more than one characters equidistant from the animated object) This charge duplicates the spell *electric jolt*, see Appendix 3: *New Rules Items*. Use the creature's BAB as the attack modifier for this effect.

If the characters successfully save the gnome, they earn the favor of the GGGRMS&GFG and get a 10% discount off of the price of a hired sherpa.

When the party concludes its business with the GGGRMS&GFG, proceed to encounter 4.

ENCOUNTER 3B: The Field Test

It has been ten days of travel and you must be approaching the glaciers soon, as it has gotten steadily colder the last couple of days. Rounding the side of a hill, you come across an unbelievable sight.

A cluster of gnomes, some in white coats, others in leather aprons, and still more in normal clothing, are being attacked by a giant metal spider. The spider has bitten one poor gnome and holds him high in the air, out of the reach of the others and the gnome is grappling desperately with the mandibles of the monster, which have him from behind.

The spider lurches unsteadily down the path towards you, occasionally trampling one of the gnomes on the ground, or scorching others as short blasts of sparks and flames pop from its abdomen. Still the one being held above the ground is struggling, although weaker now as the violent ride begins to take its toll.

As the spider draws closer, you can finally make out that it isn't a monster at all, but a berserk and out of control gnomish clockwork invention. The gnome in the air is wearing it as some kind of metal backpack with eight long segmented legs coming out of it. He has apparently lost control of it and is in serious danger of dying from the violent ride.

The gnome wearing the automated gnomish climbing assistant has been reduced to 3 HP at this point and will take one HP each round until the device is stopped. The gnome is considered grappled with the device for the purposes of ranged attacks and area effect spells.

APL 2 (EL 3)

👉 **Gnomish Climbing Machine (Large Animated Object)** (1): hp 52; Hardness 6 (wood with leather joints and a metal veneer); see *Monster Manual* page 14.

APL 4 (EL 4)

👉 **Gnomish Climbing Machine (Large Animated Object)** (1): hp 52; Hardness 6 (wood with leather joints and a metal veneer); see *Monster Manual* page 14 (and added effect below).

APL 6 (EL 6)

👉 **Gnomish Climbing Machine (Huge Animated Object)** (1): hp 84; Hardness 8 (metal with a wooden infrastructure and leather joints); see *Monster Manual* page 14 (and added effect below).

APL 8 (EL 7)

👉 **Gnomish Climbing Machine (Gargantuan Animated Object)** (1): hp 148; Hardness 10 (metal); see *Monster Manual* page 14.

At APLs 4 and 6 the CR is adjusted up for the following effect. Every round, as a free action, the animated object shoots a small electric charge at the closest character (or character in front of the animated object if there are more than one characters equidistant from the animated object) This charge duplicates the spell *Electric Jolt* see *Appendix 3: New Rules Items*. Use the creatures BAB as the attack modifier for this effect.

If the party manages to save the gnome attached to the climbing machine, Mordn Nacklebrick, he will thank them, and make polite inquiry of their destination. If they are open with him, he will offer to serve as their sherpa at the costs listed in encounter 2 (100 gp x APL). If they complain about his rates, he will explain that he has offered them a significant discount off of the "Guild Approved Rate" and if anyone were to find out about the price he gave them, he would be unable to ever get work as a sherpa/guide again.

Whether or not the party hires him, he will give them a map and directions to where they are heading unless they treat him very rudely. After the resolution of this combat and hiring/ignoring this sherpa's offer, proceed to encounter 4.

Encounter 4: At the Foot of the Glacier

There are two possibilities for this encounter: the party hired a sherpa or they didn't. Make sure you refer to the appropriate section. It is to be noted that there is an easier way up on to the glacier. However, that particular route winds around from the north and comes onto the glacier from the far side. While it is an easier climb, it would require an extra ten days of travel. No one will offer this information unless specifically queried about it. Should, the PCs choose this route, simply move onto Encounter 5: Onto the Glacier, and modify boxed text to indicate that they are approaching from a much more gentle direction. However, they will still eventually come to the 'Y' in the road. Proceed from there. If the PCs choose this route, it will cost them an extra TU.

YES - They Hired the Sherpa.

Following the lead and advice of your hired guide, you have trekked through the foothills and up the side of the mountain. Several hundred feet above you is what your guide calls "the snout of the Great Glacier of the Rakers." All you can see is a great sheet of ice and snow above and beyond a great pile of stone and dirt with a large stream flowing out of it towards a small lake in a valley below you.

"Your best bet for the Blue Ice the Wizards sent ya for, will be just below the equilibrium line, inside

the ablation area, probably buried deep in some crevasse or cave. So, up we go. Be careful and follow me closely as we cross the till zone here, the rocks and debris can be treacherous." Your guide says as he starts to climb up towards the debris field above you.

The climb through the glacial till (sediment of various particle sizes deposited by the direct action of ice) is dangerous, but if the party is careful, follows the example of their sherpa and uses equipment, they should be ok. The base DC for climbing through the till is 15. The following can modify this:

- Meticulous following of the sherpa + 5
- Use of a Climber's Kit + 2
- Use of a Rope, by binding the party together, etc. + 5
- Being extremely careful, taking far more time than necessary (Role Playing Discretion) +2
- Characters can ignore weight related penalties to their Climb scores as gear can be moved separately. However, remember to include armor check penalties for characters wearing armor and shields.
- It is impossible to get mounts through this debris field, but unladen dogs, such as guard, riding, or rescue dogs can navigate it easily (no skill checks necessary for unladen dogs, laden dogs, such as mounted riding dogs, cannot make the climb).
- While it's unlikely that players will want to bring their dessert centaurs into the glacial mountains, centaurs can make their way into the mountains with the other PCs. However, all climb checks for centaurs will have a -10 circumstance penalty.

Parties can take 10 on this check, but may not take 20 (as there is a danger from failure).

✦ Failing the check by more than 5 means that the character has fallen and badly sprained their ankle. They take 1d3 points of nonlethal damage from the fall on the debris and their base movement speed is halved for 24 hours, or until after a successful DC 15 Heal check or the application of any *cure* spell or other magical healing of 1st level or higher.

NO - They Didn't Hire the Sherpa

If the party managed to get here without a map and directions from the gnomes, you'll have to adjust the text accordingly. The trip will have taken longer and been much more difficult, but this is all for flavor.

Following the map and directions that you received from the Greater Gnomish Guild of Raker Mountain Sherpas and Gamboge Forest Guides, you have arrived at the shore of a small lake high in the foothills of the Rakers. You were told that from here,

you needed to follow the stream back up to the Great Glacier of the Rakers.

After an hour or so of backtracking the stream, you have come to a field of rocks, ice, and other debris, beyond which is a great slope of ice and snow, which can only be the glacier. You know that the Blue Ice that you were sent to get is found somewhere near the top in caves or crevasses, but first you have to cross this rock field, and it looks treacherous.

The climb through the glacial till is dangerous, but if the party is careful and uses equipment, they will have an easier go at it. The base DC for climbing through the till is 15. The following can modify this:

- Use of a Climber's Kit + 2
- Use of a Rope, by binding the party together, etc. + 5
- Being extremely careful, taking far more time than necessary (Role Playing Discretion) +2
- Characters can ignore weight related penalties to their Climb scores as gear can be moved separately. However, remember to include armor check penalties for characters wearing armor and shields.
- It is impossible to get mounts through this debris field, but unladen dogs, such as guard, riding, or rescue dogs can navigate it easily (No skill check necessary).

Parties can take 10 on this check, but may not take 20 (as there is a danger from failure).

✦ Failing the check by more than 5 means that the character has fallen and badly sprained their ankle. They take 1d3 points of nonlethal damage from the fall on the debris and their base movement speed is halved for 24 hours, or until after a successful DC 15 Heal check or the application of any *cure* spell or other magical healing of 1st level or higher.

Encounter 5: Onto the Glacier

After crossing the glacial till, the party is on the snout of the glacier. This is a 'Cold Zone' and characters without cold protection 1 will need to make Fortitude saves each hour. See Appendix 1 for more information about environmental zones and dangers.

As you crossed the field of rocks brought down the mountain by this great river of ice, you noticed a distinct drop in the temperature, and as you now find yourself at the base of wall of ice, it is definitely cold. Looking around for a way up to the surface of the glacier, one quickly becomes apparent. There are what appear to be stairs carved into the ice, leading to the top of the wall and up onto the glacier.

Allow the characters any skill checks that you think might be relevant here to determine that the ice-stairs are stable (they are). They're re-carved/re-touched regularly by one of the many groups who have reason to go onto the lower part of the glacier proper, this particular set was carved by a member of the GGGRMS&GFG, and the hired sherpa (if the party hired one) can recognize the mark identifying the carver and the date (just a couple of weeks ago) that the steps were last touched up.

If the party hired the Sherpa, read this:

If the party is already familiar with any of the items, adjust this text accordingly.

Your gnomish guide sits down on a large nearby rock. Reaching into one of his many packs, he produces a nice woolen coat, and good heavy boots.

After putting on the coat and boots, he reaches into a different pack, and this time pulls out a set of devices that look like a small bear trap. He proceeds to strap them onto his boots, sharp points down.

He then takes out a small vial and starts to spread a white cream on his exposed skin. He also puts on a pair of strange wooden goggles. As he rises, he grabs an unusual looking axe and a stout pole. "All ready?" he asks you cheerfully as he heads off towards the ice-stair.

The ice stairs are at least 15 inches thick, and will support a large creature without risk – huge creatures have a 50% chance to damage the stairs. They are carved out of ice, requiring that the party be careful. Movement speed is halved. The DC of Balance and Tumble checks is increased by 5, and it takes a DC 10 Balance check to run or charge.

✦ If the party decides not to take the stairs, the exposed face of the glacier is 30ft. high, and is considered a SLIPPERY Surface, which is uneven with some narrow handholds and footholds (DC 25). Falling will result in the normal falling damage plus an additional 1d6 points of lethal damage due to debris at the bottom of the wall. This additional damage cannot be negated by a Jump check.

At the top of the stairs are two trails; one leads around the carved stairs towards the leading edge of the glacier, providing a nice view across the till zone and downstream towards the lake. The second trail leads up the glacier towards its source.

