

Beneath Abyssal Seas

A One–Round Dungeons & Dragons[®] Living Greyhawk[™] Regional Adventure set in the Kingdom of Nyron

Version 1.0

by Art Severance

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Once more, the Rel Mord Wizard's Guild and the Abbey of the Ice seek the assistance of heroic adventurers. Will you plunge into the icy depths of the Abyss to save a soul? A one-round Regional adventure set in the Kingdom of Nyron for characters level 1–14 (APLs 2–12). This adventure is a sequel to NYR6-02 *A Trip to the Glacier*, NYR7-02 *The Abbey of the Ice*, and NYR7-103 *Trumpeter*.

Resources for this adventure [and the authors of those works] *Complete Warrior* [Andy Collins, David Noonan, and Ed Stark], *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs, and Erik Mona], *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], NYR7-02 *The Abbey of the Ice* [Art Severance], NYR7-103 *Trumpeter* [Art Severance], *Spell Compendium* [Michelle Carter and Kim Mohan], and *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., and Jennifer Clarke Wilkes].

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

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RPGA® SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2009.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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.

ROUNDS AND UPKEEP

This is a standard one-round regional adventure, set in the Kingdom of Nyronnd.

Adventurer's Standard Upkeep costs 12 gp per round for characters who have the Kingdom of Nyronnd as their home region, and 24 gp for characters who do not have the Kingdom of Nyronnd as their home region. Rich and Luxury Upkeep cost 75 gp per round for characters who have the Kingdom of Nyronnd as their home region, and 150 gp for characters who do not have the Kingdom of Nyronnd as their home region. 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 early CY596, stalwart adventurers scaled the Rakers on an errand for the Rel Mord Wizards' Guild. Their efforts secured rare spell components and exotic materials for

the Guild. They also led to ongoing contact between the Guild and the Abbey of the Ice, a place of learning dedicated to the Oeridian god of the north wind, Telchur.

In early CY597, the forces of the Demon Prince Kostchtchie, the Prince of Wrath, assaulted the Abbey. His frost giant and snow goblin minions scattered the Abbey's inhabitants. During the attack, Abbot Istim Rime was killed. Though most of the Abbey's inhabitants fled, Tynelis Daetril, an elven monk, stayed behind to cover their retreat.

At the behest of the Rel Mord Wizards' Guild, a strike force of adventurers gathered allies, including the qorrashi genie Sliesh and the titan Sorgen, to assist the refugees in retaking the Abbey. The adventurers also helped to restore Istim Rime to life. However, the bulk of Kostchtchie's forces retreated to the Abyss during the counterattack and Tynelis Daetril was never found.

Frost mage Mellodia Yerris has been searching for indications of what may have happened to Tynelis Daetril. Her investigation has recently led to Rel Mord University. There, imprudent use of the spell *contact other plane* alerted Kostchtchie to her actions and simultaneously rendered her unable to stand against his minions. She was slaughtered by a marilith in a reading room at the University.

The faculty of the University, having glanced at Mellodia Yerris' research, contacted the Rel Mord Wizards' Guild and the PCs, asking them to investigate.

ADVENTURE SUMMARY

Introduction: The adventure begins with PCs in the Ice Wastes, the 23rd layer of the Abyss. Having just *plane-shifted* off target, they plunge into an icy sea.

Encounter 1: The adventure then flashes back several days. The PCs learn that Mellodia Yerris, a frost mage doing research at Rel Mord University was slaughtered by a marilith. Professor Hollveck of the Royal University asks the PCs to investigate her death. The free-form investigation may take the PCs to Rel Mord University, the Rel Mord Wizard's Guild, various Rel Mord temples, Kurast's Keep, and the Abbey of the Ice.

Encounter 2: The PCs arrive in the Ice Wastes, picking up the story where the **Introduction** left off. If they fly, they are attacked by vrocks in an untiered encounter. If they venture on land, they meet a frost barbarian wizard who has taken up residence near the Dedsvatten and who offers to assist in locating the Hexaschakt in exchange for news.

Encounter 3: The PCs traverse the Dedsvatten to the Hexaschakt. As they approach, sharks veiled to appear as undead attack them. The hags in **Encounter 4** learn of the PCs' presence through the use of a *hag eye*.

Encounter 4: The PCs arrive at the Hexaschakt soaking wet. They overhear the Demon Prince Kostchtchie in discussion with a covey of hags regarding the crafting of

an intelligent weapon. Once Kostchtchie has departed, the PCs encounter one or more hags, and at some APLs their construct assistants.

If they have arrived before 48 hours have elapsed since the death of Mellodia Yerris, Tynelis Daetril is alive and the PCs can rescue her along with the other captives. If they arrive after 48 hours have elapsed but before 72 hours, Tynelis' soul has been imbued into a maul. If they arrive after 72 hours have elapsed, the maul has been completed, Kostchtchie has taken it to the Glacier Citadel, and has returned with it to chastise the hags.

In any event, impatient PCs encounter Kostchtchie in an untiered encounter and learn why he is named the Prince of Wrath.

Encounter 5: The PCs return to Oerth, arriving in the Gnatmarsh. While they deliberate regarding their next step, agents of Kostchtchie ambush them.

Conclusion: If the PCs return Tynelis Daetril and Mellodia Yerris to the Abbey of the Ice, Istim Rime, High Priest of Telchur, and the other residents of the Abbey greet them as heroes. Otherwise, the PCs receive a lukewarm welcome in Rel Mord.

PREPARATION FOR PLAY

Solicit the following information from the players:

- What languages do the PCs understand? PCs who understand Giant will garner more information about Kostchtchie and his plans in **Encounter 4**.
- Did any of the PCs take part in NYR3-07 *To Catch a Falling Star*? PCs who did know the location of Kurast's Keep in **Encounter 1**.
- Did any of the PCs take part in NYR6-02 *A Trip to the Glacier* or NYR7-02 *The Abbey of the Ice*? PCs who took part in either adventure are specifically named in Mellodia Yerris' notes in **Encounter 1** and know the location of the Abbey of the Ice in both **Encounter 1** and the **Conclusion**. In addition, in **Encounter 1**, Kurast fondly remembers PCs who participated in NYR7-02. Furthermore, in **Encounter 4**, Tynelis Daetril vaguely remembers PCs who participated in NYR6-02.
- This module essentially uses the literary trick of a flashback to set up some suspense. However, this than forces the PCs to eventually end up where they started the module. Some players may balk at this, but just ask them to kindly go with the flow. If they refuse and abandon the module before returning to **Encounter 2**, simply remove the PC and any effect he might have had from the **Introduction** and continue as if they were never there.

INTRODUCTION: FREEFALL

In this Encounter, PCs arrive on the 23rd layer of the Abyss, the Ice Wastes, albeit off-target. They plunge into the icy waters of the Dedsvatten.

The encounter is intended to start the adventure off with a shot of adrenaline and to warn the PCs of conditions they will encounter in the Ice Wastes, thereby pointing them toward the preparations they should make in **Encounter 1**.

Begin the encounter by reading the following text aloud or paraphrasing it:

“CLANG!” Your transition from Oerth to the Ice Wastes ends with the loud and dissonant tone, that odd little tuning fork emitted, still sounding in your ears. However, your attention is soon drawn elsewhere.

Though you still feel the gloved hands of two of your companions grasped in your own, you are most definitely not standing in the hall you so recently left.

Indeed, you are free falling through an icy sky.

The bite of the bitter wind tears at your cold weather gear. The cold burns your exposed flesh as you drop and drop and drop. From a dizzying height, you survey the stark seascape of a dark, choppy lake as it lunges up at you.

As you plummet toward the abyssal sea, beneath which, rather than above which, you were supposed to appear, you recall the words you heard before the spell was cast: “Statistically speaking, plane shift isn't the most reliable spell. Still, it should terminate somewhere within 500 miles of the destination.”

Trap: The PCs have *plane shifted* off target. They arrive 60 ft. above the surface of the Dedsvatten and fall toward it. To heighten tension, call for initiative rolls, have the players place their figures on a battle mat as if combat is about to commence, and resolve the fall in initiative order. As PCs fall (or not), note their location and any spells cast for use in **Encounter 2**. To further heighten tension, do not roll damage for PCs who actually fall until the beginning of **Encounter 2**. Once you have resolved the fall, note the location of the PCs (in the air or in the water) for use in **Encounter 2**.

↙**Splashdown Trap:** CR 2; natural; location trigger; no reset; DC 20 Swim or Tumble avoids; 60 ft. fall into water (2d3 nonlethal + 2d6, fall); multiple targets (all targets *plane shifting* to this location); Search DC N/A; Disable Device DC N/A.

Environment: Do not resolve environmental effects in this encounter. They will be resolved in **Encounter 2**.

ENCOUNTER 1:FLASHBACK

This encounter takes place an indefinite amount of time prior to the Introduction, exactly how long really depends on how much time the PCs spend on this encounter. Begin the encounter by reading or paraphrasing the following text:

It is a crisp winter morning in the royal capitol. The mercifully mild weather has left the city's streets as clear of snow as the skies are of clouds.

Having decided to take your breakfast at a newly popular adventurer's hangout, Uncle Grumpy's, you join several other adventurers, some of whom you know, at the tavern's common table.

If desired, pause here and allow the players to do character introductions. When completed, if none of the PCs participated in either NYR6-02 A Trip to the Glacier or NYR7-02 The Abbey of the Ice, continue by reading or paraphrasing the following text:

A young halfling in the traditional robes of a first-year student at the Rel Mord University bursts into the common room, nearly tipping the dwarf bouncer at the door off of his stool.

"Excuse me! I need some help! I've been sent to find some adventurers. Someone's been murdered!"

If any of the PCs did participate in NYR6-02 A Trip to the Glacier or NYR7-02 The Abbey of the Ice, proceed instead by inserting those PCs' names in the following text:

A young halfling in the traditional robes of a first-year student at the Rel Mord University bursts into the common room, nearly tipping the dwarf bouncer at the door off of his stool.

"Excuse me! I'm looking for [insert PC names here] and I'm told I can find them here. I need to find them quickly; someone's been murdered!"

The young halfling is Wendell Cheesebelly. He was sent by Professor Hollveck to fetch either a generic group of PCs, or these particular PCs, to the University. If any of the PCs hesitate to join the named PCs, Wendell will encourage them to come along to investigate as well.

All Wendell knows is that the faculty is in an uproar this morning and that Professor Hollveck said it was urgent that Wendell find these people. He has been searching the inns and taverns for nearly an hour looking for help, and is becoming rather desperate. He hurries the PCs along.

◆ **Wendell Cheesebelly:** male halfling wizard 1.

At the University: Once the PCs agree to follow Wendell, read or paraphrase the following text:

As you enter the University, you pass a rather ashen-faced porter who is so distraught that he hardly looks up as you pass by.

Turning down a wide corridor, you reach an elegantly appointed reading room. The walls of the room are lined with shelf upon shelf of books. A small staircase gives access to an upper balcony, the walls of which are also lined with shelves.

To one side of the chamber stands an Oeridian man in his early forties clad in the robes of a full professor. Before him are the remains of a shattered desk, over which the body of an Oeridian woman in blue silk robes is draped. From the copious amounts of blood, and the fact that the woman's body is missing its head, you gather that this must be the murder victim.

The professor, noticing your approach, speaks to Wendell. "Are these they? Very well. Run along now and keep your tongue silent on the matter."

Wendell stands speechless, staring at the gruesome sight for a moment before the professor shoos him off.

"Er...good morning. Well, morning at least. I am Professor Hollveck. As you can see, this poor woman has been murdered. By a demon we believe. We're hunting it down now, but we are a bit short-handed during the semester break. Would you mind helping us figure out just why a demon slaughtered Ms. Yerris in my reading room?"

Professor Hollveck is a tenured faculty member who teaches Knowledge (the planes) at the University. He is quite matter of fact and is only slightly fazed by current events. He wears a holy symbol of Lydia. He can answer the following questions for the PCs:

- **Who is she?** The victim is the frost mage Mellodia Yerris. Any PC who participated in NYR6-02 A Trip to the Glacier or NYR7-02 The Abbey of the Ice recognizes her and knows her to be a powerful frost mage. A DC 15 Knowledge (local—NMR) check confirms this information.

- **What was she doing here?** She was researching the term "Dedsvatten" in the Outer Planes Section of the Planar Works Department of the library. This room is the reading room for the Planar Works Department and Professor Hollveck is the department chair.

A DC 30 Knowledge (the planes) check reveals that the Dedsvatten is a large, shallow lake on the 23rd layer of the Abyss. Professor Hollveck has not researched the term yet, but the PCs are welcome to.

