

IUZ6-01

The Great Northern Expedition

A One-Round D&D Living Greyhawk® Iuz Border States Metaregional Adventure

Version 1.0

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Reviewed by Chris Tulach

The famous explorer Uust Van Ingermann has disappeared, and associates of his need the services of seasoned adventurers to locate his so called “Great Northern Expedition”. Van Ingermann and his companions were last heard of in the lands of the Wolf Nomads. What on Oerth could he be looking for there? A mostly outdoors adventure not to be missed for APLs 6 to 12. Part 1 of the Legacy of Serpents.

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on non-player characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a Living Greyhawk Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Metaregional adventure, set in Iuz's Border States. Characters native to Iuz's Border States pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

Uust Van Ingermann is a wealthy Perrenese *ritter* (knight) who is a philanthropist, a scholar and an adventurer. He is also a secret member of the Drinkers, though his ideas and theirs of how to fight Iuz sometimes diverge. His studies have led him to believe that some knowledge useful in the fight against Old Wicked might be found far along the mysterious Fler River, in regions barely explored. Thus he has put together an expedition and set off. However Van Ingermann, eccentric and occasionally contrary as he is, has neglected to tell anyone exactly what he is doing, so the Drinkers are concerned, since the man is a repository of much useful knowledge. So they need to find him and make sure he's alive and well...

ADVENTURE SUMMARY

Introduction: PCs gather in Clatsberg, having escorted a Perrenese widow home from Critwall in the Shield Lands. In Clatsberg they are contacted by affiliates of the Drinkers, and asked to locate Uust Van Ingermann, a missing eccentric. Van Ingermann's last known location was Ungra Balan, in the lands of the

Wolf Nomads. Their employer arranges passage for them aboard *Den Vliegenvis*, a luxurious sailing ice ship.

Encounter One – Refugees: As they travel north to Ungra Balan and come to the edges of Perrenland's territory proper, they spy a group of refugees on the shore. But the captain, Jannis Sudmeerensen, refuses to pick them up. If the PCs manage to convince the captain to rescue the refugees, they are rewarded with a lucky charm by one of them.

Encounter Two – Ungra Balan: Once in Ungra Balan, they find the city hectic and full to the brim. Refugees from the region have been gathered by Perrenese mercenaries, and defenses are being built. The PCs find that Van Ingermann is not in the city – through a combination of research and interrogation they learn that he has departed on an expedition to seek the source of the Fler River.

Encounter Three – Preparations: The PCs must quickly prepare their own expedition to follow Van Ingermann's trail. They have the opportunity to hire guides, Wolf Nomad hunters who are familiar with the Burneal Forest, into which the Fler disappears. They can also choose their mode of travel – by land (on foot or mounted) or river (via a launch).

Encounter Four – Walking the Fler: Should the PCs choose a ground course, they run afoul of a Will-O'-Wisp which endeavors to lead them into a deadly mudslide.

Encounter Five – Sailing The Fler: Should the PCs choose a river course, they run afoul of a Rusalka that endeavors to lure the party into an area of dangerous ice, in which hides a rather territorial Water Elemental.

Encounter Six – Campsite of Clues: The PCs discover the abandoned campsite where Van Ingermann's expedition halted by a major tributary of the Fler. Looking around, using either tracking or finding clues in the gear, gives an indication that a large part of Van Ingermann's party left in orderly fashion following the path of the frozen tributary. Further, signs indicate that a small group had remained and seem to have fled in a hurry. A quick search around the area reveals tracks and large frozen bloodstains, showing that those left behind fell prey to large carnivorous beasts.

Encounter Seven – Uirtag Traps: Following the path of the exploration party, the group come across signs of a battle and find the graves of some of Van Ingermann's associates. If they take the opportunity for

aerial scouting they spot towering stone ruins rising from the forest canopy. Heading in that direction leads them into the territory of the Husik clan, tribal folk of the native Uirtag Flan. Fringing the territory are potentially lethal traps which drop unwary folk into a nasty cocktail of pitch and gas, which may be set aflame. Thus the Husik may be warned of their approach.

Encounter Eight – The Husik: The PCs have some options when dealing with the Husik. If the traps have been set off then they will be forced into a confrontation with the Husik, though that may not lead into combat – they may use diplomacy. They may use stealth, if they haven't tripped the traps. They may approach and use diplomacy. Or they may choose the path of violence. If they somehow talk with the natives they may learn that Van Ingermann and his party ran afoul of a group commanded by the local clergy – adherents sworn to Nerull. Luckily the Husik the PCs meet are ordinary folk, albeit barbarians, interested in protecting their territory but not wanton killers. The PCs may learn that the priests will sacrifice their captives to appease the Death God so that he might keep the 'Old Ones' at bay. The Husik leader suggests the priests will not surrender their captives unless a suitable alternate captive is found – they provide a possible target, a Marzanna that has been preying upon them.

Encounter Nine – Catching the Sacrifice: If they have managed to successfully negotiate with the Husik guards then the PCs might take the hint and go off on the hunt for the Marzanna. This foul creature stalks the Husik, luring their guards from their settlement so that it might steal children and youths for food. The chosen sacrifice is so obviously wicked that its eventual destruction should pose little moral concern for the heroes.

Encounter Ten – Death Priests: If the PCs have captured the Marzanna then this encounter becomes a negotiation with the Husik priests to swap Van Ingermann and his colleagues for the PCs' captive. Otherwise they must spring Van Ingermann and his companions from the clutches of the ruthless priests. In doing so they enter the fringes of the ruins of an obvious Ur Flannae site – not a city, but what was once a temple or perhaps an academic retreat.

Conclusion: With Van Ingermann hopefully in tow, the PCs can high tail it back to the camp and then out of the Burneal. Whatever it is that Van Ingermann was seeking, he found it (or hints about it) in the camp of the Husik. If he was freed through negotiations he will remain with the Husik. The PCs have the option of

also remaining and paying an additional TU cost to learn old secrets about fighting demons. Regardless, the PCs can get the heck out of the Burneal and back to 'civilization'.

RUNNING THE ADVENTURE

Prior to the commencement of play, it would be best to have each player make 10 or so d20 rolls and note the following skills – Spot, Listen, Sense Motive, Survival, Knowledge (nature), Search, and Knowledge (geography).

These skills will be used in play to 'secretly' determine the readiness of the PCs for certain encounters. By having a pre-rolled set of checks ready, the DM can cross off the rolls in sequence as needed without telegraphing to players the forthcoming appearance of danger.

Some DMs may instead prefer the tried and true technique of asking for random dummy skill rolls as a smokescreen for real checks. Certainly this is a chance to practice those terror inducing smirks and chuckles whilst scribbling pointless notes on paper to gratuitously scare the players.

ENVIRONMENTAL FACTORS

Forest: For the purpose of rules regarding Forest terrain (page 87, DMG), the Burneal Forest should be considered medium forest.

This means the maximum distance for Spot checks at any given time is 2d8x10 feet. In this adventure, this is also the effective limit for missile attacks or spells.

Fog: The ever present mist within the Burneal Forest is thinner than the average fog. It results in attacks versus targets more than 10 feet away having a 10% miss chance due to concealment.

Cold: Once north of the mouth of the Fler River (all encounters beyond Encounter Three) the conditions should be considered Severe Cold. Full details may be found at page 302 of the *Dungeon Master's Guide*, but to summarize:

Unprotected characters must make Fortitude saves (DC 15, +1 per previous check) each 10 minutes or take 1d6 non-lethal cold damage per failed save. Characters with Survival skill may receive a bonus to this save and assist others (see page 83, *PHB*). Characters wearing cold weather outfits need only make their saves once every hour.

In general, if the PCs are wrapping up, and showing due care for the environment, don't slow down the game with unnecessary saving throws. Save the rolls for key encounters.

INTRODUCTION

THE ARRIVAL

Read or paraphrase the following when the players are ready to begin:

Clatsberg City in the south of Perrenland is a fine place to end a tense journey through the troubled lands to the east. Though small as cities go, its position on the Volverdyva makes it an important trading centre and thus a wealthy and comfortable place. Just what you need after braving the frigid wilds and the minions of Iuz in order to escort a recently widowed woman and her children to safety with her kin.

Aghilt Oren was born in Perrenland, a daughter of the Vossier clan, and she met and fell in love with an adventurous warrior from the Shield Lands. Following his recent death in combat against Old Wicked's servants she needed, in her sorrow, to be with her family. Wise enough to know the dangers of travel in such times she hired on the services of some hardy protectors – your small band of adventurers. The journey was not without incident, but most trouble was skirted and you managed to get Widow Oren and her three small children safely to her kin.

Since the characters have obviously been together for some time at this stage, allow the players a chance to describe them if it is needed.

Widow Oren, a plain, sturdy and earnest young woman, will insist on paying the PCs what they are owed for guarding her before she gives them thanks and bids them farewell.

Though certain altruistic PCs might wish to refuse payment, Aghilt will be adamant, explaining that her children need to know that in life they must pay their dues. If characters still show reluctance then she suggests there are plenty of poor folk who would happily accept charitable donations from kind hearted benefactors. The payment owed is:

APL6: 150gp per PC.

APL8: 200gp per PC.

APL10: 400gp per PC.

APL12: 600gp per PC.

THE HIRE

As soon as the PCs are finished with the widow, hit them with the hook to the main plot before they can disperse. A young lass who acts as a paid messenger is eyeing them off, and intends to approach them. The nature of this approach depends upon whether any of the PCs have a working association with the Drinkers of the Cup of Midnight. Regardless, read or paraphrase the following...

Your task complete, you have time on your hands. Though a city of wealth, Clatsberg seems a dour place. Much of that, it appears, would have to do with the dark pall that shadows the local region, a gloom remaining from the great eruption of mighty Mount Hellspar some months before. Indeed you have learned that the locals have taken to calling the sun the "Stranger". With the threat of dire famine looming, it is little surprise that the mood of the city is subdued at best.

Before you walk too far and whilst you remain as a group, you are approached by a girl, her face hooded by the heavy cloak she hugs to her to fight off the deep chill from the ice of winter. "Excuse me, brave heroes," she says in a small voice, "might I speak with you a moment?"

The girl is Irén Maankind, a thirteen-year old orphan who runs messages throughout the town to earn her keep. Once she may have been a pleasant looking girl but now her features are drawn and her eyes sunken and dark-rimmed – she, like many local poor folk, is suffering from the initial effects of the famine.

Irén has been hired to deliver a message to the characters. She knows the following:

- A rich gentleman in a burgundy velvet cloak hired her from the docks.
- She is to tell the characters that a man of some wealth is looking for resourceful adventurers willing to travel north to look for someone.
- If the characters express an interest then they are to present themselves at the gangplank in front of the sailing ice ship, *Den Vliegenviss* ("The Flying Fish").
- There they are to ask for Meister Mürgin.

Irén knows little else, since she is just a messenger girl. She can, however, mention that the well dressed

man seemed to be kind, for he paid her well and then gave her more and told her to find a warm room and a good meal. She thinks he might be a man to be trusted.

Are any PCs members of the Drinkers?

If any of the characters are members of the Drinkers of the Cup of Midnight then Irén will have been given one more part of the message to pass on:

- The adventurers are requested to arrive at a decent hour. If it is too late the Meister may be busy, for he likes to retire for a good wine at the hour of midnight.

If this hint isn't enough for players to figure out the association, allow an Intelligence check (DC 10) for any character that has knowing worked with the Drinkers in the past.

DM's Note: For those not in the know, the Drinkers of the Cup of Midnight, or simply the Drinkers, are a secret society sworn to the defeat of Iuz.

THE MEETING

Assuming the characters accept the request to meet at the ship, read or paraphrase the following.

Despite the inclement conditions and the ever present threat of conflict, the docks of Clatsberg are busy, for commerce rarely lets a little thing like war get in the way. Many fine vessels, and more that are not so fine, cluster by the shore, their crews going about their business. Even in the deepening shade of the early evening there is work being done.

Den Vliegenviss is berthed proudly at the end of one of the main piers. A luxurious vessel, she is a sailing skimmer, fitted with two mighty outriggers so she might glide along the frozen ice which cover Lake Quag at this time of year. Even to the inexperienced eyes of lubbers she seems a more than decent ship.

A pair of squint-eyed sailors, clad in identical fine long vests over their shirts and trousers, guard the gangplank as you approach, and appraise you with looks of practiced boredom...

Despite their villainous looks, the two sailors have been forewarned to expect the adventurers, and are ready to escort them to their meeting. That said they are prepared to let the PCs identify themselves just to be sure, happy to play the thuggish bruisers for a lark. If the PCs seem particularly touchy their manners will quickly improve. They will lead the PCs to a cabin in

the quarter-deck (that's the forward portion of the raised deck in the aft quarter of the ship).

The stateroom the PCs are taken to is small as rooms go (this is a ship, after all) but quite comfortably appointed. It's a bit of a squeeze to fit everyone in, since there are already two occupants within.

Sitting at the farthest end of the small table in the room are two men of obvious Flan heritage. One is a smiling human gentleman in his early thirties with dark hair and a neatly trimmed beard – a burgundy cloak lies over the back of his chair. He will introduce himself as Meister Mürgin Van Ingermann. Meister Mürgin will also introduce his companion as Captain Jannis Sudmeerensen, commander of the vessel. The captain is an unsmiling human man in his forties, balding and lean. He does not speak, merely listens attentively.

“Good evening, and thank you for attendance,” says Meister Mürgin, as he fills wine cups for you. “As much as I enjoy a social gathering I think it best I get to business swiftly and leave small talk for afterwards.”

Mürgin takes a brief sip of his wine and savors it with a smile for a moment. “Now, where was I? Yes, my request. It would appear that my uncle, Uust Van Ingermann... the explorer, perhaps you've heard of him...? Anyway, my uncle has taken off north on some jaunt. He's rather prone to unexpected journeys, and it does give my poor aunt quite the headache when he does this. I was wondering, thus, if I might persuade some resourceful folks to see if they can't find him and persuade him to come home...”

PCs may initially make some Knowledge skill checks to identify the dramatis personae, as follows:

Knowledge (nobility and royalty) check (DC 10): The ‘Van’ in the name indicates that both Mürgin and his uncle Uust are Perrenese *ritters*, or knights. Such awards are rare in Perrenland, a nation that values deeds over blood.

Knowledge (nobility and royalty) or Bardic Knowledge check (DC 12): The Van Ingermanns are the last noble remnants of the defunct Sudmeer clan of Perrenland.

Knowledge (nobility and royalty) check (DC 15): Uust Van Ingermann is a known eccentric, a man with a variety of strange pursuits – invention, exploration, ancient literature, etc – and the time and money to feed his hunger for the bizarre.

Knowledge (local – Iuz metaregion) check (DC 10): Uust Van Ingermann is a renowned explorer who occasionally pays well for adventurers to accompany him on his trips of explorations.

Knowledge (local – Iuz metaregion) check (DC 15): Uust Van Ingermann's most recent trip is apparently off to the lands of the Wolf Nomads.

Bardic Knowledge check (DC 15): Uust Van Ingermann is the inspiration for many fine ballads, and has a knack, it appears, for getting into extreme trouble with ease. Thankfully he seems to be as skilled at getting himself and his companions out of trouble as well.

MORE DETAILS FROM MÜRGIN

Once he has given his little spiel Mürgin will provide further details, or answer questions from the PCs. The pertinent information is as follows:

- Uust gathered half a dozen trusted associates and headed north in the last month of the previous year.
- He departed Traft about two weeks ago and left word that he was making his way to Ungra Balan and then onwards into Wolf Nomads lands.
- He left Traft the same way he got there – on a small sailing ice ship.
- He didn't mention in detail what he was up to but the Fler River and the Burneal Forest were mentioned.
- It appears he intended on hiring on more help in Ungra Balan, to bring his party up to a dozen or so.
- He could have picked a better time to run off, since there is ‘private family business’ that needs his attention.
- Uust can be a headstrong fellow, but he needs to be persuaded to return home.
- Mürgin wants the PCs to travel to Ungra Balan, learn what they can of Uust's plans, and track him down.
- They should do their best to bring him home; if he absolutely refuses to do so then so long as the PCs have made a good fist of their persuasion attempt then that is acceptable. If he won't return the PCs should do so in his stead with news of his welfare.
- If Uust has somehow managed by this stage to do the usual and get into trouble, the PCs are

requested to extricate him from whatever mess he finds himself in.

- Despite this, Uust is competent and is certainly able to look after himself. Still, trouble can and often does happen.
- Uust is a skilled fighter and an expert on a number of fields of knowledge. He has no magical talent but usually makes sure he's accompanied by those who do.
- Money is relatively tight at the moment for Mürgin, but by way of reward he can call in favors from various artisans and make some hard to acquire items available and for purchase at decently discounted prices.
- Mürgin has arranged for Captain Jannis to make *Den Vliegenviss* available to transport the PCs as far as is practicable. Captain Jannis is also in charge of funds the PCs may draw upon to outfit themselves appropriately, hire guides, and arrange further transport and so on.

Why no scrying or magical communications?

It may be that PCs query why the family haven't resorted to magical means to track down Uust. The explanations given are:

- Uust has had trouble with professional rivals spying on him in the past and then leapfrogging his attempts on various discoveries. Thus he carries magical wards to confuse scrying attempts, which is troublesome, admittedly.
- Due to the ill influence of the Old One in recent times, divination spells in the Perrenland region are being mystically sabotaged. In addition, communication spells are affected as well. This has already posed problems for the armies of Perrenland in their battles against the Old One's forces.

DM's Note: The Perrenland region has magical effects in play that interfere with divination spells. Though this adventure is not set in Perrenland proper, it is close enough for these effects to be in place.

What if *teleport* is suggested

Again, the PCs may pursue this issue. The following should be considered general knowledge.

- The lands to the north are known for their strange and unpredictable magic. People using transport spells have been known to appear leagues away from their intended destinations. There are even

rumors of teleport traps set up by great dragons in that region, designed to ensnare those teleporting and capturing them to be food or slaves for the mighty wyrms.

- Word would have it that as part of the ill magic affecting the Perrenland region, *teleport* and *dimension door* spells occasionally fail.

DM's Note: During the scope of this adventure, any attempts to teleport across Perrenland or to Ungra Balan and beyond will be affected. Add 30 to any d% roll for determining success of *teleport* spells. If any PC makes a successful Knowledge (local – Iuz metaregion) or Bardic Knowledge check (DC 15), inform the party of this modifier before they attempt such spells.

If any PCs are members of the Drinkers

Should one or more PCs be associated with the Drinkers then once the meeting is over he will ask one of them to tarry a moment. To allay suspicion he will choose a female character where possible, happy to appear a playboy as cover. His preference beyond that is for Lawful and then Good characters.

Should he manage to secure the attention of a PC then he will pass on further information:

- Uust, like Mürgin himself, is a member of the Drinkers of the Cup of Midnight.
- Uust is apparently on a search for some hidden knowledge that might aid in the fight against the Old One.
- Uust's views on matters do not always match the generally accepted view of the Drinkers. He can be headstrong at times.
- Uust is knowledgeable on many secrets that the Drinkers would prefer remained secure. Should he fall into the clutches of Iuz or his allies it could be catastrophic.

AFTER THE MEETING

Once the meeting with Mürgin has concluded, Captain Jannis will gruffly speak for the first time, saying that Den Vliegenviss leaves port at noon the following day. This gives the PCs a few hours to shop for provisions they might feel they need. Clatsberg has the population of a small city but due to its prominence as a trade hub the characters may purchase goods as though it were a Large City (40,000gp limit for individual items purchased).

ENCOUNTER ONE REFUGEES

For two days you have skimmed the frozen eastern edges of Lake Quag, bathed in the gloom from the volcanic ash and smoke that continue to enshroud the lands between the shore and the Clatspurs. The situation looks dire for the stadt-holders of the eastern Perrenland cantons; but that just makes them a few amongst many in these times.

Den Vliegenviss is a fine vessel indeed, fitted with all the luxuries you could ask for. Private staterooms, first class food and silver service are a change from the hard trails you would normally have had to tread to reach your destination.

The captain of the ship, Jannis Sudmeerenzen, is a courteous, if somewhat tight-lipped, man, a stern disciplinarian whose crew appear well trained and alert. What little contact you have had with the captain indicates that he is a self-involved fellow who seems to privately enjoy the prestige of his position and is thus careful to not jeopardize that privilege. Any offers to help the crew have been coolly rebuffed and you get the feeling the captain might be more than a little insulted at any suggestion his crew needs any assistance in any of their duties.

Thus the days have passed in idle luxury, leaving you time to tend to your private interests. As you enjoy a late afternoon repast on the quarterdeck, with mugs of the rare but pleasant Perrender brew called hot schokolade in hand, you see the lights of Traft City come into view. A junior officer politely informs you that the captain intends to berth overnight in the city and will leave early in the morning.

If for some reason the PCs managed to miss something in their shopping expedition then this is the place to get it. This is the last chance the characters have to buy goods from a decent market before they head off to the wild North. Traft is also a Large City (40,000gp limit for individual items purchased).

Traft City is filled to the brim (and beyond) with refugees. Overcrowding, the Gloom, and the threat of famine make for a tense atmosphere. It should be apparent to PCs that Perrenland, previously known as a stable and safe nation as countries go, is teetering on the brink of civil disorder.

