



FANTASTIC LOCATIONS™

THE FROSTFELL RIFT™



RIFT™

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FANTASTIC LOCATIONS™ THE FROSTFELL RIFT™

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INTRODUCTION

The Frostfell is an unforgiving land where cold and terrain can kill as swiftly as the predators that stalk in the desolation. Few sane people would ever dare enter the place. But hidden within the endless ice are mysteries and challenges that draw the adventurous nonetheless.

This 16-page booklet presents several encounters that can add a little Frostfell to your DUNGEONS & DRAGONS® game. While the encounters vary in Encounter Level from 4 to 18, and they function fine individually, you can link them with a story described in the Adventure Background.

To play the encounters properly, you (as the Dungeon Master) need the *Player's Handbook* (PH) and *Dungeon Master's Guide* (DMG)—the latter especially for the severe cold rules (DMG 302). While *Monster Manual* (MM), *Monster Manual II*, *Monster Manual III*, *Monster Manual IV*, and *Frostburn* are helpful resources, *Fantastic Locations: The Frostfell Rift* includes complete statistics for all monsters in the encounters. Encounters draw material from other supplements as noted. D&D® miniatures can enhance play involving the battle maps.

USING THE BATTLE MAPS

Fantastic Locations: The Frostfell Rift includes four miniatures-scale maps that provide exciting battlegrounds for RPG encounters and miniatures skirmishes. These maps allow for dynamic and challenging encounters, encouraging you and your players to make important tactical decisions while combat is underway.

For the Roleplaying Game: *Fantastic Locations* battle maps don't depict your average dungeon complex. The maps aren't meant to represent an entire adventure either. Instead, they provide interesting locations for key scenes and important battles. It takes a lot of effort on your part to design a complex encounter, but here the work is done for you. The monster tactics take advantage of the terrain, ensuring that the battles range over large sections of the map.

Small reproductions of the maps, which have tags to help you run the encounters, are printed on the inside covers of this booklet. For obvious reasons, your players should not be allowed to view these small maps.

Some of the labels on the battle maps are intended for the D&D Miniatures Game only. These include areas marked Start Area, Exit, and Victory Area. Tags for the roleplaying game encounters have been deliberately left off of the battle maps, where they would interfere with the maps' usability in miniatures play and other roleplaying scenarios.

REUSING THE MAPS

All the encounters described in this booklet unfold on the miniatures-scale battle maps included in this product. Although the maps in each *Fantastic Locations* product emphasize specific terrain elements that allow for more exciting and compelling battles, they are quite versatile, and we encourage you to use them more

For Skirmish Play: The maps in this product are carefully designed for fast and exciting miniatures play. You can use these maps for any D&D Miniatures Game battles. Refer to page 16 for specifics on using these maps with official D&D miniatures.

ADVENTURE BACKGROUND

The Skyfrost Mountains are a line of towering peaks enshrouded in perpetual winter. Only in the mountains' lowest valleys do the seasons change, and only in those valleys does civilization have any foothold. In and above one such lowland, forgotten evil is awakening and gathering again. The place is the Skaraj Vale.

An ancient shrine to Erythnul, deity of slaughter, is located within the Caves of Chaos on the northern end of the vale. Once ruled by Ulgundra, a marilith, the cult of Erythnul spread its influence and its baleful magic far and wide from this shrine. But Ulgundra disappeared hundreds of years ago. Without her, the chaotic forces she commanded became sloppy, eventually drawing the attention of heroes from the south. These heroes ascended the vale and attacked the cult, scattering it to the four winds.

Recently, however, goblinoid champions of the Many, as Erythnul is known, have returned to the Caves of Chaos. Their worship has empowered magic and monsters that were long dormant. Though they can do little damage so far from civilization, the results of their efforts could eventually spread to the heavily populated realms of the south.

Perhaps to learn the history of a heroic relative that fought Erythnul's cult or for some other bit of obscure knowledge, the PCs come to the Black Library. Founded centuries ago by an order of scholarly monks and known to contain numerous tomes of esoteric lore, the library sits in the vale's southern end. However, the characters aren't the only ones interested in the works housed in the stacks...

CONTINUING STORY

Sidebar entitled "Continuing Story" tell how the events detailed in each encounter fit into the adventure background. Since the Encounter levels vary, the battle with Erythnul's cult can be a running theme in your campaign. Further, the statistics provided in this booklet can be used to help create other encounters centered on Erythnul's burgeoning cult. An example of how you might expand an encounter area is detailed in the Hunter's Hunted encounter on page 6.

than once. Given the structure of the story and encounters in *Fantastic Locations: The Frostfell Rift*, the PCs have a reason to visit each site in this booklet at least twice.

Check the Wizards of the Coast website, RPGA adventures, and the pages of *Dungeon*® magazine for variant encounters using the *Fantastic Locations* maps.

BOOK BURNING

Encounter Level 4

SETUP

This encounter takes place on the Black Library map. Refer to the red encounter tags shown on the reproduction of that battle map on the inside front cover.

The players must place their miniatures within 2 squares of the door marked PC but not beyond an interior wall. The goblins start on the squares marked G. Surviving librarians begin on the squares marked L. Don't place any of these NPCs until they're revealed during the combat.

The two librarians (male or female human expert 2; AC 10, 6 hp each, Fort +0, Ref +0, Will +3) are noncombatants. They run from goblins and try to stay out of the PCs' way.

When the PCs enter, read:

Books lie strewn about the floor. The coppery scent of blood is strong, and several bodies lie heaped against the walls. You hear the sound of movement, but it suddenly ceases as you enter.

4 CULT SNEAKS

CR 1

7 hp (1 HD) each:

Male or female goblin rogue 1

CE Small humanoid (goblinoid)

Init +3; Senses darkvision 60 ft.; Listen +5, Spot +5

Languages Goblin

AC 16, touch 14, flat-footed 13

Fort +1, Ref +5, Will +1

Speed 30 ft. (6 squares)

Melee short sword +4 (1d4/19–20)

Ranged mwk light crossbow +5 (1d6/19–20)

Base Atk +0; Grp –3

Atk Options sneak attack +1d6

Abilities Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 6

SQ trapfinding

Feats Weapon Finesse

Skills Balance +7, Hide +10, Knowledge (religion) +1,

Listen +5, Move Silently +10, Open Lock +7, Ride +7,

Search +4, Spot +5, Tumble +7

Possessions leather armor, short sword, masterwork light crossbow with 20 bolts, wooden symbol of Erythnul, thieves' tools, flint and steel

TACTICS

Downstairs, the goblins attack from behind or atop a bookcase. They team up to flank foes in the narrow aisles. Those upstairs snipe from near the railing.

FEATURES OF THE AREA

The area has the following features.

Ceilings: The ceilings in the library are 15 feet high. A fall from the upper story deals 2d6 points of damage.

Bookshelves: 5 feet thick; hardness 5 and 50 hp; Climb DC 5. These large wooden frames are loaded with books and stand 7 feet high. They provide cover to those behind them (+4 to AC, +2 on Reflex saves).

A bookshelf can be pushed over by someone who succeeds on a DC 20 Strength check, dealing 2d6 points of damage to creatures standing in the squares where it lands (DC 10 Reflex save for half). It fills those squares with light debris (see page 5 for details on light debris).

Curtains and Tapestries: Less than 1 inch thick; AC 3; hardness 0 and 1 hp per 5-foot section. Cloth does not block sound. A DC 15 Climb check is sufficient to climb a curtain (DC 10 for a tapestry), but it rips from its hangers if someone weighing more than 120 pounds climbs it. Curtains provide total concealment (50% miss chance) to those behind them. Tapestries provide concealment (20% miss chance).

Desks and Chairs: Squares occupied by desks or chairs cost 2 squares to enter. Desks provide cover for those crouching behind them. A creature can jump atop a desk, gaining a +1 bonus on melee attack rolls against those on the floor. Doing so is automatic for someone who takes a move action from a desk's square, or it can be done as part of a larger move action with a DC 24 Jump check (DC 12 with a 20-foot running start).

Wooden Railing: Hardness 5, 15 hp, break DC 18. Railings provide cover. They also grant a +2 circumstance bonus on the opposed Strength check to resist being bull rushed from the upper floor.

Stairs: Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.

CONCLUSION

When one goblin goes down, one of the remaining sneaks that is not engaged in melee retrieves flint and steel. That cultist then tries to start a fire. Each attempt to do so is a full-round action that provokes an attack of opportunity. However, each attempt has only a 50% chance to be successful.

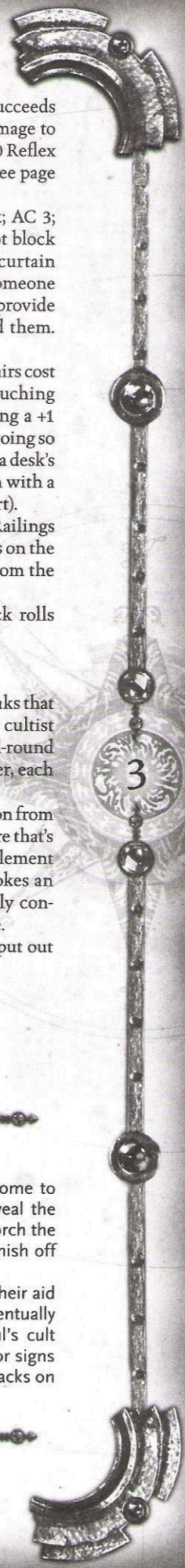
Once started, the fire spreads 1 square in each direction from its point of origin every other round. Putting out a square that's on fire takes 5 gallons of water or a smothering implement (such as a tapestry) and a full-round action that provokes an attack of opportunity. An uncontrolled fire eventually consumes everything besides the library's stone structure.

Award the PCs 100 experience points each if they put out or prevent a fire.

CONTINUING STORY

Several low-ranking members of Erythnul's cult have come to slay the librarians, steal several ancient tomes that reveal the cult's former presence in the Skyfrost Mountains, and torch the remainder. The PCs arrive just before the cultists can finish off the last of the librarians.

Edgan and Molira, the remaining librarians, promise their aid in the future. They can research the cult's history and eventually discover that a shrine once stood in the vale. Erythnul's cult doesn't yet know the PCs, but the cultists start to look for signs of further interference. If the sneaks failed, additional attacks on the library are certainly possible.



COLD SHADOW

Encounter Level 5

SETUP

This encounter takes place on the Hailstorm Tower map. Refer to the red encounter tags shown on the reproduction of that battle map on the inside front cover.

The players can place their miniatures anywhere within 2 squares of the square marked PC. Make a Hide check for the gargoyle at its higher bonus, and allow each PC a Spot check. Those who don't see the gargoyle are surprised. Place the gargoyle on the square marked G as it attacks the party from atop the broken tower.

This area is severely cold (DMG 302).

As the gargoyle attacks, read:

The silence is broken only by the ragged sound of your breathing, the still air marked only by your frosty breath. A breeze from above you, close to the nearby tower, is the only warning you have of sudden attack!

SHADOW* GARGOYLE

CR 5

51 hp (6 HD); DR 10/ magic;

CE Medium monstrous humanoid (earth, extraplanar)

*Template described in *Lords of Madness*

Init +2; Senses darkvision 60 ft., low-light vision; Listen +4,

Spot +5

Languages Common, Terran

AC 16, touch 12, flat-footed 14

Resist cold 11, evasion

Fort +6, Ref +7, Will +5

Speed 60 ft. (12 squares), fly 90 ft. (average)

Melee 2 claws +8 each (1d4+2) and

bite +6 (1d6+1) and

gore +6 (1d6+1)

Base Atk +6; Grp +8

Atk Options Improved Bull Rush, Power Attack

Abilities Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7

SQ freeze, shadow blend

Feats Improved Bull Rush, Multiattack, Power Attack

Skills Hide +8 (+16 when against stone), Listen +4, Move

Silently +8, Spot +5

Freeze (Ex) A shadow gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is alive.

Shadow Blend (Su) A shadow gargoyle can disappear into shadows in any illumination other than full daylight, thereby gaining concealment.

TACTICS

The gargoyle dives downward as a charge and tries to bull rush a weak or Small PC off the nearby cliff. Including the bonuses from Improved Bull Rush and the charge, the gargoyle has a +8 bonus on the opposed Strength check. See PH 154 for the details of the bull rush special attack—due to Improved Bull Rush, the gargoyle doesn't provoke an attack of opportunity from its target.

If the tactic succeeds, the gargoyle then focuses on the isolated PC. If it fails its bull rush attempt, the gargoyle uses the caves to gain the advantage of its shadow blend ability. It likes to isolate its enemies and target climbing PCs.

FEATURES OF THE AREA

The area has the following features.

Steep Slopes: It takes 2 squares of movement to ascend each square. Creatures running or charging downhill must succeed on a DC 10 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone at the end of that movement. The DC of Tumble checks increases by 2. Creatures gain a +1 bonus on melee attack rolls against foes below them on the slope.

Cliffs: 20-foot drop (2d6 points of damage from a fall), Climb DC 25 due to intermittent ice.

Protruding Rocks: 10- to 30-foot rise, Climb DC 25.

Tower Walls: Hewn stone; 3 feet thick; hardness 8, 540 hp, and break DC 50 per 10-foot section; Climb DC 25. If a tower wall is breached, the squares breached and all adjacent nonwall squares become heavy debris.

Ice: The tower is currently filled with solid ice; hardness 8, 80 hp, and break DC 60 per 10-foot section. Creatures cannot move into the tower and the sacred circle inside. However, when it's dark, the blue glow of the circle can be seen through the ice. Caves behind the tower are clear of ice.

Boulder: The boulder blocking the northern cave entrance has the same statistics as the hewn masonry of the tower walls. It leaves the same sort of debris if smashed.

The boulder can be pushed out of the way by someone who succeeds on a DC 30 Strength check. Up to three other characters can effectively assist in moving the massive stone.

Heavy Debris: It costs 2 squares of movement to enter a square with heavy debris. Heavy debris increases the DC of Balance and Tumble checks by 5, and it imposes a -2 penalty on Move Silently checks. Running or charging through heavy debris is impossible.

CONTINUING STORY

On the slopes of Mount Skaraj stands the imposing Hailstorm Tower, a 40-foot broken edifice containing only ice and some shallow caves. Brought here long ago as guardians of the tower and Erythnul's shrine, shadow gargoyles stalk the mountain and attack PCs in precarious positions. The gargoyle in this encounter is one of many.

UNSTABLE FOOTING

Encounter Level 7

SETUP

This encounter takes place on the Frostfell Rift map. Refer to the red encounter tags shown on the reproduction of that battle map on the inside back cover.

The players can place their miniatures on the bridge within 2 squares of the square marked PC. Whitespaw hordeling miniatures go on the squares marked W—make Hide checks for those in the chasm, placing them only after the PCs see them. When those two hordelings start to climb, they don't bother to make Move Silently checks. Place a marker representing the pilgrims' cart on the square marked C.

This area is severely cold (DMG 3o2).

When the PCs see the cart, read:

Two small reptilian creatures scurry over the cart ahead of you, their white snouts red with blood. Two more are near a frozen body to your right. They all hiss at your approach and tense for attack.

6 CORRUPT* WHITESPAWN HORDELINGS CR 2

17 hp (2 HD) each; fast healing 1:

CE Small monstrous humanoid (cold, dragonblood)

*Template described in *Book of Vile Darkness*

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

Languages Draconic

AC 16, touch 10, flat-footed 16

Immune acid, cold

Fort +4, Ref +2, Will +1

Weakness vulnerability to fire

Speed 40 ft. (8 squares)

Melee short sword +5 (1d4+2/19-20) and bite +3 (1d6+1 plus 1 vile) or

Melee short sword +3/+3 (1d4+2/19-20) and bite +3 (1d6+1 plus 1 vile)

Ranged dart +2 (1d3+2)

Base Atk +2; Grp +0

Special Actions breath weapon

Abilities Str 15, Dex 8, Con 18, Int 4, Wis 7, Cha 7

Feats Multiattack, Two-Weapon FightingB

Skills Balance +9, Climb +7, Hide +3, Jump +6, Listen -2, Spot -2

Possessions 2 short swords, 4 darts

Breath Weapon (Su) 30-ft. cone, once every 1d4 rounds, damage 1d6 cold, Reflex DC 19 half.

Vile Damage (Su) Can only be healed in the area of a consecrate or hallow spell.

TACTICS

The four hordelings on the same level as the PCs use their breath weapons to soften up the characters. Each hordeling uses its breath weapon whenever the opportunity arises.

The two hordelings in the chasm climb up (at quarter speed, PH 69) and attempt to trip PCs. If a character is tripped, the hordeling that made the trip can make a subsequent Strength check (DC 10 for Small targets, DC 15 for Medium) to drag that PC into the chasm. When the tactic works for the first time, the two climbing hordelings go back into the chasm and gang up on the fallen PC. If the tactic fails both times, the hordelings give up and clamber onto the bridge behind the characters.

The hordelings maneuver to gain tactically superior positions and to flank foes. Those already in advantageous locations, such as the top of the cart, remain in those positions to maintain the associated benefits.

FEATURES OF THE AREA

The area has the following features.

Ice Sheets: It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet. Failure means the character can still act but can't run or charge this round.

Chasm: 20 feet deep (2d6 points of damage from a fall), Climb DC 25.

Light Debris: Light debris increases the DC of Balance and Tumble checks by 2, and it imposes a -2 penalty on Move Silently checks. A DC 10 Balance check is required to run or charge across light debris. Failure means the character can still act but can't run or charge this round.

Ice Blocks: Hardness 8, 80 hp, and break DC 60 per 5-foot section; Climb DC 30. An ice block can provide cover.

Cart: The cart's square costs 2 squares to enter. The cart provides cover for those crouching behind it. A creature can jump atop the cart, gaining a +1 bonus on melee attack rolls against those on the ground. Doing so is automatic for someone who takes a move action from a cart's square, or it can be done as part of a larger move action with a DC 24 Jump check (DC 12 with a 20-foot running start).

CONTINUING STORY

Seeking a missing group of pilgrims who were bringing foreign writings to the Black Library, the PCs find their quarry too late in the depths of the Skyfrosts. Corrupted whitespaw hordelings feast on the missing. The hordelings were captured and held for years beneath Erythnul's shrine, where the unholy energies corrupted them. Members of the new cult turned them loose to harry travelers.

In and near the overturned cart are crates that hold tomes and goods intended for the Black Library, as well as food, the personal effects of the pilgrims, and a casket containing 100 gp. A thorough inspection of the boxes reveals that they also contain a valuable and ancient pair of tapestries (350 gp each), three divine scrolls (*call lightning*, *protection from energy*, and *remove blindness/deafness*), and a pair of *potions of owl's wisdom*. While the librarians claim the tapestries for the library, they gratefully give the PCs the money and the magic items as a reward for recovering the rest of the shipment.

HUNTER'S HUNTED

Encounter Level 8

SETUP

This encounter takes place on the Caves of Chaos map. Refer to the red encounter tags shown on the reproduction of that battle map on the inside back cover.

