

Ascent

A One -Round Dungeons & Dragons® Living Greyhawk™ Tuflik, Fals and Volverdyva Metaregional Adventure

By Gaël L. Richard

Circle Reviewer: Tim Sech

Meta-Regional Edit: Stephen Baker

Translation: Jean-Philippe « JP » Chapleau, Jean Guérette, Svitlana Pereverten

Reviewer : Jean-Philippe « JP » Chapleau

Special Thanks to: Bleunbrug

Kalat-Kara. The Black Fortress. Rising between the Udgru and the Yatils, it is the Caliphate of Ekbir's advance outpost in a desolate parcel of land. Threatened by hordes of bandits, outcasts and heretics serving the Black Knight of the Udgru and the frost giants of the Yatils, whispers talk about an unholy alliance between the two factions —this might be the death knell of civilization in the region. But maybe you came here looking for the mythical immortal whose lips were said to have kissed Al'Akbar himself? Could he show you the way to the Holy Relics, the Cup and Talisman of Al'Akbar?

Between a mystical quest and epic deeds, a winter ascent of the Yatils lies before you! Prepare for a trip to a frozen realm of snow and ice, between heaven and Oerth! You were warned, it will be cold, very cold... the fifth installment of the "Faith and Truth" series. A one-round Metaregional adventure set in Ekbir for characters level 2-15 (APLs 4-14). Those with creatures of Large size or greater may find themselves unable to bring them on this adventure, including Centaur PCs.

Resources for this adventure [and the authors of those works] include *Book of Exalted Deeds* [James Wyatt, Christopher Perkins, Darrin Drader] and *Frostburn* [Wolfgang Baur, James Jacobs, George Strayton].

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. This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit

www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com. DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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

Players Read No Farther

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

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule 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 nonplayer

characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix One. For your convenience, that appendix is split by APL

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round VTF adventure, set in Ekbir. Characters from the VTF metaregion pay 1 Time Unit per round. All others pay 2 Time Units per round.

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of

ADVENTURE BACKGROUND

Faith and Truth

This adventure continues the *Faith and Truth* series, which has comprised thus far the following adventures:

- VTF 5-03 *Once Upon a Time in the West*,
- VTF 5-06 *Faith and Love*,
- VTF 6-01 *Fault Lines*, and
- VTF 6-02 *Touched by an Angel*.

The focus of this series is the quest for the Cup and Talisman of Al'Akbar. The one tangible clue to find the relics was in VTF 5-06 *Faith and Love* where the former Sylph Zinaryamtaz told the PCs to find the Immortal of the Mountains. This mythical retired monk lives somewhere in the Yatils and is said to be old enough to have met Al'Akbar himself, hence the source of the legend saying that "his lips once kissed the High Cleric". If the PCs are interested in the quest for the Holy Relics, they should be interested in finding this man, the ultimate goal of this adventure.

The Black Knight of the Udgru

The Black Knight of the Udgru is a powerful, evil warlord who leads a large army of bandits, evil creatures and humanoids. He is one of the Caliphate's principal villains and is based in the Udgru Forest. He appears in many Ekbirian regional adventures and is also a factor in Tusmit. His name appears in this adventure but he plays a secondary role, and does not appear directly.

The Brotherhood of the Wind

These orders of farises differ from other Ekbirian faris as they utilize winged horses (pegasi) for mounts. They are based in the Black Fortress of Kalat-Kara between the Udgru Forest and the Yatil Mountains. Farises are Ekbirian knight equivalents.

ADVENTURE SUMMARY

Appendix 3: Adventure Flow Chart contains a flowchart of the encounters.

Introduction

In the dead of winter, the PCs head to the Black Fortress of Kalat-Kara, where they hope to gain information on the legendary Immortal of the Mountains. They may also choose to arrive as mercenaries but this generates a very different flow for the adventure.

Encounter 1: The Black Fortress

The fortress is threatened by a coalition of bandits from the Udgru under the Black Knight and frost giants from the Yatils. To make things worse, winter has never been so cold. Abundant snow fall and violent blizzards are common in the region. Other than general information about the situation regarding the fortress, the adventurers are directed to a small mountain village where they may learn more details.

Encounter 2: The Village of the Mountain People

The village pays tribute to the frost giants who are more active than usual. They are accompanied by a frost mage. The mage is actually the chief's son and seems to have betrayed his people by embracing the cause of Thrym, God of the frost giants.

The villagers know of the legend of the Immortal of the Mountains, but don't know where to find him. According to them, only the Snow Fairy might possibly know. The PCs may learn ways to peacefully deal with the Snow Fairy.

At this point the PCs have a choice. They can either follow the fairy to find the relics (proceed to **Encounter 3**, then **Encounter 4**). Or they can head out to defeat the frost giants (proceed to **Encounter 5** then **Encounter 11**).

Encounter 3: Dream of a Happier Life (optional encounter)

The PCs may learn more about Jouham, the Frost Mage. His mother is an oneiromancer, specializing in dream magic. She can enter Jouham's fiancée (Nouha)'s dream and, by doing so, reach her son's dream. The PCs may also choose to enter the dream and learn the secret wishes and desires of their enemy. This may serve to help them later.

Encounter 4: First Ascent

The PCs ascend the mountains during a snow storm in the extreme cold. They encounter the Snow Fairy, whose greatest love is to dance among the falling snowflakes. She expects travelers to dance properly with her or she gets angry. For her to show the way to the Immortal, she has to be convinced or coerced. This encounter may be resolved peacefully or through combat.

Encounter 5: Combat in the Snow

If the PCs do not follow the quest for the Cup and Talisman of Al'Akbar but wish to take on the frost Giants, they are shown toward the Temple of Thrym and face some of the giant's allies. Following this combat, proceed to **Encounter 11**.

Encounter 6: The Monastery of the Anchorites

Once at the monastery on a glacier high in the mountains, the PCs meet the Immortal of the Mountains, a cloud anchorite who was one of Al'Akbar's companions, 1000 years ago. The PCs may discuss the Cup and Talisman. His message is that the Relics are not treasures like others: they are the symbol of a spiritual quest that can only be accomplished by renouncing material items. In other words, in order to complete this quest, one must take an oath of peace, non-violence and poverty.

The Immortal does not know where the Relics are located but, if at least one of the PC is willing to take on the oaths, he will meditate and pray to learn where he should direct the PCs next. In that case, proceed to **Encounter 7**. PCs who have not taken the oaths may accompany the others.

If no one takes the oaths, the Immortal points the PCs to the Temple of Thrym leading to **Encounter 11**. This encounter is another splitting point in the adventure.

Encounter 7: Second Ascent

If one of the PCs has taken the oaths, the entire party may continue their ascent towards the summit indicated by the Immortal.

On the way, the PCs get ambushed by the Frost Mage and the frost giants. The goal here is Frost Mage's redemption, and maybe that of the Giants. To do this, both diplomacy and the holy powers granted to the PCs who swore the oath and the knowledge gleaned from **Encounter 3** will all come in handy.

Encounter 8: Ire of Thrym

The PCs suffer the anger of the god Thrym, angered by the actions of the PCs.

Encounter 9: Accomplishment of the Quest?

While an extremely powerful blizzard rages around them and filled with supernatural cold, the PCs find a glowing door. This door leads to a demi-plane of dreams (though they don't know it, it appears like an ordinary demi-plane). The PCs come out in a peaceful meadow with a temple and stone circle. The PCs find the Cup and Talisman are kept in the temple. Sylphs worship the relics in this place. The stone circle allows the PCs to return anywhere in the Flanaess and is linked to Tovag Baragu on Oerth. Through this dream, the PCs are being secretly evaluated.

The PCs have a choice to either return home with the relics or take the relics from this place. PCs who take the Relics have failed. Others may continue. Once the decision is made, the demi-plane vanishes, leaving the PCs in the blizzard they exited earlier.

Encounter 10: Final Ascent

PCs who have failed the previous test get lost in the blizzard and eventually make their way back after having roamed the mountains in the cold. They can return to Kalat-Kara.

PCs who passed the test but who have not taken the oaths, and any elves, receive a vision of the Cup and Talisman and a few rewards.

Non-Elven PCs who succeed in the quest find a door of light at the summit. Once across, they are guided by beings of light to a King's court. He agrees to allow the PCs to contemplate the Holy Relics. Lost in religious fervor, the PCs lose all notion of time and wake up in a field full of flowers with all the objects he had given up, unable to distinguish whether what he saw was reality or dream.

Whatever happens PCs are freed from their vows just sworn in this adventure by the gods.

Encounter 11: The Defenses of the Temple of Thrym

If no PCs took the oaths offered in this adventure or if they decided to take on the frost giants, the PCs can launch an assault on the temple of Thrym. The inner sanctuary is trapped and defended.

Encounter 12: The Shrine of Thrym

The sacred inner sanctum is guarded by different creatures.

Conclusion

Depending on the PCs' choices, different ending are played

PREPARATION FOR PLAY

Make sure you are familiar with **Appendix 5: Snow and Cold**. In many encounters, details about the depth of the snow, temperature are given. Refer to the appendix to determine the effects.

The following favors and influence may have an impact of the adventure.

Just Married

If a PC has this AR Award from **VTF5-06 Faith and Love**, he benefits from a few short sequences in **Encounter 10** and the **Conclusion**.

Only one PC may benefit from the favor during this adventure. Try to avoid having two or more PCs with this favor. If two or more PCs have the favor, only one may employ it in this adventure and this must be decided before starting. Should there be no agreement, nobody may benefit from this during the adventure.

Knight of the Rose or Brother of the Rose

If a PC has this AR Award, he benefits from it in **Encounters 3 and 4**.

Exalted Brother/Sister of Redemption and Righteousness

If a PC has this AR Award, he benefits from it in **Encounter 7**.

Thanks of the Sylphs

If at least one PC played **VTF5-06 Faith and Love** and received the *Thanks of the Sylphs*, this PC has been shown the way to the Immortal of the Mountains by the former sylph Zinaryamtaz.

Curse of the Tomb

If a PC received this curse from **EKB 5-05/TUS 5-06 The Tusman Job**, he may get rid of it during this adventure.

Not Ready / Failed Test of the Hermit

PCs who received these curses may have them removed during this adventure.

INTRODUCTION

PCS WITH "THANKS OF THE SYLPHS"

If at least one of the PCs received the AR Award *Thanks of the Sylphs* from **VTF5-06 Faith and Love**, Zinaryamtaz told those with the Award to seek the Immortal of the Mountains to continue the quest. If the PCs recall, she could not advise of the location of the Cup and Talisman but it is possible that the old man may know what she cannot reveal. The sylph indicates that she has arranged a meeting for the PCs with a faris of the Brotherhood of the Wind, Rostam Kallimbramallam, who can lead them to his sheik. That sheik probably has information about the Immortal of the Mountain.

This adventure takes place during winter, and everyone should be made aware of this.

The festival of Needfest has just ended and winter has settled in. The sylph Zinaryamtaz has arranged a meeting with Rostam Kallimbramallam, faris of the Brotherhood of the Wind, an order of faris from the Caliphate of Ekbir. His sheik has information about the Immortal of the Mountains. This is the man the sylph told you was the person to seek on the quest to find the Cup and the Talisman of Al'Akbar. The meeting will take place in the ekbirian fortress of Shankor.

See the map given in **Appendix 4** for the location of Shankor. Proceed to "Going to Kalat-Kara."

PCS WITHOUT “THANKS OF THE SYLPHS”

If none of the PCs has the AR Award *Thanks of the Sylphs* from VTF5-06 *Faith and Love*, then the PCs receive a letter from Rostam Kallimbramallam.

This adventure takes place during the winter, and everyone should be made aware of this

The festival of Needfest has just ended and winter has settled in. You were relaxing but yesterday when you were presented with a letter. The missive had your name on it and invited you to the Ekbirian fortress of Shankor. This letter was sent by an ekbirian faris named Rostam Kallimbramallam from the Brotherhood of the Wind. He wrote that his sheik has both information and a proposal for you. The information could lead you to a great quest, or perhaps to continue one. Someone in the College of the Arts in Sefmur would like to find adventurers to accomplish this quest and the sheik would also like to find capable adventurers to investigate for him the present military situation in the Yatils.

Proceed to “Going to Kalat-Kara.”

Once the PCs have had a chance to make all purchases they want in the city, proceed to “Going to Kalat-Kara.”

GOING TO KALAT-KARA

With a successful DC 20 Knowledge (Nobility and Royalty) check, a PC knows that Kallimbramallam is the name of one of the five royal families of the Caliphate of Ekbir. With a successful DC 20, Knowledge (local/VTF) check a PC knows that the Brotherhood of the Wind is an elite order of faris of Ekbir. They ride winged horses (Pegasus). PCs from Ekbir have a +10 circumstance bonus to these checks.

The PCs have to travel to the fortress of Shankor. Once there, they just have to ask for Rostam or to search for him. In any case, it is easy to find him. When the PCs have found Rostam, continue with the following:

You meet Rostam Kallimbramallam. He is of Baklunish descent and dressed in a chain shirt with a scimitar on his belt and a bow and arrows on his back. His helmet sports two bird wings made of polished bronze.

After you made the presentations, the faris says that you should meet his sheik in the headquarter of his brotherhood, the fortress of Kalat-Kara. As this fortress lies on the other side of the dangerous forest of Udgru, he offers you to a means to travel to Kalat-Kara.

With that last statement, the faris leads you to a door, leading to stables which reveal a number of immaculate white winged horses, each already equipped with a saddle (there is one for each PC and one for Rostam). Rostam invites you to mount up on the pegasi, indicating that these creatures are noble and intelligent and should be respected.

The PCs can attempt a Knowledge (geography) check [DC 15, with a +5 circumstance modifier for Ekbirian PCs] to recall that there is an Ekbirian fortress called Kalat-Kara between the Udgru and the Yatils. The fortress is the only acknowledged safe point in the area and also the only refuge for travelers in distress for miles.

For anyone who speaks Ancient Baklunish, Kalat-Kara translates as “Black Fortress”. A Knowledge (geography) check [DC 20 with a +10 circumstance bonus for Ekbirian PCs] recalls the fact that the fortress is built of black basaltic rock.

If the PCs agree, continue:

Once everyone is mounted he urges his mount upward, and is soon hurtling towards the horizon.

No Ride check is required as the Pegasi are trained and intelligent enough to take into account awkward or incompetent riders. The PCs start from the fortress of Shankor in Ekbir (see **Appendix 4: Map** for more details).

With the Udgru forest far below, you can see the skies ahead are full of heavy snow clouds and a cold wind blows from the north.

The final leg of the trip is extremely tiring, particularly as there has not been a single stop! Initially, Rostam avoided the clouds but this has become impossible. Before long, you were flying in the middle of a snowstorm that reduced visibility to just a few feet. Despite this, it seems Rostam can orient himself in this blizzard, and your trip continues uninterrupted.

From Shankor it is a journey of 120 miles (192 km) to fly to Kalat-Kara. This takes approximately 10 hours at the

pegasi' fly speed and means that the mounts must be force-marched. This inflicts 2d6 points of damage on the mounts (see *Player's Handbook* p.164). The PCs may have ways to hasten the trip on their own. If the PCs can lower the travel time to less than eight hours, the mounts take no damage and Rostam is extremely thankful, not to mention the pegasi themselves!

ENCOUNTER 1: THE BLACK FORTRESS

Suddenly the storm abates and a black shape appears ahead. Built on top of a hill overlooking a bend in the river, you can distinguish an imposing fortress of black stone, covered with a thick layer of snow. Stone is only visible on the vertical surfaces where a few flakes nevertheless manage to find a hold. Shapes busy themselves on the towers and along the walls and the area is filled with a strange calm. The snow falls silently, covering everything in a pure white blanket.

The PCs are now at Kalat-Kara, the Black Fortress.

If they have arrived with Rostam, they land in a courtyard where a number of priests (Qadi i.e. priests of the Exalted Faith of Al'Akbar) and stable boys approach the Pegasi in order to take care of them. Rostam tells the PCs that they are now free to pursue whatever mission they were on.

THE COMMANDER

The PCs are taken (if they agree of course) to the amir Maram Al Kayeb, current commander of Kalat-Kara and Sheik of the faris of the Brotherhood of the Wind.

You are shown into the great hall of the Faris of the Brotherhood of the Wind, located in one of the highest towers. It is decorated with many tapestries representing faris mounted on flying beasts of all sorts. The Amir of the fortress and sheik of the faris is present, along with a few companions, amongst whom is a priest of the Exalted Faith. The sheik is a middle-aged man with white hair, of average height with a caring and honest look to him.

Maram Al Kayeb wishes to hire honest mercenaries to help defend the fortress and scout out details about a possible alliance between the frost giants and the Black

Knight. He is willing to listen to the PCs and give them some information if asked.

Have you heard of the Immortal of the Mountains?

Yes, that is an old legend in this area. He is said to live as a hermit high in the Yatils, where the snow never melts. From what is said, he is reputed to be over 1000 years old and his lips are said to have kissed the High Cleric.

Do you know how to meet/find the Immortal?

I don't even know if the legend is true! Those who live in the mountains may know more. I would suggest asking the miners in Ulagor, in the high valley of Hadash. They have lived in the mountains for generations and if anyone knows more, it would be them...

Do you know Zinaryamtaz? Yes, the Fair Lady has helped both me and my troops often in the past. She asked me to invite you (only if one of the PCs has *Thanks of the Sylphs* from VTF 5-06).

Do you know her mentor? No. I didn't know she had a mentor.

Someone of the College of the Arts would like us to undertake a quest. Who is he? Karam Fateil. He asked me to invite you here to ask you to search for the Immortal of the Mountain. We owe him a debt. (Only if no PC has *Thanks of the Sylphs* from VTF 5-06).

Do you know Karam Fateil? He is one of the mages at the College of the Arts in Sefmur. I have dispatched a few pegasi for his people once or twice in the past. (Note: the Amir knows him by reputation and by interposed contact. They never met each other.) He asked me to invite you here to ask you to search the Immortal of the Mountain. We have a debt to him. (Only if no PC has *Thanks of the Sylphs* from VTF 5-06).

Are winters always this cold and/or snowy in this region? No, this winter is exceptional.

Do you think magic may be responsible for the rigors of the winter? It is very likely, but I am not certain of this fact. We have not been able to draw any firm conclusions yet.

Do you think the fortress is in danger? The Black Knight assembles his forces even now. Will he wait for better weather or will he try to take advantage of the war we are waging against the Ataphads? I don't know. We have to worry about the frost giants and their minions as well and they are far more menacing with this cold wave.

Is it true the Black Knight and the frost giants are allied? We are not yet sure, but information tends to point in that direction.

Could you hold against such an alliance? It would be very difficult, tougher than anything we have faced in the past. The cold and the snow gives a great advantage to the giants.

Is it true that a powerful mage is allied to the giants? The rumors all say this but I have had no direct details that confirm it.

How could we make sure that an alliance between the giants and the Black Knight has been made? How can we know if the giants have a mage allied with them? You would have to contact the miners of Ulagor in the high valley of Hadash. They are well-informed about the goings on in the mountains, as they need to be in order to survive up there. Unfortunately, I am very low on troops and cannot spare anyone to visit with them and ask for more information. On the other hand, if you are willing to head there and ask for such details on my behalf, I'd reward you.

Do you need mercenaries/adventurers? Yes, to confirm or dismiss rumors of an alliance between the frost giants and the Black Knight. Even without this information, I would also like to verify the rumor of a powerful mage with the giants. You'd need to meet with the miners of Ulagor in the high valley of Hadash.

How can one get to Ulagor? / Where is Ulagor? Simply head up the valley of Hadash - I can get you a map if you want but I will, instead, offer to fly you there. The problem is that the snow and cold make traveling slow and difficult or I would have sent a small patrol myself. On foot, in these conditions, it might take weeks!

What forces do the frost giants have? Other than the giants themselves, we have confirmed reports of giant white wolves and ogres.

What forces does the Black Knight have at his disposal? Bandits mostly and all kind of evildoers have been spotted in the area. I am afraid he draws from a wide range of such creatures and we have nothing more specific.

Give **Handout o** to the players. It summarizes the information from the sheik and his counselors (notably the qadi) about the Immortal of the Mountains.

Hiring On

PCs who want to hire themselves as mercenaries may negotiate their employment with the Amir. He is willing to pay good money for information and deeds accomplished (see **the following or the Conclusion** under **Return to Kalat-Kara** to know what the Amir can offer) but will provide nothing up front – he wants concrete proof of actions before he provides any reward.

Treasure:

APL 4: Coin – 200 gp.

APL 6: Coin – 220 gp.

APL 8: Coin – 250 gp.

APL 10: Coin – 310 gp.

APL 12: Coin – 360 gp.

APL 14: Coin – 750 gp.

APL 16: Coin – 1000 gp.

If the PCs announce their desire to go to Ulagor, whether if they hired themselves or not, are given a map by the Amir; the map shows the way from Kalat-Kara to Ulagor and approximate distance.

OBTAINING INFORMATION

PCs may gather information in the fortress on what is happening in the area.

They may either choose to sleep at the inn (which is inside the fortress as are all the buildings) or at the barrack of the faris, qadi or 'askari if they belong to the following meta-orgs (amirs with amirs of the same ranks, 'askaris with 'askaris of the same rank, etc.): Ekbirian Orgs: Faris d'Ekbir, 'Askar, Clergé de la Foi exaltée, Garde sacrée & Zashassar. Zeifian Orgs: Exalted faith starting with the rank of Küçük Qadi. Tusmit Orgs: Faris & Church of the Exalted Faith of Al'Akbar.

The fortress is isolated, land-based communications having been cut for many weeks as a result of the Black Knight's men and the snowfall. The garrison is at minimum levels given the redeployment caused by the war with the Ataphads. This winter has proven particularly cold, with frequent and abundant snow fall. The amount of snow on the ground is more than in living memory.

The amount of snow everywhere is considerable. Trenches have been dug in places to allow movement and one therefore has to pass between walls of snow yards high to get anywhere.

The garrison seems small for a fortress of this size and apparent importance. Doors remain closed and

the inhabitants live off of the reserves (or the manna from Heaven given by the priests). A large number of personnel from the artisans to the cooks to the stable hands care for the magnificent winged horses. It quickly becomes apparent that these creatures are the only link the fortress has with the civilized world.

The PCs may make a Gather Information check if they choose to question the personnel of the fortress. The following information can be obtained:

DC 10: All land-based communications has been cut for months as a result of the snow and the Black Knight's forces. The fortress can hold for weeks or months, however much of the Caliph's forces are busy in the west, engaged in the war against the Ataphads. The locals are worried because reinforcements are unlikely to come.

DC 11: The Faris of the Brotherhood of the Wind, with their winged mounts, maintain a link to the Caliphate. They regularly patrol the area but are unfortunately few in numbers.

DC 12: The Black Knight is believed to be a renegade faris who assembled a great army of bandits, murderers, heretics and evil-worshippers. He controls most of the Ekbirian Udgru Forest.

DC 13: The Black Knight is thought to have made forays against the elven kingdom of the Tusman Udgru.

DC 14: Rumor has it that envoys of the Black Knight have met with the frost giants of the Yatils to strike a deal, planning to take Kalat-Kara during the winter.

DC 15: The amir is a good man, always ready to help others in need. I believe he is looking for additional mercenaries right now.

DC 16: The frost giants and their servants - giant white wolves and ogres - have taken advantage of the deadly winter to advance down into the plains. They have attacked many human communities, such as the village of Ulagor in the high valley of Hadash, all in and near the Yatils.

DC 18: Devilish creatures have been spotted with some of the Black Knight's forces.

DC 20: The few elves from the Ekbirian Udgru are believed to have fled to the Tusman side of the forest.

DC 25: A powerful wizard is believed to have allied with the frost giants. He is said to be able to command the very

snow and ice. Some believe that he is the one responsible for the terrible winter.

DC 28: The village of Ulagor, high in the mountains in the high valley of Hadash is a miner's town working gem mines. They worship the goddess Ulaa (Knowledge (religion) check [DC 10] to recognize Ulaa, the Stonewife as the Lawful Good goddess of hills, mountains and gems.) They apparently know the habits of the frost giants who live near them.

DC 30: High in the mountains, the Frost Giants have built a temple to their god Thrym (Knowledge (religion) [DC 15] to know Thrym is Chaotic Evil).

DC 35: The garrison has been reduced to the minimum sustainable amount. The Caliph called up the majority of the army to fight the Ataphads, draining the reserves and emptying garrisons throughout the country.

WHERE DO WE GO NOW?

The PCs should be heading out to Ulagor. But before leaving, remind them that Kalat-Kara is the final civilized place they will visit for many days and they may wish to make purchases before they leave. One can find any common goods of table 7-8 of the *Player's Handbook* in the fortress for purchase (except boats). The PCs may also buy furs (8gp), snowshoes (15gp) and a portable hut (125gp) - all from *Frostburn*. See **Appendix 5: Snow and Cold**.

The Sheik agrees to have the PCs flown by pegasi to a spot some 10 miles before the village. He says that flying closer is too dangerous to send his precious winged horses. They are too few and he does not wish to risk them in such a dangerous area, with the cold and the snow and well known tendency of giants to toss large boulders for fun... If the PCs accept his suggestion, the faris Rostam Kallimbramallam leads them with the winged horses.

Proceed to **Encounter 2** when the PCs head out towards Ulagor.

ENCOUNTER 2: VILLAGE OF THE MOUNTAIN PEOPLE

THE TRIP: IN THE SKY AGAIN

If the PCs travel with Rostam and winged horses, read the following:

On the beautiful white winged horses, you fly over the mountains of the Yatils. The weather is dreadful and the visibility is limited. It seems that Rostam follows a valley.

The length of the trip is 120 miles. Refer to the trip in Introduction.

The trip has been very long and tiring when finally Rostam leads his horse towards the ground. You land in the mountain, in a steep area covered with snow. It looks like an eyrie very difficult to reach except by flying because of the dizzying cliffs all around. An entrance of a cave can be seen.

Rostam tells you: "We will not go any further. It is too dangerous to reach the village with our winged horses when many evil giants roam the area. Here is the last safe place I know. The giants don't come here. We can spend the night in this cave. Tomorrow, I will fly you to the bottom of the valley and then go back with the winged horses to Kalat Kara.

The pegasi are tired (except if the PCs have magical means to prevent this) and Rostam cannot go back before they rest.

The following day, Rostam does as he said. You are in the bottom of the valley. Rostam tells you:

"This is the river Hadash. Follow the valley up. Ulagor is at about four leagues from here. May the gods who gave the Cup and Talisman protect you."

He waves goodbye to you and soars into the air with the other winged horses. They disappear very quickly in the clouds.

Four leagues is about 10 miles or 16 km.

COLD AND SNOW

The trip to Ulagor is uneventful, with the exception of the worsening of the climate. If the PCs are not protected from the cold, they take damage as described in **Appendix 5: Snow and Cold**. The land speed is decreased unless ways to circumvent the conditions are obtained (snowshoes, spells, etc.) as the snow cover is over 61 inches deep of loose snow (see **Appendix 5**).

In this area of the Yatils, (presuming the PCs stay on the valley floor), daytime temperatures are **severe cold** (between -20°F & 0°F or -29°C & -18°C) and the

nighttime temperature are **extreme cold** (between -50°F & -20°F or -45°C & -29°C).

The length of the trip is 10 miles.

ULAGOR

The village of Ulagor is built on top of a rise in the middle of the valley. It has been fortified to supplement this defensive position; a thick (and tall, given that they are dealing with giants) wooden wall surrounds the village. The houses are made of solid wood and are individually fairly defensible as well. A narrow trail leads to the rock face where the entrances to the mines are located. The mines serve as final refuge for the populace in times of need - they can be blocked off completely by an ingenious system of shifting counterbalanced rocks.

The miners of Ulagor extract gems of many different kinds. The network of galleries is extensive and the deepest galleries link to the Underdark itself. This provides the miners access to an important community of mountain dwarves, who themselves are distant relatives of the Khund of Tusmit. The humans of Ulagor and the dwarves maintain close and friendly relations. The dwarves assist the humans in the operation of the mines and sell their metal goods to the humans in return for timber and fresh meat and other products of cattle-raising. The two peoples act together to fight the humanoids and giants found in the mountains.

This alliance is currently woefully inadequate to oppose the power of the frost giants. Instead, the giants have been successfully exacting a tribute. The cold wave has made the giants even bolder than usual and made life for humans even worse as the giants appear for more tribute than ever before – an essentially unpayable amount.

To make matters worse, the giants are assisted by a powerful human mage. He is none other than Jouham, the son of Barqash, the village chief. Jouham himself got lost in the mountains during a snow storm some time in the past. He managed to survive but his experience linked him to the power of cold and the god Thrym, lord of the frost giants. He became corrupted and devoted himself to Thrym. Since that time, he has assisted the giants with his growing powers. The villagers all know this story but are loathe to discuss it.

The chieftain himself absolutely refuses to discuss the situation under any circumstances. Only his wife Rivalqa, Jouham's mother, hasn't given up hope that her son might be brought back to the path of righteousness.

She herself is an oneiromancer, a wizard of dreams. Rivalqa and her powers are detailed in **Encounter 3**. Another person of interest is Nouha, Jouham's former fiancée.