On the morning you depart soon after first light, the crew quiet and subdued, but going about their business professionally. The north-eastern shores of Lake Quag loom large off to starboard as you glide over the deep ice and carry on your way. Broad sheets of that ice extend out towards you from the shore, grinding and moving as they jostle for position. It should be possible, you fancy, to disembark and walk across the ice to shore.

The next day, as you take in the rugged beauty of the frozen coastal hills, you spy several empty coastal villages. Not a sign of people is seen within them, though judging by their states they can't be long abandoned, and the departure has been well organized.

Towards the middle of the day a plume of black smoke rises from the shore several miles ahead and some of the crew audibly wonder at the meaning of it. As you pass within a few hundred yards of a small jutting peninsula of dark ice covered stone, there is a sudden lull in the wind.

Have the characters make Listen checks (DC 12). Read the following if some succeed (if every PC fails assume a crewman hears the noise and alerts them – change the description as seems appropriate).

In the brief lull you swear you heard a cry for help coming from near the shore.

Next have the PCs make Spot checks (DC 12), with each character that succeeded on the Listen check given a +5 bonus to this check. Read the following if they succeed (or reword for alert crew).

On the ice, several hundred yards off the starboard bow, is what appears to be a group of people, perhaps a dozen in total. Two of them are waving and shouting to attract attention. As several of the crew rush to make ready one of the ship's longboats, Captain Sudmeerenzen bellows from beside you, "Back to your stations, you lame limbed pirate spawn; we'll be picking up no reffos today."

Several of the crew stare at him with looks of complete disbelief before reluctantly returning to their duties, glancing at you meaningfully as they do so.

EXAMINING THE REFUGEES

PCs who use a looking glass or magical means (or succeeds in a Spot (DC 25 check) to get a better look at the refugees can see that they are all women and children (9 adult women, two young girls and one small boy). They have a very desperate, cold and

hungry look about them. One of the women is obviously wounded and is dressed as a soldier (breastplate, longsword). She has a black and tan uniform with the red and white crest of Perrenland on the left shoulder. She looks grim but determined. A Knowledge (local – Iuz metaregion or Core) DC15 will inform the PCs that her uniform marks her as a member of the *Pax Mecuri*, a branch of Perrenland's professional mercenary army who have a reputation as skilled, tough and very loyal troops.

PERSUADING THE CAPTAIN

Captain Sudmeerensen does his best to be a dispassionate man these days. This emotional stance comes, he reasons, with the great responsibility set upon his shoulders as the ship's captain. Besides that, the last time he stopped to pick up some ship-wrecked folk his ship was nearly taken from him when they turned out to be pirates and he lost several crewmen. Van Ingermann made it clear to him that his job hung in the balance for his lack of foresight and caution. Thus the captain feels his current commission depends very much on not placing the ship in danger.

However, Captain Sudmeerensen can, with some good convincing from the PCs, be persuaded to heave to and mount a rescue.

DM's Note: Do not immediately reach for the dice. Have players act out the arguments put forward to the captain and judge their efforts. Then apply a modifier to the check based on their attempts, ranging from -2 (no attempt at characterization at all) to +5 (you nearly break down in tears at their pathos or wish you brought a bodyguard).

The checks required to make the captain see sense are as follows:

- Diplomacy (DC 15)
- Bluff (DC 25)
- Intimidate (DC 30)

What if the PCs fail to persuade the captain?

If for some reason the PCs cannot persuade Sudmeerensen to stop then complications might certainly arise.

For a start, some PCs might try to use force to take control of the situation, perhaps by overcoming the captain. The crew, well trained as they are, will not accept this, for that would be mutiny. Should this seem to be an approach the PCs are going to take, make it

clear to the players that sailing the ship without a cooperative crew is going to be nigh impossible.

It is also possible that some (or all) of the PCs jump ship to help the refugees. The captain will allowed the ship to be halted to allow the PCs off, but they'll be informed *Den Vliegenviss* will be continuing immediately afterwards. The PCs can then carry on with the rest of the encounter and proceed to Ungra Balan on foot accompanied by their new NPC chums.

If the PCs accept the captain's decision they can proceed to Ungra Balan without experiencing the rest of this encounter.

Repercussions

If the PCs do come into conflict with Captain Sudmeerensen in some way then he will withhold the funds assigned by Meister Mürgin. This means the PCs will have to provision themselves, initially, with their own funds. Whatever they spend – on items they don't keep – will be reimbursed at the end of the adventure. Don't tell the players this, however; let them stew for a while and fret. When the game is ended the repayment might come as a nice surprise.

What if the PCs ignore the refugees?

Should the PCs prove to be bounders and cads, unconcerned by the plight of the poor folk on the shore, then *Den Vliegenviss* will sail on, leaving the poor souls behind. Ignore the rest of the encounter and proceed to Ungra Balan. In addition, the PCs are bestowed with the *Black Hearted* item on the Adventure Record.

THE REFUGEES

If the PCs convince Captain Sudmeerensen to rescue the refugees then it all goes off very well and there is no risk to the PCs as the refugees are brought safely aboard *Den Vliegenviss*.

Amongst the refugees there are two people of note, the wounded soldier and a half-blood Wolf Nomad.

Pelda

The soldier is a woman called Pelda Âven, a member of the *Pax Mecuri*. Pelda has a wealth of potential information that can be coaxed out of her by PCs if they earn her trust (Diplomacy DC 10). Any PC who is a cleric or paladin of Pelor, Mayaheine, Rao, Zodal, Berei, Vathris or Allitur will automatically gain her complete trust. Any PC who is a druid of Ohad-Hai or

Beory will also gain her trust as she is a devotee of Perrenland's *Old Kerk*.

Pelda Aven is a Flan from Tehn who fled to Perrenland and then swore loyalty to the (now dead) Voormann, Karenin. She then joined the professional mercenary army to help fight the Old One.

The tale Pelda has to tell may be of interest to the PCs, since it gives pertinent information to the state of the region:

Her Pax legion, *Die Nordsturm*, some 2,000 troops backed by six warships and a dozen supply vessels, was dispatched a month ago to Ungra Balan to provide armed support for the region and counter increasing Iuzian incursions along the north-eastern shores of the Quag, land claimed by Perrenland as sovereign territory.

The villages of Wallport, Zuis and Greypike to the east of Ungra Balan had been garrisoned by *Nordsturm* cavalry troopers. But the last few weeks have seen a rapid advance by the enemy and all three villages have now been lost – the garrison in Greypike had no survivors. The other villages were razed by the defenders – a scorched Oerth policy, if you like – and abandoned.

In the evacuation her squad from Wallport was obliged to escort a score of villagers who had fallen behind the main column. They became further separated in a blizzard, their horses died and they became hopelessly lost. This morning they were attacked by an orc patrol, taking heavy losses, and the group she was with was forced to flee onto the ice to escape. Then they were rescued.

Sabha

The other woman of note is a striking looking woman of obvious mixed Flan and Wolf Nomad heritage. Her name is Sabha and she is the daughter of an Uirtag Flan woman from the Burneal Forest. Sabha herself was born outside of the forest and has never been there. When younger she came to Ungra Balan, where she met and married a local Perrenese prospector. Her husband was recently killed by Iuzian marauders and she has fled with her only child, the small boy (called Swen).

Having descended into grief stricken desperation, Sabha sees her unexpected rescue as a sign of goodwill from the spirits. In gratitude, she wants to pass that goodwill along to her rescuers.

Thus she endeavors to pass on her 'lucky charm' to one of the PCs. This charm is a tribal necklace

fashioned from a leather cord with a raven's skull, bird bones and feathers, and carved stones. She will try to give this to one of the PCs. Her preference is to give it to a woman, but if one is not at hand then choose the most 'feminine' male PC.

An Appraisal check (DC 12) will reveal that the necklace probably isn't worth much, but it's likely to be the most expensive thing the poor woman owns.

She tells the PC in heavily accented Common that the luck of the spirits has been hers and now she must pass it on to her rescuer. She tries to get the PC to accept it and to wear it.

If the PC refuses Sabha will try her best to have the gift accepted, making a point of it being a matter of personal honor. However if the PC is adamant that she should keep her 'treasure' she will not push the point, grasping the PC's hand and kissing it in fawning gratitude.

DM's Note: If the PC does accept the necklace, note whether it is taken and if it is worn openly. This will have a bearing on matters in *Encounter Nine*.

In addition, she will offer to give all of the PCs a sign of good luck, if they will accept it. If so, she will use a substance like henna to dye temporary symbolic tattoos on the palms of those who accept her gift. A Bardic Knowledge test (DC 30) will reveal the symbols to be archaic signs for seeking or hunting.

Once the PCs have had a chance to speak with Pelda and Sabha, move to Ungra Balan.

CREATURES

All APLs (EL 1)

Captain Jannis Sudmeereensen: Male Human (Flan) Exp 5, Profession (sailor) +13, Sense Motive +5.

Pelda Aven (Veteran Mercenary): Female Human (Flan) Ftr 5, Profession (soldier) +9, Sense Motive +2.

Sabha: Female Human (Flan/Wolf Nomad) Com 3.

Sailors (12): Male Human (Flan/Oeridian) Exp 3, Profession (sailor) +9, Sense Motive +1.

ENCOUNTER TWO UNGRA BALAN

Ungra Balan. Rumor and written sources have usually said of this frontier trading town, "watch your back and hide your belt pouch", but that does

not seem to match what you see. For one, the town is much larger than you had been led to believe; it must be sporting upwards of fifteen thousand people, perhaps even twenty thousand people. The local Wolf Nomads would now appear to be outnumbered by recently arrived folk from other parts of the region.

A large number of new looking buildings are evident and beyond the confines of the nomads' tent grounds everything is looking very organized and orderly. Maybe the presence of thousands of Nordsturm troops has something to do with this.

An obviously new jetty has been built to allow the twenty or more ships currently anchored off shore to unload and load material. Great piles of supplies are waiting on shore to be loaded onto the ships. As you disembark you realize that your expectations of Ungra Balan may be quite wrong.

EXPLORING UNGRA BALAN

The PCs will likely look around, and can learn the following information for free:

- The town has been occupied by a legion of Pax Mecuri from Perrenland called the *Nordsturm*. It is not very clear if this represents an alliance between the Tarkhan and Perrenland or if this is a move by Perrenland to secure the northern shore of Lake Quag, an area they have long claimed sovereignty over.
- The *Nordsturm* has dug a defensive ditch around the town and have built a low earth wall behind it with a gate system. More advanced fortifications are also being constructed.
- Refugees and soldiers have swelled the population recently, including many western Rovers of the Barrens, who look very out of place in an urban setting and whom the local Wolf Nomads are very unfriendly towards. The locals, however, have had little choice but to accept this position, but they have profited considerably so grumbling has been minimal.
- The *Nordsturm* have recruited heavily from the local population and hundreds of "cadets" are being trained to better defend the town.
- A local militia has been recently raised. They have been equipped in the style of Perrenese troops and are wearing uniforms obviously drawn from surplus Perrenland stocks. They have single red running wolf emblems upon the chests of the

otherwise red and white Perrenland tabards. A Knowledge (local, Iuz metaregion) check (DC 10) reveals the red running wolf is the symbol of the Wegwiur (Wolf Nomads).

PCs can learn the following with Gather Information checks:

DC 10: A slaughterhouse (its stench gives it away) has been set up in the town to kill, process and store for transport to Perrenland large numbers of caribou being herded in by Rovers of the Barrens.

DC 15: Many farmers have been brought to Ungra Balan and the fertile area around the town has been prepared for planting.

DC 20: The famine in Perrenland is getting so bad that foodstuffs from the northern shores of Lake Quag are fetching unheard of prices in the large bustling market place in the town. Many nomads have sold their entire herds for prices that were simply too good to be true.

DC 25: The Tarkhan has sent a delegation of Khans to the commander of the *Nordsturm*, a Perrender politician called Ingolt Weisspeer.

DC 30: The delegation includes the seventh son of the Tarkhan, Lekkol Khan.

Things to buy

PCs can purchase anything within the Players Handbook for 1.5 times the listed book price. In the local markets they can gain meta-regional access to certain special items and exotic materials:

Armor insulation: 50gp.

Whale Grease: 75gp.

HUNTING VAN INGERMANN

At some point the PCs are going to want to get on to what they're here for in the first place – tracking down Uust and figuring out where he is.

They can go about this in two ways, or a combination of both. They can track down and discover Uust's base of operations in Ungra Balan, or they can ask around to gather information about the town.

Asking around

Uust certainly was no shrinking violet whilst he was in town. An energetic fellow, he spoke to many folk whilst he was preparing for his trip north. The PCs can make Gather Information checks to discover various snippets of news:

DC 10: Uust Van Ingermann stayed in the tent village of the Wolf Nomads.

DC 12: His party left Ungra Balan in two longboats about a week ago.

DC 14: He hired some Wolf Nomad guides through a respected older warrior, Annor Nazh, in whose tent he had been billeted.

DC 16: Annor Nazh is a proud old warrior known for his hospitality.

DC 18: It's always best to approach an elder with small gifts. (A Knowledge (local, Iuz metaregion) check (DC 18) will reveal the part about the gifts as well.

DC 18: Uust was asking many questions of the local Wolf Nomads about the Burneal Forest.

DC 20: He spent time in the markets inspecting various relics that are claimed to be of Ur-Flan origin.

DC 25: He was most interested in old tales about the Fler River, particularly its source.

Van Ingermann's Possessions

It should take the PCs little effort to discover that Van Ingermann stayed in the tent village of the Wolf Nomads. A little more prying and they can learn he stayed with a man called Annor Nazh.

The tent village was once outside the old earthen walls of Ungra Balan, a place where less settled Wolf Nomads would make their home for a time before roving again. Now it falls within the arc of the new earthworks, a fact which does not impress some of the local tribal people. Though things are still civil, any PCs wandering in the village can expect flat stares and the odd growl from unimpressed Wolf Nomads.

Annor Nazh himself is a semi-settled elder of the tribe, a renowned and fearsome warrior in his day who now lives well off his reputation. He is a sarcastic old cove who is enjoying some relaxation in his twilight years. Nonetheless he's still a dab hand with a spear when needed.

PCs should approach Annor with respect without being sycophantic. He likes folk to stand up for themselves. If they can worm their way into his favor (Diplomacy (DC 15) or Bluff (DC 18) check) he will show them due hospitality. Should the PCs butter up Annor with appropriate gifts (flashy weapons, 'macho' clothing, strong drink, etc.) they may have a bonus of +1 to the check per 25gp spent (up to a maximum of +5).

If they convince him that they are looking out for Van Ingermann's best interests he will inform them that he has some of his friend's possessions kept safe for him. Perhaps there might be some clues held within. Annor will allow them to look through the gear left by Uust, but under no circumstances might they take anything.

Anyone who looks through Uust's belongings will find a rolled up collection of notes. If they take the time to read through them they may pick up further information, depending on how well they interpret the writings.

Knowledge (arcana) DC 15: The notes speculate about mystical knowledge that may prove to be a secret weakness of Iggitwilv, and perhaps even Iuz himself.

Knowledge (geography) DC 18: A source of the Fler River lies within the Burneal Forest, and seems to be a point of interest.

Knowledge (history) DC 15: It appears Uust has found that the denizens of the Burneal Forest in ancient times were foes of the ancestors of a Witch Queen.

Knowledge (nature) or Survival DC 15: Uust was well aware of the dangers presented by the frigid climate and provisioned accordingly.

Knowledge (religion) DC 20: The notes he has collated on artifacts he has found and ancient writings would point to there being some link to the dread god Nerull.

Drawing Conclusions

There is certainly enough information available, either in the notes or through asking around, for the PCs to determine where Uust has gone. Proceed to Encounter 3.

If the PCs somehow managed to fail in their information gathering, feel free to improvise an encounter where some NPC who's heard of their interest offers to sell them details on Van Ingermann's departure for 100gp.

DM's Note: If this happens do not award them xp for discovering Uust's destination.

ENCOUNTER THREE PREPARATIONS

As suspected, Uust Van Ingermann has headed north, intent on following the Fler River into the cold Burneal Forest. Not much is known of that region, so it would appear that to find an explorer you might have to become explorers yourselves. Some sort of preparation would appear to be the order of the day.

Assuming the PCs are prepared to head off into the wilderness in search of Uust then they might want to prepare a bit in advance. They have to decide how to get where they're going and what equipment they think they're going to need.

PAYING THE PRICE

If the PCs in some way come into conflict with Captain Jannis Sudmeerensen then provisioning becomes somewhat more complicated, for he will withhold the funds provided by Mürgin Van Ingermann. The PCs will have to equip themselves using their own funds.

DM's Note: Whatever funds the PCs pay for expedition equipment (i.e. expendables for the purpose of the task that they don't keep afterwards) will be refunded by Mürgin at the end of the adventure. Do not, however, tell the players this until the end of the adventure.

If, however, there has been no great trouble then the PCs' forthcoming travel will be funded by Sudmeerensen, within reason. He isn't going to quibble over tens of gold pieces here and there, but a cost of thousands will certainly raise eyebrows. In general, a cost of APLx100gp in total is a decent benchmark.

For the purpose of item purchase, Ungra Balan's market is considered to be that of a Small City (15,000gp limit for individual items purchased)

GUIDES

Groups without an outdoorsy character (ranger, druid, barbarian or appropriately skilled rogue), and even those that do, are probably going to want to hire one or more guides. Thankfully there are Wolf Nomads in town who know the fringes of the Burneal Forest well enough to act in this role. Two of them, Chintuk and Agara, are available and willing to do the job.

Note that it isn't necessary to hire a guide, especially if they have a copy of Uust's draft map. But

having one might well make life easier somewhere along the way.

Locating the guide(s)

Before hiring someone to guide them, the PCs first have to find them. This isn't too hard, requiring a Gather Information (DC 15) check.

Securing the guide(s)

Once the PCs have found either Chintuk or Agara, or both (DM's choice), they can endeavor to secure their services. So long as they treat the Wolf Nomads with a modicum of respect – a Diplomacy check (DC 12) – then they can get an agreement of interest.

Negotiating a price

Finally the two groups must settle on an acceptable price. This step may be skipped if time is pressing, and the PCs are being funded rather than paying out of their own pocket. Otherwise they should make a Diplomacy (DC 14) or Bluff (DC 18) check, with a base price of 20gp per guide. Reduce this price by 1gp per point over the DC for success, with a minimum of 10gp. Likewise increase the price by 1gp per point below the DC for a failed check, with no maximum.

The guides

Chintuk: Male human Bbn3; see *Appendix Five*.

Agara: Male human Rgr4; see *Appendix Five*.

TRAVEL PLANS

Another decision the PCs have to make is how they intend on traveling in Uust's footsteps. They have two basic options: land or water.

Land-based travel

Should Shank's pony be the option of choice for the party then there isn't much else they need to do except kit themselves out, gather guides if desired, and hit the road (or riverside as the case may be).

Water-based travel

Since they seem destined to follow a river, it's entirely expected that the PCs may decide to take a boat. Any illusions they might have of commandeering *Den Vliegenviss* will be quickly shattered by Sudmeerensen; he is going no further than Ungra Balan. His orders don't permit him to travel further north and, besides, it is very likely the Fler River is not navigable by so large a vessel.

But there are plenty of smaller vessels around that can be hired. A successful Gather Information (DC 12)

check will point the party in the direction of Jonas Groenzee, a local fisherman with a longboat for hire. If the PCs are footing the bill it will cost them 20gp for the hire of the boat, following a Diplomacy (DC 12) check.

If none of the PCs have Profession (Sailor) they can hire the services of Jonas and his son Pedder to do the sailing for them. This will cost a further 30gp, and requires a Diplomacy (DC 14) check.

Jonas: Male human Com4; see *Appendix Five*.

Pedder: Male human Com2; see *Appendix Five*.

DM's Note: Animal companions of a size of Large or above cannot accompany the PCs on board a single boat, due to space constraints. Make that fact clear before they agree to use this transport method. It is possible to hire a second boat for double the cost.

ON THEIR WAY

Once the PCs have bought what they want, dealt with the guide issue, and arranged their mode of travel, they can set off.

If the party is traveling by land, proceed to *Encounter Four*.

If the party is traveling by boat, proceed to *Encounter Five*.

DM's Note: Each group can only experience one of these two encounters. Doing one negates the other.

ENCOUNTER FOUR WALKING THE FLER

Leaving Ungra Balan behind, you travel westwards for a day along the northern shoreline of Lake Quag, until you come to the mouth of the Fler River. Across the frigid river, in which miniature icebergs drift slowly through smaller shards of ice, you can see the low bulk of the northern spur of the Mounds of Dawn. Thankfully you don't have to cross the river, and thus you only hear the strange calls and noises from the monstrous creatures that inhabit those hills, rather than meet the makers of those sounds.

You encounter few other people in your travels, for though this is Wolf Nomads territory, few of the tribesmen journey to the cold river in the winter months. Once you pass the Mounds of Dawn you do spot other people, for the low land

now across the Fler is claimed by the Tiger Nomads, and you spy bands of those fierce people on occasion. However they do little but posture and shout what would seem to be rude insults in your direction.

After several days of hard travel, you come over an undulation in the frozen land to see the dark smudge of forest on the horizon and you recognize the Burneal Forest is within reach. Before you enter those woods, however, you must traverse some low rough hills, their treeless flanks covered in snow and frozen rocks. Even in more pleasant seasons this land must be harsh and unwelcoming.