- **Who found her?**
The porter. He was making his rounds and heard her call out. When he went to investigate, he saw what he described as a marilith cut her down.

Professor Hollveck can relate the information regarding mariliths found in the *Monster Manual* on pages 44 to 45. He looked up mariliths to refresh himself just before the PC's arrived.

- **Do you want us to find the marilith?**
No, other adventurers are tackling that problem.

- **Why us?** If any of the PCs participated in NYR6-02 A Trip to the Glacier or NYR7-02 The Abbey of the Ice, the answer is that the PCs' names are listed in Mellodia Yerris' diary. Otherwise the answer is, that the PCs were the first ones to show up.

- **Where is her diary?** Professor Hollveck has it and produces it for the PCs.

Mariliths apparently aren't as bright as they are generally thought to be. This one either neglected to search her room, or we got there first.

- **How much does the job pay?** Professor Hollveck blusters at this question and tells the PCs that the University has no funds to hire investigators. If they do not wish to assist the University, they are free to go.

However, at APLs 2 and 4, Professor Hollveck will give PCs a letter of credit good with the Rel Mord Wizards' Guild and the Temple of Celestian to pay for spell-casting services up to the worth of 2,000 gp. When he does so, he admonishes the PCs not to spend it needlessly. PCs may only spend this money to obtain spellcasting services. The only exception to this restriction is to purchase a *divine scroll of plane shift*, which costs 1,125 gp.

- **May we search her room?** Professor Hollveck agrees to this request, explaining to the PCs how to get to the dormitory where Mellodia Yerris was staying and giving them a note explaining that they are assisting him.
- **Where can we obtain assistance?** Professor Hollveck suggests that if the PCs need any spells cast, they should consult the Rel Mord Wizard's Guild or the Temple of Celestian.

Before Professor Hollveck lets the PCs go, he asks them to check in with him periodically. If the diary did not come up in conversation, he will remember it at the last second and produces it for the PCs to read.

☞ **Professor Hollveck:** male human expert 10 (Knowledge (the planes) +16).

Searching Mellodia Yerris and the Area: Mellodia has been decapitated as well as stripped of most of her possessions in a brutal fashion.

- A DC 10 Heal check indicates that several slashing weapons cut her.
- A DC 20 Search check turns up a twisted piece of metal with an odd rainbow sheen secreted within Mellodia Yerris' robes.

A DC 15 Spellcraft check identifies this as a planar fork used in casting the spell *plane shift*. A DC 20 Spellcraft, Knowledge (the planes), or Knowledge (arcana) check indicates that this is a fork attuned to the Ice Wastes, the 23rd layer of the Abyss. PCs who participated in NYR7-02 *The Abbey of the Ice* will recognize it as one of the few items the invaders left behind.

Mellodia Yerris' spell book, spell component pouch, rings, necklace, and other magic items are notably absent and were violently removed.

- A DC 10 Survival check indicates that a large snake-like creature slithered through Mellodia Yerris' blood and proceeded across the library.
- *Detect magic* reveals a faint lingering aura of magic on Mellodia Yerris. A DC 20 Spellcraft check reveals that the aura is divination magic. This aura is the dissipating after effect of the *contact other plane* spell Mellodia cast just over an hour ago. She accidentally contacted Kostchtchie himself. Rather than receive an answer, her Int and Cha were each reduced to 8 and he sent demons after her.

Searching Mellodia's Room: Mellodia's room is small and spartan. It contains nothing of note. Professor Hollveck already took the diary from it.

Reading the Diary: Mellodia's diary contains the following undated information (give the players *Player Handout: Divination*):

- **Divination:** The diary commences with a rhyme labeled "Divination."

*Beneath abyssal seas seek ye
With those whose aid Wrath did flee.
In Hexaschakt they toil and fail,
Souls torn from flesh to no avail.
Soon life is bound in an iron mold.
Revenge, they say, is best served cold.*

A DC 20 Knowledge (the planes) or Knowledge (religion) check reveals that "Wrath" is likely Kostchtchie, the Prince of Wrath. A DC 30 Knowledge (the planes) check reveals that the Hexaschakt is a seamount beneath the Dedsvatten in the Ice Wastes, the 23rd layer of the Abyss.

- "**Beneath abyssal seas seek ye**": The diary details Mellodia Yerris' efforts to discover what happened to Tynelis Daetril. She fears that Kostchtchie took Tynelis prisoner. One note reads, "Is Tynelis Daetril in the Glacier Citadel? No." The next note reads, "Is Tynelis Daetril at the Hexaschakt?" There is no answer next to that question.
- "**With those whose aid Wrath did flee**": The diary lists the names of several adventurers who she believes to be in Rel Mord (including any PCs who participated in NYR6-02 *A Trip to the Glacier* or NYR7-02 *The Abbey of the Ice*) as well as Mo Thunderaxe (see below under "Gather Information"). Next to these names is a note that reads, "Get a group together to go with me. Make sure they are protected from the cold and can breathe water."

Speaking to the Porter: The porter, Darg, is still quite shaken. A DC 10 + APL Diplomacy check is required to calm him down sufficiently for him to answer questions

coherently. Once calm, if asked about what he saw, he relates the following:

I was making my morning rounds, passing by the Planar Works Department Reading Room when I heard spellcasting. I heard Ms. Yerris ask, "Is, some name, I think it started with a T, in the, some other long name that started with an H." Then she cried out in pain.

I ducked my head into the Reading Room to see if she was all right. Ms. Yerris was in there alone. She was babbling to herself and her lips were foaming.

As I looked, a snake thing – I'm told it was a marilith – came out from behind the stacks and cut her up with three swords! Ms. Yerris didn't even cast a spell.

I got out of there fast and hid in the broom closet until Professor Hollveck found me.

Darg has no further information for the PCs, save that Mellodia Yerris had been researching in the Planar Works Department on the previous two days and seemed nice enough when she passed through.

♣ **Darg**: male human (Oeridian) commoner 2.

Gathering Information: A DC 15 Gather Information check locates Mo Thunderaxe, the retired dwarven adventurer mentioned in Mellodia Yerris' diary. Mo Thunderaxe is currently in Rel Mord.

If contacted by the PCs, he declines to accompany them, but does relate the story of NYR6-02 *A Trip to the Glacier* (the Rel Mord Wizard's Guild hired him to climb the Rakers looking for spell components, where he visited the Abbey of the Ice) and NYR7-02 *The Abbey of the Ice* (he teleported to the Rakers and helped the Abbey repel an incursion of frost giants from the Abyss).

If any of the PCs were part of either adventure, Mo "vaguely" remembers them and seems to indicate that they must have played a minor role in the adventure.

If asked about Tynelis Daetril, he can explain that she is an elven monk and cloud anchorite who went missing after she guarded the retreat of the refugees who fled from the Abbey. When the PCs ask him about the Abbey of the Ice, Mo Thunderaxe relays the following:

Well, two years back, the Wizard's Guild asked us to go up into the Rakers to find some spell components. I was the muscle of the party. We scaled a glacier with the help of some gnomish sherpas and spent the night at the Abbey of the Ice. It's dedicated to Telchur, the Oeridian god of the north wind. An odd group of beings living up there, if you ask me. But they were helpful and pointed us in the right direction.

Last year, word comes down that frost giants are attacking the sherpas. So the Guild teleported a whole pack of adventurers to the Rakers to help. We found the giants had sacked the Abbey and driven off its inhabitants. We caught up with them, tracked

down some help, including a genie and a titan, and took the Abbey back.

The giants were part of a force sent by Kostchtchie, a demon lord. There were all sorts of demons with him.

When we got back inside, the place was looted to the walls. We did find a planar fork. Also, we never did find hide or hair of the elven monk, Tynelis Daetril, who stayed behind to cover the retreat. She was a brave one.

I met Mellodia Yerris both times. She was a formidable wizard. I'm sorry to hear she's been killed. If it really was a marilith, then you can be sure Kostchtchie's behind it.

♣ **Mo Thunderaxe**: male dwarf barbarian 2/fighter 2/ranger 2.

Obtaining Assistance: This is a freeform encounter. The PCs may attempt to obtain assistance anywhere the wish. The following places seem likely:

- **Kurast at Kurast's Keep:** PCs who remember the elemental savant Kurast from NYR7-02 *The Abbey of the Ice* may wish to travel to his keep, a three-day journey by horse. PCs who participated in NYR6-02 *Catch a Falling Star* remember the location. Otherwise, a DC 15 Gather Information or Knowledge (local—NMR) check is required to determine the location. Kurast cheerily greets PCs who participated in either adventure in his burbling voice. He treats other PCs more warily.
- **The Fellows of Rel Mord Wizard's Guild**
- **The Temples of Celestian, Rao, or Pelor**
- **Abbot Istim Rime at the Abbey of the Ice:** PCs who remember Istim Rime from NYR6-02 *A Trip to the Glacier* and NYR7-02 *The Abbey of the Ice* may wish to travel to the Abbey, a nine-day journey by horse and foot.

Allow the PCs to obtain assistance anywhere reasonable. Feel free to improvise the people the PCs may meet in obtaining such assistance. At all locations, the PCs may obtain items and spellcasting services to which they normally have access. In addition special spellcasting services, equipment, and research assistance are available as detailed below.

Spellcasting: At the various locations listed under "Obtaining Assistance," the PCs may obtain the services of spellcasters of up to 9th level to cast Open spells at prices listed in the PHB (which work out to 10 x spell level x caster level). The following additional assistance is available:

- **Extended spells:** In addition, spellcasters will offer to extend first through third level spells such as *endure elements* and *water breathing* at reduced cost (add one to the spell level when calculating the cost but do

not change the caster level) by casting them through lesser *metamagic rods of extend*.

- **APLs 2 and 4:** Recall that at APLs 2 and 4 Professor Hollveck has given the PCs a letter of credit good for up to 2,000 gp worth of spellcasting services.
- **Favors:** Furthermore, PCs who expend favors of the meta-organizations they choose to visit, church favors, or royal favors receive a 500 gp discount per favor spent on the casting cost (not the material component cost) of one spell for each favor so expended.
- **Influence Points:** PCs who expend favors of the meta-organizations they choose to visit, church favors, or royal favors receive a 20% discount per favor spent on the total cost (including the material component cost) of one spell for each IP so expended.
- **Divination:** If any PC casts or has *divination* cast regarding Tynelis Daetril or the mission, the answer is the same rhyme as appears in Mellodia's diary above.

Equipment: In addition to the scrolls and potions that PCs otherwise have access to, the following equipment is available during this adventure if the PCs seek to obtain assistance as detailed above:

- *Elixir of swimming* (250 gp, DMG)
- *Gloves of swimming and climbing* (6,250 gp, DMG)
- *Ring of swimming* (2,500 gp, DMG)
- *Divine scroll of plane shift* (1,125 gp, DMG)

Furthermore, PCs who expend favors of the Rel Mord Wizards Guild, a Church of Nyronnd, or Royal Favors gain access to one of the following items for each favor spent. The favor must be from an AR and must have the word 'Favor' in the title of the favor, PC are not spending influence points, but if the favor is also an influence point, the IP is also spent unless the favor says otherwise. Cross off the favor as used, even if it would have normally given them some other access; they are effectively trading the access granted by the favor:

- *Bottle of air* (7,250 gp, DMG)
- *Cloak of the manta ray* (7,200 gp, DMG)
- *Ioun stone, iridescent spindle* (18,000 gp, DMG)
- *Helm of underwater action* (24,000 gp, DMG)
- *Necklace of adaptation* (9,000 gp, DMG)
- *Pearl of the sirines* (15,300 gp, DMG)
- *Ring of swimming, improved* (10,000 gp, DMG)

Researching Dedsvatten, Hexaschakt, Kostchtchie, and the Ice Wastes: The PCs can research any of these topics in a number of ways:

- **Royal University:** The PCs may research in the Outer Planar Section of the Planar Works Department of the Royal University library. Using the library grants

PCs a + 5 bonus on Knowledge (the planes) checks and Knowledge (religion) checks.

- **Professor Hollveck:** Professor Hollveck is a bit too occupied with the ongoing search for demonic intruders in the University to help the PCs research, but he will attempt to answer questions.
- **Other experts:** Reward the ingenuity of PCs in seeking information from other experts, such as Fellows of the Rel Mord Wizard's Guild, priests at the Temples of Celestian, Rao, and Pelor, or sages at the Royal University, by having such experts provide the information listed in this encounter and *Appendix 2*.