Arrival at the village

Sitting atop a sharp rise in the middle of the valley, a tall wooden palisade is obviously the location of the village of Ulagor, the only habitation that has been seen for tens of miles. Sturdy wooden houses have been constructed within the walls, each easily defensible as well. Leading out of the gates, a trail leads to a nearby rock face where one can see the entrance to a mine.

The people of Ulagor are suspicious and do not open their doors without precautions. A DC 15 Diplomacy check reassures the defenders. However, magical means like *detect evil* (casted by the qadi Kalushim) should reassure them quickly if the Diplomacy check is failed. Once inside, the PCs are welcomed by the rugged mountaineers' hospitality. The PCs are lodged and fed in the chief's house and the Chief himself holds a reception for them with the most important people in the village invited. Barqash and his wife Rivalqa do their best to answer PCs questions at this time. The point they attempt to avoid is the presence of the human mage with the giants – they are aware that the mage is their son Jouham but do not reveal this fact. It is a DC 15 Sense Motive check during any questioning about the mage to realize they are hiding something.

A modest temple of the Exalted Faith of Al'Akbar occupies the center of town while a second temple to Ulaa is located inside the mines themselves. These are the only two location of note in town, with the exception of the chief's house. The priests are named Kalushim and Purwab, clerics of Al'Akbar and Ulaa respectively. Both priests attend at the chief's house on the night of the PCs' arrival. Likewise, a Dwarven ambassador named Erithic is also staying at the Chief's house. Erithic is a mountain dwarf sent by his king to maintain the alliance against the giants.

The following details may be gleaned from Barqash and Rivalqa. Tailor the answers to the questions of the PCs.

Who is the Immortal of the Mountains? An old legend...He is supposed to have met the High Cleric and then retired to these mountains. It is said that his lips kissed the High Cleric.

Where can we find the Immortal of the Mountains? It is said that he lives as a hermit on top of a very high mountain, where the snow and the ice don't melt. The exact location is unknown, unfortunately. Those who have attempted to find him have returned without having found any trace, or were never seen again. I'd say the Snow Fairy is the only person who can find him, if he does exist.

Who is the Snow Fairy? A fey living in these mountains and one that is only found when it is snowing. She loves to dance in the snow and this has given her the name we accord her. She has the power to make people lose themselves in the mountains, amidst the snow storms.

Can we talk to her and question her without her using her powers on us? Rumor has it she helps those who dance with her in the snow. Those who can't usually feel her anger...and then they feel nothing at all...

How / where can we find the Snow Fairy? She finds you. To meet her, you must venture outside during a snow fall and not be near the village. My wife, Rivalqa, might know how to call her. You should ask her for her help.

Are winters here always this cold? No, this is unusual.

Do you think magic is responsible for the winter? Yes, the god with the great axe, the angry god of the frost giants sent this freezing winter. His power grows and we do not know why. (DC 15 Knowledge (religion) to know this is Thrym).

Tell about the frost giants: This cold winter has made them more powerful. They threaten us and impose a heavy tribute. They are forming a kingdom under their new Jarl and soon, their power will reach the plains below. Even Kalat-Kara will be threatened then. Their god blesses them with his frozen breath. Very high up in the mountains, they have built him a temple.

What are the authorities doing about this? We are beyond the help of any. This village is too far and isolated for any to help us now.

Where is the temple? / Can you take us there? It is very high in mountains, although not terribly far from here. It is carved from a glacier. My men can take you there, but it is very dangerous. We have scouts up there keeping tabs on the giants, what little good that does us.

Where is the Jarl? / Where does the Jarl live? Far from here! His kingdom is vast and we do not know how far it

extends. We scout where we can but this is all we know. You would do well to avoid his palaces and the like if you know what is good for you.

What do you know about the mage allied to the giants? Barqash immediately replies that he knows nothing about such a rumor (remember the Sense Motive check).

Do you know if there is an alliance between the frost giants and the Black Knight? Our scouts spying on the temple of the god with the great axe of ice have reported humans, hobgoblins, ogres and devils who met with the giants. My men believe they were sent to meet the Jarl.

To these answers, the two priests and dwarven ambassador can add little save to confirm the answers the chief can give.

If you will not be running the Optional Encounter 3: Dream of a Happier Life

If the PCs ask Rivalqa to help them to find the Snow Fairy, she gives them the *Amulet of the Snows*.

"Take this! It is the amulet of the snows. During a snow storm, it can call the Snow Fairy. But beware: the fairy will come but she will not be friendlier to you!"

The amulet is made of white translucent quartz and has a strange star shape. It looks like a big snowflake. It is to be worn as a pendant.

If you plan to play the **Optional Encounter 3**, the amulet can be found there. Although a pendant, it does not occupy a magical item slot.

Development

At this point, make sure the PCs understand there are two possible avenues they can choose from. They can either investigate the temple of the frost giants OR they can try to find the Immortal of the Mountains but not both. This is an important decision. The PCs must decide what is their top priority or what interests them the most – there is insufficient time to do both in the context of this adventure.

Encounter Three, the next possibility, is an optional one and can be skipped entirely if time is short. Otherwise, it can be played and then the PCs can move to either **Encounter Four** or **Encounter Five** as detailed below.

Searching for the Immortal

In order to find the Immortal, the PCs need to dance with the Snow Fairy, they first must deal with the obvious problems of the snow. If the PCs request it or ask for assistance, Barqash or Rivalqa can sell them a single *potion of snowshoes* for 50gp.

Otherwise, proceed to **Encounter 4** as soon as they decide to leave the village to find the fey. Since it is always snowing, the PCs can leave whenever they want.

Heading to the Temple

If the PCs wish to head to the temple of the Frost Giants, Chief Barqash assigns them a guide, a young man named Fargaz.

Proceed to **Encounter 5** if the PCs decide to investigate the temple of Thrym.

Barqash: male Baklunish Ranger9.

Rivalqa: female Baklunish Wizard9.

Erithic: male Mountain Dwarf Fighter2/Bard1

Kalushim: male Baklunish Cleric (Al'Akbar [Exalted Faith]) 3

Purwab: male Baklunish Cleric (Ulaa) 3

Fargaz: male Baklunish Ranger2; hp 15.

ENCOUNTER 3: DREAM OF A HAPPIER LIFE (OPTIONAL ENCOUNTER)

This is an optional encounter. You can skip it if there is a time limit on the play of this adventure, or simply read the box text to the PCs as a dream sequence, without any skill checks or involvement (presume success in such cases). This encounter enhances some aspects of the story but is not indispensable to the success of the adventure.

Either the PCs want to speak with Rivalqa to get her help to find the Snow Fairy or, the night of the PC's arrival in Ulagor, shortly after the chieftain's reception, Rivalqa approaches the PCs. In this case, she does so as everyone is getting ready to go to sleep or rest. In either case, Rivalqa speaks about her son.

If the PCs come to Rivalqa first about the Snow Fairy, she answers:

“Come with me! I will explain everything in private.”

If the PCs agree to follow her, continue with the following.

A MOTHER’S HEART

Rivalqa, the chief’s wife wishes to speak to the PCs in private (away from her husband and the other villagers). She has something to tell them about her son and his former fiancée Nouha (she may need to explain these details almost immediately if they are to understand her plea). If they agree to hear her out, read the following.

“I would like to talk to you about something that affects us all in the village, but especially my husband, young Nouha and myself. Our son was corrupted by some great evil. He became a frost mage and placed himself in the service of the frost giant god, that god with the great ice axe. I know his heart has not yet fully embraced evil. A faint glimmer of hope still exists. Should you meet him, do not kill him, I beg of you. He can be redeemed and saved. If you meet him...bring him back to the ways of righteousness.”

The PCs may wish to ask questions.

Can you help us to find the Snow Fairy? Yes, but I will do that only if you swear to spare my son’s life if you meet him.

If all the PCs swear, she gives them the *amulet of the snows*:

“Take this! It is the amulet of the snows. During a snow storm, it can call the Snow Fairy. But beware: the fairy will come but she will not be friendlier to you!”

The amulet is made in white translucent quartz. It has a strange star shape. It looks like a big snowflake. It is to be worn as a pendant.

What is your son’s name? His name is Jouham.

Who is the god with the great ice axe? Thrym... God of the frost giants.

How was your son corrupted? He was a very bright wizard, always very intelligent. One day, another mage came to our village and noticed his talents. He offered to take my son as his apprentice. My husband and I agreed, thinking Jouham would later be of great help against the

giants. Jouham studied at the Zawiyar (aka Order of Pure Blood, a meta-org of both Tusmit and Ekbir) where he learned elemental magic and cold magic in particular. He thought mastering cold would be very useful in fighting the frost giants. Returning to us, he later got lost in the mountain during a snowstorm. He stayed out there for one full day, without protective magics and somehow survived. It changed him, making his fascination with cold even greater. It...it corrupted him and he later devoted himself to the god with the great ice axe.

How can we bring him back to righteousness? I don’t know, but I can show you something that might help. (See “**The Dream Proposal**”, below)

How do you know he has not yet been consumed by evil? I saw a hint of goodness which I can show you. (See “**The Dream Proposal**”, below)

Who is this Nouha? His former fiancée. Once Jouham fell to corruption, he abandoned her and she has been overcome with grief and sadness.

What does your husband have to say about this? He is devastated but hides it because of pride. In order to avoid it, he pretends he doesn’t have a son – rather than risk his wrath, the other villagers avoid discussing the details.

THE DREAM PROPOSAL

If the PCs seem to react positively to her, she makes them the following offer.

“I have the ability to learn very important and very unusual things, all thanks to my talent with dream magic. Every night, Nouha herself dreams of finding and meeting with Jouham. I was able to enter her dreams and there I found something highly unusual. Although not a mage of dreams such as me, Nouha is somehow able to reach out in her sleep and reach the dreams of Jouham as he slumbers high in the Yatils! It is as if a passage opens between Nouha’s dream and Jouham’s dream. Both then dream together of the same thing! I would show this to you, for it is the source of my hope.

Before providing an answer, the PCs may have additional questions for Rivalqa (you may also have to refer to the previous section, depending on the PC’s questions).

How can you enter Nouha’s dreams? Dreams sometime create, at least in the case of powerful dreamers, true dream-planes or dreamscapes. These demi-planes exist

only while the dreamer dreams of them and end as soon as the dream itself ends. There is a certain type of magic - of which I am a master - which allows one to enter these dream-planes.

Is it dangerous? For the dreamer, there is little to no danger since he or she is not physically present in the dream-plane. Similarly, any others entering the plane through dreams can expect little real danger. At worse, you wake up as if you had experienced a terrible nightmare. It is unpleasant and tiresome, but no more than that. However... I offer you to enter physically inside this dream-plane. There, whatever you encounter, even if a pure dream will be for you reality. Creatures you could meet will have upon you an effect as if they were real. On the other hand anything you do to them will not have any impact on the real world since they are only dream creations. I must say I never seen any dangerous situation in neither Nouha's dreams nor those of my son.

Does Nouha agree with us entering her dreams? She must not know or it might disturb her dreams. If the dreams are disturbed, she may not see Jouham again. And if she does not, I will not either, as that is only way I can see him again, even if it is just in a dream. It is my only link to him now: a fleeting glimpse in a dream world.

How did you master dream magic? A very wise and powerful master taught it to me a long time ago. He was a High Dreamer, a master in Oneiromancy and chose me for reasons of his own. He came to our village and offered to teach me dream magic. I accepted. He returned many times to teach me more of the Art. One day he said I was ready for whatever lay ahead and said his farewells. He left and I never saw him again.

What did he look like? An aging baklunish man whose hair and beard were white. His demeanor was noble and his charisma imposing, even Barqash respected him.

THE DREAM VOYAGE

If the PCs (some or all) agree to enter the dream, Rivalqa adds the following:

"We must be extremely careful when in the dream: do not let Nouha or Jouham see you! It could disrupt the dream and the consequences might be disastrous! So, follow these guidelines - be discreet and avoid being seen or heard! If you can do this, we will wait for Nouha to fall asleep..."

Anyone objecting to these guidelines is not allowed to enter the dream. Rivalqa does not negotiate on this point (although, practically speaking, she cannot stop them when they are inside).

Rivalqa recommends the PCs enter the dream without any armor. She says they have no need of them in the dreamscape. She doesn't force these views on PCs who wish to keep their armor or those who decide not to go. It is quite conceivable and acceptable that only part of the group for this adventure will proceed to the remainder of this Encounter.

Rivalqa waits for Nouha to fall asleep (which takes roughly one hour). She sleeps in a neighboring house in the village. Rivalqa takes the PCs outside (in the freezing cold), close in proximity to Nouha's house. Once there, she asks the PCs to join hands and form a circle while she casts the necessary spell (*dreamwalk*, 4th-level, oneiromancy). A DC 29 Spellcraft check recognizes the spell. There is a +10 circumstance penalty as a result of the significant rarity of this type of magic.

Whilst on the dream-plane, PCs with the *ring of the rose* or the *ring of the lovebird* AR Awards receive a +4 sacred bonus to all skill checks.

The incantation over, you find yourselves in a colorful flower garden. The temperature is now warm and the sun is shining. Close by, you can hear a young woman singing.

"That is Nouha, says Rivalqa. "Quick, let us hide behind those bushes."

Running with a time constraint: Should time be of the essence, rather than attempt opposed rolls, presume that Nouha and Jouham take 10 on any required Spot or Listen checks.

If the PCs choose not to hide, they are seen by Nouha and the dream ends. Proceed immediately to **Nouha's Nightmare** below. If they hide behind the bush, they must make a Hide check opposed by Nouha's Spot. Her base skill is +1, she is 20 feet away (-2) and distracted (-5) for a total of -6. If she beats any of the PCs, proceed immediately to **Nouha's Nightmare**.

For the duration of this encounter, Rivalqa succeeds at all her checks for Hide and Move Silently.

If the PCs remain undetected, continue with the following.

Nouha passes nearby without noticing you. She seems full of joy and happiness as she dances to her own singing. From time to time, she stops to pick a flower and smell its perfume. She begins to move away from you.

"We must follow her from afar, and discreetly," whispers Rivalqa.

Only make two opposed checks for the scene above, as the PCs follow Nouha. One is Nouha's Spot versus their Hide (Spot +1, distracted -5 and any other modifiers, including distance as the PCs decide), another opposing Nouha's Listen check (Listen +1, distracted -5 and any other modifiers, again including distance at -1 per 10 feet). Some special circumstances may help the PCs (such as the use of *invisibility* or *silence* spells, which function fine in the dreamscape). There is, however, a penalty to the PCs if they try to stay close – Nouha is doing a double move each turn (60 ft) and anyone attempting to stay very close must move at speed and may take penalties (depending on their class abilities).

If Nouha does not notice the PCs, continue as follows:

Nouha walks in a forest which takes on a darker and darker feel, perhaps even a little worrying. She ceases singing, now just walking forward. After what seems a long time, she leaves the forest and you find yourselves at the foot of a tall mountain, its rock face blocking travel in all directions. Startled, you realize that Nouha is nowhere to be seen. Careful observation, though, leads you to the entrance to a cave, which seems the only possible area to find her now.

The cavern turns into a tunnel through the stone. It seems endless and the darkness envelops you. You walk for a very long time.

Suddenly, you see a light in the distance: it must be the exit! Nouha appears before you, in the light. The floor of the tunnel rises gently until you exit.

When the PCs are out of the cave, proceed. This may prove an occasion for the PCs to cast spells. Thus far, 10 minutes have elapsed since the entered the dream – although the PCs have trouble telling the time in the dream and nobody can make an accurate determination (anywhere from 5 minutes to two hours is the best guess).

Making your way out, the light blinds you for a moment. You do not see the mountain anywhere. Instead, you stand above a beach with fine-grained sand. It is summer – a warm day with the sun radiating down in its full glory. Beyond, the sea is a brilliant azure-blue; small waves topped with white surf lap at the beach.

Nouha is further down the beach, but she is not alone. With her is a young man...

"That is Jouham!" Rivalqa says in a hushed but serious tone. "You might want to try to approach to hear what

they are saying. I am staying here, though, as I know they would see me if I tried such a thing."

Make an opposed Spot and Listen checks for both Nouha and Jouham against the PC's Hide and Move Silently if they choose to move up. Account for distance and the fact that both Nouha and Jouham are distracted (circumstance penalty of -5) and provide for other situational modifiers that may assist or hinder the PCs. Nouha's Spot and Listen is +1 for both. Jouham appears in Appendix One and should be referenced for his skills. In order to properly evaluate distance, ask how far the PCs approach before determining the target numbers.

If one of the NPCs sees the PCs, they warn the other. Proceed to *Jouham's Nightmare*.

If they succeed in their checks, the PCs may make a Listen check. Make sure to modify for distance (-1/10ft) against the following final results:

DC 0: You make out that Nouha and Jouham speak to each other, but the crashing of the waves masks their words. On at least one occasion, it seems that Jouham sings to Nouha.

DC 10: The PC hears the conversation. Provide that PC Player handout 3: Nouha and Jouham.

If any of the PCs have the *Knight of the Rose* or *Brother of the Rose* AR Award (**VTF5-06 Faith and Love**), a further event is witnessed (no Spot check required). On a nearby reed two lovebirds sit and watch one another. It is a DC 15 Knowledge (religion) check to recall that the lovebird is Myhriss's bird emblem and Myhriss is the goddess of love and beauty.

Continue with *The Dream ends*.

Nouha's Nightmare

Nouha notices you. Dropping her bouquet, she screams and flees from you with terror in her eyes.

You wake up suddenly, in the snow and the cold in the Ulagor. "It is over", sighs Rivalqa.

Jouham's Nightmare

Jouham spots you. His face turns shades of white and blue as it contorts with rage. A freezing wind begins to blow and the sun disappears behind thick clouds. The cold is intense. A blizzard appears over the once peaceful sea and rushes in your direction so fast that it is upon you in an instant, freezing the water as it

arrives. Finally, the beach disappears in a blanket of white snow.

Nouha screams in terror as she runs off. Jouham screams incoherently in the direction of Nouha.

You wake up suddenly, in the snow and the cold in the Ulagor. "It is over", sighs Rivalqa.

The Dream Ends

The two lovers embrace each other after their short talk, and exchange a tender kiss. Finally, Nouha, with tears rolling down her face, bids farewell to Jouham before taking the road back. Jouham watches her leave.

You open your eyes to find yourself in the snow and the cold in the Ulagor. "It is over", says Rivalqa.

Development: The PCs are back in Ulagor. As soon as they opt to leave, proceed to **Encounter 4: First Ascent** or **Encounter 5: Combat** in the Snow, all depending on their choices.

ENCOUNTER 4: FIRST ASCENT

During this encounter, the PCs proceed up the mountains during a snowfall in the hopes of meeting with the Snow Fairy as they have been told she might be able to show them the way to the Immortal of the Mountains. Given that it is snowing constantly the PCs may leave at any time. If the PCs have the *amulet of the snows*, they automatically meet the Snow Fairy after 1 hour. The amulet melts as soon as the Snow Fairy is met (Rivalqa can give the PCs a second amulet if needed but no more). If not, they have a 1% cumulative per hour to meet her, resetting to 0% whenever they take a break from the search. It is entirely possible, as a result that a party refusing the Amulet can fail entirely at this point.

It snows at a constant pace. Visibility is limited and the cold temperatures constant. The mountain is high and the slopes steep. Pine tree branches bow heavily under the snow's weight and your progress is difficult.

The snow's depth is impressive (greater than 61 inches deep of loose snow, see **Appendix 5**) and it hampers movement considerably (see **Appendix 5**). If the PCs haven't yet given some thought about dancing in such conditions now might be a good time to note to them that while walking is hard, dancing would be worse.

Amidst the snowflakes, you suddenly see a woman of incredible beauty dancing in the snow about 30 feet from you. She moves with supernatural grace, not sinking the slightest in the snowy drifts. Her skin is a pale blue tone, as her eyes. Her hair is long and dark, her lips a scarlet red. Her clothing floats and spins around her in the wind.

Turning towards you she says in a clear, velvet tone: "Dance with me! Dance with me under the snow of the mountains."

The fairy invites one (or more) of the PCs to dance with her. If all refuse, she is insulted and attacks.

This encounter can proceed one of two ways:

- Peacefully if one of the PCs can dance properly with the snow fairy; or
- Violently if the PCs try to force the fairy to help. If the peaceful solution fails it is likely going to become violent.

To convince the fairy to show the way to the Immortal from the Mountains, the PCs have to dance properly with her. To accomplish this, the dancer has to succeed at a DC 11 + APL Perform [Dance] check, taking into account the following conditional modifiers:

- The snow's depth increases the Perform DC in the same fashion as it would normally increase the Tumble DC (+20 for a medium creature, +8 for large), unless the PC has an appropriate solution (like the *snowshoes* spell or *boots of the winterlands* for example). Using snow shoes does not decrease the Perform DC (since it's clumsy to dance with snowshoes!)
- Dancing with the snow fairy is a close range affair; in fact the PC is in constant contact with her. This inflicts cold damage through the fairy's icy touch. The PC takes 1d10 points of cold damage each round while dancing unless protected from same
- A character having received the AR Award *Knight of the Rose* or *Brother of the Rose* from **VTF5-06 Faith and Love** can apply the bonus listed and can also substitute his Diplomacy check instead of a Perform check (but he will still be dancing)

Only one check is performed but the actual dance lasts 2 + APL rounds. This is only relevant if the PC takes cold damage.

If the PC fails, the fairy is very upset and feels humiliated by such a poor performance. She becomes angry and uses her *Lose the Way* power on the performer (success is automatic since she's touching him through the dance) as the final act of the dance. After having done that she departs unless another PC invites her to dance by making a DC 10 Diplomacy check.

If the next PC also fails he won't be subjected to the *Lose the Way* power since the fairy has only one daily usage but she is now even more upset. She can still be persuaded to dance but the DC increases by 5 each time the process is repeated. The PCs can thus take their turn one after the other. Of course the PCs can decide to attack the fairy or use magic to force her cooperation.

APL 4 (EL 5)

Nivalyama, the Snow Fairy: Yuki-on-na Druid 2; hp 50; see Appendix One.

APL 6 (EL 7)

Nivalyama, the Snow Fairy: Yuki-on-na Druid 5; hp 68; see Appendix One.

APL 8 (EL 9)

Nivalyama, the Snow Fairy: Yuki-on-na Druid 7; hp 80; see Appendix One.

APL 10 (EL 11)

Nivalyama, the Snow Fairy: Yuki-on-na Druid 9; hp 92; see Appendix One.

APL 12 (EL 13)

Nivalyama, the Snow Fairy: Yuki-on-na Druid 11; hp 104; see Appendix One.

APL 14 (EL 15)

Nivalyama, the Snow Fairy: Yuki-on-na Druid 13; hp 116; see Appendix One.

Tactics: If a combat starts, the Snow Fairy tries to avoid direct combat since she is not used to that. She prefers to flee (through magic), and come back later on her terms to sow confusion amongst the PCs. She will use, if possible, guerrilla tactics (hit and run tactics). Under no circumstance does she fight to the death. Instead of being killed, she attempts to surrender, imploring mercy, and promises her help. Whatever the snow's depth she never sinks and is never be hampered by it.

Development: If the PCs succeed in convincing the Snow Fairy one way or another, she reveals that she knows where the Immortal of the Mountain lives and she can lead them to him. Proceed to **Encounter 6: The Anchorite's Monastery**. If one of the PCs danced successfully with the Snow Fairy (either with a successful

Perform [dance] check or with a successful Diplomacy check for a Knight/Brother of the Rose), she is so enchanted by the dance that she offers the PC who danced with her a blessing. The PC alone receives the AR Award ***Dance in the Snow*** (if the PC has been hostile or lacked respect they are denied this reward). All other benefit in that the Snow Fairy shows the PCs the way.

ENCOUNTER 5: COMBAT IN THE SNOW

Guided by Fargaz, the PCs climb the mountain towards the Temple of Thrym. During this encounter, there is more than 61 inches deep of loose snow and this hinders movement considerably (see **Appendix 5**). The path taken during the course of this encounter is at a height greater than 5,000 feet but less than 15,000 feet. Refer to *Dungeon Master's Guide* page 90 for the effects of this height on the PCs. Temperature is **extreme cold** during the day and **unearthly cold** at night (see **Appendix 5**).

The climb is exhausting. You have climbed above the tree line and the snow just keeps on falling. Eventually you reach a valley filled by a gigantic glacier. The mountains tower above you on all sides, their peaks lost in the clouds.

Fargaz strongly suggests the PCs follow his footsteps exactly to avoid falling into a crevasse. Indeed, the snow is hiding crevasses by forming fragile bridges that would crumble under even a small person. Fargaz knows the path to follow to avoid this hazard.

Finally, Fargaz stops and asks for silence. He steps forward and howls like a wolf. A moment later another howl coming from higher up responds to the signal.

Two men dressed head to toe in furs descend from the mountains, bearing bows. They greet Fargaz first and then the PCs. After the usual pleasantries, Fargaz informs the PCs that the men work for Ulagor and are here for surveillance to warn the village of any hostile activity by the Giants. The two men, Shurmud and Bafiz, provides the PCs with the following information:

- The temple currently has reduced their defenses as the Jarl has assembled his troops for a conquest or retributive mission on the other side of the

mountains. Most of the Giants are currently away from the area.

- Some servants have been left to defend the temple, mostly Ogres and giant White Wolves are on patrol all around.
- The PCs are provided with directions to reach the temple: they must climb the glacier on the right of the valley at high altitude to reach the Giant's glacier. See **Appendix 6: Map of the Massif** for more details.
- The temple was created out of ice at the base of the glacier in the right top corner.

When the PCs decide to leave for the temple, nobody accompanies them (fearing retribution from Ulagor). The path presents multiple risks because of the crevasse of the glacier hidden under snow bridges. Unless they are using magical means of travel, the PCs encounter 4 crevasses along the route, all hidden by a snow bridge. There is a total of 1d6 x 10 minutes between each crevasse.

The lead character has a chance of spotting the danger advance by making a DC 10 Survival check. If this is successful, the PC spots the danger and can stop safely or bypass it. If the crevasse isn't spotted, the lead person may fall into it. It is a DC 20 Reflex save to avoid it (or having the means to avoid the fall by other means, included being roped together or flying). The fall is 1d4 x 10 feet deep and the PC takes 1d3 per 10 feet fallen (the fall is cushioned by the snow itself at the bottom). Climbing out of the area is a Climb DC is 18.

Given that the PCs are travelling without a guide, they may get lost. In order to avoid being lost, it is a DC 22 Survival check (20 for Glacier +2 for precipitation [snow]). Refer to *Dungeon Master's Guide*, page 86 for the complete impact of being lost and getting out of this condition. Should the PCs be unable to find their way out for five days, they have failed at the adventure and proceed to the **Conclusion**.

Creatures: After the PCs have travelled along the path and found their way, they trigger a combat with a patrol of creatures from the temple. Surprise is determined by the actions of the PCs but by default there is no surprise. Because of the snowfall, visibility is reduced to 100 feet. Spot, Listen, Search and ranged attack checks are at -4. The ogres and giants are equipped with snow shoes and other equipment appropriate to their size – this is a magical realm, after all, and such things work here... The winter wolves are not hindered by the snow.

Tactics:

The creatures know enough to concentrate upon those who appear easy to hit. If at APL 14, the frost worm has trilled at the beginning of the patrol and all of the creatures within it are immune to the effect.

APL 4 (EL 5)

Winter Wolf: hp 63; See Appendix One.

APL 6 (EL 7)

Ogre Scouts (2): hp 34 each; See Appendix One.

Winter Wolf: hp 63; See Appendix One.

APL 8 (EL 9)

Ogres (4): hp 34 each; See Appendix One.

Winter Wolves (2): hp 63 each; See Appendix One.

APL 10 (EL 11)

Frost Giant: hp 154; See Appendix One.

Winter Wolves (4): hp 63 each; See Appendix One

APL 12 (EL 13)

Frost Giants (3): hp 154 each; See Appendix One.

Winter Wolves (6): hp 63 each; See Appendix One.

APL 14 (EL 15)

Frost Giants (4): hp 154 each; See Appendix One.

Frost Worm: hp 175; see Appendix One.

Winter Wolves (6): hp 63 each; See Appendix One.

Development: After the encounter, the PCs find the Temple. Proceed to **Encounter 11: The defenses of the Temple of Thrym**.

ENCOUNTER 6: THE MONASTERY OF THE ANCHORITES

THE ASCENT

The PCs, guided by the Snow Fairy (**Encounter 4**), climb the mountain and reach a secret location at very high altitude on a glacier: the monastery of the cloud anchorites. Once there, they encounter the Immortal of the Mountains.

Note that this Monastery is protected by very powerful protections against divination, teleportation and scrying. It cannot be found by someone searching for it except if invited or guided by an authorized creature because of strong disorientation effects. It cannot be found or entered with a spell with the *teleport* descriptor except if authorized by the Immortal himself. Nor the Monastery

itself nor anything inside can be magically located or seen by divination or scrying spells, effects or devices and no information can be found on it or on anything inside by divination means. This protection is divine in origin, possibly created by Al'Akbar himself, and thus cannot be overcome by mortal magic.

