

The Abbey of the Ice

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Regional Adventure

Set in the Kingdom of Nyrond

Version 0.8

by Art Severance

Circle Reviewer: Colleen Simpson

Triad Reviewers: Tom Kee

Playtesters: G. Havard Albright, Jr., James Cancienne, Phil Loyer, Travis Reed, and Don Ward

The Rel Mord Wizard's Guild asks you to answer an urgent plea from the Greater Gnomish Guild of Raker Mountain Sherpas and Gamboge Forest Guides. Can the Wizard's Guild rely on you to aid its allies and secure its supply of important spell components? Sojourn to the bone-chilling heights of the Rakers' highest glaciers and beyond. A one-round Regional adventure set in Nyrond for heroic characters from levels 1 to 12 (APLs 2-10). This adventure is a sequel to NYR6-02 *A Trip to the Glacier*.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Frostburn* [Wolfgang Bauer, James Jacobs, and George Strayton], *Living Greyhawk Gazetteer* [Gary Holian, Erik Mona, Sean K. Reynolds, and Frederick Weining], *Manual of the Planes* [Jeff Grubb, Bruce R. Cordell, and David Noonan], NYR3-07 *To Catch a Falling Star* [John D. Jenks and J. Eddy Roberts], NYR6-02 *A Trip to the Glacier* [J. Eddy Roberts and James Shaw], and *Spell Compendium* [Michelle Carter and Kim Mohan].

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To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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

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

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Players Read No Farther

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

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Kingdom of Nyrond. Characters from the Kingdom of Nyrond pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

In NYR6-02 *A Trip to the Glacier*, PCs traveled to the home of the Greater Gnomish Guild of Raker Mountain Sherpas and Gamboge Forest Guides (GGGRMS&GFG), just east of Arndulanth, and then onward to the Abbey of the Ice to gather spell components for the Fellows of the Rel Mord Wizard's Guild (RMWG).

The intervening year has been one of supernaturally cold Trollwinter, in which much of the Rakers remained under a thick blanket of ice and snow, even in summer.

Though the Trollwinter has since been broken, it has taken a heavy toll on the GGGRMS&GFG. Supernaturally cold weather meant fewer travelers in the Gamboge and Rakers. Fewer travelers meant fewer sherpas and guides hired. The GGGRMS&GFG's fortunes fell.

At the outset of the adventure, the GGGRMS&GFG's problems have gone from bad to worse. A strike force of frost giants, ogres, snow goblins, and winter wolves is attacking the town. However, one clever gnomish bard/sales clerk in the GGGRMS&GFG's store, Halflan Uralpick, has used a scroll of *sending* to contact the RMWG with an urgent plea for help.

The group attacking the GGGRMS&GFG is part of a larger force, sent by the Demon Prince Kostchtchie, that opened a *gate* from the Ice Wastes, the 23rd layer of the Abyss, to Oerth three days ago. This gate appeared in the air some 200 feet above the surface of the glacier. All but one unlucky invader arrived safely via *feather fall* and *air walk*. However, several woolly mammoths, untrained in air walking, fled during the arrival.

Shortly after arriving, the invaders accomplished their immediate objective of taking and ransacking the Abbey of the Ice. Nevertheless, their orders also require them to slay or capture as many of the inhabitants of the Abbey as possible. Finding evidence in the Abbey indicating that the GGGRMS&GFG was close by, the invaders have sent out a strike team to round up any of the Abbey's survivors who may have sought refuge there.

Though there are survivors from the Abbey, none of them made it to the GGGRMS&GFG. Instead, they are holed up in the Cavern of Coldfire, where PCs discovered both coldfire and blue ice in NYR6-02 *A Trip to the Glacier*. Among the survivors are several individuals that the PCs may have met in the previous adventure: the halfling stormsinger, Weely Tyrus, the human frostmage Mellodia Yerris, the dwarven smith Denwin Therisnor, and the human frostrager Jorwin Elkstalker. The qorrashi genie Sliesh has long since returned home to his native elemental plane of air. The elven monk and cloud anchorite Tynelis Daetril was captured and taken to the Ice Wastes. The abbot and priest of Telchur, Istim Rime, died in the initial assault.

In the past three days, the invasion's leaders have collected the Abbey's wealth and returned with it and their captive, Tynelis Daetril, to the Ice Wastes. However, the bulk of the invasion force remained behind, holding the Abbey against the inevitable counterattack in the hope that they can capture or slay more of Telchur's allies on Oerth before returning to the Abyss.

ADVENTURE SUMMARY

PCs begin the adventure in the halls of the Rel Mord Wizards Guild. As they stand in line for a *teleportation circle*, they are able to gain some insight into what is going on and to prepare for a battle in the cold and snow.

The PCs arrive inside the GGGRMS&GFG's artificial mountain and soon enter a pitched battle. Frost giants, ogres, winter wolves, and snow goblins are attacking the village in the midst of a snowstorm, during which

visibility is restricted. Once PCs drive off the attackers, they learn that the village has been hit particularly hard, especially the rescue dog training pens. PCs with unusual dogs are offered the opportunity to help restore the rescue dog program.

Following the trail of the marauders, the PCs come to the Abbey of the Ice, only to find that it has been taken over by a large force that includes frost giants and woolly mammoths. PCs also discover that a group of survivors has fled the Abbey.

In a nearby ice cavern, PCs encounter the survivors. Depending on the PCs' abilities, they are asked to undertake a mission to gain an ally or retrieve an item necessary for a successful counterattack.

Sneaky PCs are asked to enter the Abbey to retrieve Weely's trumpet. PCs with strong wilderness skills are asked to find a group of giant owls and ask for their assistance. PCs with strong animal handling skills are asked to round up errant mammoths to aid in the counterattack. PCs that are more powerful are sent to either the elemental plane of air to seek aid from a qorrashi genie or to Pandemonium to bring Istim Rime back to life. While performing these tasks, PCs encounter dire terrain, dangers of the high mountains, or traps and must employ either guile or diplomatic skills to obtain the assistance they seek.

Upon returning to the Abbey with or without the desired assistance, PCs attack in an attempt to drive the frost giants back to the Abyss. Once the invaders are driven off, the PCs discover evidence that the assault originated from the Ice Wastes, the 23rd layer of the Abyss.

When the PCs set out to return to Rel Mord, if they sought aid in the battle for the Abbey, the elemental savant Kurast from NYR3-07 *To Catch A Falling Star* greets them and rewards them for coming to the aid of the Rel Mord Wizard's Guild, the GGGRMS&GFG, and the Abbey of the Ice. If the PCs did not seek aid, they pass through too quickly and miss Kurast and the spontaneous reward. Instead, the Fellows of the Rel Mord Wizards Guild give each PC a generous cash reward.

PREPARATION FOR PLAY

Determine whether any of the PCs has taken part in NYR6-02 *A Trip to the Glacier*, as the various NPCs here would remember those PCs and welcome them by name.

Also, determine whether any PC bought and still has the rescue dog from that AR, or any other special dog from any other AR or meta-organization. In addition, ask players whether such dogs are coming along on this adventure.

Finally, determine whether any PC worships one of the Oeridian wind gods, Atroa, Sotillion, Telchur, or Wenta, their older brother, Velnius, or their father, Procan. Weely insists that any divine caster who worships one of these gods undertake the mission to Pandemonium at APLs 6 and higher in Encounter 4.

INTRODUCTION: THE RMWG

The adventure begins inside the Rel Mord Wizard's Guild, RMWG, while PCs wait in line to be transported to the gnomish vale.

It hasn't even been twenty minutes since you heard the summons. "Adventurers, come at once!" the crier bellowed. "Bring your gear, especially your cold weather gear! Report to the Wizard's Guild immediately!"

Heeding the call, you rushed to your digs, gathered up your equipment, donned your armor, and made for the guildhall. There you found dozens of other adventurers preparing for a fight. The inns and taverns of the snow-blanketed capitol are surely empty tonight!

Now you and your peers stand shoulder-to-shoulder in a narrow hallway. As you shuffle forward, you hear a familiar voice. Perhaps you've heard him at the Oerth Theater Guild. His exhortations to fight valorously are quite inspiring as they extol your ability to wage war.

As the line moves forward, you turn a corner and see that the corridor ends in a small room. There, a group of adventurers draws its weapons, casts some last spells, steps forward, and disappears in a flash. In a few moments, it will be your turn!

As you wonder what's going on, an elven woman in wizard's robes pushes her way through your ranks. "Better bundle up, you're off to the Rakers to help the Greater Gnomish Guild of Raker Mountain Sherpas and Gamboge Forest Guides!" she advises. "You'll be well-rewarded. Please just hurry! Halfan Uralpick said they're under attack by frost giants and snow goblins!" she exclaims.

Halfan Uralpick: Any PC who played NYR6-02 *A Trip to the Glacier* may attempt a DC 15 Int check to recall that Halfan Uralpick is a sales clerk in the employ of the Greater Gnomish Guild of Raker Mountain Sherpas and Gamboge Forest Guides. A DC 25 bardic knowledge check or DC 30 Knowledge (local - NMR) check will reveal the same information as well as the fact that Halfan is an aspiring bard.

Initiative & Teleportation: At this point, have the players roll for initiative. PCs have 10 rounds to prepare to be teleported. Each round, each PC must shuffle 5-feet forward. At the start of Round 11, all PCs will have stepped into the teleportation circle and have been transported. At that point, proceed to Encounter 1.

Inspire Courage: Off to the side, out of PC's sight, a low-level, male, human bard in his twenties sings encouragement, providing a +1 bonus to attack and damage rolls for the first 5 rounds of Encounter 1.

Endure Elements: At APL 2 only, a friendly halfling cleric with wild red hair will turn in line and offer to use

her wand of endure elements on any PC who does not don cold weather gear. A PC who makes a Knowledge (religion) check (DC 10) recognizes that her trident and cresting wave holy symbol identify her as a cleric of Procan. *"Blessings be upon you in these stormy times," she says.*

10 Rounds of Actions in Line: In addition to casting spells, drawing weapons, and readying items, PCs may wish to take some of the following actions:

- Donning cold weather gear, fur clothing, or armor. For ease, assume all PCs are wearing their armor. Additionally, assume it only takes a standard action each to put on cold weather gear, fur clothing, and crampons, should the PCs have them. 10 rounds is exactly enough time to put on snowshoes, if the PCs have them and think to don them in the first round of preparation. If the PCs choose to remove or don armor during this time, refer to the rules for doing so in the Player's Handbook, p. 123.
- Asking the wizard what is going on, or about the destination. The wizard relays the following to the PCs as they ready themselves:
"One of the other Fellows received a sending from the gnomes through whom we get our supply of blue ice and coldfire. We've used a scroll of teleportation circle to get you there as quickly as possible."
- Asking the wizard about frost giants and snow goblins. The wizard relays the following to the PCs as they ready themselves:
"Frost giants? I'm afraid I don't know anything beyond the fact that they're giants. Be careful! However, I do know about snow goblins. They're furry versions of their cousins. And they have booming voices that can be quite intimidating."
- Asking about attempts to scry the battle. The wizard relays the following to the PCs as they ready themselves:
"We tried scrying, but the snow is falling so hard, we couldn't really see anything."
- Asking the wizard or anyone else any other questions. The response will be either "I'm sorry, I don't know" or, in the 10th round, "Oh, look, it's your turn to go!"
- Gather Information. Due to the nature of the emergency, there is not sufficient time to find out more about what is going on. There simply isn't anyone else to ask.

Development: At the start of Round 11, proceed to Encounter 1.

ENCOUNTER 1: SNOWFALL

PCs are teleported into the artificial mountain the GGGRMS&GFG uses for training. After reading or paraphrasing the read aloud text, commence combat,

placing PCs as the top of the initiative order as new arrivals in a continuing combat.

You take a final step forward, across the amber lines of the teleportation circle. First, you experience the visceral jerk of teleportation, then biting cold. You have been transposed into a cavernous space. The alchemical light of a handful of sunrods reveals the interior of an enormous structure of wooden scaffolding and canvas. From the echoes, you know the space towers far above you; however, you cannot see the ceiling.

Beyond the walls, you hear sounds of a pitched battle all around, as well as a curious, booming voice shouting in Common. "The mountain! Focus all attacks on the mountain!"

Closer by, a small fur-clad form with a large nose protruding from the hood of its parka gestures you toward an opening in the scaffolding wall 30 feet away. At the edge of the light, you can see snow falling heavily in the night. It appears as if there is about a foot of freshly fallen snow on the ground outside, but the snowfall blocks further sight. The gnome urges you onward, "Quickly now. Take light. The next group is coming through."

Mordn Nacklebrick: Have PCs who played NYR6-02 A Trip to the Glacier make a DC 15 Int check to recognize Mordn as tester of the gnomish climbing machine and possibly the PCs' old sherpa. If recognized, he pulls back his hood and says, *"Hey, I know you! Thanks for helping out! Better get going though; we're in awful trouble!"* He is otherwise too busy directing arriving adventurers to chitchat.

Inspire Courage: PCs are under the effect of a bard's inspire courage ability for the first 5 rounds of this combat, enjoying a +1 morale bonus to attack and damage rolls.

Environment: Though this encounter takes place in the cold, it does not last long enough for temperature to affect the PCs adversely. The goblins are native to a cold environment, so wear only cold weather gear to offset the temperature. The ogres wear both fur clothing and cold weather gear.

Nevertheless, the encounter takes place during a heavy snowfall, which affects vision, Listen checks, and ranged attacks.

- **Vision:** Heavy snowfall obscures all sight, including darkvision. Creatures 5 feet away have concealment (attacks against them suffer a 20% miss chance). The ogres and frost giants wear snowsight goggles to negate this effect. A fogcutter lantern's beam can also negate it.
- **Listen Checks/Ranged Attacks:** Heavy snowfall deadens sound and affects ranged attacks. All

creatures suffer a -4 penalty to Listen checks and ranged attacks.

Creatures: A strike team of invading frost giants, ogres, winter wolves, and snow goblins is in the process of attacking the GGGRMS&GFG. Combat is already in progress as PCs arrive. Creatures are placed as indicated on DM Aid One.

A large battle rages around the PCs as they fight. To create a sense of urgency and danger, mention that PCs hear the muffled sounds of that battle through the snow. Additional adventuring groups arrive and are directed into the fight. The giants and their minions kill rescue dogs, smash gnomish doors and buildings, and splatter innocent gnomes during the course of the battle. Gnomes plead for their lives, cry out in pain, and weep for lost companions.

APL 2 (EL 5)

❖ **Snow Goblins (10):** hp 7, 7, 7, 7, 7, 7, 7, 7, 7, 7; Appendix 1.

APL 4 (EL 7)

❖ **Ogres (2):** hp 35, 35; *Monster Manual* 198.

❖ **Winter Wolf:** hp 63; *Monster Manual* 256.

APL 6 (EL 9)

❖ **Frost Giant:** hp 182; *Monster Manual* 122.

APL 8 (EL 11)

❖ **Frost Giant:** hp 182; *Monster Manual* 122.

❖ **Winter Wolves (3):** hp 63, 63, 63; *Monster Manual* 256.

APL 10 (EL 13)

❖ **Frost Giant Spiritspeaker:** hp 171; Appendix 1.

❖ **Frost Giant:** hp 182; *Monster Manual* 122.

❖ **Winter Wolves (4):** hp 63; 63, 63, 63; *Monster Manual* 256.

Tactics:

- **All APLs:** Creatures with javelin attacks carry two javelins, and creatures with rock attacks carry four rocks. All combatants target obvious spellcasters first to reduce the PCs' effectiveness under these weather conditions.
- **APL 2:** The snow goblins all wear cold weather gear and carry snow goggles.
- **APLs 4 to 8:** The winter wolves use their scent ability to avoid catching allies in their breath attacks. The ogres wear both fur clothing and cold weather gear. The ogres and giants wear *snowsight goggles* and can consequently use their ranged attacks, albeit at the -4 penalty described above for heavy snowfall.
- **APL 10:** As APLs 4 to 8 above. The spiritspeaker casts prayer in the first round. In subsequent rounds she targets PCs without obvious cold-weather protection with *dispel magic* to drop any magical cold protection

they may have. The spiritspeaker also wears *snowsight goggles* and can consequently use ranged attacks, albeit at the -4 penalty described above for heavy snowfall.

Treasure

👑 **APL 2:** Loot: 29 gp; Coin: 3 gp; Magic: 0 gp.

👑 **APL 4:** Loot: 10 gp; Coin: 3 gp; Magic: 333 gp – *snowsight goggles* x2 (166 gp each).

👑 **APL 6:** Loot: 20 gp; Coin: 3 gp; Magic: 166 gp – *snowsight goggles* (166 gp each).

👑 **APL 8:** Loot: 20 gp; Coin: 3 gp; Magic: 166 gp – *snowsight goggles* (166 gp each).

👑 **APL 10:** Loot: 20 gp; Coin: 5 gp; Magic: 1,172 gp – +1 large battleaxe (386 gp each), +1 large breastplate (257 gp each), +1 large heavy wooden shield (196 gp each), *snowsight goggles* x2 (166 gp each).

Detect Magic Results:

APL 2: None.

APL 4: *snowsight goggles* x2 (faint transmutation).