Eventually, with the forest now easily in sight, you come in the late afternoon to an area less cold than the surrounding land. Warm water from the Oerth's depths seeps to the surface, forming a marshy stretch where steam drifts lazily above the ground in slowly swirling tendrils. Plants grow in relative abundance, and small animals dart about, showing that Nature's bounty can be found in the most surprising of places.

Near the river there are signs of a boat being dragged onto the shore in recent times, and the remnants of a camp can be seen, one of several you have come across on your trek.

The low area where the PCs find themselves is home to many plants and animals, as described, and is a good place for them to replenish some of their supplies. A Survival or Knowledge (nature) check (DC 15) is enough to forage successfully for appropriate foodstuffs or herbal supplies to aid Heal checks.

In short, the bounty of the small area is enough that it should act as a lure, enticing the party to set a camp for the night.

If they seem reluctant, use the signs of the camp as another form of bait to get them to settle. Search or tracking via Survival will reveal the signs of a well-managed camp of approximately a dozen people, with nothing of particular interest (i.e. treasure) being found.

Should they still seem determined to push on, have someone make a Knowledge (nature) or Survival (DC 12) check to realize it will be quite cold that night, and that this area will provide the best camp site for several miles.

If need be, any guides they may have brought along will recommend the camping site.

EXPLORING THE AREA

Some PCs may wonder why there is such a warm place in so cold a region. A successful Knowledge (nature) or Knowledge (geography) check (DC 15) will provide the answer – the area sits above a thermal vent, and deep heat from within the Oerth is rising more easily to the surface and warming the ground and the water. Thus there is marshy terrain.

The limits of the area are a stretch about two miles along the river bank, extending east inland by about half a mile, ringed by low snow laden hills. The ground is most marshy near the river, so a Survival (DC 15) check will reveal the best campsite to be near the one they found, in a narrow area where the river is closest to the hills.

If the PCs are determined to thoroughly explore the area, the DM should try to deter them with casual mention of how that might take some decent amount of time. Another choice is to have any hired guide(s) mention it wouldn't be good to venture too far in unfamiliar territory.

Should the PCs remain undeterred and are willing to spend some time (see DM's Note below) then allow Knowledge (nature) or Survival (DC 25) checks, or a Knowledge (geography) check (DC 30) to recognize that the thermal thaw extends as far as the lower slopes of the hills, and that the snow on their flanks seems firm but is really only a hardened crust.

Creatures without some sort of means of seeing in darkness suffer an increase of +5 to the DC for these checks.

DM's Note: This degree of exploration will extend into the night's darkness to achieve completion of the check and gain the knowledge.

A LIGHT IN THE NIGHT

This encounter occurs when the party has settled down into camp for the night, or when one or more have headed off to explore the area, or finally if they push on further and reach the fringes of the marsh as darkness falls. The read aloud text assumes a camp has been set; paraphrase as necessary.

Darkness settles in early and crowds in upon you, though the unexpected warmth is welcome. Following a long day's trek through rough lands, a rest is welcome and once your bellies are full your eyes begin to droop.

Before you can slip into the welcome embrace of sleep your ears prick up as you hear a noise from

the hills nearby, and when you look in the direction of the sounds you can see the flickering of a torch light.

Check the results on Listen checks for the PCs:

DC 15: The noise is that of murmuring over the sound of some higher pitched crying.

DC 20: There seems to be harsh whispered chanting coming from the direction and there also appears to be the sporadic sobbing of a woman or perhaps a child.

DC 25: The language of the whispering can be made out; for those who know it, the tongue is Auran.

DC 30: The voices are a little burred, as if spoken over something buzzing, and are not quite natural.

In addition, Spot checks may reveal more information.

DC 15: The movement is slow and measured, as if in some form of formal march.

DC 20: The light is more akin to that from a lantern or perhaps a magical light.

DC 30: There only seems to be the light, no other forms can be seen out there.

In fact, the PCs are being lured into a wicked trap by one or more will-o'-wisps with malicious intent on their minds. The act as a night procession is to convince the PCs to follow and explore further, with the intent to draw them into an area where a mudslide might be triggered, allowing a better attack by the nasty creature(s). Once the will-o'-wisps reach the hill line they fade and lower their 'speaking', to simulate entering a hidden chamber within the hill.

Refer to the map for the encounter (see *DM's Aid Three*). The will-o'-wisps attempt to lead the PCs in a line that leads from the bottom right to the top left of the map. The displayed Bury Zone is also the trigger zone for the mudslide. Anyone not walking carefully (performing Balance check as shown in the trap detail below) in this area automatically triggers the mudslide.

The Mud Zone is where the mud will slide to, impeding movement, but not causing damage or threatening to bury anyone. In addition, when moving into this zone, PCs may make the checks listed in order to notice the danger; add +10 to the listed DC for innate skill checks (where players have not specifically stated they will look for danger), of which each PC gets one when entering this zone.

The Hillside is steep, and all normal land movement is quartered in those squares. If the mudslide is triggered, the Hillside should then be considered to have the same conditions as the Mud Zone.

DM's Note: When initially drawing the map, which has been scaled for a standard RPGA battlemat, only draw the hillside at first. If a slide is triggered, draw in the mud and bury zones.

APL 6 (EL 9)

Will-o'-wisp (advanced): hp 76; see *Appendix One*.

Mudslide: CR 6; natural; touch trigger; no reset; 7d6 in bury zone, 1d6/minute non-lethal (when buried), 1d6 lethal damage/minute (when buried and unconscious, DC 15 Con each time for no damage); Reflex DC 13 for half damage and not buried; Search (DC 35) or Knowledge (nature)/Survival (DC 25) or Knowledge (geography) (DC 30); No disable, Balance (DC 20) to avoid triggering; DC 16 Str check per minute to exit mud if buried. In mud, speed reduced by half and -1 to AC and attack rolls.

APL 8 (EL 11)

Will-o'-wisp (advanced) (2): hp 76, 76; see *Appendix Two*.

Mudslide: CR 8; natural; touch trigger; no reset; 11d6 in bury zone, 1d6/minute non-lethal (when buried), 1d6 lethal damage (when buried and unconscious, DC 15 Con each time for no damage); Reflex DC 15 for half damage and not buried; Search (DC 35) or Knowledge (nature)/Survival (DC 25) or Knowledge (geography) (DC 30); No disable, Balance (DC 20) to avoid triggering; DC 16 Str check per minute to exit mud if buried. In mud, speed reduced by half and -1 to AC and attack rolls.

APL 10 (EL 13)

Will-o'-wisp (advanced) (4): hp 76, 76, 76, 76; see *Appendix Three*.

Mudslide: CR 10; natural; touch trigger; no reset; 15d6 in bury zone, 1d6/minute non-lethal (when buried), 1d6 lethal damage (when buried and unconscious, DC 15 Con each time for no damage); Reflex DC 17 for half damage and not buried; Search (DC 35) or Knowledge (nature)/Survival (DC 25) or Knowledge (geography) (DC 30); No disable, Balance (DC 20) to avoid triggering; DC 16 Str check per minute to exit mud if buried. In mud, speed reduced by two thirds and -2 to AC and attack rolls.

APL 12 (EL 15)

Will-o'-wisp (advanced) (4): hp 76, 76, 76, 76; see *Appendix Four*.

Mudslide: CR 14; natural; touch trigger; no reset; 23d6 in bury zone, 1d6/minute non-lethal (when buried), 1d6 lethal damage (when buried and unconscious, DC 15 Con each time for no damage); Reflex DC 21 for half damage and not buried; Search (DC 35) or Knowledge (nature)/Survival (DC 25) or Knowledge (geography) (DC 30); No disable, Balance (DC 20) to avoid triggering; DC 16 Str check per minute to exit mud if buried. In mud, speed reduced by two thirds and -2 to AC and attack rolls.

TACTICS

DM's Note: This combat is not designed to kill the party, however tough it may be. At such an early part in the piece fatalities should only occur if players are almost willfully stupid.

These will-o'-wisps are not interested in just killing people. Malicious as they are, they want people to suffer. Thus they will inflict as much pain as they can throughout the party rather than concentrating their attacks on the one person, as would be tactically better. Any individual will-o'-wisp that loses over half its hit points will start to hammer on single individuals with lethal intent.

If the PCs somehow avoid the trap, or circumvent it in some way, then the will-o'-wisps will be enraged by the failure of their plan and will attack with intent to kill quickly. In this case they will focus on individuals, usually those who show the most chance of doing damage.

If there is no movement *at all* from any of the PCs following the mudslide then the will-o'-wisps will think they have killed all the PCs, get bored, and depart.

The will-o'-wisps will make good use of their flyby attack and combat reflexes feats at all times.

At any time that a will-o'-wisp is reduced to 25% or less hit points, it will flee the combat in the most expedient fashion.

DM's Note: The will-o'-wisps cannot see, and thus will not attack, any character who is buried in the mudslide.

ENCOUNTER FIVE SAILING THE FLER

Leaving Ungra Balan behind, you travel westwards for a day along the northern shoreline of Lake Quag, until you come to the mouth of the Fler River. Across the frigid river, in which miniature icebergs drift slowly through smaller shards of ice, you can see the low bulk of the northern spur of the Mounds of Dawn. Thankfully you don't have to land across the river, and thus you only hear the strange calls and noises from the monstrous creatures that inhabit those hills, rather than meet the makers of those sounds.

You encounter few other people in your travels, for though this is Wolf Nomads territory, few of the tribesmen journey to the cold river in the winter months. Once you pass the Mounds of Dawn you do spot other people, for the low land now on the western bank of the Fler is claimed by the Tiger Nomads, and you spy bands of those fierce people on occasion. However they do little but posture and shout what would seem to be rude insults in your direction.

After several days of steady travel – on occasions the river is frozen and you must fit the ice runners – you come to a widening in the river where you see the dark smudge of forest on the horizon, and you recognize the Burneal Forest is within reach. Before you enter those woods, however, you follow the winding river along canyons carved through low rough hills, their treeless flanks covered in snow and frozen rocks. Even in more pleasant seasons this land must be harsh and unwelcoming.

Eventually, as the forest is more regularly in sight, the river's surface becomes frozen solid, though water runs slowly underneath the ice. Where the land begins and the river ends becomes increasingly difficult, but thankfully the ice seems thick and you skim slowly along with little trouble.

As you round a sharp bend and lose sight of the forest once more you hear singing, the beautiful but mournful tune of a woman. It seems to be coming from underneath the ice!

Whilst Jonas and Pedder are the primary sailors of the boat, the PCs may be put to work crewing the vessel. So long as one of the sailors is in charge there is little difficulty in being a crew member. When the party encounter extended areas of freezing on the river, the

boat can be fitted with ice runners, taking an hour of work by the party. Ostensibly the boat is a much smaller version of a sailing ice ship.

DM's Note: Should any players ask, the experience is enough to justify their taking Profession (sailor) in their next level up.

THE ICE SINGER

When the party is within a day's travel of the forest they will have the likely anticipated dangerous encounter. In a tight bend in the river there lives a rusalka, an aquatic woman of fey heritage.

The rusalka is a denizen of the river, bound to it by mystical ties. In appearance she is a beautiful pale slender woman, looking a little elfen, with long unbound white hair. She is unclad, but her modesty (if she had any) is preserved by a thin covering of blue-white frost.

This rusalka – she is a solitary creature with no need for a name – has been disturbed by the appearance of an aggressive water elemental that has been drawn through a (now closed) planar rift and is none too happy itself. The elemental will not let the rusalka pass and she is caught in a horseshoe canyon formed by the river.

She was in a dormant state of depression when Uust party went by, so she missed them, as did the elemental. Since then she has been alert and with the appearance of the party she sees a chance at escape.

The rusalka begins by watching the party from cover, underneath the ice near a crack where she can pop up a little and see them. She starts to sing when the elemental is lurking directly between herself and the party. It requires a Spot (DC 25) check to actually see the rusalka, and a Spot (DC 35) to notice the movement of something big (the elemental) under the ice.

DM's Note: See *DM's Aid Four* for a layout of the combat. The Rusalka starts at R and the elemental at E. The boat position is also noted.

During the combat each ice square has a chance of collapsing. For each round that a creature is engaged in combat (either attacking or being attacked) on a particular square there is a cumulative chance that the ice will collapse. The cumulative chance is:

- 5% per round for Small characters.
- 10% for Medium characters.
- 20% for Large or bigger creatures.

For example, if a Medium creature is fighting on a square in round one the chance of collapse is 10%. If in the next round the Medium creature moves out of the and a Large creature moves onto the square but does nothing apart from moving then the chance is still 10%. If in the third round the Large creature is engaged in combat then the chance increases to 30% and so on.

DM's Note: If using a battlemat it would be wise to tick off each 5% chance onto individual squares on the map until the square finally collapses.

The water elemental may pass through the ice at will, since it is still water of a sort. Likewise, it can choose to break squares at will, though this counts as a move equivalent action. If it chooses to break the ice then all the squares in its template are broken.

Cold effects: Anyone falling into the water may be subjected to the effects of hypothermia or drowning. See the *Dungeon Master's Guide* on pages 302 and 304 respectively for details on each of these dangers.

DM's Note: The ELs of this encounter have been raised due to the environmental effects, which favor the elemental.

APL 6 (EL 9)

Rusalka (advanced): hp 21; see *Appendix One*.

Water elemental, huge: hp 152; see *Monster Manual* (p. 100).

APL 8 (EL 11)

Rusalka (advanced): hp 21; see *Appendix Two*.

Water elemental, greater: hp 199; see *Monster Manual* (p. 100).

APL 10 (EL 13)

Rusalka (advanced): hp 21; see *Appendix Three*.

Water elemental, elder: hp 228; see *Monster Manual* (p. 100).

APL 12 (EL 15)

Rusalka (advanced): hp 21; see *Appendix Four*.

Water elemental, elder (advanced): hp 304; see *Appendix Four*.

TACTICS

Rusalka

The rusalka's intent is to use her beguiling song to drawn one of the party towards her. She assumes (correctly) that the elemental will attack anyone who approaches. Her aim is to draw the party and the elemental into an extended combat and use the distraction as a means for her to escape under the ice.

If the opportunity presents itself, she is not above trying to steal a stray male character away as a mate, casting *water breathing* on any man who is charmed by her. She targets fighters and the like, those most likely to fail a Will save. The rusalka only does this if it seems she can do so without being pursued (so she might steal one of the NPCs away rather than a PC).

DM's Note: The rusalka has a *minor ring of energy resistance (cold)* hidden away elsewhere so that any mate she chooses will be protected from the cold. This is not in the treasure list, nor should it be.

Should anyone get close enough to cause damage to the rusalka, and show intent to do so, she will flee, taking cover under the ice where possible.

The rusalka bears no particular ill will against the party and is really just selfishly looking out for her own interests. She is willing to parlay to save her skin if need be.

Water Elemental

The water elemental's tactics are brutally simple – attack the intruders with the intent of causing massive damage where it can. The conditions are such that if its opponents are standing on ice neither of the conditions noted in the water mastery ability apply. If someone falls into the water then it will target them, taking the +1 bonus.

If the elemental uses its vortex ability then the ice over the area of the vortex will collapse on the elemental's next action following commencement of the vortex. Anyone standing on the ice at that time will fall in. A Spot (DC 15) check will reveal the churning water below the ice and provide a warning.

The water elemental might also drag unlucky characters under water and thrust them under the ice, to face possible hypothermia and drowning.

The elemental is more interested in destroying the party than the rusalka, and will pursue them in preference to her.

ENCOUNTER SIX CAMPSITE OF CLUES

Finally you pass into the expanse of the Burneal Forest, a cold mist-enshrouded place that stretches beyond the horizon. The further north you travel, the colder the Fler becomes as it winds its way through a canyon worn amongst the dark trees. The Burneal feels like an otherworldly place, removed from the Oerth as you know it. Nonetheless there is a certain bleak beauty about the region, and the snow and mist make the trees and river seem as if they were painted in shades of grey.

In time you come to a fork in the river, a point where a major tributary joins to widen the river's progress. Here, though, the cold achieves mastery and the river's surface is frozen solid. Thus it is not surprising that you soon spot signs of a major camp through the mist. Perhaps you may have found the elusive Uust Van Ingermann...

What the characters have found is the base camp established by Uust when he discovered the main eastern tributary of the river. Knowing there might be cataracts ahead, Uust decided to set a camp and leave his boats to journey ahead on foot.

The two boats and the heaviest of equipment have been left behind, along with tents for members of Uust's party who remained to secure the camp.

From looking at the camp and around the nearby area, the PCs can learn several things via appropriate skill checks:

Survival DC 12: The camp was set up just under a week ago. Four or five people stayed at the camp.

Tracking (Survival) DC 12: A large group of perhaps eight or nine people left just under a week ago, heading north-east along the Fler's tributary.

Search DC 15: Bloodstained bandages were burned in the campfire.

Tracking (Survival) DC 15 or Search DC 18: The camp has been ransacked, but probably by beasts rather than humanoids. The fire was last lit two or three days ago.

Tracking (Survival) DC 18: Two large, probably dire, bears went through the camp within the last two or three days, likely looking for food. Afterwards, small forest creatures came in and poked around.

Search DC 15: Fifty yards or so east of the camp, near dug out latrines, is the sign of a skirmish, and frozen bloodstains.

Heal DC 10: The size of the bloodstain indicates a fatal injury to a Medium or Smaller creature, or a severe injury to a Large creature.

Tracking (Survival) DC 15: A fight took place between a large bear and two humanoids. One of the humanoids was severely injured and the other moderately injured. Drag marks indicate the bear took a body away into the woods.

Tracking (Survival) DC 12: Bloody footprints lead back towards the camp, and the person was running. The bleeding was stopped or the blood wiped off before the camp was reached. The person then staggered back into camp.

Tracking (Survival) DC 12: The drag marks lead deeper into the woods. If they are followed, they lead a quarter mile to the half-eaten body of a young Wolf Nomads woman. The gruesome remains are frozen solid.

Tracking (Survival) DC 15: Three sets of footprints head north-east along the river shore, followed by paw prints of a very large bear. This seems to have been a fighting retreat, judging by blood stains and the nature of the prints. One set of prints goes out to the river ice, whilst the others go to a copse of trees.

Spot or Search DC 18: There are two frozen bodies up in the trees, huddled where they froze to death. There is another frozen body trapped under the ice, where it gave way in the flight.

WHAT HAPPENED

It may be that some bright sparks will use some form of magic to raise or speak with the dead, or something similar. In that case, and as an aid to the DM to answer other unpredicted questions, here is a brief summary of what happened:

Just under a week ago Uust and his party reached the site after a generally uneventful trip (such a large party usually scares off attackers). Seeing the tributary may not be passable by boat, Uust took two thirds of the group with him and left four people behind. These four consisted of three human Perrender men, Gurrin, Mirt, and Brinner, all specialist boatmen, and a Wolf Nomad woman Taga, the cook.

Three nights ago Taga and Mirt, who had formed an attachment, were engaged in some 'frivolity' outside

the camp when they were attacked by a dire bear, and Taga was dragged off and mostly eaten.

Mirt, wounded, staggered back to camp and his wounds were tended. In the morning, another dire bear appeared and attacked the camp, and forced a running battle of retreat. Mirt, not thinking straight from the pain, ran onto the ice in panic and fell through, succumbing to hypothermia and drowning. Gurrin and Brinner climbed trees but the bear remained nearby, and when a cold snap came the next night, they froze to death as well.

The bears then went through the camp, searched for food, and left. Other forest creatures came in afterwards to scavenge.

DM's Note: If any of the dead NPCs are somehow raised, then they will want to fortify the camp and remain behind, nervous as anything.

Should the PCs gather the bodies together so they may be returned, the PCs will receive the *Respect for the Dead* item on the Adventure Record.

It should be readily apparent that Uust has carried on deeper into the forest, and his path leads along the tributary. Proceed to *Encounter Eight*.

DM's Note: Any guides hired by the party will be prepared to accompany them further; their honor demands they do as such. The boatmen, however, will be determined to remain with their boat at the camp.

ENCOUNTER SEVEN UIRTAG TRAPS

Leaving Uust's base camp behind, you venture onwards into the depths of the Burneal Forest. As you travel along the rugged banks of the tributary, civilization seems so very far away. You are most definitely in the heart of the wilderness and it isn't lost on you that if something goes wrong you might never get any help; a sobering thought.

It appears Uust's party was careful in their progress, for their tracks are often covered. However, as an experienced explorer, it also seems Uust has left behind subtle trail markers as a precaution. Thus you are able to follow in his path with less difficulty than might otherwise have been the case.

Then you come across a pair of graves...

SKIRMISH SITE

After a couple of days of trudging through thick forest and rough hilly terrain, the PCs have entered the territory of an Uirtag Flan tribe, the Husik. Some days beforehand, Uust and his party did the same, but they were spotted and ran afoul of some less than welcoming locals. In the fight that ensued, two of Uust's party were killed. The expedition fought off the attackers despite the loss, and held the ground.

Both of the fallen were rootless wanderers, a half-orc woman called Shura, and a human man named Jeth. Each were the type to want to be buried in the wild, and thus they were, their names carved on small rough headstones placed by their graves.