If the party goes to the overlook or climbed the exposed face of the glacier, read the following:

This is a fantastic viewpoint, overlooking the debris field that you have just crossed. From here, you can see that there really is no easy path across the rubble, but the one you took was probably among the best. Beyond the debris field is an amazing view of the

melt-off stream and the lake below. Both the stream and the lake are tinted a shade of blue-grey.

When the party has decided to head up the glacier towards its source, read this:

On top of the ice, a bitter wind blows and it is distinctly cold, there is an intense reflection of the sunlight off of the glacial ice. The ice is slippery and the snow is often treacherous as you start the long trek up the glacier towards its source. After a good half-mile of hiking upward, you come to a Y-split in the trail you've been following to go around a large ice formation. At the point of the "Y", some 45-50 feet directly in front of you lies a rapidly freezing animal carcass. From here, judging by the small amount of ice and frost on it, you can see that it couldn't have been out here that long.

At the crossroads, you can now see both trails of the "Y". To the right there is a wide trail heading around the steep ice slope. It looks like it is relatively well traveled and easy to follow. To the left is a narrower, and much steeper trail that looks like it quickly climbs to the top of the slope. It appears to be only occasionally traveled.

The carcass is that of a very large female Dire Bear. If the party stops to investigate, they will have 5 rounds, and then the survivors of the Dire Bear's last combat will attack them. Allow them some time to conduct investigation though. If they choose to press on, skip "THE INVESTIGATION" and "THE ATTACK" and go onto "PRESSING ON"

THE INVESTIGATION:

The party may want to investigate the corpse of the Dire Bear. They can quickly learn the following.

- Cause of death was probably the blunt trauma to the chest and head of the bear
- DC 10 Heal/Knowledge (nature) check: This is a very large female Dire Bear, who had Cub(s) who were still occasionally nursing (between 1-3 Years Old)
- DC 15 Heal/Search check: In addition to the blunt trauma, there are several large piercing wounds on the bear. These have been mostly covered by fur and are harder to see easily. They contributed to cause of death.
- DC 10 Search Check around the bear's corpse. There are numerous paw and large footprints that look like giant circular depressions with vestigial toes in the snow (make Knowledge (nature) checks to determine that these prints come from an Elephant/Mammoth/Rhino-like creature).

- DC 15 Survival Check (with Track feat) shows that a very large 4-footed animal attacked the Dire Bear and her cubs. It appears that at least 2 cubs and the creature with the elephant like tracks survived the encounter.

When the 5 rounds have elapsed, the party is attacked. The high winds in the area making hearing the approach impossible, but anyone with tremorsense, or the like, should be given a surprise round action. The cubs or the rhino will appear on the trail about sixty feet away having just turned a corner of the trail.

Note: the module assumes that the PCs have some form of equipment that helps them walk on snow/ice (*boots of the winterlands*, crampons, snow shoes, etc.). Any PC not so equipped is considered to be on difficult terrain for all combats not so equipped. Further, combats on ice will require a DC 11 Balance check each round in order to move or attack in that round if not appropriately equipped.

THE ATTACK:

At APL2, the party fights the smaller of the bear cubs. At APL 4, they fight both cubs, at 6, one dire rhino, and at 8, an advanced dire rhino.

APL 2 (EL 4)

- **Dire Bear Cub (Use Brown Bear) (1):** hp 46; see *Monster Manual* page 269.

APL 4 (EL 6)

- **Dire Bear Cubs (Use Brown Bear) (2):** hp 46. 56; see *Monster Manual* page 269.

APL 6 (EL 9)

- **Dire Rhinoceros (1):** hp 255; see *Combat Appendix* - APL 6.

APL 8 (EL 11)

- **Advanced Dire Rhinoceros (23 HD) (1):** hp 345; see *Combat Appendix* - APL 8.

Tactics: The first round that the animals get to go, they will attempt to make an Intimidate check against the party. The PCs will need to make a modified level check (d20 + level + Wis bonus + Bonus to saves v. fear) to oppose the Intimidate check. Characters who fail this check are *shaken* for one round.

Following the first round, being creatures of low intelligence, but high instinct, the animals will attempt to use their attacks to their best advantage.

The Bears are fighting to "protect" their mother or to get food depending on the situation; The Rhino is defending his territory.

PRESSING ON

It is obvious that the party has a choice to make here. Both paths ultimately lead to the same place; it is just the road that differs.

If the party hired a sherpa, he will offer the following advice:

“Well folks, it looks like you have a choice to make. Both of these here paths lead up the glacier and to the Abbey of Ice where we can rest a spell. The one on the right is a good long walk. It’s a fair bit easier going, but adds a couple of miles on to our trip as we have to skirt around this big old ice knuckle and some crevasses. The trail on the left takes us right up the knuckle and nearly straight to the Abbey. It’s a good deal shorter, but there are some mighty dangerous parts of that trail. It’s all up to you, I am just the guide here”

If the party had little trouble crossing the till field, is lightly armored and bought themselves good equipment from the GGGRMS&GFG, the Sherpa will advocate and recommend the shorter path (Left – “That’s how I’d go if I were alone”). If they had lots of trouble with the climb, are all heavily armored, or are poorly equipped, he’ll argue for the safer (Right) path.

If they didn’t hire the sherpa, they are left mostly up to their own to make this decision. If they explore a little bit, up each trail, they will find that the right path is quite a bit easier to travel.

Either way, move on to the next encounter...

Encounter 6: The Trail Continues

If the party chooses to take the easier (right) path, and they didn’t fight the animals in the last encounter (because they didn’t investigate the bear carcass) that fight happens now – go back to THE ATTACK in the last encounter.

The Areas in this encounter are still classified as a “Cold Zone” until otherwise noted in the judge’s text.

THE RIGHT “EASY” PATH (EL 2)

When they have defeated the animals and are ready to proceed down the right path, have them pick a marching order and then proceed with the following:

This path seems almost too easy. A ten-foot wide path that is hardly slippery at all. You could almost forget you were on top of a giant river of ice. You’ve been traveling for almost two hours with only occasional stops for water or a brief rest. It is at the most recent of these stops that you look around at your companions and ask amongst yourselves if you

all think that this has been too easy and if anyone knows anything about this kind of environment and how difficult this trek actually should be?

If anyone offers their skills in Survival, Knowledge (nature) or something similar, have them make a check to detect the avalanche terrain that they are stopped in. The sherpa, if they hired him, can make this check as well.

The DC for this check is 20. If the party detects the signs of avalanche terrain, they have 2 rounds to get moving, before the avalanche comes down on their heads. If they don’t detect the terrain signs, or don’t get moving, they can then make a DC 15 Listen or Spot check to detect the moving snow. They only have 1 round to react if their first hint is the start of the avalanche.

↗ This avalanche covers the trail completely for 30 feet in each direction from the center of the party when the first check was called for. It is the noise of the party talking that triggers the avalanche, so it is the location of the talking that marks the center. For all characters in the area of the avalanche, make attack rolls for the avalanche at a +12 melee. Characters who are hit take 2d6 points of damage. All characters that are in the path of the avalanche (no matter if they are hit or not) must make a DC 13 Reflex save or they are buried in the snow. Characters who are unconscious automatically fail this save.

Being buried places characters into the Severe Cold Zone. A side effect of this, *in this particular case*, is that the characters that are below zero hp bleed out at a much slower rate (1 hp per minute rather than 1 hp per round). Characters who have been buried are considered to be in the next more severe environmental condition until they change clothing and get a chance to warm up.

↗ Buried characters take 1d6 points of nonlethal damage per minute. If a buried character is/falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

If the characters purchased GGGRMS&GFG Rescue dogs, the dogs scatter at the first sounds of the avalanche (the dogs automatically make the Listen check because of their better hearing). Following the snow slide, the dogs will quickly return and start digging out the buried party members (Sherpa first, if he got buried) it will take each dog 1d4x30 seconds to dig out each buried victim.

After they dig themselves out, the party will have an uneventful 2-hour hike to get them to dusk, when they will need to find shelter for the night. If they have the sherpa, he knows of a set of caves that are regularly used. If they don’t, they will need to make a DC15 Survival check to be able to find these caves for safe shelter. If they do not stop at dusk, within an hour or so, the wind picks up and the temperature falls and the environmental

conditions change to “Extreme Cold.” After dusk, the DC of the Survival check for shelter rises to 20.

The next day, the party has another 4 hours hiking to the mountain peak and Encounter 7

THE LEFT “DIFFICULT” PATH (EL 2)

It is not too far away from the crossroads before this path proves that it was the difficult one. Just a quarter mile from where you found the bear carcass, you reach the first real climb up the ice knuckle. It doesn't look to be that difficult, but then you realize that it is ice and not rock that you'll have to be climbing.

↗ This is a 30' Ice wall that needs to be climbed. The Climb DC is 17 (there are ledges to hold and stand on (10), but it is a slippery surface (+5) and covered in frost (+2)). After one person has made it up, they can throw down a rope or do other things to make it easier for the rest of the party. Falling results in an extra 1d4 points of lethal damage due to razor ice at the bottom of the wall. If the character doesn't move from the razor ice, they will take an extra 1d3 cold damage every 2 rounds they remain in the area. Characters that fall into the razor ice are chilled and enter into a Severe Cold Zone. Characters that have been chilled are considered to be in the next more severe environmental condition until they change clothing and get a chance to warm up.

After the climb, you take a few minutes to rest and recover, and then get back on the trail.

Towers of ice thrust up at crazy angles from the tremendous force below, some of which are for some reason topped by boulders. Occasionally, other large rocks dot the snow and ice, including a few massive gray granite outcroppings poking through the ice that have been undercut to look like giant stone mushrooms. Far in the distance you can make out where two glaciers from different valleys merged to form the single glacier you stand upon. The slow creaking and popping sounds of millions of tons of moving ice mix with the freezing breeze coming down the glacier.

It is just another mile or two down this path that you come to another cliff face at the start of a long crevasse. It looks like the trail crosses a small ledge of ice abutting the cliff. Looking at the ledge, you guess its about 8 inches wide, and about 40 feet long. When you peer down into the crevasse, you can tell its somewhere about 40-50 feet deep and the walls are quite sheer.