APLs 6 and 8: *snowsight goggles* (faint transmutation).

APL 10: *snowsight goggles* x2 (faint transmutation), +1 large battleaxe (faint evocation), +1 large breastplate (faint abjuration), +1 large heavy wooden shield (faint abjuration).

ENCOUNTER 2: SLUSH

Once the battle for the GGGRMS&GFG ends, proceed to read or paraphrase the following:

As the battle ends, the heavy snowfall lightens and you are finally able to make out your surroundings. You stand amongst a sprawling complex of snow-covered buildings, many of which have been heavily damaged, as evidenced by the brightly painted timbers rising from the snow in many places. At the center of the complex stands a diminutive mountain, also draped in snow. It bears several ragged holes revealing its hollow nature. That must be where you arrived!

In the twinkling of sunrods, you see nearly a hundred adventurers standing around you. Slowly, small forms draped in furs emerge from the buildings and shrill gnomish voices fill the air with cries of both joy and despair. From nearby, the sound of a pealing bell adds to the cacophony.

Recovery operations last well into the night. Adventurers and gnomes work side-by-side to treat the injured, bury the dead, and loot the enemy. One gnome treats shivering heroes for frostbite. A pair of overburdened gnomes passes out fur clothing and cold weather gear to ill-prepared rescuers. Gnomish children pass among you distributing cups of cocoa, while a crotchety old gnome, walking with a cane, follows behind and adds something stronger to the cups. In addition, snowshoes, crampons, fogcutter lanterns, and snow goggles are liberally distributed in preparation for a dreaded second attack.

Give PCs the opportunity to interact with the gnomes. PCs who don both the proffered cold weather gear and fur clothing are protected from all further temperature effects in this adventure. Mordn approaches PCs with rescue dogs or other special dogs, see below. Once PCs are done talking to the gnomes, proceed to Encounter 3.

Rescue Dog or Other Special Dog: If any PC has a rescue dog from NYR6-02 *A Trip to the Glacier* or any other special dog from another source, the PC is approached by the sherpa, Mordn Nacklebrick from Encounter 1. He is a weathered, middle-aged gnome who is quite energetic. Read or paraphrase the following text:

"Friends, thank you for your help tonight! You've surely saved our village. I'm afraid, however, that it will never be the same. You see, the GGGRMS&GFGDRDS was hit hardest of all last night. There's nary a dog left! I see you have ['one of our dogs' OR 'a special dog'] there. I wonder whether you might consider selling it to us to help rebuild our breeding and training program."

If the PCs talk to Mordn, he has the following information and offers the following deals:

- GGGRMS&GFGDRDS: *"That's the GGG's Rescue Dog Training Subsection. We breed the finest rescue dogs on Oerth!"*
- What happened: *"We let the rescue dogs loose to help drive off some snow goblins during the attack. The winter wolves caught scent of them and froze many of the poor things solid."*
- Dogs for Sale: *"Unfortunately, that's our problem right there. Most were killed last night. I'm afraid we don't have any for sale right now."*
- Price: *"Why, we'd buy those dogs back for twice what we sold them to you for."* PCs who accept this deal get favor "a" from the GGGRMS&GFGDRDS.
- PC's Offer to Give Their Dogs to the RDTs: *"That's the best news I've had all day! Thank you!"* PCs who make this offer receive favor "b" from the GGGRMS&GFGDRDS.
- Dog Means Dog: The deals Mordn offers are only good for actual dogs that are currently present in the village. Promises of future dogs aren't present in the village. Promises of future dogs aren't sufficient, neither are dogs that don't appear on ARs or in meta-organization documents. Doglike animals such as hyenas, jackals, wolves, and coyotes are also insufficient.

Treasure

👑APL 2: Loot: 19 gp; Coin: 0 gp; Magic: 0 gp.

👑APL 4: Loot: 19 gp; Coin: 0 gp; Magic: 0 gp.

👑APL 6: Loot: 19 gp; Coin: 0 gp; Magic: 0 gp.

👑APL 8: Loot: 19 gp; Coin: 0 gp; Magic: 0 gp.

👑APL 10: Loot: 19 gp; Coin: 0 gp; Magic: 0 gp.

PCs begin Encounter 3 once they are finished talking to the gnomes:

ENCOUNTER 3: SNOWSIGN

The dreaded second attack never comes, and the rest of the night passes uneventfully. In the morning, a dozen gnomish sherpas gather willing adventurers into teams to scale the glacier and track the giants back to where they came from. They also want to check on the Abbey of the Ice, a place of great learning atop a nearby glacier. Some adventurers decide they need to return to Rel Mord and set out on the road. The rest gear up for the ascent.

If the PCs decide to return to Rel Mord now (or otherwise choose to leave), proceed to Conclusion A. If the PCs decide to join the gnomes and other heroes in ascending the glacier, read or paraphrase the following:

After carefully crossing the debris field at the base of a glacier, and then ascending its 30-foot terminal ice wall, you spend a chilly night near the desiccated carcass of an enormous, woolly rhinoceros. Today, the gnomish sherpas have unerringly guided you and the other bands higher and higher. Their trackers assure you that the frost giants came this way.

Now, standing atop the glacier, a vast, blinding vista greets you. In the glare, you see that the glacier merges into a large icecap. Miles of ice and snow stretch toward the horizon. The surrounding mountain peaks stick only a few hundred feet above this ice sheet.

To your right, the setting sun illuminates a spectacular building of stone, crystal, and ice built into the side of a nearby mountaintop, where it commands a view of the entire surrounding area.

So far, the howling wind, glare, and blowing snow appear to have concealed your approach.

PCs that make a DC20 Spot check see the corpse of an ogre, splattered on the ice approximately a mile from the Abbey. Due to wind, glare, and blowing snow, the PCs can get as far as the corpse without attracting attention from the Abbey. Once closer, a DC10 Heal check ascertains that the ogre died of a fall from a great height and was subsequently trampled by a Huge creature.

Note: While the PCs are traveling with a group of other adventurers, the mod is about the PCs at the table. If the PCs attempt to turn to the other adventurers for help, they will find that no one has the right skill set, or they didn't take that spell, or they are just plain old selfish and unwilling to help. The other adventurers will take on the missions that the PCs do not, and they will help in the

final assault, but they will not be sharing spells or other resources with the PCs.

Tracking: The area near the corpse is covered with tracks despite the recent snowfall. If the PCs cannot reach the Survival and Knowledge DCs below, a wizened gnomish sherpa and a scholarly wizard from one of the other adventuring groups step forward to attempt the checks. The sherpa will take 10 on the track check, automatically making it.

- Survival DC 4: Approximately 50 Small, Medium, and Large humanoid creatures, a pack of Large four-footed creatures, and a handful of Huge four-footed creatures landed gently in the snow near the fallen ogre corpse four days ago, then headed toward the Abbey.
- Survival DC 8: A Huge, four-footed creature moved through this area earlier today, on an arcing route around the Abbey.
- Survival DC 21: Three of the Huge four-footed creatures headed away from the Abbey after landing in the snow.
- Survival DC 24: A group of about a dozen Medium humanoids left the Abbey 4 days ago, but after the other tracks heading toward the Abbey. These tracks lead across the glacier. PCs that played NYR6-02 A Trip to the Glacier recognize the trail as leading to the Cavern of Coldfire. If no PC played that adventure, then Mordn Nacklebrick states there is a cavern in a crevasse off that way.
- Knowledge (local - ANY) DC 11: identifies the Small and Medium humanoids in the DC 10 group as snow goblins and humans. The same check identifies the Small and Medium humanoids in the DC 30 group that fled the Abbey as a mix of dwarves, elves, halflings, and humans.
- Knowledge (nature) DC 14: identifies the Large humanoids as giants and ogres.
- Knowledge (nature) DC 24: identifies the giants as frost giants and the Huge four-footed creatures as woolly mammoths.
- Knowledge (arcana) DC 16: identifies the Large, four-footed creatures as winter wolves.

NPCs:

♣ **Wizened Sherpa:** female gnome expert 9 (Survival +14, Knowledge (nature) +11; Track)

♣ **Scholarly Wizard:** male elf wizard 6 (Knowledge (local - NMR) +14, Knowledge (arcana) +14)

Environment: This area is no colder than the village below was during Encounter 1. Since the sherpas insist all PCs wear adequate cold protection (cold weather gear and fur clothing), temperature is not a problem for the rest of the adventure.

Development: The sherpas argue against approaching the Abbey any more closely than the corpse. They point

out that the humanoid tracks most likely represent survivors from the Abbey who may be in need of immediate assistance. If the PCs insist, proceed to Encounter 7, but edit descriptions to eliminate any references to the Encounter 4 survivors and the Encounter 5 allies. The PCs do not meet the survivors or the allies and eventually reach Conclusion B.

If the PCs wish to follow the tracks of the mammoths that headed away from the Abbey, the sherpas urge the PCs to check on the survivors first. If the PCs insist, proceed to Encounter 5C, but remove all references to Jorwin Elkstalker, as he is not present.

ENCOUNTER 4: THE CAVERN OF COLD FIRE

PCs reach this encounter by following the trail of the survivors in Encounter 3. Read or paraphrase the following text:

As predicted, the trail created by the smaller group of humanoids leads to a 30-foot-deep crevasse. Once down in it, you find a large cavern bathed in strange blue light. In the far wall of the cavern, you see the blue reflections of several light sources.

There are just over a dozen elves, dwarves, halflings, and humans huddled here amongst a few meager piles of supplies. The sherpas and your fellow adventurers pour into the cavern, offering greetings, assistance, food, and drink to these survivors of the Abbey.

Milling amongst the survivors you meet Weely Tyrus, a plump male halfling dressed in cold weather gear. He seems to be in charge. You also meet Mellodia Yerris, a full-figured human woman of mixed heritage whose silken blue robes and sapphire jewelry seem out of place; Denwin Therisnor, a brawny male dwarf in thick leathers, and Jorwin Elkstalker, a burly human man of Suel descent who wears thick furs and has a heavily scarred face. These survivors greet several of you by name.

PCs that played NYR6-02 should recognize all of the named survivors above. Those survivors greet the PCs who recognize them warmly and address them by name. Though PCs can speak to these individuals of their own accord, Weely Tyrus soon interrupts.

Weely is quick talking and charismatic, has a short attention span, and loves nothing better than talking about himself. He has appointed himself the leader of the survivors and quickly takes charge of the PCs as well.

"Friends, thank you for coming to my aid! With your help, I just might be able to take back the Abbey! I suppose you know that we were attacked four days ago. A big group of giants, wolves, ogres, goblins, and elephants appeared out of nowhere and took over the Abbey very quickly." His sunny expression

darkens. *"They killed Istim Rime, the abbot, but not before he called upon Telchur to conjure a snowstorm. I used the distraction to lead everyone to safety here." His expression lightens. "I sure would appreciate it if you get me some more help to take back the Abbey. What do you say?"*

Weely suggests the following ways that the PCs can get more him some more help:

- Istim Rime, priest of Telchur and abbot, is dead. His corpse is wrapped in a tarp on the far side of the cavern. If the PCs offer to raise Istim from the dead, Weely shakes his head. *"We already tried that, he doesn't seem to want to come back."* At APLs 6-10, he continues: *"I don't suppose I can talk you into traveling to Pandemonium to tell him how much I need his help, can I?"* If the PCs agree, Weely tells them to talk to Mellodia Yerris. Proceed to Encounter 5E. Weely tells APL 2 to 4 parties it's too dangerous; there are other jobs they can do.
Weely handily identifies any openly worn holy symbol of Atroa, Procan, Sotillion, Telchur, Velnius, or Wenta. If any PC has one, at APLs 6 and higher Weely says, *"Oh, I see you follow the Oeridian sky gods. You'd be particularly well-suited to this mission!"*
- Sliesh, a qorrashi genie who the PCs may have met at the Abbey before, has returned to the elemental plane of air. *"I sure wish we had Sliesh around. He's a great sidekick."* At APLs 6-10, Weely continues: *"I don't suppose I can talk you into traveling to his plane to tell him to get his scrawny butt back here, can I?"* If the PCs agree, Weely tells them to talk to Mellodia Yerris. Proceed to Encounter 5D. Weely tells APL 2 to 4 parties it's too dangerous; there are other jobs they can do.
- Woolly Mammoth: *"I am told that the invaders lost control of some of their elephant-thingies. Maybe we could use that against them."* At APLs 2-6, he suggests to PCs that they talk to Jorwin Elkstalker and see what they can do about capturing one. Proceed to Encounter 5C. At APLs 8 and 10, if the PCs express an interest in tracking down and capturing or slaying the beast, Weely flatters them and suggests their abilities can be put to better use. However, if they push, he tells them to see Jorwin Elkstalker. Proceed to Encounter 5C.
- Giant Owls: *"That birdbrain Denwin once mentioned some monstrous birds living nearby."* At APLs 2-6, Weely suggests that PCs talk to Denwin Therisnor to see whether they can find the birds again and get their help. Proceed to Encounter 5A. At APLs 8 and 10, if the PCs express an interest in undertaking this mission, Weely flatters them and suggests their abilities can be put to better use. However, if they push, he tells them to see Denwin Therisnor. Proceed to Encounter 5A.

- Weely's Trumpet: *"You know, in the scramble to leave, I kinda left my horn behind. I would do an even better job leading the counterattack if I had it."* At APLs 2-6, if the group looks like it is capable of stealth, Weely suggests that PCs sneak into the Abbey and get it for him. Proceed to Encounter 5B. At APLs 8 and 10, if the PCs express an interest in undertaking this mission, Weely flatters them and suggest their abilities can be put to better use. However, if they push, he agrees to tell them how to get it. Proceed to Encounter 5B.

If the PCs ask about Tynelis Daetril, the female elven monk and cloud anchorite, Weely explains that she stayed back to cover their flight. No one has seen her since, and he fears she was killed or captured.

Development: If the PCs decide all of these missions are too difficult, then Weely and the other survivors urge them to return to Rel Mod with news of what has happened. Proceed to Conclusion A.

If the PCs decide to attack rather than seek allies, proceed to Encounter 7, but edit out all references to the survivors and the allies from Encounter 5. PCs eventually reach Conclusion B.

ENCOUNTER 5: MISSIONS

This encounter has 5 different parts, appropriate for different APLs. Allow PCs the opportunity to speak to one or more of NPCs regarding these missions before selecting one that best suits them.

If time is running short, you may merely select a mission for the party. Normally, PCs will only have time to complete one mission before the assault. However, if you feel you have extra time, such as in home play, feel free to allow PCs to undertake a second mission. Remember, though, there is no extra experience for doing so.

If the PCs undertake a mission that is not APL appropriate, award them reduced experience as noted in the Experience Point Summary at the end of the adventure.

Encounter 5A: Giant Owls

Weely sends PCs to Denwin in Encounter 4.

Denwin Therisnor is a dwarven craftsman dressed in thick leathers.

Denwin enjoys good ale and boisterous conversation. He frequently, though inadvertently, insults others. If his pre-Abbey past should come up, he quickly changes the topic. If the PCs ask Denwin about giant birds, he replies:

"Aye, I saw giant birds this summer. Owls those things were, with wings more than five yards wide. Gods, but they were huge. And they spoke to me, just

before they stole my flask! Nipped it from the sky, they did! At least they said thanks!

"Now, that pipsqueak Weely says I had just had a bit too much of my own brew, but I'm telling you, they're out there, just below the tree line, south of the Abbey! And they have my flask! They're clever, I tell ye. And they'll be no friend to these giants and their slaves. Shall we go find the blasted things again and see if they'll help?"

A DC14 Knowledge (arcana) check reveals that such owls do indeed exist. Denwin encountered them near their nests, but did not get close enough to notice the snowfield lichen. If the PCs agree to find the owls, Denwin suggests they set out in the morning to make finding the way easier.

Environment, Snow Blindness: A DC 10 Fortitude save resists blindness caused by the sun shining on the snow as PCs travel. See Appendix 2. PCs wearing snow goggles apply a +2 circumstance bonus to the save, but take a -4 penalty to Search and Spot checks. PCs wearing snowsight goggles are immune to snow blindness.

Getting to the Owls: Though Denwin accompanies the PCs, they must still succeed on a DC14 Survival check to avoid getting lost on the way (Glacier DC 20, -6 for having Denwin along, who remembers the way). If the PCs fail this check, refer to the rules on pp. 86-87 of the *Dungeon Master's Guide* regarding getting lost.

Trap: The owls' nests are above an area of snowfield lichen. When PCs approach, read or paraphrase the following:

As you near what you believe is your destination, you find a faerie garden of frosted plants as the temperature suddenly drops. You also see tiny frozen chipmunks on the ground, and frost covers the lowest ten feet of all the trees.

A DC15 Knowledge (nature) check identifies this garden as patch of snowflake lichen and provides the information found in Appendix 2. The lichen grows in a 40 ft. diameter patch. The owls built their nests 25 ft. above the center of the patch for protection.

ALL APLs (EL 3)

❖ **Snowflake Lichen:** CR 3, natural; proximity trigger; automatic reset; multiple targets (all creatures within 10 ft.); 1d6 cold; additional DC 15 Fortitude save resists 1 Dexterity damage if target touches the lichen; +2 circumstance bonus for boots or gloves; Search DC N/A; Disable Device DC N/A. Market Price: N/A.