The players can place their miniatures anywhere on the side of the stream opposite the caves within 2 squares of the square marked PC. A space marked L indicates Labrys's starting location. Don't place him until the PCs have line of sight on him (the forested squares block line of sight). Make a Hide check for the dire lion, using the higher bonus, and allow each PC a Spot check at a -4 penalty due to the rain. Those who don't see the lion are surprised. When the lion attacks, place it inside the forest wherever it has the best line of attack within 1 square of the space marked D.

When the PCs pause to cross the stream, read:

Cold rain seeps into your clothes and blurs your view of the valley. Obviously runoff from the ice atop the surrounding peaks, the nearby stream is probably colder. Thankfully the flow is but a few feet wide, since crossing it is the only way to continue your exploration of the area.

The calmness of the scene is suddenly broken by a brief rustling of leaves. With startling swiftness, a massive lion hurtles through the air toward you!

DIRE LION

CR 5

60 hp (8 HD):

N Large animal

Init +2; **Senses** low-light vision, scent; Listen +5, Spot +5

AC 15, touch 11, flat-footed 13

Fort +9, **Ref** +8, **Will** +7

Speed 40 ft. (8 squares)

Melee 2 claws +13 each (1d6+7) and bite +7 (1d8+3)

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

Base Atk +6; **Grp** +17

Atk Options improved grab, pounce, rake 1d6+3

Abilities Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Feats Skill Focus (Hide), Stealthy, Weapon Focus (claw)

Skills Hide +7* (+11 in undergrowth), Jump +11, Listen +5, Move Silently +7, Spot +5

Improved Grab (Ex) To use this ability, a dire lion must hit an opponent of any size with a 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 rake.

Pounce (Ex) If the dire lion charges, it can make a full attack, including two rake attacks.

LABRYS

CR 7

71 hp (9 HD):

Male minotaur ranger 3

CE Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft., scent; Listen +8, Spot +8

Languages Common, Giant

AC 18, touch 9, flat-footed 18; natural cunning

Immune maze

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

Speed 40 ft. (8 squares)

Melee mwk orc double axe +14/+9 (2d6+6/×3) and

mwk orc double axe +14 (2d6+3/×3) and

gore +9 (1d8+3) or

Melee gore +14 (1d8+6)

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

Base Atk +9; **Grp** +19

Atk Options favored enemy humans +2, Improved Sunder, Power Attack, powerful charge

Combat Gear 3 *potions of cure moderate wounds*

Abilities Str 23, Dex 10, Con 17, Int 10, Wis 10, Cha 10

SQ natural cunning, wild empathy +3 (-1 magical beasts)

Feats EnduranceB, Exotic Weapon Proficiency (orc double axe), Improved Sunder, Power Attack, TrackB, Two-

Weapon FightingB, Weapon Focus (orc double axe)

Skills Climb +5, Handle Animal +4, Hide +0, Intimidate

+9, Jump +14, Listen +8, Move Silently +4, Search +5,

Spot +8, Survival +4

Possessions combat gear plus masterwork chain shirt, masterwork/masterwork orc double axe, *boots of striding and springing*, gold symbol of Erythnul (250 gp)

Natural Cunning (Ex) Labrys is immune to *maze* spells, and he cannot become lost and cannot be caught flat-footed.

Powerful Charge (Ex) If Labrys charges, he deals 4d6+9 points of damage with his gore attack.

TACTICS

The lion pounces, choosing a lightly armored target just beside the forest if possible. If necessary, it leaps as part of a charge to avoid being hindered by the terrain. It roars as it attacks, alerting Labrys to its location.

Labrys begins so deep in the undergrowth that he has no line of sight to the PCs, but he runs toward the sound of the lion's roar. Once he has a clear path, he charges the closest PC and gores that character. After that, he attacks either the largest character or an obvious spellcaster. He prefers to fight in the undergrowth, but he pursues if the PCs retreat away from the forest's edge.

If Labrys takes significant damage from a single PC's melee attacks, he attempts to sunder that character's weapon. Labrys and the PC make opposed attack rolls; Labrys has a +18 bonus against Medium PCs and a +22 bonus against Small PCs. If Labrys wins, he deals 2d6+9 points of damage to the targeted weapon (he's swinging one side of his double axe using two hands when he sunders). See PH 158 for the hardness and hit points of weapons. Each +1 enhancement bonus adds 2 to the weapon's hardness and 10 to its hit points. If a weapon is still intact after two sunder attempts, Labrys gives up on this tactic.

FEATURES OF THE AREA

The area has the following features.

Rain: The rain reduces visibility by half, resulting in a -4 penalty on Spot and Search checks. It automatically extinguishes unprotected flames, and it has a 50% chance of extinguishing protected flames (such as lanterns). Rain imposes a -4 penalty on ranged attack rolls.

Trees: Every square in the forested terrain contains a tree. A creature standing in the same square as a tree gains a $+2$ bonus to AC and a $+1$ bonus on Reflex saves. A typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree. Supposing they can reach, those in a tree gain a $+1$ bonus on melee attack rolls against those on the ground.

Light Undergrowth: Every square in the forested terrain contains light undergrowth. It costs 2 squares of movement to enter a square covered in light undergrowth, and the DC of Tumble checks increases by 2. Light undergrowth also imposes a -2 penalty on Move Silently checks. A creature that has a slashing weapon can clear a square of light undergrowth by taking a full-round action to do so.

Stream: It costs 2 squares of movement to enter the stream, and the DC of Balance and Tumble checks in stream squares increases by 2. The stream also imposes a -2 penalty on Move Silently checks.

Pool: It costs Medium or larger creatures 4 squares of movement to enter a square in the pool, or characters can swim if they wish. Small or smaller creatures must swim to move through a square in the pool.

The water in the pool provides cover for Medium or larger creatures. Smaller creatures gain improved cover ($+8$ bonus to AC, $+4$ bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures that gain improved cover from the pool take a -10 penalty on attacks against creatures that aren't also underwater.

Creatures take a -2 penalty on Move Silently checks while in the pool. Tumbling is impossible in the pool.

Heavy Debris: It costs 2 squares of movement to enter a square of heavy debris. Heavy debris increases the DC of Balance and Tumble checks by 5, and it imposes a -2 penalty on Move Silently checks. Running or charging through heavy debris is impossible.

Blood Rock: Any creature that threatens a critical hit while standing on a blood rock square automatically has that threat confirmed (no roll necessary).

Sacred Circle: Those standing even partly in the sacred circle receive a $+2$ bonus on attack rolls. Such a creature's attacks are considered magic for the purpose of overcoming damage reduction.

This circle of stones contains a Medium idol of Erythnul carved from blood rock. It radiates a strong evil aura if viewed using *detect evil*, and it radiates a strong magic aura if viewed using *detect magic* (DC 23 Spellcraft check to determine its transmutation). The statue has hardness 8 and 145 hp. If destroyed, the statue reassembles itself in 24 hours.

Sacrificial Pit: 40 feet deep (4d6 points of damage from a fall), Climb DC 25.

EXPLORING THE CAVES

While the Caves of Chaos don't feature prominently in this encounter, the PCs can explore them. The bulk of the cultists are elsewhere, seeking a ritual to bring their idol to life. You



can create a few encounters to populate the caves by using other statistics blocks in this book.

For example, the PCs meet Labrys near the cave entrance closest to the sacrificial pit. Maybe the pit area is home to four to eight corrupt whitespaw hordelings (EL 6 to 8). A berserker and two to four cult sneaks might be asleep in the chamber containing Exit A on the battle map, so they have to don their armor when they hear combat near the pit. Such an encounter still has an EL of 9, but the sneaks give the berserker a little more staying power.

If you're really feeling ambitious, you can create a priest for the cult. Such a character should have a Challenge Rating of 9 or higher, and a similar character could even replace one of the berserkers in the Stone and Blood encounter on page 12.

CONTINUING STORY

The PCs are deep in Skaraj Vale. Whether they're deliberately seeking Erythnul's cult or not, they've wandered too close to the Caves of Chaos. Guarding the area for the largely absent cultists are Labrys, a fanatical devotee of Erythnul, and his specially trained dire lion.

If the party slays Labrys and his lion, the cultists become enraged. Labrys was one of their favored members, and they spare no effort to learn who slew him. They eventually find out and send assassins after the PCs.

WEIRD SISTERS

Encounter Level 9

SETUP

This encounter takes place on the Black Library map. Refer to the green encounter tags shown on the reproduction of that battle map on the inside front cover.

From the beginning, the sisters Graul take every opportunity to keep the fight on their terms, entering the library posing as patrons. They are not only odd and obviously fey, but they are also friendly and beautiful, seemingly interested only in talking with the librarians and the PCs. As the Grauls peruse the stacks, the sisters subtly probe the characters and the librarians for information that might prove useful in the coming assault. They surreptitiously use *charm person* and *hypnotism* to ensure that the librarians interfere with the PCs' tactics at crucial moments and that at least one PC views them favorably. Secondly, Begeilia uses *suggestion* on a good-hearted PC (preferably a melee combatant) to make that PC place the safety of the librarians above dealing with attackers.

When the situation is satisfactorily massaged, the sisters leave the library and prepare for combat. Begeilia uses *walk unseen*, *entropic warding*, and *protection from law*. Allura uses her scroll of *bull's strength* and casts *invisibility*, *protection from good*, and *protection from law*. They then reenter the building through windows in the upper story.

As the fight begins, allow the players to place their miniatures wherever they like within the Black Library. Place miniatures representing the librarians on the squares marked L. If any of the PCs can see invisible creatures, place miniatures representing Allura and Begeilia Graul on the squares marked A and B. If the PCs cannot see invisible creatures, keep track of the sisters' starting points and their movements, but do not reveal their locations until they become visible or the PCs otherwise manage to detect them.

The librarians (male or female human expert 2; AC 10, 6 hp each, Fort +0, Ref +0, Will +3) are noncombatants. They run from the Grauls and try to stay out of the PCs' way.

When the sisters Graul attack, read:

The peace of the library is suddenly shattered by the sound of breaking glass and a scream of terror from one of the librarians on the upper story!

ALLURA GRAUL

CR 7

36 hp (6 HD):

Female half-fey* human favored soul** 6

* Template described in *Fiend Folio*

** Class described in *Complete Divine*

CN Medium fey (human)

Init +1; Senses low-light vision; Listen +2, Spot +2

Languages Common, Sylvan

AC 19, touch 11, flat-footed 18; Dodge

Immune enchantment spells and effects

Resist fire 10

Fort +6, Ref +6, Will +7

Speed 30 ft. (6 squares), fly 60 ft. (good)

Melee mwk morning star +5 (1d8-1)



Ranged light crossbow +5 (1d8/19-20)

Base Atk +4; Grp +3

Combat Gear scroll of *bull's strength*

Spells Known (CL 6th):

3rd (4/day)—*cure serious wounds*, *inflict serious wounds* (+5 melee touch, DC 18), *searing light* (+5 ranged touch)

2nd (6/day)—*cure moderate wounds*, *death knell* (DC 17), *inflict moderate wounds* (+5 melee touch, DC 17), *invisibility*

1st (8/day)—*cure light wounds*, *disguise self*, *doom* (DC 16), *inflict light wounds* (+5 melee touch, DC 16), *protection from good*

0 (6/day)—*cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *inflict minor wounds* (+5 melee touch, DC 15), *light*, *resistance*

Spell-Like Abilities (CL 6th):

At will—*charm person* (DC 16)

3/day—*detect law*, *protection from law*

1/day—*enthrall* (DC 16), *faerie fire*, *hypnotism* (DC 16), *suggestion* (DC 17)

Abilities Str 8, Dex 12, Con 12, Int 13, Wis 14, Cha 20

Feats Brew Potion, Combat Casting, Dodge, Weapon

Finesse, Weapon Focus (morning star)^B

Skills Concentration +10 (+14 casting defensively), Craft (alchemy) +8, Diplomacy +8, Knowledge (arcana) +6, Listen +2, Sense Motive +9, Spellcraft +8, Spot +2

Possessions combat gear plus +1 *elven chain*, masterwork heavy steel shield, masterwork morning star, light crossbow with 20 bolts

BEGELIA GRAUL

CR 7

29 hp (6 HD); DR 1/cold iron;

Female half-fey human warlock* 6

* Class described in *Complete Arcane*

CN Medium fey (human)

Init +4; Senses low-light vision; Listen +0, Spot +0

Languages Common, Sylvan

AC 19, touch 14, flat-footed 15; Dodge

Miss Chance 20% (ranged attacks only)

Immune enchantment spells and effects

Fort +3, Ref +6, Will +5

Speed 30 ft. (6 squares), fly 60 ft. (good)

Melee mwk heavy mace +5 (1d8)

Ranged *eldritch blast* +9 ranged touch (3d6)

Base Atk +4; Grp +4

Atk Options Point Blank Shot, Precise Shot

Combat Gear 2 *potions of cure moderate wounds*, 2 scrolls of *major image*

Invocations Known (CL 6th):

Lesser (at will)—*walk unseen* (invisibility, self only)

Least (at will)—*entropic warding* (as *entropic shield* plus *pass without trace*; cannot be tracked by scent but can be detected), *eldritch spear* (*eldritch blast* range 250 feet)**, *sickening blast* (creatures struck with *eldritch blast* must succeed on a DC 17 Fort save or be sickened for 1 minute)***

** Blast shape invocation

*** Eldritch essence invocation

Spell-Like Abilities (CL 6th):

At will—*charm person* (DC 14)

3/day—*detect law*, *protection from law*

1/day—*sleep* (DC 14), *glitterdust* (DC 15), *hypnotism* (DC 14), *Tasha's hideous laughter* (DC 15)

Abilities Str 10, Dex 18, Con 12, Int 13, Wis 10, Cha 16

SQ deceive item

Feats Dodge, Point Blank Shot, Precise Shot, Weapon Focus (*eldritch blast*)

Skills Bluff +8, Concentration +10, Diplomacy +5, Intimidate +8, Knowledge (arcana) +6, Listen +0, Spellcraft +8 (+10 to decipher scrolls), Spot +0, Use Magic Device +12 (+14 with scrolls)

Possessions combat gear plus +2 *studded leather armor*, masterwork heavy mace

Deceive Item (Ex) Begeilia can take 10 on Use Magic Device checks even if distracted or threatened.

TACTICS

Begeilia's primary tactic is to move invisibly behind cover, snipe once or twice, and then disappear again. She uses bookcases, railings, and any other available cover for her purposes. Flying level to level, she might even flit outside to aim her *eldritch blast* through windows. She uses her scrolls of *major image* and *Tasha's hideous laughter* spell-like ability to distract or foil pursuers, or those who try to tie her up in melee.

Allura casts *doom* on a strong fighter. She also uses *searing light* to snipe with the same tactics as her sister, but she's not afraid of melee combat. When possible, she prefers *inflict* spells to using her mace, but she keeps some healing spells in reserve. She casts *death knell* on the first PC that becomes vulnerable to that spell.

The Graul sisters plan to kill everyone, but they don't take out any librarians until the PCs are down. During the fight,

they maneuver to endanger the librarians, and they gladly use the innocents to confound PC actions or cover an escape. They flee if they both are reduced to 5 hp or fewer. If one sister falls, the other flees when she has 10 hp or fewer.

CONCLUSION

The characters might have to save librarians. Grant each PC 100 bonus experience points for each librarian alive at the end of combat.

FEATURES OF THE AREA

The area has the following features.

Ceilings: The ceilings in the library are 15 feet high. A fall from the upper story deals 2d6 points of damage.

Bookshelves: 5 feet thick; hardness 5 and 50 hp; Climb DC 5. These large wooden frames are loaded with books and stand 7 feet high. They provide cover to those behind them (+4 to AC, +2 on Reflex saves).

A bookshelf can be pushed over by someone who succeeds on a DC 20 Strength check, dealing 2d6 points of damage to creatures standing in the squares where it lands (DC 10 Reflex save for half). It fills those squares with light debris.

Light debris increases the DC of Balance and Tumble checks by 2, and it imposes a -2 penalty on Move Silently checks. A DC 10 Balance check is required to run or charge across light debris. Failure means the character can still act but can't run or charge this round.

Curtains and Tapestries: Less than 1 inch thick; AC 3; hardness 0 and 1 hp per 5-foot section. Cloth does not block sound. A DC 15 Climb check is sufficient to climb a curtain (DC 10 for a tapestry), but it rips from its hangers if someone weighing more than 120 pounds climbs it. Curtains provide total concealment (50% miss chance) to those behind them. Tapestries provide concealment (20% miss chance).

Desks and Chairs: Squares occupied by desks or chairs cost 2 squares to enter. Desks provide cover for those crouching behind them. A creature can jump atop a desk, gaining a +1 bonus on melee attack rolls against those on the floor. Doing so is automatic for someone who takes a move action from a desk's square, or it can be done as part of a larger move action with a DC 24 Jump check (DC 12 with a 20-foot running start).

Wooden Railing: Hardness 5, 15 hp, break DC 18. Railings provide cover. They also grant a +2 circumstance bonus on the opposed Strength check to resist being bull rushed from the upper floor.

Stairs: Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.

Windows: Hardness 1 and 1 hp. The sills provide cover against ranged attacks from the opposite side of the window.

CONTINUING STORY

Erythnul's cultists are fed up with the party's interference. They dispatch the sisters Graul, strange but effective assassins, to eliminate the PCs and the librarians.

After the attack, the characters have reason to find out who's after them and why. The PCs certainly meet the sisters again if the Grauls manage to escape. If only one sister survived, she makes it her life's mission to see the characters dead.

DEAD OF WINTER

Encounter Level 12

SETUP

This encounter takes place on the Hailstorm Tower map. Refer to the green encounter tags shown on the reproduction of that battle map on the inside front cover.

The players can place their miniatures anywhere within 3 squares of the square marked PC. Make a Hide check for each icegaunt, including Maelik, using the bonus for icy areas. Allow each PC a Spot check. Those who don't see the icegaunts are surprised—don't place the miniature representing an icegaunt until a PC sees the creature or it attacks. Maelik stands atop the rocks in the square marked M. Place each other icegaunt on one of the squares marked I.

Maelik flies over the area regularly in the form of a raven, and he spotted the PCs' approach. Therefore, the icegaunts are prepared for the party, and they've cast the spells indicated in their statistics blocks. Each of those spells (besides *ivory flesh*) has a duration of 10 minutes per level, and *ice skate* (Frostburn 100) provides the ice movement the icegaunts now enjoy. *Ivory flesh* has a duration of 1 hour per level, and it provides a bonus on Hide checks in ice and snow.

This area is severely cold (DMG 302).

When the icegaunts attack, read:

The snow crunches under your feet. A blinding flash of lightning punctuates a sudden movement of shadows! You're under attack!

