

The Scourge of Icewind: Pt. 1

For PCs level 11

While traveling through the Spine of the World Mountains, the PCs stumble upon a wrecked caravan of wagons on a lonely road. Of the six covered wagons, none have been spared whatever disaster has befallen them. The bodies of horses and humans lie scattered in the snow, some torn to pieces, their blood frozen in small puddles near their corpses.



While investigating the wreckage, the PCs hear a moaning over the frigid wind. In the back of one of the destroyed wagons is a woman. One of her arms has almost been torn completely off. Ice hangs from her face, and frozen blood is pooling under her ravaged arm. When she sees the PCs, she motions for them to enter the wagon. When the PCs are close enough, the woman tries to sit up, only to collapse onto her back. As she coughs up blood, the PCs realize that her arm was simply the only visible wound they could see. She tries to talk, but it comes out in a half-whispered, choked voice.

“Ice trolls...took everything. Came out of nowhere. No one left alive. The outpost will die...”

The woman, after speaking, collapses. Her last breath exhales in a long, gurgling sigh. As her tears start to ice over, her other arm drops to her side. If the PCs check her body, they will find that her stomach has been slashed, and already-freezing blood is caked on her clothing. Even if the PCs had administered healing, her wounds were too severe. She was doomed to die.

If the rest of the caravan is checked, the PCs will find shattered crates, boxes, and barrels. Of the remains of the people, the PCs note that it took several large creatures to do this, as it looks as though the people had little to no time to react to the attack. In the first wagon, the PCs find a letter written in Common. It reads:

Colonel Brellich,

The supplies in this caravan should be enough to keep your village alive until further help can be sent. There is enough food, clothing, and supplies to maintain your group for another two full months. I pray it reaches you.

Should this note be found, I, General Drull of Horizon Reach have sent this caravan of supplies to General

Brellich of Outpost 14 in Icewind Dale. If you are reading this, then the caravan has not reached its destination. It is imperative that Outpost 14 receive these supplies if they are to survive through this month. Many people will die of starvation and freezing if they do not receive help. Should you take the supplies to them, you will be rewarded for your troubles.

The Blessings of Bahamut Be with You
General Arden Drull, Commander, Horizon Reach.

Few clues have been left as to the whereabouts of the missing supplies. A Perception check (DC 20) will reveal the presence of deep footsteps in the snow, along with fading blood-drops. If followed, which requires a Nature check (DC 15), the footsteps lead further along the road.

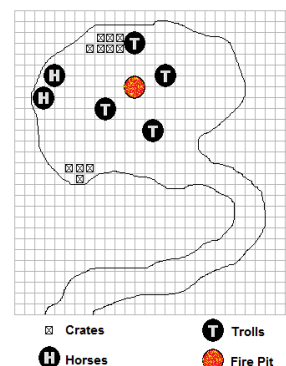
Not too far ahead, the body of a white troll lies in the snow. If checked, the PCs will see a deep, burned cut across the beast's neck. Clutched in its frozen hand is a small pouch with 2 red vials in it. A Knowledge (Arcana) check (DC 15) will reveal that the vials are Potions of Healing. Burned into the fabric of the pouch is: “OP 14”.

Further along the road, the PCs come across a small path that leads away from the road. The footprints, now vanishing due to fresh snowfall, lead down the small path. If followed, the path leads to the mouth of a large cave. In front of the cave are many more of the footprints the PCs have been following. A horrible smell drifts out from the cave, which leads downward into darkness.

In the cave, the PCs notice that the temperature is a bit warmer. The foul smell is quite strong, and a Perception check (DC 20) will reveal the sounds of scratchy, hoarse chatter from deeper within the cave. If any of the PCs speak Giant, they will hear words such as “Mine”, “Human scum”, “Weaklings”, and “Food”.

As the PCs venture further into the cave, it winds around to the left. Should the PCs peak around the corner, they will see a huge cavern ahead with several Ice Trolls walking around. In the middle of the cavern are several crates, boxes, and piles of goods, obviously from the wagon caravan. Two horses stand tied together against a far wall. Most of the goods appear intact and unharmed.