Guided by the Snow Fairy, you climb the mountain with increasing effort as the snow falls harder and harder, in the midst of ever-increasing cold. The ascent seems endless, with only snow, ice, and fog dominating everything. Visibility is reduced to almost white out conditions, with only the other members of your group now visible. Your breath grows short as the effects of altitude start to take hold on you.

The path taken during the course of this encounter is at a height greater than 5,000 feet but less than 15,000 feet. Refer to *Dungeon Master's Guide* page 90 for the effects of this height on the PCs. Temperature is **extreme cold** during the day and **unearthly cold** at night. The depth of the snow is impressive, more than 61 inches of loose snow, and this hinders movement considerably (see **Appendix 5**).

ARRIVING AT THE MONASTERY

Suddenly, high amongst the peaks appears a strange construction through the fog and snow. There is a dome and several minarets, partially covered in snow – to the casual eye; it appears to be a baklunish temple. The Snow Fairy turns and says: "This is the monastery of the anchorites. Here lives the Immortal of the Mountains. I leave you now, as this holds no interest for me."

The Snow Fairy has no desire to stay and departs unless the PCs prevent it. Should the PCs approach the gates of the monastery, it opens and four monks walk out to greet the PCs.

The door opens and four monks walk toward you. They are not clothed for the weather, instead wearing only robes and sandals. Despite this, they do not seem to be suffering from the cold, nor are they sinking into the snow.

If the PCs need help (fatigued as a result of altitude or damage from the cold), the monks provide the necessary assistance (such as a healing potion) free of charge. The monks welcome the PCs and invite them to enter the monastery. They express themselves initially in ancient

baklunish but if the PCs do not seem to understand they switch to common.

The interior of the monastery is somber, cold and silent. You pass by monks in the midst of their meditations. Some are levitating with closed eyes. You are guided to a room more comfortable than the others. The room seems heated, although the source of this heat isn't immediately visible.

The PCs are taken to the only warm room in the Monastery. They can talk with the four monks as they desire (named Fariz, Lashik, Malik and Hakam), who can provide the following answers to questions.

Who are you? We are cloud anchorites. We live a monastic life far away from civilization on these mountains where we pray and meditate.

How did you come to be here? We completed the quest of the Immortal and he revealed to us his teachings.

What quest was that? The quest of the Immortal who kissed the high priest has been attempted by many but completed by few. We can tell you no more.

Who is the Immortal of the Mountains? He is our sheik. He is a saint who knew the High Priest himself, the Restorer of Righteousness. He was one of his companions and accompanied him during and after the great cataclysm (the Invoked Devastation). With the High Priest's apotheosis the Immortal came here to pray and meditate.

Can we meet the Immortal of the Mountains? Yes, we will lead you to him whenever you are ready.

What is his name? We call him Sheik Gharbal. If the PCs succeed at a DC 25 Knowledge [Religion] check (with a +10 bonus for members of Exalted or True Faith of Al'Akbar.) or a Knowledge [History] DC 30 (Baklunish get a +5 bonus on this check) a PC confirms this is the name of one of Al'Akbar companions during his mortal life.

Is he really immortal? Well he is millennial.

MEETING THE IMMORTAL

When the PCs desire, the monks lead the PCs to the Immortal of the Mountains.

The four monks lead you through cold halls under the great dome of the monastery. There, in a wide room barren of furniture many monks pray and meditate. Your guides head toward a monk who stands out only by virtue of his advanced age. He is very thin, his face and skin emaciated and stretched like parchment. He sports a few rare white hairs and a scraggly white beard.

The monks bow before him and say in unison "These are the questers, powerful Sheik!"

The old monk opens his eyes, a piercing green with no signs of age. His stare seems calm, gentle and benevolent, all at the same time. He speaks quietly "Blessed are you, brothers (and sisters), you have faced the mountain and the snow to come here! Sit down in this place of peace!"

The sheik waits calmly for the PCs to ask questions. Questions unrelated to the Cup and Talisman receives polite but simple answers, with little added as the Immortal has indeed spent a long time in these mountains in isolation. It is likely that at some point the PCs ask him about the Cup and the Talisman.

He begins any response to such questions by asking the PCs why they are looking for the holy relics and what they would do if they found them. The objective is to start a discussion on the issue. When you roleplay the Immortal note the following details for the interaction:

- The Immortal does not consider the Cup and Talisman to be ordinary treasures. They should not be sought for profit or power. He considers that the Cup and the Talisman are powerful **symbols of a spiritual journey** that can only be accomplished by **renouncing material ties**.
- The Immortal believes that the Baklunish and humanity in general, are not ready to once more receive the Cup and the Talisman. The relic's discovery would start wars, murders and suffering, not only because of the schism between Exalted and True faith but because of the greed and jealousy they would naturally evoke in individuals. The fascination with these relics in particular is such that it could lead to the corruption of pure and sincere souls but with a will too weak to resist. As a result, the worlds needs to first be prepared to receive the relics without causing such violence or suffering. This is, in and of itself, another quest of immense undertaking. Until then, if a person were to find the Cup or the Talisman, he would be wise to **leave**

them where they are until the world is ready to receive them.

- The Immortal does not know where the relics are located. If a person sufficiently pure, sincere and having pronounced the vows necessary to the accomplishment this quest were to present himself before him, the Immortal would be willing to pray to Al'Akbar to inspire the person with a revelation, allowing them to continue the quest.
- It is never too late for **redemption**. A sincere expression of remorse can lead to a state of spiritual perfection, which in turn would allow the accomplishment of the Quest. He proposes to any PCs who desire it, a ritual of purification and redemption that would lead them towards good and law. In game terms, this provides the PCs with an adequate roleplaying reason to change their alignment to Lawful Good or Neutral Good.
- To continue with the Quest the Immortal indicates **it is necessary to take the three vows** which are:
 - A) The Vow of Non-Violence;
 - B) The Vow of Peace; and
 - C) The Vow of Poverty.

The Alignment of the PC must also be Lawful Good or Neutral Good. Faith in Al'Akbar isn't mandatory. The Immortal will remind them that when He received the Cup and the Talisman He was a simple priest praying to other gods. Claiming divinities such as Rao, Pelor, Heironeous, Moradin or Yondalla as a patron deity is compatible with the Quest and causes no conflict. In the end, the important thing is the unity of Good and the ultimate victory against evil. The Vows Pronounced are final (or, at least, this is the appearance at this time – have the PC in question list all items on their MIL that they own and the values, if you have time, to ensure this has the proper impact). Note that the end of the adventure removes the Vows as the will of the gods.

- If the PCs seem hesitant to pronounce such vows, the Immortal indicates that no one need to accomplish the Quest of the Cup and Talisman since many other earthly tasks are to be done here, including dealing with the frost giants right now. Only one of the PCs need pronounce the vows and the others are able to accompany him during the majority of the Quest. The Immortal can witness accepting the Vows from the PCs during a special ceremony (see below).

The PCs can, of course, ask the Immortal other questions:

Why did you retire here? It is here that I am most useful to others. I receive prayers addressed to the gods from those who come to this place. I pray in turn to the gods that they grant those prayers. I am, as a result, a link and mediator between mortals and gods.

To what gods do you pray? The gods we now name « of the Paynims » and who, long ago, gave the Cup and the Talisman to Al'Akbar. They are the Gods of Good and Law. I also commune regularly with my old master, Al'Akbar.

Are you of Exalted or True Faith? Who is right between the two? What do you think of the existence of two religions both directed to the worship of Al'Akbar? The schism that affected the religion founded by Al'Akbar is a great pain causing a lot of angst. Al'Akbar himself is infinitely pained by the hatred shown by both sides of his faithful. The Caliph was unjust for accusing the Grand Mufti. But the Grand Mufti's heart hardened excessively and he forgot what it was to be good, generous and compassionate. The wrongs are shared yet pride blocks men from recognizing these wrongs and prevents reconciliation. I am neither Exalted nor True faith. I am from a time when our religion was united.

What is the cause of this harsh winter? The god Thrym has struck our world with his icy axe. It is his breath that you feel outside. His servants are active and their power grows.

Can we end this supernatural cold? Great evils are accomplished at the temple of Thrym. There is the source of this winter and there the icy touch can be stopped.

Where is the Temple of Thrym? In a glacier not far from here. One of my disciples can show you.

(Note: the PCs must choose between the spiritual quest for the relics or the earthly quest to fight against the Giants. The Sheik will remind them of this if it is not clear to the PCs)

If one of the PCs is afflicted with the *Curse of the Tomb* from **EKB5-05/TUS5-06 The Tusman Job**, the Immortal will propose lifting it. The PC afflicted can ask spontaneously but if he forgets to ask the Immortal will propose it himself since he feels the PC is cursed. The Immortal lifts the curse by magic similar to *remove curse*.

REDEMPTION

The redemption ceremony is accomplished with an *atonement* spell. The length of the ceremony is just over an hour to take into account preparation and discussion between the sheik and the PCs. The ceremony can be done with the other PCs or in private if requested. The sheik insures himself in advance of the PCs sincerity (he uses *discern lies* [DC 26])

"You, who profess to desire redemption, is your desire sincere or is it a lie?"

Let the PC answer and then continue.

"Do you desire to confess any of your faults?"

Let the PC answer if he/she so desires (it is not actually necessary). If the sheik does not detect any ruse he starts the *atonement* spell, the casting of which takes one hour. After this incantation is complete he asks the PC:

"The gods of Good have heard your desire to repent. They offer you redemption. Do you accept that you will now behave according to virtue and to act for Good?"

If the PC answers yes, his alignment may be changed with a good roleplaying reason to Lawful Good (if he was previously Lawful) or Neutral Good (if he was any other alignment). After this is decided, the PCs are given another option:

"The gods of Law have also heard your desire to repent. They offer you redemption. Do you accept that you must now behave according to the law and its obligations?"

If the PC says yes, they have a good roleplaying reason to change their alignment to Lawful Good.

CEREMONY OF THE VOWS

Pronouncing the three vows is a necessary condition in continuing with the quest for the Cup and Talisman. If no PC pronounces the vows, none are able to continue the quest. The only thing left for the PCs in this adventure is the temple of Thrym to fight. It only takes a single PC to take the three vows in order to allow the whole party of PCs to continue the quest. The only proviso added is that those who did not take the vows will be unlikely to stay on the quest to the very end.

The PCs must be advised that only a radical abandonment of all material links and possessions allows one to accomplish the quest of the Cup and Talisman of

Al'Akbar. Hoping to succeed in this quest is a spiritual goal and implies the ultimate sacrifice: abandon all one's magical items and monetary value.

Inform the PCs of the conditions to be respected in each vow. **Refer to Player Handout 1: Sacred Vows** but do not distribute it to the player until they have pronounced all of the vows. Reveal only the prerequisites of the vow but not the benefits! The player should learn of the benefits only after having taken the vows.

If, after having been informed of what awaits them (but not of the benefits), one or more PCs wish to take the three vows, continue with the following. Otherwise end the encounter and continue with **Encounter 11: The defenses of the Temple of Thrym**.

Note: None of the three vows imply or require chastity. A married PC may continue to live in matrimony. The *ring of the rose* and the *ring of the lovebird* from the adventure **VTF5-06 Faith and Love**, not having a monetary value, can be kept despite the vow of poverty. The three vows do not imply any conversion to the religion of Al'Akbar and no vow of allegiance to the Immortal of the Mountains. The vows are pronounced before the deity worshipped by that PCs. The PC wishing to pronounce the vow of poverty will have to dispose of all his riches immediately. Part of the ceremony summons a representative of his deity and it is likely that the most beneficial and expedient method is to provide it to them, to further the ends of that deity. This contact is not sufficient to qualify for the Contemplative prestige class.

The sheik addresses the PC(s) who wish to take the three vows:

"Are you determined to abandon your path in this world for a life of spirituality by pronouncing the vows of non-violence, peace and poverty?"

If the answer is yes, the ceremony of the vows begins. The sheik leads the PCs just outside the Monastery.

It still continues to snow. Visibility is limited and the cold is terrible. The old sheik, who doesn't seem to be suffering fro the cold in the slightest, leads you outside the monastery by a different route than you entered. Around you there is a great continuous circle of ice composed of large pillars topped with horizontal beams. These blocks of ice are all greater than 20 feet in height.

The circle of ice is a replica of Tovag Baragu but with a single circle. It is identical to the cromlech of Tasmazar (**VTF5-06 Faith and Love**) except it is made of ice instead of stone and any PC having participated in the previous adventure recognizes it.

The sheik invites the PC or PCs to sit in the middle of the circle and pray. He does the same once they are seated. After twelve hours of such activity, the hermit addresses the PCs (who may be exhausted or fatigued by this point):

"Repeat after me these vows before your gods: I take the vow of non-violence. I take the vow of peace. I take the vow of poverty"

Let the PC repeat the three sentences. The Immortal pronounces the ritual phrases, followed by an hour-long period of meditation and prayer.

One of the ice arches suddenly starts to shine with a bright white light. A form contrasts with this light and advances into the circle.

It is a servant of the PC's god, generally a deva or greater archon servant (chosen at the discretion of the DM). The event occurs once for each PC. The servants join the PCs sitting in the circle. They announce to the PCs that their wishes have been heard and congratulate them on their choice, which is difficult and challenging. They offer to take the possessions of the PCs (magical or not) as part of the ceremony. If the PCs choose, they can start a theological or ethical conversation with the servants (if they have such questions to ask). The point to emphasize during this discussion (depending on the questions asked by the PCs) is that the interests of Good are above rivalries and competition such as might exist between good religions. The Cup and Talisman were the joint effort of many good gods who gave them to the most exalted priest of his era, a man named Al'Akbar. That same man left the relics behind during his apotheosis. They are now where they may eventually bring the most good to the greatest number, under the guard of the one who will know how to protect them with wisdom, virtue and strength of character.

It is imperative that **all** of the magical items be removed from the PC pronouncing the vows one way or another (preferably by the Divine envoy). If no agreement can be reached or if the PCs try to conceal something (if they don't trust the sheik for instance), the vows are considered null and void.

The divine envoys solemnly bless the PC(s) who made the three vows (providing them with all the

benefits and constraints of the vows) and then depart again through the light gates.

Any PC who pronounces the three vows is freed from the disfavor *Not ready* and *Failed the Test of the Hermit* (VTF6-02 *Touched by an Angel*) and may cross it out, with the DM for this adventure signing that removal.

When the three vows have been pronounced (and not before!) provide the player(s) with **Player Handout 1: Sacred Vows** and let them determine the benefit they have from those vows – although such benefit is only for this adventure, as will later develop.

Development: If at least one of the PCs has pronounced the three vows, the normal continuation is **Encounter 7: Second Ascent**. For PCs who haven't made the vows, but at least one has, they may choose to follow.

If none of the PCs pronounced the vows, the group may choose to deal with the worldly problems and continue with **Encounter 11: The defenses of the Temple of Thrym** or go to the **Conclusion**.

ENCOUNTER 7: SECOND ASCENT

This encounter can be played only if at least one of the PCs pronounced the three Vows. When the PCs are ready to continue the quest of the Cup and Talisman the Immortal will tell them:

«Climb this mountain! You will find what you are looking for. Always remember that you have sought redemption and should see that others who need it are guided by your actions.»

The Immortal will point out to the highest peak on the mountain.

«No need for a guide. If you are destined to accomplish the quest follow your intuition. It will guide you.»

Only the PCs having made the Vows will feel an intuition but the others can follow. The intuition only works walking on the ground.

It snows less now and visibility has improved but the cold is still sharp as a knife. Walking in a universe of

ice and snow you arrive at the middle of an immense glacier.

The path taken during this encounter is done higher than 5,000 feet but less than 15,000 feet. Refer to *Dungeon Master's Guide* page 90 for the effects of this. Temperature is **extreme cold** at day and **unearthly cold** at night. The height of snow is immense (more than 61 inches of loose snow), this hinders movement considerably (see **Appendix 5**).

Jouham, the Frost Mage, accompanied by Giants or their servants, finds himself on the path the PCs must take to accomplish their quest. Having spotted them, Jouham decides to set up an ambush. The ambush occurs in the middle of the Giant's glacier (See **Appendix 6: Map of the Massif**). The glacier is mostly flat at this place and covered by several feet of snow which hinders the PCs unless they have means to circumvent it.

The creatures and the Wizard each have a pair of *boots of the winterlands* which allows them to move freely. There are also some crevasses on this glacier, each crevasse being covered by snow which will crumble if a character steps on it, causing a fall if he fails a DC 20 Reflex save to avoid it (or having the means to avoid the fall by other means, included being roped together or flying). The fall is 1d4 x 10 feet deep and the PC takes 1d3 per 10 feet fallen (the fall is cushioned by the snow itself at the bottom). Climbing out of the area is a Climb DC is 18. There should be 1 to 3 crevasses in the encounter zone taking into account the mage and the creatures know the area pretty well and positioned themselves to take advantage of the terrain.

APL 4 (EL 7)

Jouham: male human Wizard 5; hp 26; see Appendix One.

Ogre Scouts (2): hp 34 each; See Appendix One.

APL 6 (EL 9)

Jouham: male human Wizard 5/Frost Mage 2; hp 36; see Appendix One.

Ogre Scouts (4): hp 34 each; See Appendix One.

APL 8 (EL 11)

Jouham: male human Wizard 5/Frost Mage 4; hp 46; see Appendix One.

Frost Giant: hp 154; See Appendix One.

APL 10 (EL 13)

Jouham: male human Wizard 7/Frost Mage 4; hp 56; see Appendix One.

Frost Giants (2): hp 154 each; See Appendix One.

APL 12 (EL 15)

Jouham: male human Wizard 9/Frost Mage 4; hp 66; see Appendix One.

Frost Giants (4): hp 154 each; See Appendix One.

APL 14 (EL 17)

Jouham: male human Wizard 12/Frost Mage 4; hp 113; see Appendix One.

Gorfang: male frost giant Fighter 4; hp 258; see Appendix One.

Frost Giants (2): hp 154 each; See Appendix One.

Tactics: The initial goal for Jouham and his Giants is to capture the PCs, turn them into slaves and then either sell them or ask for a ransom and keep their equipment. Jouham requests that the PCs drop their weapons, bags and other magical items and to surrender without resistance.

The encounter likely begins with discussions and Diplomacy use. During this encounter the PCs have the opportunity to obtain Jouham's redemption and maybe even that of the giants who accompany him. In order to accomplish this, a PC who pronounced the vows must make a Diplomacy check after the discussion if the talk was oriented towards bringing back the mage and the giants on the right path (the path of redemption). The creatures (which do attempt to resist) must make a Will save opposed by the Diplomacy check of the PC. If the Will save succeeds, the creature retains its evil ways. If the save fails the creature's alignment shifts one step closer towards good and its attitude becomes friendly. The check should only be attempted once enough roleplay has been made towards that goal, at the discretion of the DM.

If the diplomat PC sings (yes, actually sings – but this cannot be prompted) the song of Jouham (or at least some important verses) from **Encounter 3**, the Diplomacy check is above is granted a +10 circumstance bonus for Jouham but not the Giants. An additional +5 unnamed bonus is possible if the singer likewise makes a DC 20 perform [Sing].

If one of the PCs has the favor *Exalted Brother / Sister of redemption and Righteousness* from the adventure **VTF5-06 Faith and Love** the listed bonus of this favor (+4) applies to the Diplomacy check.

It is possible to assist this check but only one effort itself can be made (so it is not possible to have multiple Diplomacy efforts at the same time). The primary focus of the check must be one who has taken the three vows.

If the discussions aren't directed towards conversion and a path of good and righteousness, then success simply allows the PCs to pass safely without further combat – of

course, they can choose to attack themselves at this point and have a surprise round (but that would not be very Good in alignment and would warrant a note on the AR...).

If the discussion was directed toward conversion, all creatures so affected immediately fall back. All others immediately attack. Converted creatures will not fight on either side. Should Jouham himself be converted, the creatures lose most of their faith and flee as soon as they lose 1/3 of their initial hp.

If the Diplomacy fails or was never attempted, the creatures all attack and fight to the bitter end, strong in the faith of Thrym. There is no surprise on either side in such cases.

Treasure:

APL 4: Loot – 10 gp, Coin – 75 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each).

APL 6: Loot – 10 gp, Coin – 75 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each).

APL 8: Loot – 10 gp, Coin – 145 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of resistance +1* (83 gp each), *ring of protection +1* (166 gp each).

APL 10: Loot – 10 gp, Coin – 145 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of resistance +1* (83 gp each), *ring of protection +1* (166 gp each), *dust of disappearance* (292 gp each), *headband of intellect +2* (333 gp each), *scroll of antimagic field* (137 gp each), *scroll of greater dispel magic* (137 gp each).

APL 12: Loot – 10 gp, Coin – 145 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of*

Evard's black tentacles (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of resistance +2* (333 gp each), *ring of protection +1* (166 gp each), *headband of intellect +2* (333 gp each), *scroll of antimagic field* (137 gp each), *scroll of greater dispel magic* (137 gp each), *periapt of wisdom +2* (333 gp each), *dust of disappearance* (292 gp each).

APL 14: Loot – 38 gp, Coin –145 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of resistance +2* (333 gp each), *ring of protection +1* (166 gp each), *headband of intellect +4* (1333 gp each), *scroll of antimagic field* (137 gp each), *scroll of greater dispel magic* (137 gp each), *periapt of wisdom +2* (333 gp each), *2x dust of disappearance* (2x292=584 gp each), *+1 large chain shirt* (113gp); *+2 large greataxe* (695gp); *cloak of resistance +1* (83gp), *gloves of dexterity +2* (333 gp each), *amulet of health +2* (333 gp each).

Development: After this encounter proceed to **Encounter 8: The Ire of Thrym**. If the Conversion was successful; Jouham goes toward the Immortal to get his redemption.

ENCOUNTER 8: IRE OF THRYM

The PCs' ascent in their quest for the Cup and Talisman continues. They are now confronted with the ire of Thrym! The lord of the frost giants is furious that his chosen (Jouham) and maybe even his worshippers (the giants) have turned from him or were massacred (depending on how **Encounter 7** played out). If there was neither redemption nor combat, Thrym is nevertheless furious at the PCs (he IS chaotic evil!). This being the case, he unleashes the elements upon the PCs with his frozen and destructive breath.

Your ascent continues, getting more difficult with every step. The slope is now extremely steep. You can only gasp for breath because of the extreme altitude. The temperature keeps dropping and the endless snow continues to fall.

A violent wind blows down from the summits. This time, the inhuman howling is almost intelligible. A dark and ominous cloud appears above you. It seems like a cyclopean, angry visage whose arms flay in all directions creating whirlwinds. The shape

seems to hold something in its arms: a giant two-bladed axe. The thing raises the axe over its head and slams it down close you as it howls something. Suddenly, the elements themselves are unleashed!

PCs who speak Giant understand the thing howled "Vengeance!"

This encounter is composed of a series of APL-based dire weather conditions that hit the PCs. They hit the PCs successively, one at a time, in the order in which they appear in the combat section below. A successful DC 20 Survival check gives the PCs a warning of the next condition coming in 1 minute. The PCs may not avoid it, but it allows them to prepare for it.

Negation Flurry is a snowfall with a metallic or silvery aspect. Every minute, there is 10% chance of suffering from a targeted *dispel magic* (caster level 10th).

Blood Snow Blizzard is a blizzard with a reddish-colored snow. The snow is poisonous. Every round spent in a blood snow blizzard, a PC must make a Fortitude save (DC 10+1 per round of exposition) or suffer 1d2 points of Con damage.

Howl of the North is a supernatural howling wind sometimes heard in frozen wastes. In addition to the normal wind effects (*Dungeon Master's Guide* 95), it inflicts sonic damage.

The altitude here is now over 15,000 feet. The effects of altitude (*Dungeon Master's Guide* 90) apply here. The temperature is **unearthly cold** (below -45°C / -50°F). There is more than 61 inches of loose snow.

Defeating this encounter: The PCs defeat this encounter if they weather the storm (no pun intended). *Teleporting* away and returning later, retreating into a *rope trick*, and similar avoidance does not work. The dire weather starts again from the beginning as soon as they return (you do not fool a god easily!). On the other hand, protection spells (such as *protection from energy*) are perfectly acceptable. *Leomunds' tiny hut* does not protect against Howl of the North nor against Negation Flurry or Blood Snow Blizzard. Furthermore, it is subjected to a *dispel magic* effect each minute in a Negation Flurry. *Leomund's secure shelter* does not protect against the sonic damage from Howl of the North and is subjected to a *dispel magic* effect each minute in a Negation Flurry. Handle other spells accordingly.

APL 4 (EL 6)

Negation Flurry: duration 3 minutes.

Blood Snow Blizzard: duration 3 rounds

Howl of the North: duration 6 rounds; wind force severe (-12 penalty on Listen checks; 1d6 sonic damage/round [Fort DC 10 half]).

APL 6 (EL 8)

Negation Flurry: duration 5 minutes.

Blood Snow Blizzard: duration 4 rounds

Howl of the North: duration 10 rounds; wind force severe (-12 penalty on Listen checks; 1d6 sonic damage/round [Fort DC 10 half]).

APL 8 (EL 10)

Negation Flurry: duration 7 minutes.

Blood Snow Blizzard: duration 6 rounds

Howl of the North: duration 7 rounds; wind force windstorm (Listen checks impossible; 2d6 sonic damage/round [Fort DC 14 half]).

APL 10 (EL 12)

Negation Flurry: duration 10 minutes.

Blood Snow Blizzard: duration 8 rounds

Howl of the North: duration 10 rounds; wind force windstorm (Listen checks impossible; 2d6 sonic damage/round [Fort DC 14 half]).

APL 12 (EL 14)

Negation Flurry: duration 10 minutes.

Blood Snow Blizzard: duration 8 rounds.

Howl of the North: duration 10 rounds; wind force hurricane (Listen checks impossible; 3d6 sonic damage/round [Fort DC 18 half]).

APL 14 (EL 16)

Negation Flurry: duration 10 minutes.

Blood Snow Blizzard: duration 8 rounds.

Howl of the North: duration 13 rounds; wind force hurricane (Listen checks impossible; 3d6 sonic damage/round [Fort DC 18 half]).

Development: Once the Howl of the North has ceased, the encounter is over. Continue with **Encounter 9** if Jouham was the subject of redemption, or was not killed in an earlier **Encounter**. If Jouham was killed in **Encounter 7**, proceed to the **Conclusion** instead as he may no longer be redeemed.

ENCOUNTER 9: ACCOMPLISHMENT OF THE QUEST?

The inhuman howl stops suddenly but the blizzard continues. You can't see anything further than 5 feet. Suddenly you notice a bright light ahead.

If the PCs approach the light, they notice something that looks like a luminous door.

The beam of light is high and large. One could say there is different scenery behind the door but the light is too bright and you cannot make out anything but blurred patterns.

It is a door to the demiplane. The spell *analyze portal* reveals that it is one-way and opens into a flowered meadow (no more supplementary information). An *augury* cast answers the questions like "Is it a good idea to enter this door?" would give a favorable reply (Weal). A *divination* for the same question would give "if you want to accomplish your quest, enter this door but you should be always guided by wisdom and peace". A *commune* never gives a reply about the Cup and Talisman of Al'Akbar.

If the PC enters the door they find themselves in a demiplane. It is a one-way door and you cannot go back.

Once on the other side, no door is visible. The conditions are absolutely different: mild temperature, sunny weather, a landscape is a flowered meadow with a big baklunish style temple in the center and a cromlech (stone circle) next to it. This demiplane is of a limited size: If you go straight ahead you come back from the opposite direction after traveling 10 km - the demiplane is a disc of 10 km (6 miles) in diameter. There's nothing except the temple and the cromlech in the meadow of the demiplane. As in the material plane there are days and nights and the weather is always mild.

PCs cannot use *plane shift* or similar spells to travel to or from the demiplane. The only exit possible is by the gate of the cromlech. Like most demiplanes, this demiplane is not coexistent with the Ethereal Plane, the Astral Plane and the Plane of Shadow, so spells that require access to the Ethereal Plane, the Astral Plane or the Plane of Shadow do not function. Spells which don't work include *astral projection*, *dimension door*, *summon monster (I-IX)*, *teleport*, *greater teleport*, *teleport object*, *teleportation circle*, *ethereal jaunt*, *etherealness*, *maze*, *shadow conjuration*, *shadow evocation*, *shadow walk*, *commune*, *contact other plane*, *gate*, *plane shift*, *Mordenkainen's magnificent mansion*, *rope trick*.

You can see a big temple with a gilded dome at the center of a big flowered meadow. Not far from the temple there is a continuous circle of stones forming arches. The sky is blue, the sun shines and the temperature is warm. It seems that many young girls with multicolored wings are flying in the skies. Many of them are heading in your direction.

The cromlech looks almost exactly like that of Tasmazar (VTF 5-06 *Faith and love*) or like the ice circle of **Encounter 6** (the difference being that it is made of stone and not of ice).

The young girls with colored wings are sylphs and are immediately recognized as such, no check required (part of the magic of the demi-plane). They noticed the PCs and some of them are coming to welcome them. If the PC doesn't treat them rudely or aggressively they address the PC:

"We welcome you who accomplished the Holy Quest! At last you are at the end of your trial!"