MAELIK

106 hp (15 HD); DR 10/magic:

Male icegaunt druid 5

NE Medium undead (cold)

Init +2; Senses darkvision 60 ft.; Listen +7, Spot +12

Languages Common

AC 26, touch 12, flat-footed 24

Immune ability damage to physical ability scores, ability drain, cold, critical hits, death effects, disease, energy drain, exhaustion and fatigue, Fort save effects that don't affect objects, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stunning

Resist +4 against spell-like abilities of fey, fire 10

Fort +6, **Ref** +7, **Will** +16

Weakness vulnerability to fire

Speed 30 ft. (6 squares), 90 ft. (18 squares) on icy surfaces and inclines; woodland stride

Melee slam +12 (1d6+6 plus 1d6 cold plus Constitution drain)

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

Atk Options Cleave, Power Attack

Special Actions wild shape 3/day (5 hours)

Druid Spells Prepared (CL 10th):

5th—*baleful polymorph* (2, DC 20), *insect plague*

4th—*air walk*[†], silent *call lightning* (DC 18), *ice storm* (2)

3rd—*call lightning* (DC 18), *meld into stone*, *quench* (2, DC 18)

2nd—*chill metal* (2, DC 17), *fog cloud*, *gust of wind*, *resist energy*[†]

1st—*charm animal* (DC 16), *faerie fire*, *ice skate*[†], *ivory flesh*[†], *jump*, *magic fang*

0—*create water* (2), *detect magic* (2), *guidance*, *resistance*[†] already cast (included in statistics)

Abilities Str 18, Dex 14, Con —, Int 10, Wis 20, Cha 16

SA create spawn

SQ trackless step, wild empathy +8 (+4 magical beasts)

Feats Cleave, Improved Toughness, Lightning Reflexes, Power Attack, Silent Spell, Track

Skills Climb +12, Concentration +18, Hide +14 (+19 in ice or snow), Knowledge (nature) +12, Listen +7, Move Silently +14, Spot +12, Survival +15 (+17 aboveground natural environments)

Possessions +2 *leather armor*, +1 *heavy wooden shield*, *ring of climbing*, *druid's vestments*

Constitution Drain (Su) Living creatures hit by an icegaunt's slam attack take 1d4 points of Constitution drain (Fort DC 20 negates). On each successful drain, the icegaunt gains 5 temporary hit points for 1 hour.

Create Spawn (Su) Any humanoid slain by an icegaunt rises as an icegaunt on the next midnight. Spawn are under the command of the icegaunt that created them and remain enslaved until its death.

3 ICEGAUNTS*

CR 6

*Monster described in *Frostburn*
68 hp each (10 HD); DR 10/magic:

NE Medium undead (cold)

Init +0; Senses darkvision 60 ft.; Listen +2, Spot +9

Languages Common

AC 19, touch 10, flat-footed 19

Immune ability damage to physical ability scores, ability drain, cold, critical hits, death effects, disease, energy drain, exhaustion and fatigue, Fort save effects that don't affect objects, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stunning

Resist fire 10

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

Weakness vulnerability to fire

Speed 30 ft. (6 squares), 90 ft. (18 squares) on icy surfaces and inclines

Melee slam +10 (1d6+7 plus 1d6 cold plus Constitution drain)

Base Atk +5; **Grp** +10

Atk Options Cleave, Power Attack

Druid Spells Prepared (CL 5th):

3rd—*call lightning* (DC 15)

2nd—*chill metal* (DC 14), *fog cloud*, *resist energy*[†]

1st—*faerie fire*, *ice skate*[†], *ivory flesh*[†], *magic fang*

0—*create water* (2), *detect magic*, *guidance*, *resistance*[†] already cast (included in statistics)

Abilities Str 20, Dex 11, Con —, Int 11, Wis 14, Cha 12

SA create spawn

Feats Cleave, Power Attack, Silent Spell, Toughness

Skills Climb +8, Concentration +14, Hide +13 (+18 in ice or snow), Listen +2, Move Silently +13, Spot +9

Possessions leather armor

Constitution Drain (Su) See Maelik (Fort DC 16 negates).

Create Spawn (Su) See Maelik.



TACTICS

Maelik first casts his silent *call lightning*, as the read-aloud suggests. The rest of the icegaunts cast after he does, delaying if they must and opening with *call lightning*. Maelik follows up by casting *quench* on any fire creature or fiery implement the PCs have with them. As he does, some of the icegaunts then bring *chill metal* to bear on PCs wearing a lot of metal armor or using metal weapons. Those icegaunts that have no viable target for *chill metal* instead call forth a lightning bolt.

When an icegaunt is caught in melee, it casts *faerie fire* on its foe. One of its companions then casts *fog cloud* on that icegaunt's area to help it evade its attacker. While *faerie fire* doesn't help against total concealment, it does eliminate the concealment caused by *fog cloud*. Icegaunts caught in the fog cast *magic fang* on themselves. They then decide whether to call down lightning on or slam a nearby foe each round, based on what they perceive to be most advantageous. The icegaunts might handle a dangerous cleric, spellcaster, or archer the same way—covering that foe with *fog cloud*.

Maelik uses *air walk* to stay above the battle as long as he can. He quickly targets good clerics, or anyone else who seems to be able to turn undead, with *baleful polymorph*. Failing that, he uses *gust of wind* to blow that PC (or another dangerous foe) off a cliff. When another icegaunt casts *fog cloud*, Maelik supplements the cloud with *insect plague*. He also casts *ice storm* on the foggy areas that he knows contain the most PCs, but he tries to avoid harming his minions with the spell.

If the tide of battle turns against them, the icegaunts run away, using their prodigious speed to do so. Maelik lands to

do the same, keeping *air walk* up to deter pursuit as he leaps off cliffs or other similar obstacles. If worse comes to worst, Maelik casts *meld into stone* to escape the PCs, hoping they leave before the spell's duration expires.

CONCLUSION

In the tiny chamber within the tower's intact section are a gold-and-sapphire miniature of an undamaged Hailstorm Tower (1,000 gp, 5 pounds), three masterwork spears, and a +1 scimitar.

FEATURES OF THE AREA

The area has the following features.

Steep Slopes: It takes 2 squares of movement to ascend each square. Creatures running or charging downhill must succeed on a DC 10 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone at the end of that movement. The DC of Tumble checks increases by 2. Creatures gain a +1 bonus on melee attack rolls against foes below them on the slope.

Cliffs: 20-foot drop (2d6 points of damage from a fall), Climb DC 25 due to intermittent ice.

Protruding Rocks: 10- to 30-foot rise, Climb DC 25.

Tower Walls: Hewn stone; 3 feet thick; hardness 8, 540 hp, and break DC 50 per 10-foot section; Climb DC 25. If a tower wall is breached, the squares breached and all adjacent nonwall squares become heavy debris.

Heavy Debris: It costs 2 squares of movement to enter a square with heavy debris. Heavy debris increases the DC of Balance and Tumble checks by 5, and it imposes a -2 penalty on Move Silently checks. Running or charging through heavy debris is impossible.

Boulder: If the PCs want to move the boulder blocking the northern cave entrance, see page 4.

Sacred Circle: Those standing even partly in the sacred circle receive a +2 bonus on attack rolls. Such a creature's attacks are considered magic for the purpose of overcoming damage reduction.

Steep and Icy Stairs: Within the tower are ice-covered stairs that ascend to a small room (see Conclusion). It normally takes 2 squares of movement to ascend each square on steep stairs, but the ice on these stairs forces creatures to make DC 5 Balance checks to ascend or descend at half speed (DC 10 Balance check for full speed). Creatures running or charging down the stairs must succeed on a DC 15 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone and take 1d6 points of damage at the end of that movement. The DC of Tumble checks increases by 10. Creatures gain a +1 bonus on attack rolls when attacking foes below them on the stairs.

CONTINUING STORY

Expanding unholy energy permeating Mount Skaraj reanimated the remains of a druidic cabal within a hidden, intact chamber atop Hailstorm Tower. The undead used their magic to free the tower of ice (*thaw*, *Frostburn* 105), then began to wander the nearby region. Their heedless slaughtering of intelligent living creatures attracts the PCs' attention.

STONE AND BLOOD

Encounter Level 15

SETUP

This encounter takes place on the Caves of Chaos map. Refer to the green encounter tags shown on the reproduction of that battle map on the inside back cover.

The players can place their miniatures at either entrance marked PC. Place the bugbear miniatures in the squares marked B. If the PCs are trying to be stealthy, pit their Hide and Move Silently checks against the bugbears' Spot and Listen checks. Only the bugbears that are aware of the PCs can act during a surprise round (if any).

At the start of the round after the first combatant on either side has been injured, the statue of Erythnul doubles in size and animates (see The Golem Animates).

When the PCs can see the cultists, read:

The sound of guttural chanting echoes off the cave walls, creating a cacophony that grates on the ears, the mind, and the soul. At your approach, hulking cultists cease their dirge and turn away from the idol, bloodlust seething in their eyes.

6 CULT BERSERKERS (RAGING)

CR 9

114 hp each (10 HD); DR 1/—:

Male or female bugbear barbarian 7

CE Medium humanoid (goblinoid)

Init +3; Senses darkvision 60 ft., scent; Listen +12, Spot +4

Languages Common, Goblin

AC 20, touch 11, flat-footed 17; uncanny dodge, improved uncanny dodge

Fort +11, Ref +8, Will +8

Speed 40 ft. (8 squares)

Melee +1 falchion +18/+13 (2d4+11/15–20)

Ranged javelin +12 (1d6+7)

Base Atk +9; Grp +16

Atk Options Power Attack, rage 2/day (8 rounds)

Combat Gear 2 potions of cure serious wounds

Abilities Str 24, Dex 16, Con 20, Int 10, Wis 12, Cha 6

SQ trap sense +2

Feats Improved Critical (falchion), Iron Will, Power Attack, Weapon Focus (falchion)

Skills Climb +12, Intimidate +2, Jump +14, Listen +12, Spot +4, Survival +5

Possessions combat gear plus +1 chain shirt, +1 falchion, amulet of natural armor +1 (blood rock symbol of Erythnul), 3 javelins

When not raging, the cultists have the following changed statistics:

AC 22, touch 13, flat-footed 19

hp 94

Fort +9, Will +6

Melee +1 falchion +16/+11 (2d4+8/15–20)

Ranged javelin +12 (1d6+5)

Grp +14

Abilities Str 20, Con 16

Skills Climb +10, Jump +12, Knowledge (religion) +2, Move Silently +7

TACTICS

The bugbears rage at their first opportunity, and they spread out to avoid area effects. Berserkers charge PCs on the blood rock, heedless of attacks of opportunity, trying to bull rush their opponents off rock squares and claim the devastating benefits of that terrain for themselves. Other berserkers force the fight onto debris-strewn terrain, where *freedom of movement* gives them an advantage (see Unhallowed in the Features of the Area). All the bugbears flank whenever possible so they can take down individual opponents quickly.

Animated by the power of Erythnul, the golem recognizes the bugbears as allies and follows their orders. It takes advantage of reach, particularly focusing on foes in difficult terrain. It uses its *slow* ability at every opportunity, until all the PCs are under that ability's effect. If a foe proves especially dangerous to the bugbears, the golem might grapple that PC.

Once the golem animates, the berserkers use it for flanking and as mobile cover against ranged attacks. They can command it to teleport to the blood rock or to one of them (drawn to a blood rock symbol of Erythnul) for tactical purposes.

THE GOLEM ANIMATES

Roll initiative for the golem when it animates, and add it to the combat. Its tactics are described above.

The Large golem's miniature should be placed so that it has one part of the front of its base in the original square where the inanimate Medium statue stood. It should start out in unoccupied squares. If it can't do that, it pushes the occupants of squares it needs to fill out of those squares and into the nearest safe and adjacent squares. PCs so displaced can make attacks of opportunity against the golem, but other combatants don't provoke attacks of opportunity for their movement.

When the golem animates, read:

As falling blood touches the earth, a hot wind sweeps the cavern. With a crack as though the mountainside were splitting, the idol of Erythnul doubles in size. It turns its twisted face, which is shaped like the unholy union of a boar and a fiend, toward you. A grinding of stone on stone shakes your bones as the statue raises its crimson limbs and hurls itself into the battle. You can't help but wonder if its ponderous movements belie some ancient evil contained within its unforgiving stone.

BLOOD ROCK GOLEM OF ERYTHNUL

CR 13

145 hp (21 HD); DR 10/adamantine;

CE Large construct

Init +0; Senses darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages understands the cultists' orders

AC 27, touch 9, flat-footed 27

Immune ability damage and drain, critical hits, death effects, disease, energy drain, exhaustion and fatigue, Fort save effects that don't affect objects, magic, mind-affecting effects, necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning

Fort +7, Ref +7, Will +7

Weakness immunity to magic

Speed 20 ft. (4 squares)

Melee 2 slams +24 each (2d10+10/19–20)

Space 10 ft.; Reach 10 ft.

Base Atk +15; Grp +29

Atk Options fearsome critical

Special Actions blood to blood, slow

Abilities Str 30, Dex 10, Con —, Int —, Wis 11, Cha 1

SQ construct traits

Feats Improved Critical (slam)B

Skills Listen +0, Spot +0

Immunity to Magic (Ex) A blood rock golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted here. A *transmute rock to mud* spell slows the golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all its lost hit points. A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction, immunity to magic, fearsome critical, and blood to blood abilities for 1 round.

Fearsome Critical (Su) Because it is made of blood rock, a blood rock golem treats all critical threats as automatically confirmed (no second roll necessary).

Blood to Blood (Su) As the *dimension door* spell; at will; caster level 7th. The golem can only transport itself up to a range of 100 feet, and the arrival point must contain blood rock or be adjacent to a square that contains blood rock.

Slow (Su) As the *slow* spell; 1/2 rounds; free action; DC 20; caster level 7th. The effect has a range of 10 feet.

FEATURES OF THE AREA

The area has the following features.

Unhallowed: A 40-foot-radius *unhallow* effect that has a caster level of 20th is centered on the square marked U. This grants the bugbears and the golem a +2 deflection bonus to AC and a +2 resistance bonus on saves, both against good foes. It wards them against mind-control and similar effects. Non-evil summoned creatures cannot enter the area unless the effect fails to overcome their spell resistance. Finally, the spell has *freedom of movement* fixed to it, affecting only members of the cult and the golem. Because the fight might move beyond this area, the above modifications are not included in the monsters' statistics blocks.

Heavy Debris: It costs 2 squares of movement to enter a square of heavy debris. Heavy debris increases the DC of Balance and Tumble checks by 5, and it imposes a –2 penalty on Move Silently checks. Running or charging through heavy debris is impossible.

Blood Rock: Any creature that threatens a critical hit while standing on a blood rock square automatically has that threat confirmed (no roll necessary).

Sacred Circle: While the statue remains inanimate, those standing even partly in the sacred circle receive a +2 bonus on attack rolls. Such a creature's attacks are considered magic for the purpose of overcoming damage reduction.

Even if the PCs destroyed the idol in a previous encounter, this circle of stones contains a Medium idol of Erythnul carved from blood rock. Once the statue animates, the sacred circle becomes normal terrain.

Sacrificial Pit: 40 feet deep (4d6 points of damage from a fall), Climb DC 25.

Trees: Every square in the forested terrain contains a tree. A creature standing in the same square as a tree gains a +2 bonus to AC and a +1 bonus on Reflex saves. A typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree. Supposing they can reach, those in a tree gain a +1 bonus on melee attack rolls against those on the ground.

Light Undergrowth: Every square in the forested terrain contains light undergrowth. It costs 2 squares of movement to enter a square covered in light undergrowth, and the DC of Tumble checks increases by 2. Light undergrowth also imposes a –2 penalty on Move Silently checks. A creature that has a slashing weapon can clear a square of light undergrowth by taking a full-round action to do so.

Stream: It costs 2 squares of movement to enter the stream, and the DC of Balance and Tumble checks in stream squares increases by 2. The stream also imposes a –2 penalty on Move Silently checks.

Pool: It costs Medium or larger creatures 4 squares of movement to enter a square in the pool, or characters can swim if they wish. Small or smaller creatures must swim to move through a square in the pool.

The water in the pool provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures that gain improved cover from the pool take a –10 penalty on attacks against creatures that aren't also underwater.

Creatures take a –2 penalty on Move Silently checks while in the pool. Tumbling is impossible in the pool.

CONTINUING STORY

The time has finally come for the PCs to confront the heart of Erythnul's resurgent cult—a pack of vicious bugbears. With the destruction of the idol and the death of the bugbears, the characters break the back of the cult in the Skyfrost Mountains. While the Many's church thrives elsewhere, it fails to establish a toehold in the north.

The PCs can't rest easy, though. Erythnul's high priests receive omens informing them of the party's actions. No doubt the heroes must deal with agents of the Many in future adventures.

THE FROSTFELL RIFT

Encounter Level 17

SETUP

This encounter takes place on the Frostfell Rift map. Refer to the green encounter tags shown on the reproduction of that battle map on the inside back cover.

The players can place their miniatures within 2 squares of a square marked PC. When the Collector makes its appearance, place the ice devil miniature on the space marked C.

This area is severely cold (DMG 3o2).

When the characters enter the rift, read:

Frozen corpses and ice-encased bones form macabre stalactites and stalagmites here. Within a nearby ice block is a large, multi-armed figure that has a snakelike lower body. Another block contains an immense bat-winged form.

Before you can examine either further, an insectile fiend, its pale blue carapace gleaming, appears in the chasm. It hefts an enormous spear, and you hear whispers in the vaults of your mind.

"Excellent. Welcome, new acquisitions for my private hell."

THE COLLECTOR

CR 17

287 hp (23 HD); regeneration 5; DR 10/good:

Advanced ice devil (gelugon)

LE Large outsider (baatezu, evil, extraplanar, lawful)

Init +9; Senses darkvision 60 ft., see in darkness; Listen +31, Spot +31

Aura fear (10 ft.)

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 35, touch 17, flat-footed 30

Immune fire, poison

Resist acid 10, cold 10; SR 25

Fort +20, Ref +18, Will +19

Speed 40 ft. (8 squares)

Melee +2 *unholy spear* +32/+27/+22/+17 (2d6+12/19–20/x3 plus *slow* plus 2d6 against good-aligned foes) and

bite +27 (2d6+3) and

tail +27 (3d6+3 plus *slow*) or

Melee 2 claws +29 each (1d10+7) and

bite +27 (2d6+3) and

tail +27 (3d6+3 plus *slow*)

Space 10 ft.; Reach 10 ft.