Development: Keep track of approximately how much time the PCs spend in **Encounter 1**. If less than 48 hours have elapsed since Mellodia's murder, Tynelis Daetril is still alive in **Encounter 4**.

If between 48 and 72 hours have elapsed, Tynelis Daetril is dead and her soul has been imbued in the maul in **Encounter 4**.

If 72 hours or more have elapsed, Tynelis is dead, her soul has been imbued, and Kostchtchie has collected, returned, and rejected the maul in **Encounter 4**.

Here are some additional guidelines for the time it takes to do different things. As long as the party doesn't go off on a trek to say Kurast's Keep or the Abbey of the Ice, they are likely to make it in less than 48 hours. Feel free to adjust times or make up other times based on the PCs actions:

- Time since Mellodia's murder: 2 hours (Professor Hollveck was called in, decided to get some PCs, sent the halfling out, halfling found PCs and came back);
- Speaking to the Porter: 1/2 hour;
- Searching Mellodia's Room: 1/2 hour;
- Gathering Information and visiting Mo Thunderaxe: 3 hours;
- Going to visit a temple in Rel Mord to get help: 1 hour each temple visited;
- Going to the Rel Mord Wizard's Guild to get help: 1 hour;
- Shopping: 1 hour or more, depending on the PCs' actions;
- Researching in the Library: 3 hours.

ENCOUNTER 2: SPLASHDOWN

This encounter takes place once the PCs *plane shift* to the Ice Wastes. Begin the encounter by reading or paraphrasing the following text. However, feel free to alter it to reflect what occurred in the introduction.

Moments ago, you plane shifted into the bitter sky of the Ice Wastes and were rather unceremoniously dumped into the cold, choppy waters of the Dedsvatten.

Someone appears to be on the near shore, as you can see smoke from a small fire rising into the frosty air from behind a low hill. In the opposite direction, farther out across the lake, a demonic vulture circles disinterestedly.

Before continuing with this encounter, recall the locations of the PCs from the Introduction and any spells that may already be in effect from the Introduction and **Encounter 1**, determine any damage PCs may have taken (2d3 nonlethal + 2d6) in the fall, and resolve the environmental effects below.

uEnvironment: The waters of the Dedsvatten are rough and very cold.

- **Swimming:** PCs must make a DC 15 Swim check to move through the rough waters of the Dedsvatten. Alternatively, PCs may voluntarily sink to the bottom and walk at half speed.
- **Hypothermia:** Any PC who is not cold resistant or otherwise protected from taking cold damage, such as by the spell *endure elements*, must immediately make a Constitution check (DC 15 +1 per previous check) and continue to make such checks each round that he or she is exposed to the very cold water of the Dedsvatten. Failure indicates that the PC has mild hypothermia, takes 1d6 points of nonlethal damage, and becomes fatigued.
- **Moderate and Severe Hypothermia:** Any PC suffering from mild hypothermia who fails a Fortitude save to avoid the effects of cold is beset by moderate hypothermia and is treated as exhausted. If the PC subsequently fails another such Fortitude save, he or she is beset by severe hypothermia and is treated as disabled.
- **Curing Hypothermia:** A DC 20 Heal check will reduce the level of hypothermia one level (severe to moderate, moderate to mild, mild to none), subject to the following modifiers to the DC:
 - PC changes into dry clothing -2
 - PC is warmed by a fire -5
 - PC is warmed by body contact -1
- **Wet Clothing:** The Dedsvatten soaks the clothes of any PC who is exposed to it, whether or not the PC is protected from the cold. Consequently, the DC of all Fortitude saves to avoid taking damage from cold and to resist cold-based spells and effects increases by 10 until the PC and his or her clothes become dry.
- **Planar Effects:** The Ice Wastes are mildly chaotic and evil-aligned. Lawful characters and good characters each take a -2 penalty on Charisma-based checks. This penalty stacks to -4 for lawful good characters. Ignore the effects of the water's depth on pressure and light. Kostchtchie manipulated the waters of the Dedsvatten such that pressure does not increase and light does not diminish with depth.

Lookout: The Prince of Wrath, expecting trouble, has assigned one of his minions to patrol the skies above the Dedsvatten. A vrock begins this encounter 220 ft from the PCs (about 200 ft. horizontally and 100 ft. vertically).

The vrock has instructions to attack any creature in the air. Since it cannot fail the DC 22 Spot check to notice the PCs at this distance, it will notice any PCs who remain in the air (higher than 10 feet above the surface of the Dedsvatten) for one full round or longer after *plane shifting*. The vrock flies down at a run, arriving one round later. Give PCs one round to act before the vrock arrives to engage in melee.

If the vrock is seriously threatened, it will fly off and attempt to use its *summon tanar'ri* ability to summon another vrock. Whether or not it is successful, the initial vrock will fly off to report the presence of the PCs, thereby alerting the hags in **Encounter 4**. If it succeeds in summoning another vrock, the new vrock will remain behind to fight the PCs.

In no case will the vocks attack PCs who remain on or below the surface or who retreat there. If the vocks have been attacked, they fly off to report the PCs' presence. Otherwise, they will ignore the PCs.

PCs in the water gain improved cover (+8 bonus to AC and +4 bonus to Reflex saves) against the vocks.

All APLs (EL 9)

➤ **Vrock (1):** hp 132; *Monster Manual* 48.

Getting Some Help: If PCs choose to investigate the smoke, read or paraphrase the following text.

The source of the smoke is the chimney of a small stone hut. Its inhabitant, a pale human man with shaggy white hair, a thick white beard, and dressed in furs strides toward you with his hand extended.

"Greetings travelers! What brings you to the Ice Wastes? What news of Oerth?"

The speaker is Beenhakker Rijkaard, an old frost barbarian wizard. He is friendly and eager for news of "recent events" on Oerth. If the PCs indulge him by describing any events, Rijkaard is talkative and helpful. If the PCs get right down to business, he still offers the information below, but is sullen.

- **Why he is here:** Rijkaard has taken up residence in the Ice Wastes to take advantage of the fact that mortals do not age here. He was getting old and was not yet ready to die.
- **When he came here:** Rijkaard is unsure how long he has been in the Ice Wastes, but he left Oerth in CY356. If asked, he states:
"Well, you're from Nyron, aren't you? It was just after Nyron declared its independence from Aerdy."
- **Ice Wastes:** Rijkaard can relate the information contained in *Appendix 2* regarding the Abyss and the Ice Wastes.

- **Kostchtchie:** Rijkaard can relate the information contained in *Appendix 2* regarding Kostchtchie.
- **The Hexaschakt:** Rijkaard has a map of the shores of the Dedsvatten and a vague idea where the Hexaschakt might be. He will attempt to aid the Survival check required to plan a route to the Hexaschakt (see below).
 - Rijkaard knows that the Hexaschakt is an arm-like pillar of stone beneath the Dedsvatten. He has heard rumors on visits to Volstaad, a frost giant city, that a covey of hags resides in the Hexaschakt.
- **Vrocks:** Rijkaard knows that in the past year, vrocks have been patrolling the skies above the Dedsvatten, but only attack flying creatures.
- **Dedsvatten:** Rijkaard knows that these chaotic waters are devoid of life. He also knows that the lake is only about 60 ft. deep.
- **Hypothermia:** Rijkaard can explain the dangers of hypothermia and offers a place by the fire and up to two undyed wool robes to help PCs recover from hypothermia.
- **Further Assistance:** Rijkaard is an accomplished wizard. He can cast the spells below for the PCs at the following prices (150% of normal), all at caster level 13. He will not cast any other spells, or offer any assistance beyond that detailed in this encounter, as he is worried about attracting the ire of Kostchtchie.
 - *Endure elements*, 195 gp
 - *Plane shift*, 910 gp
 - *Water breathing*, 390 gp

Keep track of how long PCs spend with Rijkaard for the purposes of determining whether PCs arrive at **Encounter 4** in time to save Tynelis Daetril.

🔮 **Beenhakker Rijkaard:** N male human (Suel) wizard 13; Knowledge (geography) +8.

Traversing the Dedsvatten and finding the Hexaschakt: The PC's splashdown point and Rijkaard's hut are approximately 15 miles from the Hexaschakt. The Dedsvatten is a lake much like Lake Eire: very large and quite shallow.

Plotting a course to the Hexaschakt from there requires a DC 19 (base 15, +2 for poor visibility, +2 for wave motions) Survival check. Only one PC may make the Survival check, although the others may assist. The PC making the actual check gains a +2 bonus on this check if they use Rijkaard's map and a further +2 if Rijkaard successfully aids them. PCs with five or more ranks in Knowledge (geography) or Knowledge (the planes) gain a +2 bonus on the Survival check for each (even if they are only assisting).

Failure merely indicates that the journey takes longer. Increase the travel time below by the amount that the PC falls below the required DC, measured in hours (e.g., if the lead PC fails the Survival check by two, the

journey takes an additional two hours, regardless of rate of travel).

Swimming PCs without swim speeds travel at $\frac{1}{4}$ of their base speed. Swimming PCs with swim or magical fly speeds travel at that speed. PCs walking on the bottom travel at half of their base speed. Consult the PCs' adjusted speed below to determine how long the 15-mile journey takes:

- Adjusted speed 10 ft. = 11 hours + modifier
- Adjusted speed 15 ft. = 9 hours + modifier
- Adjusted speed 20 ft. = 7 hours + modifier
- Adjusted speed 30 ft. = 5 hours + modifier
- Adjusted speed 40 ft. = 3 hours + modifier
- Adjusted speed 60 ft. = 2 hours + modifier

Development: If the PCs have taken 48 hours or more, but less than 72 hours to reach the Hexaschakt, Tynelis Daetril has been imbued in the maul in **Encounter 4**.

If the PCs taken 72 hours or more to reach the Hexaschakt, Tynelis is dead, her soul has been imbued, and Kostchtchie has collected, returned, and rejected the maul in **Encounter 4**.

Once the PCs succeed at navigating their way to the Hexaschakt, proceed to **Encounter 3**.

ENCOUNTER 3: SHARKS

Once the PCs successfully find their way to the Hexaschakt, read or paraphrase the following text:

The Dedsvatten is a lifeless void. The only movements you have seen as you navigate the chilly depths are the shadows cast by ice floes roiling on surface.

Ahead, at the edge of your vision, your destination appears in the icy gloom. The rocky bottom rises in a dark, bulging arm of stone whose digits reach toward the surface above.

Enormous pale zombie sharks, the first "life" you have spotted in this evil lake, prowl about the base of the abyssal seamount.

🌊 **Environment:** The waters of the Dedsvatten are rough and very cold, but clear.

- **Swimming:** PCs must make a DC 15 Swim check to swim through the rough waters of the Dedsvatten. Alternatively, they can walk on the bottom at half their normal base movement.
- **Vision:** On average, the Dedsvatten is no deeper than 60 ft. The perpetual daylight of the Ice Wastes provides bright illumination to 100 ft. and shadowy illumination to 200 ft.
- **Hypothermia:** Any PC who is not cold resistant or otherwise protected from taking cold damage, such as by the spell *endure elements*, must immediately make a Constitution check (DC 15 +1 per previous check) and continue to make such checks each round that he or she is exposed to the very cold

water of the Dedsvatten. Failure indicates that the PC has mild hypothermia, takes 1d6 points of nonlethal damage, and becomes fatigued.

- **Moderate and Severe Hypothermia:** Any PC suffering from mild hypothermia who fails a Fortitude save to avoid the effects of cold is beset by moderate hypothermia and is treated as exhausted. If the PC subsequently fails another such Fortitude save, he or she is beset by severe hypothermia and is treated as disabled.
- **Curing Hypothermia:** A DC 20 Heal check will reduce the level of hypothermia one level (severe to moderate, moderate to mild, mild to none), subject to the following modifiers to the DC:
 - PC changes into dry clothing -2
 - PC is warmed by a fire -5
 - PC is warmed by body contact -1
- **Wet Clothing:** The Dedsvatten soaks the clothes of any PC who is exposed to it, whether or not the PC is protected from the cold. Consequently, the DC of all Fortitude saves to avoid taking damage from cold and to resist cold-based spells and effects increases by 10 until the PC and his or her clothes become dry.
- **Planar Effects:** The Ice Wastes are mildly chaotic and evil-aligned. Lawful characters and good characters each take a -2 penalty on Charisma-based checks. This penalty stacks to -4 for lawful good characters. Ignore the effects of the water's depth on pressure and light. Kostchtchie manipulated the waters of the Dedsvatten such that pressure does not increase and light does not diminish with depth.