Creatures: Five giant owls nest 25 ft. high in the trees at the center of the 40 ft. diameter patch of snowflake lichen. Standing outside the lichen's effect, a DC23Spot check reveals the owls hiding in the trees and a DC31

Spot check reveals several owlets in the nests. If any PC enters the lichen patch, the owls will begin to hoot, dropping the Spot DCs to 17 and 26, respectively.

A DC20 Climb check is required to scale the icy lower 10 ft. of each tree. The DC drops to 15 for the 10 feet above the ice.

The owls start indifferent to the PCs. A DC15 Diplomacy check is necessary to convince the owls to talk to the PCs. Apply the following modifiers to this and all other Diplomacy checks in this encounter:

- -5 if Denwin insults the owls, see below under "Development"
- +2 for shaming the owls for taking Denwin's flask or for reminding them that they took it
- +2 for offering the owls food or drink, as it's been scarce this winter
- +2 for mentioning that the PCs are enemies of the winter wolves, which the owls have seen and hate
- +2 for each PC brave enough to run through the snowflake lichen and climb a tree to talk to the owls
- -2 for each PC that approaches the owls any more closely than 10 ft.
- -2 cumulative after the first try for each successive attempt to convince the owls

Additionally, individual PCs add the following penalties and bonuses on their Diplomacy checks:

- -2 if the PC is living a rich lifestyle
- -4 if the PC is living a luxury lifestyle
- +2 if the PC is living off of the land
- +2 if the PC is a Druid, Ranger, or Scout

Once the owls begin talking, they explain that they are having a serious problem feeding themselves and their young. In addition, they are worried about the safety of their owlets, which are too young to fly, as the winter wolves are immune to the protection provided by the lichen.

Allow the PCs to make another DC15 Diplomacy check to convince the owls to aid in the attacks on the Abbey using the modifiers above. If the check succeeds, two owls agree to accompany the PCs to the Cavern of Coldfire and to scout out enemy positions around the Abbey before the counterattack. However, they will not agree to join in combat.

In addition, if the PCs ask for the return of Denwin's flask, the owls apologize and immediately return it to him. However, it is now empty, a fact that sets Denwin off again.

All APLs

❖ **Giant Owls (5):** hp 34, 34, 34, 34, 34; *Monster Manual* 205.

Development: Denwin is still miffed at the owls for stealing his flask. Unless the PCs tell him that they will try to get his flask back, or explain to him how useful the

owls could be to the survivors in their counterattack, Denwin hurls insults at the owls during negotiations.

If the PCs succeed in gaining the assistance of the owls, the owls will scout out the battlefield as detailed in Encounter 7. Regardless of whether PCs fail or not, proceed to Encounter 6 once negotiations end. As it has not snowed since PCs traveled here, they only need make a Survival check (DC 8) to follow their own tracks back to the Cavern of Coldfire.

Encounter 5B: Weely's Trumpet

Weely offers this mission to the PCs himself.

"Folks, I seem to have left my horn on my bedside table when I fled. Now, I'm still able to inspire the troops without it, but I'd do a much better job if I had it." Weely reaches into his pocket and jostles something in it. "My plan is for you to sneak up to the Abbey, climb in through my window, and get the horn. It shouldn't be too difficult. I wouldn't stick around any longer than I had to if I were you, though."

If the PCs ask about the object in Weely's pocket, he explains: *"It's just a special mouthpiece for my horn. I always carry it with me."*

If the PCs agree to Weely's plan, he explains where his window is and suggests the PCs set out the next morning, when snow glare will cover their approach.

Any halfway intelligent plan to sneak up to the Abbey will work. Snow glare, howling wind, and blowing snow cover the PCs' approach. In addition, the invaders are not looking for small groups to lead a counterattack. However, if the PCs fail to take any precautions at all or take actions that would obviously call attention to them, proceed to Encounter 7, but edit out any references to survivors or allies. PCs eventually reach Conclusion B.

❖ **Environment, Snow Blindness:** A DC 10 Fortitude save resists blindness caused by the sun shining on the snow as PCs travel. See Appendix 2. PCs wearing snow goggles apply a +2 circumstance bonus to the save, but take a -4 penalty to Search and Spot checks. PCs wearing *snowsight* goggles are immune to snow blindness.

Trap: Weely's darkened window is on the second floor. PCs must scale a 15 ft. wall to reach the window. Because the wall is slippery, the DC for this Climb check is 30.

A number of icicles hang from the eaves above the window, forming a natural trap that is triggered by any movement at the window level.

APL 2 (EL 2)

❧ **Falling Icicle Trap:** CR 1, mechanical; location trigger; manual reset; Atk +15 ranged (2d6/x3, icicle); Search DC 20; Disable Device DC 20. Market Price: 1,800 gp.

APL 4 (EL 3)

❧ **Falling Icicle Trap:** CR 3, mechanical; location trigger; manual reset; Atk +16 ranged (2d6/x3, icicles); Search DC 25; Disable Device DC 20. Market Price: 9,000 gp.

APL 6 (EL 5)

❧ **Falling Icicle Trap:** CR 5, mechanical; location trigger; manual reset; Atk +18 ranged (3d6/x3, icicles); Search DC 25; Disable Device DC 25. Market Price: 21,000 gp.

Creatures: Hig, a neutral snow goblin, is alone in Weely's room when PCs scale the wall. He is on an unauthorized search for loot. When he hears the PCs he fears he has been caught and hides beneath the bed.

Hig will not raise the alarm, because he is afraid he will get in trouble for looting. He is currently indifferent to the PCs. A DC15 Diplomacy check will improve his attitude to friendly. Alternately, PCs may attempt to intimidate Hig. Either way, if the PCs are successful, Hig spills his guts, providing the following information:

- *"The leaders left. They took the books and an elf who fought with her hands with them."* He is referring to Tynelis Daetril, an elven monk. He does not know that the leaders are followers of Kostchtchie.
- *"Home is the Ice Wastes."* Hig does not know where the Ice Wastes are. A DC20 Knowledge (the planes) check indicates they are the 23rd layer of the Abyss.
- *"We smashed the place up good!"*
- *"There are still humans, giants, ogres, winter wolves, woolly mammoths, and demons here."* He does not know any more about these forces or how many there are.
- *"I've only seen two demons. One's a big toad on its back legs and has big teeth. The other's even bigger and looks like a boar but has small, funny wings."* PCs may attempt DC 20 and 24 Knowledge (the planes) checks to identify the hezrou and the nalfeshnee, respectively.

All APLs

❧ **Hig:** male snow goblin; hp 7; Appendix 1.

Development: A rather large, curled ram's horn lies on the bedside table next to Weely's halfling-sized bed. If the PCs take it and return it to Weely, he has it to play in Encounter 7.

When PCs leave, if they make no effort to conceal their flight, they trigger a fight. Proceed to Encounter 7, but edit out all references to allies. If the PCs make any effort to conceal themselves, they get away unnoticed. Proceed to Encounter 6.

Encounter 5C: The Mammoth

Weely sends the PCs to Jorwin in Encounter 4.

Approaching Jorwin Elkstalker, you see that he is a powerfully built Suel man with a scarred face. He wears hide armor and carries a long bow and a knife, but no larger melee weapon.

Jorwin prefers talking to obviously strong warriors, but avoids snubbing others. If the PCs ask him about the “elephant-thingies” he replies:

“Mammoths. Woolly mammoths. Tracked some of them moving away from the Abbey. Probably got away from their handlers.

“They’re out there. We get one, we’ll have an easier time in the attack. And I’d like to pit myself against ‘em. Think you’re up to catching one?”

If the PCs assent, Jorwin attempts to work out a plan with them and suggests they set out the next morning. Though he has most of the required skills, he lets the PCs take the lead so he can gauge their strength and skills for the upcoming battle. If the PCs get into trouble, though, he does not hesitate to make a suggestion. If the PCs do well, he is quick to praise their efforts and treats even weaker PCs with respect.

Tracking: Tracking the mammoths requires a DC22 Survival check (must have the Track feat) near the ogre corpse in Encounter 3. Success indicates that 3 woolly mammoths landed with the invaders 5 days earlier, but headed off away from the Abbey. They were not followed. Jorwin will aid in this check if necessary. Once PCs have found the tracks, it takes about half a day to find the first mammoth.

The trail of two of the mammoths skirts the edge of a particularly deep snowdrift. The trail of the third abruptly ends at the snowdrift. Carefully climbing the snowdrift, you realize this 1,000 ft wide drift is actually the bury zone of an avalanche.

A DC10 Knowledge (nature) check reveals that the avalanche occurred approximately 5 days ago.

As you cross the avalanche and come to the far side, you pick up the mammoths trail again where it pulled itself out of the bury zone. At the same time, you hear a snuffling sound and see an enormous furry elephant. It has been trapped in a triangular area, roughly 80 ft. on each side. The sides of the area are two steep mountain ridges. The steep, 15 foot high end of the avalanche bury zone blocks the mouth.

Environment:

- **❄️Snow Blindness:** A DC 10 Fortitude save resists blindness caused by the sun shining on the snow as PCs travel. See Appendix 2. PCs wearing snow goggles apply a +2 circumstance bonus to the save, but take a -4 penalty to Search and Spot checks. PCs

wearing *snowsight goggles* are immune to snow blindness.

- **❄️Snowfield:** The mammoth is trapped because the bury zone of the avalanche is 15 ft. high and impedes its movement. Since the PCs and Jorwin wear snowshoes, they pay only a minor penalty for movement. The mammoth pays a major penalty.
 - **PCs (minor penalty):** Pay 2 squares of movement to enter each bury zone square and increase the DC of Tumble checks by 2.
 - **Mammoth (major penalty):** Pay 4 squares of movement to enter each bury zone square.

Creature: The mammoth has been trapped in this box canyon for 5 days. A DC10 Heal check reveals that the mammoth is fatigued from starvation, though it has not yet suffered any nonlethal damage, and that it has been significantly injured by large, blunt objects (tumbling debris in the avalanche).

The mammoth has tried several times to get out, but keeps panicking when confronted with the movement penalty caused by the deep snow of the bury zone.

The mammoth does not have the reach to attack the PCs, so they have plenty of time to figure out how they wish to go about capturing, taunting, calming, or coaxing it. Though any reasonable plan should be successful, the most likely is to use a combination of wild empathy and Handle Animal. Jorwin may either aid with PCs skill and wild empathy checks, or make his own checks at the players’ discretion.

- **Wild Empathy:** A DC15 wild empathy check improves the mammoth’s attitude from unfriendly to indifferent. A second DC 15 check improves the attitude to friendly.
- **Handle Animal:** Once the PCs gain the friendship of the mammoth via wild empathy or a spell, PCs can attempt a DC27 Handle Animal check to push the mammoth to climb the snowdrift slope and escape the canyon on its own.
- **Lifestyle Modifiers:** Each PC participating in the above checks is subject to the following penalties and bonuses: -2 if the PC is living a rich lifestyle, -4 if the PC is living a luxury lifestyle, and +2 if the PC is living off the land.
- **Escape:** Should the PCs find a way to coax or calm the mammoth without using wild empathy and thereby lead it out of the bury zone, its attitude automatically improves to friendly. If the PCs taunt or scare the mammoth out, then its attitude automatically degrades one step (e.g., from indifferent to unfriendly).

All APLS (EL 5)

❄️**Fatigued Woolly Mammoth (1):** hp 142 (normally 182), Appendix 1.

❄️**Jorwin Elkstalker:** male human [Suel] barbarian 2/fighter 2/ranger 2/frostrager 2 (Climb: -2; Handle

Animal: +8, Jump: +9; Knowledge (nature): +11; Survival: +10; Wild Empathy: +3; Track).

Development: Once PCs return to the Cavern of Coldfire, if they do not come up with some means to keep the mammoth from running off, Mellodia Yerris casts a heightened *flesh to ice* on it, turning it to ice.

Whether or not the PCs succeed in befriending and handling the mammoth, once they are finished, proceed to Encounter 6.

Encounter 5D: Friends of Air and Water

Weely tells PCs to find Mellodia in Encounter 4.

Mellodia Yerris is a full-figured human woman of mixed heritage. Her blue silk robes and sapphire jewelry seem out of place here, but she does not seem to feel the chill.

Mellodia has a tendency to talk over people's heads, but immediately becomes embarrassed when she recognizes she is doing it.

If the PCs ask Mellodia Yerris about the qorrashi genie Sliesh, read or paraphrase the following:

"Sliesh is simply fascinating! He stayed at the Abbey last year. Qorrashi genies are remarkably inquisitive beings. Curiously, he wasn't interested in discussing things like the employment of coldfire as a spell component or the properties of Stygian ice. Instead, he asked me about my childhood and my homeland.

"Oh, but you don't care about that. Please excuse me. Weely wants someone to go to the elemental plane of air to find Sliesh. Would you go?"

If PC's decline, proceed to Encounter 5E, if they accept, read or paraphrase the following:

"The spell is only accurate to within 500 miles. You should arrive in an ice pocket where cold spells are particularly effective. Of course, that means that spells involving fire will be less effective. Oh, there I go again. Please pardon me... Look for an elaborate palace. Sliesh should be able to return you once you find him!"

Should PCs ask Mellodia about the elemental plane of air or ice pockets, she can relay the information contained in Appendix 2. Alternately, a Knowledge (the planes) check (DC 20) will reveal the same information.

Trap: Once PCs are plane-shifted, read the following:

"Transportation from Oerth to the elemental plane of air was relatively unremarkable. You seemed merely to trade one ice cavern for another. Several hours later, after wandering through tunnels aimlessly, you encountered a friendly group of ice mephits who pointed you in the right direction.

Sliesh's palace should be just beyond the 10 ft. diameter snow tunnel ahead."

A DC5 Knowledge (nature) check reveals that a 10 ft. patch of the tunnel ceiling ahead, at the edge of the PCs' vision, is dark grayish-black, indicating rustsnow. Anyone passing directly underneath it triggers the rustsnow spray.

APL 6 (EL 5):

❖ **Rustsnow Spray:** CR 5, mechanical; location trigger; manual reset; multiple targets; Atk ranged touch +14 rustsnow, successful hit has 10% chance of affecting each worn or carried metal object, Appendix 2; Search DC 15; Disable Device DC 20. Market Price: 5,500 gp.

APL 8 (EL 7):

❖ **Rustsnow Spray:** CR 7, mechanical; location trigger; manual reset; multiple targets; Atk ranged touch +19 rustsnow, successful hit has 10% chance of affecting each worn or carried metal object, Appendix 2; Search DC 20; Disable Device DC 20. Market Price: 19,600 gp.

APL 10 (EL 9):

❖ **Rustsnow Spray:** CR 9, mechanical; location trigger; manual reset; multiple targets; Atk ranged touch +24 rustsnow, successful hit has 10% chance of affecting each worn or carried metal object, Appendix 2; Search DC 24; Disable Device DC 20. Market Price: 40,500 gp.

Sliesh: Once PCs past the trap, read or paraphrase the following:

"The qorrashi genie's audience chamber is a delicate structure of colored ice that extends through the outer wall of this large ice pocket. Through clear walls of the audience chamber, you can make out skybergs among the clouds in the distance.

Sliesh is a large, bald, blue-skinned humanoid with an elegant white goatee. He sits cross-legged on a plush green cushion placed atop a raised step. "Greetings, warmings! Please, be seated!" He gestures to an elaborate carpet and cushions arrayed on the floor before the step. "Please, tell me something of yourselves and where you come from."

Convincing Sliesh to aid the party requires a DC20 Diplomacy check to change his attitude from friendly to helpful. Apply the following circumstance modifiers:

- +2 for mentioning that Istim Rime died in the assault. *Sliesh is obviously saddened at the news. "He was a true friend."*
- +2 for mentioning that Weely needs a sidekick and wants Sliesh's scrawny butt back. *Sliesh laughs heartily. "Such an immense sense of self and lust for life in one so small!"*
- -2 cumulative after the first try for each successive attempt to convince Sliesh to help

Additionally, individual PCs add the following penalties and bonuses on their Diplomacy checks:

- +2 if the PC is living a rich lifestyle
- +4 if the PC is living a luxury lifestyle
- -2 if the PC is living off of the land

Development: Sliesh is intensely interested in the day-to-day lives of other beings. If the PCs neglect to tell Sliesh anything of their homes, Sliesh wraps up the conversation and quickly gathers the PCs to *plane shift* back to Oerth. Once there, he casts *wind walk* to travel quickly back to the Cavern of Coldfire. Proceed to Encounter 6.

If at any time during the conversation, the PCs tell Sliesh a little about their homes, Sliesh will not only return to Oerth with them, but also will first seek additional aid from the cold and snow weirds.

"Thank you, warmlings! I am most interested in how you live. Please, allow me to show you a small part of my home and introduce you to some of my friends before we go."

If the PCs assent, continue with the following:

Sliesh jumps up enthusiastically and casts wind walk. "Come!" Together you float out of his audience hall and through the clouds on a dazzling, diving flight to another skyberg. As you solidify, Sliesh's eyes twinkle with excitement. "This is one of the most unusual aspects of my home, warm ones. Here, the planes of air and water are quite close together. Two weirds make their homes at this crossroads. They are most wise, and often know the future." You stand on packed snow at the edge of a frozen pool. As you look around, two startlingly beautiful women rise before you. One is made of pristine snow, the other of clearest ice.