The party has a choice here; they can climb down into the crevasse and then back up the other side (DC 27 Climb checks to come back up). Or they can walk the thin ledge. The DC for the Balance check is 17, and they will need to make at least two of them to cross safely. Give

circumstance bonuses to parties that come up with clever safety mechanisms to help each other cross, including Strength checks to other party members if they are tied together, etc. If someone does fall, they actually only fall 30 ft (the ice plays games with perspective sometimes)

After they cross this crevasse, they have several more little climbs (negligible danger) and then a 3 hour hike having them arrive at the mountain peak just as night falls. Move onto encounter 7. If they delay for some reason, or seek to find shelter they will need to make a DC15 Survival check to be able to find caves for safe shelter. If they do not stop at dusk, within an hour or so the wind picks up and the temperature falls and the environmental conditions change to “Extreme Cold.” After dusk, the DC of the Survival check for shelter rises to 20.

Encounter 7: The Top of the Mountain

No matter which path the party took, they should arrive at the peak of the mountain right before a storm (at dusk the day earlier if they took the short cut). This is a “SEVERE COLD ZONE” and will become an “EXTERME COLD ZONE” if the party doesn't seek shelter soon.

Cresting the last of the saddle, you are presented with a vast vista. Before you, the glacier merges into a large icecap, miles and miles of ice and snow form the source of the glacier you have been climbing. Dozens of icy offshoots run down the other valleys towards the warmer lowlands. The mountain peaks surrounding this high plain of ice only extend a few hundred feet above the field of ice. The peaks on the far side are already obscured by a violent storm front that is about to sweep over the mountains.

To your right the fading rays of sunlight sparkle on a building of stone, crystal, and ice built into the side of one of the mountaintops where it commands a view over the entire area.

Even the most inexperienced among you realize that that storm looks nasty, and that the temperature is dropping fast. Perhaps you should seek shelter soon.

If the party seeks shelter at the building seen on the mountain tip, they will have to hurry to beat the storm, and will arrive just as the storm hits, proceed to Encounter 8: The Abbey of Ice. If they choose not to seek shelter there, but look for other possibilities, have them make Survival checks (DC 18) to find shelter in a cave or crevasse, and then go onto Encounter 9: The Cavern of Coldfire.

It is also possible that one or more PCs may wish to “survive the blizzard unprotected” in order to qualify for the Frost Mage prestige class from Frostburn. In this case, the PC must manage to survive for 24 consecutive hours

while exposed to the blizzard with NO magical help whatsoever. Characters should not attempt this without level 2 protection against the cold. But, level 3 protection will mean that they do not qualify. The character is therefore considered partially protected and facing Extreme cold. They will take 1d6 points of cold damage each hour for 24 hours (no save). Additionally, they must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. They may use healing magic to keep them selves alive during the 24 hours, but they must administer the healing themselves. They may not use temporary hit point magic. Another PC can be with them to pull them out of danger if need be, but may not otherwise assist in any way. The PC needs to earn this on their own and fairly.

If PC chooses to quit, they will need to make an additional Survival check (DC 18) every 10 minutes to find shelter (and go to Encounter 9: The Cavern of Coldfire), or they will need to create it themselves. If, after the storm hits, they choose to seek the abbey, they will need to make a Survival check (DC 20) to orient themselves in the correct direction (proceed to Encounter 8: The Abbey of Ice).

If they create shelter (using portable huts, etc.) the storm continues for three days. Make sure they have sufficient rations and supplies. If they don't, following the storm, they are fatigued for the remainder of the scenario, or until they can rest and recover for 24 hours. After the storm they can proceed with the scenario, adapt the next encounter as needed or proceed to Encounter 9: The Cavern of Coldfire.

Encounter 8: The Abbey of Ice

Hurrying across the glacier's surface trying to beat the rapidly approaching storm, you approach the building that you saw from the other side of the mountaintop.

Nowhere before has such a building been seen. It is built into the side of the mountain peak and made of thick stone and ice, with windows and spires of crystal. A path leads up to a single large door set deep into the stone of the building. A heavy knocker in the center of the door stands out prominently.

However, before you can reach the door it opens slowly and reveals a single creature. He is as tall as an ogre with a confident and noble bearing and frost rimmed blue skin. He appears bald but has an elegant pure white goatee. He is clad in a white kilt and a brass belt and bracers. With a gesture he motions you inside and stands to the side to give you room to enter.

The creature is Sliesh, a Qorrashi Genie, a genie from the paraelemental plane of ice. He is here at the Abbey of Ice

studying the material plane and sensed the party approaching. Any character approaching him notices he has an aura of sharp cold.

Greetings warmlings, to the Abbey of Ice. I am Sliesh and I am one of those that dwell here to study. Do you seek shelter from the environment outside?

He is very curious about anyone from this plane, although very civil, refined and polite as well. He tends to let the characters lead any conversation and will answer their questions freely while interjecting a few of his own about their races, lives, upbringing, and how they feel about the world they live in.

Conversing with Sliesh the characters are able to learn the following:

The Abbey is a collection of individuals that have come here to study and learn. Most are from the Flanaess and here to study the glacier, ice, and cold, but several are like Sliesh, creatures from the colder realms here to study 'the warm lands.'

If they inquire about Blue Ice or Coldfire, Sliesh will direct them to Denwin, the master craftsman.

The Abbey is cold inside, being partially constructed of ice. But it is out of the open and has warm beddings and food for those so inclined. It is also much bigger on the inside than it appeared from outside, as much of it is actually dug out of the side of the mountain peak.

Sliesh will instruct the characters to leave the others in the Abbey alone with their thoughts and privacy while in their rooms or in study chambers, and that none will disturb them in return. But, the party may meet others in the common areas and talk with them if they are so inclined.

Sliesh shows the characters the public areas of the Abbey, including:

- The entry hall filled with hooks and wardrobes for storing equipment for going outside.
- A library with shelves filled with books on a variety of cold subjects.
- A dining and gathering hall with a high ceiling and large windows of colored ice and crystal.
- A lookout balcony where you can observe almost all of the ice fields, although there isn't much of a view with the blizzard raging outside.

The guest rooms that Sliesh takes the group to are chilly, but not bitter cold, with thick piles of blankets on the beds, several cushions around the room to sit on, and a writing desk along one wall.

During the next three days the blizzard roars outside. The characters can wait it out in their rooms or mingle with the students of the Abbey. The following NPCs are willing to talk with the characters in the common areas.

As long as the characters are polite and respectful to the NPCs they will earn the favor of the Abbey of Ice, which allows the characters to return to have equipment made of Blue Ice, or study at the Abbey to learn several Frostburn spells, feats, and/or prestige classes.

The NPCs are not given with their stats but several are more than powerful enough to magically deposit the characters foolish enough to attack or seriously annoy them unharmed but out in the middle of the storm on the ice field. If this occurs, proceed to Encounter 9: The Cavern of Coldfire and the characters do not gain the favor of the Abby of Ice.

Additionally, there are several other areas and personalities in the Abbey, but they are not accessible to the characters in this scenario. The characters will find doorways into areas they do not have permission to enter locked with high-level arcane locks, and if they are found in these areas they will be expelled from the Abbey

Judges should feel free to role-play this part of the encounter as much or as little as they feel based on time constraints and player interest.

❖ **Denwin Therisnor** a dwarven master craftsman who is doing work with Blue Ice. Denwin does not have enough ice for the characters at this time but will agree to make items of it for interested characters... for a fee of course. Denwin is dressed in thick leathers to protect him from the intense extremes of cold and heat needed to craft items of Blue Ice. He is often found in the dining hall with a mug of ale and enjoys boisterous conversation with the characters. Denwin does not talk about his past and has no intention of ever leaving the Abbey of Ice.

Denwin does know the location of a source of Blue Ice. If asked he can provide the party with directions to where they can find the crevasse that leads to the cavern that it is located in. He will also provide them with a warning. The last time he was there, he noticed that something else had taken up residence in the crevasse. He can also tell them that there was an unusual pool at one end of the cavern. Sliesh told him it was something called Coldfire. Denwin does ask the party if they will bring him back a large chunk of the Ice – Say 30-40 lbs or so.

❖ **Istim Rime**, Human (Oeridian) male, high priest of Telchur (Oeridian god of winter, cold, and the north wind). Istim is a tall, gaunt man in heavy white robes and carrying a Blue Ice shortspear. He has an oval white medallion with a barren tree engraved on it. A Knowledge (religion) check (DC 13) will identify it as a holy symbol of Telchur. Istim is brooding and withdrawn, and dislikes company and noise (except the howling of a good winter storm or the cracking noise as glaciers grind away at the mountains). Istim is a 15th level cleric and will provide (with normal LGCS payment and

much muttering on his part) spells for the characters, including Raise Dead (5,450 gp) and Resurrection (10,910 gp).

❖ **Weely Tyrus**, Halfling male Bard and Stormsinger. Dressed in cold weather gear and with a masterwork curled horn almost always with him. Weely is curious about people he meets but will usually manage to get the talking turned around to his favorite subject, himself. Weely can usually be found in the dining room having fun teasing Denwin. Weely is a 'free spirit' and doesn't really know or care how long he will be with the Abbey. When he gets bored with it he'll move along.

❖ **Jorwin Elkstalker** a big, burly human (Suel) male, Barbarian and Frostrager, studying fighting, surviving, and adapting to the cold. Powerfully built and dressed in thick furs and hides with a badly scarred face. Jorwin will get along with warrior types and clerics. He distrusts physically weak individuals, although he keeps to the peace of the Abbey and tries to just avoid talking with such. Jorwin is from the lands of the Frost Barbarians and is looking forward to returning in a year or two to show his family and tribe the skills he has learned here.

❖ **Tynelis Daetril**, a slender, but strong high elf female Monk and Cloud Anchorite. Dressed in comfortable and loose fitting clothing with a pair of Blue Ice Kamas tucked into her belt. Tynelis will talk shop with other monks and a bit with any character with highly acrobatic skills (dodge, mobility, tumbling), but tends to speak in clipped, abrupt statements. She is friends with Jorwin although it sometimes amazes her that such is the case, since she finds most chaotic people annoying and disruptive to be around. Originally from Highfolk, she is considering traveling and adventuring with Jorwin for a while when he leaves.

❖ **Mellodia Yerris**, a human (mixed heritage) female Wizard and Frost Mage studying elemental cold magics. Mellodia is extremely intelligent, very powerful, and does not spend time on fools. She tends to talk above the heads of most people, although this isn't intentional and it embarrasses her if she catches herself doing so. She usually dresses in long thin silken blue robes with silver and sapphire jewelry. She most typically will be encountered in the library. Mellodia is from Rauxes but came here to study before the Greyhawk wars.