Creatures: The “zombie” sharks are actually normal fiendish sharks that the hags in **Encounter 4** have disguised with their *veil* ability (APL 2-4: DC 18, APL 6-12: DC 20 Will save to disbelieve if interacted with). Of course, skeptical PCs can make a DC 15 Knowledge (religion) check to have heard of “fast zombies.”

The sharks detect the PCs by scent at a distance of 180 ft. Determine the encounter distance by having the PCs make a Spot check. Apply a -5 penalty to PCs who are swimming but do not have swim speeds, as they are distracted. PCs with normal vision may spot the sharks as far out as 100 ft. PCs with low-light vision may spot the sharks as far out as 200 ft.

The sharks are bloodthirsty killers that have been trained to guard the Hexaschakt. They attack bloody PCs in preference over all others. If no PC is bloody, or several are, they will pursue PCs who move toward the Hexaschakt. Once there is blood in the water, the sharks will fight to the death, pursuing the PCs.

Sharks that die go “belly up” and float to the surface. PCs that die sink to the bottom due to their gear.

APL 2 (EL 4)

🦈 **Sharks, Fiendish Medium (3):** hp 21 each; Appendix 1.

APL 4 (EL 6)

🦈 **Sharks, Fiendish Advanced Large (2):** hp 56 each; Appendix 1.

APL 6 (EL 8)

🦈 **Sharks, Fiendish Huge (2):** hp 80 each; Appendix 1.

APL 8 (EL 10)

🦈 **Sharks, Fiendish Advanced Huge (2):** hp 150 each; Appendix 1.

APL 10 (EL 12)

🦈 **Sharks, Fiendish Young Dire (2):** hp 162 each; Appendix 1.

APL 12 (EL 14)

🦈 **Sharks, Fiendish Advanced Dire (2):** hp 212 each; Appendix 1.

🏊 **Underwater Combat:** The following modifiers apply to combat underwater:

- **Movement:** Due to the rough nature of the shallow waters of the Dedsvatten, PCs without a swim speed must make a DC 15 swim check to move at one-quarter speed as a move action. PCs who fail their Swim checks are off-balance.
PCs with firm footing, such as standing on the bottom, may move at half speed without a swim check. Such PCs are not subject to being off balance.
- **Off Balance:** A PC who fails his or her Swim check to move in the water is off balance. An off balance PC flails about in the water, losing his or her Dexterity bonus to Armor Class. An opponent attacking an off balance PC gains a +2 bonus to attack the PC.
- **Weapon attacks:** PCs attacking with slashing or bludgeoning weapons suffer a -2 penalty on attack rolls and only do half damage.
- **Ranged attacks:** In addition to the penalties that weapon attacks suffer, attacks with ranged weapons suffer a -2 penalty on attack rolls for every 5 ft. they travel. Attacks with thrown weapons are completely ineffective.
- **Spells and spell-like effects with the fire descriptor:** Such spells are ineffective underwater unless the caster succeeds on a Spellcraft check (DC 20 + spell level). Non-magical fire is completely ineffective.

Treasure: One of the sharks wears a *hag eye* (coral, 5 hp) created by the hags in **Encounter 4**, though it is hidden by the *veil* spell until the shark dies.

👑 **All APLs:** Loot: 0 gp; Coin: 0 gp; Magic: 0 gp – *hag eye* (0 gp each)

Detect Magic Results: *hag eye* (moderate divination).

Development: If PCs destroy the *hag eye* (coral, 4 hp), it affects the hags in **Encounter 4** as detailed on page 144 of the *Monster Manual*.

Due to the heightened state of alert, unless the PCs have somehow avoided the notice of the sharks, the hags note their presence through the *hag eye* and are on alert as described in **Encounter 4**.

Once the sharks are defeated, proceed to **Encounter 4**.

ENCOUNTER 4: HAGS

The PCs enter the Hexaschakt. This encounter depends heavily on when the PCs have arrived, whether any PC understands giant, and whether the hags have been alerted to the PCs' presence.

Select the box text to read aloud carefully!

Arrival within 48 hours, PCs understand Giant: If the PCs have arrived before 48 hours have elapsed since the death of Mellodia Yerris, Tynelis Daeril is still in the *forcage* at the back of the laboratory. Read or paraphrase the following text if one or more PCs understands giant:

As you emerge from the icy grip of the Dedsvatten into an empty cave, you hear a huge deep voice bellowing in Giant from another cavern ahead. "What do you mean you aren't finished yet?" an enormously deep voice rumbles. "You've had long enough."

A higher pitched voice answers, "Lord, the remaining souls are lawful and have proven difficult to imbue. We need just one more day, or two at the most."

The voices are coming from a thirty-foot wide tunnel, rising from this air pocket higher into the Hexaschakt.

A current of unmitigated rage seems to pour from the passage. An overwhelming presence is ahead.

Arrival between 48 hours and 72 hours, PCs understand Giant:

If the PCs have arrived after 48 hours have elapsed since the death of Mellodia Yerris, but before 72 hours, the hags have already imbued Tynelis' soul into the cold iron maul. Read or paraphrase the following text:

As you emerge from the icy grip of the Dedsvatten into an empty cave, you hear a huge deep voice bellowing in Giant from another cavern ahead. "What do you mean you aren't finished yet?" an enormously deep voice rumbles. "You've had long enough."

A higher pitched voice answers, "Lord, the remaining souls are lawful and have proven difficult to imbue. We need but a few more hours."

The voices are coming from a thirty-foot wide tunnel, rising from this air pocket higher into the Hexaschakt.

A current of unmitigated rage seems to pour from the passage. An overwhelming presence is ahead.

Arrival after 72 hours, PCs understand Giant:

If the PCs have arrived after 72 hours have elapsed, the maul has been completed and Kostchtchie has already taken it to the Glacier Citadel. He has returned with it to chastise the hags for their poor performance. Read or paraphrase the following text if one or more PCs understands giant:

As you emerge from the icy grip of the Dedsvatten into an empty cave, you hear a huge deep voice bellowing in giant from another cavern ahead. "The weapon you have made is useless. It resists all of my efforts to control it."

A higher pitched voice answers, "Lord, we warned you that the remaining souls were lawful and would prove difficult to imbue them in the weapon. We beg your forgiveness and will begin anew."

The voices are coming from a thirty-foot wide tunnel, rising from this air-filled cavern higher into the Hexaschakt.

A current of unmitigated rage seems to pour from the passage. An overwhelming presence is ahead.

PCs do not understand Giant:

Regardless of when the PCs arrive, if no PC understands Giant, read or paraphrase the following text:

As you emerge from the icy grip of the Dedsvatten into an empty cave, you hear a huge deep voice bellowing unintelligibly from another cavern ahead. A higher pitched voice answers.

The voices are coming from a thirty-foot wide tunnel, rising from this air pocket higher into the Hexaschakt.

A current of unmitigated rage seems to pour from the passage. An overwhelming presence is ahead.

The PCs are in an air-filled ante-chamber to the laboratory in which a covey of three sea hags has been attempting to create an intelligent weapon for Kostchtchie. They have been attempting to imbue a huge masterwork cold iron maul with the souls of prisoners taken in the raid on the Abbey of the Ice.

PCs proceed immediately into the laboratory:

If PCs do not hesitate, but instead proceed immediately into the laboratory, they encounter not only the hags (and, at some APLs, golems) within, but also the Prince of Wrath himself as detailed below.

PCs hesitate before entering the laboratory:

If, instead, the PCs hesitate, read or paraphrase the following text:

The bellowing voice lets out a howl of frustration. The current of rage flowing from the cavern ahead abates and you no longer feel the overwhelming presence.

When the PCs proceed into the laboratory, read or paraphrase the following text:

The wide passage from the Dedsvatten opens into a cavernous laboratory roughly 100 ft. in diameter and easily 50 ft. high. The cavern and the alchemical apparatus it contains are bathed in the phosphorescent glow of fungus.

On the far side of the chamber you can make out a half dozen humanoids crouched together. Between you and them, in the center of the cavern, is an altar of rough stone on which rests a huge maul of cold iron.

A number of automata labor about the lab.

Creatures: One or more sea hags and their servants are here. Each hag carries a scroll of *corona of cold*. In all events, the hags have precast *mind blank* upon themselves (even if only one or two hags is present during the encounter). If the hag eye in **Encounter 3** alerted them, they have also precast *bull's strength* and *divine favor* on themselves.

Have the hags make Listen checks (DC 10 for 100 ft. distance). If the PCs are attempting to Move Silently, the DC of the Listen check is increased by 10 for the 100 ft. intervening distance. However, if the PCs do not somehow dry off before moving forward, their dripping clothes cause them to suffer a -2 circumstance penalty to their Move Silently checks. If the hags hear the PCs, they each cast *corona of cold*.

In the first round of combat, if they have not already done so, the hags will draw their scrolls and cast *corona of cold* upon themselves. Recall that if PCs are wet, the DC to resist this spell increases by 10. Otherwise, the hags use their gaze attacks. The hags are no fools and will attempt to flee if necessary to preserve their own lives.

APL 2 (EL 4)

👉 **Fiendish Sea Hag (1):** hp 27; *Appendix 1*.

APL 4 (EL 6)

👉 **Fiendish Sea Hag (2):** hp 27 each; *Appendix 1*.

APL 6 (EL 8)

👉 **Frosta:** fiendish sea hag cleric 4; hp 63; *Appendix 1*.

👉 **Animated Object, Large (stone statue) (2):** hp 52, 52; *Monster Manual 14*.

APL 8 (EL 10)

👉 **Frosta, Freezelle, and Frogen:** fiendish sea hag cleric 4; hp 63 each; *Appendix 1*.

APL 10 (EL 12)

👉 **Frosta, Freezelle, and Frogen:** fiendish sea hag cleric 4; hp 63 each; *Appendix 1*.

👉 **Golem, Flesh (2):** hp 79 each; *Monster Manual 135*.

APL 12 (EL 14)

👉 **Frosta, Freezelle, and Frogen:** fiendish sea hag cleric 4; hp 63 each; *Appendix 1*.

👉 **Golem, Clay (3):** hp 90 each; *Monster Manual 134*.

Treasure: The hags can be looted for some treasure:

👑 **APL 2:** Loot: 12 gp; Coin: 0 gp; Magic: 24 gp – 2 scrolls of *corona of cold* (12 gp each per scroll)

👑 **APL 4:** Loot: 25 gp; Coin: 0 gp; Magic: 48 gp – 4 scrolls of *corona of cold* (12 gp each per scroll)

👑 **APL 6:** Loot: 0 gp; Coin: 0 gp; Magic: 727 gp – 2 scrolls of *corona of cold* (12 gp each per scroll), +1 heavy mace (192 gp each), +1 full plate (220 gp each), boots of the winterlands (208 gp each), cloak of resistance +1 (83 gp each)

👑 **APLs 8 to 12:** Loot: 0 gp; Coin: 0 gp; Magic: 2181 gp – 6 scrolls of *corona of cold* (12 gp each per scroll), 3 +1 heavy maces (192 gp each per mace), 3 +1 full plate (220 gp each per suit), 3 boots of the winterlands (208 gp each per pair), cloak of resistance +1 (83 gp each per cloak)

Detect Magic Results: scrolls of *corona of cold* (2 per hag, faint evocation), +1 heavy mace (1 per advanced hag, faint transmutation), +1 full plate (1 per advanced hag, faint transmutation), boots of the winterlands (1 pair per advanced hag, moderate transmutation), cloak of resistance +1 (1 per advanced hag, faint abjuration).

Kostchtchie: If PCs are reckless enough to burst into the laboratory while Kostchtchie is still there, they face him in an untiered encounter (in addition to the hags and the golems).

If the PCs had difficulty fighting underwater against the sharks, in the opening round of combat Kostchtchie will use his power to change the Ice Wastes to fill the Hexaschakt with very cold water and will hold his breath during combat.

If the PCs had little or no difficulty fighting underwater against the sharks, in the opening round of combat Kostchtchie will instead use his power to change the Ice Wastes to reverse gravity within the laboratory. All beings within the chamber will take 5d6 falling damage as they plummet toward the ceiling.

In the second and subsequent rounds of combat, Kostchtchie will rage and pummel any PC within reach with his maul, doing a full power attack. He will not retreat if he enters a rage.

All APLs (EL 21)

👉 **Kostchtchie, Prince of Wrath:** hp 462; *Appendix 1*.