"In times of need, friends must stand together," states the icy maiden. She looks the genie in the eye, "As ever law takes up arms against chaos, but in this fight, chaos fights itself." She turns to her snowy twin with the sound of ice grating on ice. The frosty maiden speaks, "Forces of the Ice Wastes killed the son of the son of Storms. They have taken the treasures of the Icebrother's house and placed them in the house of Kostchtchie." With a snowy crunch, she turns and stares into the eyes of her sister. They speak as one, "When friend and friend and friend work together, another friend is made."

A DC10 Knowledge (religion) check reveals that the Icebrother is Telchur and that he is one of five children of Procan, four of whom are the Oeridian gods of the winds, the fifth being the Oeridian god of the sky. A DC20 Knowledge (the planes) check reveals that Kostchtchie is a demon prince who resides in the Ice Wastes, the 23rd layer of the Abyss.

With that, the two maidens turn and address you. The icy one says, "Friends of Guides and Guild and Savant. I name you friends to water." The snowy one says, "Friends of Genie, Birds, and Winds, I name you friends to air." The maidens lean forward and each give each of you a kiss on the forehead, then quickly sink back into snow and ice.

If the PCs inquire about the meaning of the weirds' words:

Sliesh shrugs. "Who can tell? Weirds are . . . weird." He laughs at his own joke.

Sliesh casts *plane shift* to return with the PCs to Oerth and uses *wind walk* to get them to the Cavern of Coldfire. Proceed to Encounter 6.

If the PCs fail to convince Sliesh to aid them, then he is not available to help them return. If they do not have their own means, then the adventure ends with PCs stuck on the elemental plain of air. Consult the LGCS entry on being lost on another plane for rules on returning to Oerth.

Encounter 5E: Winter's Hall

Weely tells PCs to find Mellodia in Encounter 4.

Mellodia Yerris is a full-figured human woman of mixed heritage. Her blue silk robes and sapphire jewelry seem out of place here, but she does not seem to feel the chill.

Mellodia has a tendency to talk over people's heads, but immediately becomes embarrassed when she recognizes she is doing it.

If the PCs ask Mellodia Yerris about the Istim Rime, read or paraphrase the following:

"Istim is a devout follower of Telchur. He has been abbot for over twenty years. Did you know he had a copy of Sorbex's great work on ... Oh, I must apologize. I do go on so.

"Istim was killed by a flame strike in the initial assault. The acolytes say that he does not intend to return, even if we could raise him from the dead.

"I believe that if he knew what had happened to the Abbey, he would be willing to be restored to life. Therefore, I asked the acolytes to perform a divination. It was the first time I had had cause to contact a power on Pandemonium. The answer came in a howl of wind. I suppose that is due to the chaotic nature of the plane. Or perhaps it's an effect isolated to Winter's Hall or associated with Telchur ... My stars, but I apologize.

"As I was saying, we contacted Telchur and asked how Istim might be brought back to life. The answer was, 'When allies visit Winter's Hall and toil against hellish cold, then Sorgen lets his great pick fall and death releases its hold.'

“So, would you travel to Pandemonium, find this Sorgen, and figure out how toiling against hellish cold will return Istim to life?”

If PC's decline, proceed to Encounter 5D. If the PCs have already declined Encounter 5D, Mellodia frowns and suggests they speak to Jorwin Elkstalker. Proceed to Encounter 5C.

If PC's accept, Mellodia continues:

“The spell is only accurate to 500 miles. Pandemonium is quite windy. Winter's Hall is a realm of cold and snow. I am not sure how you will return. I can only suggest that you memorize spells to bring yourselves back or look for help there. If you can bring Istim back to life, I'm sure he knows spells, such as banishment, that will return you.”

Should PCs ask Mellodia about Pandemonium, she can relay the information contained in Appendix 2. Alternately, a DC20 Knowledge (the planes) check will reveal the same information.

Though no one present knows who Sorgen is, a DC30 Knowledge (religion) check reveals that he is a titan and a sainted follower of the Oeridian wind gods.

PCs may spend the night to change out spells before traveling to Pandemonium if they wish. Once PCs are ready, Mellodia casts *plane shift*.

Istim's Body: An acolyte has cast *gentle repose* upon Istim's body. It is now tightly wrapped in canvas. Mellodia urges the PCs to take the body with them to Pandemonium.

Pandemonium: Once PCs are transported, read or paraphrase the following:

As you were wrenched from one level of existence to another, a deafening wind assaulted your ears. The howl has continued throughout the day as you have searched for Sorgen across a vast, featureless plain of snow.

Eventually you found a slow river choked with black ice and covered with a thin layer of blue mist. Following it upstream some distance, you come across a huge male figure in tattered gray robes standing in the river and toiling at breaking the ice.

Each time he strikes the ice with his huge pick, icicles fly from the ice. As you watch, one strikes him then sizzles and melts. The figure grimaces in pain, but continues at his task.

The icebreaker is the titan Sorgen, a sainted cleric of Telchur. The river is actually the headwaters of the River Styx. Sorgen's unending task is to break up the Stygian ice that originates in a nearby vortex to Stygia and blocks the river here.

Sorgen is willing to speak to the PCs, though he does not interrupt his work to do so. Given the wind and the noise of his work, Sorgen can only understand PCs if they

shout at him or employ some magic to make shouting unnecessary.

Sorgen has the following information for the PCs:

- **Memory:** Sorgen can only remember the past 8 hours.
- **Istim Rime:** Though he has not heard of Istim Rime, he is nevertheless saddened to hear that Istim is dead.
- **Breaking the ice:** So far as he can remember, he has always toiled at breaking the ice. It must be done.
- **About the river and the ice:** Sorgen can relate the information about the River Styx and the Stygian ice contained in Appendix 2.

Sorgen is indifferent to the PCs' requests for aid. To change his attitude to helpful, the PCs must succeed at a DC30 Diplomacy check. Apply the following circumstance modifiers:

- +2 for mentioning that Istim is a priest of Telchur
- +2 for mentioning that Istim is abbot of the Abbey of the Ice
- +2 for mentioning that the Abbey of the Ice was attacked and taken
- +2 if any PC openly wears a holy symbol of Atroa, Procan, Sotillion, Telchur, Velnius or Wenta
- -2 cumulative after the first try for each successive attempt to convince Sorgen to help

Additionally, individual PCs add the following penalties and bonuses on their Diplomacy checks:

- -2 if the PC is living a rich lifestyle
- -4 if the PC is living a luxury lifestyle
- +2 if the PC is living off of the land
- -2 if the PC is Lawful (see Pandemonium, Appendix 2)

If the PCs succeed, Sorgen suggests that he could seek out and speak to Istim on the PCs behalf. If Istim is willing, Sorgen will cast the spell to return Istim to life at not cost. However, in exchange, the PCs must take up Sorgen's task while he helps the PCs.

Once PCs take up the task, Sorgen casts *greater teleport* and disappears. He returns on the 7th round. In the 8th round, he casts *miracle*, restoring Istim to life. In the 9th round, read or paraphrase the following text:

“Thank you my friends. I enjoyed that short break from my toils. Are any of you followers of Procan, or his children Atroa, Sotillion, Telchur, Velnius, or Wenta?”

If any PCs honestly answer yes to this question, Sorgen places his enormous hand on the PCs chest. Then in the 10th round, he tears small strips from his robe and gives them to those PCs. PCs whom Sorgen touches receive the favor “Touched by Sorgen.”

On the 11th round, Sorgen again takes up his task. If the PCs stop performing Sorgen's task before either breaking through the ice or being relieved by Sorgen, he takes it up again and neither performs the remaining actions outlined here nor speaks to the PCs again.

The Task: To perform Sorgen's task, PCs must work at clearing the River Styx of ice for the 10 rounds that Sorgen is away.

- If the PCs touch the water of the River, they must make a DC 17 Fortitude save or be affected as if by *feeblemind*.
- Should PCs touch the Stygian ice, they take 1d6 cold damage. If they take the damage (i.e., are not cold resistant), they must make a DC 12 Will save or take 2 points of Wisdom damage. If a PC is reduced to 0 Wisdom in this manner, the PCs takes Constitution damage from further contact. Any PC reduced to 0 Constitution by the ice dies and rises as a wraith 2d4 rounds later.
- Freeing the River: In order to free the River and keep it free for 10 rounds, the PCs must break through 3 ft. of Stygian ice. The hardness of the ice is 3, and it has 180 hit points. Each time a strike penetrates the hardness of the Stygian ice, the Stygian icicle trap triggers as described below.
- PCs can melt the ice. Stygian ice does not take half damage from fire. However, melting Stygian ice causes a cloud of noxious vapors. PCs within 5 ft. of the River must make DC 12 Fortitude saves or be nauseated for a round.
- A DC 30 Knowledge (arcana) check reveals the information about Stygian ice found in Appendix 2.

APL 6 (EL 5):

✦**Stygian icicle trap:** CR 5; natural; touch trigger; automatic reset; Atk +14 melee (1d4 plus 1d6 cold; Stygian ice, Appendix 2, cold injury, DC 12 Will resists, 2 Wisdom or Constitution/o); Search DC 25; Disable Device DC 25. Market Price: 24,000 gp.

APL 8 (EL 7):

✦**Stygian icicle trap:** CR 7; natural; touch trigger; automatic reset; Atk +19 melee (2 icicles, 1d4 plus 1d6 cold; Stygian ice, Appendix 2, cold injury, DC 12 Will resists, 2 Wisdom or Constitution/o); Search DC 25; Disable Device DC 30. Market Price: 47,600.

APL 10 (EL 9):

✦**Stygian icicle trap:** CR 9; natural; touch trigger; automatic reset; Atk +24 melee (2 icicles, 1d4 plus 1d6 cold; Stygian ice, Appendix 2, cold injury, DC 12 Will resists, 2 Wisdom or Constitution/o); Search DC 30; Disable Device DC 30. Market Price: 79,200.

Development: Once restored to life, Istim has no idea what has happened to him. He knows only that he felt at peace, and then was filled with a great anger. He has a full

complement of spells and uses them to cast *banishment*, then *wind walk* to return the party to the Cavern of Coldfire.

If the PCs fail to convince Sorgen to aid them, then neither Istim nor Sorgen is available to help them return. If the PCs do not have their own means to return, then the adventure ends with PCs stuck on Pandemonium. Consult the LGCS entry on being lost on another plane for rules on returning to Oerth.

ENCOUNTER 6: MORE SLUSH

This encounter takes place once PCs have completed one or more missions in encounter 5. If the PCs undertook and failed a mission in Encounter 5, remove the corresponding reference to Weely's trumpet, giant owls, Sliesh, or Istim Rime. Otherwise, other groups of adventurers have completed the missions that the PCs did not undertake.

You return to the Cavern of Coldfire to find many of the other adventuring groups have also returned. The cavern, once chilly with an aura of sorrow, now seems bright and cheery. An enormous blue-skinned man creates siege ladders from thin air. Weely plays a bright tune on his curled horn. Giant owls glide through the air, and an Oeridian man with a leafless tree holy symbol moves among the adventurers healing wounds.

Weely approaches you. "My friends, welcome back! Tell me of your success so that I can incorporate your allies into my battle plan!"

Weely listens impatiently, as he really prefers stories about himself. Once he has the general idea of how the PCs fared, he interjects.

"Well, even so, we must wait until all the groups return. According to my masterful plan, everyone should be back tomorrow. I will lead the counterassault just after daybreak on the day after tomorrow."

If time permits, use this encounter to let PCs who have not yet met Sliesh or Istim Rime, or who have not had the opportunity to talk to all of the survivors, interact with them. Sliesh can impart the story of the weirds from Encounter 5D. Istim Rime relays the following:

"I just woke up and found myself wrapped in a tarp. All I remember is a feeling of deep peace, then great anger."

Development: Weely's plan is to attack on the third day after meeting the PCs (Day 0: met the PCs, Day 1 or 2: PCs went out on missions in Encounter 5; Day 2: wait around for all adventurers to return; Day 3: attack). If the PCs were delayed in their missions, or undertook multiple missions, the attack will come on the next morning.

If the PCs neither were delayed nor undertook a second mission, they may wish to attack a day early or at night. Weely does not interfere with such plans, but neither do the survivors nor any of the allies from Encounter 5 aid in such an attack. If the PCs insist on attacking early, proceed to Encounter 7 and edit out all references to survivors and allies. PCs will eventually reach Conclusion B.

If the PCs wait and attack according to Weely's plan, proceed to Encounter 7.

If any PC died at any point prior to this encounter, Istim Rime casts *raise dead* to return the PC to life. Though Istim donates his spellcasting services for free, PCs must still pay the material component cost of 5,000 gp, as the survivors do not have the resources to provide the component. If the PCs undertook the mission in Encounter 5E and failed to convince Sorgen to help, Istim is not alive to provide aid here.

ENCOUNTER 7: ICE STORM

If the PCs waited in Encounter 6, read or paraphrase the following:

On the third morning, the day breaks clear and cold. Weely announces that today is the day. The assembled adventurers, survivors, and allies don their armor, cast their spells, and prepare to take back the Abbey of the Ice. Weely yells one last command, "Don't overrun them! We don't want them at our backs when we enter the Abbey."

If in Encounter 5C, PCs had to have Mellodia turn the mammoth to ice, or if the PCs did not undertake Encounter 5C, read or paraphrase the following:

As you climb out of the crevasse, you see Mellodia Yerris standing before an immense woolly mammoth sculpted of ice. As she speaks the last words of a spell, the ice shimmers. Suddenly, a live mammoth stands before you!

A DC₁₅ Spellcraft check identifies Mellodia's spell as break enchantment.

If the PCs decided not to wait in Encounter 6, read or paraphrase the following:

Setting off with a few of the other assembled adventurers, you make your way back to the Abbey of the Ice for the final assault.

Environment: This encounter takes place on a sunny morning, in 3 ft. of fresh snow, at high altitude. Initially, a whiteout extends 360 ft. from the Abbey walls.

- **Altitude and Fatigue:**
 - The ogre, snow goblins, woolly mammoths, and demons have spent 7 days at high altitude and are all fatigued.

- PCs have spent 4 days at high altitude (3 if they did not wait). As the DCs for the hourly Fortitude checks to avoid fatigue have increased to 111 (87 if the PCs did not wait), assume that all PCs are fatigued.

- Istim Rime: If the PCs waited and did not undertake and fail Encounter 5E, Istim ended the fatigue an hour ago by casting *healing lorecall* and *mass lesser vigor*.

- **Snow Blindness:** A DC 10 Fortitude save resists blindness caused by the sun shining on the snowfield, see Appendix 2. PCs wearing snow goggles apply a +2 circumstance bonus to the save, but take a -4 penalty to Search and Spot checks. PCs wearing *snowsight goggles* are immune to snow blindness. Istim Rime casts *panacea* on PCs who become snow-blinded on the march. If the PCs decided not to wait in Encounter 6 or undertook and failed Encounter 5E, Istim Rime is not available to provide this assistance.

- **Whiteout:** As the assembled adventurers, survivors, and allies set out, the invaders automatically spot the force. By the time the force arrives at the Abbey, a *control winds* spell (CL 12) is in effect, causing severe downdraft centered on the Abbey, blowing out to 360 ft. from the walls. All creatures and PCs within this area are subject to the following penalties and conditions:

- Blindness: Everyone within the radius is blinded. *Snowsight goggles* negate this effect. Fogcutter lanterns negate this effect within the area of their beams.

- Listen/Ranged Attack Penalty: Due to the severe winds, Listen checks and ranged attacks suffer a -4 penalty.

- Movement: Due to the severe winds, Medium and smaller creatures must make a DC 15 Fortitude check or suffer the following additional penalties:

- Tiny creatures are blown away. If on the ground, they are knocked prone and rolled 1d4x10 feet taking 1d4 nonlethal damage per 10 feet. If flying, they are blown back 2d6x10 feet and take 2d6 nonlethal buffeting damage.

- Small creatures are knocked down. If on the ground, they are knocked prone. If flying, they are blown back 1d6x10 feet.

- Medium creatures are checked. If on the ground, they are unable to move forward against the force of the wind. If flying, they are blown back 1d6x5 feet.

- Ending the Whiteout: Unless PCs chose not to wait in Encounter 6, Mellodia dispels the *control winds* as explained below. Otherwise, PCs may attempt to dispel against caster level 12. Once the whiteout ends, PCs get a surprise round.

- **Snowfield (Movement):** Three feet of fresh snow cover all areas of the battlefield.

- Small, Medium, and smaller creatures (major penalty): Pay 4 squares of movement to enter each 3 ft. high snowdrift square and increase the DC of Tumble checks by 8. Snowshoes reduce a major movement penalty to a minor penalty. Apply the minor penalty listed for Large creatures when PCs wear snowshoes.
- Large and larger creatures (minor penalty): Pay 2 squares of movement to enter each 3 ft. high snowdrift square and increase the DC of Tumble checks by 2. The use of snowshoes does not reduce or negate a minor penalty.