When the party has finished role-playing with the inhabitants of the Abbey, they can set out to find the cavern. If for some reason they failed to get the location of the cavern from Denwin, you can either have Sliesh intercede on their behalf or you can simply have them

search for the crevasse themselves (see Finding the Crevasse without instructions in encounter 9). Move on to Encounter 9: The Cavern of Coldfire.

Encounter 9: The Cavern of Coldfire

There are three ways for the characters to reach this encounter. They have either found the cavern on their own to escape the storm, they waited out the storm (possibly within the abbey) and found it on their own, or they received directions from Denwin at the Abbey of Ice. Read the appropriate flavor text below.

Storm Coming:

The wind has picked up and snow and ice are blowing hard. It is obvious that you need to find shelter and quickly. It is just then that one of your associates spots a large fissure in the ice just ahead of you. It looks like it is a large crevasse that shouldn't be too difficult to climb down into, and it should provide some shelter, at least from the blowing ice and snow.

Wait for the party to decide what they are going to do. If the party is hesitant about entering, continue:

As the storm increases in intensity, you realize that you don't have a lot of choice. If you don't get shelter soon, you're all going to freeze to death. Your vision out into the blizzard is down to about 10 feet, and you know, that to try to find other shelter would be suicidal.

If they are playing APL 4 Continue with the following:

As you just enter the crevasse, out of the wind and blowing snow. You look deeper into your new shelter. Just 30 feet into the crevasse there seems to be a cavern in the ice. Deep in its recesses, a good 80 feet away, you see a huge centipede like creature that seems to be made of pulsing reddish ice. It is difficult to tell from this distance, but it appears to be sleeping. Strangely, the wall behind it is reflecting the pulsing light with a strange blue tint.

All other APLs.

You press deeper into the crevasse seeking better shelter and perhaps a place to light a fire. As you explore, about 30 feet down into the crevasse you find the entry to a cavern in the ice about 80' in diameter and maybe 20 feet tall. The back wall seems to reflect the light of your light sources with a strange bluish tint and the floor seems to be made of ice.

The floor is not particularly slippery and is not considered difficult terrain. Let the party decide what to do. When they enter the cavern proper, move on to the Combat section below.

Finding the Crevasse without directions:

The Storm broke late last night, and this morning the ground is coated in about 4 feet of new snow. Finding the Blue Ice and Coldfire in this is going to be very difficult, but fortunately you remember that it's going to be in some kind of crevasse or cavern because of the pressure required to make the Blue Ice. That at least provides you with a starting point.

Have the party make DC 20 Survival checks, each one representing 1 hour of searching. This can be made by the party as a whole with everyone assisting one of the players. When they find the crevasse, continue with this text:

After diligent searching, you find a crevasse that looks like it may go down into the ice far enough. Conveniently, it also looks to be easy to walk down into.

Move on to Entering the Crevasse.

They have Direction from Denwin:

The Storm broke late last night, and this morning the ground is coated in about 4 feet of new snow, the trek through this much new snowfall is going to be difficult – Thank the Gods for the directions that Denwin gave you.

A good two miles north of the Abbey of Ice you find the crevasse that Denwin spoke of, just like he said you would. It certainly looks to be deep enough. Conveniently, it also looks to be easy to walk down into.

Move on to Entering the Crevasse.

Entering the Crevasse:

Climbing down the crevasse proves simple enough. At the bottom, just 30 feet in front of you, is an opening in the ice. It looks to be the entrance to a cavern formed out of ice.

When they look inside of it...

APL 4:

It looks to be a huge cavern possibly 90 feet in diameter and 20 feet tall. Deep in its recesses, a good 80 feet away, you see a huge centipede like creature that seems to be made of pulsing reddish ice. It is difficult to tell from this distance, but it appears to

be sleeping. Strangely, the wall behind it is reflecting the pulsing light with a strange blue tint.

All other APLs.

Looking into the cavern you can see that it is about 80' in diameter and maybe 20 feet tall. The back wall seems to reflect the light of your light sources with a strange bluish tint and the floor seems to be made of ice.

The floor is not particularly slippery and is not considered difficult terrain. Let the party decide what to do. When they enter the cavern proper, move on to the Combat section below.

Combat:

At APLs 2, 6, and 8 the combat is triggered 1 round after the first character enters the cavern (at APL 4, see below). The Xorn will burrow its way up under the heaviest character in the party and attack them.

APL 2 (EL 3)

👉 **Ice Beast Advanced Minor Xorn (1):** hp 40; see *Appendix 1 - APL 2.*

APL 4 (EL 6)

👉 **Remorhaz (1):** hp 73; see *Monster Manual* page 214.

This encounter is of decreased EL because the party spots the sleeping Remorhaz. They have 10 minutes to decide what they want to do before it will wake up, (unless they are excessively noisy or approach within 60' of it. When either of these events happen, they are down to 2 rounds) and thus should have a surprise round and possibly one extra round before it gets to go.

APL 6 (EL 7)

👉 **Paraelemental Tundra Average Xorn (1):** hp 110; see *Appendix 1 - APL 6.*

APL 8 (EL 10)

👉 **Ice Beast Advanced Elder Xorn (1):** hp 165; see *Appendix 1 - APL 8.*

When the Xorn or Remorhaz is defeated, the party is free to explore the cavern. The back wall is indeed the needed Blue Ice. There is more than enough here to get the needed 50 lbs for the Wizards' Guild and to take a 50 lb sample back to Denwin at the Abbey.

There is also a small pool of Coldfire here. This should present no problem to the characters to collect if they remember to use the equipment and flask they were given in the first encounter. If any PC comes within 10 feet of the Coldfire pool, they are exposed to Coldfire Ruin, a disease. They must make a DC Fortitude check or

contract the disease. If they come in contact with Coldfire without using the equipment and flask, they will take 2d6 points of Frostburn damage (see Coldfire and Coldfire Ruin in *Appendix 3: New Rules Items*) and be exposed to Coldfire Ruin again.

Conclusion

The return trip off the glacier goes without incident. At the bottom of the Glacier, the sherpa, if the party hired one, takes his leave and returns to the GGGRMS & GFG village. The party is free to return to Rel Mord and take the components to the Wizards' Guild.

They are again met by Miredelle who will pay them the agreed upon sum, and will explain the Favor of the Wizards' Guild of Rel Mord.

A few days later, the characters each receive a personal note from the GGGRMS&GFG (assuming they helped the Gnomes with the Climbing Machine and the hired sherpa didn't die on the glacier) thanking them for their assistance with the Climbing Machine and offering their services in the future.

The party can only earn the enmity of the Wizards' Guild if they take the advance and run. If they make an effort to retrieve the components and fail, as long as they come back to the guild and report what happened, they may keep the advance, and do not earn the enmity of the guild.

The End

Experience Point Summary

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

Encounter Three

Defeat the Rouge Climbing Machine and Save the Gnome. If they fail to save the Gnome, they receive 30 XP less for this encounter.

APL2 90 xp

APL4 120 xp

APL6 180 xp

APL8 210 xp

Encounter Five

Defeat the animals that attack the party

APL2 120 xp

APL4 180 xp

APL6 270 xp

APL8 330 xp

Encounter Six

Survive the environmental dangers.

APL2 60 xp

APL4 60 xp

APL6 60 xp

APL8 60 xp

Encounter Nine

Defeat the Xorn/Remorhaz and recover the components needed

APL2 90 xp

APL4 180 xp

APL6 210 xp

APL8 300 xp

Story Award

Objective(s) met: Success in recovering and returning the spell components to the Rel Mord Wizards' Guild.

APL2 45 xp

APL4 68 xp

APL6 90 xp

APL8 113 xp

Discretionary roleplaying award

APL2 45 xp

APL4 67 xp

APL6 90 xp

APL8 112 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1,125 xp

Treasure Summary

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

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

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

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

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

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

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

Encounter One: The Job offer

APL 2: L: 0 gp; C: 150 gp; M: 0 gp

APL 4: L: 0 gp; C: 275 gp; M: 0 gp

APL 6: L: 0 gp; C: 400 gp; M: 0 gp

APL 8: L: 0 gp; C: 575 gp; M: 0 gp

Conclusion:

APL 2: L: 0 gp; C: 150 (300) gp; M: 0 gp

APL 4: L: 0 gp; C: 275 (375) gp; M: 0 gp

APL 6: L: 0 gp; C: 400 (500) gp; M: 0 gp

APL 8: L: 0 gp; C: 575 (775) gp; M: 0 gp

The number in (parentheses) is the total if they failed their negotiations in encounter 1. NOTE: It is impossible for them to obtain the total in the parentheses and the Favor of the Rel Mord Wizards' Guild. By succeeding in negotiations in encounter 1, they may have moved 50 gp of this to the advance received in Encounter 1.

Total Possible Treasure

APL 2: L: 0 gp; C: 450 gp; M: 0 gp - Total: 450 gp

APL 4: L: 0 gp; C: 650 gp; M: 0 gp - Total: 650 gp

APL 6: L: 0 gp; C: 900 gp; M: 0 gp - Total: 900 gp

APL 8: L: 0 gp; C: 1350 gp; M: 0 gp - Total: 1350 gp

NOTE: It is impossible for them to obtain the total possible treasure and the Favor of the Rel Mord Wizards' Guild.

Special

Favor of the Rel Mord Wizards' Guild: The RMWG will enchant any weapon to be Frost or Frost Burst or any armor or shield with Cold Resistance for the appropriate cost from the DMG. This access is Regional.

Enmity of the Rel Mord Wizards' Guild: This character has stolen from the Rel Mord Wizards' Guild and failed to deliver merchandise as promised. Their description has been reported to Royal Law Enforcement Authorities, and the character is Wanted by the Crown.

Members of the Nyronde Wilderness Alliance: Regional access to the Seeking weapon special ability and the Bane (dragon) weapon special ability. You must be a member of the meta-org at the beginning of this module to gain this access.

Members of the Rel Mord Wizards' Guild (or using a Favor of the Rel Mord Wizard's Guild): Regional access to Lesser Rod of Extend Metamagic, Lesser Rod of Silent Metamagic, and Ring of Counter Spells. Using the Favor of the Rel Mord Wizard Guild to gain this access voids the favor. Otherwise, you must be a member of the meta-org at the beginning of this module to gain this access.