Base Atk +23; Grp +34

Atk Options aligned strike, Cleave, Combat Reflexes, Power Attack

Special Actions *slow*, *summon baatezu*

Spell-Like Abilities (CL 23rd):

At will—*cone of cold* (DC 20), *fly*, *ice storm* (DC 19), *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19)

Abilities Str 24, Dex 21, Con 24, Int 22, Wis 22, Cha 20

Feats Cleave, Combat Reflexes, Improved Critical (spear), Improved Initiative, Improved Toughness, Multiattack, Power Attack, Weapon Focus (spear)

Skills Bluff +29, Climb +31, Concentration +31, Diplomacy +9, Disguise +5(+7 acting), Intimidate +31, Jump +35, Knowledge (arcana) +30, Knowledge (nature) +30, Knowledge (the planes) +30, Listen +31, Move Silently +30, Search +30, Sense Motive +30, Spellcraft +32 (+36 deciphering scrolls), Spot +31, Survival +6 (+8 on other planes, following tracks, and in aboveground natural environments), Use Magic Device +30(+32 scrolls)

Possessions +2 *unholy spear*, *ring of protection* +3, *staff of healing* (5 charges)

Regeneration (Ex) The Collector takes normal damage from good-aligned weapons, as well as from spells and effects with the good descriptor.

See in Darkness (Su) The Collector can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Fear Aura (Su) At the end of each of the Collector's turns, creatures within 10 feet of it must attempt DC 26 Will saves or be panicked for 10 rounds. A successful save negates the effect. A creature that successfully saves cannot be affected again by the Collector's aura for 24 hours. Other baatezu are immune to the aura.

Aligned Strike (Su) The Collector's natural attacks and any weapon it wields are considered lawful-aligned and evil-aligned for bypassing damage reduction.

Slow (Su) A hit from the Collector's tail or spear induces numbing cold. The opponent must succeed on a DC 28 Fortitude save or be affected as though by a slow spell for 1d6 rounds.

Summon Baatezu (Sp) 100% chance to summon 2d10 lemures or 1d6 bearded devils, 50% chance to summon 2d4 bone devils, or 20% chance to summon another ice devil; 1/day; caster level 23rd. This ability is the equivalent of a 4th-level spell.

TACTICS

The Collector teleports away when it becomes aware of the PCs descending into the rift. It then uses *unholy aura* and *fly* on itself, subsequently teleporting back as suggested by the read-aloud. It flies to avoid difficult terrain, and it makes frequent use of its fly speed and *teleport* for tactical advantage.

If the Collector is reduced to 130 hp or fewer, it wills the ice blocks to shatter (see The Blocks Shatter). It then teleports away, returning fully healed, thanks to its staff, 6 rounds later. If subsequently reduced to 40 hp or fewer, the Collector teleports away and does not reappear.

Ulgundra is furious at her long imprisonment, and she fights until she is slain. If the Collector reappears during her battle with the PCs, she attacks it. Regardless of whether the PCs help to defeat the gelugon, the marilith renews combat with them once the Collector falls.

FEATURES OF THE AREA

The area has the following features.

Ice Sheets: It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet. Failure means the character can still act but can't run or charge this round.

Chasm: 20 feet deep (2d6 points of damage from a fall), Climb DC 25.

Light Debris: Light debris increases the DC of Balance and Tumble checks by 2, and it imposes a -2 penalty on Move Silently checks. A DC 10 Balance check is required to run or charge across light debris. Failure means the character can still act but can't run or charge this round.

Ice Blocks: Hardness 8, 80 hp, and break DC 60 per 5-foot section; Climb DC 30. An ice block can provide cover. One block holds Ulgundra, the other a dead horned devil.

THE BLOCKS SHATTER

When the Collector wills the blocks to shatter, the marilith Ulgundra is freed from centuries of imprisonment and the horned devil's corpse slumps to the ground. Place the marilith miniature on the block marked U. She attacks immediately.

When the blocks shatter, read:

Sounds of cracking ice are drowned out by a shriek of inhuman rage. Standing among the steaming slivers is a towering feminine figure, its six arms and serpentine tail writhing in fury!

ULGUNDRA

CR 17

216 hp (16 HD); DR 10/good and cold iron:

CE Large outsider (chaotic, extraplanar, evil, tanar'ri)

Init +4; **Senses** darkvision, true seeing; Listen +31, Spot +31

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 33, touch 13, flat-footed 29

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 25

Fort +19, **Ref** +14, **Will** +14

Speed 40 ft. (8 squares)

Melee +1 longsword +26 (2d6+10/19–20) and 5 +1 longswords +26 each (2d6+5/19–20) and tail slap +22 (4d6+4) or

Melee 6 slams +24 each (1d8+9) and tail slap +22 (4d6+4)

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

Base Atk +16; **Grp** +29

Atk Options aligned strike, Combat Reflexes, constrict (4d6+13), improved grab, Power Attack

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 16th):

At will—*align weapon*, *blade barrier* (DC 23), *magic weapon*, *project image* (DC 24), *see invisibility*, *telekinesis* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 25)

Abilities Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24

Feats Combat Expertise, Combat Reflexes, Multiattack, Multi-weapon Fighting, Power Attack, Weapon Focus (longsword)



Skills Bluff +26, Concentration +28, Diplomacy +30, Disguise +7 (+9 acting), Hide +18, Intimidate +28, Listen +31, Move Silently +22, Search 23, Sense Motive +23, Spellcraft +23 (+25 to decipher scrolls), Spot +31, Survival +4 (+6 following tracks), Use Magic Device +26 (+28 scrolls)

Possessions masterwork chain shirt, six +1 longswords

True Seeing (Su) As the *true seeing* spell; continuous; caster level 16th.

Aligned Strike (Su) Ulgundra's natural attacks and any weapon she wields are considered chaotic-aligned and evil-aligned for bypassing damage reduction.

Constrict (Ex) Ulgundra deals 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter.

Improved Grab (Ex) To use this ability, Ulgundra must hit an opponent of any size with a tail slap attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Summon Tanar'ri (Sp) 50% chance to summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, or 20% chance to summon one glabrezu or another marilith; 1/day; caster level 16th. This ability is the equivalent of a 4th-level spell.

CONTINUING STORY

Even with Erythnul's cult defeated and Maelik's druids destroyed, disappearances continue with alarming frequency in the passes of the Skyfrosts. A librarian at the Black Library runs across an obscure reference to Ulgundra and her cult. It seems that the marilith took powerful cultists to face devils in the Frostfell Rift. She never returned.

When the PCs finally defeat the Collector, perhaps they've truly cleansed Mount Skaraj of evil. But what fell power allowed the gelugon to encase its defeated foes and deceased allies in ice? Obviously, more adventure waits in the Skyfrost Mountains...



Three of the battle maps in *Fantastic Locations: The Frostfell Rift*, in addition to their usefulness for the DUNGEONS & DRAGONS roleplaying game, were designed to allow exciting battles using the DUNGEONS & DRAGONS *Miniatures Game* skirmish rules. These are Caves of Chaos, Frostfell Rift, and Hailstorm Tower. Each of these three maps is legal for DCI-sanctioned D&D *Miniatures Game* tournament play. The following rules apply to skirmishes that take place on these maps.

IMPASSABLE TERRAIN

Areas bordered by a thick black line are considered impassable terrain. For example, the cliff faces on the Hailstorm Tower map and the ice prisons on the Frostfell Rift map are impassable terrain. Impassable terrain areas are treated as walls.

DIAGONAL WALLS

In some cases, the lines that denote impassable terrain cut the corner of a square. If the center of a square is open, then that square is open terrain even if a corner of that square is part of a wall. If the center of a square is impassable terrain, then that square is treated as a wall.

Some areas of impassable terrain, such as the cave walls of the Caves of Chaos map, have no outline, but they create diagonal walls. Marking where the wall would intersect with the squares of the grid are "+" symbols. When determining line of sight, use the "+" symbols as a reference for the location of the wall. Remember that diagonals always pass through the midpoint of a square's edge.

MOVING PAST DIAGONAL WALLS

A creature can move diagonally past an open corner of an otherwise impassable terrain square. An open corner is a corner created by the edge of a diagonal wall passing through the square.

CAVES OF CHAOS

The Caves of Chaos map has many types of terrain, including forest, blood rock, a sacred circle, a statue, and a pit. These terrain types are described in the *D&D Miniatures Game Advanced Rules* booklet, which is available online at www.wizards.com and in the latest Starter Set. The section of floor in the central cave entrance is covered in blood rock. The trees outside the caves are all forest. A statue stands in the center of the sacred circle in the central cave complex. The four squares in the center of player B's furthest victory area are pit squares.

The Caves of Chaos map makes significant use of diagonal walls. A Large creature is able to move through any of the cave corridors without squeezing.

Forest terrain makes up a portion of the Caves of Chaos map. The following forest rules update and supersede those found in previous *Fantastic Locations* products, as well as those in the *Advanced Rules* booklet.

FOREST

Forest squares are considered difficult terrain. Forest provides cover against ranged attacks. A creature in a forest square has cover against melee attacks unless the attacker is adjacent to a nonforest square in the target creature's space. (Remember that Melee Reach attacks count as ranged attacks for the purposes of all cover rules, including these.) Line of sight (but not line of effect) is blocked if the line touches a corner of a forest square or two edges of the same forest square. A creature can still trace line of sight to creatures and squares in its own space, as well as to adjacent creatures and squares.

FROSTFELL RIFT

Icy pillars stand in the midst of a deep chasm, and icy bridges span the gaps between them. The area between the top of the icy pillars and the cavern floor is a deep rift. That rift is treated as pit terrain, as described in the *D&D Miniatures Game Advanced Rules* booklet.

Two 2-square-by-2-square ice prisons are near the center of the map. Each prison appears to contain a fiendish creature. These ice prisons are considered impassable terrain.

The Frostfell Rift map also includes slippery terrain, a type of terrain that isn't defined in the *Advanced Rules* booklet.

SLIPPERY TERRAIN

Located in the center of the icy bridges is slippery terrain. When a creature's melee attack hits a smaller creature that is on slippery terrain, the attacker can push the smaller creature 1 square. This feature of slippery terrain doesn't stack with other push effects, such as Pushback.

HAILSTORM TOWER

The steep cliffs around the perilous approaches to the tower are impassable terrain, and they thusly block line of sight and line of effect. A boulder blocking one of the entrances into the mountain is simply treated as difficult terrain; it has no other effect on skirmish play. Arrow slits in the tower walls also have no effect on skirmish play. They're treated as part of the wall.

KING OF THE HILL VARIANT

Using the Hailstorm Tower map, one player chooses to setup miniatures inside the tower, while the other can use either of the start areas.

A creature that stands adjacent to the top edge of a cliff face can ignore that cliff face for purposes of line of sight and line of effect. A creature can be pushed off a cliff, and that creature takes 10 damage from falling to the cliff's bottom. Place the fallen creature in an open square at the base of the cliff from which it fell.

THE BLACK LIBRARY

- PC** PCs' Marker
- G** Cult Sneak Goblin
- L** Librarian
- A** Allura Graul
- B** Begeilia Graul
- L** Librarian



HAILSTORM TOWER

- PC** PCs' Marker
- G** Gargoyle
- PC** PCs' Marker
- I** Icequant
- M** Maelik



⚔ CAVES OF CHAOS ⚔

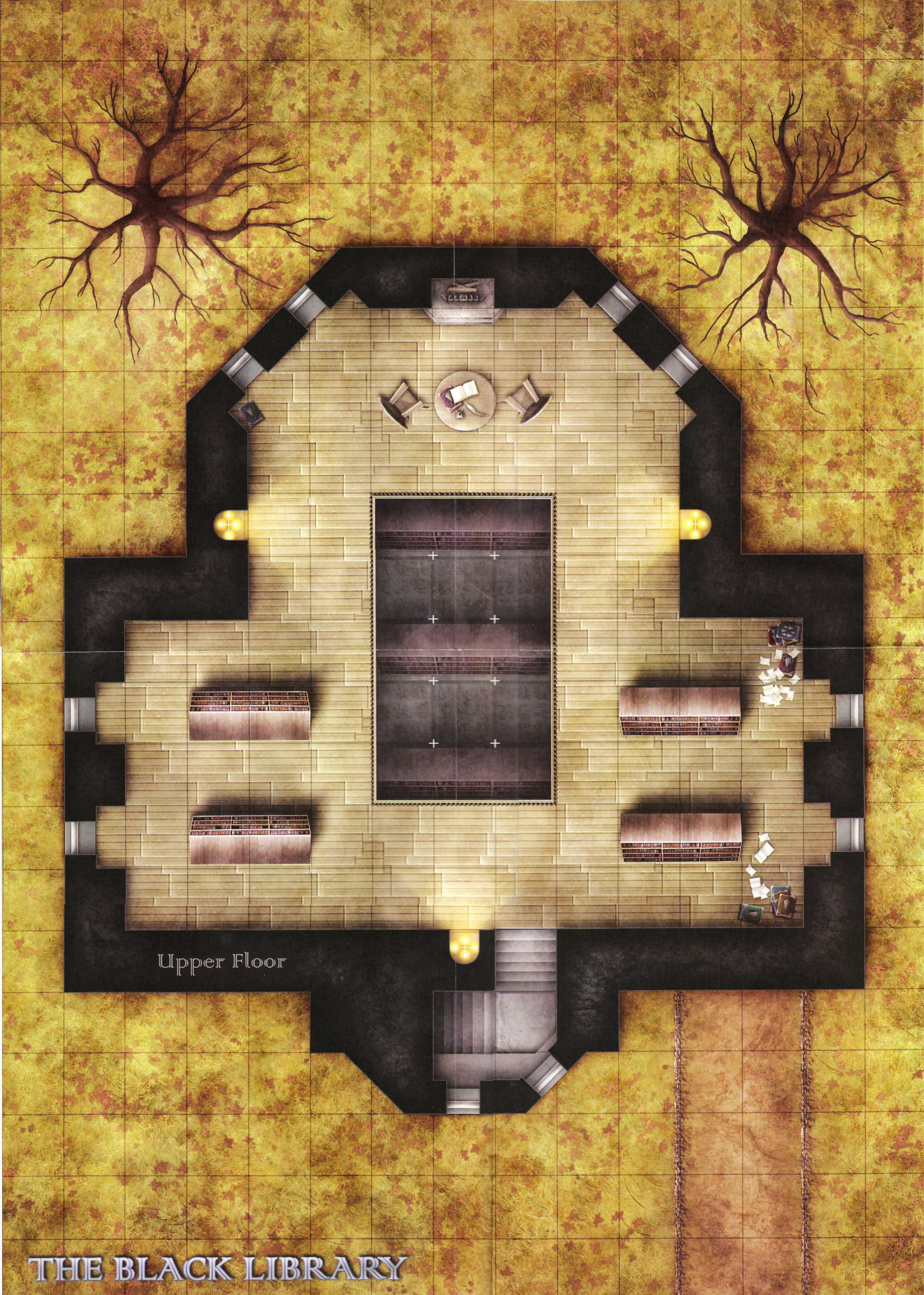


- PC PCs' Marker
- D Dire Lion
- L Labrys
- PC PCs' Marker
- B Cult Berserker Bugbear

⚔ FROSTFELL RIFT ⚔



- PC PCs' Marker
- C Cart
- W Whitespawm Hordeling
- PC PCs' Marker
- C The Collector
- U Ulgundra



Upper Floor

THE BLACK LIBRARY



Ground Floor



HAILSTORM TOWER

SIGNAL CIRCLE
MAGIC'S OF MORTAL DOMAINS



CAVES OF CHAOS

SACRED CIRCLE
(Lack +2 Magic Damage)

VICTORY AREA
B

Blood rock
(19-20 critical hit damage)

START AREA
A

START AREA
B

START AREA
A

START AREA
B

VICTORY AREA
B

START AREA
A

EXIT B

EXIT B

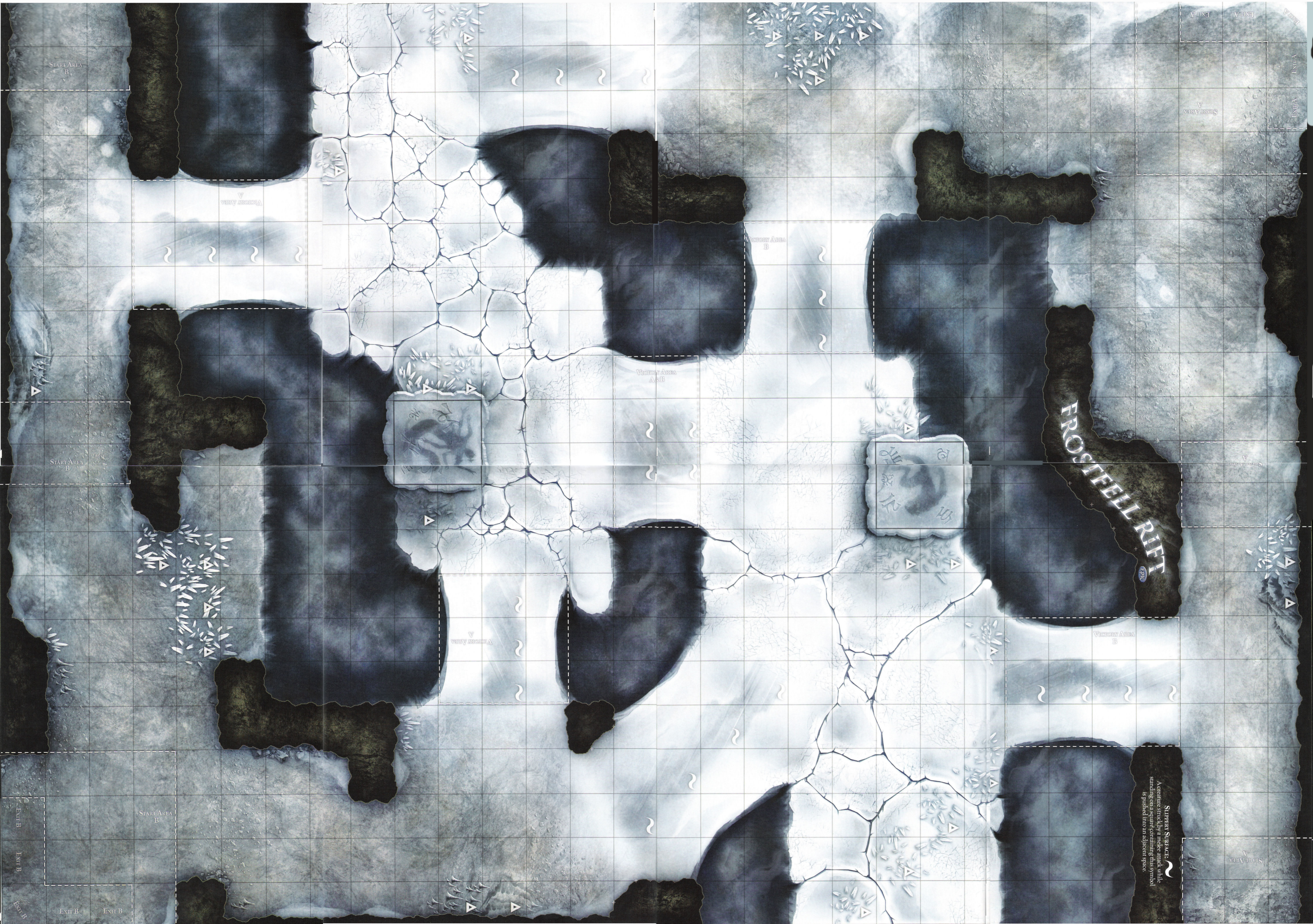
EXIT A

EXIT A

EXIT B

EXIT B

EXIT B



START AREA B

VICTORY AREA A

VICTORY AREA B

VICTORY AREA A&B

START AREA B

VICTORY AREA A

VICTORY AREA B

START AREA B

START AREA A

FROSTBELL RIFT

SLEEPY SURVIVE: A creature struck by a melee attack while standing on a square containing this symbol is pushed into an adjacent space.