Should the PCs make their way around the corner, four Ice Trolls will immediately yell out and attack.



Encounter (Level 12)

4- Ice Trolls

XP- 2,800

If the PCs are successful in killing the trolls, the goods are easily replaced into the crates and boxes. Aside from the goods, the PCs also find 20,000gp. Of the wagons along the road, one is still in good enough condition to be repaired and the horses from the cave utilized to pull it. The cave is large enough to accommodate the wagon, and any fire set will warm the cave to a comfortable level, allowing the PCs to work in shelter.

When the wagon is repaired (it will take the time of an extended rest to complete the repairs and load the wagon), the PCs can make their way along the road, past the remains of the others in the failed caravan, and onto the road leading north into Icewind Dale.

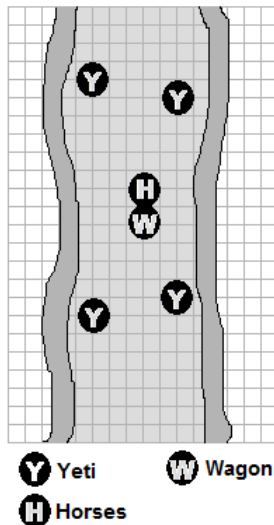
The Road Out of the Mountains:

After only a few hours of travel, the PCs enter an area surrounded by rocky cliffs. An Insight check (DC 20), tells the PCs that possible danger is near. Should the check fail, the following encounter has a surprise round. If they succeed on the check, the following encounter takes place normally.

Encounter (Level 12)

4- Yeti

XP- 2,800



After the PCs travel a bit further, the cliffs give way to an open expanse of snow-covered plains. The PCs can see nothing in any direction aside from the well-used road they are travelling on, and rocky outcropping in the distance. The wind blows harshly, and small flurries of snow swirl about the wagon as it slowly makes its way forward.

As dusk approaches, the PCs are well aware that the temperature drops even further, and to stay outside in the elements is to risk a frozen death. The PCs can reach the rocky outcropping before darkness falls, and should be encouraged to do so.

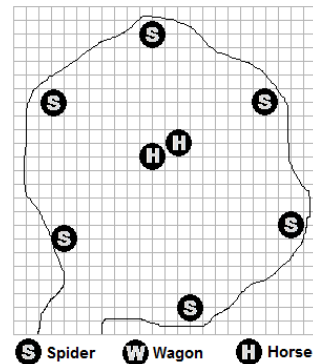
The outcropping is, in fact, the entrance of a cave. It is large enough to accommodate the PCs and the horses, but not the wagon. It will have to be left outside during the night. Once inside the cave, it appears as though it will serve quite well as shelter during the night.

The cave inside is very large, and apparently abandoned. There are no traces of life, nor are there any remnants that there ever was. Along the ceiling of the cave are several holes about five feet across that lead into darkness. Not long after the PCs settle in, a Perception check (DC 20) will reveal the sound of scuttling noises coming from the holes. Within minutes, large, white spiders emerge from the holes, and the following encounter takes place:

Encounter (Level 10)

6- Frostbite Spiders

XP- 3,000



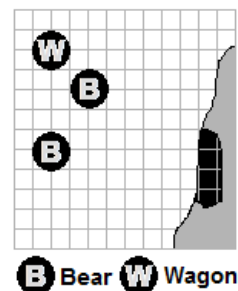
No further encounters take place during the night.

As dawn comes, the PCs are awakened by noises from outside the cave. It sounds as though something, or someone, is rummaging in the wagon. When the PCs go out to investigate, they are confronted by two polar bears who are checking out the wagon, looking for food.

Encounter (Level 11)

2- Polar Bears

XP- 2,400



After the polar bears are dispatched, the PCs are free to hook up the horses and continue on their journey.

Several hours later, the PCs notice plumes of smoke rising into the grey skies. Further on, they see a small village on the horizon. The smoke seems to be coming from the village. As the PCs approach, they see a wooden sign hammered into the ground that reads "Outpost 14".