👑**ALL APLs:** Loot: 0 gp; Coin: 0 gp; Magic: 10,041 gp – +1 huge icy burst cold iron maul (1,691 gp each), +5 huge heavy fortification hide armor (8,350 gp each)

Detect Magic Results: +1 huge icy burst cold iron maul (moderate evocation), +5 huge heavy fortification hide armor (strong abjuration).

👑**Maul:** If the PCs arrived within 48 hours, the maul is still just a huge masterwork cold iron maul.

👑**ALL APLs:** Loot: 30 gp; Coin: 0 gp; Magic: 0 gp

If they arrived later than 48 hours, but before 72 hours, the maul has been enchanted to +1 and imbued with the soul of Tynelis Daetril, a lawful neutral elven monk and cloud anchorite. In such case, Daetril has been driven insane by the process. She continuously howls and sobs telepathically in the minds all beings within 100 ft.

👑**ALL APLs:** Loot: 0 gp; Coin: 0 gp; Magic: 363 gp – +1 huge cold iron maul (363 gp each)

Detect Magic Results: +1 huge cold iron maul (faint transmutation).

If they arrived later than 72 hours, the maul has been enchanted to +1, enhanced with the frost and icy burst enchantments, and imbued with the soul of Tynelis Daetril as above.

👑**All APLs:** Loot: 0 gp; Coin: 0 gp; Magic: 1,691 gp – +1 huge icy burst cold iron maul (1,691 gp each)

Detect Magic Results: +1 huge icy burst cold iron maul (moderate evocation).

Prisoners: At the rear of the laboratory, 5 or 6 prisoners (a halfling, 2 humans, a gnome, and possibly Tynelis Daetril, a female elf) from the Abbey of the Ice are held captive in a 20 ft. square *forcecage*. The spell will end in 3d6 hours and no one returns to or arrives at Hexaschakt in that time.

If the PCs arrived before 48 hours elapsed following Mellodia Yerris' death, Tynelis Daetril is among the prisoners. If not, her corpse is found in a refuse heap in the corner. If she is alive and revived, she vaguely remembers any PCs who participated in NYR6-02 A *Trip to the Glacier*.

All prisoners have taken extreme amounts of nonlethal damage from starvation and thirst, though the Ice Wastes have prevented them from dying. They can only be revived by providing them with water. Even so, they remain weak for several days. Magical healing will not speed their recovery (see DMG 304 on starvation and thirst).

If the PCs do not have a method by which they can return the prisoners to Oerth, the prisoners elect to find their own way home across the planes, though they will

agree to the PCs accompanying them and ask that the PCs provide them with some supplies. Resolve PCs accompanying the prisoners as if PCs were lost on the planes below.

Return to Oerth: As per the Living Greyhawk Campaign Sourcebook, any PC who is stuck on the Ice Wastes is lost on the planes. He or she eventually finds his or her way home at a cost of 6 TUs and 1,000 gp. PCs who cannot afford this price are removed from play until they are rescued in a special mission.

Development: Once you have resolved the combat with the hags, the maul, the rescue of the prisoners, and the return to Oerth, proceed to **Encounter 5**.

ENCOUNTER 5: DEMONS

The PCs return to Oerth. Kostchtchie, enraged at the trespass to his realm, sends a strike force of demons to extract revenge. Read the following text aloud or paraphrase it:

The spell returning you to Oerth appears to be just as inaccurate as the one that took you to the Ice Wastes. At least this time you arrived with your feet on what can charitably be termed solid ground.

You seem to be on the edge of a marsh, because the soil, while not mud, is definitely wet. In addition, cool mist obscures your vision beyond a few yards. Gauging by the size of the mosquitoes you see, you might be in the Gnatmarsh.

Ask the players what the PCs intend to do now that they are back in Nyrond. As the PCs discuss their options, they are ambushed by one or more of Kostchtchie's minions: quasits, babaus, or bebiliths, depending on the APL.

👑**Environment:** The muck on the ground is not sufficient to hamper movement. However, the mist is just thick enough to obscure vision. Therefore, movement costs are doubled and charging and running are not possible due to poor visibility. The mist grants concealment (20% miss chance) to creatures more than 10 feet away. Creatures more than 20 feet away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). If the PCs are using fog-cutter lanterns or *snowsight goggles*, they can ignore this effect.

Creatures: The tanar'ri are hiding in the mist and taking 10 on their Hide checks. In addition, the quasits are invisible. PCs spot the quasits on a DC 67 Spot check (10 + 17 hide + 40 invisible and immobile), the babaus on a DC 29 Spot check (10 + 19 hide), and the bebiliths on a DC 26 Spot check (10 + 16 hide).

If PCs spot the tanar'ri, read the following text aloud or paraphrase it and grant the PCs who made the check an action in the surprise round:

A slight motion catches your eye. You spy a demonic form lurking in the mist nearby.

If PCs fail to spot the tanar'ri, read the following text aloud or paraphrase it:

A demonic form suddenly lunges out of the mist to strike at you.

Tactics: The tanar'ri will focus their attacks on any PC carrying the *maul* openly. The tanar'ri choose to fight to the death rather than face the prospect of reporting failure to the Prince of Wrath.

If the tanar'ri are seriously threatened, they will not hesitate to employ any *summon tanar'ri* ability they may have to call for reinforcements.

APL 2 (EL 2)

☛ **Quasit** (1): hp 18; *Monster Manual* 46.

APL 4 (EL 4)

☛ **Quasits** (2): hp 18, 18; *Monster Manual* 46.

APL 6 (EL 6)

☛ **Babau** (1): hp 77; *Monster Manual* 40.

APL 8 (EL 8)

☛ **Babaus** (2): hp 77, 77; *Monster Manual* 40.

APL 10 (EL 10)

☛ **Bebilith** (1): hp 168; *Monster Manual* 42.

APL 12 (EL 12)

☛ **Bebiliths** (2): hp 168, 168; *Monster Manual* 42.

Once the tanar'ri are defeated, proceed to the Conclusion.

CONCLUSION

PCs now have the choice of traveling to Rel Mord, to the Abbey of the Ice, or both. If the PCs choose to travel to Rel Mord, read or paraphrase the following text:

Your return to Rel Mord is greeted with apathy. The inns and taverns of the capitol are abuzz with news of how a group of adventurers exterminated demons that were terrorizing the Royal University.

The stories you tell of your exploits in the Abyss, while of similar character, just do not instill the same sense of horror in the locals. While your local counterparts are heralded as heroes and saviors of the city, or at least the library of the Royal University, you are more or less ignored.

The Fellows of the Wizards Guild and the faculty of the University, while mildly grateful for your efforts, are preoccupied with dissecting corpses and explaining the nature of the multiverse to their apprentices and students.

If the PCs choose to travel to the Abbey of the Ice, read or paraphrase the following text:

The inhabitants of the Abbey of the Ice are jubilant at your arrival. It appears that Abbot Istim Rime has retrieved and resurrected Mellodia Yerris from Rel Mord, and she adds her heartfelt thanks to those of the other inhabitants.

Istim then declares a holiday and calls for an enormous feast to be prepared in your honor. The meal is somewhat simple by the standards of Rel Mord, but there is enough food that even the bold halfling Weely Tyrus eats his fill.

The sounds of Weely's drunken bleating on his horn echo through the halls of the Abbey late into the night. The denizens of the Abbey exhort you to repeat the tale of your exploits in the Abyss several times, cheering louder at each retelling.

Ask the PCs what they intend to do with the maul, and then refer to the appropriate section below:

The PCs keep the imbued maul:

If Tynelis Daetril was imbued in it and PCs decide to keep it, read or paraphrase the following text:

As word begins to spread amongst the inhabitants of the Abbey that you intend to keep the foul maul, a hush crosses the feasting hall. One by one the inhabitants rise and exit, refusing to speak to you. Each and every one of them shuns you thereafter.

The PCs give the imbued maul to the Abbey:

If Tynelis Daetril was imbued in the maul and the PCs gave it to the Abbey, continue by reading or paraphrasing the following text:

Once the feasting is over and you have had a day to recover, Istim, Mellodia, and the dwarven smith Denwin Therisnor bid you to accompany them to Denwin's cold forge, upon which rests the maul. With a mighty blow from an adamantite axe, Denwin sundered the maul, freeing the soul trapped within.

Treasure: If the PCs visit the Abbey, the Abbot will reward them for their efforts with some gems from the coffers:

☞ APL 2: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp

☞ APL 4: Loot: 0 gp; Coin: 600 gp; Magic: 0 gp

☞ APL 6: Loot: 0 gp; Coin: 800 gp; Magic: 0 gp

☞ APLs 8 to 12: Loot: 1,000 gp; Coin: 0 gp; Magic: 0

gp

Thus concludes the series begun with NYR6-02 A Trip to the Glacier.

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.

Introduction

Survive or avoid falling into the lake:

All APLs 60 XP

Encounter 3

Defeat Sharks:

APL 2 120 XP
 APL 4 180 XP
 APL 6 240 XP
 APL 8 300 XP
 APL 10 360 XP
 APL 12 420 XP

Encounter 4

Defeat Hags:

APL 2 120 XP
 APL 4 180 XP
 APL 6 240 XP
 APL 8 300 XP
 APL 10 360 XP
 APL 12 420 XP

Encounter 5

Defeat Demons:

APL 2 60 XP
 APL 4 120 XP
 APL 6 180 XP
 APL 8 240 XP
 APL 10 300 XP
 APL 12 360 XP

Story Award

Gather information about the death of Mellodia Yerris and the Ice Wastes:

APL 2 30 XP
 APL 4 45 XP
 APL 6 60 XP
 APL 8 75 XP
 APL 10 90 XP
 APL 12 105 XP

Return Tynelis Daetril (or the maul) and the corpse of Mellodia Yerris to the Abbey of the Ice:

APL 2 30 XP
 APL 4 45 XP
 APL 6 60 XP
 APL 8 75 XP
 APL 10 90 XP
 APL 12 105 XP

Discretionary roleplaying award

APL 2 30 XP
 APL 4 45 XP
 APL 6 60 XP
 APL 8 75 XP
 APL 10 90 XP
 APL 12 105 XP

Total possible experience:

APL 2 450 XP
 APL 4 675 XP
 APL 6 900 XP
 APL 8 1,125 XP
 APL 10 1,350 XP
 APL 12 1,575 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 3

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

Encounter 4

APL 2: Loot: 12 gp; Coin: 0 gp; Magic: 24 gp – 2 scrolls of *corona of cold* (12 gp each per scroll)

APL 4: Loot: 25 gp; Coin: 0 gp; Magic: 48 gp – 4 scrolls of *corona of cold* (12 gp each per scroll)

APL 6: Loot: 30 gp; Coin: 0 gp; Magic: 727 gp – 2 scrolls of *corona of cold* (12 gp each per scroll), +1 heavy mace (192 gp each), +1 full plate (220 gp each), boots of the winterlands (208 gp each), cloak of resistance +1 (83 gp each)

APLs 8 to 12: Loot: 90 gp; Coin: 0 gp; Magic: 2,181 gp – 6 scrolls of *corona of cold* (12 gp each per scroll), 3 +1 heavy maces (192 gp each per mace), 3 +1 full plate (220 gp each per suit), 3 boots of the winterlands (208 gp each per pair), cloak of resistance +1 (83 gp each per cloak)

If PCs get the *huge masterwork cold iron maul*:

All APLs: Loot: 30 gp; Coin: 0 gp; Magic: 0 gp

If PCs get the +1 *huge cold iron maul*:

All APLs: Loot: 0 gp; Coin: 0 gp; Magic: 363 gp – +1 *huge cold iron maul* (363 gp each)

If PCs get the +1 *huge icy burst cold iron maul*:

All APLs: Loot: 0 gp; Coin: 0 gp; Magic: 1,691 gp – +1 *huge icy burst cold iron maul* (1,691 gp each)

If PCs defeat *Kostchtchie*:

All APLs: Loot: 0 gp; Coin: 0 gp; Magic: 10,041 gp – +1 *huge icy burst cold iron maul* (1,691 gp each), +5 *huge heavy fortification hide armor* (8,350 gp each)

Conclusion

APL 2: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 600 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 800 gp; Magic: 0 gp

APLs 8 to 12: Loot: 1,000 gp; Coin: 0 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 42 gp; Coin: 400 gp; Magic: 10,465 gp

APL 4: Loot: 55 gp; Coin: 600 gp; Magic: 10,689 gp

APL 6: Loot: 60 gp; Coin: 800 gp; Magic: 11,568 gp

APLs 8 to 12: Loot: 120 gp; Coin: 1,000 gp; Magic: 13,222 gp

Special

☞ **Expended Favors:** PCs who expended favors of the Rel Mord Wizards' Guild, a Church of Nyron, or Royal Favors gain access to one of the following items for each favor spent (cross off all others):

- *Bottle of air* (Regional, DMG)

- *Cloak of the manta ray* (Regional, DMG)
- *Ioun stone, iridescent spindle* (Regional, DMG)
- *Helm of underwater action* (Regional, DMG)
- *Necklace of adaptation* (Regional, DMG)
- *Pearl of the sirines* (Regional, DMG)
- *Ring of swimming, improved* (Regional, DMG)

ITEMS FOR THE ADVENTURE RECORD

Be sure to strike out all items for which the PCs neglected to spend favors, as well as the mauls and armor that the PCs either failed to find or destroyed.