The PC can talk with the sylphs:

Where are we? You are in the Reliquary-World. It was created to serve as a reliquary for the holy relics.

Who created it? The King of the Sky, our lord and mentor when he found the Holy Cup and Talisman.

Where is the king of the sky? He is not here now. He comes from time to time to contemplate the Holy Relics.

Who is really the King of the sky? What is his name? The King of the sky is the King of the sky. We call him "Your Majesty".

Do you know Zinaryamtaz? Of course. She is no longer one of us. She was sent to the World to work for the Cause of Good. She didn't spare any effort in her attempts to help mortals. Finally she fell in love with one of them. She became mortal and married him. We won't see her anymore and that does make us sad.

How can we leave this place? By means of this stone circle. One of its arches is a door of light which will lead you to your World, to Tovag Baragu.

Can't we open another door to go other way? Yes, but we don't know how. Only the King of the sky knows.

If we enter the door to Tovag Baragu, will we be able to come back? No, the door is one way only. If you decide to leave, your choice is definitive. Maybe one day you will have a chance to accomplish this quest again.

When will the king of skies come back? Can we wait for him? We don't know when he will come. But he won't come while you are here as he doesn't want to meet strangers.

Why doesn't he want to meet us? It is not because he is malicious. He just wants to remain discrete and stay away from political quarrels.

Why did the door appear in front of us and lead us here? The king of skies must have considered you worthy of accomplishing this quest and welcomed you in his reliquary-world.

Are the Cup and the Talisman really here? Yes. It is the end of your quest. The holy relics are kept and honored in this temple.

Can we see the holy relics? Of course! You can go and see them. The only thing that we would ask you not to do is trying to activate their powers. It could produce greed and discontent. (The sylphs will say it anyway, even if the question is not asked)

May we bring back the Cup and Talisman in our world (Note: what ever the place or explanations from the PCs)? No. You must leave the Holy Relics here. Your world is not ready to receive them. They have been created to make good but if you bring them back now, they will cause a lot of evil! You may pray in front of them. Then you will choose: either you stay with us as guardian of the Holy Relics or you can go back in your world by the stone circle.

How can we eat here? Food and drinks appear whenever necessary, you have but to think of your heart's desire in food. Moreover, you will find that the contemplation of the holy relics is a spiritual sustenance.

Isn't life here boring? To contemplate the holy relics is an infinite joy. To live near them is an eternal joy. No one would get bored here.

Note: if a PC is a husband of Zinaryamtaz (favor *Just married* of VTF5-06 *Faith and Love*) he attracts all the sylphs. They come to greet him, honor him and ask for news about Zinaryamtaz.

All magic examinations indicate that the sylphs tell the truth.

The PC(s) may go freely to the temple or to the cromlech.

THE TEMPLE OF THE RELIQUARY-WORLD.

The temple is octagonal with a sumptuous gilded dome and four large doors.

The picture of the Temple is given in **Players Handout 2: the Reliquary-Temple** and can be shown to the PCs. The four doors are located on the four cardinal compass points.

If the PCs enter the temple, they can see the Cup and the Talisman exposed in its center, under the dome.

Inside the Temple you can see golden and silver light. Under the dome, on a majestic pedestal, you can see a sumptuous Cup: it is made of hammered gold, chased with silver filigree, and set with 12 great gems in electrum settings. The Cup radiates incredible golden light. Right in front of it there is a magnificent star of 8 points made of hammered platinum, chased with gold inlays, with a small gem tipping each point. The star is hung from a chain of gold and electrum set with silver beading. The beauty of these two objects outshines all the rest, even though the temple inside is decorated with the most precious of materials.

There is nothing else in the Temple aside from the Cup and Talisman (the decorations of the temple aside). The sylphs let the PCs circulate as they wish without watching them closely – to all intents they act as if they had every confidence in them. The Cup and the Talisman react to every possible and imaginable test of the PC as if they were real relics.

THE CROMLECH.

The circle is comprised of large pillars topped by horizontal lintels. The rocks themselves are more than 6 meters high (20 feet high) and made of a hard grey stone. Vivid light shines under one of the arches, at the middle of the scenery. Behind this dazzling light are other stone circles.

Proceed to Paragraph **The Test** below in order to determine what happens if a PC enters the door of light.

THE TEST

In reality, the demiplane is a dreamscape, in other words a dream of a creature. In this case, the creature is a powerful oneiromancer capable of sufficiently controlling his dreams, transforming them in a demiplane and inviting there other characters. This being the case, there is no way for the characters to find out that it is a dreamscape. It behaves like a real demiplane. The only difference from a normal one is that all it contains was created with the demiplane and will disappear as soon as it stops existing (for example, when the oneiro-

mancian that created it wakes up). Thus, the Cup and the Talisman are not real relics even if all the tests show they are in this case. In reality, it is the dreaming creature who decides on how his dream functions! The sylphs are not real sylphs even if they are real to the PCs while the dream continues. The oneiromancer is intimately familiar with sylphs and does not make any discernable mistakes in their behavior or words.

The objective of this dream is to find what the PC would do if they found the real Cup and Talisman. Everything is done so that they would believe having accomplished the quest (suspicious PC could have doubts but would be incapable of proving anything). This encounter is a test, so the PCs either succeed or fail it.

The PCs fail if they decide to take the relics to bring them back into their world (no matter to what country). The PCs fail if they decide to attempt to use the relics' powers in any way. The PCs fail if they take an offensive action against the sylphs or if they cast a charm or coercion spell against them.

The PCs are successful if they decide to return to their world, by the door of the Cromlech without taking the Relics, or if they decide to stay there with them forever.

The dream continues until the PCs each choose a decisive action: entering the door without the Relics or taking an action aimed at possessing or using the relics – these are the only two valid choices from the dream. As soon as a final action is taken by each PC, the dream is over (see below **End of the Dream**).

In case the PCs cannot reach an agreement, the DM may decide that some of them succeed and some of them failed based on their arguments. For example, if some of them try to take the Relics while others don't approve it and thus, enter the door without them, you can decide that the former failed and the latter are successful. Trust your own judgment in such situations. While the dream continues all the actions of the characters have the expected result as if they were real.

END OF THE DREAM

As soon as the dream is over (the demiplane ceases to exist as well as everything it contained, except the PCs of course) the PCs find themselves back at the same place in the blizzard trying to climb the mountain (where the luminous door appeared)

In case of failure

If the PCs fail, go to the **Conclusion**. They are lost in the mountains and a voice inside their head speaks to each of them:

“You are not worthy of the Holy Quest! You have failed, failed, failed... (The sound is fading out like an echo.)”

The intuition that previously guided the PC is gone. They cannot find the Monastery of the Anchorites any further by any means, even magical. At the end of many long days of wandering around in the mountains (if they do not use a *teleportation* spell or other necessary magic means before) they end up finding Ulgor.

In case of success

Go to **Encounter 10: Final Ascension**.

If some failed and some passed:

The PCs who failed don't find themselves in the same place with those who succeeded. Those who failed are lost as per the above paragraph while those who succeeded can continue and play **Encounter 10**. If those who succeeded want to find their friends, a small voice inside their heads advises them:

“Your friends are not worthy of the Quest, but don't worry about them! They will return to their homes safe and sound! You have to continue without them!”

Should the PC continue to insist that they want to be reunited with the other PCs, they are given one last chance to reconsider, and otherwise they are deemed to have failed.

If they do reconsider or choose to go on before being considered to have failed, go to **Encounter 10: Final Ascension**

ENCOUNTER 10: FINAL ASCENT

PCs who took the Vows do not end up at the same place on the mountain as those who did not. The end of the adventure is different for the two different options.

Note that an elven PC, even if he took on the Vows continues as those who have not taken the Vows. Half-elven characters are treated as humans for this purpose.

PCS WHO DID NOT TAKE THE VOWS (AND ELVEN PCS WHO DID)

Suddenly, you find yourself in a blizzard once more! You are high in the mountain in the cold and the snow.

There is nothing the PCs can do to find PCs who have taken on the vows, even magical means. They cannot be found at this time.

However, the bad weather does not persist. The winds calms down and the snow gradually stops falling (over a period of fifteen minutes). Even the cold releases its grip and within an hour, the temperature warms up to **severe cold** (between -18°C & -29°C or 0°F and -20°F). The sky slowly clears up as well.

The weather has improved; the wind calms down; the snow has stopped falling; visibility has improved. A ray of sunshine manages to break the clouds.

In this ray of light, you see a splendid Cup floating in the air. It is of gold, encrusted with precious stones. Above it floats an eight-branch star with a silvery sheen hanging from a chain. A bodiless hand holds the chain holding the star. The two objects reflect the sun ray and them radiate a bright light. The hand lowers itself, allowing the Star to dip into the Cup before moving up again. It repeats this ritual four times. Then they all vanish.

If the PCs cast spells (detection or interaction) during this vision, it is revealed to be an illusion (figment). The PCs receive the **“A vision of the Mystery of the Cup and Talisman”** AR Reward.

The weather continues to improve. After two hours, the sky is blue and the sun shines. The temperature has increased to **cold** (between -18°C and 4°C, between 0°F and 40°F).

The sky has now completely cleared. Not a cloud obscures a magnificent sun. You are on one of the highest peaks of the Yatils. From here you can see tall summits in every direction as far as the eye can see. The snow is a perfect white and gleams brightly in the sunshine. Just then you notice flying creature approaching.

The creature is a Pegasus, similar to what was used previously to reach Kalat Kara. One is present for each PC. The winged horse approaches the PCs and waits. It is trained and expects the PCs to mount up on it for travel (that's why it is here). The PCs may return to anywhere in the VTF with this mount, as it magically travels at the speed of Windwalk for the conclusion.

Any PCs riding a Pegasus in this encounter gains the **Winged Horse** AR Reward. The saddlebags are filled with precious gems (see Treasure). Proceed to the **Conclusion**.

Elven PCs who took the oath find the Pegasus they choose (or at their feet if they do not choose to mount on one of them) has a bag loaded with the items he gave up to take the oath of poverty. They immediately know that the gods have released them from their vows and they are no longer applicable.

PCS WHO TOOK THE VOWS (EXCEPT ELVES)

It is advised that the other PCs are given their ARs at this time to complete, and take the relevant PC(s) aside to run this section.

Suddenly, you find yourself in the blizzard once more! You are high in the mountain in the cold and the snow.

The PCs are alone, with no sign of those who haven't taken the oath. If the PCs begin to look for them, an interior voice tells them:

"Do not worry about your companions! They will be rewarded for their efforts. For now your path is different."

Something about the voice reassures the PC(s) and indicates to them, with the same feeling as the intuition from before that they should keep ascending toward the summit. PCs feel the fatigue begin to take effect (as per the *Player's Handbook* condition) no matter what magical precautions they take, including such things as the *armor of the unending hunt* and other means of avoiding or curing fatigue.

You resume your ascent in a terrible blizzard, climbing over rock faces and tiny ridges. Still you keep climbing, ever upward, even if your progress has slowed. Climbing tirelessly...

Every step now inflicts terrible pain. But still faith or unworldly determination keeps you going. Something awaits at the top, perhaps even the truth of this quest. Maybe...

The snow around you has now taken on a silvery color. The falling snowflakes shine like stars. Still you keep climbing.

The snow turns to a golden color. In the distance you what might be a requiem. And still you keep climbing.

The snow turns to pearly white. Just a little more, just a little higher!

The clouds above you are polished silver, reflecting the land below. The swirls of fog that comprise it are luminescent. A sweet perfume wafts toward your nostrils. Still you keep climbing.

The mountain itself now changes to resemble a castle or a temple with towers, minarets and domes. You hear clearly a religious choir in the distance.

The snow under your feet turns to rubies. Every step you take crosses dozens of splendid gems. Is this even possible? Is it just an illusion? Still you keep climbing.

It is so beautiful...one last effort! In spite of the clouds, you think you can distinguish the summit, the highest point of the mountain. Such bright light shines there. Every step draws you closer now, faster than before. In the light you see a passageway and beyond, stair going up. A silhouette is bathed in light and whatever cast it awaits you at the base of the stairs.

You have made it!

A DC 20 Knowledge (religion or planes) (with a +5 circumstance bonus if the PC's worships a deity who is Lawful Good) allows the PC to make a connection between his ascent and the ascension of the Seven Heavens or Seven Mounting Heavens of Celestia:

- The first layer of Celestia is Lunia, also called the Silver Heaven, is filled with silvery stars;
- The second layer of Celestia is Mercuria, also called the Golden Heaven. Golden light suffuses everything and great tombs grant eternal rest to the noblest of fighters;
- The third layer of Celestia is called Venya, the Pearly Heaven;
- The fourth layer is Solania, the Crystal Heaven with its sky that shines with the glow of burnished silver and its luminescent fogs and invigorating scents;
- The fifth layer is Mertion with its holy citadels. It is called the Platinum Heaven;
- The sixth layer is Jovar, the Glittering Heaven. Its slopes are strewn with great rubies and

garnets twinkling with light so beautiful that it steals the breath at first sight;

- The seventh layer is Chronias, the Illuminated Heaven. Chronias itself is a mystery.

The PC(s) has reached the culminating point of the mountain range when they arrive at the luminous passage. At the bottom of the stairs await a group of quesars (one or more). There is one qesar per PC present. As soon as the PCs enter the passage, read the following.

You enter the luminous passage at the top of the mountain. You are in a passage that seems to have been carved in both silver and ice. (A) being of light awaits you ahead.

“Welcome seeker! The King awaits your presence. Please follow us.” The being(s) then begin(s) to climb the stairs.

The quasar(s) lead(s) the PCs into a large room. They answer any questions posed to them with “His Majesty will answer your questions.”

The stairway is very long but strangely all signs of fatigue have disappeared from your body. A great joy fills you as you climb the stairs. The room at the end is colossal. Carved from some sort of icy silver, its dimensions are immense. The ceiling is comprised of a plethora of domes held up by beautiful pillars. It almost disappears into the sky, so far above you is the ceiling.

At the other end of the room, a group of people seem to be awaiting you. They are so far away that you can barely make them out.

It is impolite to cast spells here – DC 5 Sense Motive or Knowledge (religion) to know this fact – but there is no particular impact, save that any magic dealing with instantaneous travel of any kind does not function.

When the PCs decide to cross the room:

You cross this cyclopean chamber. It is cool here, but not cold. The ground itself seems to be made of the strange silver ice.

As you approach, you can see the people are gathered around a silver throne. Upon this throne sits a crowned man. The King and his court wait for you. The king is an aged man whose hair and beard are pure white, but he carries himself with very noble

bearing. His crown is made of silver and platinum. He wears a sumptuous outfit of blue and white.

Around him, his courtiers, men and women, are also adorned with rich outfits and jewels. They all appear younger than the king even though many have white hair. Beings of light seem to stand guard.

The being(s) you met at the bottom of the stairs lead you to the King and kneel before him. The King waves for them to stand and the Being(s) of Light withdraw, leaving you before the King.

Give the PCs a moment to say whether they kneel or not before the King begins to speak.

“We are happy to meet you at last!” The King’s voice is deep and powerful.

“We have been waiting for a long time to meet you...You have proven yourself up to our expectations. It is a great joy to see that virtue, piety and generosity haven’t disappeared from amongst the mortals!”

“You are worthy of the quest you have begun! We congratulate you and, in this endeavor you have undertaken, we thank you. Maybe through you, the world will become a better place. You are hope incarnated for us. On your shoulders ride our hopes.”

“For now, though, your quest shall complete itself...at least in part. You are worthy of the Holy Relics but the world is not. You will know the Supreme Miracle but then, we ask you to return to your world to prepare it for the return of the Holy Relics.”

Release from the Vows

The King continues on at this point, addressing those who took the vows specifically.

“One quest ends, but another one begins... Sadly I see difficult battles ahead. I must also tell you the following, which was told to me by the gods themselves. As of this moment, the gods choose to release you from the oaths you have sworn. This release they provide out of love for your kind, and to allow you to act with more force on the world – but you choose your own path on the journey and this they will not alter...”

The PC(s) who took the Vows are now released from them – if they want to uphold any of these for their own reasons, they may of course do so, but no in-game benefit can derive from it (aside from role-playing satisfaction!).

If one of the PCs has the *Just Married* favor from VTF5-06 *Faith and Love*, the king advises him:

“Husband of Zinaryamtaz, a thousand times blessed is your wedding! A thousand blessings upon the child who will be borne from this union! A great destiny is promised to him and much rests upon his shoulders. Barely conceived, and already the forces of darkness have sworn his destruction.”

The King does not answer any questions about this statement but continues. He strongly encourages the husband of Zinaryamtaz to accept to be released from his vows so that he will be better able to take care of his wife and future child.

The King waves his hand and a glow appears in the center of the vaulted ceiling, far above. A large platform levitates down to the ground. On this platform is a pedestal from where the light comes from, a golden light.

“Go and pray before the Cup and Talisman of Al’Akbar, a thousand times blessed be his name!”

You head towards the light. On the pedestal sits a sumptuous cup. It is very big and made of hammered gold, chased with silver filigree, and set with 12 great gems in electrum settings. The Cup radiates incredible golden light. Resting next to the Cup is a magnificent eight-pointed star made of hammered platinum, chased with gold inlays, with a small gem tipping each point. The star is hung from a chain of gold and electrum set with silver beading.

Both Relics radiates a powerful feeling of holiness. You instinctively pray, fervently. You have the feeling you are contemplating the very world of the deities of good.

The King approaches the pedestal, pronouncing sacred prayers. Assisted by Beings of Light surrounding him, he ceremoniously picks up the Star, raises it above the Cup, lowers it allowing the Star to dip into the Cup before moving up again. The light intensifies. A feeling of peace and well-being fills your soul. The King places back the Star on the pedestal. Two Beings of Light approach the pedestal, raise the Cup high and approach you.

“Blessed are you!” says the King. The Beings of Light tilt the Cup, allowing you drink from its content.

Any PC may drink a sip of the Cup, or they may refuse without penalty. Anyone drinking gains the “Blessing of the Cup and Talisman” AR Reward.

The Beings of Light return the Cup to the pedestal, next to the Star. The King has stepped back. You lose yourself in prayer, contemplating the Cup and the Star.

A short time later, you hear the King’s voice whispering to you. “You must rest, you have been praying for three days.” Hearing these words, you suddenly find yourself overcome with fatigue and fall into a deep sleep.

The PCs wake up in their home region (wherever that is), in the middle of sun-filled prairie. If more than one PC comes from the same country, they wake up next to each other.

You wake up to find a ball of light hovering over you. With a strange musical voice, it speaks. “He/She wakes! Noble Companion, he/she awakes!” A horse neighs nearby. Its pelt is silver but it is a winged horse!

You are in a prairie with the sun shining high above.

(For any PC who took the Vows)

Next to you is all the equipment you gave up when you took the vows, in pristine condition.

The ball of light is a Lantern Archon and the winged horse a celestial pegasus. He has saddlebags with precious gems (see Treasure).

The Archon is willing to answer questions.

Where am I? In (PC’s home region) close to the city of (choose a city in that region).

Who are you? I am a lantern archon. (There is one archon per PC, their names are Luminiel, Lumariel, Lumighiel, Lumoziel, Lumabiel and Lumikiel)

Who is the horse? He comes from the Seven Heaven. (There is one Pegasus for every PC, their names are:

Silvariel, Ghilmariel, Falariel, Zarminiel, Yarkamiel and Wasariel).

Where is the King? Who are you talking about? We do not know this King.

Where are the Cup and the Talisman? We do not know. It is a mystery. These relics are lost! If someone knew where they were, it would be known!

How did I get here? We don't know. When we arrived, you were sleeping here. It is funny because you were talking in your sleep about a "Cup" and "Talisman". It must have been a nice dream!

Why are you here? We were sent from the Celestial Heavens to help you and bring you back those items.

Where are my companions? We were told to tell you not to worry about them; you'll meet them soon if you wish.

Where do these gems come from? It's a gift for you from someone we do not know.

The Archon and the celestial pegasus know nothing about the Holy Relics (other than their existence), the King of the Sky or anything the PCs may have experienced or think they experienced. The Archon believes that the PCs simply had a very vivid dream.

Nothing, not even a *commune* spell can reveal if what the PC just lived was real or just a dream. Any such divination about the King of the Sky or the Relics fails.

The PCs receive the *Celestial light*, *Winged Horse* and *Celestial Winged Horse* AR Rewards. Proceed to the **Conclusion**.

Treasure: The saddlebags on the pegasus contain gems.

APL 4: Coin – 650 gp.

APL 6: Coin – 900 gp.

APL 8: Coin – 1300 gp.

APL 10: Coin – 2300 gp.

APL 12: Coin – 3300 gp.

APL 14: Coin – 6600 gp.

ENCOUNTER 11: THE DEFENSES OF THE TEMPLE OF THRYM

The PCs may arrive at this Encounter by having played either **Encounter 5** or if the entire party refused to take the Vows in **Encounter 6**. They find the entrance of the Temple with information given to them by Shurmud, Bafiz and Fargaz or the monks.

Refer to the Temple map found in **Appendix 7: Temple of Thrym**. It is not specifically placed on a grid pattern, save for the bridge, and it is recommended that you draw out the entire complex ahead of time to avoid issues with dimensions and the like. Approximate distances as best as possible, recalling that the Temple is continuously shifting on the glacier and is rarely exactly the same dimensions in any given week.

Everywhere in the temple, loud, powerful cracking sound can be heard: this is the glacier pushing up into the temple. The temple only remains in existence each year as a result of powerful ice magic that binds the building in place or it would be destroyed by the movement of the glacier.

The ground is perfectly smooth ice. Anyone moving must succeed at a DC 10 Balance check to move at half-speed. Failure by 4 or less indicates the PC cannot move this round. Failure by 5 or more means the PCs falls prone. A PC may travel at full speed taking a -5 penalty to his check. If a PC fails his check and is attacked that round, the PC is considered flat-footed unless he has 5 or more ranks in Balance. If a PC takes damage on the same as he fails a check, he must immediately make another Balance check and potentially fall.

If a PC falls prone, he may slide across the icy surface. The chance for sliding and the direction he slides depends on the circumstances of his fall. Simply falling while trying to move is a 25% chance of a 5-foot slide in the direction originally chosen. This assumes the PC has moved 15 feet or less when he falls; he slides an additional 5 feet if he has traveled more than 15 feet in the current round prior to falling (such as by jumping or other forms of movement before having to make the check). Sliding can provoke attacks of opportunity if the PC slides through a threatened square. Falling as a result of being attacked is a 50% chance of a slide directly away from the direction of the attack. The PC slides 5 feet in this case.

Climbing on any ice structure requires a DC 35 Climb check. The walls are made of ice, very slippery and with no holds.

1- The Temple Entrance

The entrance is little more than a large tunnel dug in the ice, somewhere in the glacier amongst the cracks and crevasses. The tunnel is 20ft wide and 30ft high. The floor is of polished ice.

2- Access tunnel

The tunnel proceeds downward at a sharp angle. Anyone falling here slides until area 3a.

3- Crevasse

This crevasse is gigantic but limited to this area, being a partial cracking of the glacier. The ceiling is a vaulted dome of ice. At the bottom of the crevasse itself are ice stalagmites.

3a- Ice Bridge

This ice bridge crosses the crevasse. Refer to the map in **Appendix 8: The Ice Bridge**. It is 120ft long and slightly over 15ft wide. Two arches of ice and a central ice pillar that is nothing more than a huge serac (tower on instable ice) support it.

The bridge itself is very slippery. It is a Balance check as usual EXCEPT close to the edges (who are without railing). There, it is even more exciting.

If a PC enters a square only partially covered by the bridge on the map (it is irrelevant what percentage of the square is occupied by the bridge), the Balance check DC increases to 22.

If a PC slides while on a square occupied by the bridge's edge, or if he slides into such a square, he immediately falls off the edge and takes falling damage – there is no Reflex Save possible as there is nothing to grab onto. The crevasse is 50 feet deep here and the fall into it causes 5d6 points of damage. The bed of the crevasse is studded with stalagmites and they are jagged shards of ice. A falling PC is attacked by 1d4 of these shards. Each shard has a +10 attack bonus and deals 1d4 points of damage +1d6 cold on a hit.

The Traps:

The traps appear on the map in **Appendix 8: The Ice Bridge**. Only use those present at the APL played and ignore the others.

- PI: Poisoned Icicle Trap
- *: Zone affected par the Poisoned Icicle Trap but do not trigger it

- PT: Deep Ice-Spiked Pit Trap: This trap opens through the bridge and finishes at the bottom of the crevasse.
- AZ: Central point for the *arctic haze* trap. It triggers only when a creature without the cold subtype approaches within 20 feet. (See *detect fire spell* in the appendix)
- HL: Central point of the *heat leech* trap. If triggers, like the previous trap with a *detect fire* spell. It reinitializes itself automatically and can be used every round.

APL 4

Poisoned Icicle Trap: CR 4; mechanical; location trigger; manual reset; Atk +14 ranged (2d6/x3 plus poison, icicle); multiple targets (1 icicle per target in a 10-ft.-by-10-ft. area); poison (Yeti oil, DC 15 Fortitude save resists, 1d4 Dex/1d4 Dex); Search DC 21; Disable Device DC 22.

Arctic Haze Trap: CR 4; magic device; proximity trigger (*detect fire*); no reset; spell effect (*arctic haze*, 5th-level wizard); Search DC 28; Disable Device DC 28.

APL 6

Poisoned Icicle Trap: CR 4; mechanical; location trigger; manual reset; Atk +14 ranged (2d6/x3 plus poison, icicle); multiple targets (1 icicle per target in a 10-ft.-by-10-ft. area); poison (Yeti oil, DC 15 Fortitude save resists, 1d4 Dex/1d4 Dex); Search DC 21; Disable Device DC 22.

Arctic Haze Trap: CR 4; magic device; proximity trigger (*detect fire*); no reset; spell effect (*arctic haze*, 5th-level wizard); Search DC 28; Disable Device DC 28.

Deep Ice-Spiked Pit Trap: CR 5; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 70 ft. deep (7d6 fall); pit ice-spikes (Atk +10 melee, 1d4 ice spikes per target for 1d4+1d6 cold each); Search DC 18; Disable Device DC 15.

Heat Leech Trap: CR 3; magic device; proximity trigger (*detect fire*); automatic reset; spell effect (*heat leech*, 2nd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

APL 8

Poisoned Icicle Trap: CR 4; mechanical; location trigger; manual reset; Atk +14 ranged (2d6/x3 plus poison, icicle); multiple targets (1 icicle per target in a 10-ft.-by-10-ft. area); poison (Yeti oil, DC 15 Fortitude save resists, 1d4 Dex/1d4 Dex); Search DC 21; Disable Device DC 22.

Deep Ice-Spiked Pit Trap: CR 5; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 70 ft. deep (7d6 fall); pit ice-spikes (Atk +10 melee, 1d4 ice spikes per target for 1d4+1d6 cold each); Search DC 18; Disable Device DC 15.

Heat Leech Trap: CR 3; magic device; proximity trigger (*detect fire*); automatic reset; spell effect (*heat leech*, 2nd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

3b- Viewstation

The bridge opens up to a viewpoint overlooking the crevasse.

4- Cavern of Ice

This big cave is a defense post for the temple. The creature here move to fight the PCs in areas 3a or 3b as determined by the DM and the PC actions OR they come to help Jouham in area 6 if the PCs manage to avoid them at this juncture.

The living spells were created by the combined powers of Thrym, his priests and the frost mage as part of their unholy ceremonies. Jouham can give them simple orders, except for the golem (as he is not the creator). Unless commanded otherwise, these creatures attack anyone who does not have the cold subtype (this being the simple defensive commands they have).

The traps noted are centered in the middle of area 4 and trigger if they detect a creature without the cold subtype. Traps with automatic reset are active at the start of each round until deactivated.

The *slashing dispel* targets the creature closest to the center of the room, except creatures with the cold subtype or living spells.

The *chain dispel* targets the creature closest to the center of the room, then functions as the spell but it does not target creatures with the cold subtype or living spells.

The *frostfell* affects the entire area.

Traps:

APL 10

Slashing Dispel Trap: CR 5; magic device; proximity trigger (*detect fire*); automatic reset; spell effect (*slashing dispel*, 7th-level wizard); Search DC 29; Disable Device DC 29.

Ice Web Trap: CR 5; magic device; proximity trigger (*detect fire*); automatic reset; spell effect (*ice web*, 7th-level wizard, Reflex DC 16 negates); Search DC 29; Disable Device DC 29.

APL 12

Chain Dispel Trap: CR 9; magic device; proximity trigger (*detect fire*); automatic reset; spell effect (*chain*

dispel, 15th-level wizard); Search DC 33; Disable Device DC 33.

Frostfell Trap: CR 9; magic device; proximity trigger (*detect fire*); no reset; spell effect (*frostfell*, 15th-level druid, Fortitude DC 22 partial); Search DC 33; Disable Device DC 33.

APL 14

Chain Dispel Trap: CR 9; magic device; proximity trigger (*detect fire*); automatic reset; spell effect (*chain dispel*, 15th-level wizard); Search DC 33; Disable Device DC 33.