Should some form of divination be used, the shades of the slain explorers can describe a chaotic attack by perhaps two or three dozen 'savages' supported by spell-casters who used the trees to hide their true numbers and attacked using crude ranged weapons.

A tracking roll using Survival (DC 15) shows that at least two dozen assailants ambushed Uust's party, and that they suffered perhaps a half-dozen casualties before retreating.

DISAPPEARING TRACKS

After another half day's walk, the expedition's tracks head east away from the river, because the terrain becomes steeper and difficult to follow. Perhaps an hour further and the tracks disappear altogether.

A successful Survival check (DC 40) for those with the Track feat reveals the disappearing tracks have been deliberately and expertly hidden.

This is actually another skirmish site, one where the Flan tribesmen came back with more numbers and more powerful clerical aid. Uust's party was overcome and the remaining members captured alive. The attackers then cleaned up the site, leaving no signs of what happened.

From where they are the PCs can make out a mountain ridge to the east, which appears to be a logical source of the Fler's tributary. A Knowledge (nature) or Knowledge (geography) check (DC 14) can point them in the best direction to find the source.

This, however, heads them directly into the heart of the Uirtag Flan territory.

TRAPS

The Uirtag people, and the Husik tribe in particular, are cagey sorts, and don't like unexpected intruders. As such, they have set up some protective measures – special areas guarded by submerged reservoirs of magically treated pitch. Unless the players specifically state they are slowing their pace and searching for traps (rather than tribesmen) they will eventually trigger one of these cunning defenses.

The traps consist of areas of spongy ground, in which there are sunken reservoirs of highly flammable pitch some six inches below the ground, each about a foot deep. A number of small flints have been set up in the radius, designed to tip and spark when any decent weight (such as a Small humanoid) passes over the ground. The spark lights treated kindling which in turn acts as a fuse and lights the pitch, resulting in an Oerth-shattering fiery kaboom, and a black ball of smoke which acts as a suitable alarm that also chokes those within it.

In addition, at APL 12 there are scattered pits designed to catch staggered intruders who might survive the pitch trap. Unless PCs take care and search, there is a 25% chance they will stumble into one of these pits.

DM's Note: Rangers and druids from the tribe have taken care over several generations to ensure the larger local animals avoid this area and do not set off the traps.

APL 6 (EL 6)

Burning Pitch & Poison Smoke Combination Trap: CR 6; mechanical; location trigger; manual reset; 2d6 fire, Reflex save (DC 18) for half; plus 1d6 Con/2d6 Con, Fortitude save 20 resists; affects all within a 15 ft. radius of trigger; Search (DC 20); Disable Device (DC 10).

APL 8 (EL 8)

Burning Pitch & Poison Smoke Combination Trap: CR 8; mechanical; location trigger; manual reset; 6d6 fire, Reflex save (DC 19) for half; plus 1d6 Con/2d6 Con, Fortitude save 20 resists; affects all within a 15 ft. radius of trigger; Search (DC 22); Disable Device (DC 10).

APL 10 (EL 10)

Burning Pitch & Poison Smoke Combination Trap: CR 10; mechanical; location trigger; manual reset; 10d6 fire, Reflex save (DC 20) for half; plus 1d6 Con/2d6

Con, Fortitude save 20 resists; affects all within a 15 ft. radius of trigger; Search (DC 24); Disable Device (DC 10).

APL 12 (EL 12)

Burning Pitch & Poison Smoke Combination Trap: CR 10; mechanical; location trigger; manual reset; 10d6 fire, Reflex save (DC 20) for half; plus 1d6 Con/2d6 Con, Fortitude save 20 resists; affects all within a 15 ft. radius of trigger; Search (DC 24); Disable Device (DC 10).

Poisoned Spike Pit Traps: CR 10; mechanical; location trigger; manual reset; hidden catch bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); pit spikes (Atk +12 melee, 1d6 spikes for 1d8+6 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search (DC 16); Disable Device (DC 25).

ENCOUNTER EIGHT THE HUSIK

How this encounter unfolds depends on how the PCs handled the traps and the attitude they take to the Husik. The likely options are:

- The Husik are alerted (the trap was sprung or the PCs aren't subtle) and the PCs act with hostility to the Husik and fight them.
- The Husik are alerted (the trap was sprung or the PCs aren't subtle) but the PCs are diplomatic.
- The Husik aren't alerted and the PCs ambush them.
- The Husik aren't alerted and the PCs remain hidden.
- The Husik aren't alerted but the PCs are diplomatic.

THE ALARM IS RAISED

If the PCs stumbled into the traps in *Encounter Eight* then the Husik warriors will know where they are and come and explore. Likewise it is possible that the PCs are not subtle when moving around (the whole group needs to succeed at Move Silently (DC 15) checks) and are noticed.

The Husik will send out a scouting party to investigate. Gúnth and one half of the warriors will remain hidden at a distance (Spot (DC 15) to notice

them) whilst Otha takes the other half to openly confront the PCs. Their manner is wary and if the PCs are not obviously hostile then they will not attack. At the first sign of anything that could be perceived as an attack they will commence fighting, with the hiding group attacking from ambush.

THE ALARM ISN'T RAISED

If the PCs did not set off the trap, and all of them succeed in a Move Silently (DC 15) check then they can find the Husik village and examine it further if they wish, or approach in a non-hostile manner.

DIPLOMACY

The Husik tribesmen that the party encounters are not the ones who attacked and captured Uust. These are ordinary villagers who, like most normal people, avoid trouble where they can. Thus they are open to parlaying with strangers so long as the intruders seem respectful and decent.

The only problem is that the Husik only speak Flan, and no other language. Unless someone has some way to speak with them the communication will have to be handled by miming. Make the players mime out the basics of what they want, but allow Intelligence (DC 16) checks if things get too bogged down.

Regardless, it requires a Diplomacy check (DC 15) to successfully liaise in a peaceful manner with the tribe. Any characters of obvious Flan heritage gain a +2 circumstance bonus to this check.

DM's Note: If anyone in the party is openly wearing Sabha's necklace charm then the whole group gains a special +5 bonus to Diplomacy checks when dealing with the Husik.

If some sort of communication is established, the Husik have the following knowledge:

- They are members of the Husik tribe, of the Uirtag people.
- They themselves are the people of the forest, not the priests in the mountains.
- The priests live near a sacred site built by the Unseen Ones. It lies near the holy spring where the river flows from the mountains.
- The priests worship the Death Lord, whom they also call Ner-ull.
- The Unseen Ones are powerful and secretive. Their ruined city is guarded by hungry spirits, which must be appeased.

- The Husik think the Unseen Ones may try to enslave them; the priests watch over the sacred place and make sacrifices to appease the spirits that are there.
- The priests recently captured a group of intruders. No doubt these captives will be the next sacrifices.
- The priests will not willingly let the captives go, but they might trade them for a suitable exchange.
- Such an exchange would need to be something living and powerful.
- There is a possible alternate sacrifice nearby, an "ice hag" who has been preying on the village for some time, she is a servant of a new Baba Yaga (Witch Queen).
- The "ice hag" steals away the elderly and the young to eat.
- The "ice hag" prowls the forest that lies below the mountains within a day's walk to the east.

STEALTH

Assuming the PCs manage to sneak in without being spotted then it is possible they might continue a stealthy approach and put the Husik village under surveillance.

To succeed in this anyone who is going close enough to gain useful information must succeed in Move Silently (DC 20) and then Hide (DC 15) checks. Add +10 to these DCs if someone is audacious enough to try to enter the village itself.

A short surveillance (only a day or so) of the settlement will reveal no signs of Uust or his companions, and no signs of anyone guarding a prison or the like. A Sense Motive (DC 12) reveals that the locals are edgy and alert for some reason. They are particularly protective of the young and the very old.

An extended surveillance (two or more days) reveals that the villagers send supplies of food and drink for a number of people north towards the mountains. It is possible to trail the suppliers (same two Move Silently checks as above to firstly move away from the village and then to trail the villagers) and discover the location of the priests. This can provide a lead to *Encounter Ten*.

The PCs should get full xp if they manage to successfully evade the Husik via stealth.

DM's Note: If at any time the PCs reveal their presence see the alarm is raised section above, but add

+2 to Diplomacy DCs if the party has obviously been staking out the village.

COMBAT

Should things break down into hostilities then the Husik are not interested in protracted combat. They much prefer to hit and run, and have no interest in fighting to the death. They use the environment to best affect, using their javelins first before engaging in hand-to-hand combat.

Once they have taken 25% or more casualties, or more than half of their combatants have individually suffered half or more damage, the Husik will flee the combat as a whole.

They will not, however, abandon a comrade who has not fallen.

APL 6 (EL 3)

Gúnth: Male human Rgr4; see *Appendix One*.

Otha: Male human Bbn3, hp 31; see *Appendix One*.

Tribesmen (2): Male human War2; hp 16, 14; see *Appendix One*.

APL 8 (EL 4)

Gúnth: Male human Rgr4; see *Appendix Two*.

Otha: Male human Bbn3, hp 31; see *Appendix Two*.

Tribesmen (4): Male human War2; hp 16, 15, 15, 14; see *Appendix Two*.

APL 10 (EL 5)

Gúnth: Male human Rgr4; see *Appendix Three*.

Otha: Male human Bbn3, hp 31; see *Appendix Three*.

Tribesmen (6): Male human War2; hp 16, 16, 15, 15, 14, 14; see *Appendix Three*.

APL 12 (EL 6)

Gúnth: Male human Rgr4; see *Appendix Four*.

Otha: Male human Bbn3, hp 31; see *Appendix Four*.

Tribesmen (8): Male human War2; hp 16, 16, 15, 15, 15, 15, 14, 14; see *Appendix Four*.

ENCOUNTER NINE CATCHING THE SACRIFICE

The rugged hills and low mountains loom like shadows through the mist as you ponder the task ahead. The Husik folk do not seem to be cowards, yet this “ice hag” that troubles them obviously frightens them. Could she truly be so fearsome?

Regardless, any creature that knowingly preys upon the weak, the elderly and the young is a beast indeed, one that must be dealt with.

The major stumbling block that could trouble this encounter is if certain characters have a moral issue with hunting a creature to be handed over for sacrifice. It should be made quite clear to the PCs that the hag seems to take great pleasure in stealing away its victims, and appears to thrive on the grief and terror it causes. If the audience is mature enough, stress how the hag leaves trophies to mock the Husik.

FINDING THE HAG

The PCs will be given rough directions to where the hag roams. They should follow the tree line until they can look directly north along the western edge of the hill ridge. Once they have reached that point they should be in the heart of the hag's territory.

They can look for spoor from the hag's various kills with a successful Knowledge (nature) or Survival (DC 15) check. They can then start looking for tracks, should one of them have the Track feat. This will be a Survival (DC 20) check.

Should the party succeed with this check then they can meet the hag, actually a Marzanna, on their own terms, and may well be able to sneak up on her – using opposed Move Silently and Listen checks.

If they fail in this check then they will not achieve surprise and combat will initiate as normal.

DM's Note: If they fail the tracking check then the Marzanna will instead stalk them. Resolve the opposed Move Silently and Listen checks the other way around.

The terrain is slightly hilly and moderately forested.

TACTICS

The Marzanna's tactics depend entirely on whether she has surprise on the party or not. If she manages to gain that advantage she is a much more formidable foe.

Marzanna has surprise

After examining the party from a distance, she takes the full 10 minutes to cast control weather, calling forth a blizzard (see *Dungeon Master's Guide*, page 94. 20% miss chance from concealment for those 5 feet or more away; 50% chance of extinguishing unprotected flames; Severe winds). Once the party is caught in that, she drinks her *potion of snowsight* and casts *resist energy (fire)* at APL 10 and 12. She then moves in carefully, starting at the fringes of the party and using the poor visibility and her Blind-Fight feat to pick off individuals, separating them from the group where she can.

Marzanna engaged in combat

If the Marzanna does not have the advantage or is dragged into combat where she does not dictate terms, then she will try and break off and reestablish control. She makes use of spells and abilities to obscure vision where she can (*fog cloud*, *obscuring snow*) and prefers to fight individuals separated from the main group. If she can put some distance between herself and the group then she will use *ice storm* to good effect. If the PCs look like using fire attacks on her then she cast *resist energy (fire)* when she can.

Once she has taken two thirds or more hit points, she will try to flee. If she can get out of sight she will use *alter self* to assume a different form and her *pass without trace* ability to slink away.

If conditions allow, she uses her Dreadful Eye ability to best affect, targeting those likely to have least resistance to the effect, such as rogues.

DM's Note: The EL of the encounter has been raised to reflect the difficulty of fighting the Marzanna using non-lethal combat.

APL 6 (EL 9)

Marzanna (Rgr1): hp 58; see *Appendix One*.

APL 8 (EL 11)

Marzanna (Rgr3): hp 71; see *Appendix Two*.

APL 10 (EL 13)

Marzanna (Rgr5): hp 84; see *Appendix Three*.

APL 12 (EL 15)

Marzanna (Rgr7): hp 97; see *Appendix Four*.

TREASURE

APL 6—Loot: ogp; Coin: ogp; *instant igloo* (917gp), *potion of snowsight* (4gp).

APL 8—Loot: ogp; Coin: ogp; *instant igloo* (917gp), *potion of snowsight* (4gp).

APL 10—Loot: ogp; Coin: ogp; *instant igloo* (917gp), *minor iceheart* (2,000gp), *potion of snowsight* (4gp).

APL 12—Loot: ogp; Coin: ogp; *instant igloo* (917gp), *minor iceheart* (2,000gp), *potion of snowsight* (4gp).

ENCOUNTER TEN DEATH CULT PRIESTS

If the PCs have not captured the Marzanna read the following:

Everything points to Uust Van Ingermann's party being held captive somewhere in the mountains, most likely where the Fler springs from. You make your way through the mist enshrouded woods, prepared for further danger. You come again to the river and follow it upwards as it tumbles down a steep ridgeline in a series of rapids. Now in rugged forest terrain, you can see low but rugged peaks ahead. The river's source cannot be far.

If the PCs captured the Marzanna read the following:

With the hag carefully secured you make your way back to the tribe's territory and then onwards through the forest. The going is slow, for you have to take care to ensure your captive proves to be no further trouble. The increasingly rugged terrain also contributes to slow progress. Nonetheless you once more find the path of the Fler and follow it past noisy rapids into some highlands. Ahead of you lie a number of low craggy peaks, which would seem to be the location of the river's source, and thus your destination.

Regardless of how the PCs arrive at their destination, the description remains the same. Read the following:

As you approach the mountains you can just see through the clearing mist that the river seems to lead to the cleft between the two nearest peaks. As heavy snow-laden clouds brood above you, you can follow the course of the river further upwards.

Several hours of hard hiking later, the cloud and mist parts again to reveal a thin strand of water running from a crack high up in one of the

mountain faces. Below that, nestled in a high valley, lies a collection of seemingly ruined buildings. Their crumbled remains are obviously ancient, and the tallest of the buildings still stands, a great spire which may once have been some sort of observation point. Even from this distance, there seems to be a subtle air of menace about this place.

Anyone succeeding in one of the following checks – Knowledge (history) or Bardic Knowledge (DC 15), Knowledge (local, Iuz metaregion) (DC 18) – can determine that the ruins are of Ur-Flan origin. A Knowledge (Architecture) check (DC 15) can reveal that the site is small – not a city – and most likely some sort of outpost, perhaps originally a temple site.

The PCs now have three possible options in dealing with the situation: approaching diplomatically with the marzanna for a 'hostage exchange', assaulting the priests and busting Uust out, or sneaking in to free Uust quietly.

TRADING UUST

If the PCs approach the site with the marzanna in tow, then the best move is to do so openly, since skulking about with an unwilling prisoner is not wise.

If the PCs do make an open approach with obvious diplomatic intent then the priests who act as guards will be curious enough to not attack straight away. A greeting party will be sent to meet the heroes.

The senior guard, a sinister looking woman called Grechun, will be accompanied by two non-combatant acolytes (male adolescents, no stat blocks). Lurking on the fringes in case of trouble is a scout, Ünna, also female.

Anyone succeeding in a Knowledge (religion) check (DC 12) can identify the priests as being servants of Nerull.

DM's Note: The priests only speak Flan or Ur-Flan. This should be taken into account for any interaction.

Though intent on sacrificing Uust and his associates, the local clergy are not averse to a trade. As it happens a marzanna is a more than worthy sacrifice. Finally, they are smart enough to recognize the PCs are no push-overs. Prepared as they are to fight to defend their territory, the priests avoid unnecessary combat.

Nonetheless, their sense of pride and dignity won't allow them to immediately agree to a trade. Grechun maintains a cool, almost harsh demeanor

throughout, and the acolytes seem eerily attentive to her.

A Sense Motive (DC 16) check will reveal to the group that she is putting on her game face and is not as unreceptive as she may seem.

Should the party succeed in a Diplomacy (DC 18) check, they can negotiate a swap. If the Sense Motive check succeeded, add a +2 bonus to this Diplomacy check.

DM's Note: If time permits, don't just rely on the dice; play out the encounter. Grechun is harsh and demanding, acting as quite the lady in charge.

If the Diplomacy check is failed by more than 10 then the PCs have managed to insult Grechun. She will abruptly turn about and march off – however this is just to give her some range so she can initiate combat. See below for handling a fight.

Recovering Uust

Once an agreement has been reached, Grechun orders the party to wait. She then sends her acolytes to bring Uust and his cohorts to the group.

Soon after, the acolytes will return, with more guards to keep an eye on the soon-to-be-released prisoners.

The prisoners themselves – apart from Uust there are six of them – are looking a bit bedraggled and out of sorts – they have in fact been drugged and won't be themselves fully for several hours.

Uust stands out amongst the group since he is in the best condition, still a bit befuddled but more alert than the others. He is a sturdy fellow of Flan heritage, with thick wavy dark hair and a heavy beard. Even drugged he exudes an air of competence.

Uust Van Ingermann: Male human Ari3/Rog4/Brd2.

Once the swap has been done, Grechun relaxes visibly. She informs the PCs that they have one day's grace before they must depart. After that they will be considered intruders and fair game once more.

SNEAKING UUST OUT

Springing Uust the subtle way is the option most doomed to failure, since the priests are not inattentive, and quietly sneaking half a dozen captives out carries its own risks.

Firstly the PCs need to get into the priests' camp. This consists of the outlying buildings, remnants of a town that once supported the main site. The priests

have set up a number of defenses – alarm traps, patrolling guards and careful site planning.

Rather than dealing with each individually, first have the PCs make Search checks (DC 20). Each PC who succeeds in this check gets a bonus of +2 to the subsequent Move Silently (DC 12+APL) check to infiltrate the site.

DM's Note: The increased DC for the Move Silently reflects the higher level of awareness for foes with higher levels and improved scouting skills of their own.

Any failure on this check results in the defenders being alerted, and the initial response group of Grechun and Únna being sent out after the intruders.

Once one or more PCs have made it into the camp they need to find Uust and his chums. This requires a Search check (DC 18). If failed, this check may be repeated, but each round searching requires another Move Silently check (DC 12+APL).

Uust's group is being held in a locked cellar beneath a ruined building. Opening the lock without raising an alert requires an Open Locks check (DC 25) and a Move Silently (DC 20) check.

With that achieved it will be quickly apparent that sneaking Uust and his group out without raising an alarm is going to be nigh impossible without some sort of magical assistance. Assume that the group as a whole can manage at best a 12 on Move Silently.

The best option open to the group at this juncture is the most direct choice – running fast and not stopping. Allow any PCs in the camp as Wisdom check (DC 15) to determine this.

If the party runs without hesitation, not stopping to try anything tricky, then they can get away without incident. However, the DM should make some 'secret' rolls to maintain an air of tension. Murmuring "hmmm, close" now and again might help as well.

DM's Note: If the group has no way of increasing the base Move Silently result of the overall group, and spends at least one round in hesitation, then they will be drawn into combat with Grechun and Únna.

THE HARD WAY

The final, most direct option is to hit the locale hard and muscle Uust out. Needless to say, the risks here are obvious.

The PCs might attempt a combined stealth and combat approach, a valid choice. Refer to the previous

section for details of the state of awareness of the priests, to determine if the PCs get the drop or not. Grechun and Únna are not initially patrolling, but will be roused by any alarm and come a-hunting.

Most of the priests at the site are non-combatant adepts, there purely for ritual purposes. Initially only Grechun and Únna pose any threat, but they more than make up for their colleagues' shortcomings.

APL 6 (EL 9)

Grechun: Female human Clr4/Sor3, hp 25; see *Appendix One*.

Únna: Female human Clr3/Rgr4, hp 38; see *Appendix One*.

APL 8 (EL 11)

Grechun: Female human Clr5/Sor4, hp 32; see *Appendix Two*.

Únna: Female human Clr4/Rgr5, hp 49; see *Appendix Two*.

APL 10 (EL 13)

Grechun: Female human Clr7/Sor4, hp 41; see *Appendix Three*.

Únna: Female human Clr4/Rgr5/Bgd2, hp 62; see *Appendix Three*.

APL 12 (EL 15)

Grechun: Female human Clr7/Sor4/MyT2, hp 46; see *Appendix Four*.

Únna: Female human Clr4/Rgr5/Bgd4, hp 75; see *Appendix Four*.