Favor of the GGGRMS&GFG: This favor converts all items found in the adventure to Regional Access. Additionally, this favor counts as an Influence Point with the Nyronde Wilderness Alliance (Gamboge Region).

Favor of the Abbey of Ice: For the cost of 1 TU per feat, prestige class, or spell, the character can return to the Abbey and gain access to the following feats, prestige classes, and spells: Frozen Berserker, Frozen Magic, Mountaineer, Snow Casting, Storm Magic; Cloud Anchorite, Frost Mage, Frostrager, Stormsinger; 1st – *conjure ice beast I*, *glaze lock*, *snowdrift*; 2nd – *conjure ice beast*

II, *frost weapon*, *heat leech*, *Leomund's tiny igloo*, *numbing sphere*, *zone of glacial cold*; 3rd – *conjure ice beast III*, *crack ice*; 4th – *conjure ice beast IV*, *glacial ward*, *mindfrost*, *wall of coldfire*; 5th – *boreal wind*, *conjure ice beast V*, *flesh to ice*, *ice to flesh*. Additionally, the Abbey can make Blue Ice available for the crafting of any normal PHB weapon or armor that can normally be made from Blue Ice (this access is Regional) and the Abbey makes Coldfire available for use as a spell component only (this access is Any, but may only be used as a spell component).

GGGRMS&GFG Rescue Dog: CR 1; Medium Animal; HD 2d8+4; hp 14; Init +2; Spd 40 ft.; AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1 Alertness, Track

Tricks: (See *Player's Handbook*, Pg 74-75 and below) Defend, Heel, Rescue*, Seek, Track, Work.

Rescue: These dogs are specially trained for rescue, both in snow and water. If they are directed to, or sense a need to, they will attempt to rescue a drowning or buried character. Because of the nature of their training, there is no Handle Animal check required for this roll if the danger is obvious to the dog.

Items for the Adventure Record

Item Access

APL 2:

- Frostburn, Table 4-2: Frostfell Gear (Adventure; Frostburn; varies)
- Ascender/Slider (Adventure; A&EG; 20 gp)
- Armor Insulation, Flask (Adventure; Frostburn; 50 gp)
- *Bag of Holding*, Type I (Adventure; DMG; 2,500 gp)
- Fog-cutter Lantern (Adventure; A&EG; 20 gp)
- Frostbite Salve, Jar (Adventure; Frostburn; 50 gp)
- GGGRMS&GFG Rescue Dog (Adventure; See Above; 175 gp)
- Gnomish (Elven) Rope (Adventure; A&EG; 50 gp per 20 ft.)
- Ice Axe (Adventure; Frostburn; 10 gp)
- Ice Chalk (Adventure; Frostburn; 20 gp)
- Instant Rope (Adventure; A&EG; 25 gp)
- Iuak (Adventure; Frostburn; 12 gp)
- Signal Torch (Adventure; A&EG; 1 gp)

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

- *Field Provision Box* (Adventure; MH; 2,000 gp)
- *Magic-Sleeping Bag* (Adventure; MH; 1,000 gp)
- *Murlynd's Spoon* (Adventure; DMG; 5,400 gp)
- *Polar Skin* (Adventure; Frostburn; 25 gp)
- *Robe of Useful Items* (Adventure; DMG; 7,000 gp)
- *Rope of Climbing* (Adventure; DMG; 3,000 gp)

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

- *Bag of Holding, Type II* (Adventure; DMG; 5,000 gp)
- *Boots of the Winterlands* (Adventure; DMG; 2,500 gp)

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

- *Cube of Frost Resistance* (Adventure; DMG; 27,000 gp)

Appendix 1: APL 2

Encounter Nine

Ice Beast Advanced Minor Xorn: CR 3; Small Construct (Cold); HD 4d10+10; hp 40; Init +0; Spd 20 ft., burrow 20 ft. (snow and ice only); AC 13 (+1 size, +2 natural), touch 11, flat-footed 13; Base Atk +3; Grp +2;

Atk +7 melee (2d8+3 plus 1d6 cold, bite);

Full Atk +7 melee (2d8+3 plus 1d6 cold, bite) and +5 melee (1d3+1 plus 1d6 cold, 3 claws)

SA Frigid Touch; SQ Construct traits, darkvision 60 ft., immunity to cold, low-light vision, vulnerability to fire;

AL N; SV Fort +1, Ref +1, Will +1; Str 16, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -, Multiattack.

Cold Subtype (Ex): An ice beast has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Frigid Touch (Su): The ice beast deals an extra 1d6 points of cold damage with each successful melee attack.

Appendix 1: APL 6

Encounter Five

Dire Rhinoceros: CR 9; Huge Animal; HD 17d8+153; hp 255; Init +5; Spd 30 ft.; AC 21 (-2 size, +1 Dex, +12 natural), touch 9, flat-footed 20; Base Atk +12; Grp +30;

Atk +21 melee (2d8+15/17-20/x3, gore);

Full Atk +21 melee (2d8+15/17-20/x3, gore)

Space/Reach: 15 ft./10 ft.; SA Augmented critical, trample; SQ low-light vision, scent;

AL N; SV Fort +19, Ref +13, Will +6; Str 30, Dex 13, Con 29, Int 2, Wis 13, Cha 10.

Skills and Feats: Hide -7, Listen +13, Spot +13; Alertness, Improved Bull Rush, Improved Critical (gore), Improved Initiative, Lightning Reflexes, Weapon Focus (gore).

Augmented Critical (Ex): A dire rhinoceros' gore attack threatens a critical hit on a natural attack roll of 17-20 because of the creature's augmented critical ability and its Improved Critical feat. On a successful critical hit with a gore attack, a dire rhinoceros deals triple damage.

Trample (Ex): As a standard action, a dire rhinoceros can trample opponents at least one size category smaller than itself. This attack deals 2d12+15 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 28) for half damage.

Scent (Ex): A dire rhinoceros can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Encounter Nine

Ice Beast Advanced Average Xorn: CR 7; Medium Construct (Cold); HD 12d10+20; hp 110; Init +0; Spd 20 ft., burrow 20 ft. (snow and ice only); AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +9; Grp +13;

Atk +14 melee (6d6+4 plus 1d6 cold, bite);

Full Atk +14 melee (6d6+4 plus 1d6 cold, bite) and +11 melee (1d4+2 plus 1d6 cold, 3 claws)

SA Frigid Touch; SQ Construct traits, damage reduction 10/magic, darkvision 60 ft., immunity to cold, low-light vision, vulnerability to fire;

AL N; SV Fort +4, Ref +4, Will +4; Str 19, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -; Improved Natural Attack (bite), Multiattack, Weapon Focus (bite).

Cold Subtype (Ex): An ice beast has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Frigid Touch (Su): The ice beast deals an extra 1d6 points of cold damage with each successful melee attack.

Appendix 1: APL 8

Encounter Five

Advanced Dire Rhinoceros: CR 11; Huge Animal; HD 23d8+207; hp 345; Init +6; Spd 30 ft.; AC 22 (-2 size, +2 Dex, +12 natural), touch 10, flat-footed 20; Base Atk +17; Grp +35;

Atk +26 melee (2d8+15/17-20/x3, gore);

Full Atk +26 melee (2d8+15/17-20/x3, gore)

Space/Reach: 15 ft./10 ft.; SA Augmented critical, trample; SQ low-light vision, scent;

AL N; SV Fort +22, Ref +17, Will +8; Str 30, Dex 14, Con 29, Int 2, Wis 13, Cha 10.

Skills and Feats: Hide -6, Listen +16, Spot +16; Alertness, Cleave, Improved Bull Rush, Improved Critical (gore), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (gore).

Augmented Critical (Ex): A dire rhinoceros' gore attack threatens a critical hit on a natural attack roll of 17-20 because of the creature's augmented critical ability and its Improved Critical feat. On a successful critical hit with a gore attack, a dire rhinoceros deals triple damage.

Trample (Ex): As a standard action, a dire rhinoceros can trample opponents at least one size category smaller than itself. This attack deals 2d12+15 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 28) for half damage.

Scent (Ex): A dire rhinoceros can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Encounter Nine

Ice Beast Advanced Elder Xorn: CR 10; Large Construct (Cold); HD 18d10+30; hp 165; Init +0; Spd 20 ft., burrow 20 ft. (snow and ice only); AC 15 (-1 size, +6 natural), touch 9, flat-footed 15; Base Atk +13; Grp +25;

Atk +21 melee (6d8+8 plus 1d6 cold, bite);

Full Atk +21 melee (6d8+8 plus 1d6 cold, bite) and +18 melee (1d6+4 plus 1d6 cold, 3 claws)

SA Frigid Touch; SQ Construct traits, damage reduction 10/magic, darkvision 60 ft., immunity to cold, low-light vision, vulnerability to fire;

AL N; SV Fort +6, Ref +6, Will +6; Str 26, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -; Improved Natural Attack (bite), Multiattack, Weapon Focus (bite).

Cold Subtype (Ex): An ice beast has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Frigid Touch (Su): The ice beast deals an extra 1d6 points of cold damage with each successful melee attack.

Appendix 2: Environmental Dangers

The Environment of the Great Glacier is dangerous. Here is a quick synopsis of the rules for environmental encounters.

In this scenario, there are three levels of environmental danger: Cold, Severe Cold, and Extreme Cold. The appropriate level for every encounter where they might come into play is listed at the start of the encounter. The only change from what is printed in each encounter is that if the party is active at night or fails to properly set up their camp, the temperature falls into the next more dangerous level... i.e. Cold areas become Severe Cold areas at night.

Cold: Unprotected Characters must make a Fortitude Save every hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage.

Characters whose protection against Cold is at least level 1 or higher (See below) are safe at this temperature range.

Severe Cold: Unprotected characters must make a Fortitude save every 10 minutes (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage on each failed save. A partially protected character need only check once per hour.

For complete protection against severe cold, a character must have a level of protection of 2 or higher (See Below). A character whose level of protection is only 1 is considered partially protected.

Extreme Cold: Unprotected characters take 1d6 points of cold damage per 10 minutes (no save). In addition, an unprotected character must make a Fortitude save (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell. A partially protected character takes damage and makes saving throws once per hour instead of once per 10 minutes.