Allies: The PCs earlier actions in gaining assistance are rewarded as detailed below unless they chose not to wait in Encounter 6.

- Istim Rime cast *healing lorecall* and *mass lesser vigor* to remove fatigue from the assembled adventurers just before leaving the cavern. Though the fast healing effect has ended, PCs are not fatigued and need not check for fatigue from altitude during this encounter. In addition, Istim casts *panacea* to counter the effects of any snow blindness that results before battle is engaged. If the PCs undertook the mission in Encounter 5E and failed to convince Sorgen to help, Istim is not alive to provide aid here.
- Weely Tyrus plays his masterwork horn each round to inspire courage, providing a +3 bonus to weapon attack and damage rolls and saves versus fear. If the PCs undertook the mission in Encounter 5B and failed to retrieve Weely's trumpet, Weely only grants a +2 bonus.
- Mellodia Yerris casts *dispel magic* just as PCs approach the edge of the *control winds* effect, dispelling the spell, ending the whiteout, and granting PCs a surprise round.
- The giant owls have scouted the battlefield. As the assembled adventurers approach, the owls relate the invaders' positions and describe the invaders that the PCs will confront accurately enough to allow Knowledge checks. If the PCs undertook the mission in Encounter 5A and failed to persuade the giant owls to help out, this information is not available.
 - The PCs automatically recognize descriptions of snow goblins at APL2, as they have encountered them before.
 - DC 14 and 24 Knowledge (nature) checks identify the ogre and woolly mammoths, respectively.
 - DC 20 and 24 Knowledge (planes) checks identify the hezrous and nalfeshnee, respectively.
 - If PCs are unable to succeed at these checks, Mellodia Yerris, Jorwin Elkstalker, and Weely Tyrus, as well as the scholarly wizard and wizened sherpa from Encounter 3 can help out.

- Though Sliesh and Denwin also assist in the battle, their efforts aid other groups of adventurers, not the PCs.
- Jorwin Elkstalker and the mammoth assist parties at APL 4. Jorwin either aids another PC in attempting to control the PC's mammoth or makes the checks himself at the direction of the PCs. If the PCs undertook encounter 5C and failed to capture the mammoth, it does not aid in the APL 4 combat.

🧙 **Scholarly Wizard:** male elf wizard 6 (Knowledge (the planes) +14)

🧙 **Wizened Sherpa:** female gnome expert 9 (Knowledge (nature) +11)

🧙 **Weely Tyrus:** male halfling (lightfoot) bard 5/stormsinger 4; (Knowledge (nature) +11, Knowledge (the planes) +4)

🧙 **Mellodia Yerris:** female human [Suel/Oeridian] wizard 5/frostmage 3 (Knowledge (the planes) +15)

PCs may attempt to ride the mammoth in combat. However, all Ride checks suffer a -5 penalty due to the lack of saddle. Alternately, PCs may attempt Handle Animal checks to make the mammoth attack. As the mammoth is untrained, such an attempt requires that the PC "push" the mammoth, so the Handle Animal DC is 25. PCs may not try untrained Charisma checks to handle the mammoth, as it is not a domesticated animal.

The mammoth can fight while carrying riders, but the riders cannot also attack except with lances or missile weapons.

APL 4:

🧙 **Jorwin Elkstalker:** male human [Suel] barbarian 2/fighter 2/ranger 2/frostrager 2 (Climb: -2; Handle Animal: +8, Jump: +9; Knowledge (nature): +11; Survival: +10; Wild Empathy: +3; Track).

Creatures: As part of a larger force, PCs fight the creatures guarding the Abbey. Around them, nearly a dozen adventuring companies, the survivors, and the allies that the PCs and the other adventurers gained in Encounter 5 also battle the invaders. To create a sense of this major battle, each round mention that in the distance PCs see a *cone of cold* cast on a horde of snow goblins, a giant astride a mammoth in personal combat with Sliesh, and winter wolves gnawing on the corpses of fallen adventurers.

Creature placement is indicated on DM Aid Two. The Els below are adjusted to take into account a number of things such as NPC aid, terrain effects, and the fatigue of the creatures.

APL 2 (EL 5)

🧙 **Ogre:** hp 35; *Monster Manual* 198.

🧙 **Snow Goblins (7):** hp 7, 7, 7, 7, 7, 7, 7; Appendix 1.

APL 4 (EL 8)

🐾 **Woolly Mammoth**: hp 182; Appendix 1.

APL 6 (EL 10)

🐾 **Woolly Mammoth (2)**: hp 182, 182; Appendix 1.

APL 8 (EL 12)

🐾 **Hezrou (2)**: hp 153, 153; *Monster Manual* 44.

APL 10 (EL 14)

🐾 **Nalfeshnee (1)**: hp 196; *Monster Manual* 45.

Tactics:

- **ALL APLs**: Combat begins with the PCs at solidly within the whiteout area, 140 feet from the Abbey walls. If Mellodia has brought down the control winds causing the whiteout as detailed under “whiteout” and “Mellodia Yerris” above, the PCs automatically gain a surprise round. Unless the PCs undertook and failed Encounter 5A, they know what opponents they are facing and where they are positioned, as detailed under “Giant Owls” above.
- **APL 2**: The snow goblins lie prone waiting for the whiteout to end. If it does not, they attack from prone to avoid attacks of opportunity while the ogre moves to block the PCs’ advance. The snow goblins wear cold weather gear and snow goggles and each carry two javelins. The ogre wears *snowsight goggles*, cold weather gear, and fur clothing and carries 2 javelins.
- **APL 4**: If the PCs have the woolly mammoth from Encounter 5C on their side, the mammoth here focuses its attacks on the PCs’ mammoth. If the PCs do not have a mammoth, the enemy mammoth employs trample attacks.
- **APL 6**: The mammoth employs trample attacks.
- **APL 8**: The hezrous have been ordered to guard the main entrance to the Abbey. They will primarily use ranged abilities, preferably *unholy blight*, but *chaos hammer* if the PCs are too far away. If the PCs close to melee, the hezrous will use their *blasphemy* ability.
- **APL 10**: The nalfeshnee begins combat by protecting itself with an *unholy aura*. It then uses its *feeblemind* ability to disable anyone it observes casting spells. Unlike the hezrou, the nalfeshnee is free to move about the Abbey. Once spellcasters are disabled, it will use its *greater teleport* ability to move within smiting range of melee fighters.

Development: Whether the PCs are victorious or not, once the battle ends, proceed to Conclusion C. If the PCs did not wait in Encounter 6, proceed to Conclusion B instead.

Detect Magic Results:

All APLs: *control winds* (moderate transmutation).

APL 2: *snowsight goggles* (faint transmutation).

APLs 4-8: no additional auras.

Treasure

👑 **APL 2**: Loot: 30 gp; Coin: 5 gp; Magic: 166 gp – *snowsight goggles* (166 gp each).

👑 **APL 4**: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

👑 **APL 6**: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

👑 **APL 8**: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

👑 **APL 10**: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

CONCLUSION

Conclusion A: The Road Not Taken

PCs reach this conclusion if they decide to return to Rel Mord rather than ascend the glacier, or if they decide to return to Rel Mord after finding the survivors.

Having decided that you’ve done your good deed for the day, you set out for Rel Mord. Though cold and uncomfortable, the week and a half journey from the GGGRMS&GFG to Rel Mord, through Arndulanth, is ultimately uneventful. Upon your return, the Rel Mord Wizard’s Guild thanks you heartily for your service. Shortly thereafter, you hear tell of a heroic battle for the Abbey of the Ice against deep-voiced goblins, trampling mammoths, and towering demons and wonder what might have been.

PCs who select this option may still receive all favors on the AR except for Touched by Sorgen and Friend to Air and Water. APL 2 tables lose access to the *snowsight goggles*. All APLs lose access to the items from Kurast.

Treasure, Conclusion A

👑 **APL 2**: Loot: 0 gp; Coin: 176 gp; Magic: 0 gp.

👑 **APL 4**: Loot: 0 gp; Coin: 82 gp; Magic: 0 gp.

👑 **APL 6**: Loot: 0 gp; Coin: 242 gp; Magic: 0 gp.

👑 **APL 8**: Loot: 0 gp; Coin: 439 gp; Magic: 0 gp.

👑 **APL 10**: Loot: 0 gp; Coin: 624 gp; Magic: 0 gp.

Conclusion B: Acting Their Own

PCs reach this conclusion if they enter Encounter 7 without the support of allies.

Retaking the Abbey of the Ice without any assistance proved harder than you thought. Losses amongst the dozens of gathered adventurers were quite high. Nevertheless, soon after battle commenced, the invaders inside of the Abbey abandoned it, apparently returning to their home plane.

Before heading home yourselves, you had a brief opportunity to look around. The interior of the building was quite a mess. In their short stay, the frost giants and their minions managed to despoil much of the Abbey’s stark beauty.

In addition, you found that they left very little of value behind. Every volume from the Abbey’s extensive library is gone and most of the building’s crystal decorations have been removed or smashed.

The only object of interest you recovered is a curious fork made of an unusual, twisted metal that is cool to the touch.

The survivors, though thankful for your efforts, were consequently not in a position to reward you with anything more than their gratitude. They now face months, even years of work to restore the Abbey and its resources.

Weely and the others urged you to return home with news of what transpired here. So, having done your good deed for the day, you set out for Rel Mord, by way of Arndulanth. Though cold and uncomfortable, the journey is ultimately uneventful. Upon your return, the Rel Mord Wizard's Guild thanks you heartily for your service and rewards you each with a handful of sterling.

In the inns and taverns of Rel Mord that night, tales of your exploits are greeted somewhat jadedly. It seems that news from the Abbey reached here several days before you. Some of your fellow adventurers must have teleported or shadow walked back.

PCs who reach this conclusion may still receive all favors on the AR. All APLs lose access to the items from Kurast.

A Knowledge (arcana) check (DC 25) identifies the fork as a planar fork, the material component for plane shift, attuned to the Abyss. The Fellows of the RMWG can readily make this check for the PCs as well.

If the PCs noticed the absence of Tynelis Daetril in Encounter 4, remind them that she is still missing.

Treasure, Conclusion B

👑APL 2: Loot: 16 gp; Coin: 150 gp; Magic: 0 gp.

👑APL 4: Loot: 16 gp; Coin: 276 gp; Magic: 0 gp.

👑APL 6: Loot: 16 gp; Coin: 686 gp; Magic: 0 gp.

👑APL 8: Loot: 16 gp; Coin: 1,086 gp; Magic: 0 gp.

👑APL 10: Loot: 16 gp; Coin: 1,276 gp; Magic: 0 gp.

Conclusion C: Getting Some Help

PCs reach this conclusion if they enter Encounter 7 with the aid of allies.

Retaking the Abbey of the Ice with the aid of allies was difficult, but ultimately successful. Losses amongst the dozens of gathered adventurers were not nearly as high as they might otherwise have been. Once the invaders guarding the Abbey were defeated, those inside simply fled back to their home plane

Before heading home yourselves, you had a brief opportunity to look around the Abbey. The interior of the building was quite a mess. In their short stay, the frost giants and their minions managed to despoil much of the Abbey's stark beauty.

In addition, you found that they left very little of value behind. Every volume from the Abbey's extensive library is gone and most of the building's crystal decorations have been smashed. The only

object of interest you recovered is a curious fork made of an unusual, twisted metal that is cool to the touch.

The survivors, though thankful for your efforts, were consequently not in a position to reward you with anything more than their gratitude. They now face months, even years of work to restore the Abbey and its resources.

If any PC dies in Encounter 7, Istim Rime casts *raise dead*. Though Istim donates his spellcasting services, PCs must still pay the material component cost of 5,000 gp, as the survivors do not have the resources to provide the necessary diamond. If the PCs undertook the mission in Encounter 5E and failed to convince Sorgen to help, Istim is not alive to provide aid here.

Weely and the others urged you to return home with news of what transpired here. So, having done your good deed for the day, you and the dozens of other adventurers set out for Rel Mord. Very soon thereafter, as you pass through the GGGRMS&GFG, you encounter a very unusual human.

He appears to be quite old, but it is difficult to tell, since he lacks any hair and his skin is damp and green. He wears no protection against the cold at all. As you regard him, you see his blue eyes flash with a friendly gleam.

"Greebings," he begins in a burbling, watery voice, "Some of you may bow me. I am Burast, an exberb in waber mabics. Unforbunably, worb of the abbab here reached my beeb quibe labe. My friebbs in the BBBRMSabbbBFB bell me you've bun them quibe a service, abb thab you also aibeb my friebbs from the Abbey of the Ice." The crowd looks at him in utter confusion.

"Burrhabs you woulb allow me boo show my abbrecciation?" With that, Kurast pulls several belts from a sack and hands them to members of various adventuring groups. "I sbobbeb some ibems in this for the babbles I misseb. You've proben yourselves both boo be reaby allies abb cabable of seebing helb when it is becessary. Share these ibems among yourselves abb with the Rel Mowb Wibarbs Buillb. But them boo boob use bexb bime you rub inbo this sorb of brouble." The assembled adventurers have no idea what Kurast just said, but they understand loot when they see it and let out a cheer at Kurast's generosity.

He then addresses your group in a lowered voice. "Bi bumbersbanb bat bou may nob benjoy bis weaber bas much bas Bi boo. Bit's been some bime since Bi've been boo Rel Mowb. Since bit sounbs bas bif buh Babbey bis safe for buh momenb, Bi bink Bi will bay buh cabibol a visib. May Bi escorb bouw gwoub?"

A DC5 Int check makes some sense of what Kurast just said:

You understand that Kurast brought these belts and the items they contain to aid in the battle, but got word late and just arrived. Thankful for the assembled adventurers' assistance to his friends, and wanting to reward your ingenuity in seeking further allies, he has presented you with the items as a reward and to help in further such conflicts. He suggests giving them to the Rel Mord Wizards Guild and offers to escort you there, as the Abbey obviously no longer needs his help.

If the PCs assent, Kurast touches each PC, cohort, familiar, and animal in turn as he casts *shadow walk*. Continue with the following text:

Kurast's spell draws you into a shadowy realm, through which you cross much of Nyron in a few hours. You arrive in Rel Mord the very same day, beating even the news of your victory. Kurast almost immediately takes his leave, but you hardly notice as Fellows of the Rel Mord Wizard's Guild mob your small group, clamoring for news of the events at the GGGRMS&GFG as well as at the Abbey of the Ice. Once you tell the tale, the members heartily thank you for your service.

That night, in the inns and taverns of Rel Mord, patrons listen raptly to your tales of derring-do, admire your trophies, and buy you round after round.

The PCs may have previously encountered Kurast in NYR3-07 *Catch a Falling Star*. If they ask about Kurast's speech, or about his activities in the intervening four years, read or paraphrase the following:

Embarrassment ripples across Kurast's face and clouds his bright eyes. "Barbon me. I've been on the pwane of waber for much of the basb few years. Thab's where I hearb of the abbab anb why I'm so babe. Ib's been quibe some bime since I've sboben Cobbon. I'm a bib rusby." Puzzling out his words, you realize he hasn't spoken anything but Aquan in a very long while, as he's spent most of the past few years on the Elemental Plane of Water, from whence he's just come.

PCs who reach this conclusion may be eligible for all favors on the AR. All APLs receive access to the items from Kurast.

A DC25 Knowledge (arcana) check identifies the fork as a planar fork, the material component for *plane shift*, attuned to the Abyss. The Fellows of the RMWG can readily make this check for the PCs as well.

If the PCs noticed the absence of Tynelis Daetril in Encounter 4, remind them that she is still missing.

Treasure, Conclusion C

👑APL 2: Loot: 16 gp; Coin: 0 gp; Magic: 863 gp – belt of hidden pouches (816 gp each), scroll of panacea (57 gp each).

👑APL 4: Loot: 16 gp; Coin: 0 gp; Magic: 954 gp – belt of hidden pouches (816 gp each), potion of resist energy (cold) 30 (91 gp each), scroll of panacea (57 gp each).

👑APL 6: Loot: 16 gp; Coin: 0 gp; Magic: 1,141 gp – belt of hidden pouches (816 gp each), elemental gem, water (187 gp each), potion of resist energy (cold) 30 (91 gp each), scroll of panacea (57 gp each).

👑APL 8: Loot: 16 gp; Coin: 0 gp; Magic: 1,266 gp – belt of hidden pouches (816 gp each), elemental gem, water (187 gp each), potion of protection from arrows 15/magic (125 gp each), potion of resist energy (cold) 30 (91 gp each), scroll of panacea (57 gp each).

👑APL 10: Loot: 16 gp; Coin: 0 gp; Magic: 2,766 gp – belt of hidden pouches (816 gp each), elemental gem, water (187 gp each), potion of protection from arrows 15/magic (125 gp each), potion of resist energy (cold) 30 (91 gp each), scroll of panacea (57 gp each), vambraces of evil's warding (1,500 gp each).

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 1

PCs kill, capture, or drive off the forces attacking the gnomish enclave.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Encounter 5A

PCs encounter snowflake lichen.

APL 2	90 XP
APL 4	90 XP
APL 6	90 XP
APL 8 party taking APL 6 mission	60 XP
APL 10 party taking APL 6 mission	30 XP

Encounter 5B

PCs encounter the falling icicle trap.