Frostfell Trap: CR 9; magic device; proximity trigger (*detect fire*); no reset; spell effect (*frostfell*, 15th-level druid, Fortitude DC 22 partial); Search DC 33; Disable Device DC 33.

Creatures:

These creatures are initially in area 4 but can move around.

APL 8 (EL 10 with traps of 3a)

Chilling Fog (9th-level): Living *cone of cold* spell; hp 85; see Appendix One.

APL 10 (EL 12 with traps)

Chilling Fog (11th-level): Living *cone of cold* spell; hp 104; see Appendix One.

Ice Golem: hp 120; see Appendix One

APL 12 (EL 14 with traps)

Chilling Fog (15th-level): Living *cone of cold* spell; hp 142; see Appendix One.

Ice Golem: hp 120; see Appendix One

APL 14 (EL 16 with traps)

Polar Fog (15th level): Living *polar ray* spell; hp 142; see Appendix One.

Ice Golems (2): hp 120 each; see Appendix One

Development: Zones 5-7 form **Encounter 12**. If the PCs avoid the creatures here, they can reinforce the creatures in **Encounter 12** at the discretion of the DM (knowing the parameters of the guardian creatures).

ENCOUNTER 12: THE SHRINE OF THRYM

5- Ice Cavern

This cave serves both as a dormitory and a storage area. It has a number of giant-sized mats, supplies and drinks

(notably alcohol) and various religious items (for the worship of Thrym).

Treasure: There are vials of coldfire in the room (see **Appendix 2: New Rules Items**). Each is worth 50gp.

APL 4: Loot – 50 gp.

APL 6: Loot – 100 gp.

APL 8: Loot – 150 gp.

APL 10: Loot – 200 gp.

APL 12: Loot – 250 gp, Magic – 3 *scrolls of ice to flesh*-(94x3=282 gp).

APL 14: Loot – 300 gp, Magic – 3 *scrolls of ice to flesh*-(94x3=282 gp).

5a- Natural Ice Boulder

This big sphere of ice serves as a door to Area 5. It can be moved with a DC 20 Strength check.

6- Inner Sanctum

This immense room is the inner sanctum of the Temple of Thrym. This is where the unholy ceremonies to the god of the frost giants take place.

6a- Statue of Thrym

On a massive 7-ft tall ice pedestal thrones the statue of Thrym, his right hand on his great axe. The statue is 80ft high. It represents the center point of an *unhallow* linked to a *freedom of movement* for followers of Thrym. Destroying the statue brings about an end to the supernatural winter. Its stats are:

APL 4, 6 & 8

Ice Statue of Thrym: hardness 6; hp 500; AC 3

APL 10, 12 & 14

Magically treated Ice Statue of Thrym: hardness 12; hp 1000; AC 3; Save against spells +2 + (½ x APL); immunity to cold and fire.

6b- Raised Area

The rear of the sanctum, behind the statue, is raised 40ft from the rest of the cavern. The statue has its back reclining on the near-vertical wall of ice separating this area from the rest of the temple.

Climbing the wall still requires a DC 35 Climb check.

6c- Stairway

This flight of stairs was designed for giants and leads to the raised area. It is considered difficult terrain for any creature smaller than Large size as the stairs are configured entirely incorrectly. A DC 10 Balance check at the beginning of a round (with no penalty for failure beyond continuation of the terrain type) allows a PC to move at full speed (but is still subject to the other limitations of difficult terrain).

Creatures:

Jouham is located in the raised area (6b). If he expects the PCs, he is hiding behind the statue of Thrym. The other creatures are in the lower part of the cave.

APL 4 (EL 7)

Jouham: male human Wizard 5; hp 26; see Appendix One.

Winter Wolf: hp 63; See Appendix One.

APL 6 (EL 9)

Jouham: male human Wizard 5/Frost Mage 2; hp 36; see Appendix One.

Winter Wolves (2): hp 63 each; See Appendix One.

APL 8 (EL 11)

Jouham: male human Wizard 5/Frost Mage 4; hp 46; see Appendix One.

Eight-Headed Cryohydra: hp 103; See Appendix One.

APL 10 (EL 13)

Jouham: male human Wizard 7/Frost Mage 4; hp 56; see Appendix One.

Eight-Headed Cryohydra: hp 103; See Appendix One.

Frost Giant: hp 154; See Appendix One.

APL 12 (EL 15)

Jouham: male human Wizard 9/Frost Mage 4; hp 66; see Appendix One.

Ten-Headed Cryohydra: hp 128; see Appendix One.

Frost Giants (2): hp 154 each; see Appendix One.

APL 14 (EL 17)

Jouham: male human Wizard 12/Frost Mage 4; hp 113; see Appendix One.

Twelve-Headed Cryohydra: hp 153; see Appendix One.

Gorfang: male frost giant Fighter 4; hp 258; see Appendix One.

Tactics (Jouham expects the PCs): Jouham expects the PCs if a battle ensues in area 4. Look at his spell list and list of scrolls to determine how best he can buff himself and his allies, based on the time he has. If possible, he uses his *dust of disappearance* before combat. He always moves after casting a spell to avoid being caught by area

spells the PCs may throw at him by guessing his location. He prefers to use spells with Piercing Cold which bypasses any magical protection against cold. Using the *dispelling screen* and *anticipate teleport* can be very useful together and give him time to do more damage.

Tactics (Jouham is surprised): As above, but he is not initially hidden nor is he had time to cast any buffs on his allies or additional spells upon himself.

Note that winter wolves move normally on ice and that every giant in this encounter has *boots of the winterlands* (giant-sized).

Redemption of Jouham

The PCs may still be under the impression that they can negotiate with him (and this is possible but difficult). Note the Tactics section of Encounter 7 but apply an additional -10 circumstance penalty for attempting this in the stronghold of Thrym himself.

Treasure:

APL 4: Loot – 10 gp, Coin – 75 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each).

APL 6: Loot – 10 gp, Coin – 75 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each).

APL 8: Loot – 10 gp, Coin – 145 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of resistance +1* (83 gp each), *ring of protection +1* (166 gp each).

APL 10: Loot – 10 gp, Coin – 145 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of resistance +1* (83 gp each), *ring of protection +1* (166 gp each), *dust of disappearance* (292 gp each), *headband of intellect +2* (333 gp each), *scroll of antimagic field* (137 gp each), *scroll of greater dispel magic* (137 gp each).

APL 12: Loot – 10 gp, Coin – 145 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of resistance +2* (333 gp each), *ring of protection +1* (166 gp each), *headband of intellect +2* (333 gp each), *scroll of antimagic field* (137 gp each), *scroll of greater dispel magic* (137 gp each), *periapt of wisdom +2* (333 gp each), *dust of disappearance* (292 gp each).

APL 14: Loot – 38 gp, Coin – 145 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of resistance +2* (333 gp each), *ring of protection +1* (166 gp each), *headband of intellect +4* (1333 gp each), *scroll of antimagic field* (137 gp each), *scroll of greater dispel magic* (137 gp each), *periapt of wisdom +2* (333 gp each), *2xdust of disappearance* (2x292=584 gp each), *+1 large chain shirt* (113gp); *+2 large greataxe* (695gp); *cloak of resistance +1* (83gp), *gloves of dexterity +2* (333 gp each), *amulet of health +2* (333 gp each).

7- Secret exit

This tunnel is 500 hundred feet long and turns and twists so that no more than 40 feet is visible at any one given time. It is fifteen feet wide and tall, with no evidence of any travel upon it.

This tunnel exits into a well-hidden location on the glacier. It is protected by 2 alarm spells, one centered forty feet in, the other one hundred feet in. All are at APL+3 Caster level for the purposes of dispelling – as these are not traps, they cannot be disabled and must be dispelled to avoid if the PCs want to travel through their area (without bypassing by various means) If the alarm spells trigger, Jouham has the time to prepare and warn his allies. If he is warned, he also gathers the creatures from area 4 (if they haven't been destroyed yet) together with him.

Finding this entrance without some sort of indication it is there (divination spells and the like) is very difficult. It requires the PCs to look for a specific location and then making a DC 40 Search check. The glacier is immense in size – taking 20 at this particular

task results in a search of two days and certain discovery by the giants. Taking 10 is possible, but results in 2 ½ hours of time wasted – unless the PCs remain completely hidden during this time period Jouham is warned of their presence as well. Attempting to search for it by rolling simply results in failure unless the PC can achieve a 40 result with a 1 – this is done to speed matters along.

Development: Proceed to the **Conclusion**.

CONCLUSION

RETURN TO KALAT-KARA

PCs who played **Encounter 12** and who return to Kalat-Kara get paid for their services by the Amir. Read the following only if they destroyed the ice statue of Thrym.

The horrible winter has loosened its icy grip on the north, at least partially. The snow has ceased and a wonderful winter sun shines, making the cold a lot more bearable. The snow, thick as it is, will not melt until spring.

Treasure:

- APL 4:** Coin – 200 gp.
- APL 6:** Coin – 220 gp.
- APL 8:** Coin – 250 gp.
- APL 10:** Coin – 310 gp.
- APL 12:** Coin – 360 gp.
- APL 14:** Coin – 750 gp.
- APL 16:** Coin – 1,000 gp.

IOUHAM DIES

Angry, the frost giant jarl allies his forces with those of the Black Knight to take revenge upon Kalat-Kara whom he blames for the death of his wizard.

A short time later, you hear the Black Knight and the frost giant jarl have allied together. The black fortress of Kalat-Kara is now in dire peril as her defenders anxiously for an assault they probably won't be able to repel.

Rumor has it that the Jarl flew into a terrible rage because of the action of a party of adventurers and is now thirsty for revenge.

IOUHAM CONVERTED TOWARD REDEMPTION AND LIVES

If the PCs converted Jouham in **Encounter 7** (i.e.: they changed his alignment to Neutral) he continues on his path to redemption.

Disgusted by the humans, the jarl refuses to ally with the Black Knight whose lawful tendencies and devilish allies irritate the jarl's chaotic nature.

A short time later, you hear a rumor that the frost giant jarl turned down the offer of alliance with the Black Knight. The defenders of Kalat-Kara breathe a sigh of relief.

Somewhat later, you receive a thank you note from Jouham. He has atoned for his deeds with the Immortal of the Mountain and obtained his redemption. He has since returned to Ulgor, where his father pardoned him and allowed the young man to marry Nouha.

The PCs receive the *Jouham's Redemption* AR Reward.

IOUHAM NOT CONVERTED BUT LIVES

The black fortress of Kalat Kara still lives in uncertainty. Will the jarl of the frost giants ally with the Black Knight of the Udgru? No one knows and the fate of the region hangs in the balance.

JUST MARRIED

A PC with the *Just Married* favor from **VTF5-06 Faith and Love** (thus married to Zinaryamtaz) learns at the end of the adventure (from her) that she is pregnant with his child.

AR Item Access

Anyone awarded xp for Encounter 10 or 12 is provided with access to all items on the AR marked with a *.

REWARD GAINED IN THIS ADVENTURE

The various rewards which can be gained in this adventure and how they can be gained are summarized below:

Blessing of the Cup and Talisman

PCs having gained this reward in **Encounter 10** may suppress and cross any or all curses or disfavours from previous ARs from year 6 or earlier VTF adventures, VTF adventures of the *Faith and Truth* series or EKB adventures. It specifically allows the PC the option of removing *Revenge of Faarzephon* from **VTF 4-06 The Storm of the Millennium**. It does not prevent future curses or disfavours. They are also automatically provided with the AR Award **Vision**.

Vision

PCs are provided with this reward if they reached **Encounter 10: Final Ascent** without having pronounced the three vows in **Encounter 6**. The PC can cast *owl's wisdom* nine times as a spell-like ability. CL is the PCs level (3 minimum).

Winged Horse

PCs are provided with this reward if they reached **Encounter 10: Final Ascent**. They may buy a pegasus to serve as mount at a cost of 5,000 gp. Furthermore, paladins gain the AR Award **Paladin Mount** at no cost to be able to call a pegasus as *special mount* if he is level 7 or more. Special abilities of the paladin mount are gained two levels later according to the rules in *Dungeon Master's Guide* page 204-205. The Paladin must spend 4 TU training with the Faris in order to benefit from this award (they may not yet be able to call the mount but must have the necessary knowledge).

Celestial Winged Horse

PCs receive this reward if they reached **Encounter 10: Final Ascent** and if they pronounced the three vows in **Encounter 6**. They may buy a celestia pegasus to serve as mount at a cost of 10,000 gp. Furthermore, paladins obtain the AR Award **Paladin Mount** at no cost to be able to call a celestia pegasus as *special mount* if he is level 7 or more. Special abilities of the paladin mount are gained two levels later according to the rules in *Dungeon Master's Guide* page 204-205. The Paladin must spend 4 TU immediately training with the Faris in order to benefit from this award (they may not yet be able to call the mount but must have the necessary knowledge).

Celestial Light

PCs are provided with this reward if they reached **Encounter 10: Final Ascent** and if they pronounced the three vows in **Encounter 6**. The PC can obtain a lantern archon as a familiar as soon as he has the Improved Familiar feat and he is 7th level or more.

Redemption of Jouham

This reward comes from the villagers of Ulagor. It is awarded only in the **Conclusion** if Jouham is alive and redeemed (possible in two different Encounters). The PC gains access to *boots of the winterlands*. Frequency: meta-regional. Further, Rivalqa and Jouham are willing to upgrade any one weapon that the PC owns with the *frost* special ability at 75% of the normal cost— one time only. They are also willing to teach the PC the following spells: *frost breath*, *frost weapon*, *glacial ward*, *snowshoes*, *mass snowshoes* as well as the feats: Cold Focus, Snowcasting and Frozen Magic.

Cloud Anchorite

Any PC having met the Immortal of the Mountain and not having failed in **Encounter 9: Accomplishment of the Quest?** gains access to the feat Mountaineer and to the prestige class Cloud Anchorite. To satisfy the special requirement of the class, he must immediately spend 2 TUs in the Monastery of the Anchorites.

Brotherhood of the Wind

Any PC having gained the rewards Winged Horse or Celestial Winged Horse is invited to join the Brotherhood of the Farises of the Wind. He must still satisfy the other prerequisites to enter this Ekbir meta-org (Review the Ekbir website for more details).

Dance in the Snow

This reward is provided in **Encounter 4: First Ascent** if a PC persuaded the Snow Fairy to help the group by successfully dancing with her. Only the PC successfully performing the dance is provided with this award. Any PC having behaving in a hostile or disrespectful manner towards the fey does not gain this favor, regardless of the fact that they may have succeeded at the dance. The PC gains access to the feats Frozen Berserker, Snowrunner, Snowflake Wardance, Winter's Champion and Winter's Mount.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4: First Ascent

Obtain from the Snow Fairy that she guides the PCs to the Immortal of the Mountain:

APL 4

150 XP

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

Encounter 5: Combat in the Snow

Defeat the creatures:

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

Encounter 7: Second Ascent

Convert or defeat the creatures:

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Encounter 8: Ire of Thrym

Be subjected to the dire weather and survive:

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Encounter 9: Accomplishment of the Quest?

Carry out the encounter successfully:

APL 4	80 XP
APL 6	105 XP
APL 8	135 XP
APL 10	160 XP
APL 12	185 XP
APL 14	210 XP

Encounter 10: Final Ascent

Undertaking this encounter and finishing it:

APL 4	55 XP
APL 6	75 XP
APL 8	90 XP
APL 10	110 XP
APL 12	130 XP
APL 14	150 XP

Encounter 11: The Defenses of the Temple of Thrym

Survive, bypass or disable the traps and defeat the creatures:

APL 4	180 XP
-------	--------

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Encounter 12: The Shrine of Thrym

Defeat the creatures:

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Destroy the statue:

APL 4	80 XP
APL 6	105 XP
APL 8	135 XP
APL 10	160 XP
APL 12	185 XP
APL 14	210 XP

Total Possible Experience:

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP

TREASURE SUMMARY

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

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

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

the coin total is subtracted from the encounter totals given below.

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

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

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

Encounter 7: Second Ascent

APL 4: Loot – 10 gp, Coin – 75 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each).

APL 6: Loot – 10 gp, Coin – 75 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each).

APL 8: Loot – 10 gp, Coin – 145 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of resistance +1* (83 gp each), *ring of protection +1* (166 gp each).

APL 10: Loot – 10 gp, Coin – 145 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of resistance +1* (83 gp each), *ring of protection +1* (166 gp each), *dust of disappearance* (292 gp each), *headband of intellect +2* (333 gp each), *scroll of antimagic field* (137 gp each), *scroll of greater dispel magic* (137 gp each).

APL 12: Loot – 10 gp, Coin – 145 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each),

scroll of haste (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of resistance +2* (333 gp each), *ring of protection +1* (166 gp each), *headband of intellect +2* (333 gp each), *scroll of antimagic field* (137 gp each), *scroll of greater dispel magic* (137 gp each), *periapt of wisdom +2* (333 gp each), *dust of disappearance* (292 gp each).

APL 14: Loot – 38 gp, Coin – 145 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of resistance +2* (333 gp each), *ring of protection +1* (166 gp each), *headband of intellect +4* (1333 gp each), *scroll of antimagic field* (137 gp each), *scroll of greater dispel magic* (137 gp each), *periapt of wisdom +2* (333 gp each), *2xdust of disappearance* (2x292=584 gp each), *+1 large chain shirt* (113gp); *+2 large greataxe* (695gp); *cloak of resistance +1* (83gp), *gloves of dexterity +2* (333 gp each), *amulet of health +2* (333 gp each).

Encounter 10: Final Ascent

APL 4: Coin – 650 gp.

APL 6: Coin – 900 gp.

APL 8: Coin – 1300 gp.

APL 10: Coin – 2300 gp.

APL 12: Coin – 3300 gp.

APL 14: Coin – 6600 gp.

Encounter 12: The Shrine of Thrym

APL 4: Loot – 10 gp, Coin – 125 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each).

APL 6: Loot – 10 gp, Coin – 175 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each).

APL 8: Loot – 10 gp, Coin – 295 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of*

protection +1 (83 gp each), *ring of protection +1* (166 gp each).

APL 10: Loot – 10 gp, Coin – 345 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of protection +1* (83 gp each), *ring of protection +1* (166 gp each), *dust of disappearance* (292 gp each), *headband of intellect +2* (333 gp each), *scroll of antimagic field* (137 gp each), *scroll of greater dispel magic* (137 gp each).

APL 12: Loot – 10 gp, Coin – 395 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of protection +2* (333 gp each), *ring of protection +1* (166 gp each), *headband of intellect +2* (333 gp each), *scroll of antimagic field* (137 gp each), *scroll of greater dispel magic* (137 gp each), *periapt of wisdom +2* (333 gp each), *dust of disappearance* (292 gp each), 3 *scrolls of ice to flesh* (94x3=282 gp each).

APL 14: Loot – 38 gp, Coin – 445 gp, Magic – *boots of the winterlands* (208 gp each), *scroll of fly* (31 gp each), *scroll of haste* (31 gp each), *scroll of protection from energy* (31 gp each), *potion of cure moderate wounds* (25 gp each), *scroll of dimension door* (58 gp each), *scroll of Evard's black tentacles* (58 gp each), *scroll of fire shield* (58 gp each), *scroll of mirror image* (12 gp each), *cloak of protection +2* (333 gp each), *ring of protection +1* (166 gp each), *headband of intellect +4* (1333 gp each), *scroll of antimagic field* (137 gp each), *scroll of greater dispel magic* (137 gp each), 2x*dust of disappearance* (2x292=584 gp each), *+1 large chain shirt* (113gp); *+2 large greataxe* (695gp); *cloak of resistance +1* (83gp), *gloves of dexterity +2* (333 gp each), *amulet of health +4* (1333 gp each), 3 *scrolls of ice to flesh* (94x3=282 gp each).

APL 8: 1,300 gp
APL 10: 2,300 gp
APL 12: 3,300 gp
APL 14: 6,600 gp

Conclusion

APL 4: Coin – 200 gp.

APL 6: Coin – 220 gp.

APL 8: Coin – 250 gp.

APL 10: Coin – 310 gp.

APL 12: Coin – 360 gp.

APL 14: Coin – 750 gp.

Total Possible Treasure

APL 4: 650 gp

APL 6: 900 gp

APPENDIX ONE

APL 4

ENCOUNTER 4: FIRST ASCENT

NIVALYAMA, THE SNOW FAIRY CR 5

Female Yuki-on-na* Druid 2

CN Medium Fey (cold)

Init +6; **Senses** low-light vision; Listen +17, Spot +17

Languages Common, Ancient Baklunish, Druidic, Sylvan.

AC 20, touch 16, flat-footed 18

(+2 Dex, +4 deflection, +4 natural armor)

hp 50 (10 HD)

Fort +5, **Ref** +8, **Will** +13

Speed 30 ft. in no armor (6 squares); not impeded by snow or ice.

Melee +4 touch (1d10 cold)

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

Base Atk +5; **Grp** +4

Special Actions paralyzing glance, lose the way, spells

Druid Spells (CL 2nd):

1st — *aura against flame**, *snowshoes*.*

0 — *cure minor wounds*, *flare* (DC 14), *light*,

Spell-like abilities: At will—*disguise self*, *comprehend languages*, *detect thought* (DC 18). Caster level 8th.

Deity: Obad Hai

Abilities Str 8, Dex 15, Con 10, Int 14, Wis 18, Cha 23

SQ Lose the way, paralyzing glance, animal companion, nature sense, wild empathy, woodland stride, link with companion, share spells, immunity to cold, vulnerability to fire

Feats Alertness, Dodge, Improved Initiative, Snowrunner*

Skills: Bluff +17, Diplomacy +8, Disguise +6 (+8 acting), Hide +13, Intimidate +17, Knowledge (nature) +8, Listen +17, Move Silently +13, Perform (dance) +17, Spot +17, Survival +10;

Possessions none. (Light Encumbrance)

Animal Companion (Ex): The druid has a snowy owl as an animal companion (treat as hawk).

Paralyzing Glance (Su): A yuki-on-na can paralyze creatures with a look. This is similar to a gaze attack, except that the yuki-on-na must take a standard action, and those merely looking at her are not affected. Anyone the yuki-on-na targets must succeed on a DC 18 Will save or be affected as though by a hold monster spell cast by an 8th-level sorcerer. The ability has a range of 30 feet. The save DC is Charisma-based.

Lose the Way (Su): Once per day, a yukion-na can touch a victim and make him or her completely unable to find his way anywhere for the next 3d6 hours. The yuki-on-na must succeed on a melee touch attack. The affected character cannot use the intuit direction aspect of the Survival skill to avoid being lost. The character cannot even find her way out of a closet without assistance, though she is perfectly capable of following other characters.

*See Appendix 2 – New Rules

SNOWY OWL ANIMAL COMPANION CR -

N Tiny Magical Beast

Init +3; **Senses** low light vision; Listen +2, Spot +14

AC 17, touch 15, flat-footed 14

(+2 size, +3 dexterity, +2 natural armor)

hp 6 (1 HD);

Fort +2, **Ref** +5, **Will** +2

Speed 10 ft. in nothing (2 squares); fly 60 ft. (average)

Melee talons +5 (1d4-2)

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

Base Atk +0; **Grp** -10

Abilities Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6

Feats Weapon Finesse

Skills: Listen +2, Spot +14

Possessions none. (Encumbrance – Light).

ENCOUNTER FIVE

WINTER WOLF CR 5

Winter Wolf

NE Large magical beast (cold)

Init +6; **Senses** dark vision 60', low light vision, scent; Listen +6, Spot +6

Languages Giant

AC 19, touch 11, flat-footed 17

(-1 size, +3 armor, +2 dexterity, +5 natural armor)

hp 63 (6 HD); immunity to cold, vulnerability to fire

Fort +8, **Ref** +7, **Will** +3

Speed 50 ft. in studded leather barding (10 squares); not impeded or slowed by snow

Melee bite +9 (1d8+6+1d6 cold)

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

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

Special Actions trip, freezing bite, breath weapon

Deity: Thrym

Abilities Str 18, Dex 14, Con 16, Int 9, Wis 13, Cha 10

SQ: immunity to cold, vulnerability to fire, breath weapon, freezing bite, trip.

Feats Alertness, Improved Initiative, Track

Skills: Hide -1 (+4 if in areas of snow and ice), Listen +6, Move Silently +7, Spot +6, Survival +1 (+5 if using scent).

Possessions combat gear plus masterwork ill-kept studded leather barding. (Encumbrance – Light).

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt

fails, the opponent cannot react to trip the winter wolf.

ENCOUNTER 7: SECOND ASCENT AND ENCOUNTER 12: THE SHRINE OF THRYM JOUHAM CR 5

Male Human (baklunish) Wizard 5

NE Medium Humanoid (human)

Init +1; **Senses** Listen -1, Spot -1

Languages Common, Ancient Baklunish, Giant, Aquan.

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 26 (5 HD)

Fort +3, **Ref** +2, **Will** +3

Speed 30 ft. in no armor (6 squares).

Melee +2 dagger (1d4)

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

Base Atk +2; **Grp** +2

Special Actions spells

Combat Gear *scroll of fly, scroll of haste, scroll of protection from energy, potion of cure moderate wounds*

Wizard Spells (CL 5th):

3rd - *dispel magic, blood snow** (DC 17);

2nd - *false life, frost breath** (DC 16), *ray of ice**;

1st — *accelerated movement**, *lesser orb of cold**,
magic missile, ray of enfeeblement.

0— *detect magic, ray of frost, light, resistance*

Deity: Thrym

Abilities Str 10, Dex 13, Con 14, Int 16, Wis 8, Cha 12

Feats Cold Focus*, Frozen Magic*, Scribe Scroll,
Snowcasting*, Sudden Silent*.

Skills: Concentration +10, Knowledge (arcana) +11,
Knowledge (nature) +11, Knowledge (religion) +11,
Move Silently +5, Spellcraft +11;

Possessions combat gear and *boots of the winterlands.*
(Light Encumbrance)

*See Appendix 2 – New Rules

ENCOUNTER 7 ADDITION

OGRE SCOUTS (2)

CR 3

Male Ogre

CE Large Giant

Init -1; **Senses** Darkvision 60', low light vision; Listen +2,
Spot +2

Languages Common, giant

AC 17, touch 8, flat-footed 17
(-1 size, -1 dex, +4 chain shirt (poor condition), +5
natural armor)

hp 32 (4 HD)

Fort +6, **Ref** +0, **Will** +1

Speed 40 ft. in chain shirt (8 squares).

Melee greatclub +8 (2d8+7)

Ranged javelin +1 (1d8+5)

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

Base Atk +3; **Grp** +12

Special Actions none

Deity: Thrym

Abilities Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

SQ *endure elements* when in Yatil Mountains (favor of
Thrym)

Feats Blind-Fighting, Weapon Focus (greatclub)

Skills: Climb +10, Listen +2, Spot +2

Possessions greatclub (3), dagger (3), longspear,
snow shoes. (Light Encumbrance)

ENCOUNTER 12 ADDITION

WINTER WOLF

CR 5

Winter Wolf

NE Large magical beast (cold)

Init +6; **Senses** dark vision 60', low light vision, scent;
Listen +6, Spot +6

Languages Giant

AC 19, touch 11, flat-footed 17

(-1 size, +3 armor, +2 dexterity, +5 natural armor)

hp 63 (6 HD); immunity to cold, vulnerability to fire

Fort +8, **Ref** +7, **Will** +3

Speed 50 ft. in studded leather barding (10 squares);
not impeded or slowed by snow

Melee bite +9 (1d8+6+1d6 cold)

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

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

Special Actions trip, freezing bite, breath weapon

Deity: Thrym

Abilities Str 18, Dex 14, Con 16, Int 9, Wis 13, Cha
10

SQ: immunity to cold, vulnerability to fire, breath
weapon, freezing bite, trip.

Feats Alertness, Improved Initiative, Track

Skills: Hide -1 (+4 if in areas of snow and ice), Listen
+6, Move Silently +7, Spot +6, Survival +1 (+5 if
using scent).

Possessions combat gear plus masterwork ill-kept
studded leather barding. (Encumbrance – Light).

Breath Weapon (Su): 15-foot cone, once every 1d4
rounds, 4d6 cold, Reflex DC 16 half. The save DC
is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6
points of cold damage every time it bites an
opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can
attempt to trip the opponent (+8 check modifier) as
a free action without making a touch attack or
provoking an attack of opportunity. If the attempt
fails, the opponent cannot react to trip the winter
wolf.

APL 6

ENCOUNTER 4: FIRST ASCENT

NIVALYAMA, THE SNOW FAIRY

CR 7

Female Yuki-on-na* Druid 5

CN Medium Fey (cold)

Init +7; **Senses** low-light vision; Listen +17, Spot +17

Languages Common, Ancient Baklunish, Druidic, Sylvan.

AC 21, touch 17, flat-footed 18

(+3 Dex, +4 deflection, +4 natural armor)

hp 68 (13 HD)

Fort +8, **Ref** +10, **Will** +14

Speed 30 ft. in no armor (6 squares); not impeded by snow or ice.

Melee +6/+1 touch (1d10 cold)

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

Base Atk +7; **Grp** +6

Special Actions paralyzing glance, lose the way, spells, wild shape

Druid Spells (CL 5th):

3rd - *arctic haze** (DC 17), *hypothermia** (DC 17).