TACTICS

Outnumbered as they are, Grechun and Únna have no interest in stand up fighting. They prefer to use hit and run tactics, with Grechun using her spells at range to good effect, and Únna attacking and withdrawing where she can.

Grechun makes use of her scroll of *spectral hand*, allowing her to use her most offensive touch attack spells at range. She doesn't fool around, using her most damaging spells wisely – targeting PCs based on their obvious classes so that those least likely to make saves are chosen.

Únna tries to hit the party without being noticed. Her primary targets are the most dangerous humans –

spell-casters in particular. She makes good use of her swords of human bane at higher APLs.

Each will try to use *cause fear* spells to nullify the threat of obvious fighters, since those worthies should have the lowest Will saves.

Since they are defending their territory and aren't afraid of death (they're priests of Nerull, after all) both Grechun and Únna fight to the bitter end. To do otherwise would be to betray their god, as they see it.

DM's Note: None of Uust's group are in any condition to be of help in a fight, should they have been released.

TREASURE

APL 6—Loot: 2gp; Coin: ogp; *dagger of venom* (666gp), *potion of cure light wounds* (4) (4gp each) *potion of cure moderate wounds* (2) (25gp each), *ring of protection +2* (666gp), *scroll of mage armor* (2gp), *scroll of shield* (2gp), *scroll of spectral hand* (13gp), *short sword +1* (2) (193gp each).

APL 8—Loot: 2gp; Coin: ogp; *dagger of venom* (666gp), *potion of cure light wounds* (4) (4gp each) *potion of cure moderate wounds* (2) (25gp each), *ring of protection +2* (666gp), *scroll of mage armor* (2gp), *scroll of shield* (2gp), *scroll of spectral hand* (13gp), *short sword +1 of human bane* (2) (693gp each).

APL 10—Loot: 2gp; Coin: ogp; *amulet of natural armor +3* (1,500gp), *dagger of venom* (666gp), *leather armor +3* (763gp), *potion of cure light wounds* (4) (4gp each) *potion of cure moderate wounds* (2) (25gp each), *ring of protection +3* (1,500gp), *scroll of mage armor* (2gp), *scroll of shield* (2gp), *scroll of spectral hand* (13gp), *short sword +1 of human bane* (2) (693gp each).

APL 12—Loot: 2gp; Coin: ogp; *amulet of natural armor +3* (1,500gp), *dagger of venom* (666gp), *leather armor +3* (763gp), *potion of cure light wounds* (4) (4gp each) *potion of cure moderate wounds* (2) (25gp each), *ring of protection +4* (2,667gp), *scroll of mage armor* (2gp), *scroll of shield* (2gp), *scroll of spectral hand* (13gp), *short sword +2 of human bane* (2) (1,526gp each).

TOO EASY?

It may be that with the vagaries of random dice rolls being what they are, the PCs easily defeat the defenders and get a bit arrogant. If they decide to lord it over the remaining priests, have further waves of defenders appear from deeper within the site. Give those foes the same stats as Grechun and Únna and increase their numbers until the PCs are repentant.

There will be no additional xp or treasure for these defenders, but the PCs should also be given every chance to flee.

Use the same response for any groups who seem to be ready to take all the time in the world to really explore the site.

CONCLUSION

If the characters were able to free Uust through negotiation, read the following:

Taking the rescued explorers away, you are relieved to depart the ruins, so sinister is the site. Soon enough the befuddled fellows begin to recover their senses as the drugs they have been fed start to wear off.

Despite your protests, however, Uust himself is determined to return to speak with the priests. The man proves to be as stubborn as he is brave, or foolish, depending on one's outlook. Over arguments from the party, he makes up his mind, though he makes no requests for assistance or accompaniment.

His explanation carries some merit. It would appear that this site was once held by an offshoot branch of the Ur-Flan, outcasts who were at odds with their distant kin. They seem to have enslaved the local people – the Husik tribe are remnants of the slaves. Hidden within the site might well be ancient secrets of methods used to counter the power and influence of the witch queens who ruled the opposing Ur-Flannae faction. Uust is determined to root out these secrets; for they may help in fighting Iggwilv – whose power derives from the line of witch queens – and thus her son, Iuz.

The only stumbling block would appear to be the so-called Unseen Ones. Whether they truly are spirits of long dead Ur-Flannae masters, or something else, remains to be seen. Regardless, to an inquisitive person like Uust, it bears investigating.

The only way for the PCs to stop Uust from returning is to use force, and in the state he is in, Uust is unlikely to resist that.

Regardless, the characters have located Uust and performed their task. They are now free to return. The remnants of the expedition will be more than happy to

return as well, though they are reluctant to abandon Uust.

If left to his own devices, Uust proves his worth as a negotiator, and is able to reach an agreement with the priests, gaining access to some of the knowledge hidden within the site.

PCs who decide to remain behind with Uust may spend 2 TU and gain the *Secrets of the Fler* and the *Tribal Greetings* items on the adventure record.

If the characters released Uust via stealth or combat, read the following:

Making a hasty retreat from the ruins, you give the tribal settlement a wide berth as you return to Uust's base camp. Soon enough the freed explorers shake off the narcotic effects of whatever drug they had been given.

Uust is disappointed at the way things have turned out. He explains to you his purpose in coming to this place. He believes that this site was once held by an offshoot branch of the Ur-Flan, outcasts who were at odds with their distant kin. Hidden within the site might well be ancient secrets of methods used to counter the power and influence of the witch queens who ruled the opposing Ur-Flan faction. Uust is determined to root out these secrets, for they may help in fighting Iggwilv – whose power derives from the line of witch queens – and thus her son, the Old One.

Realizing it would be folly to investigate further without better preparation, Uust agrees that wisdom dictates a speedy departure. No doubt the resourceful man will return in the future, hopefully with better luck.

If Uust was not released, read the following:

Having failed in your attempt to free Uust, you recognize it would be an act of sheer folly to remain in the territory of the priests. The longer you remain, the more likely the odds of your being captured and subjected to who knows what by these worshippers of death. Perhaps it would be best if you were able to return with news of Uust's fate.

If the characters are determined to hang around, give them one warning – doing so will certainly result in their capture at some point. Should this warning pass unheeded then it can be assumed the players are eventually captured and sacrificed in time to Nerull. Such is the fate of those whose confidence exceeds their wisdom.

Otherwise the group may leave the region without further trouble, collecting what they may as they retrace their steps.

RETURNING TO CLATSBERG

Paraphrase this text as needed, depending upon the success of their venture.

You retrace your steps back to the base camp. Having experienced the dangers of the region you are able to avoid further trouble. The same holds for your journey back down the Fler to Ungra Balan. From there you travel once again in the plush surrounds of Den Vliegenviss, returning to Clatsberg to report to Meister Mürgin. Your report is well received and he thanks you with no small amount of grace. Your findings are sure to be put to some use in the future.

Even if they were not able to rescue Uust, if the PCs put a deal of effort into the attempt they will be rewarded appropriately.

If they were required, due to conflict with Captain Sudmeerensen, to pay for their journey into the Burneal Forest out of their own funds, then they will be reimbursed for any items they do not keep, and other sundry expenditures.

By way of reward, the characters will be allowed item access to the following goods:

APL 6—boots of the winterlands.

APL 8—glove of storing.

APL 10—ring of water walking.

APL 12—helm of underwater action.

EXPERIENCE POINT SUMMARY

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

Encounter Four

Defeat the will-o'-wisp(s):

APL6 270xp; APL8 330xp; APL10 390xp; APL12 450xp

Encounter Five

Defeat the water elemental:

APL6 270xp; APL8 330xp; APL10 390xp; APL12 450xp

Encounter Seven

Encounter the trap(s):

APL6 180xp; APL8 240xp; APL10 300xp; APL12 360xp

Encounter Nine

Defeat the marzanna:

APL6 270xp; APL8 330xp; APL10 390xp; APL12 450xp

Encounter Ten

Defeat the priests or free Uust:

APL6 270xp; APL8 330xp; APL10 390xp; APL12 450xp

Story Award

Rescuing the refugees:

APL6 60xp; APL8 75xp; APL10 90xp; APL12 105xp

Rescuing Uust:

APL6 60xp; APL8 75xp; APL10 90xp; APL12 105xp

Discretionary roleplaying award:

APL6 60xp; APL8 75xp; APL10 90xp; APL12 105xp

Total possible experience:

APL6 900xp; APL8 1,125xp; APL10 1,350xp; APL12 1,575xp

TREASURE SUMMARY

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

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

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

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

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

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

Introduction:

APL 6: L: ogp; C: 150gp; M: ogp.

APL 8: L: ogp; C: 200gp; M: ogp.

APL 10: L: ogp; C: 400gp; M: ogp.

APL 12: L: ogp; C: 600gp; M: ogp.

Encounter Nine:

APL 6: L: ogp; C: ogp; M: 921gp

APL 8: L: ogp; C: ogp; M: 921gp

APL 10: L: ogp; C: ogp; M: 2,921gp

APL 12: L: ogp; C: ogp; M: 2,921gp

Encounter Ten:

APL 6: L: 2gp; C: ogp; M: 1,801gp

APL 8: L: 2gp; C: ogp; M: 2,801gp

APL 10: L: ogp; C: ogp; M: 4,513gp

APL 12: L: ogp; C: ogp; M: 8,732gp

Total Possible Treasure

APL 6: L: 2gp; C: 150gp; M: 921gp – Total: 1,054gp (900gp max)

APL 8: L: 2gp; C: 200gp; M: 921gp – Total: 1,504gp (1,300gp max)

APL 10: L: 0gp; C: 400gp; M: 2,921gp – Total: 2,704gp (2,300gp max)

APL 12: L: 0gp; C: 600gp; M: 2,921gp – Total: 3,398gp (3,300gp max)

Special

Black Hearted: Word has circulated about the failure of *Den Vliegenviss* to rescue the refugees. Due to your association with the ship you have gained a reputation as being black hearted. In any adventure within the Iuz Border States your PC has a 20% chance of being recognized by any NPC and upon recognition any Charisma based skill checks in relation to Lawful or Good NPC reactions for both yourself and anyone in your party suffer a -4 penalty. All Intimidation checks, however, gain a +2 circumstance bonus if you are similarly recognized within the Iuz Border States. Self-proclamation on your part will result in shifting NPC reactions to you and your party to unfriendly if it was not so already.

Respect for the Dead: You have been decent enough to recover the bodies of fallen members of the Van Ingermann expedition, allowing them to be raised or buried properly by their families. Because of this you will receive a once only discount of 50% on a single future *raise dead*, *resurrection* or *true resurrection* of your choice.

Secrets of the Fler: Through careful study (2 TU) of ancient histories and other Ur-Flan records, you have learned hidden ways of fighting certain demonic foes. You gain a special bonus of +2 to attack and damage rolls when fighting one chosen specific type of demonic creature (marilith, balor, etc.) allied with Iuz. Type chosen: _____

Tribal Greetings: From contact with the priests of the Husik tribe you have learned obscure rituals of appeasement intended to placate restless spirits.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 6:

Armor Insulation (Meta-regional; 50gp; *Frostburn*).

Boots of the Winterlands (Meta-regional; 2,500gp; *DMG*).

Dagger of Venom (Adventure; 8,302gp; *DMG*).

Instant Igloo (Adventure; 11,000gp; *Frostburn*).

Potion of snowsight (Adventure; 50gp; *Frostburn*).

Ring of Protection +2 (Adventure; 8,000gp; *DMG*).

Whale Grease (Meta-regional; 75gp; *Frostburn*).

APL 8: (all of APL 6 plus the following):

Glove of Storing (Meta-regional; 10,000gp; *DMG*).

Ring of Protection +3 (Adventure; 18,000gp; *DMG*).

Short sword +1 of human bane (Adventure; 8,310gp; *DMG*).

APL 10: (all of APLs 6-8 plus the following):

Ring of Water Walking (Meta-regional; 15,000gp; *DMG*).

Amulet of Natural Armor +3 (Adventure; 18,000gp; *DMG*).

Iceheart, Minor (Adventure; 24,000gp; *Frostburn*).

APL 12: (all of APLs 6-10 plus the following):

Helm of Underwater Action (Meta-regional; 24,000gp; *DMG*).

Ring of Protection +4 (Adventure; 32,000gp; *DMG*).

Short sword +2 of human bane (Adventure; 18,310gp; *DMG*).

APPENDIX ONE

CREATURES APL 6

ENCOUNTER FOUR

Will-o'-wisp (Advanced): CR 8; Small aberration (air); HD 17d8; hp 76; Init +14; Spd Fly 50 ft. (perfect); AC 30 (touch 30, flat-footed 20) [+1 size; +10 Dex, +9 deflection]; BAB/Grp: +12/+3; Atk +23 melee (2d8 electricity, touch); Full Atk: +23 melee (2d8 electricity, touch); SA —; SQ Darkvision 60 ft., immunity to magic, natural invisibility; AL CE; SV Fort +5, Ref +15, Will +13; Str 1, Dex 31, Con 10, Int 15, Wis 16, Cha 12.

Skills and Feats: Bluff +21, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +25, Search +22, Spot +25, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

Description: This will-o'-wisp is yellow, and is easily mistaken for a torch or lantern. Its body is a globe of spongy material about 1 foot across weighing about 3 pounds, and its glowing body sheds as much light as a torch.

The will-o'-wisp speaks Common and Auran. It has no vocal apparatus but can vibrate to create a voice with a ghostly sound.

ENCOUNTER FIVE

Rusalka (Advanced): CR 2; Medium fey (aquatic); HD 6d6; hp 21; Init +8; Spd 30 ft., swim 30ft.; AC 16 (touch 14, flat-footed 12) [+4 Dex, +2 natural]; BAB/Grp: +4/+4; Atk +8 melee (1d4, dagger); Full Atk: +8 melee (1d4, dagger); SA Beguiling song; SQ Low-light vision, *water breathing*, water symbiosis; AL CN; SV Fort +2, Ref +9, Will +7; Str 10, Dex 18, Con 10, Int 12, Wis 14, Cha 19.

Skills and Feats: Diplomacy +6, Escape Artist +9*, Hide +9*, Listen +11, Move Silently +9, Perform (sing) +13, Spot +11, Swim +12, Use Rope +4 (+6 with bindings); Alertness, Improved Initiative, Weapon Finesse.

Beguiling Song (Su): A rusalka can attempt to beguile creatures with her song. The rusalka sings, targeting a single creature it can see within 300 feet of her body of water (see *Water Symbiosis*, below). This is a sonic, mind-affecting ability, and the creature must be able to hear the rusalka for it to take effect. The targeted creature must make a DC 17 Will saving throw. If the save is successful, that creature cannot be affected by that rusalka's song for 24 hours.

Failure indicates the creature is utterly beguiled and moves toward the rusalka, taking the most direct route available. If that path leads into a dangerous area (such as very deep or fast-moving water), the beguiled creature is entitled to a second saving throw. A rusalka who desires a companion often moves out of the water and bestows *water breathing* on its beguiled victim so that she can take him underwater. A beguiled creature may take no actions other than defending himself. A beguiled victim who moves within 5 feet of the rusalka must make a DC 18 Will saving throw or be charmed as per *charm monster* cast by an 8th-level sorcerer. Success means that the character is freed from the beguilement and is immune to that rusalka's beguiling song for 24 hours. The beguiling effect continues as long as the rusalka sings. A rusalka need not continue to sing to keep a victim charmed.

A rusalka can use her beguiling song both above and below the water. Good rusalkas cast *water breathing* on their charmed companions to keep them alive below the waves. Evil rusalkas move into deeper water, forcing a beguiled victim to move toward them but never allowing the victim to get within 5 feet. If these unlucky creatures fail their second saving throw, they usually drown see page 304 of the *Dungeon Master's Guide*.

Water Breathing (Sp): Four times per day, a rusalka can use *water breathing* as a 12th-level sorcerer.

Water Symbiosis (Su): Each rusalka is mystically bound to a body of water or waterway as small as a pond or as large as a lake or river. Although aquatic, a rusalka can move as far as 300 yards from the body of water to which she is bound and breathe normally. If she strays farther than that, she must hold her breath or immediately start to drown. Once a rusalka has moved beyond the boundary of her connection, she cannot breathe normally until she has immersed herself in her body of water.

Skills: *A rusalka gains a +4 circumstance bonus on Escape Artist and Hide checks when in contact with the body of water in which she lives. A rusalka gains a +8 racial bonus on any Swim check to perform some

special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

The rusalka speaks Aquan, Common and Sylvan.

ENCOUNTER EIGHT

Gúnth: Male human Rgr4; CR 4; Medium humanoid (human); HD 4d8+12; hp 30; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 leather]; BAB/Grp: +4/+6; Atk +6 melee (1d8+2, battle axe) or +7 ranged (1d8/x3, longbow); Full Atk: +6 melee (1d8+2, battle axe) or +7 ranged (1d8/x3, longbow); SA Combat style (archery); SQ Favored enemy (animals), wild empathy; AL N; SV Fort +6, Ref +3, Will +1; Str 14, Dex 16, Con 17, Int 10, Wis 14, Cha 12.

Skills and Feats: Climb +8, Heal +4, Hide +10, Jump +5, Knowledge (nature) +4, Listen +9, Move Silently +10, Search +4, Spot +9, Survival +9, Use Rope +5; Dodge, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (0/1; base DC = 12 + spell level): 1st—*endure elements*.

Possessions: Battle axe, cold weather clothing, dagger, leather armor, longbow, 20 arrows.

Otha: Male human Bbn3; CR 3; Medium humanoid (human); HD 3d12+12; hp 31; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 16) [+2 Dex, +3 hide, +1 shield]; BAB/Grp: +3/+6; Atk +6 melee (1d8+3, battle axe) or +5 ranged (1d6+3, javelin); Full Atk: +6 melee (1d8+3, battle axe) or +5 ranged (1d6+3, javelin); SA Rage; SQ Fast movement, trap sense +1, uncanny dodge; AL N; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 16, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +7*, Intimidate +6, Listen +7, Spot +3, Survival +6; Endurance, Toughness, Track.

*The armor check penalty is applied to Climb checks.

Possessions: Battle axe, cold weather clothing, dagger, hide armor, javelins (2).

Tribesman: Male human War2; CR 1; Medium humanoid (human); HD 2d8+6; hp 15; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +3 hide, +1 shield]; BAB/Grp: +2/+4; Atk +4 melee (1d8+2, spear) or +3 ranged (1d6+2, javelin); Full Atk: +4 melee (1d8+2, spear) or +3 ranged (1d6+2, javelin); SA —; SQ —; AL LN; SV Fort +6, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1*, Intimidate +1, Listen +2, Spot +2, Survival +2; Endurance, Track.

*The armor check penalty is applied to Climb checks.

Possessions: Cold weather clothing, dagger, hide armor, javelins (2), spear.

ENCOUNTER NINE

Marzanna: CR 7; Medium monstrous humanoid (cold) Rgr1; HD 8d6+1d8+18; hp 58; Init +1; Spd 30 ft., swim 30 ft.; AC 20 (touch 11, flat-footed 19) [+1 Dex, +9 natural]; BAB/Grp: +9/+14; Atk +14 melee (1d6+5, claw); Full Atk: +14/+14 melee (1d6+5, claw); SA Dreadful eye, rend 2d6+7, spell-like abilities; SQ Darkvision 90 ft., favored enemy (humans), immunity to cold, spell resistance 15, vulnerability to fire; AL CE; SV Fort +8, Ref +9, Will +7; Str 21, Dex 12, Con 14, Int 14, Wis 13, Cha 13.

Skills and Feats: Concentration +13, Craft (Leatherworking) +7, Hide +7, Listen +14, Move Silently +5, Spot +14, Survival +5, Swim +13; Alertness, Blind-Fight, Great Fortitude, Power Attack, Track.

Dreadful Eye (Su): Three times per day a marzanna can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 15 Will save or become panicked for 10 rounds. Creatures that are panicked by a marzanna's dreadful eye must succeed on a DC 15 Fortitude save or die from fright. This is a mind-affecting fear effect. The save DC is Charisma-based.

Rend (Ex): A marzanna that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+7 points of damage.

Spell-Like Abilities: At will—*dancing lights*, *ghost sound* (DC 11), *obscuring snow*, *pass without trace*, *ray of frost* (+10 ranged touch); 3/day—*alter self*, *bestow curse* (+14 melee touch; DC 15), *numbing sphere* (DC 13), and *wall of ice* (DC 15); 1/day—*ice storm*; 1/week—*control weather*, *nightmare* (DC 16). Caster level 8th.

Possessions: instant igloo, potion of snowsight.

ENCOUNTER TEN

Grechun: Female human Clr4/Sor3; CR 7; Medium humanoid (human); HD 4d8+3d4; hp 25; Init +1; Spd 30 ft.; AC 13 (touch 13, flat-footed 12) [+1 Dex, +2 ring

of protection]; BAB/Grp: +4/+5; Atk +6 melee (1d4+2/19-20/x2, dagger); Full Atk: +6 melee (1d4+2/19-20/x2, dagger); SA —; SQ Rebuke undead; AL NE; SV Fort +5, Ref +2, Will +9; Str 12, Dex 12, Con 10, Int 14, Wis 16, Cha 16.