A character must have a level of protection of 3 or higher to be protected against extreme cold. Level 2 is considered partial protection; level 1 is considered unprotected.

Levels of Protection:

Most characters are at a base of 0. Characters with the "Cold Endurance Feat" from Frostburn, have level 1 protection. *Endure Elements* spell or effect or DR 5/Cold is level 3 protection.

Equipment Modifiers:

- +0 No Special Clothing or Equipment
- +1 Armor Insulation, Cold Weather Outfit, or Fur Clothing
- +2 Armor Insulation and Fur Clothing or Cold Weather Outfit and Fur Clothing
- +3 Improvised Shelter

Dangers of the Cold:

Frostbite:

Frostbitten extremities become numb and pale as the supply of blood decreases due to cold temperatures. As stated in Chapter 8 of the *Dungeon Master's Guide* (pg 302), a character who takes any nonlethal damage from cold or exposure is beset by frostbite and fatigued.

Treating Frostbite:

A successful DC 15 Heal check can cure frostbite, eliminating the fatigue. The DC is modified by the conditions listed in the table below.

Condition	Heal DC Modifier
Cold environment	+3
Immersion in warm water	-5
Dry heat from flame	-2*

* Healing frostbite using dry heat causes the victim to take 1d4 points of fire damage.

Hypothermia:

In any situation in which freezing temperatures are present, hypothermia is a potentially lethal risk. Hypothermia is a condition that results from the lowering of the body's core temperature (whether caused quickly by immersion in freezing waters or over a long period of time by exposure to cold temperatures) and is marked by pale skin, rigid muscles, and loss of consciousness. The three stages of hypothermia are mild, moderate, and severe.

As stated in Chapter 8 of the *Dungeon Master's Guide*, a character who takes any nonlethal damage from cold or exposure is beset by mild hypothermia and therefore treated as fatigued. Immersion in chilled waters calls for an immediate check to resist the effects of cold or exposure and increases the DC of all Fortitude saves to avoid taking damage from cold or resisting cold-based spells and effects by 10 until the character and his clothes become dry.

Once a character succumbs to mild hypothermia, he becomes susceptible to moderate and severe levels of hypothermia. Any character with mild hypothermia who fails a Fortitude save to avoid the effects of cold or exposure is beset by moderate hypothermia and is treated as exhausted. Any character with moderate hypothermia who fails a Fortitude save to avoid the effects of cold or exposure is beset by severe hypothermia and is treated as disabled.

Treating Hypothermia

A successful DC 15 Heal check can lower the level of hypothermia of the victim by one level (severe to moderate, moderate to mild, mild to none). The DC is modified by the conditions listed in the table below.

Condition	Heal DC Modifier
Wet clothing	+2
Cold Environment	+3
Heat from fire	-5
Body Contact	-1

Appendix 3: New Rules Items

New Weapons

Ice Axe (Frostburn, pg 76):

More tool than weapon, the ice axe has a sharp metal head that is perpendicular to the shaft and has a spiked handle. It grants a +1 circumstance bonus on Climb checks in mountainous and/or icy terrain, even if you don't possess the Exotic Weapon Proficiency (ice axe) feat. If you do possess this feat, the bonus increases to a +4 circumstance bonus. An ice axe may be used as a martial weapon, but takes a -2 penalty on attack rolls in this case.

Exotic Weapon, 10 gp, Dmg (s) 1d4, Dmg (m) 1d6, Critical x4, 5 lb., piecing or slashing

Iuak (Frostburn, pg 77):

An Iuak is a heavily weighted machete-shaped blade, usually made of bone or stone. While it makes an excellent weapon, its primary purpose is to cut through and destroy ice and other hard materials. If used against an object, an iuak ignores the first 3 points of hardness possessed by the object.

Exotic Weapon, 12 gp, Dmg (s) 1d4, Dmg (m) 1d6, Critical 19-20/x2, 4 lb., slashing

New Gear

Ascender/Slider (A&EG, Pg 21):

This cleverly designed ratchet wraps around ropes and assists climbing and descending. By clicking a small switch, the ratchet prevents movement either up or down the rope. This grants a +1 circumstance bonus on Climb checks using a single rope. You can also slide down a rope with this device, which allows rapid movement – basically a controlled fall. It requires a successful Strength Check (DC 15) to hold on when performing this maneuver. A failure means you fall. (1 lb.)

Armor Insulation (Frostburn, pg 78):

This thick red syrupy mixture is applied with a brush to the inner surface of a suit of armor. When the mixture comes in contact with body heat and sweat, it puffs up to trap body heat, insulating the wearer against the effects of cold. For 24 hours after application, the wearer of a suit of armor treated with armor insulation gains a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather. (2 lb.)

Crampons (Frostburn, pg 78):

Crampons consist of a set of metal spikes and hooks that lash on to boots and gauntlets to assist in climbing or walking across icy surfaces. While you wear crampons, you gain a +2 circumstance bonus on any Balance checks made to avoid slipping on an icy surface, and a +2 circumstance bonus on Climb checks.

Crampons impose a -10 ft. penalty to speed when not walking on snow or ice. (1 lb.)

Frostbite Salve (Frostburn, pg 79):

This pale yellow cream provides instant relief from frostbite damage. It does not cure frostburn damage, but temporarily suppresses up to 2 points of ability score damage caused by frostbite. The salve's effectiveness lasts for just one hour, after which point the ability score damage suppressed by the salve returns. (1 lb.)

Fur Clothing (Frostburn, pg 78):

Fur clothing consists of thick layers of animal furs designed to be worn over a regular set of clothing or armor. Wearing fur clothing grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather. Fur clothing can be worn over a cold weather outfit; in this case the circumstance bonuses granted by each item stack, granting a total +10 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Fur clothing is cumbersome to wear. Although the furs do not provide an appreciable armor bonus, they do increase your total armor check penalty for any armor worn by 2 points. (10 lb.)

Hut, Portable (Frostburn, pg 78):

A portable hut consists of a wooden framework that can be quickly assembled into a hut-shaped frame that covers a 10-foot square. The frame's base consists of several iron spikes that can be driven through holes in the frame to affix the hut frame to the ground; further stability is granted by several rope supports that extend out 15 feet from the hut's edge. Once the frame is in place, you simply attach the leather and fur wrappings over the outside of wall and lash them directly to the frame to finish building the hut. A portable hut provides excellent shelter in the wilderness; assembling or disassembling a portable hut only takes 15 minutes of work. A portable hut serves as an improvised shelter. (75 lb.)

Ice Chalk (Frostburn, pg 79):

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

Lantern, Fog-Cutter (A&EG, Pg 24):

This bullseye lantern has a special amber lens that allows light to reach farther through mist, fog, and smoke than that from regular lanterns. It illuminates a cone 40 feet long and 10 feet wide at the end, regardless of fog or mist, and it burns for 6 hours on a pint of oil. You can carry a lantern on one hand. (3 lb.)

Polar Skin (Frostburn, pg 79):

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

Rope, Elven (Gnomish) (A&EG, Pg 24):

Elven rope is finer than silk. It has 4 hit points and can be burst with a successful Strength check (DC 25). It is so supple that it grants a +3 circumstance bonus on Use Rope checks. Coils of elven rope are sold in 20-foot lengths and are extremely rare outside of elven settlements. (5 lb.)

Rope, Instant (A&EG, Pg 34):

When poured from a flask, this viscous gray liquid forms into a long cord usable as a temporary rope. Upon being exposed to the air, the liquid rapidly increases in both volume and viscosity, swelling to the diameter of a typical hemp rope, then quickly drying. A flask of instant rope forms a 30-foot-long cord; it takes 2 rounds for it to solidify and dry enough to be used. The instant rope can be moved during this period without damaging it, but it cannot support more than 10 pounds of weight without breaking. Once completely dry, instant rope can support as much weight as normal hemp rope. After an hour, instant rope becomes too brittle to support any weight and quickly crumbles to dust. (1 lb.)

Signal Torch (A&EG, Pg 35):

These simple items are normal torches treated with a variety of alchemical substances to color the flames. Signal torches each burn with a differently colored flame. They are available in a variety of colors, the most common being green, blue, and yellow. (1 lb.)

Skates (Frostburn, pg 78):

Skates allow full movement across icy surfaces for anyone with at least 5 ranks of Balance, but cannot be used at all on any other terrain. (3 lb.)

Skis and Poles (Frostburn, pg 78):

Skis allow full movement across snow and icy surfaces but cannot be used at all on any other terrain. Downhill speed can be as a run (x4) on slight grades or as a run (x5) on severe grades. It takes a full-round action to don or to remove skis. (6 lb.)

Snow Goggles (Frostburn, pg 78):

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

Snowshoes (Frostburn, pg 78):

These allow the wearer to move across snow and ice with increased speed. Snow of any depth is considered a minor impediment. Snowshoes take 1 minute to don and a full-round action to remove. (8 lb.)

Winter Fullcloth (Frostburn, pg 78):

This is a heavily quilted undergarment that is worn underneath regular clothing to protect the wearer against cold.

Winter fullcloth is considered part of the cold weather outfit described in the *Player's Handbook*. If worn by itself, it grants a +1 circumstance bonus on Fortitude saving throws against exposure to cold weather. (2 lb.)

New Magic Items

Field Provisions Box (MH, pg 43):

When opened, this well-crafted wooden box produces enough basic food and water to feed up to fifteen humans or five horses, providing a full day's sustenance. It can be used once per day.

Faint conjuration; CL 5th; Craft Wondrous Item, *create food and water*; Price 2,000 gp.

Magic Sleeping Bag (MH, pg 43):

This woolen sleeping bag grants the user a comfortable and peaceful night's sleep. While the user lies within, it provides the benefit of *endure elements*. With a night's rest, the user also recovers 1 hit point per character level (in addition to hit points recovered normally). Getting into or out of a *magic sleeping bag* is a full-round action.

Faint conjuration and enchantment; CL 3rd; Craft Wondrous Item, *endure elements*, *cure light wounds*; Price 1,000 gp.