APL 2	60 XP
APL 4	90 XP
APL 6	150 XP
APL 8 party taking APL 6 mission	100 XP
APL 10 party taking APL 6 mission	50 XP

Encounter 5C

PCs capture the fatigued mammoth.

APL 2	150 XP
APL 4	150 XP
APL 6	150 XP
APL 8 party taking APL 6 mission	100 XP
APL 10 party taking APL 6 mission	50 XP

Encounter 5D

PCs encounter the rustsnow spray.

APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 5E

PCs encounter the Stygian icicle trap.

APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 5, story award for all subparts

PCs obtain assistance for the counterattack.

APL 2	45 XP
APL 4	68 XP
APL 6	90 XP

APL 8	113 XP
APL 8 party taking APL 6 mission	74 XP
APL 10	135 XP
APL 10 party taking APL 6 mission	45 XP

Encounter 7

PCs defeat Kostchtchie's minions.

APL 2	150 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP

Discretionary role-playing award

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	112 XP
APL 10	135 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 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 magic items are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or a 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 (e.g., a potion, a scroll, or magic bolts) and the item is used before the end of the adventure, its value is subtracted from the adventure totals below.

Once you have subtracted the value of unclaimed and consumed treasure from each encounter, add the figures for each encounter together to determine the character's total gold piece value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 1: Snowfall

APL 2: Loot: 29 gp; Coin: 3 gp; Magic: 0 gp.

APL 4: Loot: 10 gp; Coin: 3 gp; Magic: 333 gp – snowsight goggles x2 (333 gp each).

APL 6: Loot: 20 gp; Coin: 3 gp; Magic: 166 gp – snowsight goggles (166 gp each).

APL 8: Loot: 20 gp; Coin: 3 gp; Magic: 166 gp – snowsight goggles (166 gp each).

APL 10: Loot: 20 gp; Coin: 5 gp; Magic: 1,172 gp – +1 large battleaxe (386 gp each), +1 large breastplate (257 gp each), +1 large heavy wooden shield (196 gp each), snowsight goggles x2 (333 gp each).

Encounter 2: Slush

APL 2: Loot: 19 gp; Coin: 0 gp.

APL 4: Loot: 19 gp; Coin: 0 gp.

APL 6: Loot: 19 gp; Coin: 0 gp.

APL 8: Loot: 19 gp; Coin: 0 gp.

APL 10: Loot: 19 gp; Coin: 0 gp.

Encounter 7: Ice Storm

APL 2: Loot: 30 gp; Coin: 5 gp; Magic: 166 gp – snowsight goggles (166 gp each).

APL 4: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

APL 6: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

Conclusion A

APL 2: Loot: 0 gp; Coin: 174 gp; Magic: 0 gp.

APL 4: Loot: 0 gp; Coin: 85 gp; Magic: 0 gp.

APL 6: Loot: 0 gp; Coin: 242 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 442 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 434 gp; Magic: 0 gp.

Conclusion B

APL 2: Loot: 16 gp; Coin: 184 gp; Magic: 0 gp.

APL 4: Loot: 16 gp; Coin: 269 gp; Magic: 0 gp.

APL 6: Loot: 16 gp; Coin: 676 gp; Magic: 0 gp.

APL 8: Loot: 16 gp; Coin: 1,076 gp; Magic: 0 gp.

APL 10: Loot: 16 gp; Coin: 1,068 gp; Magic: 0 gp.

Conclusion C

APL 2: Loot: 16 gp; Coin: 0 gp; Magic: 863 gp – belt of hidden pouches (816 gp each), scroll of panacea (57 gp each).

APL 4: Loot: 16 gp; Coin: 0 gp; Magic: 954 gp – belt of hidden pouches (816 gp each), potion of resist energy (cold) 30 (91 gp each), scroll of panacea (57 gp each).

APL 6: Loot: 16 gp; Coin: 0 gp; Magic: 1,141 gp – belt of hidden pouches (816 gp each), elemental gem, water (187 gp each), potion of resist energy (cold) 30 (91 gp each), scroll of panacea (57 gp each).

APL 8: Loot: 16 gp; Coin: 0 gp; Magic: 1,266 gp – belt of hidden pouches (816 gp each), elemental gem, water (187 gp each), potion of protection from arrows 15/magic (125 gp each), potion of resist energy (cold) 30 (91 gp each), scroll of panacea (57 gp each).

APL 10: Loot: 16 gp; Coin: 0 gp; Magic: 2,766 gp – belt of hidden pouches (816 gp each), elemental gem, water (187 gp each), potion of protection from arrows 15/magic (125 gp each), potion of resist energy (cold) 30 (91 gp each), scroll of panacea (57 gp each), vambraces of evil's warding (1,500 gp each).

Total Possible Treasure (Conclusions A/B/C)

APL 2: Loot: 48/92/92 gp; Coin: 177/192/8 gp; Magic: 0/166/1,039 gp; Total: 225/450/450 gp


APL 4: Loot: 29/45/45 gp; Coin: 88/272/3 gp; Magic: 333/333/1,297 gp; Total: 450/650/650 gp

APL 6: Loot: 39/55/55 gp; Coin: 245/679/3 gp; Magic: 166/166/1,317 gp; Total: 450/900/900 gp

APL 8: Loot: 39/55/55 gp; Coin: 445/1079/3 gp; Magic: 166/166/1,442 gp; Total: 650/1,300/1,300 gp

APL 10: Loot: 39/55/55 gp; Coin: 439/1,073/5 gp; Magic: 1,172/1,172/3,752 gp; Total: 1,650/2,300/2,300 gp

Special


 **Snowsight Goggles:** When wearing both of these clear crystal lenses, the wearer can see to the normal limits of vision through obscuring snowfall, even in whiteout conditions. In addition, the wearer ignores all penalties due to snow glare and snow blindness.

Faint transmutation; CL 1st; Craft Wondrous Item, snowsight; Price 2,000 gp.

Favor of the GGGRMS&GFGDRDTS:

a) For agreeing to *sell* your GGGRMS&GFG Rescue Dog or other special dog to the GGGRMS&GFG's Rescue Dog Training Subsection, you may sell the dog back on this AR for twice the price you originally paid for it.

b) For volunteering to *give* your GGGRMS&GFG Rescue Dog or other special dog to the GGGRMS&GFGDRDTS, the trainers have offered to teach you the feat Natural Bond. This training costs either 1 TU now, or 2 TUs following any other NYR adventure.

 **Favor of the Rel Mord Wizard's Guild:** The Fellows thank you for coming to the aid of their allies and offer to add the *frost* or *frost burst* enchantment to any weapon, add the *cold resistance* enchantment to any armor or shield, or upgrade a preexisting *cold resistance* enchantment to *improved cold resistance* at normal cost. If the PC still has the *Favor of the Rel Mord Wizard's Guild* from NYR6-02 A Trip to the Glacier, the Fellows offer to redeem both favors

to either add or upgrade the enchantments above at a 10% discount of the addition or upgrade. This favor (or both if they are combined) should be crossed off upon use.

☛ **Members of the Rel Mord Wizards Guild:** For answering the call of your guild, the Fellows open their spell books to grant you access to the following spells from *Frostburn*: 1st – *glaze lock*, *snowdrift*; 2nd – *frost weapon*, *heat leech*, *Leomund's tiny igloo*, *numbing sphere*, *zone of glacial cold*; 3rd – *crack ice*; 4th – *glacial ward*, *mindfrost*, *wall of coldfire*; 5th – *boreal wind*, *flesh to ice*, *ice to flesh*. Additionally, for the cost of 1 TU spent training, now or after any Kingdom of Nyronnd adventure, the Fellows offer to teach you the feat *Piercing Cold*.

☛ **Touched by Sorgen:** On the icy banks of the River Styx in Winter's Hall on Pandemonium, this titanic saint placed his hand upon you and strengthened your bond to the Oeridian storm gods. Sorgen's touch literally meets the requirement of contact with a direct servant of Atroa, Procan, Sotillion, Telchur, Velnius, and Wenta, granting access to the contemplative prestige class. In addition, Sorgen gave you a strip of his tattered gray robe that you may use as the focus to cast *holy aura*.

☛ **Friend to Air and Water:** The starkly beautiful snow and ice weirds of the elemental plane of air have named you a friend to both air and water. You have met the entrance requirement of peaceful contact with an elemental for both the air and water variants of the elemental savant prestige class.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *belt of hidden pouches* (Regional, *Races of the Wild*)
- *crampons* (Adventure, *Frostburn*, 5 gp)
- *fur clothing* (Adventure, *Frostburn*, 8 gp)
- *lantern*, *fogcutter* (Adventure, *Arms and Equipment Guide*, 20 gp)
- *planar fork*, *Abyss* (Adventure, *Player's Handbook*, 200gp)
- *scroll of panacea* (Regional, *Spell Compendium*, 700 gp)
- *snow goggles* (Adventure, *Frostburn*, 2 gp)
- *snowshoes* (Adventure, *Frostburn*, 15 gp)
- *snowsight goggles* (Adventure; see above; 2,000 gp)

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

- *potion of resist energy (cold)* 30 (Regional, *Dungeon Master's Guide*)

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

- *elemental gem, water* (Regional, *Dungeon Master's Guide*)

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

- *potion of protection from arrows* 15/magic (Regional, *Dungeon Master's Guide*)

APL 10 (all of APLs 2-8 plus the following):

- *vambraces of evil's warding* (Regional, *Book of Exalted Deeds*, 18,000 gp)

APPENDIX 1: ALL APLS

ENCOUNTER 5B: WEELY'S TRUMPET

HIG

CR 1/2

Male goblin [snow] warrior 1

NE Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Listen +1, Spot +2

Languages Common, Goblin

AC 13, touch 12, flat-footed 12

(+1 size, +1 Dex, +1 natural)

hp 7 (1 HD)

Fort +3, **Ref** +1, **Will** -1

Speed 30 ft. (6 squares), climb 20 ft.

Melee unarmed strike +3 (1d2+1)

Base Atk +1; **Grp** -2

Abilities Str 13, Dex 13, Con 12, Int 8, Wis 9, Cha 6

SQ booming voice

Feats Alertness

Skills Climb +8, Hide +5, Intimidate +2, Listen +1, Move Silently +4, Spot +2

Possessions none

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

Skills Snow goblins have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Climb checks (and can always take 10 on Climb checks).

ENCOUNTER 5C: THE MAMMOTH AND ENCOUNTER 7: ICE STORM

WOOLLY MAMMOTH (1)

CR 9

N Huge animal

Init 0; **Senses** low-light vision, scent; Listen +12, Spot +11

Languages none

AC 17, touch 7, flat-footed 17

(-2 size, -1 Dex, +10 natural)

hp 182 (14 HD)

Fort +16, **Ref** +8, **Will** +10

Speed 40 ft. (8 squares)

Melee slam +20 (2d6+12) and 2 stamps +18 (2d6+6); or

Melee gore +20 (2d10+18)

Space 15 ft.; **Reach** 10 ft.

Atk Options Improved Bull Rush, Power Attack, Improved Grab, Toss

Special Actions Trample

Base Atk +10; **Grp** +30

Abilities Str 34, Dex 8, Con 25, Int 2, Wis 12, Cha 7

Feats Alertness, Endurance, Improved Bull Rush, Multiattack, Power Attack

Skills Listen +12, Spot +11

Improved Grab (Ex) To use this ability, a woolly mammoth must hit a Large or smaller foe with a gore attack. If it gets a hold, it tosses its opponent.

Toss (Ex) Woolly mammoths vigorously shake any creature caught in their tusks and fling it in a random direction. Resolve the toss as a bull rush maneuver (+20 check modifier), except that there is no attack of opportunity, since the woolly mammoth has already grabbed its foe. The woolly mammoth does not need to move with its foe to move him more than 5 feet. If the tossed victim beats the woolly mammoth's bull rush check, he remains in the current square with no ill effects and is no longer grappled. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

Trample (Ex) As a full-round action, a woolly mammoth can move up to twice its speed and literally run over Large or smaller creatures. This attack deals 2d8+18 points of damage. Trampled opponents can make attacks of opportunity against the woolly mammoth at a -4 penalty. If they do not make attacks of opportunity, they can attempt DC 29 reflex saves for half damage. The save DC is Strength-based.

Scent (Ex) A woolly mammoth can detect opponents within 30 feet. The exact location is not revealed unless the opponent is within 5 feet.

Physical Description Covered in brown, shaggy fur, this elephantlike creature has two huge, curving tusks and towers almost 15 feet tall.

ENCOUNTERS 1 & 7: SNOWFALL & ICE STORM

SNOW GOBLIN

CR 1/2

Male goblin [snow] warrior 1

NE Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Listen +1, Spot +2**Languages** Common, Goblin**AC** 16, touch 12, flat-footed 15

(+1 size, +1 Dex, +1 natural, +2 armor, +1 shield)

hp 7 (1 HD)**Fort** +3, **Ref** +1, **Will** -1**Speed** 30 ft. (6 squares), climb 20 ft.**Melee** morningstar +3 (1d6+1) or**Ranged** javelin +3 (1d4+1)**Base Atk** +1; **Grp** -2**Abilities** Str 13, Dex 13, Con 12, Int 8, Wis 9, Cha 6**SQ** booming voice**Feats** Alertness**Skills** Climb +8, Hide +5, Intimidate +2, Listen +1,
Move Silently +4, Spot +2**Possessions** leather armor, light wooden shield,
spiked club (morningstar), javelin (2), cold weather
gear, snow goggles, 2 gp**Booming Voice (Ex)** Snow goblins can be heard
over great distances, and their powerful voices can
be quite intimidating. Snow goblins gain a +4 racial
bonus on Intimidate checks.**Skills** Snow goblins have a +4 racial bonus on Move
Silently checks and a +8 racial bonus on Climb
checks (and can always take 10 on Climb checks).**Physical Description** Short and bandy-legged, this
humanoid has long arms, a shaggy half-pelt of
white hair, and a large loose sac in its throat that
gives it a distinctly froglike appearance. It wears
shabby leather armor and carries a wicked spiked
club.

APLS 4 AND 6

ENCOUNTER 7: ICE STORM

WOOLLY MAMMOTH

CR 9

N Huge animal

Init 0; **Senses** low-light vision, scent; Listen +12, Spot +11

Languages none

AC 17, touch 7, flat-footed 17

(-2 size, -1 Dex, +10 natural)

hp 182 (14 HD)

Fort +16, **Ref** +8, **Will** +10

Speed 40 ft. (8 squares)

Melee slam +20 (2d6+12) and
2 stambs +18 (2d6+6) or

Melee gore +20 (2d10+18)

Space 15 ft.; **Reach** 10 ft.

Atk Options Improved Bull Rush, Power Attack,
Improved Grab, Toss

Special Actions Trample

Base Atk +10; **Grp** +30

Abilities Str 34, Dex 8, Con 25, Int 2, Wis 12, Cha 7

Feats Alertness, Endurance, Improved Bull Rush,
Multiattack, Power Attack

Skills Listen +12, Spot +11

Improved Grab (Ex) To use this ability, a woolly mammoth must hit a Large or smaller foe with a gore attack. If it gets a hold, it tosses its opponent.

Toss (Ex) Woolly mammoths vigorously shake any creature caught in their tusks and fling it in a

random direction. Resolve the toss as a bull rush maneuver (+20 check modifier), except that there is no attack of opportunity, since the woolly mammoth has already grabbed its foe. The woolly mammoth does not need to move with its foe to move him more than 5 feet. If the tossed victim beats the woolly mammoth's bull rush check, he remains in the current square with no ill effects and is no longer grappled. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

Trample (Ex) As a full-round action, a woolly mammoth can move up to twice its speed and literally run over Large or smaller creatures. This attack deals 2d8+18 points of damage. Trampled opponents can make attacks of opportunity against the woolly mammoth at a -4 penalty. If they do not make attacks of opportunity, they can attempt DC 29 reflex saves for half damage. The save DC is Strength-based.

Scent (Ex) A woolly mammoth can detect opponents within 30 feet. The exact location is not revealed unless the opponent is within 5 feet.

Physical Description Covered in brown, shaggy fur, this elephantlike creature has two huge, curving tusks and towers almost 15 feet tall.

ENCOUNTER 1: SNOWFALL

FROST GIANT SPIRITSPEAKER **CR 10**

CE Large giant (cold)

Init -1; **Senses** low-light vision; Listen +7, Spot +13

Languages Common, Giant

AC 26, touch 8, flat-footed 26

(-1 size, -1 Dex, +9 natural, +6 armor, +3 shield)

hp 171 (14 HD)

Immune cold

Fort +13, **Ref** +3, **Will** +7

Weakness vulnerable to fire

Speed 40 ft. (8 squares)

Melee +1 *battleaxe* +17/+12 (2d6+8/x3) or

Melee 2 slams +16 (1d4+7)

Ranged rock +8 (2d6+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +21

Spell-Like Abilities (CL 14th):

5th—*wall of stone*, 1/day

4th—*fear* (DC 17), 3/day; empowered *ice storm*, 3/day

3rd—*cure serious wounds*, 3/day; *dispel magic*, 1/day; *invisibility purge*, 1/day; quickened *prayer*, 1/day; *rage*, at will

2nd—*blindness/deafness* (DC 16), 3/day

1st—*doom* (DC 15), at will

0—*detect magic*, at will

Abilities Str 25, Dex 9, Con 18, Int 12, Wis 13, Cha 17

Feats Empower Spell-Like Ability (*ice storm*), Iron Will, Quicken Spell-Like Ability (*prayer*), Spell Focus (necromancy), Toughness

Skills Climb +7, Concentration +16, Intimidate +9, Jump +7, Listen +7, Sense Motive +4, Spot +13

Possessions +1 *large battleaxe*, +1 *large breastplate*, +1 *large heavy wooden shield*, rock (4), 15 gp

Rock Throwing (Ex) The range increment is 120 feet for a frost giant's thrown rocks.