EXIT B

EXIT B

EXIT B

EXIT A

EXIT A

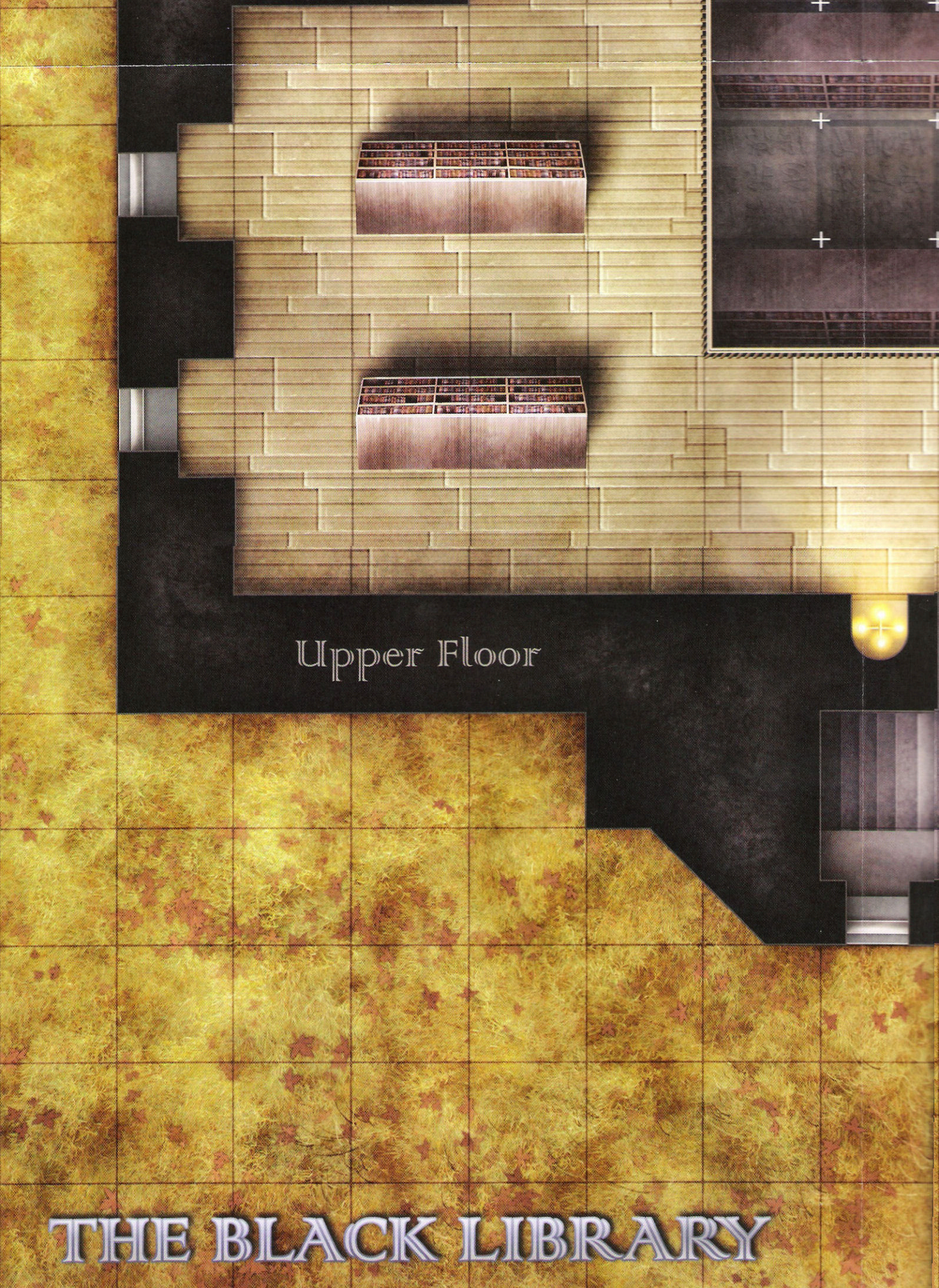
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EXIT A