The smoke is, indeed, coming from the village. The few small buildings lie in ruin, burning and destroyed. Bodies lie scattered in the snow, their dead eyes staring blankly into nothingness. A search of the town reveals destruction all around. If the bodies are searched, one person stands out among the others. He is dressed in regal-looking clothing, and has bracers of silver. In his pocket is a letter which reads:

To any who might find this:

If you are reading this, then I have been killed. Our camp was attacked by frost giants who came out of a thick snowstorm and attacked us unaware. As I write this, the giants are demolishing the outpost. Word must be taken to General Drull of Horizon Reach. Take this letter to him, and he will welcome you into his town. You will receive food, shelter, and supplies. Tell him of what happened here, and perhaps our deaths will not have been in vain.

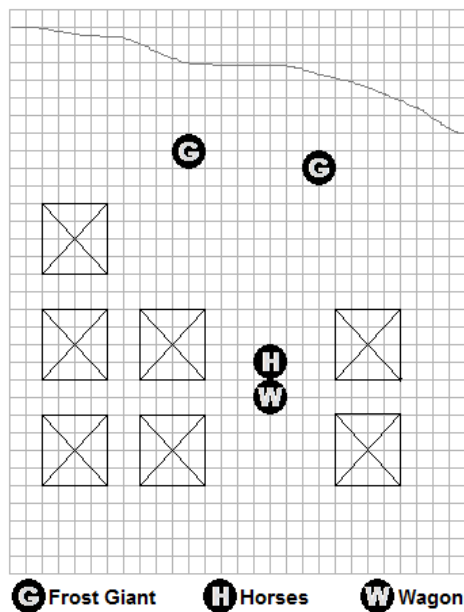
Colonel Brellich

Scrawled on the back of the note is a crude map showing the way to Horizon Reach. Not long after reading the note, the PCs hear a crunching in the snow not too far away. Two frost giants emerge from over a hill. When they spot the PCs, they roar in fury and attack.

Encounter (Level 13)

2- Frost Giants

XP- 1,600



After the battle with the frost giants, the PCs are expected to search their bodies. If they do, they find 10,000gp each. Should the PCs decide to travel to Horizon Reach, they may take the wagon and horses with them. The back of the note shows that it will probably be a two-day trip to reach the other outpost.

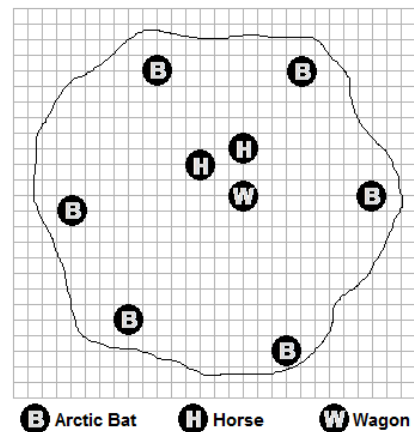
Further into the day, the PCs find themselves on a wide stretch of open plains covered in thick snow. The PCs should make a Perception check (DC 20). Success indicates that the PCs notice a large drop in the snow just ahead. The area appears to be about one hundred feet in diameter. Failure indicates that the PCs do not notice the drop, and drive right over it. As soon as the wagon goes over the drop-off area, the snow collapses out from under the wagon, and the group drops 30 feet down into a hidden cavern, taking 3d10 falling damage. Whether the horses survive the fall or not, the wagon is destroyed. There is no immediate way to bring the horses back up to the surface. The PCs may climb out with no checks needed.

The cavern is very large. When the snow collapsed, it disturbed a roost of Arctic Bats, which will immediately attack.

Encounter (Level 10)

6- Arctic Bats

XP- 3,000



After the encounter with the bats, the PCs must make their way back up to the surface. When they reach the top, they must make their way on foot. There are no other encounters during the day.

When night begins to fall, the PCs must find a way to keep warm. An Insight check (DC 20), tells the PCs that snow can be piled to form a wind-break. If piled correctly, even an igloo can be made relatively quickly. Should they decide to build an igloo, have the PCs make a Nature check (DC 20). Success indicates a well-made igloo capable of supporting them. Failure indicates a poorly-made igloo that will need constant attention throughout the night to prevent it from caving in on the PCs.