Rock Catching (Ex) Once per round, a frost giant that would normally be hit by a rock (or projectile of similar shape) can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount). The giant must be ready for and aware of the attack in order to make the rock catching attempt.

Power Up Suite (*prayer*)

Fort +14, **Ref** +4, **Will** +8

Melee +1 *battleaxe* +18/+13 (2d6+9/x3) or

Melee 2 slams +17 (1d4+7)

Ranged rock +9 (2d6+8)

Skills Climb +8, Concentration +17, Intimidate +10, Jump +8, Listen +8, Sense Motive +5, Spot +14

APPENDIX 2: SPECIAL RULES ITEMS

CREATURES

FROST GIANT

FROST GIANT SPIRITSPEAKER CR 10

CE Large giant (cold)

Init -1; **Senses** low-light vision; Listen +7, Spot +13

Languages Common, Giant

AC 26, touch 8, flat-footed 26

(-1 size, -1 Dex, +9 natural, +6 armor, +3 shield)

hp 171 (14 HD)

Immune cold

Fort +13, **Ref** +3, **Will** +7

Weakness vulnerable to fire

Speed 40 ft. (8 squares)

Melee +1 battleaxe +17/+12 (2d6+8/x3) or

Melee 2 slams +16 (1d4+7)

Ranged rock +8 (2d6+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +21

Spell-Like Abilities (CL 14th):

5th—*wall of stone*, 1/day

4th—*fear* (DC 17), 3/day; empowered *ice storm*, 3/day

3rd—*cure serious wounds*, 3/day; *dispel magic*, 1/day;

invisibility purge, 1/day; quickened *prayer*, 1/day; *rage*, at will

2nd—*blindness/deafness* (DC 16), 3/day

1st—*doom* (DC 15), at will

0—*detect magic*, at will

Abilities Str 25, Dex 9, Con 18, Int 12, Wis 13, Cha 17

Feats Empower Spell-Like Ability (*ice storm*), Iron Will, Quicken Spell-Like Ability (*prayer*), Spell Focus (necromancy), Toughness

Skills Climb +7, Concentration +16, Intimidate +9, Jump +7, Listen +7, Sense Motive +4, Spot +13

Possessions +1 large battleaxe, +1 large breastplate, +1 large heavy wooden shield, rock (4), 15 gp

Rock Throwing (Ex) The range increment is 120 feet for a frost giant's thrown rocks.

Rock Catching (Ex) Once per round, a frost giant that would normally be hit by a rock (or projectile of similar shape) can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount). The giant must be ready for and aware of the attack in order to make the rock catching attempt.

Power Up Suite (*prayer*)

Fort +14, **Ref** +4, **Will** +8

Melee +1 battleaxe +18/+13 (2d6+9/x3) or

Melee 2 slams +17 (1d4+7)

Ranged rock +9 (2d6+8)

Skills Climb +8, Concentration +17, Intimidate +10, Jump +8, Listen +8, Sense Motive +5, Spot +14

This giant wears a breastplate of iron over his blue-white skin. His beard and hair are long and braided, with human skulls woven in. His eyes are dark purple, with a peculiar brilliant white pupil

As young children, some frost giants hear the call of the frostfell spirits and learn to call upon these spirits for magical powers. They often serve as elders and

shamans for their tribes, using their cold magic against the enemies of the giants.

Combat

A spiritspeaker prefers to lead other frost giants into battle and support his allies with his spells, as opposed to engaging foes on his own. He uses spells such as *rage*, *prayer*, and *invisibility purge* to help his allies fight better, and looks for opportunities to target the tribe's enemies with empowered *ice storms* or *fear* spells.

GOBLIN, SNOW

SNOW GOBLIN

CR 1/2

Male goblin [snow] warrior 1

NE Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Listen +1, Spot +2

Languages Common, Goblin

AC 16, touch 12, flat-footed 15

(+1 size, +1 Dex, +1 natural, +2 armor, +1 shield)

hp 7 (1 HD)

Fort +3, **Ref** +1, **Will** -1

Speed 30 ft. (6 squares), climb 20 ft.

Melee morningstar +3 (1d6+1) or

Ranged javelin +3 (1d4+1)

Base Atk +1; **Grp** -2

Abilities Str 13, Dex 13, Con 12, Int 8, Wis 9, Cha 6

SQ booming voice

Feats Alertness

Skills Climb +8, Hide +5, Intimidate +2, Listen +1, Move Silently +4, Spot +2

Possessions leather armor, light wooden shield, spiked club (morningstar), javelin (2), cold weather gear, snow goggles, 2 gp

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

Skills Snow goblins have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Climb checks (and can always take 10 on Climb checks).

Physical Description Short and bandy-legged, this humanoid has long arms, a shaggy half-pelt of white hair, and a large loose sac in its throat that gives it a distinctly froglike appearance. It wears shabby leather armor and carries a wicked spiked club.

Short and bandy-legged, this humanoid has long arms, a shaggy half-pelt of white hair, and a large, loose sac in its throat that gives it a distinctly froglike appearance. It wears shabby leather armor and carries a wicked spiked club.

Snow goblins are shaggy humanoids with large throat sacs that they use to call to one another over long distances. The booming noises they make with these sacs can be heard for miles, and are used to signal hunting and war parties over wide areas. Snow goblins can also create loud monkey-like hoots.

A typical snow goblin stands 3 or 4 feet tall, with long arms and seasonal fur color, changing from glossy black or brown in summer to pure white in winter. Its fur is typically crusted with ice and snow.

Female snow goblins are larger and more aggressive than males. Both males and females take part in raiding parties, and most people who have met them agree that the females are just as aggressive as the males, and much crueler in the tortures they inflict on captives.

Snow goblins speak Common and Goblin.

Combat

Snow goblins have a weak grasp of tactics but are quite fearless in their native hills. They often spring simple ambushes against invaders in their territory. These ambushes are sometimes preceded by the deliberate triggering of an avalanche in mountainous terrain. Snow goblins prefer to fight in groups, and both males and females are individually very brave, though they rarely fight in a coordinated way.

Usually, snow goblins are servants of greater powers, such as priests of winter deities, frost giants or ogres. Under such leadership, their morale is quite high. Snow goblins love horseflesh and often rustle horses from human settlements at night.

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

Skills: Snow goblins have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened.

The snow goblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Snow Goblins as Characters

A snow goblin's favored class is fighter. Snow goblin clerics can choose of the following domains: Destruction, Evil, and Cold. However, most snow goblin spellcasters are adepts.

Snow goblin characters possess the following racial traits.

- +2 Dexterity, -2 Intelligence, -2 Charisma.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits $\frac{3}{4}$ those of Medium characters.
- A snow goblin's base land speed is 30 feet.
- Climb speed 20 feet. Snow goblins have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.
- Darkvision out to 60 feet.
- +4 racial bonus on Intimidate and Move Silently checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Giant, Orc.
- Favored Class: Fighter.
- Level Adjustment +1

Source: *Frostburn*, pp.136-137

WOOLLY MAMMOTH

WOOLLY MAMMOTH

CR 9

N Huge animal

Init 0; **Senses** low-light vision, scent; Listen +12, Spot +11

Languages none

AC 17, touch 7, flat-footed 17

(-2 size, -1 Dex, +10 natural)

hp 182 (14 HD)

Fort +16, **Ref** +8, **Will** +10

Speed 40 ft. (8 squares)

Melee slam +20 (2d6+12) and
2 stamps +18 (2d6+6) or

Melee gore +20 (2d10+18)

Space 15 ft.; **Reach** 10 ft.

Atk Options Improved Bull Rush, Power Attack, Improved Grab, Toss

Special Actions Trample

Base Atk +10; **Grp** +30

Abilities Str 34, Dex 8, Con 25, Int 2, Wis 12, Cha 7

Feats Alertness, Endurance, Improved Bull Rush, Multiattack, Power Attack

Skills Listen +12, Spot +11

Improved Grab (Ex) To use this ability, a woolly mammoth must hit a Large or smaller foe with a gore attack. If it gets a hold, it tosses its opponent.

Toss (Ex) Woolly mammoths vigorously shake any creature caught in their tusks and fling it in a random direction. Resolve the toss as a bull rush maneuver (+20 check modifier), except that there is no attack of opportunity, since the woolly mammoth has already grabbed its foe. The woolly mammoth does not need to move with its foe to move him more than 5 feet. If the tossed victim beats the woolly mammoth's bull rush check, he remains in the current square with no ill effects and is no longer grappled. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

Trample (Ex) As a full-round action, a woolly mammoth can move up to twice its speed and literally run over Large or smaller creatures. This attack deals 2d8+18 points of damage. Trampled opponents can make attacks of opportunity against the woolly mammoth at a -4 penalty. If they do not make attacks of opportunity, they can attempt DC 29 reflex saves for half damage. The save DC is Strength-based.

Scent (Ex) A woolly mammoth can detect opponents within 30 feet. The exact location is not revealed unless the opponent is within 5 feet.

Physical Description Covered in brown, shaggy fur, this elephantlike creature has two huge, curving tusks and towers almost 15 feet tall.

Covered in brown, shaggy fur, this elephantlike creature has two huge, curving tusks and towers almost 15 feet tall.

Woolly mammoths are members of a family of many elephantlike species; all are enormous, furred animals with surprising intelligence, large tusks, and a love of cold climates. The largest woolly mammoths live on the open steppes, where their sheer size protects them from most predators. The only exceptions are intelligent humanoids, such as humans, Neanderthals, and orcs—and even these are often reluctant to face down a woolly mammoth directly.

The woolly mammoth has a shoulder height of about 15 feet, weighs between 9 and 11 tons, and has tusks roughly 15 feet long. It lives in large family groups on open steppe.

All woolly mammoth herds are led by the eldest female woolly mammoth, her sisters, and her daughters. Male woolly mammoths are the fighters but not the dominant animals in woolly mammoth herds.

Woolly mammoths often venerate the bones of their dead, and after any combat they return to the site of a herd member's death. In some cases, the woolly mammoths handle the bones of the dead years after the death of a mate, sibling, or child. Frost folk and others believe that this is how woolly mammoths communicate with the dead, and that woolly mammoth spirits and totems have great power in the land of the dead.

Combat

Woolly mammoths are usually aggressive only when stalked or threatened or when they fear for the safety of their young. Like elephants, woolly mammoths have long memories and will take revenge on creatures that harmed them in the past. Woolly mammoths prefer to fight as a herd rather than individually, though they lead a bull in a herd (usually a male with advanced Hit Dice) will often fight alone to defend the females and young.

Training A Woolly Mammoth

Giants and humanoids such as frost folk, humans, and ogres sometimes use woolly mammoths as mounts or pack animals. Training a woolly mammoth must begin with a young animal; adults rarely cooperate and will starve themselves rather than submit to training. Training a young woolly mammoth requires six weeks and a successful DC 25 Handle Animal check. Riding a woolly mammoth requires an exotic saddle or howdah, which includes a prod that the animal can feel through its fur and its thick hide. A woolly mammoth can fight while carrying a rider, but the rider cannot also attack except with a lance or a missile weapon.

Carrying Capacity: A light load for a woolly mammoth is up to 5,592 pounds; a medium load, 5,593-11,184 pounds; and a heavy load, 11,185-16,776 pounds. A woolly mammoth can drag 40 tons.

ENVIRONMENT

HEAVY SNOW

Heavy snow has the same effects as normal snowfall (-4 penalty on Listen, Spot, and Search checks and -4 penalty on ranged weapon attacks), but also obscures vision depending on the wind. In nonblizzard conditions, heavy snow obscures sight as fog does (see Fog, below). When accompanied by a strong or stronger wind force, whiteout conditions apply (see Whiteout, below). A day of heavy snow leaves 1d4 feet of snow on the ground. Heavy snow accompanied by strong or severe force winds may result in snowdrifts 1d4x5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or large tent, for

instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm, page 94 of the *Dungeon Master's Guide*).

Snow has the same effect on flames as moderate wind.

Source: *Frostburn* 13

FOG

Whether in the form of low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Source: *Frostburn* 13

SNOW BLINDNESS

Snow blindness results from the sun's burning of eye tissues, making the eyes dry, swelled, irritated, and extremely sensitive to light. Snow blindness can occur when a traveler spends at least an hour on a snowfield, ice sheet, glacier, or similar bright terrain on a clear, sunny day without any eye protection (such as a veil, dark lenses, or similar eye covering). Characters traveling in such conditions must succeed on a Fortitude save (DC 10, +1 per previous attempt) once per hour or become snowblind.

Characters afflicted with snow blindness take a -2 penalty to AC, lose any Dexterity bonus to AC, move at half speed, and take a -4 penalty on most Dexterity-based skills checks, as well as Search, Spot, and any other checks that rely on vision. All opponents are considered to have concealment (20% miss chance) from the snow-blinded character.

Snow blindness lasts 1d4 hours or until 1 hour after the victim enters a shadowed or enclosed area, and it can be cured by a *remove blindness* spell.

Source: *Frostburn* 12

SNOW FIELDS

Fields of deep snow can impede the movement of creatures who must be in contact with the ground to move. Most creatures do not automatically sink all the way through deep snow cover. Sometimes a hard, icy crust prevents a creature's feet from sinking into the snow at all. In other cases, layers of old snow a few inches or feet below the loose surface on top may be icy enough to prevent travelers from breaking through.

The table below indicates the degree of impediment caused by various degrees of loose, uncrusted snow. The "Small" category includes Small and smaller creatures, while the "Large" category includes Large and larger creatures.

Table 1-4: Snow-Impeded Movement

Snow Depth	-Creature Size-		
	Small	Medium	Large
Up to 6 inches	Minor	None	None
7-12 inches	Minor	Minor	None

13-24 inches	Major	Minor	Minor
25-36 inches	Major	Major	Minor
37-60 inches	Total	Major	Major
61+ inches	Total	Total	Major

None: The snow does not cause any significant impediment to the creature's movement.

Minor: The creature must pay 2 squares of movement to enter each square of the snowfield. The DC of Tumble checks increases by 2.

Major: The creature must pay 4 squares of movement to enter each square of the snowfield. The DC of Tumble checks increases by 8.

Total: The creature cannot move unless it succeeds on a DC 5 Strength or Balance check (creature's choice). Moving a creature's speed requires a full-round action. The creature must pay 4 squares of movement to enter each square of the snowfield. The DC of Tumble checks increases by 20, and the creature loses its Dexterity adjustment to Armor Class while totally impeded.

Source: *Frostburn* 12

WHITEOUT

Whiteout conditions occur in snowstorms or blizzards accompanied by a strong or stronger wind force. However, it doesn't have to be precipitating to create whiteout conditions. Snow fields buffeted by severe or stronger winds can also cause creatures to experience a whiteout.

Characters in whiteout conditions take a -2 penalty to AC, lose any Dexterity bonus to AC, move at half speed, and take a -4 penalty on Dexterity-based skill checks, as well as Search, Spot, and any other checks that rely on vision. The character also gains total concealment (50% miss chance). These effects end when the character leaves the area of whiteout. Whiteout conditions stack with wind and snowfall. Visibility is 5 feet.

Source: *Frostburn* 13

FEATS

NATURAL BOND

Source: *Complete Adventurer* 111

Your bond with your animal companion is exceptionally strong.

Prerequisite: Animal companion

Benefit: Add three to your effective druid level for the purposes of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion receives (see page 36 of the Player's Handbook). This bonus can never make your effective druid level exceed your character level.

PIERCING COLD [METAMAGIC]

Your cold spells are so cold that they can damage creatures normally resistant or immune to cold.

Benefit: You can only apply this metamagic feat to spells with the cold descriptor. Piercing cold spells are so horribly cold that they are capable of damaging creatures normally unharmed by or resistant to cold. Piercing cold spells completely ignore any resistance to cold a creature possess, bypassing this resistance and dealing damage to the target as if it did not possess any resistance to cold at all. They are still entitled to whatever other defenses the attack allows (such as saving throws and spell resistance).

Creatures normally immune to cold can be damaged by piercing cold spells as well. Piercing cold spells deal half damage to these creatures (or one-quarter on a successful saving throw).

Creatures with the cold subtype can tell that a piercing cold spell is colder than normal, but they remain undamaged by the attack.

Creatures with the fire subtype who are damaged by a piercing cold spell take double normal damage instead of the usual +50%.

A piercing cold spell uses up a spell slot one level higher than the spell's actual level.