EXIT A

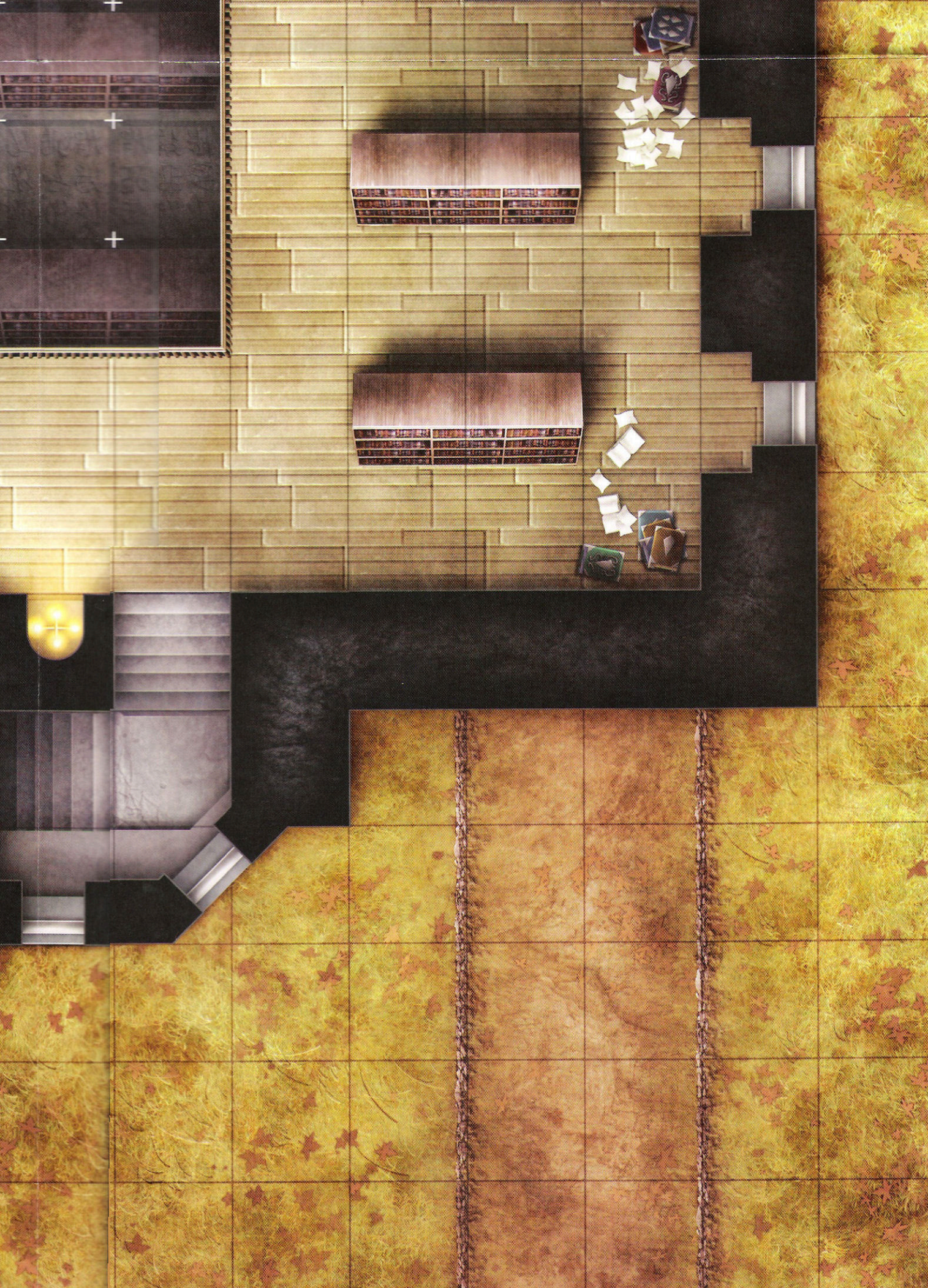


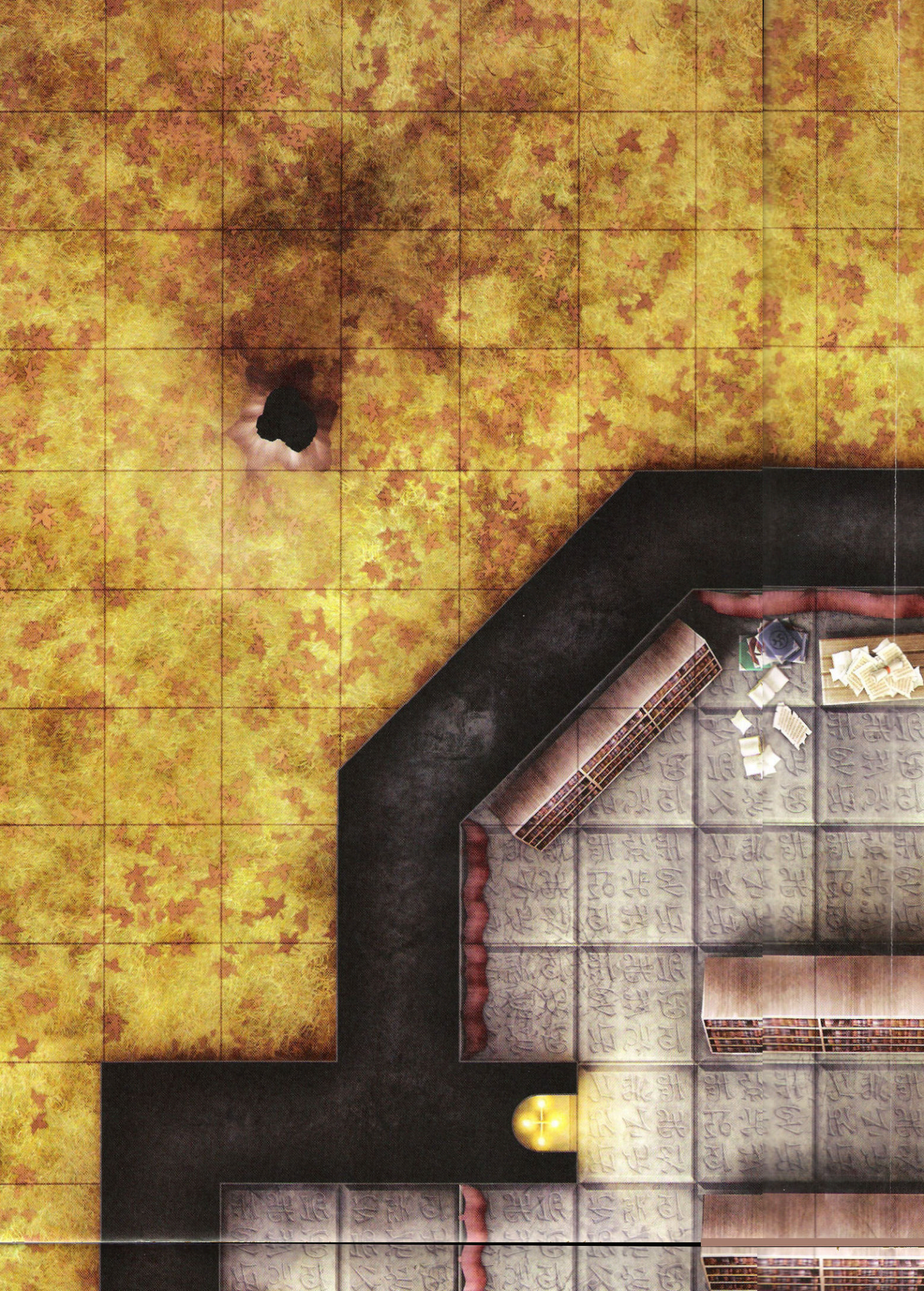


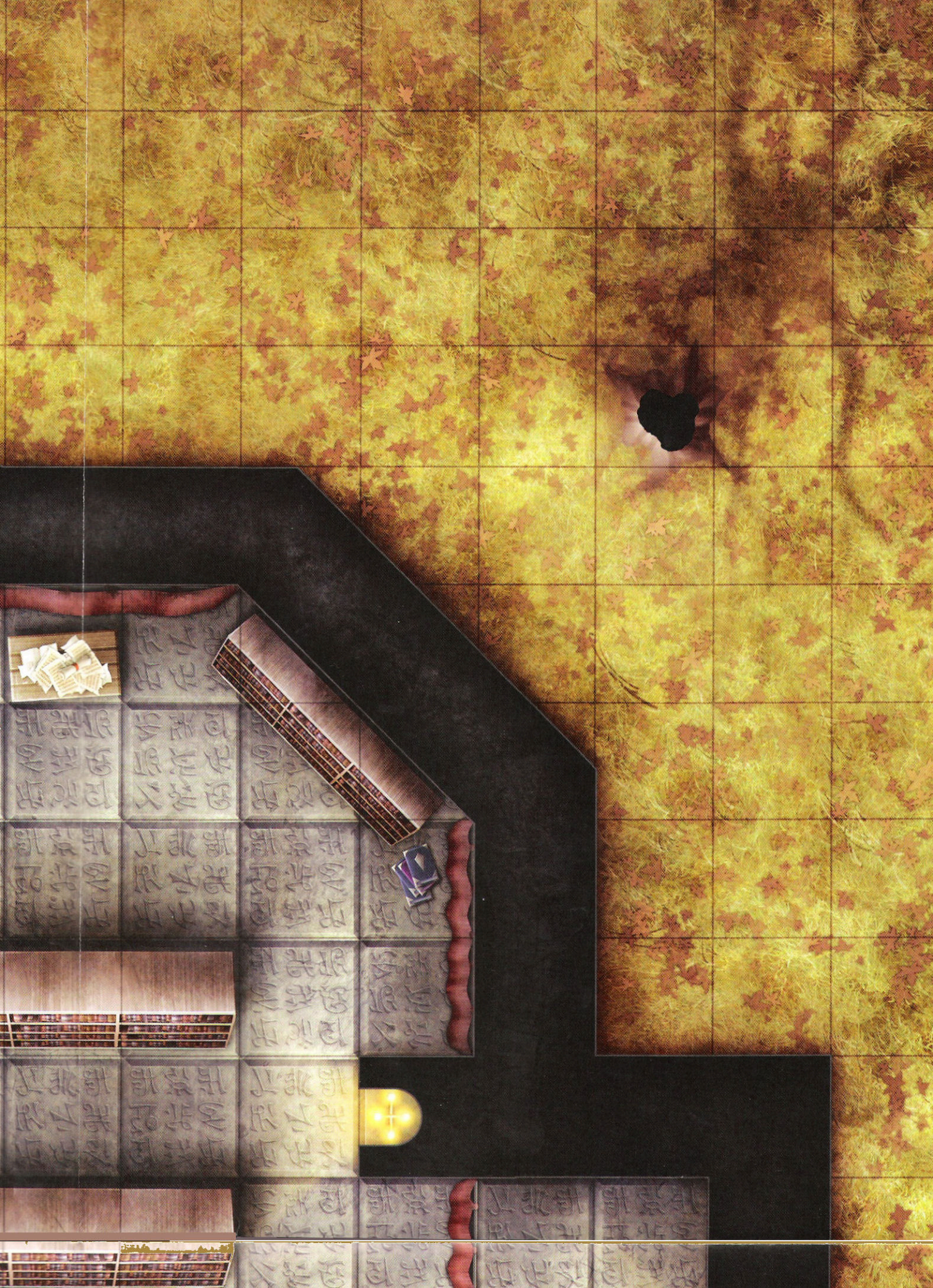


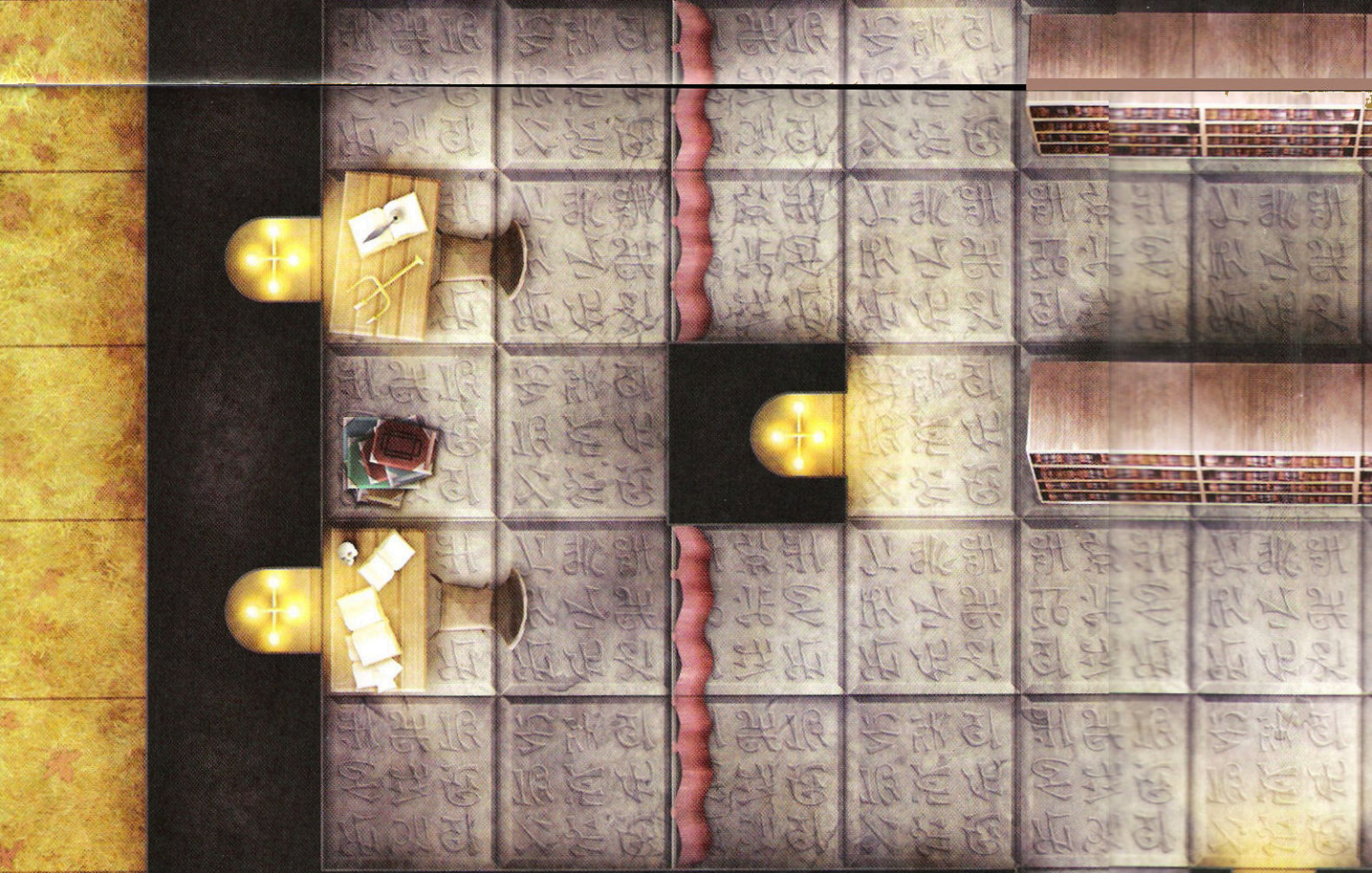
Upper Floor

THE BLACK LIBRARY

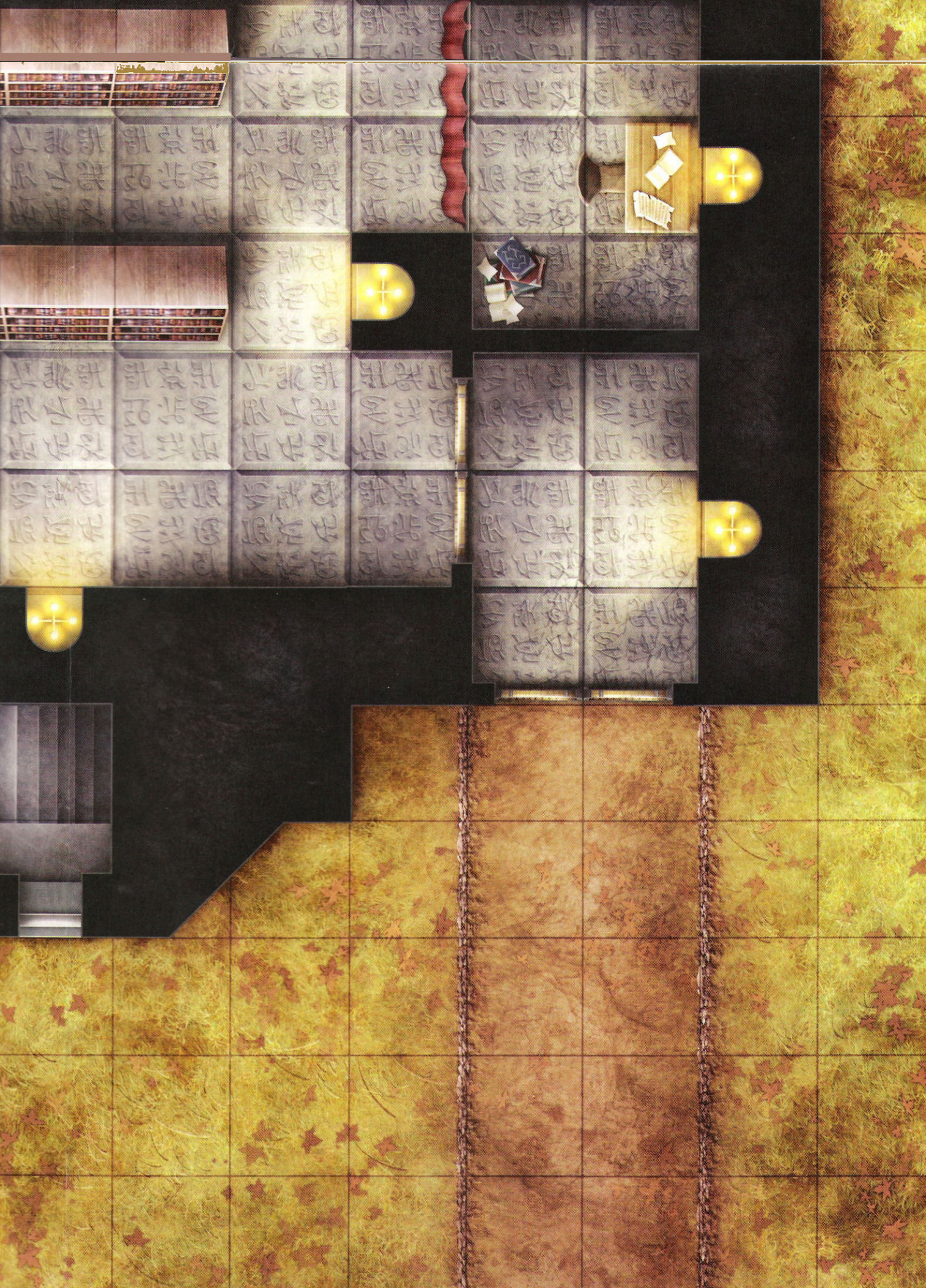


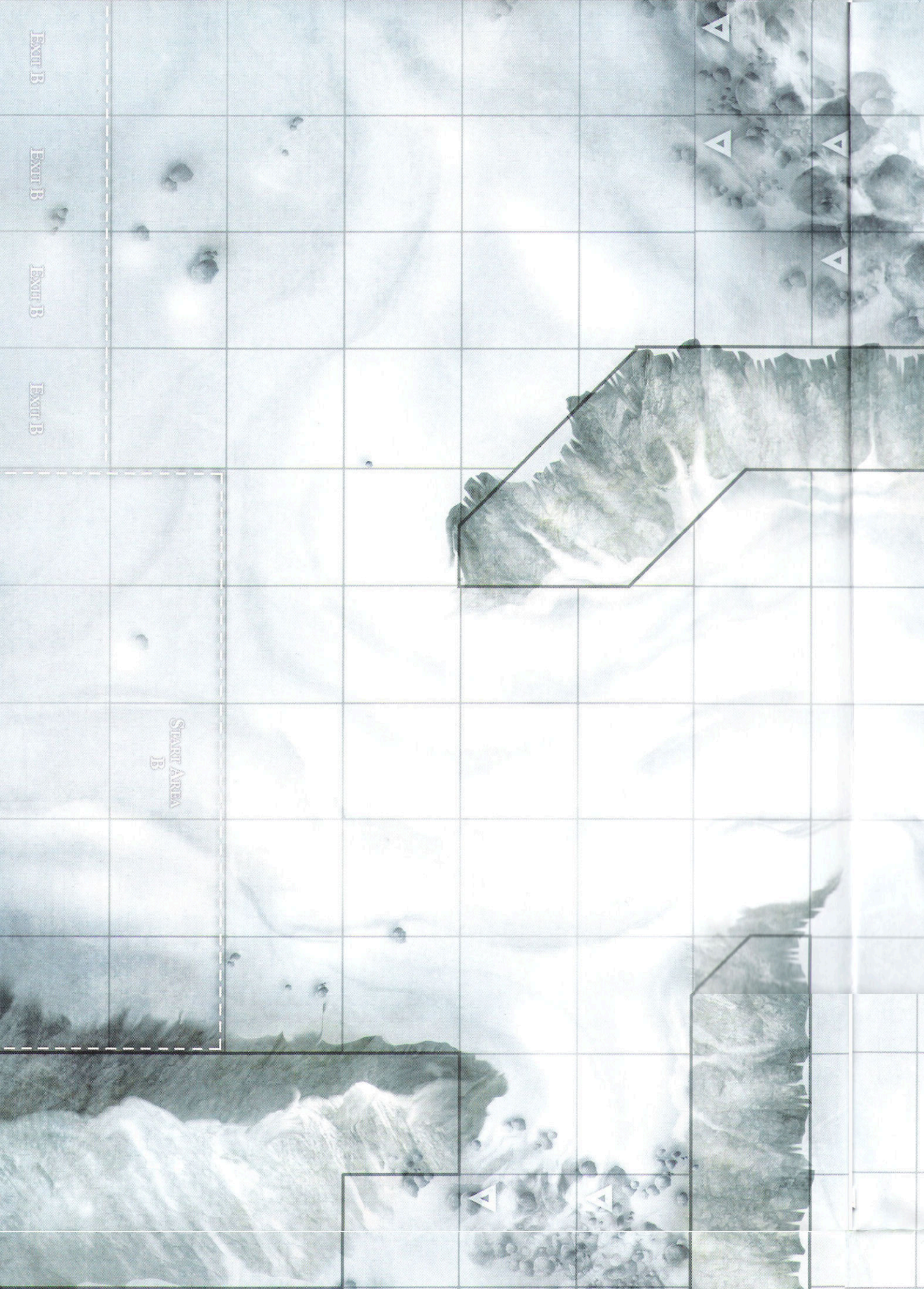






Ground Floor





EXCURSION B

EXCURSION B

EXCURSION B

EXCURSION B

START AREA
B





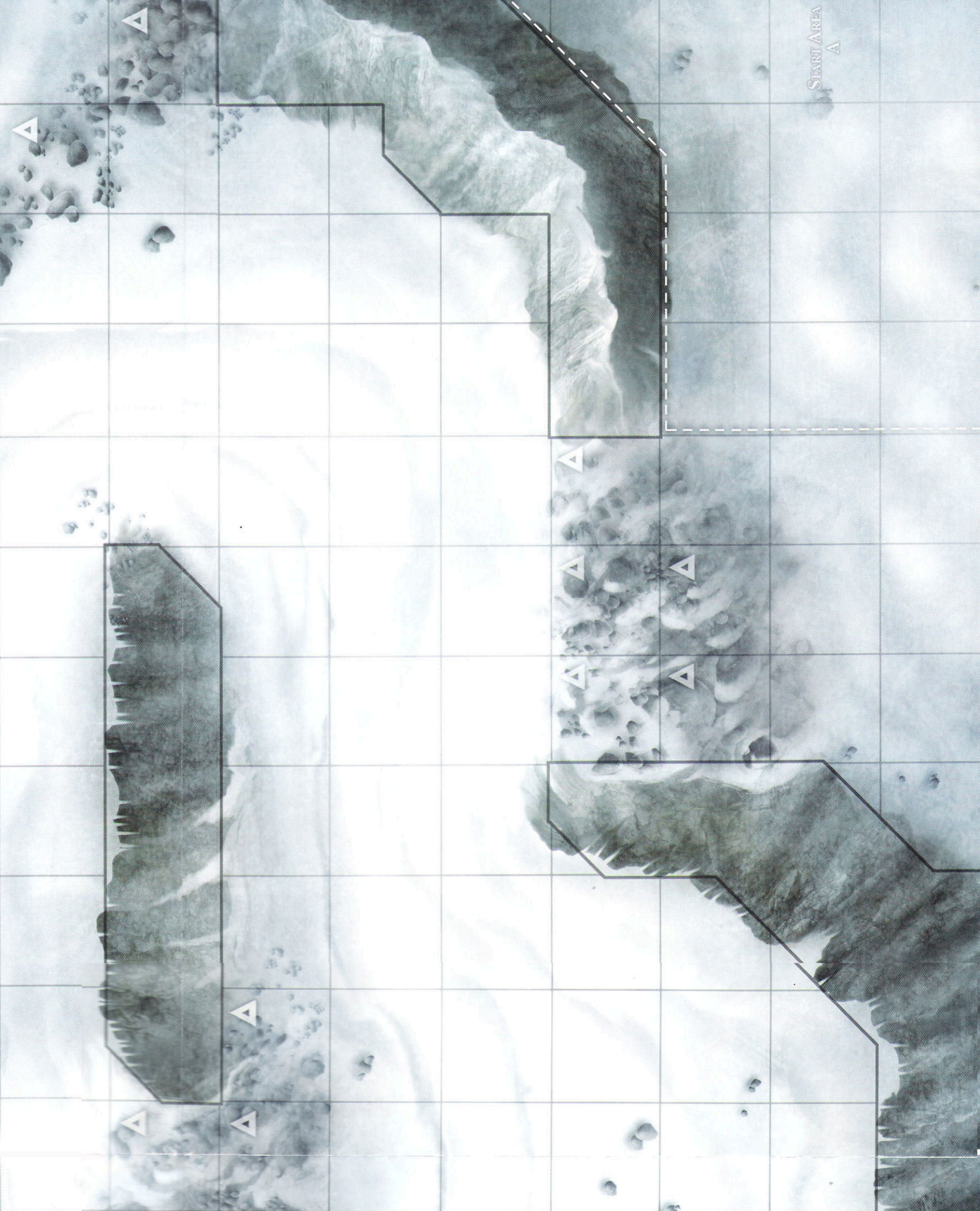
HALLSTORM TOWER

SACRED
(Attack +2 MA)

VICTORY AREA
A&B



VICTORY
A8



A

A

START AREA
A

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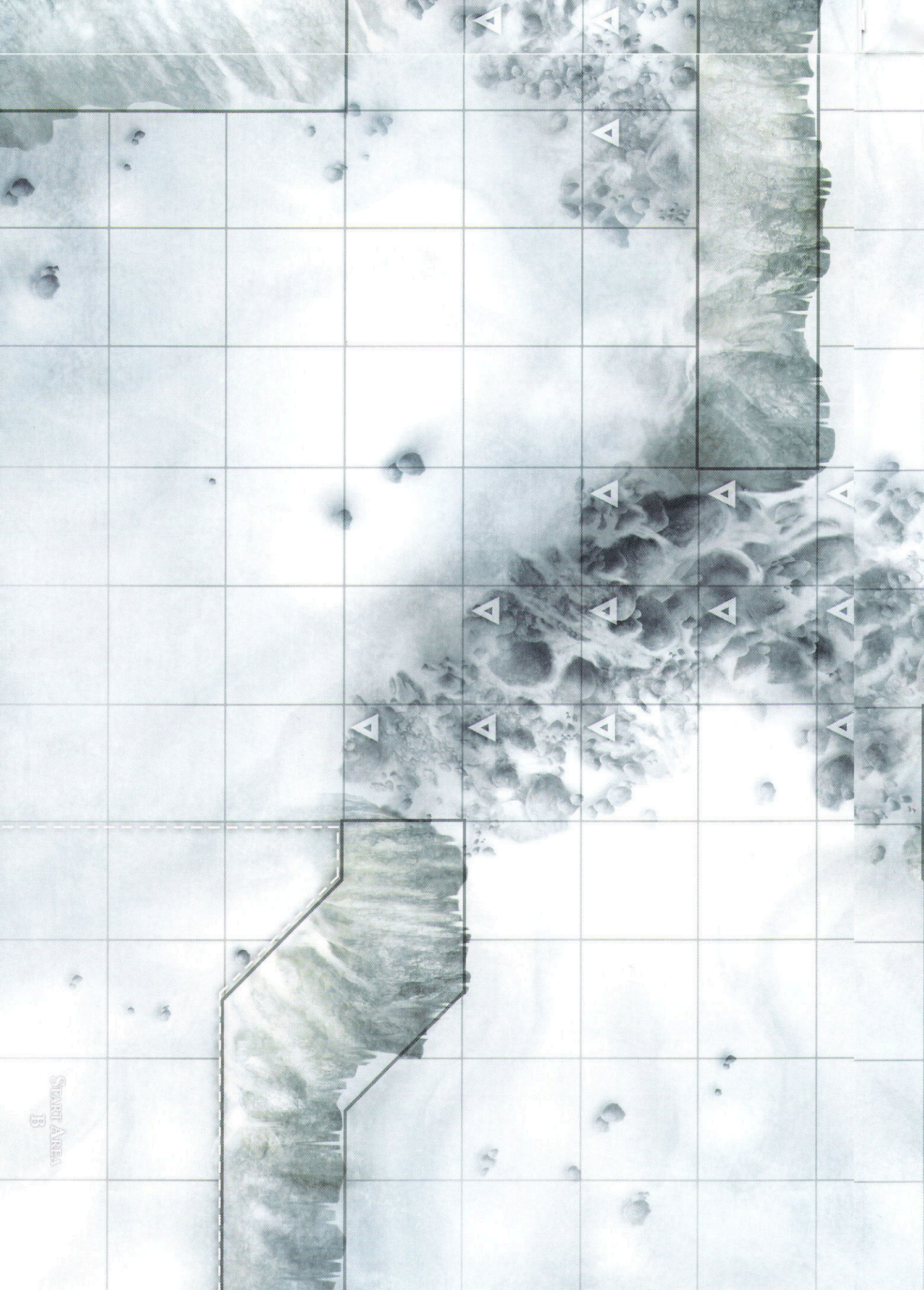
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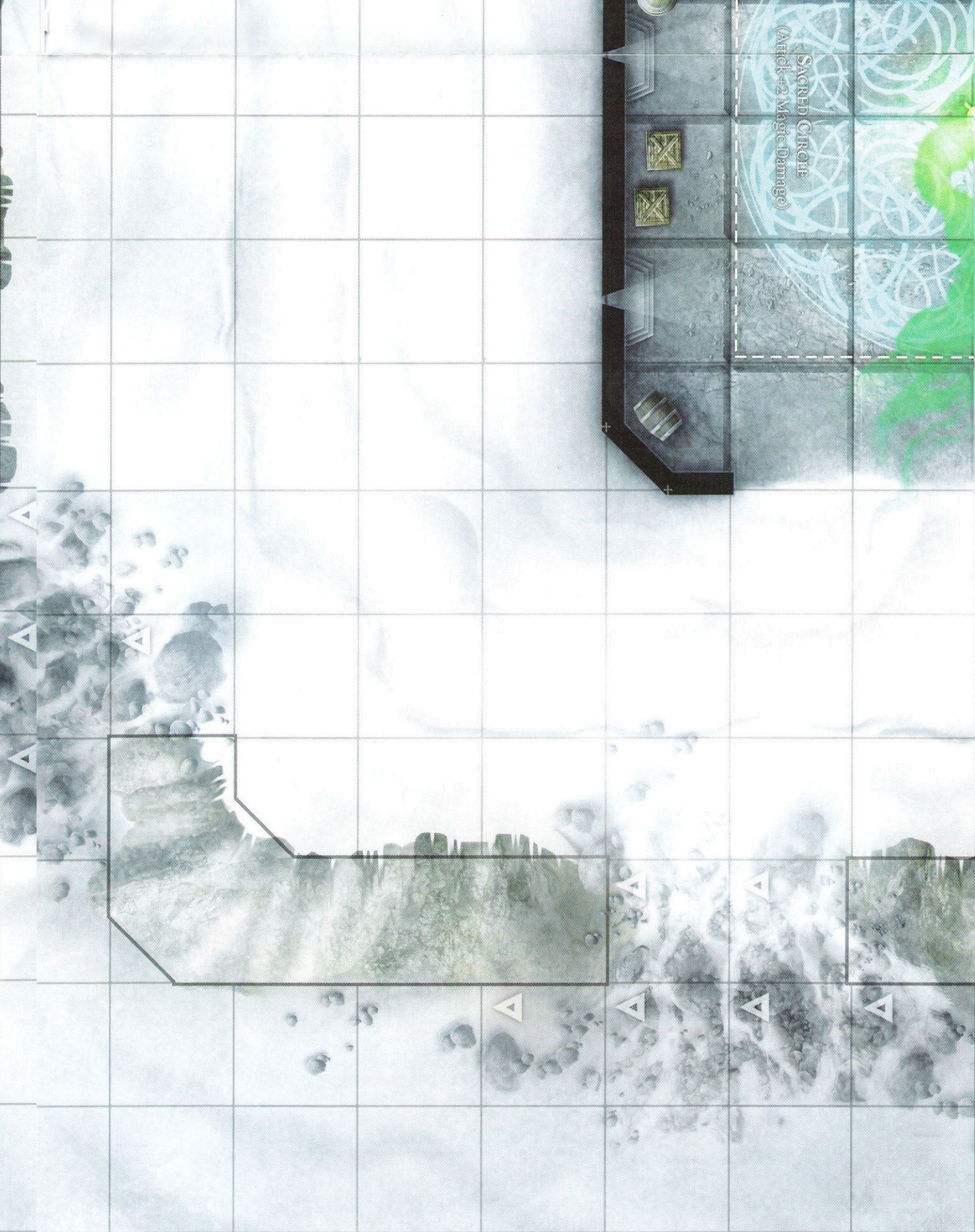
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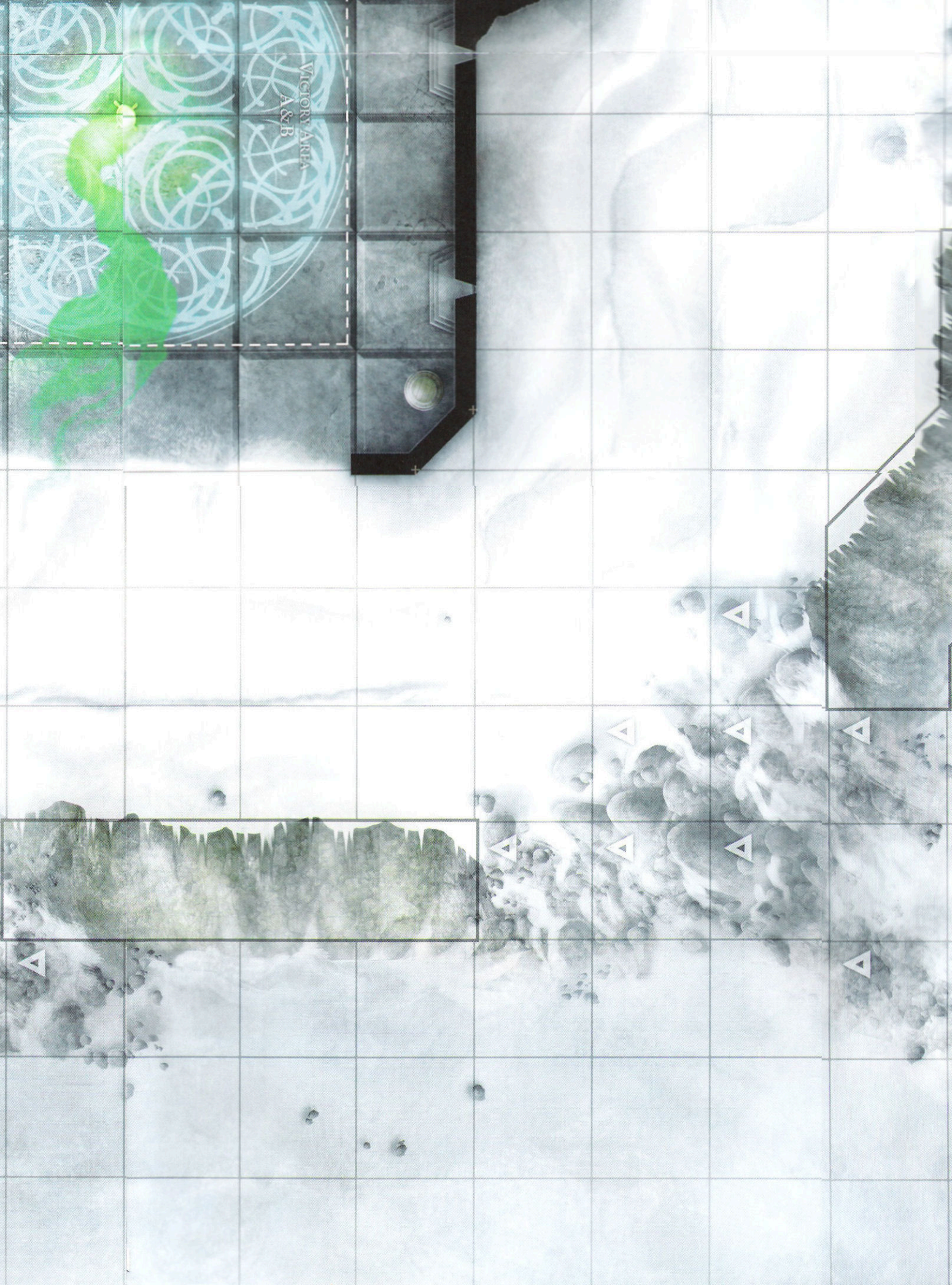