New Exotic Materials

Blue Ice (Frostburn, pg 80):

Found only in the depths of the most ancient glaciers, veins of blue ice are often sought out by glacier dwarves. It appears as dark blue, opaque ice that sparkles in light as if it were coated in a tiny film of gemstones; this is merely a thin layer of frost that forms over its surface when exposed to air. The material is cold and feels identical to regular ice upon casual observation, but blue ice only melts under intense and direct application of heat, similar to iron. Those who mine this material from the ancient glaciers often do so simply by melting away the surrounding ice; this is a dangerous procedure, though, since it can rapidly destabilize the surrounding ice. As a result, only the most gifted miners attempt to mine blue ice.

Blue ice can be forged, shaped, and utilized as if it were iron. Blue ice is much lighter than iron, and when forged into a slashing weapon it keeps its edge much longer and is much sharper than an equally forged iron weapon. Slashing weapons made of blue ice have a +1 enhancement bonus on damage. Bludgeoning or piercing weapons can be made of blue ice, but they gain no bonuses to damage. All weapons made of blue ice weigh half as much as normal.

Blue ice isn't just useful to make slashing weapons, though; it can be used to build anything that is normally built of iron. Many dwarven fortresses in the frostfell make heavy use of blue ice for metal components such as nails, tools, door hinges, utensils, and pretty much anything else they can think of; blue ice goblets and mugs are especially popular for export to warmer climates since they keep their contents chilled. A room lined with sheets of blue ice remains at a constant temperature of about freezing, making for an effective way to create refrigerated chambers for food storage. Items made out of blue ice weigh half as much as normal.

Blue ice armor is much lighter than normal armor, although it can be uncomfortable to wear for creatures not immune or resistant to cold. Only armor normally fashioned of metal can be made from blue ice. Most blue ice armors are one category lighter than normal for purposes of movement and other limitations, so that medium armor counts as light armor, and heavy armor counts as medium armor. Light armor remains light armor. Spell failure chances for arcane spells remains unchanged, with the exception of spells with the cold descriptor, which can be cast while wearing blue ice armor with no chance of spell failure. Maximum Dexterity bonus is increased by 1, and armor check penalties are lessened by 2. If a creature wearing the armor is not resistant or immune to cold, he takes a -1 penalty on Reflex saving throws and initiative checks from the general numbness caused by the armor. The Cold Endurance feat is enough to prevent this effect.

Blue ice has 20 hit points per inch of thickness and hardness of 10.

Type of Blue Ice Item	Item Cost Modifier
Light armor	+750 gp
Medium armor	+3,000 gp
Heavy armor	+7,000 gp
Shield	+750 gp
Slashing weapon	+500 gp
Other items	+400 gp/lb.

New Supernatural Manifestations

Coldfire (Frostburn, Pg 17):

Coldfire is a swirling, viscous fluid of pure cold energy, a half-gas, half-liquid mixture that flows like a river, but can travel in any direction, regardless of gravity. It is a luminescent blue-green in color. Coldfire originates in the most frigid reaches of the Elemental Planes of Air and Water, but on rare occasions may be encountered in other areas of the frostfell. It is most often sought out by characters for its use in certain frostfell spells.

Coldfire deals 2d6 points of frostburn damage per round of exposure, except in the case of total immersion (such as when a character falls into a river of coldfire), which deals 20d6 points of damage per round.

Damage from coldfire continues for 1d2 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (this is, 1d6 or 10d6 points of frostburn damage per round).

An immunity or resistance to cold serves as an immunity or resistance to coldfire. However, a creature immune to cold might still drown if completely immersed in coldfire (see Drowning, page 304 of the *Dungeon Master's Guide*).

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

In addition, characters damaged by coldfire are at risk of contracting coldfire ruin (see New Diseases).

Frostburn (Frostburn, Pg 17):

In addition to coldfire, certain weapons and spells of ice and cold can deal frostburn damage, burning the tissues with extreme cold. 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 that can then be healed naturally or magically in the usual manner. Spells such as *control temperature* become invaluable when encountering creatures that can deal frostburn damage.

A creature's resistance or immunity to cold also applies to frostburn damage. This includes characters protected by spells such as *resist energy* [cold] and *protection from energy* [cold]. Endure elements spells and effects confer no protection against frostburn damage.

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

New Diseases

Coldfire Ruin (Frostburn, Pg 14):

Caused by exposure to coldfire; any character coming within 10 feet of coldfire becomes susceptible to contracting coldfire ruin. Victim turns into pure coldfire from the inside out. Can cause permanent ability drain.

Table 1-7: Frostfell Diseases (extract):

Disease	Infection	DC	Incubation	Damage
Coldfire Ruin	Exposure	20	1 day	1d8 Con

New Spells

Electric Jolt (Spell Compendium, Pg 78)

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.

New Creatures

Dire Rhinoceros (Fiend Folio, p. 61)

Huge Animal

Hit Dice: 17d8+153 (229 hp)

Initiative: +5

Speed: 30 ft.

Armor Class: 21 (-2 size, +1 Dex, +12 natural), touch 9, flat-footed 20

Base Attack/Grapple: +12/+30

Attack: Gore +21 Melee

Full Attack: Gore 2d8+15/17-20/x3

Space/Reach: 15 ft/10 ft

Special Attacks: Augmented Critical, trample

Special Qualities: Low-light vision, scent

Saves: Fort +19, Ref +13, Will +6

Abilities: Str 30, Dex 13, Con 29, Int 2, Wis 13, Cha 10

Skills: Hide -7, Listen +13, Spot +13

Feats: Alertness, Improved bull Rush, Improved Critical (gore), Improved Initiative, Lightning Reflexes, Weapon Focus (gore)

Environment: Temperate and cold plains or tundra

Organization: Solitary or herd (2-12)

Challenge Rating: 9

Alignment: Always neutral

Advancement: 18-34 HD (Huge), 35-51 HD (Gargantuan)

The dire rhinoceros is a massive, woolly creature with a single nasal horn that often grows up to 10 feet in length.

A typical dire rhinoceros grows up to 30 feet long (excluding the horn) and can weigh up to 10,000 pounds.

COMBAT

A dire rhinoceros always initiates combat with a charge attack if it can, so that it can wade into the midst of its enemy with its horn.

Dire rhinoceroses can be summoned using a *summon nature's ally* VII spell.

Augmented Critical (Ex): A dire rhinoceros' gore attack threatens a critical hit on a natural attack roll of 17-20 because of the creature's augmented critical ability and its Improved Critical feat. On a successful critical hit with a gore attack, a dire rhinoceros deals triple damage.

Trample (Ex): As a standard action, a dire rhinoceros can trample opponents at least one size category smaller than itself. This attack deals 2d12+15 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 28) for half damage.

Scent (Ex): A dire rhinoceros can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Ice Beast Template (Frostburn, pg 138)

An ice beast is a magical construct of ice and snow created by means of a *conjure ice beast* spell (or similar effect) in the image of a real creature. It is a mindless automaton that follows its creator's orders. An ice beast resembles whatever creature it is modeled after in general shape and size but it is composed entirely of pale blue ice.

An ice beast does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Its instructions must always be simple, such as "Attack that giant" or "Stay close and attack anyone who threatens me."

Creating an Ice Beast

"Ice Beast" is a template that can be added to any corporeal creature (other than an undead or a creature than the fire subtype), hereafter referred to as the base creature

Size and Type: The creature's type changes to construct. It loses all previous subtypes, but gains the cold subtype. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice and Hit Points: Drop any Hit Dice gained from class levels (to a minimum of 1) and change remaining Hit Dice to d10s. As a construct, the creature loses any Constitution bonus to hit points, but gains bonus hit points based upon its size, as shown below:

Ice Beast Size	Bonus Hit Points
Small	10 bonus hp
Medium	20 bonus hp
Large	30 bonus hp
Huge	40 bonus hp
Gargantuan	60 bonus hp
Colossal	80 bonus hp

Speed: The creature loses any fly speed it formerly possessed. If it had a burrow speed, it keeps its burrow speed but may only burrow in snow and ice.

Armor Class: The creature's natural armor bonus changes to a number based on its size:

Ice Beast Size	Natural Armor Bonus
Tiny or smaller	+1
Small	+2
Medium	+4
Large	+6
Huge	+8
Gargantuan	+11
Colossal	+15

Base Attack: An ice beast's base attack bonus is equal to $\frac{3}{4}$ of its Hit Dice.

Attacks: An ice beast retains all the natural attacks, manufactured weapon attacks, and weapon proficiencies of the base creature. A humanoid with no natural attacks gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage based on the ice beast's size. (If the base creature already had a slam attack, use the ice beast's slam attack only if it is better.)

Ice Beast Size	Slam Attack Damage
Diminutive or Fine	1
Tiny	1d2
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	3d6
Colossal	4d6

Special Attacks: An ice beast loses all special attacks of the base creature. It gains one (and only one) of the following special attacks, chosen by its maker at the time of its creation.

Cold Aura (Su): The ice beast deals 1d6 points of cold damage to all creatures within 10 feet as a free action at the beginning of its turn each round

Engulf (Su): As a standard action, the ice beast can attempt to engulf a single opponent it threatens. The opponent must be one size or more smaller than the ice beast so a Large ice beast can engulf Medium or smaller creatures. The target is entitled to a Reflex save (DC 10 + ½ the ice beast's Hit Dice + the ice beast's Str modifier) to avoid being engulfed. A creature engulfed by the ice beast is considered to be pinned and trapped inside its body. The engulfed creature takes 2d6 points of cold damage per round on its turn, and may begin to drown (although it can hold its breath). An ice beast can only engulf one victim at a time. To escape, the victim must escape the pin and then escape the grapple by winning grapple checks against the ice beast. The victim can choose to make Escape Artist checks in place of grapple checks. If the ice beast is killed, any engulfed victims are freed.

Frigid Touch (Su): The ice beast deals an extra 1d6 points of cold damage with each successful melee attack.

Ice Breath (Su): As a standard action, the ice beast can breathe cold. Its breath weapon deals 1d6 points of cold damage per 2 HD it possesses (minimum 1d6 points of cold damage per 2 HD it possesses (minimum 1d6, maximum 10d6) in a 30-foot cone (DC 10 + ½ the ice beast's HD, Reflex save half). Once an ice beast uses its ice breath, it must wait 1d4 rounds before it can use its breath weapon again.

Special Qualities: An ice beast loses all special qualities of the base creature. It gains the following special qualities:

Cold Subtype (Ex): An ice beast has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

Construct Traits: An ice beast has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. It has darkvision out to 60 feet and low-light vision.