During the next day, the PCs reach another series of foothills. After only an hour of travelling in the foothills, the PCs see two more frost giants.

Encounter (Level 13)

2- Frost Giants

XP- 1,600

After the encounter with the frost giants, the PCs continue through the foothills. A few hours later, the foothills recede back into flatland. A heavy wind starts to blow, and flurries of snow begin to fall. Within an hour, the snow is falling so heavily that vision of all kinds (aside from blindsight) is reduced to a maximum of 10 squares.

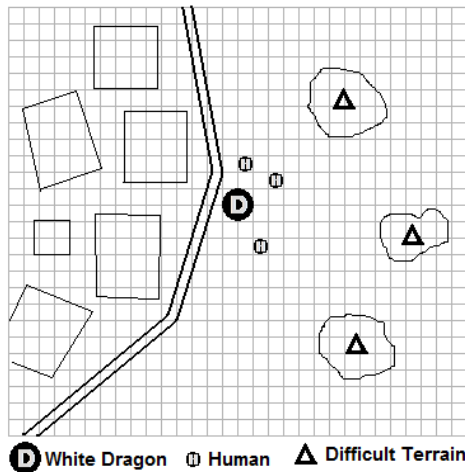
A couple of hours later, the town of Horizon Reach draws near. Over the whipping snow and howling winds, the PCs are only able to make out a faint outline. What is visible, however, is a huge shape moving near one of the city walls. The closer the PCs get, they realize a white dragon is assailing the east wall of the city. Several people are barely visible, and appear to be attacking the beast.

For the following encounter, a target over 5 squares away is considered to have partial concealment. A target over 10 squares away is considered to have total concealment.

Encounter (Level 12)

Carthis- Adult White Dragon

XP- 3,500



Should the PCs aid in destroying the dragon, they are approached by a man who introduces himself as General Drull. When the PCs give him the note they received from Outpost 14, General Drull looks saddened. He hangs his head, and then invites the PCs to a tavern nearby. Inside, he tells the PCs that his friend, Colonel Brellich, took the assignment in the isolated outpost against his advisement. He says he knew something bad would happen so far from civilization. After a bit of small talk, General Drull thanks the PCs for their assistance, and rewards them with 10,000gp each. He tells them that he will pay for any supplies and food they need while in Horizon Reach.

General Drull wants to know where the white dragon came from. He tells the PCs that Horizon Reach has never been the target of attack from anything more powerful than the occasional ice troll. For an adult white dragon to be targeting the town, Outpost 14 to be destroyed, and his caravan slain, General Drull suspects there is something much more sinister behind it all. He tells the PCs that he is willing to pay them gold in advance if they will try to discover what is really going on, and, if possible, to put a stop to it.

--- END PART ONE ---

Total XP: 20,700

Quest Bonus: 300 XP

Grand Total: 21,000 XP (Level 14)

Total GP: 100,000

Alternate:

Party Level 11 Total Monetary Treasure: 18,000 gp

1 Magic item, level 15

2 Magic item, level 14

3 Magic item, level 13

4 Magic item, level 12

5 5,000 gp, or two 2,500 gp art objects, or one 5,000 gp gem

6 4,000 gp, or four 1,000 gp gems, or two 1,500 gp art objects + one 1,000 gp gem

7 3,000 gp, or two 1,500 gp art objects, or three 1,000 gp gems

8 3,000 gp, or one 2,500 gp art object + 500 gp, or one *potion of vitality* + two 1,000 gp gems