Source: *Frostburn* 49

FROSTFELL PERILS

RUSTSNOW

Infused with an elemental power to destroy metal objects, rustsnow is a dark-grayish-black powder that sometimes falls alongside normal snowfall in frostfell areas. Rustsnow impedes movement as normal snow. In addition, each metal item carried or worn into a square of rustsnow has a 10% chance of being subject to a magical rust effect. Nonmagical metal items are automatically affected; magical metal items are entitled to a DC 12 Fortitude save to resist the effect.

Spotting rustsnow requires a DC 5 Survival check.

Source: *Frostburn* 16

SNOWFLAKE LICHEN (CR 3)

Snowflake lichen is a magical plant that resembles snow and is commonly found on rocky surfaces. Its slow-acting drain of heat numbs the finders and feet of those passing over its terrain, causing climbers to slip and fall, and sometimes causing mounts or wanderers to freeze and die in large areas of snowflake lichen, creating "snowflake graveyards" where dozens or hundreds of sets of bones attract scavengers. In midwinter, these can resemble a medusa's garden of frozen statues, complete with frozen crows and frozen wolves.

Snowflake lichen resembles a snowy cap of white or gray-white powder in the areas where it grows. This makes it easy to spot in arctic summers, where it is sometimes surrounded by a "dead zone" of brown and frozen plants, then a ring of green and growing tundra plants and grasses. It is much more difficult to spot in midwinter, when it is covered in snow or appears like the usual icy terrain.

Snowflake lichen leeches heat from creatures nearby. Any creatures within 10 feet of the plant take 1d6 points of cold damage per round.

Walking or climbing over snowflake lichen (rather than just walking near it) is more deadly. In addition to the cold damage already described, touching snowflake lichen causes Dexterity damage as feet and fingers freeze, then limbs, and finally the whole body (creating rich fertilizer in spring). Each round a creature remains in a square with snowflake lichen, he or she must make a DC 15 Fortitude save or take 1 point of Dexterity damage. Creatures with booted feet or gloved hands are entitled to a +2 circumstance bonus on the save.

Source: *Frostburn* 16

STYGIAN ICE

This extraplanar ice comes from Stygia, the fifth layer of Hell. Infused with the soulless evil of that realm, along with the magical waters of the river Styx, Stygian ice is black and constantly crawls with a thin layer of pale blue mist. Stygian ice is much colder than normal ice, and it melts slowly in nonfreezing environs. The coldness that this ice exudes is magical in nature, and freezes the mind much more rapidly than flesh.

Stygian ice deals 1d6 points of cold damage per round of contact. Worse, if a creature takes damage from this supernatural cold, it must make a DC 12 Will saving throw or take 2 points of Wisdom damage as its memories are slowly frozen. If a creature's Wisdom is reduced to 0, further contact causes Constitution damage. A creature whose Constitution is reduced to 0 by Stygian ice rises as a wraith in 2d4 rounds.

Stygian ice is not much harder than normal ice, so it doesn't make effective armor. Weapons made of Stygian ice are somewhat fragile, and each time they deal damage the wielder must make a DC 15 Reflex save to avoid dealing the same amount of damage to the weapon itself. Stygian ice weapons deal 1d6 points of additional cold damage on a hit; if the creature hit takes cold damage, it must make a DC 12 Will saving throw or take 2 points of Wisdom damage (or Constitution damage, if Wisdom is at 0). This damage applies to the wielder of the weapon as well; a character who wishes to wield a weapon made of Stygian ice is advised to seek out protection from cold damage.

Stygian ice has 5 hit points per inch of thickness and hardness of 3. Magical fire damage is not halved when applied to Stygian ice. An object made of Stygian ice takes 1 point of damage per hour it exists in an environment above 40° F; this damage overcomes the ice's hardness. As it melts, the ice gives off foul vapors that nauseate anyone within 5 feet who fails a DC 12 Fortitude saving throw.

Type of Stygian Ice Item Cost Modifier

Weapon	+6,000 gp
Other objects	+2,000 gp/lb.

Source: *Frostburn* 81

MAGIC ITEMS

BELT OF HIDDEN POUCHES

This item might be of silk or soft leather, but it's always fairly wide and with a big buckle (usually brass or silver). Hidden inside the belt are ten small pockets, each of which seems large enough to hold only a few coins. Each pocket actually functions as a small *bag of holding* and can hold up to 1/2 cubic foot or 5 pounds of nonliving material. No object with any dimension exceeding 6 inches can be placed in a pocket. Anything placed inside a pocket effectively has only one-tenth of its normal weight, so a full pocket weighs only half a pound at most.

In addition, two secret pockets lie behind each visible one, for a total of thirty pockets in all. The hidden pockets can be accessed only through a command word. A *true seeing* spell reveals the presence of the hidden pockets but not the command word to open them.

Even when a pocket is full, it never bulges, so a *belt of hidden pouches* stuffed with 150 pounds of items looks like an ordinary belt.

Accessing any pocket (including the hidden ones) is a move action that does not provoke attacks of opportunity. To place any object in the belt, the wearer merely presses the object into the belt. Doing so while speaking the command word places the object in one of the hidden pouches (if one of them is empty). Naming a stored object and speaking a second command word places it in the wearer's hand (though he could also simply reach into one of the ten regular pockets and draw it forth, just as if retrieving a stored object (a move action that provokes attacks of opportunity; see page 141 of the *Player's Handbook*).

Simply frisking the wearer won't reveal any objects placed in the belt, and searching the visible pockets cannot reveal anything stored in the hidden pockets. It is possible to use a Sleight of Hand check to pluck something out of one of the ten visible pockets, but only someone wearing or holding the belt can access the hidden pockets, and then only with the correct command word.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*; Price 5,000 gp; Weight 1 lb.

Source: *Races of the Wild* 173

VAMBRACES OF EVIL'S WARDING

These golden bracers are engraved with holy runes and fit snugly over the arms of any creature that dons them. Ranged attacks made by evil creatures against the wearer take a -4 penalty.

An evil creature that dons the vambraces of evil's warding takes 2d6 points of damage per round.

Faint abjuration; CL 5th; Craft Wondrous Item, *protection from arrows*, creator must be good; Price 18,000 gp; Weight 1 lb.

Source: *Book of Exalted Deeds* 116

MUNDANE ITEMS

CRAMPONS

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

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

Price: 5 gp.

Source: *Frostburn* 78

FUR CLOTHING

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

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

Price: 8 gp.

Source: *Frostburn* 78

HORN, MASTERWORK

When a bard plays a [masterwork] horn to inspire courage, it raises the morale bonus on weapon damage rolls and saves against fear by 1, but the effect lasts for only 1 round after the ally stops hearing the bard perform.

Price: 100gp

Source: *Complete Adventurer* 126

LANTERN, FOG-CUTTER

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.)

Price: 20 gp.

Source: *Arms and Equipment Guide* 24

SNOW GOGGLES

These wooden goggles have a thin horizontal slit in the middle. They grant a +2 circumstance bonus on saving throws to resist blinding effects, including 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.

Price: 2 gp.

Source: *Frostburn* 78

SNOWSHOES

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

Price: 15 gp.

Source: *Frostburn* 78

PLANES

FROSTFELL REGIONS (ICE POCKETS) ON THE ELEMENTAL PLANE OF AIR

- **Subjective Directional Gravity:** Inhabitants of the plane determine their own “down” direction. Objects not under the motive force of others do not move.
- **Normal Time.**
- **Infinite Size.**
- **Alterable Morphic:** Objects remain where they are (and what they are) unless affected by physical force or magic.
- **Air-Dominant:** The plane mostly consists of air, which is usually breathable.
- **Enhanced Magic, Air:** Spells and spell-like abilities that use, manipulate, or create air (including those of the Air domain) are both empowered and enlarged (as if the Empower Spell and Enlarge Spell feats had been used on them, but the spells don't require higher-level slots). A *cloudkill* spell would thus have its range doubled and its damage (to those it did not kill outright) increased by half. Spells and spell-like abilities that are already empowered or enlarged are unaffected by this benefit.
- **Enhanced Magic, Cold:** Spells and spell-like abilities that have the cold descriptor benefit from being maximized (as the Maximize Spell feat, except the spell doesn't use a higher slot). In addition, spells that use water (including those of the Water domain) are extended (as the Extend Spell feat, except the spell doesn't use a higher slot). Spells that are already maximized or extended are unaffected.
- **Impeded Magic, Earth:** Spells and spell-like abilities that use or create earth (including the summoning of earth elementals or outsiders with the earth subtype and spells of the Earth domain) are impeded. To use them, the caster must make a successful Spellcraft check (DC 15 + level of the spell).
- **Impeded Magic, Fire:** Spells and spell-like abilities with the fire descriptor are impeded,

including spells of the Fire domain. To use them, the caster must make a successful Spellcraft check (DC 15 + level of the spell).

Source: *Manual of the Planes* 68 and *Frostburn* 8

PANDEMONIUM

- **Objective Directional Gravity:** In the cavernous tunnels of Pandemonium, gravity is oriented toward whatever wall a creature is nearest. Thus, there is no normal concept of floor, wall, and ceiling—any surface is a floor if you're near enough to it. Rare narrow tunnels exactly cancel out gravity, allowing a traveler to shoot through them at incredible speed. The layer of Phlegethon is an exception—there the normal gravity trait applies.
- **Normal Time.**
- **Infinite Size:** Pandemonium goes on forever, although its well-known realms are bounded.
- **Divinely Morphic:** Specific powerful beings such as the deity Erythnul can alter Pandemonium. Ordinary creatures find Pandemonium indistinguishable from the Material Plane (the alterable morphic trait, in other words). Spells and physical effort affect Pandemonium normally.
- **No Elemental or Energy Traits.**
- **Mildly Chaos-Aligned:** Lawful characters on the plane of Pandemonium suffer a -2 penalty on all Charisma-based checks.
- **Normal Magic.**

Source: *Manual of the Planes* 97

RIVER STYX

This river bubbles with grease, foul flotsam, and the putrid remains of battles along its banks. Those who taste or touch its water must make a Fortitude saving throw (DC 17) or suffer total amnesia. Treat the victim as if feeble-minded (as the *feeblemind* spell). Even those who make their saves lose all memory of the events of the last 8 hours. Prepared spells remain in memory, although the victim might not realize they're prepared.

The Styx churns through the top layers of the Infernal Battlefield of Acheron, the Nine Hells of Baator, the Bleak Eternity of Gehenna, the Gray Waste of Hades, the Tarterian Depths of Carceri, the Infinite Layers of the Abyss, and the Windswept Depths of Pandemonium. Tributaries of the Styx snake onto the lower layers of these planes. For example, a tendril of the Styx reaches the fifth layer of the Abyss, and countless streams trickle through the other layers of the great pit.

Sinister ferry-men skilled in negotiating the unpredictable currents and eddies of the Styx ply its waters. For a price, they are willing to carry passengers from plane to plane. Some ferry-men (and ferrywomen) are fiends, while others are the spirits of dead Material Plane creatures (called petitioners). Rarely, a ferryman

is a living mortal putting hard-won nautical skills to otherworldly use.

Source: *Manual of the Planes* 86

SPELLS

FLESH TO ICE

Transmutation

Level: Sorcerer/wizard 5

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

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

Material component: Water and a drop of blood.

Source: *Frostburn* 94

PANACEA

Conjuration (Healing)

Level: Cleric 4, druid 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

You kneel next to your afflicted comrade and speak the soft words of this spell. At your touch, a golden radiance infuses your companion.

This spell channels positive energy into a creature to wipe away its afflictions. It immediately ends any of the following conditions affecting the subject: blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, and stunned. It negates sleep effects and the effect of a *feeblemind* spell, and ends any additional effects of poison, as the *neutralize poison* spell. It also cures 1d8 points of damage +1 point per caster level (maximum +20).

Panacea does not remove ability damage, negative levels, or drained levels.

Used against an undead creature, *panacea* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw), but has no other effect.

Source: *Spell Compendium* 152

VIGOR, LESSER

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. Lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigor spells do not stack; only the highest-level effect applies.

Source: *Spell Compendium* 229

HEALING LORECALL

Divination

Level: Cleric 2, druid 2, ranger 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

With a mint leaf under your tongue, you whisper quiet words of soothing comfort. You feel a divine touch guiding your healing hand.

A caster with 5 or more ranks in Heal can, when casting a conjuration (healing) spell, choose to remove the following conditions affecting the subject of the spell, in addition to the spell's normal effects: dazed, dazzled, or fatigued. A caster with 10 or more ranks in Heal can choose from the following conditions in addition to those above: exhausted, nauseated, or sickened.

Also, when determining the amount of damage healed by your conjuration (healing) spells, you can substitute your total ranks in Heal for your caster level. The normal caster level limit for individual spells still applies; thus, a 3rd-level cleric with 6 ranks in Heal when under the effect of *healing lorecall* cures 1d8+5 points of damage with a *cure light wounds* spell.

Material component: A mint leaf.

Source: *Spell Compendium* 110

VIGOR, MASS LESSER

Conjuration (Healing)

Level: Cleric 3, druid 3

Range: 20 ft.

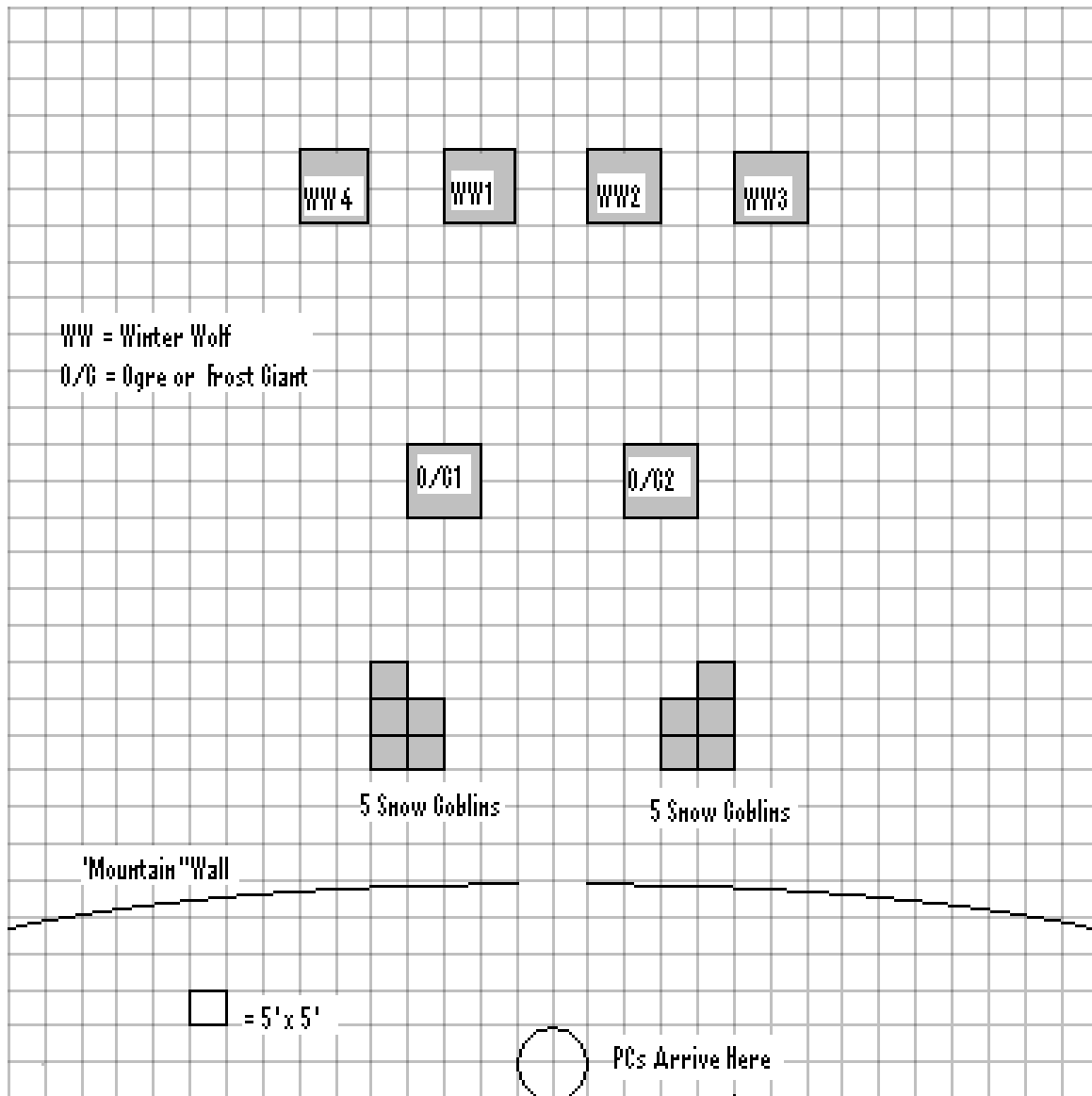
Target: One creature/2 levels, no two of which are more than 30 ft. apart

Duration: 10 rounds + 1 round/level (max 25 rounds)

This spell functions like *lesser vigor*, except that it affects multiple creatures.

Source: *Spell Compendium* 229

DM AID ONE: ENCOUNTER 1



DM AID TWO: ENCOUNTER 7