Damage Reduction (Su): The ice beast gains damage reduction based on its Hit Dice, as shown below.

Hit Dice	Damage Reduction
1-4 HD	None
5-9 HD	5/magic
10-19 HD	10/magic

20 HD +

15/magic

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/3 HD.

Abilities: An ice beast has no Constitution or Intelligence score. Its Wisdom changes to 10, and its Charisma changes to 1.

Skills: An ice beast has no skills

Feats: An ice beast loses all feats except those that improve its attack, such as Improved Natural Attack, Multiattack, or Weapon Finesse.

Environment: Any, usually same as base creature.

Organization: Any.

Challenge Rating: An ice beast's CR is 1 plus ½ its Hit Dice.

Alignment: Always neutral.

Advancement: As base creature (or – if creature advances by character class).

Level Adjustment: --.

Appendix 4: The Sherpa and GGGRMS&GMG Rescue Dog

APL 2-4 Sherpa

Mordn Nacklebrick, GGGRMS&GFG Sherpa: Male Gnome; Expert 4; CR 4; Small Humanoid (gnome); HD 4d6+8; hp 26; Init +1; Spd 20 ft.; AC 15 (+1 size, +1 Dex, +3 armor), touch 12, flat-footed 14; Base Atk +3; Grp +1;

Atk +6 melee (1d4+2/x4, masterwork ice axe);

Full Atk +6 melee (1d4+2/x4, masterwork ice axe);

AL CG; SV Fort +3, Ref +2, Will +5; Str 15, Dex 12, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +8, Climb +15, Handle Animal +3, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Knowledge (local [NMR]) +2, Knowledge (nature) +10, Search +5, Spot +8, Survival +10; Exotic Weapon Proficiency (ice axe), Self-Sufficient.

Languages: Common, Elven, Gnome.

Possessions: Masterwork ice axe, masterwork leather armor, climber's kit, crampons, 100' gnomish (elven) rope, other miscellaneous mountaineering gear (as needed).

APL 6-8 Sherpa

Mordn Nacklebrick, GGGRMS&GFG Sherpa: Male Gnome; Expert 8; CR 8; Small Humanoid (gnome); HD 8d6+16; hp 50; Init +1; Spd 20 ft.; AC 16 (+1 size, +1 Dex, +4 armor), touch 12, flat-footed 15; Base Atk +6; Grp +5;

Atk +11 Melee (1d4+4/x4, +1 ice axe) or +11 Melee (1d4+3/19-20, masterwork iuak) or +8 Ranged (1d4/x3, Shortbow);

Full Atk +11/+6 Melee (1d4+4/x4, +1 ice axe) or +11/+6 Melee (1d4+3/19-20, masterwork iuak) or +8/+3 Ranged (1d4/x3, Shortbow);

AL CG; SV Fort +4, Ref +3, Will +7; Str 16, Dex 12, Con 14, Int 12, Wis 12, Cha 10

Skills and Feats: Balance +12, Climb +20, Handle Animal +5, Knowledge (dungeoneering) +7, Knowledge (geography) +6, Knowledge (local [NMR]) +2, Knowledge (nature) +14, Search +7, Spot +12, Survival +14; Exotic Weapon Proficiency (ice axe, iuak), Self-Sufficient.

Languages: Common, Elven, Gnome

Possessions: +1 ice axe, +1 leather armor, masterwork iuak, shortbow, climber's kit, crampons, 100' gnomish (elven) rope, Other miscellaneous mountaineering gear (as needed).

Bob, GGGRMS&GFG Rescue Dog: CR 1; Medium Animal; HD 2d8+4; hp 14; Init +2; Spd 40 ft.; AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; Base Atk +1; Grp +3;

Atk +3 melee (1d6+3, bite);

Full Atk +3 melee (1d6+3, bite)

SQ Low-light vision, scent;

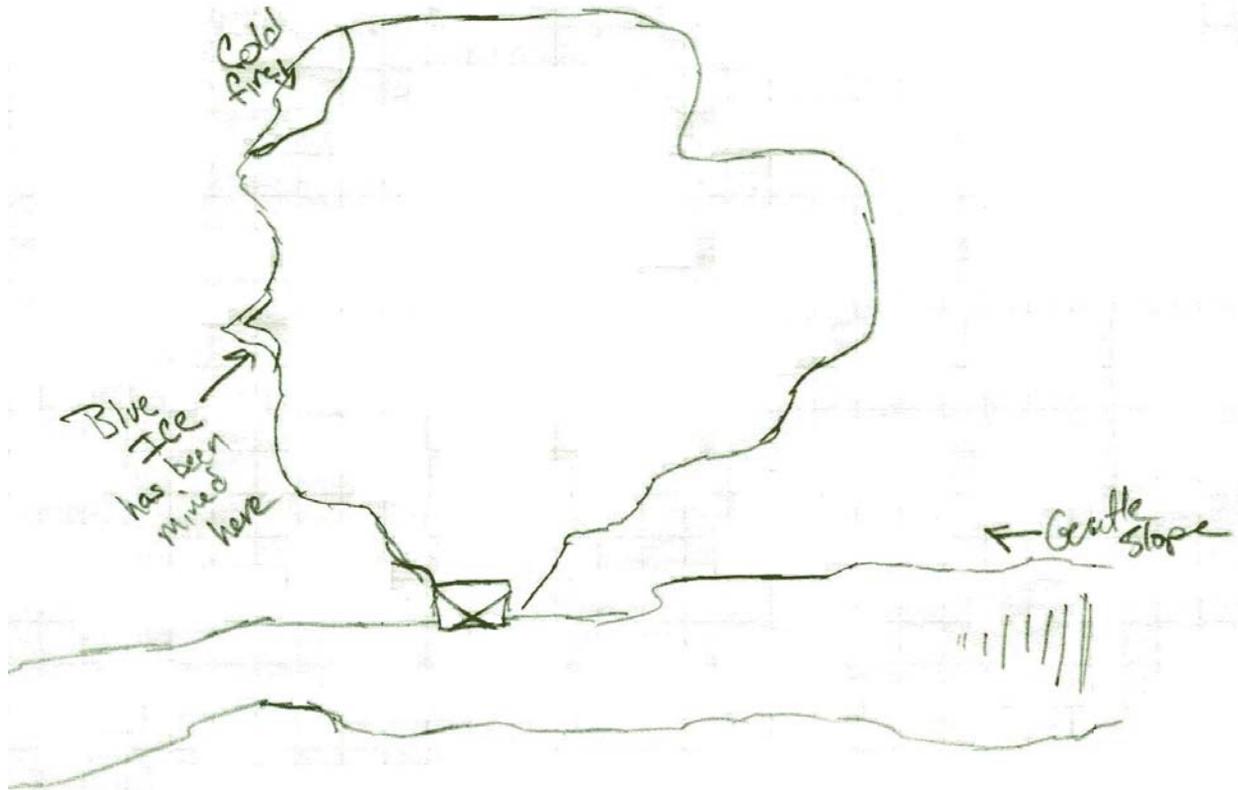
AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1; Alertness, Track

Tricks: (See *Player's Handbook*, Pg 74-75 and below) Defend, Heel, Rescue*, Seek, Track, Work.

Rescue: These dogs are specially trained for rescue, both in snow and water. If they are directed to, or sense a need to, they will attempt to rescue a drowning or buried character. Because of the nature of their training, there is no Handle Animal check required for this roll if the danger is obvious to the dog.

DM Aid 2: Map for Encounter 9



Player Handout #1: Map of Northeast Nyronnd



Player Handout #2: The GGGRMSGFG Price List

*Items for sale by the
Greater Gnomish Guild of Raker Mountain Sherpas and Gamboge Forest Guides
Quartermaster Corp*

Mountaineering Supplies:

<u>Item (Source)</u>	<u>Cost</u>	<u>Number Bought</u>	<u>Total Cost</u>
Ice Axe (Frostburn 76)	10 gp	_____	_____
Iuak (Frostburn 77)	12 gp	_____	_____
Crampons (Frostburn 78)	5 gp	_____	_____
Fur Clothing (Frostburn 78)	8 gp	_____	_____
Portable Hut (Frostburn 78)	125 gp	_____	_____
Skates (Frostburn 78)	10 gp	_____	_____
Skis and Poles (Frostburn 78)	15 gp	_____	_____
Snow Goggles (Frostburn 78)	2 gp	_____	_____
Snowshoes (Frostburn 78)	15 gp	_____	_____
Winter Fullcloth (Frostburn 78)	4 gp	_____	_____
Ascender/Slider (A&EG 21)	20 gp	_____	_____
Fog-Cutter Lantern (A&EG 24)	20 gp	_____	_____
Gnomish (Elven) Rope 20' (A&EG 24)	50 gp	_____	_____
Instant Rope (A&EG 34)	25 gp	_____	_____
Signal Torch (A&EG 35)	1 gp	_____	_____

Special Supplies:

Potion of Endure Elements (1 st Level)	25 gp	_____	_____
Potion of Cure Light Wounds (1 st Level)	50 gp	_____	_____
Armor Insulation, Flask (Frostburn 78)	50 gp	_____	_____
Frostbite Salve, Jar (Frostburn 79)	50 gp	_____	_____
Ice Chalk (Frostburn 79)	20 gp	_____	_____
Type I Bag of Holding (DMG)	2500 gp	_____	_____

Training Options:

Short Forest Course	150 gp	_____	_____
Short Mountain Course	150 gp	_____	_____

Guide/Rescue Dog:

GGGRMS & GFG Trained Rescue Dog	175 gp	_____	_____
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More Special Supplies: (APL 4+)

Polar Skin, Flask (Frostburn 78)	25 gp	_____	_____
Magic-Sleeping Bag (MH 43)	1000 gp	_____	_____
Field Provision Box (MH 43)	2000 gp	_____	_____
Murlynd's Spoon (DMG)	5400 gp	_____	_____
Robe of Useful Items (DMG)	7000 gp	_____	_____
Rope of Climbing (DMG)	3000 gp	_____	_____

Really Special Supplies: (APL 6+)

Boots of the Winterlands (DMG)	2500 gp	_____	_____
Type II Bag of Holding (DMG)	5000 gp	_____	_____

Extra Special Supplies: (APL 8)

Cube of Frost Resistance (DMG)	27,000 gp	_____	_____
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