Item Access

APL 2:

- *Elixir of swimming* (Adventure; DMG)
- *Gloves of swimming and climbing* (Adventure; DMG)
- *Ring of swimming* (Adventure; DMG)
- *Divine scroll of corona of cold* (Adventure; *Spell Compendium*)
- *Divine scroll of plane shift* (Adventure; DMG)
- *Huge masterwork cold iron maul* (Adventure; *Complete Warrior*)
- +1 *huge cold iron maul* (Adventure; *Complete Warrior*)
- +1 *huge icy burst cold iron maul* (Adventure; *Complete Warrior*)
- +5 *huge heavy fortification hide armor* (Adventure; DMG)

APL 6 (all of APL 2 plus the following):

- *Boots of the winterlands* (Adventure; DMG)

APPENDIX 1: ALL APLS

ENCOUNTER 4: HAGS

KOSTCHTCHIE, PRINCE OF WRATH CR 21

CE Huge outsider (chaotic, cold, evil, extraplanar, tanar'ri)

Init +1; **Senses** darkvision 60 ft., true seeing, Listen +31, Spot +31

Languages Abyssal, Common, Giant; telepathy 300 ft.

AC 41, touch 9, flat-footed 40

(-2 size, +1 Dex, +8 armor, +24 natural)

hp 425 (23 HD); **DR** 20/cold iron and good

Immune cold, critical hits, electricity, poison

Resist acid 10, fire 10; **SR** 32

Fort +27, **Ref** +14, **Will** +18

Weakness vulnerable to fire

Speed 30 ft. in hide armor (6 squares), base movement 40 ft.

Melee weapon +1 *icy burst cold iron maul* +38/+33/+28/+23 (3d8+23/19-20/x3 plus 1d6 cold [plus 2d10 cold on a critical hit])

Ranged rock +22 (2d8+15)

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

Base Atk +23; **Grp** +46

Atk Options Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Power Attack, stunning blow

Special Actions rage, rock throwing, summon tanar'ri

Spell-Like Abilities (CL 20th):

At will—*astral projection, ice storm, desecrate, detect good, detect law, greater dispel magic, greater teleport, telekinesis* (DC 21), *unhallow, unholy blight* (DC 20), *wind walk*

3/day—*poison* (DC 20), *symbol of weakness* (DC 23)

1/day—*harm* (DC 22)

Abilities Str 40, Dex 12, Con 38, Int 18, Wis 20, Cha 23

SQ rock catching, tanar'ri traits

Feats Awesome Blow, Blind-Fight, Cleave, Improved Critical (maul), Improved Bull Rush, Power Attack, Track, Weapon Focus (maul)

Skills Climb +39, Concentration +40, Handle Animal +32, Intimidate +32, Jump +39, Knowledge (the planes) +30, Listen +31, Ride +29, Search +30, Spot +31, Survival +31, Swim +37

Possessions +1 *icy burst cold iron maul*, +5 *heavy fortification hide armor*

Rage (Ex) Once per day, Kostchtchie can enter a state of frenzy identical to that of a barbarian's greater rage ability. In this state, Kostchtchie's Strength and Constitution increase by 6 and his morale bonus on Will saves increases by 3. His Armor Class gains a -2 penalty. Kostchtchie remains in his rage for 2 minutes and is not fatigued when he leaves his rage.

While he is raging, Kostchtchie's statistics change as follows:

AC 39, touch 7, flat-footed 38

hp 494

Fort +30, **Will** +21

Melee +1 *icy burst cold iron maul* +41/+36/+31/+26 (3d8+28/19-20/x3 plus 1d6 cold [plus 2d10 cold on a critical hit])

Ranged rock +22 (2d8+18)

Grp +49

Abilities Str 46, Con 44

Skills Climb +42, Concentration +43, Jump +42, Swim +40

Rock Catching (Ex) Kostchtchie can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, if he would normally be hit by a rock, Kostchtchie 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.) He must be ready and aware of the attack in order to make a rock-catching attempt.

Rock Throwing (Ex) Kostchtchie can hurl rocks of 60 to 80 pounds (Medium objects) up to five range increments of 140 feet.

Stunning Blow (Su) Kostchtchie's attacks are particularly powerful. Each time he critically hits an opponent, that opponent is automatically stunned for 1 round unless he makes a DC 36 Fortitude save (DC 39 when Kostchtchie is raging). The save DC is Strength-based.

Summon Tanar'ri (Sp) Once per day, Kostchtchie can automatically summon 2d4 babaus. This ability is the equivalent of a 9th-level spell (CL 20).

Description This bandy-legged, 24-foot tall giant wields an immense maul crafted of cold iron. His malformed head juts above his hunched shoulders, bearing a bestial mask of rage.

ENCOUNTER 3: SHARKS

SHARK, FIENDISH MEDIUM **CR 1**
 NE Medium magical beast (aquatic)
Init +2; **Senses** blindsense 30 ft., darkvision 60 ft., keen scent; Listen +6, Spot +6

AC 15, touch 12, flat-footed 13
 (+2 Dex, +3 natural)
hp 21 (3 HD)
Resist cold 5, fire 5; **SR** 8
Fort +4, **Ref** +5, **Will** +2

Speed swim 60 ft. (12 squares)
Melee bite +4 (1d6+1)
Base Atk +2; **Grp** +3
Atk Options smite good 1/day (+3 damage)

Abilities Str 13, Dex 15, Con 13, Int 3, Wis 12, Cha 2
Feats Alertness, Weapon Finesse
Skills Listen +6, Spot +6, Swim +9

Blindsense (Ex) A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.
Keen Scent (Ex) A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.
Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.
Skills A shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 4: HAGS

SEA HAG, FIENDISH **CR 4**
 CE Medium monstrous humanoid (aquatic)
Init +1; **Senses** darkvision 60 ft.; Listen +6, Spot +6
Aura horrific appearance
Languages Common, Giant

AC 14, touch 11, flat-footed 13
 (+1 Dex, +3 natural)
hp 27 (3 HD)
Resist cold 5, fire 5; **SR** 14
Fort +2, **Ref** +4, **Will** +4

Speed 30 ft. (6 squares), swim 40 ft.
Melee 2 claws +7 (1d4+4)
Base Atk +3; **Grp** +7
Atk Options smite good (+3 damage)
Special Actions evil eye
Combat Gear *scroll of corona of cold* (2)

Abilities Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 14
SQ amphibious
Feats Alertness, Toughness
Skills Hide +4, Knowledge (the planes) +3, Listen +6, Spot +6, Swim +12
Amphibious (Ex) Although sea hags are aquatic, they can survive indefinitely on land.

Evil Eye (Su) Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 13 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 13 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Smite Good (Su) Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills A sea hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 3: SHARKS

SHARK, FIENDISH ADVANCED LARGE CR 4

NE Large magical beast (aquatic)

Init +6; **Senses** blindsense 30 ft., darkvision 60 ft., keen scent; **Listen** +9, **Spot** +8

AC 15, touch 11, flat-footed 13

(-1 size, +2 Dex, +4 natural)

hp 56 (8 HD) ; **DR** 5/magic

Resist cold 10, fire 10; **SR** 13

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

Speed swim 60 ft. (12 squares)

Melee bite +9 (1d8+6)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +14

Atk Options magic strike, smite good 1/day (+8 damage)

Abilities Str 18, Dex 15, Con 13, Int 3, Wis 12, Cha 2

Feats Alertness, Great Fortitude, Improved Initiative

Skills Listen +9, Spot +8, Swim +12

Blindsense (Ex) A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex) A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Magic Strike (Ex) Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills A shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 4: HAGS

SEA HAG, FIENDISH CR 4

CE Medium monstrous humanoid (aquatic)

Init +1; **Senses** darkvision 60 ft.; **Listen** +6, **Spot** +6

Aura horrific appearance

Languages Common, Giant

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 natural)

hp 27 (3 HD)

Resist cold 5, fire 5; **SR** 14

Fort +2, **Ref** +4, **Will** +4

Speed 30 ft. (6 squares), swim 40 ft.

Melee 2 claws +7 (1d4+4)

Base Atk +3; **Grp** +7

Atk Options smite good (+3 damage)

Special Actions evil eye

Combat Gear *scroll of corona of cold* (2)

Abilities Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 14

SQ amphibious

Feats Alertness, Toughness

Skills Hide +4, Knowledge (the planes) +3, Listen +6, Spot +6, Swim +12 **Amphibious (Ex)** Although sea hags are aquatic, they can survive indefinitely on land.

Evil Eye (Su) Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 13 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 13 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Smite Good (Su) Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills A sea hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 3: SHARKS

SHARK, FIENDISH HUGE **CR 6**
 NE Huge magical beast (aquatic)
Init +6; **Senses** blindsense 30 ft., darkvision 60 ft., keen scent; Listen +10, Spot +9

AC 15, touch 10, flat-footed 13
 (-2 size, +2 Dex, +5 natural)
hp 80 (10 HD); **DR** 5/magic
Resist cold 10, fire 10; **SR** 15
Fort +11, **Ref** +9, **Will** +6

Speed swim 60 ft. (12 squares)
Melee bite +10 (2d6+7)
Space 15 ft.; **Reach** 10 ft.
Base Atk +7; **Grp** +20
Atk Options magic strike, smite good 1/day (+10 damage)

Abilities Str 21, Dex 15, Con 15, Int 3, Wis 12, Cha 2
Feats Alertness, Great Fortitude, Improved Initiative, Iron Will
Skills Listen +10, Spot +9, Swim +13

Blindsense (Ex) A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.
Keen Scent (Ex) A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.
Magic Strike (Ex) Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.
Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.
Skills A shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 4: HAGS

FROSTA **CR 7**
 Female fiendish sea hag cleric 4
 CE Medium monstrous humanoid (aquatic)
Init +0; **Senses** darkvision 60 ft.; Listen +7, Spot +7
Aura horrific appearance
Languages Common, Giant

AC 22, touch 10, flat-footed 22
 (+9 armor, +3 natural)
hp 63 (7 HD); **DR** 5/magic
Resist cold 5, fire 5; **SR** 18
Fort +8, **Ref** +5, **Will** +12

Speed 20 ft. in +1 *full plate* (4 squares), base movement 30 ft., swim 40 ft.
Melee +1 *heavy mace* +12/+7 (1d8+8) or
Melee 2 claws +11 (1d4+5)
Base Atk +6; **Grp** +11
Atk Options fury, magic strike, smite good (+7 damage)
Special Actions evil eye, rebuke undead (+4, 2d6+8, 4th)

Combat Gear *scroll of corona of cold* (2)
Cleric Spells Prepared (CL 4th; 5th for evil spells):
 2nd—*bull's strength*^D, *cure moderate wounds*, *silence* (DC 16), *sound burst* (DC 16)
 1st—*bane* (DC 15), *cause fear* (DC 15), *divine favor*, *doom* (DC 15), *true strike*^D
 0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*

D: Domain spell. Deity: Kostchtchie. Domains: Evil, Fury
 † Already cast

Spell-Like Abilities (CL 9th):
 3/day—*animate dead*, *bestow curse* (DC 18), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 19), *polymorph*, *veil* (DC 20), *vision*

Abilities Str 21, Dex 10, Con 14, Int 10, Wis 18, Cha 18
SQ amphibious
Feats Ability Focus (evil eye), Craft Magic Arms and Armor, Improved Toughness
Skills Concentration +6, Hide +3, Knowledge (the planes) +3, Knowledge (religion) +4, Listen +7, Spot +7, Swim +13
Possessions combat gear plus silver holy symbol (2), spell component pouch (2), +1 *heavy mace*, +1 *full plate*, *boots of the winterlands*, *cloak of resistance* +1