2nd - *chill metal* (DC 16) (2), *obscuring snow**

1st — *aura against flame**, *cold fire** (DC 15), *snowsight**, *snowshoes**

0 — *cure minor wounds*, *flare* (DC 14), *know direction*, *light*, *resistance*,

Spell-like abilities: At will-*disguise self*, *comprehend languages*, *detect thought* (DC 18). Caster level 8th.

Deity: Obad Hai

Abilities Str 8, Dex 16, Con 10, Int 14, Wis 18, Cha 23

SQ Lose the way, paralyzing glance, animal companion, nature sense, wild empathy, woodland stride, link with companion, share spells, immunity to cold, vulnerability to fire, trackless step, resist nature's lure, wild shape 1/day

Feats Alertness, Dodge, Great Fortitude, Improved Initiative, Snowrunner*

Skills: Bluff +17, Concentration +10, Diplomacy +8, Disguise +6 (+8 acting), Hide +14, Intimidate +17, Knowledge (nature) +8, Listen +17, Move Silently +14, Perform (dance) +17, Spellcraft +10, Spot +17, Survival +10;

Possessions none. (Light Encumbrance)

Animal Companion (Ex): The druid has a snowy owl as an animal companion (treat as hawk).

Paralyzing Glance (Su): A yuki-on-na can paralyze creatures with a look. This is similar to a gaze attack, except that the yuki-on-na must take a standard action, and those merely looking at her are not affected. Anyone the yuki-on-na targets must succeed on a DC 18 Will save or be affected as though by a hold monster spell cast by an 8th-level sorcerer. The ability has a range of 30 feet. The save DC is Charisma-based.

Lose the Way (Su): Once per day, a yukion-na can touch a victim and make him or her completely unable to find his way anywhere for the next 3d6 hours. The yuki-on-na must succeed on a melee touch attack. The affected character cannot use the intuit direction aspect of the Survival skill to avoid becoming lost. The character

cannot even find her way out of a closet without assistance, though she is perfectly capable of following other characters.

*See Appendix 2 – New Rules

SNOWY OWL ANIMAL COMPANION

CR -

N Tiny Magical Beast

Init +4; **Senses** low light vision; Listen +4, Spot +16

AC 20, touch 16, flat-footed 16

(+2 size, +4 dexterity, +4 natural armor)

hp 18 (3 HD);

Fort +4, **Ref** +10, **Will** +3

Speed 10 ft. in nothing (2 squares); fly 60 ft. (average)

Melee talons +8 (1d4-2)

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

Base Atk +2; **Grp** -8

Abilities Str 7, Dex 18, Con 10, Int 2, Wis 14, Cha 6

SQ evasion

Feats Lightning Reflexes, Weapon Finesse

Skills: Listen +4, Spot +16

Possessions none. (Encumbrance – Light).

ENCOUNTER FIVE

WINTER WOLF

CR 5

Winter Wolf

NE Large magical beast (cold)

Init +6; **Senses** dark vision 60', low light vision, scent; Listen +6, Spot +6

Languages Giant

AC 19, touch 11, flat-footed 17

(-1 size, +3 armor, +2 dexterity, +5 natural armor)

hp 63 (6 HD); immunity to cold, vulnerability to fire

Fort +8, **Ref** +7, **Will** +3

Speed 50 ft. in studded leather barding (10 squares); not impeded or slowed by snow

Melee bite +9 (1d8+6+1d6 cold)

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

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

Special Actions trip, freezing bite, breath weapon

Deity: Thrym

Abilities Str 18, Dex 14, Con 16, Int 9, Wis 13, Cha 10

SQ: immunity to cold, vulnerability to fire, breath weapon, freezing bite, trip.

Feats Alertness, Improved Initiative, Track

Skills: Hide -1 (+4 if in areas of snow and ice), Listen +6, Move Silently +7, Spot +6, Survival +1 (+5 if using scent).

Possessions combat gear plus masterwork ill-kept studded leather barding. (Encumbrance – Light).

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

OGRE SCOUTS (2)

CR 3

Male Ogre

CE Large Giant

Init -1; **Senses** Darkvision 60', low light vision; Listen +2, Spot +2

Languages Common, giant

AC 17, touch 8, flat-footed 17

(-1 size, -1 dex, +4 chain shirt (poor condition), +5 natural armor)

hp 32 (4 HD)

Fort +6, **Ref** +0, **Will** +1

Speed 40 ft. in chain shirt (8 squares).

Melee greatclub +8 (2d8+7)

Ranged javelin +1 (1d8+5)

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

Base Atk +3; **Grp** +12

Special Actions none

Deity: Thrym

Abilities Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

SQ *endure elements* when in Yatil Mountains (favor of Thrym)

Feats Blind-Fighting, Weapon Focus (greatclub)

Skills: Climb +10, Listen +2, Spot +2

Possessions greatclub (3), dagger (3), longspear, snow shoes. (Light Encumbrance)

ENCOUNTER 7: SECOND ASCENT AND ENCOUNTER 12: THE SHRINE OF THRYM

JOUHAM

CR 7

Male Human (baklunish) Wizard 5 / Frost Mage 2

NE Medium Humanoid (human)

Init +1; **Senses** Listen -1, Spot -1

Languages Common, Ancient Baklunish, Giant, Aquan.

AC 12, touch 11, flat-footed 11

(+1 Dex., +1 natural armor)

hp 36 (7 HD); cold resistance 10

Fort +3, **Ref** +2, **Will** +6

Speed 30 ft. in no armor (6 squares).

Melee +3 dagger (1d4)

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

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

Special Actions spells

Combat Gear *scroll of fly, scroll of haste, scroll of protection from energy, potion of cure moderate wounds, scroll of Evard's black tentacles, scroll of fire shield,*

Wizard Spells (CL 7th):

4th – *wall of ice*

3rd – *arctic haze** (DC 18), *dispel magic, blood snow** (DC 18);

2nd – *false life, frost breath** (DC 17), *icicle, ray of ice**;

1st – *accelerated movement**, *lesser orb of cold**, *magic missile* (2), *ray of enfeeblement*.

0 – *detect magic, ray of frost, light, resistance*

Deity: Thrym

Abilities Str 10, Dex 13, Con 14, Int 16, Wis 8, Cha 12

SQ natural armor increase, cold resistance

Feats Cold Focus*, Frozen Magic*, Scribe Scroll, Snowcasting*, Sudden Silent*, Greater Cold Focus*.

Skills: Concentration +12, Knowledge (arcana) +13, Knowledge (nature) +13, Knowledge (religion) +13, Move Silently +6, Spellcraft +13;

Possessions combat gear and *boots of the winterlands*. (Light Encumbrance)

Natural Armor Increase (Ex): At 1st, 4th, 7th, and 10th level, a frost mage's body becomes more like the ice he venerates. His skin turns whiter and colder to the touch as the permanent layer of frost grows deeper. This provides an increase to the character's existing natural armor, as indicated on the Table (the numbers represent the total increase gained to that point) and he takes no damage from cold environments. In warm temperatures, the frost continually evaporates and replenishes itself, enshrouding the frost mage in a wispy vapor.

Resistance to Cold (Ex): Starting at 2nd level, the frost mage's icy skin grants him resistance to cold 10.

*See Appendix 2 – New Rules

ENCOUNTER 7 ADDITION

OGRE SCOUTS (4)

CR 3

Male Ogre

CE Large Giant

Init -1; **Senses** Darkvision 60', low light vision; Listen +2, Spot +2

Languages Common, giant

AC 17, touch 8, flat-footed 17

(-1 size, -1 dex, +4 chain shirt (poor condition), +5 natural armor)

hp 32 (4 HD)

Fort +6, **Ref** +0, **Will** +1

Speed 40 ft. in chain shirt (8 squares).

Melee greatclub +8 (2d8+7)

Ranged javelin +1 (1d8+5)

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

Base Atk +3; **Grp** +12

Special Actions none

Deity: Thrym

Abilities Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

SQ *endure elements* when in Yatil Mountains (favor of Thrym)

Feats Blind-Fighting, Weapon Focus (greatclub)

Skills: Climb +10, Listen +2, Spot +2

Possessions greatclub (3), dagger (3), longspear, snow shoes. (Light Encumbrance)

FROST GIANT**CR 9**

Male Frost Giant

CE Large Giant (cold)

Init -1; **Senses** Darkvision 60', low light vision; Listen +2, Spot +12**Languages** Common, giant**AC** 21, touch 8, flat-footed 21

(-1 size, -1 dex, +4 chain shirt (poor condition), +9 natural armor)

hp 154 (14 HD)**Fort** +14, **Ref** +3, **Will** +6**Speed** 40 ft. in chain shirt (8 squares).**Melee** greataxe +18/+13 (3d6+13) or two slams +18 (1d4+9)**Ranged** rock +9 (2d6+9) (range increment 120 feet)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +10; **Grp** +23**Special Actions** Rock-throwing, Power Attack, Cleave, Improved Bull Rush, Awesome Blow**Deity:** Thrym**Abilities** Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11**SQ** immunity to cold, vulnerability to fire, rock catching, rock throwing**Feats** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack**Skills:** Climb +13, Craft (leatherworking) +6, Intimidate +6, Jump +17, Spot +12**Possessions** chain shirt (poor condition), great axe, cold iron great axe, greatclub, dagger (3), snow shoes. (Light Encumbrance)**ENCOUNTER 12 ADDITION****WINTER WOLF****CR 5**

Winter Wolf

NE Large magical beast (cold)

Init +6; **Senses** dark vision 60', low light vision, scent; Listen +6, Spot +6**Languages** Giant**AC** 19, touch 11, flat-footed 17

(-1 size, +3 armor, +2 dexterity, +5 natural armor)

hp 63 (6 HD); immunity to cold, vulnerability to fire**Fort** +8, **Ref** +7, **Will** +3**Speed** 50 ft. in studded leather barding (10 squares); not impeded or slowed by snow**Melee** bite +9 (1d8+6+1d6 cold)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +14**Special Actions** trip, freezing bite, breath weapon**Deity:** Thrym**Abilities** Str 18, Dex 14, Con 16, Int 9, Wis 13, Cha 10**SQ:** immunity to cold, vulnerability to fire, breath weapon, freezing bite, trip.**Feats** Alertness, Improved Initiative, Track**Skills:** Hide -1 (+4 if in areas of snow and ice), Listen +6, Move Silently +7, Spot +6, Survival +1 (+5 if using scent).**Possessions** combat gear plus masterwork ill-kept studded leather barding. (Encumbrance – Light).**Breath Weapon (Su):** 15-foot cone, once every 1d4 rounds, 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.**Freezing Bite (Su):** A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.**Trip (Ex):** A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

APL 8

ENCOUNTER 4: FIRST ASCENT

NIVALYAMA, THE SNOW FAIRY

CR 9

Female Yuki-on-na* Druid 7

CN Medium Fey (cold)

Init +7; **Senses** low-light vision; Listen +17, Spot +17

Languages Common, Ancient Baklunish, Druidic, Sylvan.

AC 21, touch 17, flat-footed 18

(+3 Dex, +4 deflection, +4 natural armor)

hp 80 (15 HD)

Fort +9, **Ref** +13, **Will** +15

Speed 30 ft. in no armor (6 squares); not impeded by snow or ice.

Melee +8/+3 touch (1d10 cold)

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

Base Atk +9; **Grp** +8

Special Actions paralyzing glance, lose the way, spells, wild shape

Druid Spells (CL 7th):

4th — *dispel magic*, *frostfell slide**

3rd — *arctic haze** (DC 17), *hypothermia** (DC 17), *icelance** (DC 17).

2nd — *chill metal* (DC 16) (2), *frost breath** (DC 16), *obscuring snow**.

1st — *aura against flame**, *cold fire** (DC 15), *longstrider*, *snowsight**, *snowshoes**

0 — *cure minor wounds*, *detect magic*, *flare* (DC 14), *know direction*, *light*, *resistance*,

Spell-like abilities: At will—*disguise self*, *comprehend languages*, *detect thought* (DC 18). Caster level 8th.

Deity: Obad Hai

Abilities Str 8, Dex 16, Con 10, Int 14, Wis 18, Cha 23

SQ Lose the way, paralyzing glance, animal companion, nature sense, wild empathy, woodland stride, link with companion, share spells, immunity to cold, vulnerability to fire, trackless step, resist nature's lure, wild shape 3/day

Feats Alertness, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Snowrunner*

Skills: Bluff +17, Concentration +16, Diplomacy +8, Disguise +6 (+8 acting), Hide +14, Intimidate +17, Knowledge (nature) +8, Listen +17, Move Silently +14, Perform (dance) +21, Spellcraft +12, Spot +17, Survival +10;

Possessions none. (Light Encumbrance)

Animal Companion (Ex): The druid has a snowy owl as an animal companion (treat as hawk).

Paralyzing Glance (Su): A yuki-on-na can paralyze creatures with a look. This is similar to a gaze attack, except that the yuki-on-na must take a standard action, and those merely looking at her are not affected. Anyone the yuki-on-na targets must succeed on a DC 18 Will save or be affected as though by a hold monster spell cast by an 8th-level sorcerer. The ability has a range of 30 feet. The save DC is Charisma-based.

Lose the Way (Su): Once per day, a yukion-na can touch a victim and make him or her completely

unable to find his way anywhere for the next 3d6 hours. The yuki-on-na must succeed on a melee touch attack. The affected character cannot use the intuit direction aspect of the Survival skill to avoid becoming lost. The character cannot even find her way out of a closet without assistance, though she is perfectly capable of following other characters.

*See Appendix 2 – New Rules

SNOWY OWL ANIMAL COMPANION

CR -

N Tiny Magical Beast

Init +4; **Senses** low light vision; Listen +6, Spot +18

AC 22, touch 16, flat-footed 18

(+2 size, +4 dexterity, +6 natural armor)

hp 30 (5 HD);

Fort +5, **Ref** +11, **Will** +4

Speed 10 ft. in nothing (2 squares); fly 60 ft. (average)

Melee talons +9 (1d4-1)

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

Base Atk +3; **Grp** -6

Abilities Str 8, Dex 19, Con 11, Int 2, Wis 14, Cha 6

SQ evasion

Feats Lightning Reflexes, Weapon Finesse

Skills: Listen +6, Spot +18

Possessions none. (Encumbrance – Light).

ENCOUNTER FIVE

WINTER WOLVES (2)

CR 5

Winter Wolf

NE Large magical beast (cold)

Init +6; **Senses** dark vision 60', low light vision, scent; Listen +6, Spot +6

Languages Giant

AC 19, touch 11, flat-footed 17

(-1 size, +3 armor, +2 dexterity, +5 natural armor)

hp 63 (6 HD); immunity to cold, vulnerability to fire

Fort +8, **Ref** +7, **Will** +3

Speed 50 ft. in studded leather barding (10 squares); not impeded or slowed by snow

Melee bite +9 (1d8+6+1d6 cold)

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

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

Special Actions trip, freezing bite, breath weapon

Deity: Thrym

Abilities Str 18, Dex 14, Con 16, Int 9, Wis 13, Cha 10

SQ: immunity to cold, vulnerability to fire, breath weapon, freezing bite, trip.

Feats Alertness, Improved Initiative, Track

Skills: Hide -1 (+4 if in areas of snow and ice), Listen +6, Move Silently +7, Spot +6, Survival +1 (+5 if using scent).

Possessions combat gear plus masterwork ill-kept studded leather barding. (Encumbrance – Light).

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

OGRE SCOUTS (4)

CR 3

Male Ogre

CE Large Giant

Init -1; **Senses** Darkvision 60', low light vision; Listen +2, Spot +2

Languages Common, giant

AC 17, touch 8, flat-footed 17

(-1 size, -1 dex, +4 chain shirt (poor condition), +5 natural armor)

hp 32 (4 HD)

Fort +6, **Ref** +0, **Will** +1

Speed 40 ft. in chain shirt (8 squares).

Melee greatclub +8 (2d8+7)

Ranged javelin +1 (1d8+5)

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

Base Atk +3; **Grp** +12

Special Actions none

Deity: Thrym

Abilities Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

SQ *endure elements* when in Yatil Mountains (favor of Thrym)

Feats Blind-Fighting, Weapon Focus (greatclub)

Skills: Climb +10, Listen +2, Spot +2

Possessions greatclub (3), dagger (3), longspear, snow shoes. (Light Encumbrance)

ENCOUNTER 7: SECOND ASCENT AND

ENCOUNTER 12: THE SHRINE OF THRYM

JOHAM

CR 9

Male Human (baklunish) Wizard 5 / Frost Mage 4

NE Medium Humanoid (human)

Init +2; **Senses** Listen -1, Spot -1

Languages Common, Ancient Baklunish, Giant, Aquan.

AC 15, touch 13, flat-footed 13

(+2 Dex, +1 deflection, +2 natural armor)

hp 46 (9 HD); cold resistance 10

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

Speed 30 ft. in no armor (6 squares).

Melee +4 dagger (1d4)

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

Base Atk +4; **Grp** +4

Special Actions spells, piercing cold

Combat Gear *scroll of fly*, *scroll of haste*, *scroll of protection from energy*, *potion of cure moderate wounds*, *scroll of Evard's black tentacles*, *scroll of fire shield*, *scroll of mirror image*,

Wizard Spells (CL 9th):

5th – *cone of cold* (DC 20)

4th – *ice shield**, *wall of ice*

3rd – *anticipate teleportation**, *arctic haze** (DC 18), *dispel magic*, *blood snow** (DC 18);

2nd – *false life*, *frost breath** (DC 17), *glitterdust* (DC 17), *icicle* (DC 17), *ray of ice** (DC 17);

1st – *accelerated movement**, *lesser orb of cold**, *magic missile* (2), *ray of enfeeblement*.

0 – *detect magic*, *ray of frost*, *light*, *resistance*

Deity: Thrym

Abilities Str 10, Dex 14, Con 14, Int 16, Wis 8, Cha 12

SQ natural armor increase, cold resistance, piercing cold

Feats Cold Focus*, Combat Casting, Frozen Magic*, Scribe Scroll, Snowcasting*, Sudden Silent*, Greater Cold Focus*, Piercing Cold*.

Skills: Concentration +14, Knowledge (arcana) +15, Knowledge (nature) +15, Knowledge (religion) +15, Move Silently +8, Spellcraft +15;

Possessions combat gear and *cloak of resistance* +1, *ring of protection* +1, *boots of the winterlands*. (Light Encumbrance)

Natural Armor Increase (Ex): At 1st, 4th, 7th, and 10th level, a frost mage's body becomes more like the ice he venerates. His skin turns whiter and colder to the touch as the permanent layer of frost grows deeper. This provides an increase to the character's existing natural armor, as indicated on the Table (the numbers represent the total increase gained to that point) and he takes no damage from cold environments. In warm temperatures, the frost continually evaporates and replenishes itself, enshrouding the frost mage in a wispy vapor.

Resistance to Cold (Ex): Starting at 2nd level, the frost mage's icy skin grants him resistance to cold 10.

Gain Knowledge (Ex): Beginning at 3rd Level, the frost mage gains knowledge of the spell *conjure ice beast* I, if he does not already have it. Former wizards get to add this spell to their spellbooks for free, and former sorcerers and bards get to add this spell to their spells known, even if this takes them over their normal limit. For each two levels gained in the prestige class, he gains knowledge of the next higher level in the *conjure ice beast* spell progression (*conjure ice beast* II at 5th level, *conjure ice beast* III at 7th level, and *conjure ice beast* IV at 9th level). At 7th level, in addition to gaining *conjure ice beast* III, the frost mage gains *animate snow* as a spell known. At 9th level, in addition to gaining *conjure ice beast* IV, the frost mage gains *frostfell* as a spell known.

This class feature does not change the level of the spell. A frost mage still must have a spell slot of the appropriate level to prepare or cast a spell acquired through the gain knowledge ability.

Piercing Cold: At 4th level, the frost mage gains *Piercing Cold** as a bonus metamagic feat. In addition to the normal benefits of the feat, the frost mage bypasses all resistances and immunities to cold granted by spells and spell-like effects of magic items (for example a ring of minor energy resistance [cold]).

*See Appendix 2 – New Rules

ENCOUNTER 7 ADDITION

FROST GIANT

CR 9

Male Frost Giant
CE Large Giant (cold)
Init -1; **Senses** Darkvision 60', low light vision; Listen +2, Spot +12

Languages Common, giant

AC 21, touch 8, flat-footed 21
(-1 size, -1 dex, +4 chain shirt (poor condition), +9 natural armor)
hp 154 (14 HD)
Fort +14, **Ref** +3, **Will** +6

Speed 40 ft. in chain shirt (8 squares).
Melee greataxe +18/+13 (3d6+13) or two slams +18 (1d4+9)
Ranged rock +9 (2d6+9) (range increment 120 feet)
Space 10 ft.; **Reach** 10 ft.
Base Atk +10; **Grp** +23
Special Actions Rock-throwing, Power Attack, Cleave, Improved Bull Rush, Awesome Blow
Deity: Thrym

Abilities Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11
SQ immunity to cold, vulnerability to fire, rock catching, rock throwing
Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack
Skills: Climb +13, Craft (leatherworking) +6, Intimidate +6, Jump +17, Spot +12
Possessions chain shirt (poor condition), great axe, cold iron great axe, greatclub, dagger (3), snow shoes. (Light Encumbrance)

ENCOUNTER 12 ADDITION

EIGHT-HEADED CRYOHYDRA CR 9

Male
N Huge Magical Beast (cold)
Init +1; **Senses** Darkvision 60', low light vision, scent; Listen +7, Spot +8

AC 18, touch 9, flat-footed 17
(-2 size, +1 dex, +9 natural armor)
hp 103 (8 HD); fast healing 18
Fort +11, **Ref** +7, **Will** +4

Speed 20 ft. in nothing (4 squares); swim 20 ft.
Melee Eight +11 bites (1d10+4) (note that a hydra can attack with all heads whether on a standard action or full attack sequence)
Space 15 ft.; **Reach** 10 ft.
Base Atk +8; **Grp** +20
Special Actions breath frost (DC 19)

Abilities Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9
SQ fast healing 18, breath frost, immunity to cold, vulnerable to fire.
Feats Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)
Skills: Listen +7, Spot +8, Swim +12
Possessions none. (Light Encumbrance)
Breath Frost (Ex): These purplish hydras can breathe jets of frost 10 feet high, 10 feet wide and 20 feet long. All heads breathe once ever 1d4 rounds. Each jet deals 3d6 points of cold damage per head. A successful Reflex save halves the damage. The save

DC is 10+1/2 hydra's original number of heads + hydra's Con modifier.
Cold attacks cannot prevent a cryohydra's stump from growing new heads but 5 points of fire damage does.

ENCOUNTER 11: THE DEFENSES OF THE TEMPLE OF THRYM

CHILLING FOG CR 9

Living Spell* (9th Level)
N Large Ooze (cold)
Init +1; **Senses** Blindsight 60'; Listen +1, Spot +1

AC 15, touch 15, flat-footed 14
(+4 deflection, +1 dex)
hp 85 (9 HD); DR 10/magic, spell resistance 19
Fort +10, **Ref** +9, **Will** +9

Speed 20 ft. in nothing (4 squares);
Melee +7 slam (1d6+3+9d6 cold)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +12
Special Actions cone of cold (DC 17), engulf

Abilities Str 15, Dex 12, Con 15, Int -, Wis 12, Cha 15
SQ cone of cold, engulf, immunity to cold, vulnerable to fire, ooze traits.

Feats Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)

Skills: Listen +7, Spot +8, Swim +12

Possessions none. (Light Encumbrance)

Cone of Cold (Su): A creature hit by a chilling fog's slam attack or engulfed by it is dealt 9d6 points of cold damage (Reflex DC 17 half).

Engulf (Ex): A chilling fog can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The chilling fog merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a chilling fog, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell move forward. Engulfed creatures take 9d6 points of cold damage (Reflex DC 17 half) and are considered grappled.

* See Appendix Two; New Rules.

APL 10

ENCOUNTER 4: FIRST ASCENT

NIVALYAMA, THE SNOW FAIRY CR 11

Female Yuki-on-na* Druid 9

CN Medium Fey (cold)

Init +7; **Senses** low-light vision; Listen +17, Spot +17

Languages Common, Ancient Baklunish, Druidic, Sylvan.

AC 21, touch 17, flat-footed 18

(+3 Dex, +4 deflection, +4 natural armor)

hp 92 (17 HD)

Fort +10, **Ref** +14, **Will** +16

Speed 30 ft. in no armor (6 squares); not impeded by snow or ice.

Melee +9/+4 touch (1d10 cold)

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

Base Atk +10; **Grp** +9

Special Actions paralyzing glance, lose the way, spells, wild shape

Druid Spells (CL 9th):

5th — *call avalanche** (DC 19).

4th — *dispel magic*, *frostfell slide**, *hibernal healing**

3rd — *arctic haze** (DC 17), *control temperature**, *hypothermia** (DC 17), *icelance** (DC 17).

2nd — *chill metal* (DC 16) (2), *frost breath** (DC 16), *numbing sphere** (DC 16), *obscuring snow**,

1st — *aura against flame**, *cold fire** (DC 15), *longstrider*, *snowsight**, *snowshoes**

0 — *cure minor wounds*, *detect magic*, *flare* (DC 14), *know direction*, *light*, *resistance*,

Spell-like abilities: At will—*disguise self*, *comprehend languages*, *detect thought* (DC 18). Caster level 8th.

Deity: Obad Hai

Abilities Str 8, Dex 16, Con 10, Int 14, Wis 18, Cha 24

SQ Lose the way, paralyzing glance, animal companion, nature sense, wild empathy, woodland stride, link with companion, share spells, immunity to cold, vulnerability to fire, trackless step, resist nature's lure, wild shape 3/day, wild shape (large), venom immunity.

Feats Alertness, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Snowrunner*

Skills: Bluff +18, Concentration +16, Diplomacy +9, Disguise +7 (+9 acting), Hide +17, Intimidate +18, Knowledge (nature) +8, Listen +17, Move Silently +17, Perform (dance) +22, Spellcraft +12, Spot +17, Survival +10;

Possessions none. (Light Encumbrance)

Animal Companion (Ex): The druid has a snowy owl as an animal companion (treat as hawk).

Paralyzing Glance (Su): A yuki-on-na can paralyze creatures with a look. This is similar to a gaze attack, except that the yuki-on-na must take a standard action, and those merely looking at her are not affected. Anyone the yuki-on-na targets must succeed on a DC 18 Will save or be affected as though by a hold monster spell cast by an 8th-level

sorcerer. The ability has a range of 30 feet. The save DC is Charisma-based.

Lose the Way (Su): Once per day, a yukion-na can touch a victim and make him or her completely unable to find his way anywhere for the next 3d6 hours. The yuki-on-na must succeed on a melee touch attack. The affected character cannot use the intuit direction aspect of the Survival skill to avoid becoming lost. The character cannot even find her way out of a closet without assistance, though she is perfectly capable of following other characters.

*See Appendix 2 – New Rules

SNOWY OWL ANIMAL COMPANION CR -

N Tiny Magical Beast

Init +5; **Senses** low light vision; Listen +8, Spot +20

AC 25, touch 17, flat-footed 20

(+2 size, +5 dexterity, +8 natural armor)

hp 42 (7 HD);

Fort +7, **Ref** +12, **Will** +4

Speed 10 ft. in nothing (2 squares); fly 60 ft. (average)

Melee talons +12 (1d4-1)

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

Base Atk +5; **Grp** -4

Abilities Str 9, Dex 20, Con 11, Int 2, Wis 14, Cha 6

SQ devotion, evasion, multiattack

Feats Great Fortitude, Lightning Reflexes, Weapon Finesse

Skills: Listen +8, Spot +20

Possessions none. (Encumbrance – Light).

ENCOUNTER FIVE

WINTER WOLVES (4)

CR 5

Winter Wolf

NE Large magical beast (cold)

Init +6; **Senses** dark vision 60', low light vision, scent; Listen +6, Spot +6

Languages Giant

AC 19, touch 11, flat-footed 17

(-1 size, +3 armor, +2 dexterity, +5 natural armor)

hp 63 (6 HD); immunity to cold, vulnerability to fire

Fort +8, **Ref** +7, **Will** +3

Speed 50 ft. in studded leather barding (10 squares); not impeded or slowed by snow

Melee bite +9 (1d8+6+1d6 cold)

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

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

Special Actions trip, freezing bite, breath weapon

Deity: Thrym

Abilities Str 18, Dex 14, Con 16, Int 9, Wis 13, Cha 10

SQ: immunity to cold, vulnerability to fire, breath weapon, freezing bite, trip.

Feats Alertness, Improved Initiative, Track

Skills: Hide -1 (+4 if in areas of snow and ice), Listen +6, Move Silently +7, Spot +6, Survival +1 (+5 if using scent).

Possessions combat gear plus masterwork ill-kept studded leather barding. (Encumbrance – Light).