Skills and Feats: Bluff +6, Concentration +13, Diplomacy +6, Hide +2, Knowledge (arcane) +8, Knowledge (religion) +9, Knowledge (the planes) +7, Listen +4, Spellcraft +10, Spot +4, Survival +4; Brew Potion, Empower Spell, Iron Will, Scribe Scroll.

Sorcerer Spells Prepared (6/6; base DC = 13 + spell level): 0—*daze, detect magic* (2), *disrupt undead, read magic, touch of fatigue*, 1st—*comprehend languages, magic missile* (3), *ray of enfeeblement, shield*.

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—*guidance* (2), *read magic, resistance* (2); 1st—*bane, cause fear**, *cure light wounds, divine favor, doom, shield of faith*; 2nd—*cure moderate wounds, death knell, desecrate**, *enthrall*.

*Domain spell. *Domains:* Death (death touch 1/day); Evil (Evil spells at +1 caster level).

Possessions: cold weather clothing, *dagger of venom, potion of cure light wounds* (2), *potion of cure moderate wounds, ring of protection +2, scroll of mage armor, scroll of shield, scroll of spectral hand*.

Ūnna: Female human Clr3/Rgr4; CR 7; Medium humanoid (human); HD 7d8+7; hp 38; Init +1; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 leather]; BAB/Grp: +9/+11; Atk +11 melee (1d6+3/19-20/x2, short sword); Full Atk: +9/+9 melee (1d6+3/19-20/x2, short sword); SA Combat style (two-weapon); SQ Favored enemy (animals), rebuke undead, wild empathy; AL NE; SV Fort +8, Ref +7, Will +6; Str 14, Dex 14, Con 12, Int 12, Wis 15, Cha 14.

Skills and Feats: Climb +4, Concentration +6, Hide +9, Jump +4, Knowledge (nature) +7, Knowledge (religion) +6, Listen +9, Move Silently +9, Search +8, Spot +9, Survival +6, Use Rope +9; Cleave, Endurance, Great Cleave, Improved Sunder, Power Attack, Track.

Ranger Spells Prepared (0/1; base DC = 12 + spell level): 1st—*endure elements*.

Cleric Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—*guidance* (2), *resistance* (2); 1st—*bane, cause fear**, *doom, shield of faith*; 2nd—*bull's strength, hold person, invisibility**.

*Domain spell. *Domains:* Death (death touch 1/day); Trickery (Bluff, Disguise & Hide are class skills).

Possessions: cold weather clothing, dagger, leather armor, *potion of cure light wounds* (2), *potion of cure moderate wounds, short sword +1* x2.

APPENDIX TWO

CREATURES APL 8

ENCOUNTER FOUR

Will-o'-wisp (Advanced): CR 8; Small aberration (air); HD 17d8; hp 76; Init +14; Spd Fly 50 ft. (perfect); AC 30 (touch 30, flat-footed 20) [+1 size; +10 Dex, +9 deflection]; BAB/Grp: +12/+3; Atk +23 melee (2d8 electricity, touch); Full Atk: +23 melee (2d8 electricity, touch); SA —; SQ Darkvision 60 ft., immunity to magic, natural invisibility; AL CE; SV Fort +5, Ref +15, Will +13; Str 1, Dex 31, Con 10, Int 15, Wis 16, Cha 12.

Skills and Feats: Bluff +21, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +25, Search +22, Spot +25, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

Description: This will-o'-wisp is yellow, and is easily mistaken for a torch or lantern. Its body is a globe of spongy material about 1 foot across weighing about 3 pounds, and its glowing body sheds as much light as a torch.

The will-o'-wisp speaks Common and Auran. It has no vocal apparatus but can vibrate to create a voice with a ghostly sound.

ENCOUNTER FIVE

Rusalka (Advanced): CR 2; Medium fey (aquatic); HD 6d6; hp 21; Init +8; Spd 30 ft., swim 30ft.; AC 16 (touch 14, flat-footed 12) [+4 Dex, +2 natural]; BAB/Grp: +4/+4; Atk +8 melee (1d4, dagger); Full Atk: +8 melee (1d4, dagger); SA Beguiling song; SQ Low-light vision, *water breathing*, water symbiosis; AL CN; SV Fort +2, Ref +9, Will +7; Str 10, Dex 18, Con 10, Int 12, Wis 14, Cha 19.

Skills and Feats: Diplomacy +6, Escape Artist +9*, Hide +9*, Listen +11, Move Silently +9, Perform (sing) +13, Spot +11, Swim +12, Use Rope +4 (+6 with bindings); Alertness, Improved Initiative, Weapon Finesse.

Beguiling Song (Su): A rusalka can attempt to beguile creatures with her song. The rusalka sings, targeting a single creature it can see within 300 feet of her body of water (see *Water Symbiosis*, below). This is a sonic, mind-affecting ability, and the creature must be able to hear the rusalka for it to take effect. The targeted creature must make a DC 17 Will saving throw. If the save is successful, that creature cannot be affected by that rusalka's song for 24 hours.

Failure indicates the creature is utterly beguiled and moves toward the rusalka, taking the most direct route available. If that path leads into a dangerous area (such as very deep or fast-moving water), the beguiled creature is entitled to a second saving throw. A rusalka who desires a companion often moves out of the water and bestows *water breathing* on its beguiled victim so that she can take him underwater. A beguiled creature may take no actions other than defending himself. A beguiled victim who moves within 5 feet of the rusalka must make a DC 18 Will saving throw or be charmed as per *charm monster* cast by an 8th-level sorcerer. Success means that the character is freed from the beguilement and is immune to that rusalka's beguiling song for 24 hours. The beguiling effect continues as long as the rusalka sings. A rusalka need not continue to sing to keep a victim charmed.

A rusalka can use her beguiling song both above and below the water. Good rusalkas cast *water breathing* on their charmed companions to keep them alive below the waves. Evil rusalkas move into deeper water, forcing a beguiled victim to move toward them but never allowing the victim to get within 5 feet. If these unlucky creatures fail their second saving throw, they usually drown see page 304 of the *Dungeon Master's Guide*.

Water Breathing (Sp): Four times per day, a rusalka can use *water breathing* as a 12th-level sorcerer.

Water Symbiosis (Su): Each rusalka is mystically bound to a body of water or waterway as small as a pond or as large as a lake or river. Although aquatic, a rusalka can move as far as 300 yards from the body of water to which she is bound and breathe normally. If she strays farther than that, she must hold her breath or immediately start to drown. Once a rusalka has moved beyond the boundary of her connection, she cannot breathe normally until she has immersed herself in her body of water.

Skills: *A rusalka gains a +4 circumstance bonus on Escape Artist and Hide checks when in contact with the body of water in which she lives. A rusalka gains a +8 racial bonus on any Swim check to perform some

special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

The rusalka speaks Aquan, Common and Sylvan.

ENCOUNTER EIGHT

Gúnth: Male human Rgr4; CR 4; Medium humanoid (human); HD 4d8+12; hp 30; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 leather]; BAB/Grp: +4/+6; Atk +6 melee (1d8+2, battle axe) or +7 ranged (1d8/x3, longbow); Full Atk: +6 melee (1d8+2, battle axe) or +7 ranged (1d8/x3, longbow); SA Combat style (archery); SQ Favored enemy (animals), wild empathy; AL N; SV Fort +6, Ref +3, Will +1; Str 14, Dex 16, Con 17, Int 10, Wis 14, Cha 12.

Skills and Feats: Climb +8, Heal +4, Hide +10, Jump +5, Knowledge (nature) +4, Listen +9, Move Silently +10, Search +4, Spot +9, Survival +9, Use Rope +5; Dodge, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (0/1; base DC = 12 + spell level): 1st—*endure elements*.

Possessions: Battle axe, cold weather clothing, dagger, leather armor, longbow, 20 arrows.

Otha: Male human Bbn3; CR 3; Medium humanoid (human); HD 3d12+12; hp 31; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 16) [+2 Dex, +3 hide, +1 shield]; BAB/Grp: +3/+6; Atk +6 melee (1d8+3, battle axe) or +5 ranged (1d6+3, javelin); Full Atk: +6 melee (1d8+3, battle axe) or +5 ranged (1d6+3, javelin); SA Rage; SQ Fast movement, trap sense +1, uncanny dodge; AL N; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 16, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +7*, Intimidate +6, Listen +7, Spot +3, Survival +6; Endurance, Toughness, Track.

*The armor check penalty is applied to Climb checks.

Possessions: Battle axe, cold weather clothing, dagger, hide armor, javelins (2).

Tribesman: Male human War2; CR 1; Medium humanoid (human); HD 2d8+6; hp 15; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +3 hide, +1 shield]; BAB/Grp: +2/+4; Atk +4 melee (1d8+2, spear) or +3 ranged (1d6+2, javelin); Full Atk: +4 melee (1d8+2, spear) or +3 ranged (1d6+2, javelin); SA —; SQ —; AL LN; SV Fort +6, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1*, Intimidate +1, Listen +2, Spot +2, Survival +2; Endurance, Track.

*The armor check penalty is applied to Climb checks.

Possessions: Cold weather clothing, dagger, hide armor, javelins (2), spear.

ENCOUNTER NINE

Marzanna: CR 9; Medium monstrous humanoid (cold) Rgr3; HD 8d6+3d8+22; hp 71; Init +1; Spd 30 ft., swim 30 ft.; AC 20 (touch 11, flat-footed 19) [+1 Dex, +9 natural]; BAB/Grp: +11/+16; Atk +16 melee (1d6+5, claw); Full Atk: +16/+16 melee (1d6+5, claw); SA Dreadful eye, rend 2d6+7, spell-like abilities; SQ Darkvision 90 ft., favored enemy (humans), immunity to cold, spell resistance 15, vulnerability to fire; AL CE; SV Fort +9, Ref +10, Will +8; Str 21, Dex 12, Con 14, Int 14, Wis 13, Cha 13.

Skills and Feats: Concentration +15, Craft (Leatherworking) +7, Hide +9, Listen +16, Move Silently +7, Spot +16, Survival +7, Swim +13; Alertness, Blind-Fight, Endurance, Great Fortitude, Power Attack, Track.

Dreadful Eye (Su): Three times per day a marzanna can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 15 Will save or become panicked for 10 rounds. Creatures that are panicked by a marzanna's dreadful eye must succeed on a DC 15 Fortitude save or die from fright. This is a mind-affecting fear effect. The save DC is Charisma-based.

Rend (Ex): A marzanna that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+7 points of damage.

Spell-Like Abilities: At will—*dancing lights*, *ghost sound* (DC 11), *obscuring snow*, *pass without trace*, *ray of frost* (+12 ranged touch); 3/day—*alter self*, *bestow curse* (+16 melee touch; DC 15), *numbing sphere* (DC 13), and *wall of ice* (DC 15); 1/day—*ice storm*; 1/week—*control weather*, *nightmare* (DC 16). Caster level 8th.

Possessions: instant igloo, potion of snowsight.

ENCOUNTER TEN

Grechun: Female human Clr5/Sor4; CR 9; Medium humanoid (human); HD 5d8+4d4; hp 32; Init +1; Spd

30 ft.; AC 14 (touch 14, flat-footed 13) [+1 Dex, +3 ring of protection]; BAB/Grp: +5/+6; Atk +7 melee (1d4+2/19-20/x2, dagger); Full Atk: +7 melee (1d4+2/19-20/x2, dagger); SA —; SQ Rebuke undead; AL NE; SV Fort +6, Ref +2, Will +11; Str 12, Dex 12, Con 10, Int 14, Wis 17, Cha 16.

Skills and Feats: Bluff +6, Concentration +15, Diplomacy +6, Hide +2, Intimidate +5, Knowledge (arcane) +8, Knowledge (religion) +11, Knowledge (the planes) +9, Listen +4, Spellcraft +10, Spot +4, Survival +4; Brew Potion, Combat Casting, Empower Spell, Iron Will, Maximize Spell, Scribe Scroll.

Sorcerer Spells Prepared (6/7/4; base DC = 13 + spell level): 0—*daze, detect magic, disrupt undead, read magic, touch of fatigue*; 1st—*comprehend languages, magic missile (3), ray of enfeeblement (2), shield*.

Cleric Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—*guidance (2), read magic, resistance (2)*; 1st—*bane, cause fear*, cure light wounds, divine favor, doom, shield of faith*; 2nd—*cure moderate wounds, death knell, desecrate*, enthrall*; 3rd—*animate dead*, bestow curse, dispel magic*.

*Domain spell. *Domains:* Death (death touch 1/day); Evil (Evil spells at +1 caster level).

Possessions: cold weather clothing, *dagger of venom, potion of cure moderate wounds, potion of shield (2), potion of spectral hand, ring of protection +3, scroll of mage armor (2)*.

Únna: Female human Clr4/Rgr5; CR 9; Medium humanoid (human); HD 9d8+9; hp 49; Init +1; Spd 30 ft.; AC 16 (touch 16, flat-footed 16) [+3 Dex, +3 leather]; BAB/Grp: +11/+13; Atk +13 melee (1d6+3/19-20/x2, short sword); Full Atk: +11/+11 melee (1d6+3/19-20/x2, short sword); SA Combat style (two-weapon); SQ Favored enemy (animals, human), rebuke undead, wild empathy; AL NE; SV Fort +9, Ref +7, Will +8; Str 14, Dex 14, Con 12, Int 12, Wis 16, Cha 14.

Skills and Feats: Climb +4, Concentration +8, Hide +9, Jump +4, Knowledge (nature) +7, Knowledge (religion) +8, Listen +10, Move Silently +9, Search +8, Spot +10, Survival +7, Use Rope +9; Cleave, Endurance, Great Cleave, Improved Sunder, Power Attack, Track.

Ranger Spells Prepared (0/1; base DC = 13 + spell level): 1st—*endure elements*.

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—*guidance (2), resistance (2)*; 1st—*bane, cause fear*, doom (2), shield of faith*; 2nd—*bull's strength (2), hold person, invisibility**.

*Domain spell. *Domains:* Death (death touch 1/day); Trickery (Bluff, Disguise & Hide are class skills).

Possessions: cold weather clothing, dagger, leather armor, *potion of cure moderate wounds, potion of shield, short sword +1 of human bane x2*.

APPENDIX THREE

CREATURES APL 10

ENCOUNTER FOUR

Will-o'-wisp (Advanced): CR 8; Small aberration (air); HD 17d8; hp 76; Init +14; Spd Fly 50 ft. (perfect); AC 30 (touch 30, flat-footed 20) [+1 size; +10 Dex, +9 deflection]; BAB/Grp: +12/+3; Atk +23 melee (2d8 electricity, touch); Full Atk: +23 melee (2d8 electricity, touch); SA —; SQ Darkvision 60 ft., immunity to magic, natural invisibility; AL CE; SV Fort +5, Ref +15, Will +13; Str 1, Dex 31, Con 10, Int 15, Wis 16, Cha 12.

Skills and Feats: Bluff +21, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +25, Search +22, Spot +25, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

Description: This will-o'-wisp is yellow, and is easily mistaken for a torch or lantern. Its body is a globe of spongy material about 1 foot across weighing about 3 pounds, and its glowing body sheds as much light as a torch.

The will-o'-wisp speaks Common and Auran. It has no vocal apparatus but can vibrate to create a voice with a ghostly sound.

ENCOUNTER FIVE

Rusalka (Advanced): CR 2; Medium fey (aquatic); HD 6d6; hp 21; Init +8; Spd 30 ft., swim 30ft.; AC 16 (touch 14, flat-footed 12) [+4 Dex, +2 natural]; BAB/Grp: +4/+4; Atk +8 melee (1d4, dagger); Full Atk: +8 melee (1d4, dagger); SA Beguiling song; SQ Low-light vision, *water breathing*, water symbiosis; AL CN; SV Fort +2, Ref +9, Will +7; Str 10, Dex 18, Con 10, Int 12, Wis 14, Cha 19.

Skills and Feats: Diplomacy +6, Escape Artist +9*, Hide +9*, Listen +11, Move Silently +9, Perform (sing) +13, Spot +11, Swim +12, Use Rope +4 (+6 with bindings); Alertness, Improved Initiative, Weapon Finesse.

Beguiling Song (Su): A rusalka can attempt to beguile creatures with her song. The rusalka sings, targeting a single creature it can see within 300 feet of her body of water (see *Water Symbiosis*, below). This is a sonic, mind-affecting ability, and the creature must be able to hear the rusalka for it to take effect. The targeted creature must make a DC 17 Will saving throw. If the save is successful, that creature cannot be affected by that rusalka's song for 24 hours.

Failure indicates the creature is utterly beguiled and moves toward the rusalka, taking the most direct route available. If that path leads into a dangerous area (such as very deep or fast-moving water), the beguiled creature is entitled to a second saving throw. A rusalka who desires a companion often moves out of the water and bestows *water breathing* on its beguiled victim so that she can take him underwater. A beguiled creature may take no actions other than defending himself. A beguiled victim who moves within 5 feet of the rusalka must make a DC 18 Will saving throw or be charmed as per *charm monster* cast by an 8th-level sorcerer. Success means that the character is freed from the beguilement and is immune to that rusalka's beguiling song for 24 hours. The beguiling effect continues as long as the rusalka sings. A rusalka need not continue to sing to keep a victim charmed.

A rusalka can use her beguiling song both above and below the water. Good rusalkas cast *water breathing* on their charmed companions to keep them alive below the waves. Evil rusalkas move into deeper water, forcing a beguiled victim to move toward them but never allowing the victim to get within 5 feet. If these unlucky creatures fail their second saving throw, they usually drown see page 304 of the *Dungeon Master's Guide*.

Water Breathing (Sp): Four times per day, a rusalka can use *water breathing* as a 12th-level sorcerer.

Water Symbiosis (Su): Each rusalka is mystically bound to a body of water or waterway as small as a pond or as large as a lake or river. Although aquatic, a rusalka can move as far as 300 yards from the body of water to which she is bound and breathe normally. If she strays farther than that, she must hold her breath or immediately start to drown. Once a rusalka has moved beyond the boundary of her connection, she cannot breathe normally until she has immersed herself in her body of water.

Skills: *A rusalka gains a +4 circumstance bonus on Escape Artist and Hide checks when in contact with the body of water in which she lives. A rusalka gains a +8 racial bonus on any Swim check to perform some

special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

The rusalka speaks Aquan, Common and Sylvan.

ENCOUNTER EIGHT

Gúnth: Male human Rgr4; CR 4; Medium humanoid (human); HD 4d8+12; hp 30; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 leather]; BAB/Grp: +4/+6; Atk +6 melee (1d8+2, battle axe) or +7 ranged (1d8/x3, longbow); Full Atk: +6 melee (1d8+2, battle axe) or +7 ranged (1d8/x3, longbow); SA Combat style (archery); SQ Favored enemy (animals), wild empathy; AL N; SV Fort +6, Ref +3, Will +1; Str 14, Dex 16, Con 17, Int 10, Wis 14, Cha 12.

Skills and Feats: Climb +8, Heal +4, Hide +10, Jump +5, Knowledge (nature) +4, Listen +9, Move Silently +10, Search +4, Spot +9, Survival +9, Use Rope +5; Dodge, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (0/1; base DC = 12 + spell level): 1st—*endure elements*.

Possessions: Battle axe, cold weather clothing, dagger, leather armor, longbow, 20 arrows.

Otha: Male human Bbn3; CR 3; Medium humanoid (human); HD 3d12+12; hp 31; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 16) [+2 Dex, +3 hide, +1 shield]; BAB/Grp: +3/+6; Atk +6 melee (1d8+3, battle axe) or +5 ranged (1d6+3, javelin); Full Atk: +6 melee (1d8+3, battle axe) or +5 ranged (1d6+3, javelin); SA Rage; SQ Fast movement, trap sense +1, uncanny dodge; AL N; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 16, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +7*, Intimidate +6, Listen +7, Spot +3, Survival +6; Endurance, Toughness, Track.

*The armor check penalty is applied to Climb checks.

Possessions: Battle axe, cold weather clothing, dagger, hide armor, javelins (2).

Tribesman: Male human War2; CR 1; Medium humanoid (human); HD 2d8+6; hp 15; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +3 hide, +1 shield]; BAB/Grp: +2/+4; Atk +4 melee (1d8+2, spear) or +3 ranged (1d6+2, javelin); Full Atk: +4 melee (1d8+2, spear) or +3 ranged (1d6+2, javelin); SA —; SQ —; AL LN; SV Fort +6, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1*, Intimidate +1, Listen +2, Spot +2, Survival +2; Endurance, Track.

*The armor check penalty is applied to Climb checks.

Possessions: Cold weather clothing, dagger, hide armor, javelins (2), spear.

ENCOUNTER NINE

Marzanna: CR 11; Medium monstrous humanoid (cold) Rgr5; HD 8d6+5d8+26; hp 84; Init +1; Spd 30 ft., swim 30 ft.; AC 20 (touch 11, flat-footed 19) [+1 Dex, +9 natural]; BAB/Grp: +13/+18; Atk +18 melee (1d6+5, claw); Full Atk: +18/+18 melee (1d6+5, claw); SA Dreadful eye, rend 2d6+7, spell-like abilities; SQ Darkvision 90 ft., favored enemy (humans), immunity to cold, spell resistance 15, vulnerability to fire; AL CE; SV Fort +10, Ref +11, Will +8; Str 21, Dex 12, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Concentration +17, Craft (Leatherworking) +7, Hide +11, Listen +18, Move Silently +9, Spot +18, Survival +9, Swim +13; Alertness, Blind-Fight, Cleave, Endurance, Great Fortitude, Power Attack, Track.