START AREA
1B

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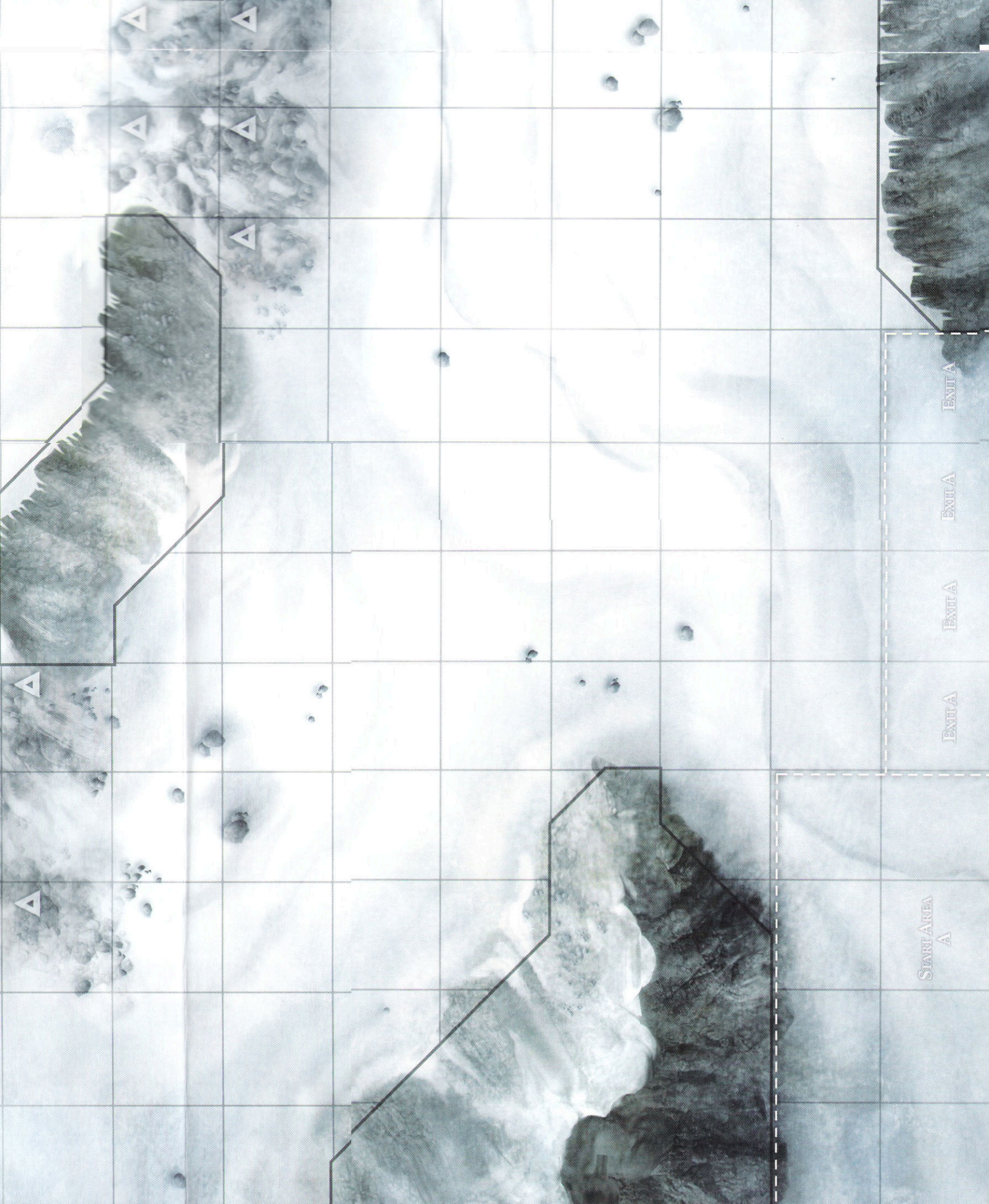


SACRED CIRCLE
(+2 Magic Damage)



VICTORY AREA
A&B





START AREA
A

EXIT A

EXIT A

EXIT A

EXIT A

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A

A



EXIT A

EXIT A

EXIT A

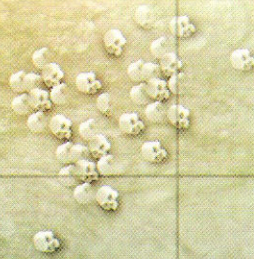
START AREA
A



SACRED CIRCLE
(ack +2 Magic Damage)

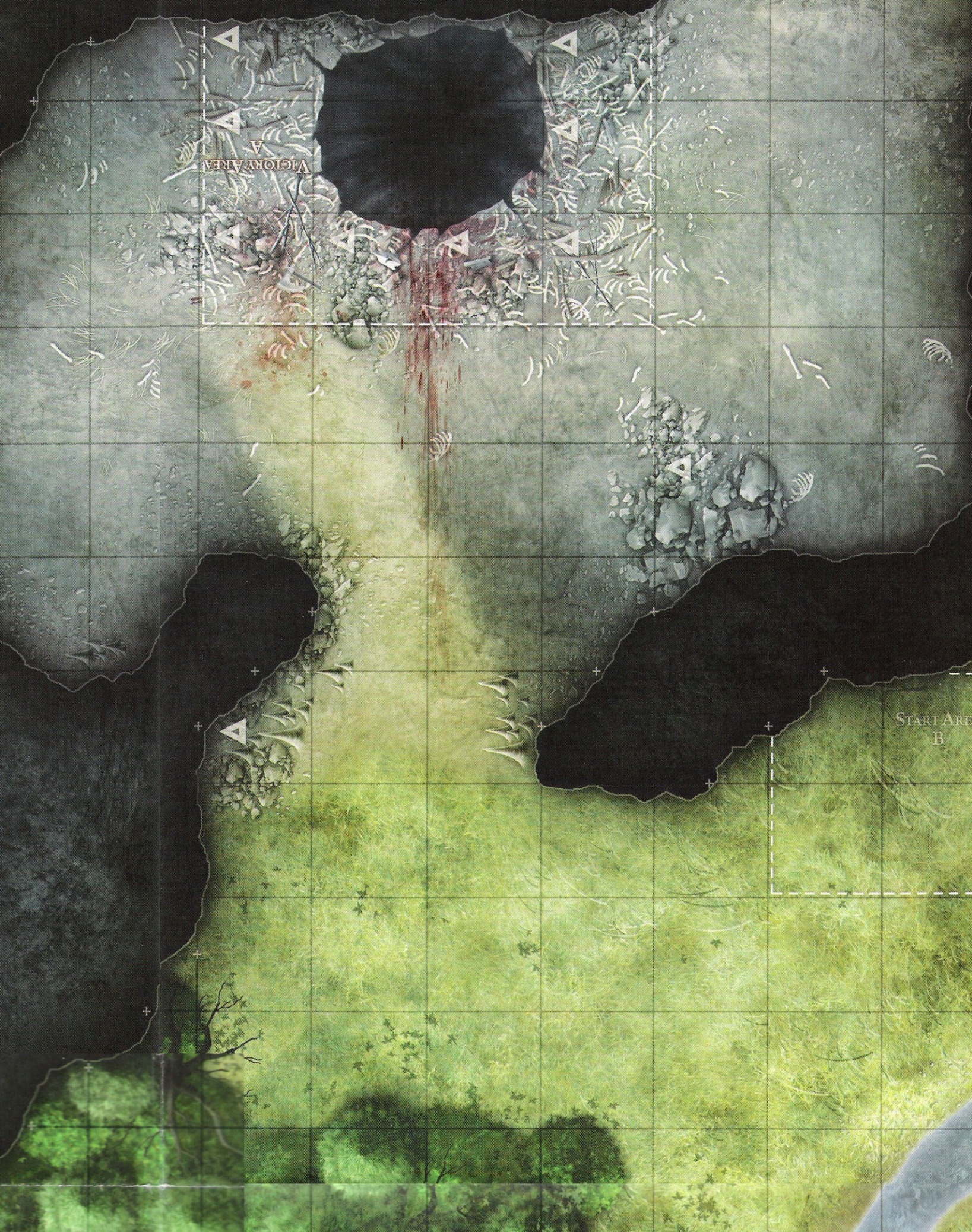


VICTORY AREA
B





CAVES OF CHAOS



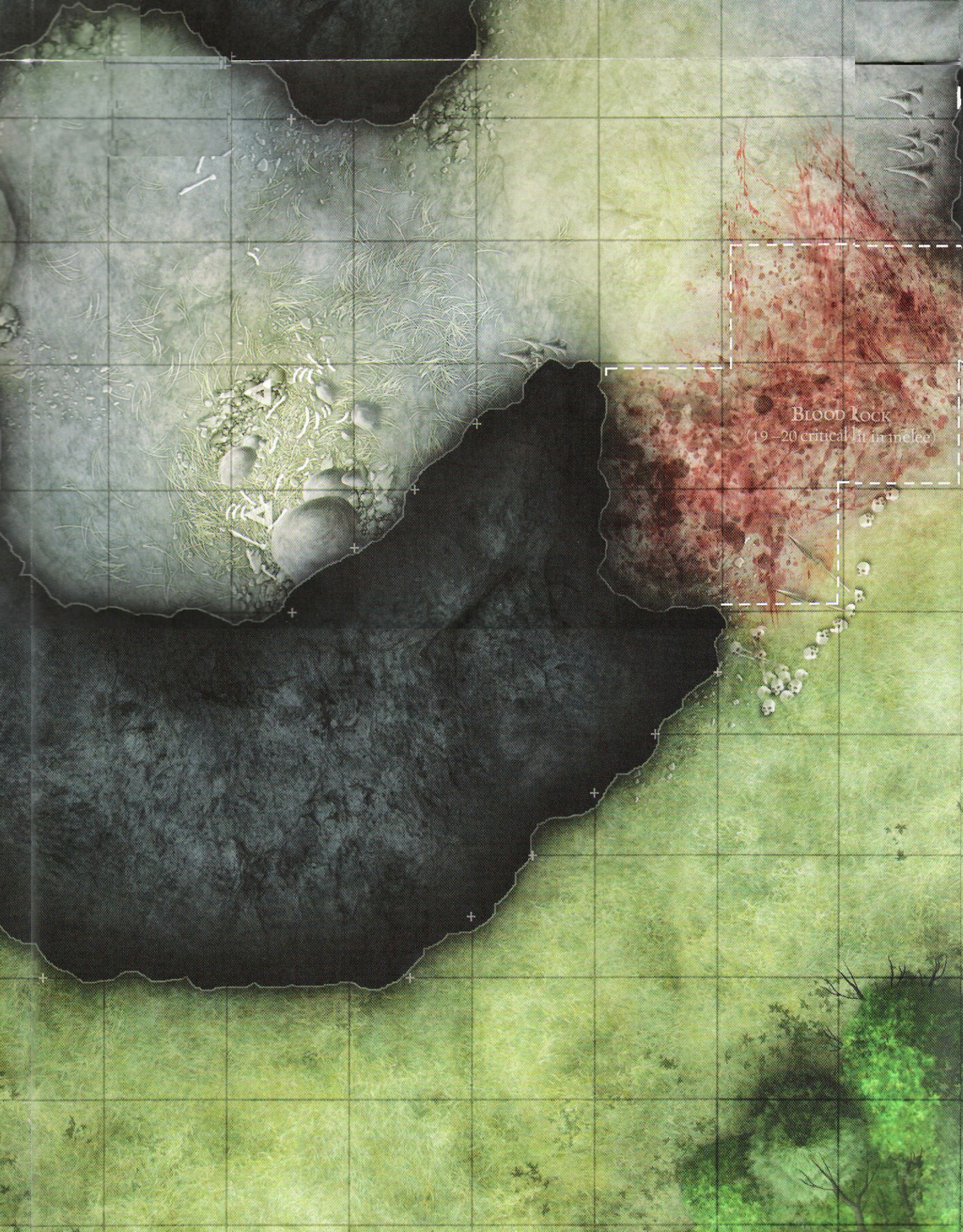
VICTORY AREA
A

START AREA
B



START AREA
A

VICTORY AREA
B



Blood Rock
(19-20 critical hit in melee)

CAVE

D Rock
(all lit in melee)