9 2,000 gp, or two 1,000 gp gems, or one 1,500 gp art object + 500 gp

10 1,000 gp, or two 500 gp gems, or one *potion of vitality*

Frost Giant	Level 13 Brute
Large natural humanoid (giant)	XP 800
Initiative +5 Senses Perception +7	
HP 159; Bloodied 79	
AC 25; Fortitude 27, Reflex 21, Will 23	
Speed 8	
⬇ Ice Club (standard; at-will) ♦ Weapon	
Reach 2; +15 vs. AC; 1d10 + 6 damage.	
⬇ Sweeping Club (standard; encounter) ♦ Weapon	
The frost giant makes an ice club attack against two Medium or smaller targets; on a hit, the target is pushed 2 squares and knocked prone.	
↘ Icy Boulder (standard; at-will)	
Ranged 8/16; +15 vs. AC; 1d10 + 6 damage. On a hit, the target is knocked prone and slowed (save ends).	
Alignment Chaotic evil Languages Giant	
Skills Athletics +16	
Str 21 (+11) Dex 8 (+5) Wis 12 (+7)	
Con 19 (+10) Int 7 (+4) Cha 9 (+5)	
Equipment hide armor, ice club	

Minotaur Ice Savage	Level 12 Soldier
Medium natural humanoid	XP 700
Initiative +13 Senses Perception +14	
HP 130; Bloodied 65; see also <i>ferocity</i>	
AC 28; Fortitude 26, Reflex 24, Will 23	
Speed 5	
⬇ Battleaxe (standard; at-will) ♦ Weapon	
+19 vs. AC; 2d6+5 damage, and the target is marked until the end of the minotaur's next turn.	
⬇ Goring Charge (standard; at-will)	
The Minotaur makes a charge attack: +19 vs. AC; 1d8+5 damage, and the target is knocked prone.	
Ferocity (when reduced to 0 hit points)	
The Minotaur makes a melee basic attack.	
Alignment Any Languages Common	
Skills Dungeoneering +12, Intimidate +11, Nature +9	
Str 23 (+12) Dex 12 (+7) Wis 14 (+8)	
Con 20 (+11) Int 10 (+6) Cha 13 (+7)	
Equipment scale armor, heavy shield, battleaxe	

Ice Troll	Level 12 Brute
Large natural humanoid	XP 700
Initiative +15 Senses Perception +14; Icewalk	
HP 140; Bloodied 70; see also <i>troll healing</i>	
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)	
AC 24; Fortitude 25, Reflex 24, Will 23	
Speed 8	
⬇ Claw (standard; at-will)	
Reach 2; +13 vs. AC; 3d6+5 damage; see also <i>frenzied strike</i> .	
⬇ Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will)	
The troll makes a claw attack.	
Troll Healing ♦ Healing	
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.	
Alignment Chaotic evil Languages Giant	
Skills Athletics +15, Endurance +14	
Str 22 (+12) Dex 16 (+9) Wis 14 (+8)	
Con 20 (+11) Int 5 (+3) Cha 10 (+6)	

Polar Bear	Level 11 Elite Brute
Large natural beast	XP 1,200
Initiative +8 Senses Perception +9	
HP 276; Bloodied 138	
AC 25; Fortitude 25, Reflex 22, Will 23	
Resist 10 Cold	
Saving Throws +2	
Speed 8	
Action Points 1	
⬇ Claw (standard; at-will)	
Reach 2; +15 vs. AC; 2d8 + 6 damage.	
⬇ Maul (standard; at-will)	
The polar bear makes two claw attacks. If both claw attacks hit the same target, the polar bear makes a secondary attack against the target. <i>Secondary Attack</i> : +13 vs. AC; the target is grabbed (until escape).	
⬇ Ursine Crush (standard; at-will)	
The polar bear deals 4d8 + 6 damage to a grabbed creature (no attack roll required).	
Alignment Unaligned Languages —	
Str 23 (+11) Dex 16 (+8) Wis 18 (+9)	
Con 18 (+9) Int 2 (+1) Cha 16 (+8)	

Yeti	Level 12 Brute
Large natural beast	XP 700
Initiative +15 Senses Perception +9	
HP 140; Bloodied 70	
AC 24; Fortitude 25, Reflex 24, Will 23	
Immune Cold	
Speed 8	
⬇ Slam (standard; at-will)	
Reach 2; +15 vs. AC; 2d8 + 6 damage.	
↘ Snowball (standard; at-will)	
Range 15/20; +15 vs. AC; 3d6+5 damage. On a hit, the target is pushed 2 squares and knocked prone.	
Alignment Unaligned Languages —	
Str 25 (+13) Dex 16 (+9) Wis 16 (+9)	
Con 20 (+11) Int 9 (+5) Cha 16 (+9)	