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

FROST GIANT

CR 9

Male Frost Giant

CE Large Giant (cold)

Init -1; **Senses** Darkvision 60', low light vision; Listen +2, Spot +12

Languages Common, giant

AC 21, touch 8, flat-footed 21

(-1 size, -1 dex, +4 chain shirt (poor condition), +9 natural armor)

hp 154 (14 HD)

Fort +14, **Ref** +3, **Will** +6

Speed 40 ft. in chain shirt (8 squares).

Melee greataxe +18/+13 (3d6+13) or two slams +18 (1d4+9)

Ranged rock +9 (2d6+9) (range increment 120 feet)

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

Base Atk +10; **Grp** +23

Special Actions Rock-throwing, Power Attack, Cleave, Improved Bull Rush, Awesome Blow

Deity: Thrym

Abilities Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11

SQ immunity to cold, vulnerability to fire, rock catching, rock throwing

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills: Climb +13, Craft (leatherworking) +6, Intimidate +6, Jump +17, Spot +12

Possessions chain shirt (poor condition), great axe, cold iron great axe, greatclub, dagger (3), snow shoes. (Light Encumbrance)

ENCOUNTER 7: SECOND ASCENT AND ENCOUNTER 12: THE SHRINE OF THRYM

JOUHAM

CR 11

Male Human (baklunish) Wizard 7 / Frost Mage 4

NE Medium Humanoid (human)

Init +2; **Senses** Listen -1, Spot -1

Languages Common, Ancient Baklunish, Giant, Aquan.

AC 15, touch 13, flat-footed 13

(+2 Dex., +1 deflection, +2 natural armor)

hp 56 (11 HD); cold resistance 10

Fort +6, **Ref** +6, **Will** +9

Speed 30 ft. in no armor (6 squares).

Melee +5 dagger (1d4)

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

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

Special Actions spells, piercing cold

Combat Gear *scroll of fly*, *scroll of haste*, *scroll of protection from energy*, *potion of cure moderate wounds*, *scroll of Evard's black tentacles*, *scroll of fire shield*, *scroll of mirror image*, *scroll of antimagic field*, *scroll of greater dispel magic*, *dust of disappearance*.

Wizard Spells (CL 11th):

6th – *greater anticipate teleportation*.*

5th – *cone of cold* (2) (DC 21)

4th – *ice shield**, *ice web** (DC 20), *dispelling screen**, *wall of ice* (DC 20);

3rd – *control temperature**, *Piercing Cold ray of ice** (DC 19), *blood snow** (DC 19), *dispel magic*, *greater mage armor*;

2nd – *false life*, *frost breath** (DC 18), *glitterdust* (DC 18), *icicle* (DC 18), *Piercing Cold lesser orb of cold*;

1st – *accelerated movement**, *lesser orb of cold**, *magic missile* (2), *ray of enfeeblement*.

0— *detect magic*, *ray of frost*, *light*, *resistance*

Deity: Thrym

Abilities Str 10, Dex 14, Con 14, Int 18, Wis 8, Cha 12

SQ natural armor increase, cold resistance, piercing cold

Feats Cold Focus*, Combat Casting, Frozen Magic*, Scribe Scroll, Snowcasting*, Sudden Silent*, Greater Cold Focus*, Piercing Cold*.

Skills: Concentration +16, Knowledge (arcana) +18, Knowledge (nature) +18, Knowledge (religion) +18, Move Silently +9, Spellcraft +18;

Possessions combat gear and *cloak of resistance* +1, *ring of protection* +1, *boots of the winterlands*, *headband of intellect* +2. (Light Encumbrance)

Natural Armor Increase (Ex): At 1st, 4th, 7th, and 10th level, a frost mage's body becomes more like the ice he venerates. His skin turns whiter and colder to the touch as the permanent layer of frost grows deeper. This provides an increase to the character's existing natural armor, as indicated on the Table (the numbers represent the total increase gained to that point) and he takes no damage from cold environments. In warm temperatures, the frost continually evaporates and replenishes itself, enshrouding the frost mage in a wispy vapor.

Resistance to Cold (Ex): Starting at 2nd level, the frost mage's icy skin grants him resistance to cold 10.

Gain Knowledge (Ex): Beginning at 3rd Level, the frost mage gains knowledge of the spell *conjure ice beast* I, if he does not already have it. Former wizards get to add this spell to their spellbooks for free, and former sorcerers and bards get to add this spell to their spells known, even if this takes them over their normal limit. For each two levels gained in the prestige class, he gains knowledge of the next higher level in the *conjure ice beast* spell progression (*conjure ice beast* II at 5th level, *conjure ice beast* III at 7th level, and *conjure ice beast* IV at 9th level). At 7th level, in addition to gaining *conjure ice beast* III, the frost mage gains *animate snow* as a spell known.

At 9th level, in addition to gaining *conjure ice beast* IV, the frost mage gains *frostfell* as a spell known. This class feature does not change the level of the spell. A frost mage still must have a spell slot of the appropriate level to prepare or cast a spell acquired through the gain knowledge ability.

Piercing Cold: At 4th level, the frost mage gains Piercing Cold* as a bonus metamagic feat. In addition to the normal benefits of the feat, the frost mage bypasses all resistances and immunities to cold granted by spells and spell-like effects of magic items (for example a ring of minor energy resistance [cold]).

*See Appendix 2 – New Rules

ENCOUNTER 7 ADDITION

FROST GIANTS (2)

CR 9

Male Frost Giant

CE Large Giant (cold)

Init -1; **Senses** Darkvision 60', low light vision; Listen +2, Spot +12

Languages Common, giant

AC 21, touch 8, flat-footed 21

(-1 size, -1 dex, +4 chain shirt (poor condition), +9 natural armor)

hp 154 (14 HD)

Fort +14, **Ref** +3, **Will** +6

Speed 40 ft. in chain shirt (8 squares).

Melee greataxe +18/+13 (3d6+13) or two slams +18 (1d4+9)

Ranged rock +9 (2d6+9) (range increment 120 feet)

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

Base Atk +10; **Grp** +23

Special Actions Rock-throwing, Power Attack, Cleave, Improved Bull Rush, Awesome Blow

Deity: Thrym

Abilities Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11

SQ immunity to cold, vulnerability to fire, rock catching, rock throwing

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills: Climb +13, Craft (leatherworking) +6, Intimidate +6, Jump +17, Spot +12

Possessions chain shirt (poor condition), great axe, cold iron great axe, greatclub, dagger (3), snow shoes. (Light Encumbrance)

ENCOUNTER 12 ADDITION

FROST GIANT

CR 9

Male Frost Giant

CE Large Giant (cold)

Init -1; **Senses** Darkvision 60', low light vision; Listen +2, Spot +12

Languages Common, giant

AC 21, touch 8, flat-footed 21

(-1 size, -1 dex, +4 chain shirt (poor condition), +9 natural armor)

hp 154 (14 HD)

Fort +14, **Ref** +3, **Will** +6

Speed 40 ft. in chain shirt (8 squares).

Melee greataxe +18/+13 (3d6+13) or two slams +18 (1d4+9)

Ranged rock +9 (2d6+9) (range increment 120 feet)

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

Base Atk +10; **Grp** +23

Special Actions Rock-throwing, Power Attack, Cleave, Improved Bull Rush, Awesome Blow

Deity: Thrym

Abilities Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11

SQ immunity to cold, vulnerability to fire, rock catching, rock throwing

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills: Climb +13, Craft (leatherworking) +6, Intimidate +6, Jump +17, Spot +12

Possessions chain shirt (poor condition), great axe, cold iron great axe, greatclub, dagger (3), snow shoes. (Light Encumbrance)

EIGHT-HEADED CRYOHYDRA

CR 9

Male

N Huge Magical Beast (cold)

Init +1; **Senses** Darkvision 60', low light vision, scent; Listen +7, Spot +8

AC 18, touch 9, flat-footed 17

(-2 size, +1 dex, +9 natural armor)

hp 103 (8 HD); fast healing 18

Fort +11, **Ref** +7, **Will** +4

Speed 20 ft. in nothing (4 squares); swim 20 ft.

Melee Eight +11 bites (1d10+4) (note that a hydra can attack with all heads whether on a standard action or full attack sequence)

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

Base Atk +8; **Grp** +20

Special Actions breath frost (DC 19)

Abilities Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9

SQ fast healing 18, breath frost, immunity to cold, vulnerable to fire.

Feats Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)

Skills: Listen +7, Spot +8, Swim +12

Possessions none. (Light Encumbrance)

Breath Frost (Ex): These purplish hydras can breathe jets of frost 10 feet high, 10 feet wide and 20 feet long. All heads breathe once ever 1d4 rounds. Each jet deals 3d6 points of cold damage per head. A successful Reflex save halves the damage. The save DC is 10+1/2 hydra's original number of heads + hydra's Con modifier.

Cold attacks cannot prevent a cryohydra's stump from growing new heads but 5 points of fire damage does.

ENCOUNTER 11: THE DEFENSES OF THE TEMPLE OF THRYM

CHILLING FOG

CR 10

Living Spell* (11th Level)

N Large Ooze (cold)

Init +1; **Senses** Blindsight 60'; Listen +1, Spot +1

AC 15, touch 15, flat-footed 14

(+4 deflection, +1 dex)
hp 104 (11 HD); **DR** 10/magic, spell resistance 21
Fort +10, **Ref** +9, **Will** +9

Speed 20 ft. in nothing (4 squares);
Melee +9 slam (1d6+3+11d6 cold)
Space 10 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +14
Special Actions *cone of cold* (DC 17), engulf

Abilities Str 15, Dex 12, Con 15, Int -, Wis 12, Cha 15
SQ cone of cold, engulf, immunity to cold, vulnerable to fire, ooze traits.
Feats Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)
Skills: Listen +7, Spot +8, Swim +12
Possessions none. (Light Encumbrance)
Cone of Cold (Su): A creature hit by a chilling fog's slam attack or engulfed by it is dealt 11d6 points of cold damage (Reflex DC 17 half).
Engulf (Ex): A chilling fog can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The chilling fog merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a chilling fog, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell move forward. Engulfed creatures take 11d6 points of cold damage (Reflex DC 17 half) and are considered grappled.
 * See Appendix Two; New Rules.

ICE GOLEM*

CR 9

N Large Construct (cold)
Init +0; **Senses** Darkvision 60', Low-light vision; Listen +1, Spot +1

AC 22, touch 9, flat-footed 22
 (-1 size, +13 natural)
hp 120 (12 HD); **DR** 10/bludgeoning, immune to magic
Fort +4, **Ref** +4, **Will** +4

Speed 30 ft. in nothing (6 squares);
Melee two +15 slam (2d8+7)
Space 10 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +20
Special Actions ice shards, improved grab

Abilities Str 25, Dex 10, Con -, Int -, Wis 11, Cha 1
SQ construct traits, immunity to cold, vulnerable to fire, icewalking.
Feats Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)
Possessions none. (Light Encumbrance)
Improved Grab (Ex): To use this ability, the ice golem must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.
Ice Shards (Su): As a free action once every 1d4+1 rounds, an ice golem can generate a spray of deadly ice shards from its body, dealing 2d6 points of piercing damage and 1d6 points of cold damage to all

creatures within 10 feet. In addition, living creatures must succeed on a DC 16 Fortitude save or be blinded for 1d4 rounds. The save DC is Constitution-based.

Construct Traits: An ice golem has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. It has darkvision out to 60 feet and low-light vision.

Icwalking (Ex): This ability works like the spider climb spell but applies to all *icy* surfaces. An ice golem can move normally on any icy surface.

Immunity to Magic (Ex): An ice golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Fire spells and effects affect the golem normally, even if they permit spell resistance (but note the golem's vulnerability to fire).

A magical attack that deals cold damage heals an ice golem of 1 point of damage for each 3 points of damage such an attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

* See Appendix Two; New Rules.

APL 12

ENCOUNTER 4: FIRST ASCENT

NIVALYAMA, THE SNOW FAIRY

CR 13

Female Yuki-on-na* Druid 11

CN Medium Fey (cold)

Init +7; **Senses** low-light vision; Listen +17, Spot +17

Languages Common, Ancient Baklunish, Druidic, Sylvan.

AC 21, touch 17, flat-footed 18

(+3 Dex, +4 deflection, +4 natural armor)

hp 104 (19 HD)

Fort +11, **Ref** +14, **Will** +17

Speed 30 ft. in no armor (6 squares); not impeded by snow or ice.

Melee +11/+6/+1 touch (1d10 cold)

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

Base Atk +12; **Grp** +11

Special Actions paralyzing glance, lose the way, spells, wild shape

Druid Spells (CL 11th):

6th - *animate snow**.

5th - *call avalanche** (DC 20), *ice shield**.

4th - *dispel magic*, *freeze armor** (DC 19), *frostfell slide**, *hibernal healing**

3rd - *arctic haze** (DC 18), *binding snow** (DC 18), *control temperature**, *hypothermia** (DC 18), *icelance**(DC 18).

2nd - *chill metal* (DC 17) (2), *frost breath** (DC 17), *numbing sphere** (DC 17), *obscuring snow**.

1st - *aura against flame**, *camouflage**, *cold fire** (DC 16), *longstrider*, *snowsight**, *snowshoes**

0 - *cure minor wounds*, *detect magic*, *flare* (DC 14), *know direction*, *light*, *resistance*,

Spell-like abilities: At will-*disguise self*, *comprehend languages*, *detect thought* (DC 18). Caster level 8th.

Deity: Obad Hai

Abilities Str 8, Dex 16, Con 10, Int 14, Wis 18, Cha 24

SQ Lose the way, paralyzing glance, animal companion, nature sense, wild empathy, woodland stride, link with companion, share spells, immunity to cold, vulnerability to fire, trackless step, resist nature's lure, wild shape 4/day, wild shape (large, tiny), venom immunity.

Feats Alertness, Cold Focus*, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Snowrunner*

Skills: Bluff +18, Concentration +16, Diplomacy +9, Disguise +7 (+9 acting), Hide +20, Intimidate +18, Knowledge (nature) +8, Listen +17, Move Silently +20, Perform (dance) +22, Spellcraft +12, Spot +17, Survival +10;

Possessions none. (Light Encumbrance)

Animal Companion (Ex): The druid has a snowy owl as an animal companion (treat as hawk).

Paralyzing Glance (Su): A yuki-on-na can paralyze creatures with a look. This is similar to a gaze attack, except that the yuki-on-na must take a standard action, and those merely looking at her are not affected. Anyone the yuki-on-na targets must succeed on a DC 18 Will save or be affected as

though by a hold monster spell cast by an 8th-level sorcerer. The ability has a range of 30 feet. The save DC is Charisma-based.

Lose the Way (Su): Once per day, a yukion-na can touch a victim and make him or her completely unable to find his way anywhere for the next 3d6 hours. The yuki-on-na must succeed on a melee touch attack. The affected character cannot use the intuit direction aspect of the Survival skill to avoid becoming lost. The character cannot even find her way out of a closet without assistance, though she is perfectly capable of following other characters.

*See Appendix 2 – New Rules

SNOWY OWL ANIMAL COMPANION

CR -

N Tiny Magical Beast

Init +5; **Senses** low light vision; Listen +8, Spot +20

AC 25, touch 17, flat-footed 20

(+2 size, +5 dexterity, +8 natural armor)

hp 42 (7 HD);

Fort +7, **Ref** +12, **Will** +4

Speed 10 ft. in nothing (2 squares); fly 60 ft. (average)

Melee talons +12 (1d4-1)

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

Base Atk +5; **Grp** -4

Abilities Str 9, Dex 20, Con 11, Int 2, Wis 14, Cha 6

SQ devotion, evasion, multiattack

Feats Great Fortitude, Lightning Reflexes, Weapon Finesse

Skills: Listen +8, Spot +20

Possessions none. (Encumbrance – Light).

ENCOUNTER FIVE

WINTER WOLVES (6)

CR 5

Winter Wolf

NE Large magical beast (cold)

Init +6; **Senses** dark vision 60', low light vision, scent; Listen +6, Spot +6

Languages Giant

AC 19, touch 11, flat-footed 17

(-1 size, +3 armor, +2 dexterity, +5 natural armor)

hp 63 (6 HD); immunity to cold, vulnerability to fire

Fort +8, **Ref** +7, **Will** +3

Speed 50 ft. in studded leather barding (10 squares); not impeded or slowed by snow

Melee bite +9 (1d8+6+1d6 cold)

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

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

Special Actions trip, freezing bite, breath weapon

Deity: Thrym

Abilities Str 18, Dex 14, Con 16, Int 9, Wis 13, Cha 10

SQ: immunity to cold, vulnerability to fire, breath weapon, freezing bite, trip.

Feats Alertness, Improved Initiative, Track

Skills: Hide -1 (+4 if in areas of snow and ice), Listen +6, Move Silently +7, Spot +6, Survival +1 (+5 if using scent).

Possessions combat gear plus masterwork ill-kept studded leather barding. (Encumbrance – Light).

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

FROST GIANTS (3)

CR 9

Male Frost Giant

CE Large Giant (cold)

Init -1; **Senses** Darkvision 60', low light vision; Listen +2, Spot +12

Languages Common, giant

AC 21, touch 8, flat-footed 21

(-1 size, -1 dex, +4 chain shirt (poor condition), +9 natural armor)

hp 154 (14 HD)

Fort +14, **Ref** +3, **Will** +6

Speed 40 ft. in chain shirt (8 squares).

Melee greataxe +18/+13 (3d6+13) or two slams +18 (1d4+9)

Ranged rock +9 (2d6+9) (range increment 120 feet)

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

Base Atk +10; **Grp** +23

Special Actions Rock-throwing, Power Attack, Cleave, Improved Bull Rush, Awesome Blow

Deity: Thrym

Abilities Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11

SQ immunity to cold, vulnerability to fire, rock catching, rock throwing

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills: Climb +13, Craft (leatherworking) +6, Intimidate +6, Jump +17, Spot +12

Possessions chain shirt (poor condition), great axe, cold iron great axe, greatclub, dagger (3), snow shoes. (Light Encumbrance)

ENCOUNTER 7: SECOND ASCENT AND ENCOUNTER 12: THE SHRINE OF THRYM JOUHAM CR 13

Male Human (baklunish) Wizard 9 / Frost Mage 4

NE Medium Humanoid (human)

Init +2; **Senses** Listen +0, Spot +0

Languages Common, Ancient Baklunish, Giant, Aquan.

AC 15, touch 13, flat-footed 13

(+2 Dex., +1 deflection, +2 natural armor)

hp 66 (13 HD); cold resistance 10

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

Speed 30 ft. in no armor (6 squares).

Melee +6/+1 dagger (1d4)

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

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

Special Actions spells, piercing cold

Combat Gear scroll of fly, scroll of haste, scroll of protection from energy, potion of cure moderate wounds, scroll of Evard's black tentacles, scroll of fire shield, scroll of mirror image, scroll of antimagic field, scroll of greater dispel magic, dust of disappearance.

Wizard Spells (CL 13th):

7th – project image

6th – greater anticipate teleportation*, superior resistance*.

5th – cone of cold (3) (DC 21)

4th – dimension door, ice shield*, ice web* (DC 20), dispelling screen*, wall of ice (DC 20);

3rd – control temperature*, Piercing Cold ray of ice* (DC 19), blood snow* (DC 19), dispel magic, greater mage armor;

2nd – false life, frost breath* (DC 18), glitterdust (DC 18), icicle (DC 18), Piercing Cold lesser orb of cold;

1st – accelerated movement*, nightshield*, magic missile (2), ray of enfeeblement.

0 – detect magic, ray of frost, light, resistance

Deity: Thrym

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

SQ natural armor increase, cold resistance, piercing cold

Feats Cold Focus*, Cold Spell Specialization*. Combat Casting, Frozen Magic*, Scribe Scroll, Snowcasting*, Sudden Silent*, Greater Cold Focus*, Piercing Cold*.

Skills: Concentration +18, Knowledge (arcana) +20, Knowledge (nature) +20, Knowledge (religion) +20, Move Silently +10, Spellcraft +20;

Possessions combat gear and cloak of resistance +1, ring of protection +1, boots of the winterlands, headband of intellect +2, periapt of wisdom +2,. (Light Encumbrance)

Natural Armor Increase (Ex): At 1st, 4th, 7th, and 10th level, a frost mage's body becomes more like the ice he venerates. His skin turns whiter and colder to the touch as the permanent layer of frost grows deeper. This provides an increase to the character's existing natural armor, as indicated on the Table (the numbers represent the total increase gained to that point) and he takes no damage from cold environments. In warm temperatures, the frost continually evaporates and replenishes itself, enshrouding the frost mage in a wispy vapor.

Resistance to Cold (Ex): Starting at 2nd level, the frost mage's icy skin grants him resistance to cold 10.

Gain Knowledge (Ex): Beginning at 3rd Level, the frost mage gains knowledge of the spell conjure ice beast I, if he does not already have it. Former wizards get to add this spell to their spellbooks for free, and former sorcerers and bards get to add this spell to their spells known, even if this takes them over their normal limit. For each two levels gained in the prestige class, he gains knowledge of the next higher level in the conjure ice beast spell progression (conjure ice beast II at 5th level, conjure ice beast III at 7th level, and conjure ice beast IV at 9th level). At 7th level, in addition to gaining conjure ice beast III, the frost mage gains animate snow as a spell known.

At 9th level, in addition to gaining *conjure ice beast* IV, the frost mage gains *frostfell* as a spell known. This class feature does not change the level of the spell. A frost mage still must have a spell slot of the appropriate level to prepare or cast a spell acquired through the gain knowledge ability.

Piercing Cold: At 4th level, the frost mage gains Piercing Cold* as a bonus metamagic feat. In addition to the normal benefits of the feat, the frost mage bypasses all resistances and immunities to cold granted by spells and spell-like effects of magic items (for example a ring of minor energy resistance [cold]).

*See Appendix 2 – New Rules

ENCOUNTER 7 ADDITION

FROST GIANTS (4)

CR 9

Male Frost Giant

CE Large Giant (cold)

Init -1; **Senses** Darkvision 60', low light vision; Listen +2, Spot +12

Languages Common, giant

AC 21, touch 8, flat-footed 21

(-1 size, -1 dex, +4 chain shirt (poor condition), +9 natural armor)

hp 154 (14 HD)

Fort +14, **Ref** +3, **Will** +6

Speed 40 ft. in chain shirt (8 squares).

Melee greataxe +18/+13 (3d6+13) or two slams +18 (1d4+9)

Ranged rock +9 (2d6+9) (range increment 120 feet)

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

Base Atk +10; **Grp** +23

Special Actions Rock-throwing, Power Attack, Cleave, Improved Bull Rush, Awesome Blow

Deity: Thrym

Abilities Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11

SQ immunity to cold, vulnerability to fire, rock catching, rock throwing

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills: Climb +13, Craft (leatherworking) +6, Intimidate +6, Jump +17, Spot +12

Possessions chain shirt (poor condition), great axe, cold iron great axe, greatclub, dagger (3), snow shoes. (Light Encumbrance)

ENCOUNTER 12 ADDITION

FROST GIANTS (2)

CR 9

Male Frost Giant

CE Large Giant (cold)

Init -1; **Senses** Darkvision 60', low light vision; Listen +2, Spot +12

Languages Common, giant

AC 21, touch 8, flat-footed 21

(-1 size, -1 dex, +4 chain shirt (poor condition), +9 natural armor)

hp 154 (14 HD)

Fort +14, **Ref** +3, **Will** +6

Speed 40 ft. in chain shirt (8 squares).

Melee greataxe +18/+13 (3d6+13) or two slams +18 (1d4+9)

Ranged rock +9 (2d6+9) (range increment 120 feet)

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

Base Atk +10; **Grp** +23

Special Actions Rock-throwing, Power Attack, Cleave, Improved Bull Rush, Awesome Blow

Deity: Thrym

Abilities Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11

SQ immunity to cold, vulnerability to fire, rock catching, rock throwing

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills: Climb +13, Craft (leatherworking) +6, Intimidate +6, Jump +17, Spot +12

Possessions chain shirt (poor condition), great axe, cold iron great axe, greatclub, dagger (3), snow shoes. (Light Encumbrance)

TEN-HEADED CRYOHYDRA

CR 11

Male

N Huge Magical Beast (cold)

Init +1; **Senses** Darkvision 60', low light vision, scent; Listen +8, Spot +9

AC 20, touch 9, flat-footed 19

(-2 size, +1 dex, +11 natural armor)

hp 128 (10 HD); fast healing 20

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

Speed 20 ft. in nothing (4 squares); swim 20 ft.

Melee Ten +14 bites (1d10+5) (note that a hydra can attack with all heads whether on a standard action or full attack sequence)

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

Base Atk +10; **Grp** +23

Special Actions breath frost (DC 20)

Abilities Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9

SQ fast healing 20, breath frost, immunity to cold, vulnerable to fire.

Feats Blind-Fight, Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)

Skills: Listen +8, Spot +9, Swim +13

Possessions none. (Light Encumbrance)

Breath Frost (Ex): These purplish hydras can breathe jets of frost 10 feet high, 10 feet wide and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of cold damage per head. A successful Reflex save halves the damage. The save DC is 10+1/2 hydra's original number of heads + hydra's Con modifier.

Cold attacks cannot prevent a cryohydra's stump from growing new heads but 5 points of fire damage does.

ENCOUNTER 11: THE DEFENSES OF THE TEMPLE OF THRYM

CHILLING FOG

CR 12

Living Spell* (15th Level)

N Huge Ooze (cold)

Init +1; **Senses** Blindsight 60'; Listen +1, Spot +1

AC 14, touch 9, flat-footed 13

(+5 deflection, +1 dex, -2 size)

hp 142 (15 HD); **DR** 10/magic, spell resistance 25

Fort +12, **Ref** +11, **Will** +11

Speed 20 ft. in nothing (4 squares);

Melee +11 slam (1d6+3+15d6 cold)

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

Base Atk +11; **Grp** +21

Special Actions *cone of cold* (DC 17), engulf

Abilities Str 15, Dex 12, Con 15, Int -, Wis 12, Cha 15

SQ cone of cold, engulf, immunity to cold, vulnerable to fire, ooze traits.

Feats Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)

Skills: Listen +7, Spot +8, Swim +12

Possessions none. (Light Encumbrance)

Cone of Cold (Su): A creature hit by a chilling fog's slam attack or engulfed by it is dealt 15d6 points of cold damage (Reflex DC 17 half).

Engulf (Ex): A chilling fog can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The chilling fog merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a chilling fog, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell move forward. Engulfed creatures take 15d6 points of cold damage (Reflex DC 17 half) and are considered grappled.

* See Appendix Two; New Rules.

ICE GOLEM*

CR 9

N Large Construct (cold)

Init +0; **Senses** Darkvision 60', Low-light vision; Listen +1, Spot +1

AC 22, touch 9, flat-footed 22

(-1 size, +13 natural)

hp 120 (12 HD); **DR** 10/bludgeoning, immune to magic

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

Speed 30 ft. in nothing (6 squares);

Melee two +15 slam (2d8+7)

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

Base Atk +9; **Grp** +20

Special Actions ice shards, improved grab

Abilities Str 25, Dex 10, Con -, Int -, Wis 11, Cha 1

SQ construct traits, immunity to cold, vulnerable to fire, icewalking.

Feats Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)

Possessions none. (Light Encumbrance)

Improved Grab (Ex): To use this ability, the ice golem must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Ice Shards (Su): As a free action once every 1d4+1 rounds, an ice golem can generate a spray of deadly ice shards from its body, dealing 2d6 points of piercing damage and 1d6 points of cold damage to all creatures within 10 feet. In addition, living creatures

must succeed on a DC 16 Fortitude save or be blinded for 1d4 rounds. The save DC is Constitution-based.

Construct Traits: An ice golem has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. It has darkvision out to 60 feet and low-light vision.

Icwalking (Ex): This ability works like the spider climb spell but applies to all icy surfaces. An ice golem can move normally on any icy surface.

Immunity to Magic (Ex): An ice golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Fire spells and effects affect the golem normally, even if they permit spell resistance (but note the golem's vulnerability to fire).

A magical attack that deals cold damage heals an ice golem of 1 point of damage for each 3 points of damage such an attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

* See Appendix Two; New Rules.

ENCOUNTER 4: FIRST ASCENT

NIVALYAMA, THE SNOW FAIRY

CR 15

Female Yuki-on-na* Druid 13

CN Medium Fey (cold)

Init +7; **Senses** low-light vision; Listen +17, Spot +17

Languages Common, Ancient Baklunish, Druidic, Sylvan.

AC 21, touch 17, flat-footed 18

(+3 Dex, +4 deflection, +4 natural armor)

hp 116 (21 HD)

Fort +12, **Ref** +15, **Will** +18

Speed 30 ft. in no armor (6 squares); not impeded by snow or ice.

Melee +12/+7/+2 touch (1d10 cold)

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

Base Atk +13; **Grp** +12

Special Actions paralyzing glance, lose the way, spells, wild shape

Druid Spells (CL 11th):

7th - *whiteout** (DC 23).

6th - *animate snow**, *death hail* (DC 20).

5th - *call avalanche** (DC 21) (2), *ice shield**.

4th - *dispel magic*, *freeze armor** (DC 20), *frostfell slide**, *hibernal healing** (2)

3rd - *arctic haze** (DC 19), *binding snow** (DC 19), *control temperature**, *hypothermia** (DC 19), *icelance** (DC 19).