VICTORY AREA
A





START AREA
B

EXIT B

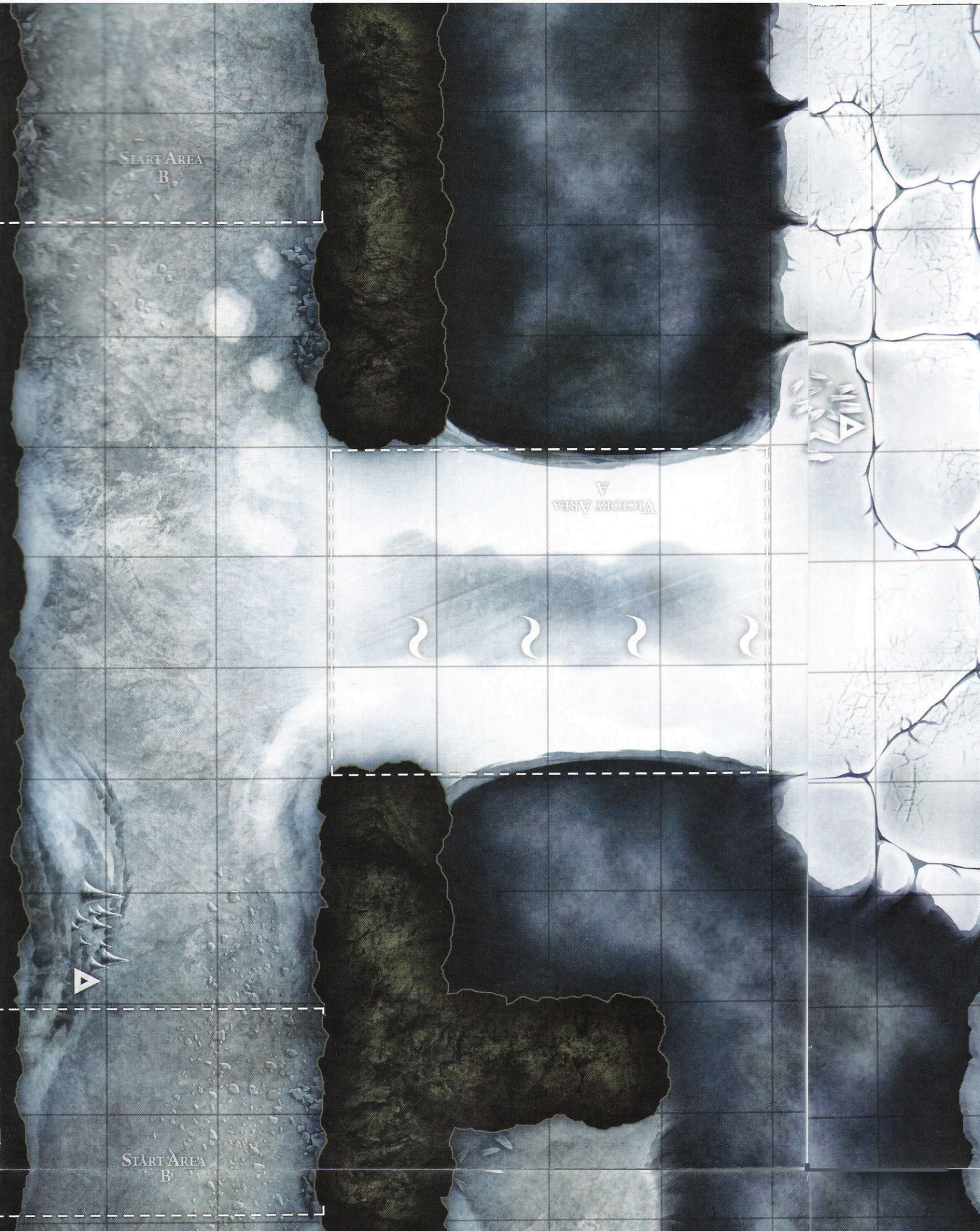
EXIT B

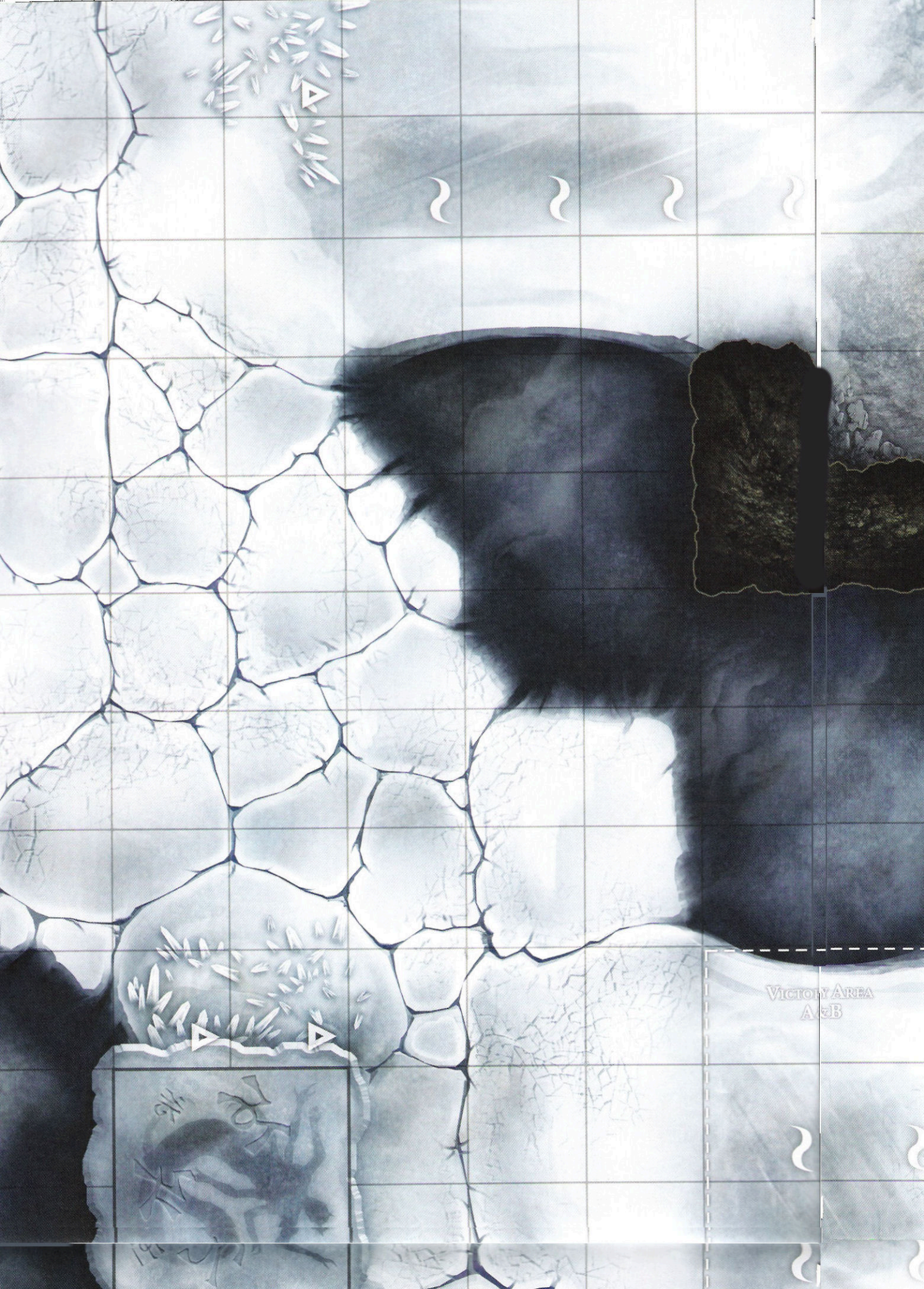
START AREA
B

VICTORY AREA
A

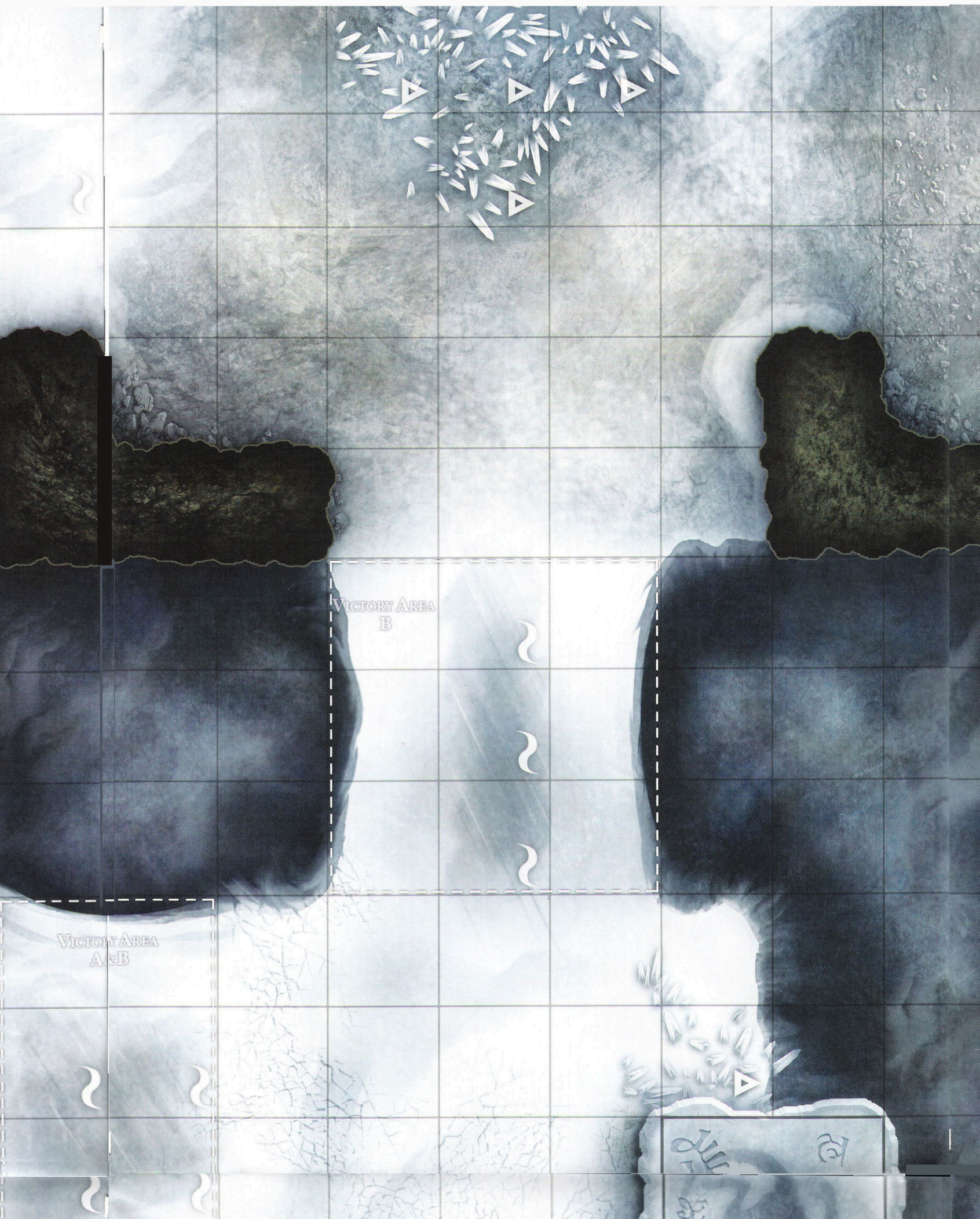


START AREA
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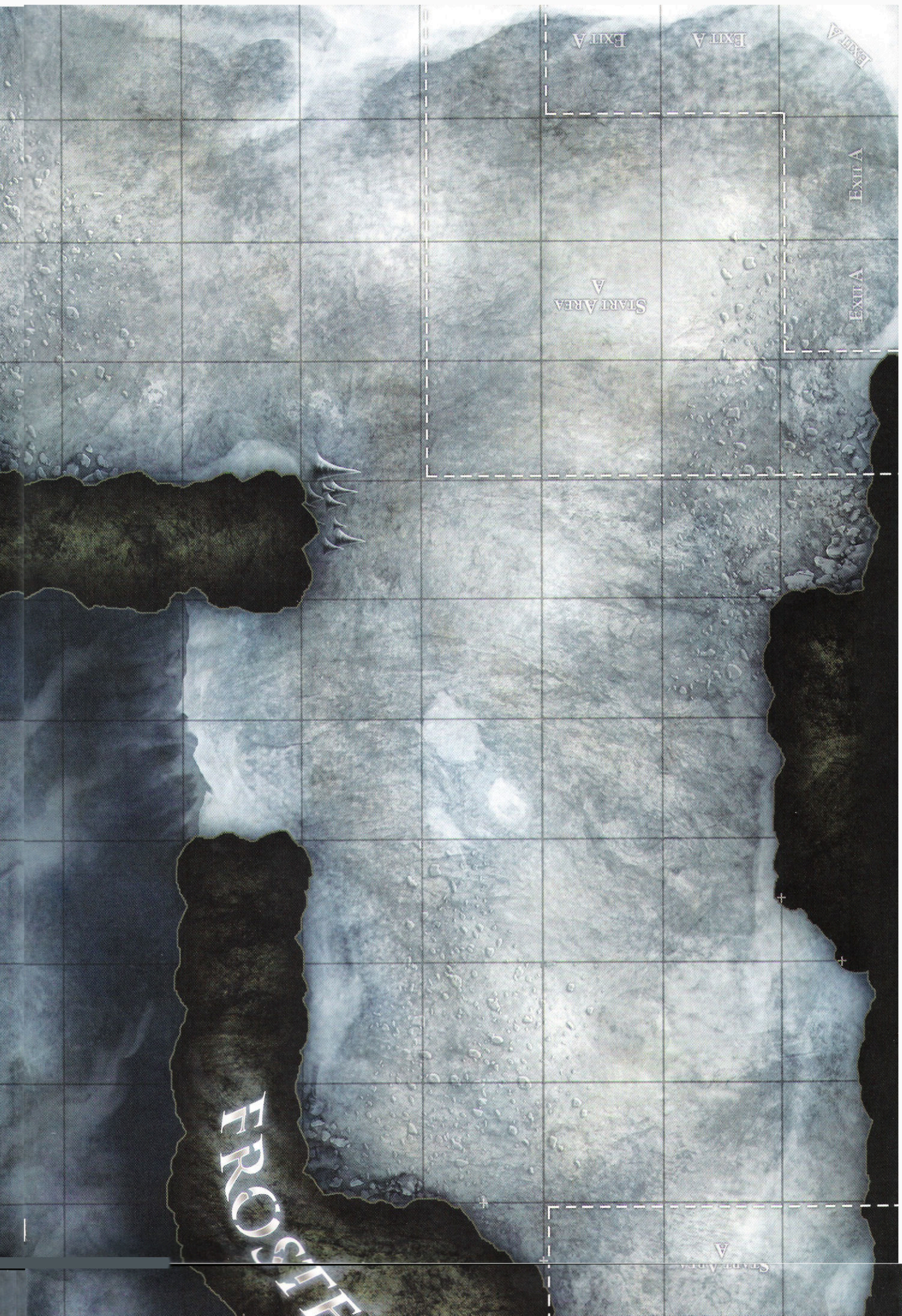


VICTORY AREA
A & B



VICTORY AREA
B

VICTORY AREA
A & B



EXIT A

EXIT A

EXIT A

EXIT A

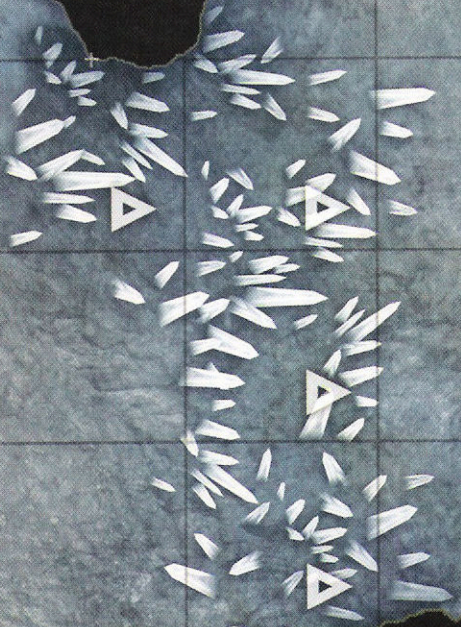
EXIT A

START AREA

FROSTHELF

START AREA

START AREA
B



START AREA
B

EXIT B

EXIT B

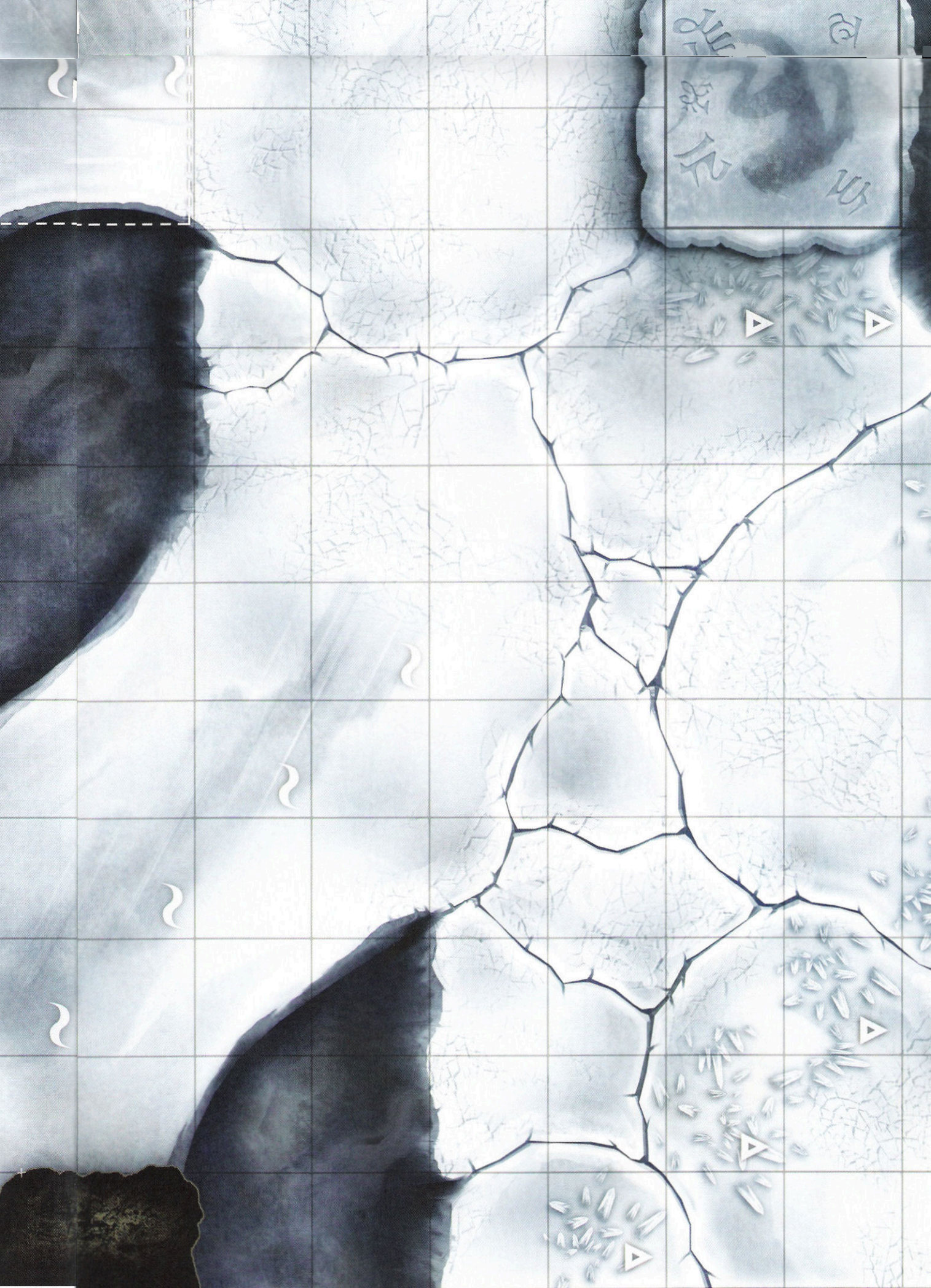
EXIT B

EXIT B

EXIT B



VICTORIA AREA




CASHFELL RIFT

EPIC

VICTORY AREA
B

START AREA
A

SLIPPERY SURFACE: 
A creature struck by a melee attack while standing on a square containing this symbol is pushed into an adjacent space.

TERRIBLE EVIL STIRS

IN THE COLD REACHES

OF THE WORLD

The *Frostfell Rift*™ accessory expands the FANTASTIC LOCATIONS™ series of products.

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