Arctic Bat	Level 10 Skirmisher
Medium elemental beast (cold)	XP 500
Initiative +15 Senses Perception +12	
HP 116; Bloodied 58	
AC 24; Fortitude 22, Reflex 23, Will 21	
Resist 10 cold	
Speed 2 (clumsy), fly 8; see also <i>frost dive</i>	
⬇ Frost Touch (standard; at-will) ♦ Cold	
+13 vs. Reflex; 1d8+5 cold damage, and ongoing 5 cold damage (save ends).	
⬇ Frost Dive (standard; at-will) ♦ Cold	
The arctic bat shifts up to 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The arctic bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.	
Alignment Unaligned Languages —	
Str 8 (+4) Dex 20 (+10) Wis 12 (+6)	
Con 16 (+8) Int 9 (+4) Cha 7 (+3)	

Carthis	Level 12 Solo Brute
Large natural magical beast (white dragon) XP 3,500	
Initiative +15 Senses Perception +15; darkvision	
HP 700; Bloodied 350; see also <i>bloodied breath</i>	
AC 26; Fortitude 26, Reflex 26, Will 24	
Resist 20 cold	
Saving Throws +5	
Speed 7 (ice walk), fl y 7 (hover), overland flight 10	
Action Points 2	
⊕ Bite (standard; at-will) ♦ Cold	
Reach 2; +15 vs. AC; 1d8 + 5 plus 1d10 cold damage (plus an extra 1d10 cold damage on a successful opportunity attack).	
⊕ Claw (standard; at-will)	
Reach 2; +15 vs. AC; 1d8 + 5 damage.	
⊕ Dragon's Fury (standard; at-will)	
The dragon makes two claw attacks. If the dragon hits a single target with both claws, it makes a bite attack against the same target.	
↔ Breath Weapon (standard; recharge ☐☐☐☐☐☐) ♦ Cold	
Close blast 5; +13 vs. Reflex; 4d6 + 6 cold damage, and the target is slowed and weakened (save ends both).	
↔ Bloodied Breath (free, when first bloodied; encounter)	
♦ Cold	
The dragon's breath weapon recharges, and the dragon uses it immediately.	
↔ Frightful Presence (standard; encounter) ♦ Fear	
Close burst 5; targets enemies; +13 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect</i> : The target takes a -2 penalty to attack rolls (save ends).	
Alignment Evil Languages Draconic	
Skills Athletics +19	
Str 22 (+12) Dex 15 (+8) Wis 15 (+8)	
Con 24 (+13) Int 15 (+8) Cha 11 (+6)	

Frostbite Spider	Level 10 Brute
Large natural beast (spider) XP 500	
Initiative +9 Senses Perception +7; tremorsense 10	
HP 130; Bloodied 65	
AC 22; Fortitude 21, Reflex 20, Will 18	
Resist 10 cold	
Speed 6, climb 6 (spider climb)	
⊕ Claw (standard; at-will) ♦ Cold	
+13 vs. AC; 1d8 + 5 damage, and the target takes ongoing 5 cold damage and is weakened (save ends both).	
⊕ Double Attack (standard; at-will) ♦ Cold	
The blade spider makes two claw attacks.	
❄ Frozen Web (standard; at-will) ♦ Cold	
Area burst 3 within 10; thin strands of white webbing cover enemies within the burst; +11 vs. Reflex; targets caught in the web are considered grabbed. <i>Aftereffect</i> : the targets are slowed (save ends). The area of the Frozen Web burst is treated as difficult terrain to all creatures except the Frostbite Spider.	
Alignment Unaligned Languages —	
Skills Stealth +14	
Str 20 (+10) Dex 18 (+9) Wis 15 (+7)	
Con 20 (+10) Int 1 (+0) Cha 10 (+5)	