Spells Prepared (0/1; base DC = 11 + spell level): 1st—*resist energy*.

Dreadful Eye (Su): Three times per day a marzanna can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 16 Will save or become panicked for 10 rounds. Creatures that are panicked by a marzanna's dreadful eye must succeed on a DC 16 Fortitude save or die from fright. This is a mind-affecting fear effect. The save DC is Charisma-based.

Rend (Ex): A marzanna that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+7 points of damage.

Spell-Like Abilities: At will—*dancing lights*, *ghost sound* (DC 11), *obscuring snow*, *pass without trace*, *ray of frost* (+14 ranged touch); 3/day—*alter self*, *bestow curse* (+18 melee touch; DC 15), *numbing sphere* (DC 13), and *wall of ice* (DC 15); 1/day—*ice storm*; 1/week—*control weather*, *nightmare* (DC 16). Caster level 8th.

Possessions: instant igloo, minor iceheart, potion of snowsight.

ENCOUNTER TEN

Grechun: Female human Clr7/Sor4; CR 11; Medium humanoid (human); HD 7d8+4d4; hp 41; Init +1; Spd 30 ft.; AC 17 (touch 14, flat-footed 16) [+1 Dex, +3 amulet, +3 ring of protection]; BAB/Grp: +7/+8; Atk +9 melee (1d4+2/19-20/x2, dagger); Full Atk: +9 melee (1d4+2/19-20/x2, dagger); SA —; SQ Rebuke undead; AL NE; SV Fort +7, Ref +3, Will +12; Str 12, Dex 12, Con 10, Int 14, Wis 17, Cha 16.

Skills and Feats: Bluff +6, Concentration +17, Diplomacy +6, Hide +2, Intimidate +6, Knowledge (arcane) +8, Knowledge (religion) +13, Knowledge (the planes) +11, Listen +4, Spellcraft +12, Spot +4, Survival +4; Brew Potion, Combat Casting, Empower Spell, Iron Will, Maximize Spell, Scribe Scroll.

Sorcerer Spells Prepared (6/7/4; base DC = 13 + spell level): 0—*daze, detect magic, disrupt undead, read magic, touch of fatigue*; 1st—*comprehend languages, magic missile (3), ray of enfeeblement (2), shield*.

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds, guidance (2), read magic, resistance (2)*; 1st—*bane, cause fear*, cure light wounds (2), divine favor, doom, shield of faith*; 2nd—*cure moderate wounds (2), death knell, desecrate*, enthrall*; 3rd—*animate dead*, bestow curse, cure serious wounds, dispel magic*; 4th—*divine power, spell immunity, unholy blight**.

*Domain spell. *Domains:* Death (death touch 1/day); Evil (Evil spells at +1 caster level).

Possessions: *amulet of natural armor +3, cold weather clothing, dagger of venom, potion of cure moderate wounds (2), potion of cure moderate wounds, ring of protection +3, scroll of mage armor, scroll of shield, scroll of spectral hand.*

Únna: Female human Clr4/Rgr5/Bgd2; CR 11; Medium humanoid (human); HD 9d8+2d10+11; hp 62; Init +1; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [+3 Dex, +6 leather]; BAB/Grp: +13/+15; Atk +16 melee (1d6+3/19-20/x2, short sword); Full Atk: +14/+14 melee (1d6+3/19-20/x2, short sword); SA Combat style (two-weapon), smite good 1/day; SQ Aura of evil, dark blessing, *detect good*, favored enemy (animals, human), poison use, rebuke undead, wild empathy; AL NE; SV Fort +12, Ref +7, Will +8; Str 14, Dex 14, Con 12, Int 12, Wis 16, Cha 14.

Skills and Feats: Climb +4, Concentration +9, Hide +9, Intimidate +7, Jump +4, Knowledge (nature) +7, Knowledge (religion) +8, Listen +10, Move Silently +9,

Search +8, Spot +10, Survival +7, Use Rope +9; Cleave, Diehard, Endurance, Great Cleave, Improved Sunder, Power Attack, Track.

Blackguard Spells Prepared (0/2; base DC = 13 + spell level): 1st—*corrupt weapon, doom*.

Ranger Spells Prepared (0/1; base DC = 13 + spell level): 1st—*endure elements*.

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—*guidance (2), resistance (2)*; 1st—*bane, cause fear*, doom (2), shield of faith*; 2nd—*bull's strength (2), hold person, invisibility**.

*Domain spell. *Domains:* Death (death touch 1/day); Trickery (Bluff, Disguise & Hide are class skills).

Possessions: cold weather clothing, dagger, *leather armor +3, potion of cure moderate wounds, short sword +1 of human bane x2.*

APPENDIX FOUR

CREATURES APL 12

ENCOUNTER FOUR

Will-o'-wisp (Advanced): CR 8; Small aberration (air); HD 17d8; hp 76; Init +14; Spd Fly 50 ft. (perfect); AC 30 (touch 30, flat-footed 20) [+1 size; +10 Dex, +9 deflection]; BAB/Grp: +12/+3; Atk +23 melee (2d8 electricity, touch); Full Atk: +23 melee (2d8 electricity, touch); SA —; SQ Darkvision 60 ft., immunity to magic, natural invisibility; AL CE; SV Fort +5, Ref +15, Will +13; Str 1, Dex 31, Con 10, Int 15, Wis 16, Cha 12.

Skills and Feats: Bluff +21, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +25, Search +22, Spot +25, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

Description: This will-o'-wisp is yellow, and is easily mistaken for a torch or lantern. Its body is a globe of spongy material about 1 foot across weighing about 3 pounds, and its glowing body sheds as much light as a torch.

The will-o'-wisp speaks Common and Auran. It has no vocal apparatus but can vibrate to create a voice with a ghostly sound.

ENCOUNTER FIVE

Rusalka (Advanced): CR 2; Medium fey (aquatic); HD 6d6; hp 21; Init +8; Spd 30 ft., swim 30ft.; AC 16 (touch 14, flat-footed 12) [+4 Dex, +2 natural]; BAB/Grp: +4/+4; Atk +8 melee (1d4, dagger); Full Atk: +8 melee (1d4, dagger); SA Beguiling song; SQ Low-light vision, *water breathing*, water symbiosis; AL CN; SV Fort +2, Ref +9, Will +7; Str 10, Dex 18, Con 10, Int 12, Wis 14, Cha 19.

Skills and Feats: Diplomacy +6, Escape Artist +9*, Hide +9*, Listen +11, Move Silently +9, Perform (sing) +13, Spot +11, Swim +12, Use Rope +4 (+6 with bindings); Alertness, Improved Initiative, Weapon Finesse.

Beguiling Song (Su): A rusalka can attempt to beguile creatures with her song. The rusalka sings, targeting a single creature it can see within 300 feet of her body of water (see *Water Symbiosis*, below). This is a sonic, mind-affecting ability, and the creature must be able to hear the rusalka for it to take effect. The targeted creature must make a DC 17 Will saving throw. If the save is successful, that creature cannot be affected by that rusalka's song for 24 hours.

Failure indicates the creature is utterly beguiled and moves toward the rusalka, taking the most direct route available. If that path leads into a dangerous area (such as very deep or fast-moving water), the beguiled creature is entitled to a second saving throw. A rusalka who desires a companion often moves out of the water and bestows *water breathing* on its beguiled victim so that she can take him underwater. A beguiled creature may take no actions other than defending himself. A beguiled victim who moves within 5 feet of the rusalka must make a DC 18 Will saving throw or be charmed as per *charm monster* cast by an 8th-level sorcerer. Success means that the character is freed from the beguilement and is immune to that rusalka's beguiling song for 24 hours. The beguiling effect continues as long as the rusalka sings. A rusalka need not continue to sing to keep a victim charmed.

A rusalka can use her beguiling song both above and below the water. Good rusalkas cast *water breathing* on their charmed companions to keep them alive below the waves. Evil rusalkas move into deeper water, forcing a beguiled victim to move toward them but never allowing the victim to get within 5 feet. If these unlucky creatures fail their second saving throw, they usually drown see page 304 of the *Dungeon Master's Guide*.

Water Breathing (Sp): Four times per day, a rusalka can use *water breathing* as a 12th-level sorcerer.

Water Symbiosis (Su): Each rusalka is mystically bound to a body of water or waterway as small as a pond or as large as a lake or river. Although aquatic, a rusalka can move as far as 300 yards from the body of water to which she is bound and breathe normally. If she strays farther than that, she must hold her breath or immediately start to drown. Once a rusalka has moved beyond the boundary of her connection, she cannot breathe normally until she has immersed herself in her body of water.

Skills: *A rusalka gains a +4 circumstance bonus on Escape Artist and Hide checks when in contact with the body of water in which she lives. A rusalka gains a +8 racial bonus on any Swim check to perform some

special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

The rusalka speaks Aquan, Common and Sylvan.

Water Elemental, Elder (Advanced): CR 13; Huge elemental (water, extraplanar); HD 32d8+160; hp 304; Init +10; Spd 30 ft., swim 120 ft.; AC 23 (touch 14, flat-footed 17) [-2 size; +6 Dex, +9 natural]; Face/Reach: 15 ft./15 ft.; BAB/Grp: +24/+38; Atk +32 melee (2d10+10/19–20, slam); Full Atk: +32/+32 melee (2d10+10/19–20, slam); SA Water mastery, drench, vortex; SQ Damage reduction 10/–, darkvision 60 ft., elemental traits; AL N; SV Fort +23, Ref +22, Will +14; Str 30, Dex 22, Con 21, Int 10, Wis 11, Cha 11.

Skills and Feats: Listen +29, Spot +29, Swim +34*; Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack.

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it

touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

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

Water Elemental Sizes

Elemental	Ht.	Wt.	Whirlwind		
			Save DC	Dmg	Ht.
Elder	40 ft.	24,000 lb.	31	2d8	10–60 ft.

ENCOUNTER EIGHT

Gúnth: Male human Rgr4; CR 4; Medium humanoid (human); HD 4d8+12; hp 30; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 leather]; BAB/Grp: +4/+6; Atk +6 melee (1d8+2, battle axe) or +7 ranged (1d8/x3, longbow); Full Atk: +6 melee (1d8+2, battle axe) or +7 ranged (1d8/x3, longbow); SA Combat style (archery); SQ Favored enemy (animals), wild empathy; AL N; SV Fort +6, Ref +3, Will +1; Str 14, Dex 16, Con 17, Int 10, Wis 14, Cha 12.

Skills and Feats: Climb +8, Heal +4, Hide +10, Jump +5, Knowledge (nature) +4, Listen +9, Move Silently +10, Search +4, Spot +9, Survival +9, Use Rope +5; Dodge, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (0/1; base DC = 12 + spell level): 1st—*endure elements*.

Possessions: Battle axe, cold weather clothing, dagger, leather armor, longbow, 20 arrows.

Otha: Male human Bbn3; CR 3; Medium humanoid (human); HD 3d12+12; hp 31; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 16) [+2 Dex, +3 hide, +1 shield]; BAB/Grp: +3/+6; Atk +6 melee (1d8+3, battle axe) or +5 ranged (1d6+3, javelin); Full Atk: +6 melee (1d8+3, battle axe) or +5 ranged (1d6+3, javelin); SA Rage; SQ Fast movement, trap sense +1, uncanny dodge; AL N; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 16, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +7*, Intimidate +6, Listen +7, Spot +3, Survival +6; Endurance, Toughness, Track.

*The armor check penalty is applied to Climb checks.

Possessions: Battle axe, cold weather clothing, dagger, hide armor, javelins (2).

Tribesman: Male human War2; CR 1; Medium humanoid (human); HD 2d8+6; hp 15; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +3 hide, +1 shield]; BAB/Grp: +2/+4; Atk +4 melee (1d8+2, spear) or +3 ranged (1d6+2, javelin); Full Atk: +4 melee (1d8+2, spear) or +3 ranged (1d6+2, javelin); SA —; SQ —; AL LN; SV Fort +6, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1*, Intimidate +1, Listen +2, Spot +2, Survival +2; Endurance, Track.

*The armor check penalty is applied to Climb checks.

Possessions: Cold weather clothing, dagger, hide armor, javelins (2), spear.

ENCOUNTER NINE

Marzanna: CR 13; Medium monstrous humanoid (cold) Rgr7; HD 8d6+7d8+30; hp 97; Init +1; Spd 30 ft., swim 30 ft.; AC 20 (touch 11, flat-footed 19) [+1 Dex, +9 natural]; BAB/Grp: +15/+20; Atk +20 melee (1d6+5, claw); Full Atk: +20/+20 melee (1d6+5, claw); SA Dreadful eye, rend 2d6+7, spell-like abilities; SQ Darkvision 90 ft., favored enemy (humans), immunity to cold, spell resistance 15, vulnerability to fire; AL CE; SV Fort +11, Ref +12, Will +9; Str 21, Dex 12, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Concentration +19, Craft (Leatherworking) +7, Hide +13, Listen +20, Move Silently +11, Spot +20, Survival +11, Swim +13; Alertness, Blind-Fight, Cleave, Endurance, Great Fortitude, Power Attack, Track.

Spells Prepared (0/2; base DC = 11 + spell level): 1st—*entangle*, *resist energy*.

Dreadful Eye (Su): Three times per day a marzanna can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 16 Will save or become panicked for 10 rounds. Creatures that are panicked by a marzanna's dreadful eye must succeed on a DC 16 Fortitude save or die from fright. This is a mind-affecting fear effect. The save DC is Charisma-based.

Rend (Ex): A marzanna that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+7 points of damage.

Spell-Like Abilities: At will—*dancing lights*, *ghost sound* (DC 11), *obscuring snow*, *pass without trace*, *ray of frost* (+16 ranged touch); 3/day—*alter self*, *bestow curse* (+20 melee touch; DC 15), *numbing sphere* (DC 13), and *wall of ice* (DC 15); 1/day—*ice storm*; 1/week—*control weather*, *nightmare* (DC 16). Caster level 8th.

Possessions: instant igloo, minor iceheart, potion of snowsight.

ENCOUNTER TEN

Grechun: Female human Clr7/Sor4/MyT2; CR 13; Medium humanoid (human); HD 7d8+6d4; hp 46; Init +1; Spd 30 ft.; AC 18 (touch 15, flat-footed 17) [+1 Dex, +3 amulet, +4 ring of protection]; BAB/Grp: +8/+9; Atk +10 melee (1d4+2/19-20/x2, dagger); Full Atk: +10 melee (1d4+2/19-20/x2, dagger); SA —; SQ Rebuke undead; AL NE; SV Fort +7, Ref +3, Will +16; Str 12, Dex 12, Con 10, Int 14, Wis 18, Cha 16.

Skills and Feats: Bluff +6, Concentration +18, Decipher Script +7, Diplomacy +6, Hide +2, Intimidate +6, Knowledge (arcane) +8, Knowledge (religion) +13, Knowledge (the planes) +11, Listen +5, Sense Motive +9, Spellcraft +12, Spot +5, Survival +5; Brew Potion, Combat Casting, Empower Spell, Iron Will, Maximize Spell, Scribe Scroll.

Sorcerer Spells Prepared (6/7/7/3; base DC = 13 + spell level): 0—*daze, detect magic, disrupt undead, read magic, touch of fatigue*; 1st—*comprehend languages, ghoul touch, magic missile* (3), *ray of enfeeblement* (2), *shield*; 3rd—*fireball, haste, lightning bolt*.

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0—*cure minor wounds, guidance* (2), *read magic, resistance* (2); 1st—*bane, cause fear**, *cure light wounds* (2), *divine favor, doom, shield of faith*; 2nd—*cure moderate wounds* (2), *death knell, desecrate**, *enthrall, resist energy*; 3rd—*animate dead**, *bestow curse, cure serious wounds* (2), *dispel magic*; 4th—*divine power, poison, spell immunity, unholy blight**; 5th—*flame strike, slay living**.

*Domain spell. *Domains:* Death (death touch 1/day); Evil (Evil spells at +1 caster level).

Possessions: *amulet of natural armor* +3, cold weather clothing, *dagger of venom, potion of cure moderate wounds* (2), *potion of cure moderate wounds, ring of protection* +4, *scroll of mage armor, scroll of shield, scroll of spectral hand*.

Únna: Female human Clr4/Rgr5/Bgd4; CR 13; Medium humanoid (human); HD 9d8+4d10+13; hp 75; Init +1; Spd 30 ft.; AC 21 (touch 16, flat-footed 16) [+3 Dex, +3 leather, +5 *ring of protection*]; BAB/Grp: +15/+17; Atk +18 melee (1d6+4/19-20/x2, short sword); Full Atk: +16/+16 melee (1d6+4/19-20/x2, short sword, sneak attack +1d6); SA Combat style (two-weapon), smite good 1/day; SQ Aura of despair, aura of evil, command undead, dark blessing, *detect good*, favored enemy (animals, human), poison use, rebuke undead, wild empathy; AL NE; SV Fort +13, Ref +8, Will +9; Str 14, Dex 14, Con 12, Int 12, Wis 17, Cha 14.

Skills and Feats: Climb +4, Concentration +13, Hide +9, Intimidate +11, Jump +4, Knowledge (nature) +7, Knowledge (religion) +13, Listen +10, Move Silently +9, Search +8, Spot +10, Survival +7, Use Rope +9; Cleave, Diehard, Endurance, Great Cleave, Improved Sunder, Iron Will, Power Attack, Track.

Blackguard Spells Prepared (0/2/2; base DC = 13 + spell level): 1st—*corrupt weapon, doom*; 2nd—*darkness, death knell*.

Ranger Spells Prepared (0/1; base DC = 13 + spell level): 1st—*endure elements*.

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—*guidance* (2), *resistance* (2); 1st—*bane, cause fear**, *doom* (2), *shield of faith*; 2nd—*bull's strength* (2), *hold person, invisibility**.

*Domain spell. *Domains:* Death (death touch 1/day); Trickery (Bluff, Disguise & Hide are class skills).

Possessions: cold weather clothing, dagger, leather armor, *potion of cure moderate wounds, ring of protection* +5, *short sword* +2 of human bane x2.

APPENDIX FIVE

ALLIED NPCs ALL APLS

Agara: Male human Rgr4; CR 4; Medium humanoid (human); HD 4d8+12; hp 30; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 leather]; BAB/Grp: +4/+6; Atk +6 melee (1d8+2, battle axe) or +7 ranged (1d8/x3, longbow); Full Atk: +6 melee (1d8+2, battle axe) or +7 ranged (1d8/x3, longbow); SA Combat style (archery); SQ Favored enemy (goblinoids), wild empathy; AL N; SV Fort +6, Ref +3, Will +1; Str 14, Dex 16, Con 17, Int 10, Wis 14, Cha 12.

Skills and Feats: Climb +8, Heal +4, Hide +10, Jump +5, Knowledge (nature) +4, Listen +9, Move Silently +10, Search +4, Spot +9, Survival +9, Use Rope +5; Dodge, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (0/1; base DC = 12 + spell level): 1st—*endure elements*.

Possessions: Battle axe, cold weather clothing, dagger, leather armor, longbow, 20 arrows.

Chintuk: Male human Bbn3; CR 3; Medium humanoid (human); HD 3d12+12; hp 31; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 16) [+2 Dex, +3 hide, +1 shield]; BAB/Grp: +3/+6; Atk +6 melee (1d8+3, battle axe) or +5 ranged (1d6+3, javelin); Full Atk: +6 melee (1d8+3, battle axe) or +5 ranged (1d6+3, javelin); SA Rage; SQ Fast movement, trap sense +1, uncanny dodge; AL N; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 16, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +7*, Intimidate +6, Listen +7, Spot +3, Survival +6; Endurance, Toughness, Track.

*The armor check penalty is applied to Climb checks.

Possessions: Battle axe, cold weather clothing, dagger, hide armor, javelins (2).

APPENDIX SIX

NEW RULES

NEW ITEMS

From Frostburn pages 78-80.

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

Whale Grease: Whale Grease is a thin clear grease fashioned from a combination of melted whale blubber and various powdered minerals and waxy plants. This foul-smelling stuff must be applied directly to the skin (taking one minute to do so) to be effective; once applied, the grease insulates the user from hypothermia, providing complete protection from hypothermia effects for as long as it lasts. Whale grease loses its effectiveness 1 hour after application. It is not water soluble, but can be quickly removed with alcohol. While worn, the pungent odor the grease gives off allows creatures with the scent ability to detect you at double normal range.

From Frostburn page 110-111.

Iceheart, Minor: Thus fist-sized lump of magical ice has been infused with the storm and bitter cold of winter. On command, a minor iceheart can produce the following effects:

- Ray of frost (at will)
- Fog cloud (3/day)
- Sleet storm (3/day)

Faint evocation; CL 5th; Craft Wondrous Item, *fog cloud*, *ray of frost*, *sleet storm*, creator must be an uldra or a winterhaunt of Iborighu; Price 24,000 gp; Weight 1 lb.