Amphibious (Ex) Although sea hags are aquatic, they can survive indefinitely on land.
Evil Eye (Su) Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 19 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 19 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.
Fury (Su) Once per day as a free action, you can designate a single creature or object as the target of your fury. You gain a +2 profane bonus on attack rolls against the designated creature or object and deal an extra 2 points of damage with each successful strike upon it. These bonuses persist until you select a new target for your attacks.
Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 17 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.
Magic Strike (Ex) Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.
Smite Good (Su) Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills A sea hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 3: SHARKS

SHARK, FIENDISH ADVANCED HUGE CR 8

NE Huge magical beast (aquatic)

Init +6; **Senses** blindsense 30 ft., darkvision 60 ft., keen scent; **Listen** +13, **Spot** +12

AC 15, touch 10, flat-footed 13

(-2 size, +2 Dex, +5 natural)

hp 150 (16 HD); **DR** 10/magic

Resist cold 10, fire 10; **SR** 21

Fort +15, **Ref** +12, **Will** +8

Speed swim 60 ft. (12 squares)

Melee bite +16 (2d6+9)

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

Base Atk +12; **Grp** +26

Atk Options magic strike, smite good 1/day (+16 damage)

Abilities Str 22, Dex 15, Con 16, Int 3, Wis 12, Cha 2

Feats Alertness, Great Fortitude, Improved Initiative, Iron Will, Toughness (2)

Skills Listen +13, Spot +12, Swim +14

Blindsense (Ex) A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex) A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Magic Strike (Ex) Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills A shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 4: HAGS

FROSTA, FREEZELLE, AND FROGEN CR 7

Female fiendish sea hag cleric 4

CE Medium monstrous humanoid (aquatic)

Init +0; **Senses** darkvision 60 ft.; **Listen** +7, **Spot** +7

Aura horrific appearance

Languages Common, Giant

AC 22, touch 10, flat-footed 22

(+9 armor, +3 natural)

hp 63 (7 HD); **DR** 5/magic

Resist cold 5, fire 5; **SR** 18

Fort +8, **Ref** +5, **Will** +12

Speed 20 ft. in +1 *full plate* (4 squares), base movement 30 ft., swim 40 ft.

Melee +1 *heavy mace* +12/+7 (1d8+8) or

Melee 2 claws +11 (1d4+5)

Base Atk +6; **Grp** +11

Atk Options fury, magic strike, smite good (+7 damage)

Special Actions evil eye, rebuke undead (+4, 2d6+8, 4th)

Combat Gear *scroll of corona of cold* (2)

Cleric Spells Prepared (CL 4th; 5th for evil spells):

2nd—*bull's strength*^D, *cure moderate wounds*, *silence* (DC 16), *sound burst* (DC 16)

1st—*bane* (DC 15), *cause fear* (DC 15), *divine favor*, *doom* (DC 15), *true strike*^D

0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*

D: Domain spell. Deity: Kostchtchie. Domains: Evil, Fury
‡ Already cast

Spell-Like Abilities (CL 9th):

3/day—*animate dead*, *bestow curse* (DC 18), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 19), *polymorph*, *veil* (DC 20), *vision*

Abilities Str 21, Dex 10, Con 14, Int 10, Wis 18, Cha 18

SQ amphibious, covey

Feats Ability Focus (evil eye), Craft Magic Arms and Armor, Improved Toughness

Skills Concentration +6, Hide +3, Knowledge (the planes) +3, Knowledge (religion) +4, Listen +7, Spot +7, Swim +13

Possessions combat gear plus silver holy symbol (2), spell component pouch (2), +1 *heavy mace*, +1 *full plate*, *boots of the winterlands*, *cloak of resistance* +1

Amphibious (Ex) Although sea hags are aquatic, they can survive indefinitely on land.

Covey (Su) From time to time, a trio of hags gathers as a covey. Usually this foul triune includes one hag of each type, but this is not always the case. Hags in a covey rely on deception and their boosted magical abilities in combat. To use any of the spell-like abilities listed above (which each require a full-round action), all three hags must be within 10 feet of one another, and all must participate.

Evil Eye (Su) Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 19 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 19 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Fury (Su) Once per day as a free action, you can designate a single creature or object as the target of your fury. You gain a +2 profane bonus on attack rolls against the designated creature or object and deal an extra 2 points of damage with each successful strike upon it. These bonuses persist until you select a new target for your attacks.

Horrorific Appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 17 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's

horrific appearance for 24 hours. The save DC is Charisma-based.

Magic Strike (Ex) Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.

Smite Good (Su) Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills A sea hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 3: SHARKS**SHARK, FIENDISH YOUNG DIRE** CR 10

N Huge magical beast (aquatic)

Init +2; **Senses** darkvision 60 ft., keen scent; Listen +13, Spot +13**AC** 17, touch 10, flat-footed 15

(-2 size, +2 Dex, +7 natural)

hp 162 (17 HD); **DR** 10/magic**Resist** cold 10, fire 10; **SR** 22**Fort** +13, **Ref** +12, **Will** +11**Speed** swim 60 ft. (12 squares)**Melee** bite +17 (2d8+9)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +12; **Grp** +26**Atk Options** magic strike, smite good 1/day (+17 damage)**Special Actions** improved grab, swallow whole**Abilities** Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10**Feats** Alertness, Improved Natural Attack (bite), Toughness (3), Weapon Focus (bite)**Skills** Listen +13, Spot +13, Swim +14**Improved Grab (Ex)** To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.**Keen Scent (Ex)** A dire shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.**Magic Strike (Ex)** Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.**Swallow Whole (Ex)** A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.**Skills** A dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.**ENCOUNTER 4: HAGS****FROSTA, FREEZELLE, AND FROGEN** CR 7

Female fiendish sea hag cleric 4

CE Medium monstrous humanoid (aquatic)

Init +0; **Senses** darkvision 60 ft.; Listen +7, Spot +7**Aura** horrific appearance**Languages** Common, Giant**AC** 22, touch 10, flat-footed 22

(+9 armor, +3 natural)

hp 63 (7 HD); **DR** 5/magic**Resist** cold 5, fire 5; **SR** 18**Fort** +8, **Ref** +5, **Will** +12**Speed** 20 ft. in +1 *full plate* (4 squares), base movement 30 ft., swim 40 ft.**Melee** +1 *heavy mace* +12/+7 (1d8+8) or**Melee** 2 claws +11 (1d4+5)**Base Atk** +6; **Grp** +11**Atk Options** fury, magic strike, smite good (+7 damage)**Special Actions** evil eye, rebuke undead (+4, 2d6+8, 4th)**Combat Gear** *scroll of corona of cold* (2)**Cleric Spells Prepared** (CL 4th; 5th for evil spells):2nd—*bull's strength*^D, *cure moderate wounds*, *silence* (DC 16), *sound burst* (DC 16)1st—*bane* (DC 15), *cause fear* (DC 15), *divine favor*, *doom* (DC 15), *true strike*^D0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance***D:** Domain spell. Deity: Kostchtchie. Domains: Evil, Fury
‡ Already cast**Spell-Like Abilities** (CL 9th):3/day—*animate dead*, *bestow curse* (DC 18), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 19), *polymorph*, *veil* (DC 20), *vision***Abilities** Str 21, Dex 10, Con 14, Int 10, Wis 18, Cha 18**SQ** amphibious, covey**Feats** Ability Focus (evil eye), Craft Magic Arms and Armor, Improved Toughness**Skills** Concentration +6, Hide +3, Knowledge (the planes) +3, Knowledge (religion) +4, Listen +7, Spot +7, Swim +13**Possessions** combat gear plus silver holy symbol (2), spell component pouch (2), +1 *heavy mace*, +1 *full plate*, *boots of the winterlands*, *cloak of resistance* +1**Amphibious (Ex)** Although sea hags are aquatic, they can survive indefinitely on land.**Covey (Su)** From time to time, a trio of hags gathers as a covey. Usually this foul triune includes one hag of each type, but this is not always the case. Hags in a covey rely on deception and their boosted magical abilities in combat. To use any of the spell-like abilities listed above (which each require a full-round action), all three hags must be within 10 feet of one another, and all must participate.**Evil Eye (Su)** Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 19 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 19 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Fury (Su) Once per day as a free action, you can designate a single creature or object as the target of your fury. You gain a +2 profane bonus on attack rolls against the designated creature or object and deal an extra 2 points of damage with each successful strike upon it. These bonuses persist until you select a new target for your attacks.

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 17 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Magic Strike (Ex) Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.

Smite Good (Su) Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills A sea hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 3: SHARKS**SHARK, FIENDISH ADVANCED DIRE** CR 12

N Huge magical beast (aquatic)

Init +2; **Senses** darkvision 60 ft., keen scent; Listen +15, Spot +14**AC** 17, touch 10, flat-footed 15

(-2 size, +2 Dex, +7 natural)

hp 212 (20 HD); **DR** 10/magic**Resist** cold 10, fire 10; **SR** 25**Fort** +16, **Ref** +14, **Will** +12**Speed** swim 60 ft. (12 squares)**Melee** bite +20 (2d8+9)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +15; **Grp** +29**Atk Options** magic strike, smite good 1/day (+20 damage)**Special Actions** improved grab, swallow whole**Abilities** Str 23, Dex 15, Con 18, Int 1, Wis 12, Cha 10**Feats** Alertness, Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)**Skills** Listen +15, Spot +14, Swim +14**Improved Grab (Ex)** To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.**Keen Scent (Ex)** A dire shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.**Magic Strike (Ex)** Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.**Swallow Whole (Ex)** A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.**Skills** A dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.**ENCOUNTER 4: HAGS****FROSTA, FREEZELLE, AND FROGEN** CR 7

Female fiendish sea hag cleric 4

CE Medium monstrous humanoid (aquatic)

Init +0; **Senses** darkvision 60 ft.; Listen +7, Spot +7**Aura** horrific appearance**Languages** Common, Giant**AC** 22, touch 10, flat-footed 22

(+9 armor, +3 natural)

hp 63 (7 HD); **DR** 5/magic**Resist** cold 5, fire 5; **SR** 18**Fort** +8, **Ref** +5, **Will** +12**Speed** 20 ft. in +1 *full plate* (4 squares), base movement 30 ft., swim 40 ft.**Melee** +1 *heavy mace* +12/+7 (1d8+8) or**Melee** 2 claws +11 (1d4+5)**Base Atk** +6; **Grp** +11**Atk Options** fury, magic strike, smite good (+7 damage)**Special Actions** evil eye, rebuke undead (+4, 2d6+8, 4th)**Combat Gear** *scroll of corona of cold* (2)**Cleric Spells Prepared** (CL 4th; 5th for evil spells):2nd—*bull's strength*^D, *cure moderate wounds*, *silence* (DC 16), *sound burst* (DC 16)1st—*bane* (DC 15), *cause fear* (DC 15), *divine favor*, *doom* (DC 15), *true strike*^D0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance***D:** Domain spell. Deity: Kostchtchie. Domains: Evil, Fury
‡ Already cast**Spell-Like Abilities** (CL 9th):3/day—*animate dead*, *bestow curse* (DC 18), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 19), *polymorph*, *veil* (DC 20), *vision***Abilities** Str 21, Dex 10, Con 14, Int 10, Wis 18, Cha 18**SQ** amphibious, covey**Feats** Ability Focus (evil eye), Craft Magic Arms and Armor, Improved Toughness**Skills** Concentration +6, Hide +3, Knowledge (the planes) +3, Knowledge (religion) +4, Listen +7, Spot +7, Swim +13**Possessions** combat gear plus silver holy symbol (2), spell component pouch (2), +1 *heavy mace*, +1 *full plate*, *boots of the winterlands*, *cloak of resistance* +1**Amphibious (Ex)** Although sea hags are aquatic, they can survive indefinitely on land.**Covey (Su)** From time to time, a trio of hags gathers as a covey. Usually this foul triune includes one hag of each type, but this is not always the case. Hags in a covey rely on deception and their boosted magical abilities in combat. To use any of the spell-like abilities listed above (which each require a full-round action), all three hags must be within 10 feet of one another, and all must participate.**Evil Eye (Su)** Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 19 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 19 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Fury (Su) Once per day as a free action, you can designate a single creature or object as the target of your fury. You gain a +2 profane bonus on attack rolls against the designated creature or object and deal an extra 2 points of damage with each successful strike upon it. These bonuses persist until you select a new target for your attacks.

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 17 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Magic Strike (Ex) Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.

Smite Good (Su) Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills A sea hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

APPENDIX 2: NEW RULES ITEMS

NEW DOMAINS

Fury Domain

(Fiendish Codex I 89)

Granted Power: Once per day as a free action, you can designate a single creature or object as the target of your fury. You gain a +2 profane bonus on attack rolls against the designated creature or object and deal an extra 2 points of damage with each successful strike upon it. These bonuses persist until you select a new target for your attacks.

Fury Domain Spells

- 1 **True Strike:** Grants you a +20 bonus on your next attack roll.
- 2 **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
- 3 **Rage:** Grants +2 to Str and Con, +1 on Will saves, -2 to AC.
- 4 **Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.
- 5 **Shout:** Deafens all within cone and deals 5d6 sonic damage.
- 6 **Song of Discord:** Forces targets to attack each other.
- 7 **Abyssal Frenzy:** Regresses target to brutish, demonic version of self.
- 8 **Shout, Greater:** Lets subject produce a devastating yell that deals 10d6 sonic damage, stuns creatures, and damages objects.
- 9 **Abyssal Frenzy, Mass:** As *abyssal frenzy*, but 1 creature/level.

NEW FEATS

Improved Toughness

(Complete Warrior, page 101)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

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

NEW MONSTERS

Kostchtchie

(Fiendish Codex I 68)

This bandy-legged, 24-foot tall giant wields an immense maul crafted of cold iron. His malformed head juts above his hunched shoulders, bearing a bestial mask of rage.

KOSTCHTCHIE, PRINCE OF WRATH CR 21
CE Huge outsider (chaotic, cold, evil, extraplanar, tanar'ri)

Init +1; **Senses** darkvision 60 ft., true seeing, Listen +31, Spot +31

Languages Abyssal, Common, Giant; telepathy 300 ft.

AC 41, touch 9, flat-footed 40

(-2 size, +1 Dex, +8 armor, +24 natural)

hp 425 (23 HD); **DR** 20/cold iron and good

Immune cold, critical hits, electricity, poison

Resist acid 10, fire 10; **SR** 32

Fort +27, **Ref** +14, **Will** +18

Weakness vulnerable to fire

Speed 30 ft. in hide armor (6 squares), base movement 40 ft.

Melee weapon +1 *icy burst cold iron maul* +38/+33/+28/+23 (3d8+23/19-20/x3 plus 1d6 cold [plus 2d10 cold on a critical hit])

Ranged rock +22 (2d8+15)

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

Base Atk +23; **Grp** +46

Atk Options Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Power Attack, stunning blow

Special Actions rage, rock throwing, summon tanar'ri

Spell-Like Abilities (CL 20th):

At will—*astral projection*, *ice storm*, *desecrate*, *detect good*, *detect law*, *greater dispel magic*, *greater teleport*, *telekinesis* (DC 21), *unhallow*, *unholy blight* (DC 20), *wind walk*

3/day—*poison* (DC 20), *symbol of weakness* (DC 23)

1/day—*harm* (DC 22)

Abilities Str 40, Dex 12, Con 38, Int 18, Wis 20, Cha 23

SQ rock catching, tanar'ri traits

Feats Awesome Blow, Blind-Fight, Cleave, Improved Critical (maul), Improved Bull Rush, Power Attack, Track, Weapon Focus (maul)

Skills Climb +39, Concentration +40, Handle Animal

+32, Intimidate +32 Jump +39, Knowledge (the

planes) +30, Listen +31, Ride +29 Search +30, Spot

+31, Survival +31, Swim +37

Possessions +1 *icy burst cold iron maul*, +5 *heavy fortification hide armor*

Rage (Ex) Once per day, Kostchtchie can enter a state of frenzy identical to that of a barbarian's greater rage ability. In this state, Kostchtchie's Strength and Constitution increase by 6 and his morale bonus on Will saves increases by 3. His Armor Class gains a -2 penalty. Kostchtchie remains in his rage for 2 minutes and is not fatigued when he leaves his rage.

While he is raging, Kostchtchie's statistics change as follows:

AC 39, touch 7, flat-footed 38

hp 494

Fort +30, **Will** +21

Melee +1 *icy burst cold iron maul* +41/+36/+31/+26 (3d8+28/19-20/x3 plus 1d6 cold [plus 2d10 cold on a critical hit])

Ranged rock +22 (2d8+18)

Grp +49

Abilities Str 46, Con 44

Skills Climb +42, Concentration +43, Jump +42, Swim +40

Rock Catching (Ex) Kostchtchie can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, if he would normally be hit by a rock, Kostchtchie 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.) He must be ready and aware of the attack in order to make a rock-catching attempt.

Rock Throwing (Ex) Kostchtchie can hurl rocks of 60 to 80 pounds (Medium objects) up to five range increments of 140 feet.

Stunning Blow (Su) Kostchtchie's attacks are particularly powerful. Each time he critically hits an opponent, that opponent is automatically stunned for 1 round unless he makes a DC 36 Fortitude save (DC 39 when Kostchtchie is raging). The save DC is Strength-based.

Summon Tanar'ri (Sp) Once per day, Kostchtchie can automatically summon 2d4 babaus. This ability is the equivalent of a 9th-level spell (CL 20).

The deformed demon-giant Kostchtchie rules the polluted frozen reaches of the Ice (or Iron) wastes. He is the patron of frost giants and the lord of wrath and rage.

Strategy and Tactics

Perhaps more than any of the other demon lords, Kostchtchie revels in the frenzy of combat. He often forgets to use his spell-like abilities entirely, or uses them only on the opening rounds of combat. He might use his harm ability against a powerful warrior or blast a clustered group of spell-casters with an ice storm or unholy blight. When drawn into melee, he rages and pummels anything in reach with his +1 icy burst cold iron maul. He never retreats from a fight while raging. If reduced to fewer than 50 hit points at any other time, he'll teleport to safety to plan his revenge.

Given ample time to prepare for battle, the King of the Ice Wastes rallies his favorite mount—a great white wyrm named Svafnir—from the icy mountains of his domain and rides her toward his destiny.

Servants, Enemies, and Goals

Kostchtchie's wrath and hate are legendary in the Abyss. He has no allies among the other demon lords, but is allowed to rule his realm on the 23rd layer of the Abyss with little interference as a result of his ruinous temper. This realm is utterly and completely under his command, yet Kostchtchie remains unsatisfied with its power. His giants conquer and claim a distant mountain in his name, yet from that mountain's peak the Prince of Wrath can always see one more mountain farther out that remains unclaimed. Worse, he is constantly aware of the simple fact that there exists elsewhere in the multiverse legions of frost giants who do not revere him as their master. The concept that these "lost children" exist enrages Kostchtchie like nothing else, and so he spends much of his time plotting incursions into regions on other planes (particularly Ysgard and the Material Plane). If he can avoid it, Kostchtchie prefers to convert new tribes of frost giants without slaughtering them. His favorite method is to appear to a new tribe, slay their current jarl, and then lead the tribe on a gruesome war against their enemies. If the tribe is slaughtered, Kostchtchie dismisses them as failures—not "true" giants. If they succeed, they are

rewarded with entrance into the Ice Wastes, where the tribe can serve him eternally. Of course, these raids have done much in establishing his reputation as a warmonger among those peoples he incites the giants to assault. Kostchtchie has a particular hatred of frost giant tribes who worship other deities and often launches assaults on those tribes simply to discourage such heretical acts.

Most of Kostchtchie's cultists are frost giants, although it's not unheard-of for particularly brutal tribes of humanoid or ogre barbarians to venerate him as well. These cultists rank lower in Kostchtchie's eyes simply because of their smaller stature, although he does begrudgingly admit that a tribe of fiercely loyal humanoid or ogre barbarians can have its uses.

Clerics of Kostchtchie have access to the domains of Chaos, Evil, Fury, and Winter. The Winter domain is detailed in *Frostburn*; if you do not use this book in your campaign, replace this domain with the War domain. Kostchtchie's favored weapon is the maul. His symbol is a hammer rimed in bloody ice.

Kostchtchie Lore

Characters with ranks in Knowledge (religion) or Knowledge (the planes) can learn more about Kostchtchie. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (religion or the planes)

20	Kostchtchie is the fiendish patron of frost giants and looks like an enormous, deformed giant clad in hide armor. He grants his clergy the domains of chaos, evil, fury, and war. His holy symbol is a hammer rimed in bloody ice.
25	As the lord of the frozen 23rd layer of the Abyss, the Ice (or Iron) Wastes, Kostchtchie is immune to cold damage but is vulnerable to fire damage. Kostchtchie's immense ice fortress is called the Glacier Citadel.
30	Kostchtchie is a formidable combatant, even more so when he calls upon the primal frenzy of the berserker's rage. His weapon of choice is an enormous, blisteringly cold iron maul.
40	Blows from Kostchtchie's attacks are so powerful that they stun those struck when he lands a particularly solid hit.

Knowledge (religion)

20	Clerics of Kostchtchie have access to the domains of Chaos, Evil, Fury, and War. Kostchtchie's favored weapon is the maul. His symbol is a hammer rimed in bloody ice.
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NEW RULES

Hypothermia and Very Cold Water

(*Frostburn* 10 and *Stormwrack* 11)

Very cold water is encountered while the air temperature is 40° F or colder. Creatures immersed in very cold water are subject to the following effects. However, creatures native to cold or temperate aquatic environments are immune to these effects.

- **Nonlethal damage:** Creatures immersed in very cold water must immediately make a Constitution check (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. Creatures must continue to make

this check each minute that they are exposed to very cold water.

- **Increased Fortitude DC:** The DC of all Fortitude saves to avoid taking damage from cold or to resist cold-based spells and effects increases by 10 until the creature and its clothes become dry.
- **Moderate and Severe Hypothermia:** A creature suffering from mild hypothermia that fails a Fortitude save to avoid the effects of cold or to resist cold-based spells and effects is beset by moderate hypothermia and is treated as exhausted. A creature that fails another such save is beset by severe hypothermia and is treated as disabled.

Ice Wastes (or Iron Wastes)

(*Fiendish Codex I* 112 and 135-36, *Manual of the Planes* 99-103)

The 23rd layer of the Abyss is a bitterly cold realm of miles-deep ice, unrelenting blizzards, and ice rifts ruled by the dullard demon-lord Kostchtchie, the Prince of Wrath.

Kostchtchie's control over the Ice Wastes is such that he prevents the aging and natural death of mortals who dwell upon it. Mortals, though they do suffer most of the effects of starvation and thirst, will not actually die if deprived of food and water.

Several years ago, Kostchtchie altered the lighting conditions on the plane, exchanging the perpetual moonlight that had existed for lighting resembling arctic conditions. Currently, the Ice Wastes are bathed in seemingly unending daylight.

The Ice Wastes, though naturally devoid of life, has become home to a wide variety of demons as well as tribes for frost giants from the Prime Material plane that Kostchtchie has chosen to reward with eternal life.

The Ice Wastes enjoy normal gravity and time (except for the effects regarding aging above). They are infinitely large. Magic, the elements, and energy all function normally there. Kostchtchie can alter any characteristic of the Ice Wastes to suit his whims.

In addition, the Ice Wastes are both mildly chaos and evil-aligned. Lawful and good-aligned characters each take a -2 penalty on Charisma-based checks. This penalty stacks to -4 for lawful good characters.

Notable locations in the Ice Wastes include Kostchtchie's mountain hold, the Glacier Citadel; Volstaad, a city of frost giants and other minions; and the Stoldottir Gate to Ysgard.

NEW SPELLS

Corona of Cold

(*Spell Compendium* 52)

Evocation [Cold]

Level: Cleric 3, druid 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

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

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You are surrounded by a protective aura of cold that also causes damage to others within its radius. You gain resistance to fire 10.

Starting in the round you cast the spell, *corona of cold* deals 1d12 points of cold damage each round at the beginning of your turn to all other creatures within the area. A successful save prevents the damage caused by the spell in that round, but does not prevent the damage in future rounds. Creatures damaged by the spell shiver uncontrollably, taking a -2 penalty to their Strength and Dexterity and moving at half speed so long as they remain within the area; these penalties do not stack with consecutive rounds of damage or additional *corona of cold* spells.

NEW WEAPONS

Maul

(*Complete Warrior* 154)

Exotic one-handed melee weapon

Cost: 15 gp

Damage: 1d8 (S), 1d10 (M)

Critical: x3

Weight: 20 lbs.

Type: Bludgeoning

A maul is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). A character can use the maul two-handed as a martial weapon.

PLAYER HANDOUT: DIVINATION

The diary commences with a rhyme labeled "Divination."

*Beneath abyssal seas seek ye
With those whose aid Wrath did flee.
In Hexaschakt they toil and fail,
Souls torn from flesh to no avail.
Soon life is bound in an iron mold.
Revenge, they say, is best served cold.*