Instant Igloo: An *instant igloo* looks like an unremarkable snowball, except that it does not melt in high temperatures. If hurled to the ground at any point within 20 feet, it transforms into a large igloo. The igloo is identical to that created by the spell *Leomund's tiny igloo*, except that the igloo created has a 10-foot radius and can contain up to 2 Large, 8 Medium, 32

Small or 128 Tiny or smaller creatures. The igloo lasts for 16 hours before transforming back into its snowball form, at which point it cannot be used again for another 8 hours.

- Ray of frost (at will)
- Fog cloud (3/day)
- Sleet storm (3/day)

Faint evocation; CL 7th; Craft Wondrous Item, Widen Spell, *Leomund's tiny igloo*; Price 11,000gp.

NEW SPELLS

From Frostburn page 102.

Numbing Sphere

Evocation [Cold]

Level: Druid 2, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: 5-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

A sphere of intense cold energy rolls in whichever direction you point and damages those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enter a space with a creature, it stops moving for the round and deals 1d6 points of cold damage as well as 1d4 points of Dexterity damage to that creature, though a successful Reflex save negates both the cold damage and Dexterity damage. A *numbing sphere* rolls over barriers less than 4 feet tall, such as furniture and low walls. It instantly freezes water it encounters in 5-foot-cube sections, creating chunks of ice in large bodies of water.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely remains at rest. The sphere can be destroyed by attacks directed against it. It has 10 hit points and damage reduction 5/-.

The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by extreme cold. It cannot push aside unwilling creatures or batter down large obstacles. A *numbing sphere* winks out if it exceeds the spell's range.

Arcane Material Component: A bit of sponge and a drop of water.

From Frostburn page 103.

Obscuring Snow

Conjuration (Creation) [Air Cold]

Level: Cleric 2, druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Effect: Cloud spreads in 30-ft.-radius from you, 30 ft. high.

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

A swirling snow vapor arises around you, and follows you from that point on. The snow obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A strong wind (21+ mph) disperses the snow in 4 rounds. A very strong wind (31+ mph) disperses the snow in 1 round. A *fireball*, *flame strike*, or similar spell burns away the snow in the explosive or fiery spell's area. A *wall of fire* burns away the snow in the area into which it deals damage.

From Frostburn page 104.

Snowsight

Transmutation

Level: Druid 1, ranger 1, Winter 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject gains the ability to see to the normal limits of its vision even in whiteout conditions, and ignores all penalties due to snow glare and snow blindness. *Snowsight* is no better than normal vision. During daylight, this usually means the subject can see to the horizon; at night, vision is restricted to ambient light or darkvision as appropriate for the subject creature. *Snowsight* does not grant creatures the ability to see in darkness.

APPENDIX SEVEN NEW MONSTERS

From Frostburn page 144–145.

MARZANNA

Medium Monstrous Humanoid (Cold)

Hit Dice: 8d8+16 (52 hp)

Initiative: +1

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

Armor Class: 20 (+1 Dex, +9 natural), touch 11, flat-footed 19

Base Attack/Grapple: +8/+12

Attack: Claw +13 melee (1d6+5)

Full Attack: 2 claws +13 melee (1d6+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Dreadful eye, rend 2d6+7, spell-like abilities.

Special Qualities: Darkvision 90 ft., immunity to cold, spell resistance 15, vulnerability to fire

Saves: Fort +6, Ref +7, Will +7

Abilities: Str 21, Dex 12, Con 14, Int 14, Wis 13, Cha 13

Skills: Concentration +13, Craft or Knowledge (any one) +7, Hide +7, Listen +14, Spot +14, Swim +13

Feats: Alertness, Blind-Fight, Great Fortitude

Environment: Cold forests

Organization: Solitary or covey (3 marzannas plus 1–8 ogres and 1–3 frost giants)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: —

Dressed in tattered white furs, this horrible old woman has icy white skin and talonlike hands. Her face is hideously ugly, and her bright blue eyes gleam with malice.

This winter hag is the personification of death and winter. She almost always appears as an old woman with a crooked back and clawlike hands, dressed in white furs and robes. Many peasants believe that if they can trick a marzanna, they can avoid death itself. This is only partly true—the offerings that they leave for a marzanna do prolong their lives, but only because their bribes convince the marzanna not to kill and devour them.

Like other hags, a marzanna enjoys the taste of human flesh, and often cooperates with frost giants, frost folk, and ogres. A typical marzanna stands 6 to 8 feet tall and weighs between 250 and 300 pounds.

Their stooped posture makes marzannas seem slightly smaller than they really are, but their marble-white skin and dark brown claws are clear signs that they are not human. They typically dress in ragged layers of poorly cured furs, tattered robes, and worn shawls.

Like all hags, marzannas speak Common and Giant.

COMBAT

A marzanna prefers not to fight if she can convince others to give up without a fight, or if she can convince others to do her fighting for her.

Dreadful Eye (Su): Three times per day a marzanna can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 16 Will save or become panicked for 10 rounds. Creatures that are panicked by a marzanna's dreadful eye must succeed on a DC 16 Fortitude save or die from fright. This is a mind-affecting fear effect. The save DC is Charisma-based.

Rend (Ex): A marzanna that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+7 points of damage.

Spell-Like Abilities: At will—*dancing lights*, *ghost sound* (DC 11), *obscuring snow*, *pass without trace*, *ray of frost* (+16 ranged touch); 3/day—*alter self*, *bestow curse* (+20 melee touch; DC 15), *numbing sphere* (DC 13), and *wall of ice* (DC 15); 1/day—*ice storm*; 1/week—*control weather*, *nightmare* (DC 16). Caster level 8th.

From Frostburn page 150–151.

RUSALKA

Medium Fey (Aquatic)

Hit Dice: 2d6 (7 hp)

Initiative: +4

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

Armor Class: 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

Base Attack/Grapple: +1/+1

Attack: Dagger +5 melee (1d4)

Full Attack: Dagger +5 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Beguiling song

Special Qualities: Low-light vision, *water breathing*, *water symbiosis*

Saves: Fort +0, Ref +7, Will +5

Abilities: Str 10, Dex 18, Con 10, Int 12, Wis 14, Cha 18

Skills: Diplomacy +6, Escape Artist +9*, Hide +9*, Listen +7, Move Silently +9, Perform (sing) +9, Spot +7, Swim +8, Use rope +4 (+6 with bindings)

Feats: Weapon Finesse

Environment: Cold aquatic

Organization: Solitary or covey (3–6)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 3–6 HD (Medium)

Level Adjustment: —

This beautiful girl sits by the riverbank. Her skin is pale white, and her hair is a strange shade of gold and green. She wears nothing but a slim diaphanous shawl.

Rusalkas are female spirits who dwell in lakes, rivers, and streams. Their beguiling song is known to lure men to watery graves. Their clothing is usually nothing more than a gown or a shawl, and some rusalkas go bare skinned.

Some believe rusalkas to be the restless spirits of drowned maidens, tied to the place of their deaths. However, they are in fact water spirits.

Most of the time, just one rusalka inhabits a body of water, but sometimes a small covey lives in an area. Rusalkas generally lead lonely lives, but some tales indicate that vodyanoi take rusalka wives. To ease their loneliness, these fey often use their song to entice men to join them. Some evil or neutral rusalkas might confer water breathing upon enamored mortals. Relationships between willing mortals and rusalkas are doomed to end in sadness. The rusalka inevitably frees her paramour or forces him to leave by refusing to give him the ability to breathe water when she realizes he is not truly content to live in her world beneath the water's surface.

Rusalkas speak Aquan, Common and Sylvan.

COMBAT

A rusalka does not look for martial conflict, only lovers or victims. If threatened, she will often flee, using her natural hiding skills and knowledge of waterways to evade pursuers.

Beguiling Song (Su): A rusalka can attempt to beguile creatures with her song. The rusalka sings, targeting a single creature it can see within 300 feet of her body of water (see Water Symbiosis, below). This is a sonic, mind-affecting ability, and the creature must be able to hear the rusalka for it to take effect. The targeted creature must make a DC 17 Will saving throw. If the save is successful, that creature cannot be affected by that rusalka's song for 24 hours.

Failure indicates the creature is utterly beguiled and moves toward the rusalka, taking the most direct route available. If that path leads into a dangerous area (such as very deep or fast-moving water), the beguiled creature is entitled to a second saving throw. A rusalka who desires a companion often moves out of the water and bestows *water breathing* on its beguiled victim so that she can take him underwater. A beguiled creature may take no actions other than defending himself. A beguiled victim who moves within 5 feet of the rusalka must make a DC 18 Will saving throw or be charmed as per *charm monster* cast by an 8th-level sorcerer. Success means that the character is freed from the beguilement and is immune to that rusalka's beguiling song for 24 hours. The beguiling effect continues as long as the rusalka sings. A rusalka need not continue to sing to keep a victim charmed.

A rusalka can use her beguiling song both above and below the water. Good rusalkas cast *water breathing* on their charmed companions to keep them alive below the waves. Evil rusalkas move into deeper water, forcing a beguiled victim to move toward them but never allowing the victim to get within 5 feet. If these unlucky creatures fail their second saving throw, they usually drown (see page 304 of the *Dungeon Master's Guide*).

Water Breathing (Sp): Four times per day, a rusalka can use *water breathing* as a 12th-level sorcerer.

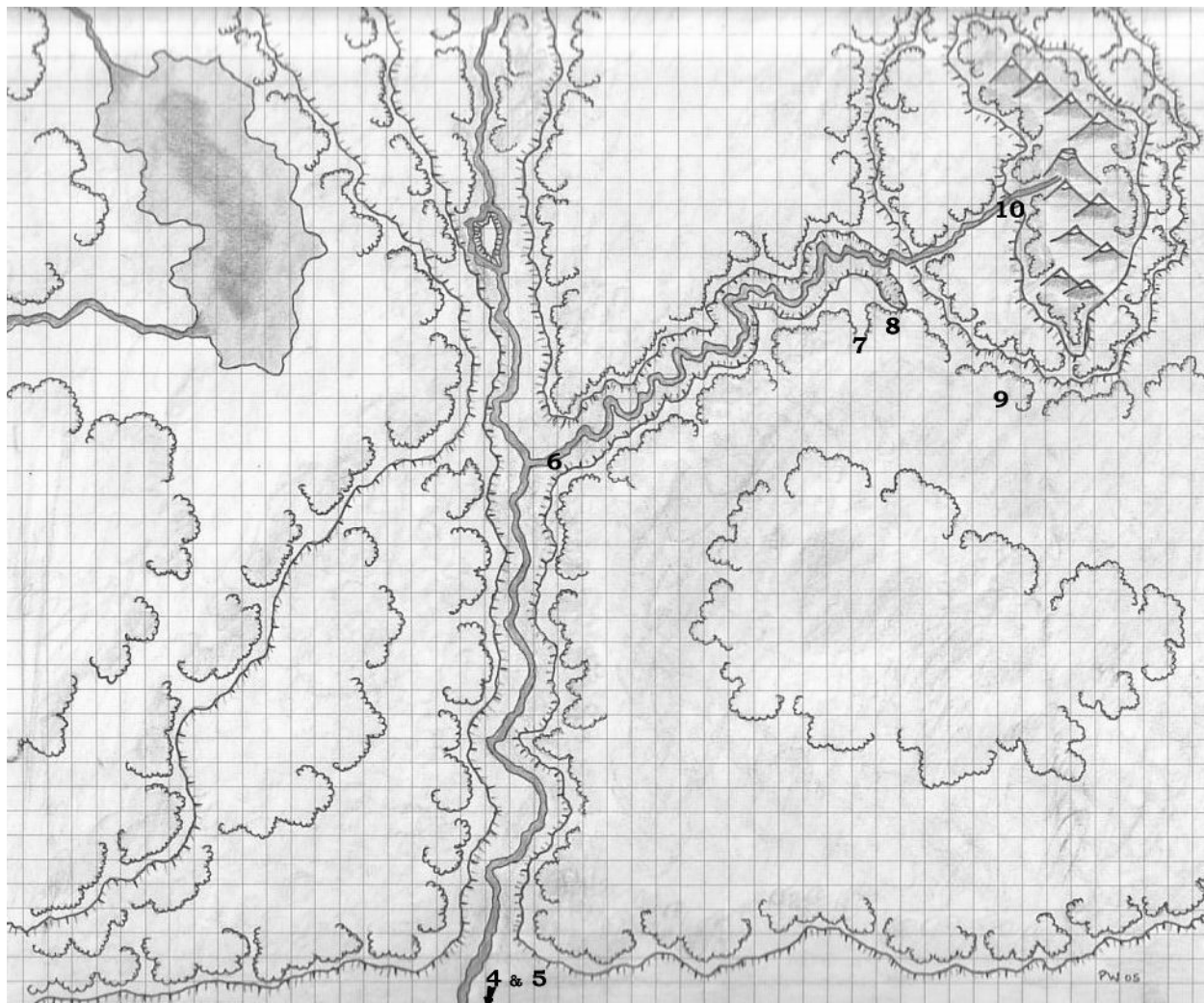
Water Symbiosis (Su): Each rusalka is mystically bound to a body of water or waterway as small as a pond or as large as a lake or river. Although aquatic, a rusalka can move as far as 300 yards from the body of water to which she is bound and breathe normally. If she strays farther than that, she must hold her breath or immediately start to drown. Once a rusalka has moved beyond the boundary of her connection, she cannot breathe normally until she has immersed herself in her body of water.

Skills: *A rusalka gains a +4 circumstance bonus on Escape Artist and Hide checks when in contact with the body of water in which she lives. A rusalka gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

DM'S AID ONE ENCOUNTER LOCATIONS MAP

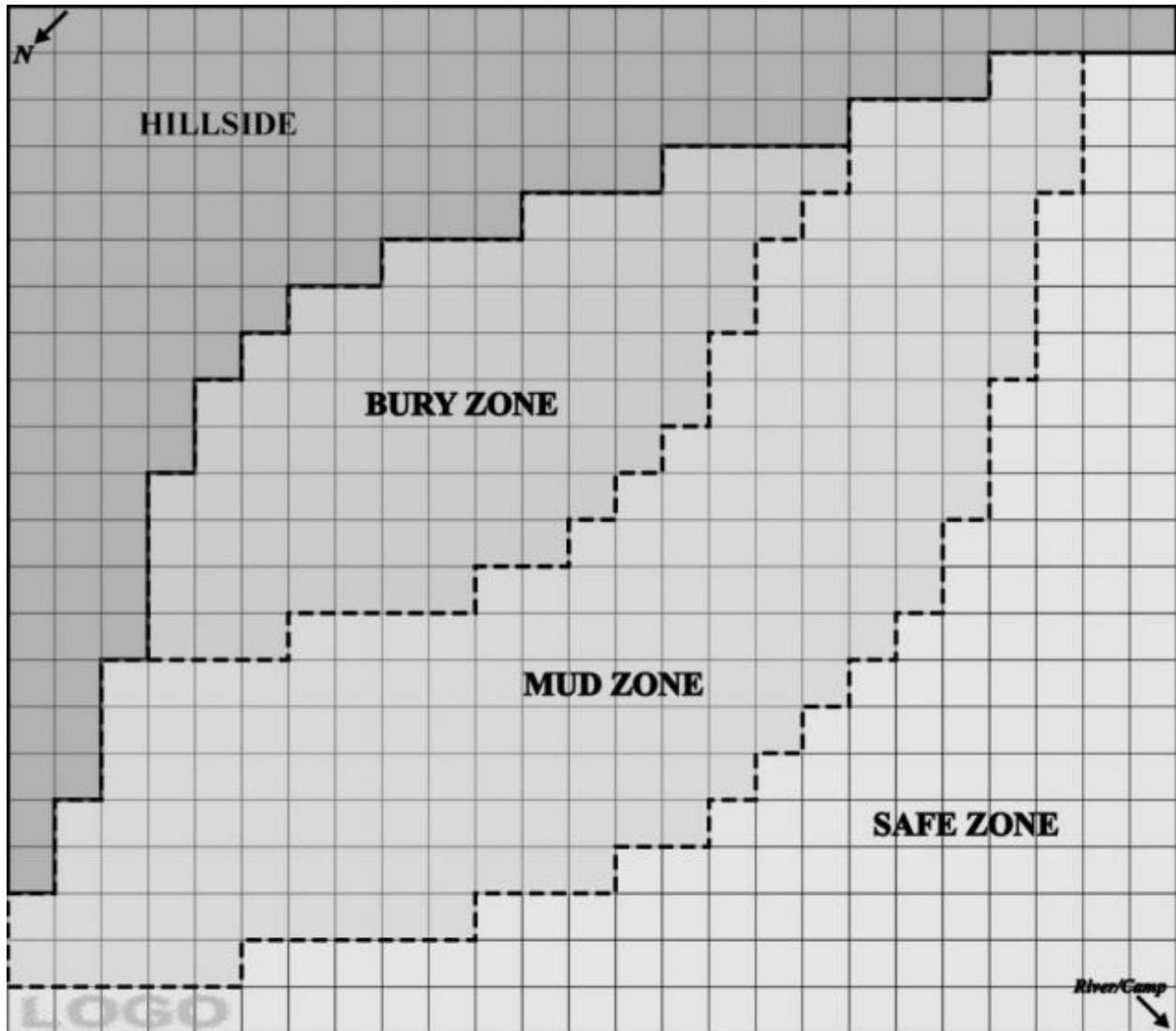


DM'S AID TWO BURNEAL FOREST ENCOUNTER MAP

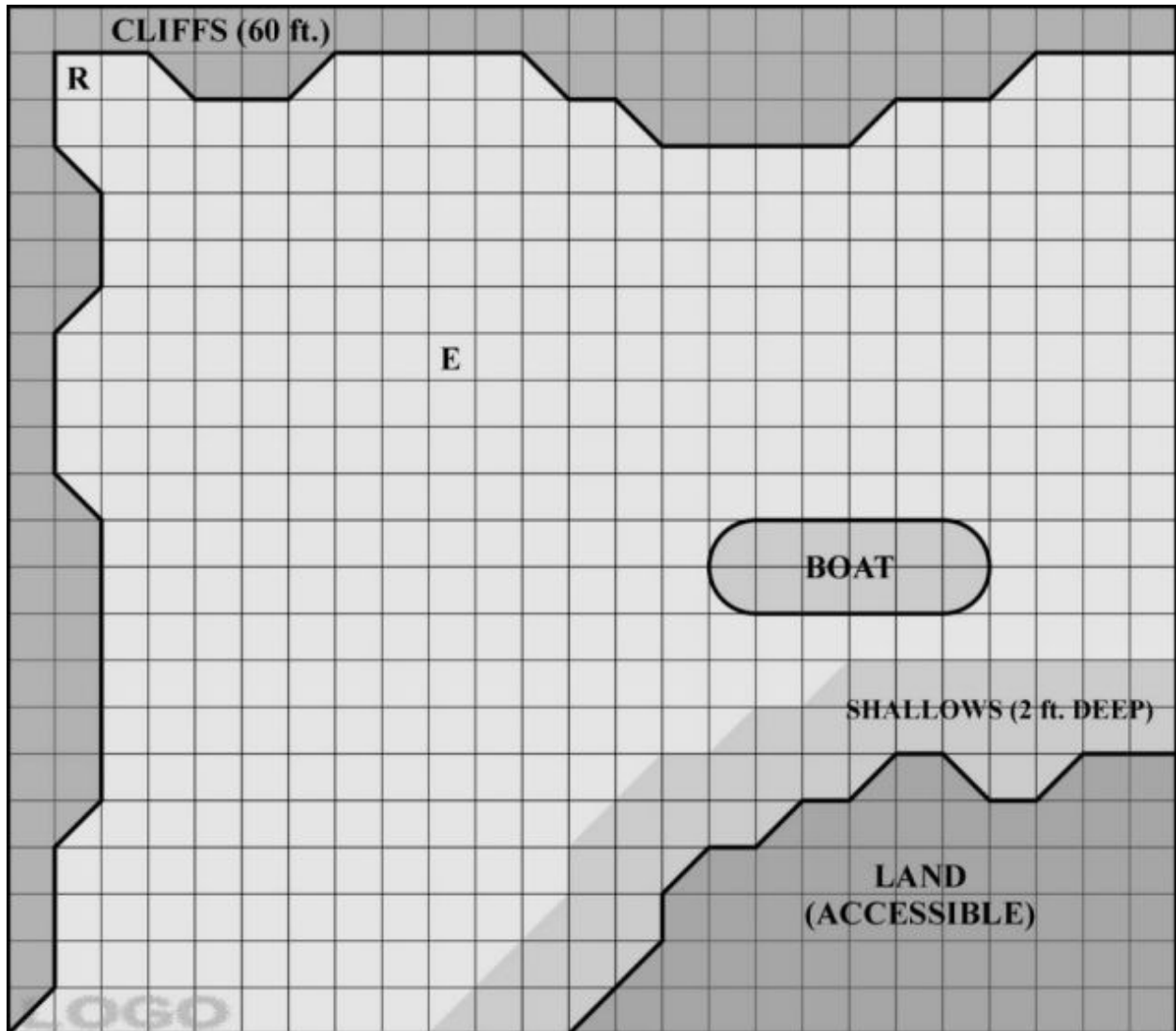


1 square = 2.5 miles

DM'S AID THREE ENCOUNTER FOUR DM'S MAP



DM'S AID FOUR ENCOUNTER FIVE DM'S MAP



DM'S AID FIVE
ENCOUNTER TEN DM'S MAP