2nd - *chill metal* (DC 18) (2), *frost breath** (DC 18), *master air**, *numbing sphere** (DC 18), *obscuring snow**.

1st - *aura against flame**, *camouflage**, *cold fire** (DC 15), *longstrider*, *snowsight**, *snowshoes**

0 - *cure minor wounds*, *detect magic*, *flare* (DC 14), *know direction*, *light*, *resistance*,

Spell-like abilities: At will - *disguise self*, *comprehend languages*, *detect thought* (DC 18). Caster level 8th.

Deity: Obad Hai

Abilities Str 8, Dex 16, Con 10, Int 14, Wis 19, Cha 24

SQ Lose the way, paralyzing glance, animal companion, nature sense, wild empathy, woodland stride, link with companion, share spells, immunity to cold, vulnerability to fire, trackless step, resist nature's lure, wild shape 4/day, wild shape (large, tiny, plant), venom immunity, a thousand faces.

Feats Alertness, Cold Focus*, Dodge, Great Fortitude, Greater Cold Focus*, Improved Initiative, Lightning Reflexes, Snowrunner*

Skills: Bluff +18, Concentration +22, Diplomacy +9, Disguise +7 (+9 acting), Hide +20, Intimidate +18, Knowledge (nature) +8, Listen +17, Move Silently +20, Perform (dance) +24, Spellcraft +16, Spot +17, Survival +10;

Possessions none. (Light Encumbrance)

Animal Companion (Ex): The druid has a snowy owl as an animal companion (treat as hawk).

Paralyzing Glance (Su): A yuki-on-na can paralyze creatures with a look. This is similar to a gaze attack, except that the yuki-on-na must take a standard action, and those merely looking at her are not

affected. Anyone the yuki-on-na targets must succeed on a DC 18 Will save or be affected as though by a hold monster spell cast by an 8th-level sorcerer. The ability has a range of 30 feet. The save DC is Charisma-based.

Lose the Way (Su): Once per day, a yukion-na can touch a victim and make him or her completely unable to find his way anywhere for the next 3d6 hours. The yuki-on-na must succeed on a melee touch attack. The affected character cannot use the intuit direction aspect of the Survival skill to avoid becoming lost. The character cannot even find her way out of a closet without assistance, though she is perfectly capable of following other characters.

*See Appendix 2 – New Rules

SNOWY OWL ANIMAL COMPANION

CR -

N Tiny Magical Beast

Init +6; **Senses** low light vision; Listen +10, Spot +22

AC 28, touch 18, flat-footed 22

(+2 size, +6 dexterity, +10 natural armor)

hp 54 (9 HD);

Fort +8, **Ref** +14, **Will** +7

Speed 10 ft. in nothing (2 squares); fly 60 ft. (average)

Melee talons +14/+9 (1d4)

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

Base Atk +6; **Grp** -2

Abilities Str 10, Dex 22, Con 11, Int 2, Wis 14, Cha 6

SQ devotion, evasion, multiattack

Feats Great Fortitude, Iron Will, Lightning Reflexes, Weapon Finesse

Skills: Listen +10, Spot +22

Possessions none. (Encumbrance – Light).

ENCOUNTER FIVE

WINTER WOLVES (6)

CR 5

Winter Wolf

NE Large magical beast (cold)

Init +6; **Senses** dark vision 60', low light vision, scent; Listen +6, Spot +6

Languages Giant

AC 19, touch 11, flat-footed 17

(-1 size, +3 armor, +2 dexterity, +5 natural armor)

hp 63 (6 HD); immunity to cold, vulnerability to fire

Fort +8, **Ref** +7, **Will** +3

Speed 50 ft. in studded leather barding (10 squares); not impeded or slowed by snow

Melee bite +9 (1d8+6+1d6 cold)

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

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

Special Actions trip, freezing bite, breath weapon

Deity: Thrym

Abilities Str 18, Dex 14, Con 16, Int 9, Wis 13, Cha 10

SQ: immunity to cold, vulnerability to fire, breath weapon, freezing bite, trip.

Feats Alertness, Improved Initiative, Track

Skills: Hide -1 (+4 if in areas of snow and ice), Listen +6, Move Silently +7, Spot +6, Survival +1 (+5 if using scent).

Possessions combat gear plus masterwork ill-kept studded leather barding. (Encumbrance – Light).

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

FROST GIANTS (4)

CR 9

Male Frost Giant

CE Large Giant (cold)

Init -1; **Senses** Darkvision 60', low light vision; Listen +2, Spot +12

Languages Common, giant

AC 21, touch 8, flat-footed 21

(-1 size, -1 dex, +4 chain shirt (poor condition), +9 natural armor)

hp 154 (14 HD)

Fort +14, **Ref** +3, **Will** +6

Speed 40 ft. in chain shirt (8 squares).

Melee greataxe +18/+13 (3d6+13) or two slams +18 (1d4+9)

Ranged rock +9 (2d6+9) (range increment 120 feet)

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

Base Atk +10; **Grp** +23

Special Actions Rock-throwing, Power Attack, Cleave, Improved Bull Rush, Awesome Blow

Deity: Thrym

Abilities Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11

SQ immunity to cold, vulnerability to fire, rock catching, rock throwing

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills: Climb +13, Craft (leatherworking) +6, Intimidate +6, Jump +17, Spot +12

Possessions chain shirt (poor condition), great axe, cold iron great axe, greatclub, dagger (3), snow shoes. (Light Encumbrance)

FROST WORM

CR 12

N Huge Magical Beast (cold)

Init +4; **Senses** Darkvision 60', low light vision; Listen +5, Spot +5

AC 18, touch 8, flat-footed 18

(-2 size, +10 natural armor)

hp 175 (14 HD)

Fort +14, **Ref** +9, **Will** +7

Speed 30 ft. in nothing (6 squares); burrow 10 ft (2 squares).

Melee bite +21 (2d8+12 plus 1d8 cold)

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

Base Atk +14; **Grp** +30

Special Actions trill, cold, breath weapon

Abilities Str 26, Dex 10, Con 20, Int 2, Wis 12, Cha 12

SQ immunity to cold, vulnerability to fire, trill, death throes

Feats Alertness, Improved Initiative, Improved Natural Attack (bite), Iron Will, Weapon Focus (bite)

Skills: Hide +3 (+13 in snow), Listen +5, Spot +5

Possessions none. (Light Encumbrance)

Trill (Su): A frost worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a DC 18 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. The effect's caster level is 14th. The save DC is charisma-based.

Cold (Ex): A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Breath Weapon (Su): 30-foot cone, once per hour, damage 15d6, Reflex DC 22 half. Opponents held motionless by the frost worm's trill get no saving throw. The save DC is Constitution-based.

Death Throes (Ex): When killed, a frost worm turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Reflex save DC 22).

ENCOUNTER 7: SECOND ASCENT AND ENCOUNTER 12: THE SHRINE OF THRYM

JOUHAM

CR 16

Male Human (baklunish) Wizard 12 / Frost Mage 4

NE Medium Humanoid (human)

Init +3; **Senses** Listen -1, Spot -1

Languages Common, Ancient Baklunish, Giant, Aquan.

AC 15, touch 13, flat-footed 13

(+2 Dex., +1 deflection, +2 natural armor)

hp 113 (16 HD); cold resistance 10

Fort +11, **Ref** +10, **Will** +12

Speed 30 ft. in no armor (6 squares).

Melee +8/+3 dagger (1d4)

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

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

Special Actions spells, piercing cold

Combat Gear *scroll of fly*, *scroll of haste*, *scroll of protection from energy*, *potion of cure moderate wounds*, *scroll of Evard's black tentacles*, *scroll of fire shield*, *scroll of mirror image*, *scroll of antimagic field*, *scroll of greater dispel magic*, *dust of disappearance* (2)

Wizard Spells (CL 16th):

8th – *chain dispel*

7th – *greater arcane sight, power word blind, project image*

6th – *freezing fog* (DC 25), *greater anticipate teleportation**, *superior resistance**.

5th – *cone of cold* (5) (DC 24)

4th – *ice shield**, *ice web** (DC 23), *dispelling screen**, *mindfrost* (DC 23), *wall of ice* (DC 23);

3rd – *Piercing Cold numbing sphere** (DC 21), *control temperature**, *Piercing Cold ray of ice** (DC 21) (2), *blood snow** (DC 22), *greater mage armor*;

2nd – *brumal stiffening** (DC 21) *false life*, *frost breath** (DC 21), *glitterdust* (DC 21), *icicle* (DC 21), *Piercing Cold lesser orb of cold*;

1st – *accelerated movement**, *nightshield**, *magic missile* (3), *ray of enfeeblement*.

0 – *detect magic, ray of frost, light, resistance*

Deity: Thrym

Abilities Str 10, Dex 16, Con 18, Int 24, Wis 8, Cha 12

SQ natural armor increase, cold resistance, piercing cold

Feats Cold Focus*, Cold Spell Specialization*. Combat Casting, Frozen Magic*, Scribe Scroll, Snowcasting*, Sudden Silent*, Greater Cold Focus*, Piercing Cold*. Frostfell Prodigy*, Sudden Maximize*.

Skills: Concentration +21, Knowledge (arcana) +23, Knowledge (nature) +23, Knowledge (religion) +23, Move Silently +12, Spellcraft +23;

Possessions combat gear and *cloak of resistance* +1, *ring of protection* +1, *boots of the winterlands*, *headband of intellect* +4, *gloves of dexterity* +2, *amulet of health* +4. (Light Encumbrance)

Natural Armor Increase (Ex): At 1st, 4th, 7th, and 10th level, a frost mage's body becomes more like the ice he venerates. His skin turns whiter and colder to the touch as the permanent layer of frost grows deeper. This provides an increase to the character's existing natural armor, as indicated on the Table (the numbers represent the total increase gained to that point) and he takes no damage from cold environments. In warm temperatures, the frost continually evaporates and replenishes itself, enshrouding the frost mage in a wispy vapor.

Resistance to Cold (Ex): Starting at 2nd level, the frost mage's icy skin grants him resistance to cold 10.

Gain Knowledge (Ex): Beginning at 3rd Level, the frost mage gains knowledge of the spell *conjure ice beast* I, if he does not already have it. Former wizards get to add this spell to their spellbooks for free, and former sorcerers and bards get to add this spell to their spells known, even if this takes them over their normal limit. For each two levels gained in the prestige class, he gains knowledge of the next higher level in the *conjure ice* beast spell progression (*conjure ice* beast II at 5th level, *conjure ice* beast III at 7th level, and *conjure ice* beast IV at 9th level). At 7th level, in addition to gaining *conjure ice* beast III, the frost mage gains *animate snow* as a spell known. At 9th level, in addition to gaining *conjure ice* beast IV, the frost mage gains *frostfell* as a spell known.

This class feature does not change the level of the spell.

A frost mage still must have a spell slot of the appropriate level to prepare or cast a spell acquired through the gain knowledge ability.

Piercing Cold: At 4th level, the frost mage gains *Piercing Cold** as a bonus metamagic feat. In addition to the normal benefits of the feat, the frost mage bypasses all resistances and immunities to cold granted by spells and spell-like effects of magic items (for example a ring of minor energy resistance [cold]).

*See Appendix Two: New Rules

GORFANG

CR 13

Male Frost Giant Ftr4

CE Large Giant (cold)

Init +5; **Senses** Darkvision 60', low light vision; Listen +2, Spot +12

Languages Common, giant

AC 24, touch 10, flat-footed 22

(-1 size, +1 dex, +5 +1 *chain shirt*, +9 natural armor)

hp 258 (18 HD)

Fort +21, **Ref** +7, **Will** +11

Speed 40 ft. in chain shirt (8 squares).

Melee +2 greataxe +29/+24/+19 (3d6+23) or two slams +26 (1d4+13)

Ranged rock +15 (2d6+13) (range increment 120 feet)

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

Base Atk +14; **Grp** +31

Special Actions Rock-throwing, Power Attack, Cleave, Improved Bull Rush, Awesome Blow

Deity: Thrym

Abilities Str 36, Dex 12, Con 24, Int 10, Wis 16, Cha 8

SQ immunity to cold, vulnerability to fire, rock catching, rock throwing

Feats Cleave, Combat Brute*, Improved Initiative, Improved Sunder, Improved Toughness*, Iron Will, Large and in Charge*, Power Attack, Weapon Focus (Greataxe), Weapon Specialization (Greataxe).

Skills: Climb +33, Jump +20, Spot +20

Possessions +1 *chain shirt*, cold iron great axe, +2 *large greataxe*, large masterwork greataxe, *cloak of resistance* +1, bag o'rocks, snow shoes. (Light Encumbrance)

Rock Throwing (Ex): The range increment is 120 feet.

Rock Catching (Ex): You can catch Small, Medium, or Large rocks.

*See Appendix Two: New Rules

ENCOUNTER 7 ADDITION

FROST GIANTS (2)

CR 9

Male Frost Giant

CE Large Giant (cold)

Init -1; **Senses** Darkvision 60', low light vision; Listen +2, Spot +12

Languages Common, giant

AC 21, touch 8, flat-footed 21

(-1 size, -1 dex, +4 *chain shirt* (poor condition), +9 natural armor)

hp 154 (14 HD)

Fort +14, **Ref** +3, **Will** +6

Speed 40 ft. in chain shirt (8 squares).
Melee greataxe +18/+13 (3d6+13) or two slams +18 (1d4+9)
Ranged rock +9 (2d6+9) (range increment 120 feet)
Space 10 ft.; **Reach** 10 ft.
Base Atk +10; **Grp** +23
Special Actions Rock-throwing, Power Attack, Cleave, Improved Bull Rush, Awesome Blow
Deity: Thrym

Abilities Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11
SQ immunity to cold, vulnerability to fire, rock catching, rock throwing
Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack
Skills: Climb +13, Craft (leatherworking) +6, Intimidate +6, Jump +17, Spot +12
Possessions chain shirt (poor condition), great axe, cold iron great axe, greatclub, dagger (3), snow shoes. (Light Encumbrance)

ENCOUNTER 12 ADDITION

TWELVE-HEADED CRYOHYDRA CR 13

Male
 N Huge Magical Beast (cold)
Init +1; **Senses** Darkvision 60', low light vision, scent; Listen +9, Spot +10

AC 22, touch 9, flat-footed 21
 (-2 size, +1 dex, +13 natural armor)
hp 153 (12 HD); fast healing 22
Fort +13, **Ref** +9, **Will** +6

Speed 20 ft. in nothing (4 squares); swim 20 ft.
Melee Twelve +17 bites (2d8+6) (note that a hydra can attack with all heads whether on a standard action or full attack sequence)
Space 15 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +26
Special Actions breath frost (DC 21)

Abilities Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9
SQ fast healing 22, breath frost, immunity to cold, vulnerable to fire.
Feats Blind-Fight, Combat Reflexes, Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)
Skills: Listen +9, Spot +10, Swim +14
Possessions none. (Light Encumbrance)
Breath Frost (Ex): These purplish hydras can breathe jets of frost 10 feet high, 10 feet wide and 20 feet long. All heads breathe once ever 1d4 rounds. Each jet deals 3d6 points of cold damage per head. A successful Reflex save halves the damage. The save DC is 10+1/2 hydra's original number of heads + hydra's Con modifier.
 Cold attacks cannot prevent a cryohydra's stump from growing new heads but 5 points of fire damage does.

ENCOUNTER 11: THE DEFENSES OF THE TEMPLE OF THRYM

POLAR FOG CR 15

Living Spell* (15th Level)

N Huge Ooze (cold)
Init +2; **Senses** Blindsight 60'; Listen +2, Spot +2

AC 16, touch 16, flat-footed 14
 (+6 deflection, +2 dex, -2 size)
hp 172 (15 HD); DR 10/magic, spell resistance 25
Fort +17, **Ref** +15, **Will** +15

Speed 20 ft. in nothing (4 squares);
Melee +13 slam (1d6+6+15d6 cold)
Space 15 ft.; **Reach** 10 ft.
Base Atk +11; **Grp** +21
Special Actions cone of cold (DC 17), engulf

Abilities Str 18, Dex 15, Con 18, Int -, Wis 15, Cha 18
SQ cone of cold, engulf, immunity to cold, vulnerable to fire, ooze traits.
Feats Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)
Skills: Listen +7, Spot +8, Swim +12
Possessions none. (Light Encumbrance)
Polar Ray (Su): A creature hit by a polar fog's slam attack or engulfed by it is dealt 15d6 points of cold damage.

Engulf (Ex): A polar fog can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The polar fog merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a polar fog, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell move forward. Engulfed creatures take 15d6 points of cold damage and are considered grappled.
 *See Appendix Two: New Rules

ICE GOLEMS* (2) CR 9

N Large Construct (cold)
Init +0; **Senses** Darkvision 60', Low-light vision; Listen +1, Spot +1

AC 22, touch 9, flat-footed 22
 (-1 size, +13 natural)
hp 120 (12 HD); DR 10/bludgeoning, immune to magic
Fort +4, **Ref** +4, **Will** +4

Speed 30 ft. in nothing (6 squares);
Melee two +15 slam (2d8+7)
Space 10 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +20
Special Actions ice shards, improved grab

Abilities Str 25, Dex 10, Con -, Int -, Wis 11, Cha 1
SQ construct traits, immunity to cold, vulnerable to fire, icewalking.
Feats Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)
Possessions none. (Light Encumbrance)
Improved Grab (Ex): To use this ability, the ice golem must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Ice Shards (Su): As a free action once every 1d4+1 rounds, an ice golem can generate a spray of deadly ice shards from its body, dealing 2d6 points of piercing damage and 1d6 points of cold damage to all creatures within 10 feet. In addition, living creatures must succeed on a DC 16 Fortitude save or be blinded for 1d4 rounds. The save DC is Constitution-based.

Construct Traits: An ice golem has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. It has darkvision out to 60 feet and low-light vision.

Icwalking (Ex): This ability works like the spider climb spell but applies to all *icy* surfaces. An ice golem can move normally on any icy surface.

Immunity to Magic (Ex): An ice golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Fire spells and effects affect the golem normally, even if they permit spell resistance (but note the golem's vulnerability to fire).

A magical attack that deals cold damage heals an ice golem of 1 point of damage for each 3 points of damage such an attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

*See Appendix Two: New Rules

APPENDIX 2: NEW RULES ITEMS

SUPERNATURAL MANIFESTATIONS

Coldfire

Coldfire is a swirling viscous fluid of pure cold energy, a half-gas, half-liquid mixture that flows like a river, but can travel in any direction, regardless of gravity. It is a luminescent blue-green in color. Coldfire originates in the most frigid reaches of the Element Planes of Air and Water, but on rare occasions may be encountered in other areas of the frostfell. It is most often sought out by characters for its use in certain frostfell spells.

Coldfire deals 2d6 points of frostburn damage per round of exposure, except in the case of total immersion (such as when a character falls into a river of coldfire), which deals 20d6 points of damage per round.

Damage from coldfire continues for 1d2 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (this is, 1d6 or 10d6 points of frostburn damage per round).

An immunity of resistance to coldfire serves as an immunity or resistance to coldfire. However, a creature immune to cold might still drown if completely immersed in coldfire (see Drowning, page 304 of the *Dungeon Master's Guide*).

Creatures vulnerable to cold take +50% damage from coldfire.

Frostburn

In addition to coldfire, certain weapons and spells of ice and cold can deal frostburn damage, burning the tissues with extreme cold. Like normal damage, frostburn damage results in the loss of hit points or ability score points. Unlike normal damage, however, frostburn damage does not heal naturally and may only be healed magically with a successful DC25 caster level check as long as the victim remains in cold or colder temperatures. If the victim reaches an area of moderate or warmer temperature, his frostburn damage becomes normal damage that can then be healed naturally or magically in the usual manner. Spells such as *control temperature* become invaluable when encountering creatures that can deal frostburn damage.

A creature's resistance or immunity to cold also applies to frostburn damage. This includes characters protected by spells such as *resist energy* [cold] and *protection from energy* [cold]. *Endure elements* spells and effects confer no protection against frostburn damage. Creatures vulnerable to cold take +50% damage from frostburn.

FEATS

Cold Focus

Frostburn

Your cold spells are more potent than normal.

Benefit: Add +1 to the DC for all saving throws against spells you cast with the cold descriptor. This bonus stacks with similar bonus, such as those granted by Spell Focus and Greater Spell Focus.

Cold Spell Specialization

Frostburn

You do additional damage with cold spells.

Prerequisites: Con 13, Snowcasting, Frozen Magic.

Benefit: In cold areas (temperature at or below 40°F), you gain a +1 bonus per die to any dice rolled to determine damage caused by cold spells you cast. For example, if an 11th-level wizard with this feat casts a *cone of cold* in a cold area, the spell does 11d6+11 points of damage.

In areas of extreme cold (below -20°F), the damage bonus increases to +2 per die.

Combat Brute

Complete Warrior

You employ strength and leverage to great effect in battle.

Prerequisites: Improved Sunder, Power Attack, base attack bonus + 6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a + 1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would gain a + 2 bonus on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the *Player's Handbook*). If you do so, you gain an immediate additional melee attack against the foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty x (1+1/2) or x 3 if you're

using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a –6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

Favored Power Attack

Complete Warrior

You are able to deal more damage against your favored enemies.

Prerequisites: Favored enemy ability, Power Attack, base attack bonus + 4.

Benefit: When you use the Power Attack feat against a favored enemy, you may subtract a number from your melee attack rolls and add twice that number to your melee damage rolls. If your attack with a weapon in two hands, add three times the number. The normal restrictions of the Power Attack feat apply.

Frostfell Prodigy

Frostburn

You can additional bonus spells in cold regions

Prerequisites: Con 13, Snowcasting, Frozen Magic, Cold Focus.

Benefit: In cold areas (temperature at or below 40°F), the ability score used to determine how many bonus spells you may prepare or cast is treated as if it were 2 higher than its actual score. If you enter an area with a warmer temperature and remain in this area for longer time than 1 minute, the bonus spells granted by this feat are lost until you can regain them.

In areas of extreme cold (below –20°F), the ability score is treated as if it were 4 higher than its actual score for purposes of determining how many bonus spells you can prepare or cast.

Frozen Magic

Frostburn

Your cold spells are more powerful when you cast them in a cold region.

Prerequisites: Con 13, Snowcasting.

Benefit: In cold areas (temperature at or below 40°F) spells with the cold descriptor cast by you manifest at caster level +1.

In areas of extreme cold (below –20°F), cold spells cast by you manifest at caster level +2.

Greater Cold Focus

Frostburn

Your cold spells are now even more potent than before.

Prerequisite: Cold Focus

Benefit: Add +1 to the DC for all saving throws against spells with the cold descriptor. This bonus stacks

with similar bonuses, such as those from Cold Focus, Spell Focus, and Greater Spell Focus.

Improved Toughness [General]

Complete Warrior

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

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

Large and in Charge

Complete Warrior

You can prevent opponents from closing inside your reach.

Prerequisites: Natural reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a + 4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther in the round.

Piercing Cold

Frostburn

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

Benefit: You can only apply this metamagic feat to spells with the cold descriptor. Piercing cold spells are so horribly cold that they are capable of damaging creatures normally unharmed by or resistant to cold. Piercing cold spells completely ignore any resistance to cold a creature possesses, bypassing this resistance and dealing damage to the target as if it did not possess any resistance to cold at all. They are still entitled to whatever other defences the attack allows (such as saving throws and spell resistance). Creatures normally immune to cold can be damaged by piercing cold spells as well. Piercing cold spells deal half damage to these creatures (or one-quarter on a successful saving throw)

For example, Mialee casts a piercing cold *cone of cold* at a night hag, a creature normally immune to cold. She makes her level check to penetrate the night hag's spell

resistance, but the night hag makes her Reflex save against the spell. Mialee rolls the dice, and her *cone of cold* deals 42 points of cold damage, since the night hag made her save, the damage is halved to 21 points. This damage is then halved again (since the night hag is normally immune to cold) and 10 points of cold damage are actually dealt to the night hag, who is both shocked and enraged at this unexpected turn of events.

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

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

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

Snowcasting

Frostburn

You add ice or snow to your spell's components to make them more powerful.

Prerequisite: Con 13

Benefit: If you add a handful of snow or ice as an additional material component to a spell when you cast it, the spell gains the cold descriptor. This does not actually change the nature of the spell you cast; a *fireball* cast with this feat still deals fire damage, but since it also carries the cold descriptor, it can be augmented by a number of feats listed in the chapter, such as Cold Focus and Frozen Magic.

If you add a handful of snow or ice as an additional material component to a spell when you cast it and that spell already has the cold descriptor, you increase the effective level of the spell being cast by +1.

Adding the additional material component requires you to spend a move action immediately before the spell to cast to gather fresh snow or ice from the surrounding environment. This snow or ice can be magically created by a conjuration spell, but no other ice manifested by a spell will do. You may take no other action between gathering the snow or ice and casting the spell.

Snowrunner

Frostburn

You are particularly adept at moving through snow and over ice.

Prerequisite: Woodland stride ability.

Benefit: You can move through loose snow at full speed, as if you were moving across open terrain. You are also skilled at moving across open ice, and gain a +5 competence bonus on Balance checks to avoid slipping when you move across icy surface.

Sudden Maximize

Complete Arcane

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Sudden Silent

Complete Arcane

You can cast a spell silently without special preparation.

Benefit: Once per day, you can apply the effect of the Silent Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

SPELLS

Accelerated Movement

Transmutation

Level: Bard 1, ranger 1, sorcerer/wizard 1

Components: S, M.

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

An azure glow surrounds you as you complete the motions that unleash the spell. You immediately feel lighter of foot.

While this spell is effect, you can move at your normal speed when using Balance, Climb, Hide, Move silently and tumble without taking any penalty on your check. This spell does not affect the penalty for using these skills while running or charging.

Material Component: A dead cockroach.

Animate Snow

Frostburn

Transmutation [Cold]

Level: Druid 6

Components: V, S

Casting Time: 1 standard action

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

Target: Cube of snow up to 20ft. On a side

Duration: 1 round/level

Saving Throw: none

Spell Resistance: no

Nearly snow rapidly draws together with an audible crunch, coalescing into a vaguely human-shaped form.

You cause snow in the area to become 1d3+2 Large animated objects, 1d3 Huge animated objects, or one Gargantuan animated object (MM 14). The animated snow attacks as directed by your vocal commands.

Animated snow does not have a hardness score. It possesses improved speed as if it had legs, granting it a speed of 30 feet, as well as the blind special ability (*MM* 13). In addition, each animated snow object has the cold subtype and deals an extra 1d6 points of cold damage on a successful hit.

Animated snow objects take 1d6 points of damage per round in a place where the temperature is above freezing.

Anticipate Teleportation

Complete Arcane

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The arcane words that activate this spell linger in the air for a moment. As they fade from your hearing, you become more aware of both your surroundings and the possibility of intrusion.

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their

reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Anticipate Teleportation, Greater

Complete Arcane

Abjuration

Level: Sorcerer/wizard 6

This spell functions like anticipate teleportation, except that greater anticipate teleportation identifies the type of the arriving creature (and any companions accompanying it) and creates a delay of 3 rounds, providing the recipient with even more warning and preparation time.

Focus: A tiny hourglass of platinum and crystal filled with diamond dust, costing at least 1,000 gp. The hourglass must be carried or worn by the spell's recipient while the spell is in effect.

Arctic Haze

Frostburn

Conjuration (Creation) [Cold]

Level: Druid 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Effect: Fog spreads in a 30-ft. radius, 20 ft. high

Duration: 10 min/level

Saving Throw: Fortitude half

Spell Resistance: No

A bank of fog composed entirely of tiny, razor-sharp ice shards billows out from the targeted point. The fog obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

In addition, the sharp ice particles tear the skin of those moving through the area, causing 4 points of damage per round, half of which is cold damage.

A strong wind (21+ mph) disperses the fog in 4 rounds; a severe wind (31+ mph) disperses the fog in 1 round. Dispersing the fog in this manner, however, causes damage to those within its area as the icy shards whip past. A strong wind causes 4 points of damage per round (half cold); a severe wind causes 8 points of damage (half cold).

Aura against flame

Abjuration

Level: Cleric 2, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

With the casting of this spell you are surrounded with a cool, blue mist that clings to your body, dampening the heat of the nearby flames.

You create an aura of blue mist that protects you against fire, absorbing the first 10 points of fire damage as a *resist energy (fire)* spell (PH 272). In addition to the *resist energy (fire)* effect, the spell can be used to snuff out fires.

Any nonmagical flame that the aura contacts is immediately extinguished if the flame's maximum damage is 10 or fewer points per round. This means that torches, small fires, and hurled alchemist's fire are snuffed out and cause no damage if used against you or if you touch them.

You can use a standard action to touch an existing magical fire (such as a *flaming sphere* or a *wall of fire*) and attempt to dispel it as if using a dispel magic spell against it (use the caster level of aura against flame for the caster level check). If you succeed, you take no damage from the touch and the magical fire and aura both vanish. If you fail, you take damage from the magical fire source normally (reduced by your *aura against flame*), and both spells remain.

With a readied action, you can use the aura as a *dispel magic* effect to counterspell a magical fire attack against you. If successful, the spell is counterspelled and the aura disappears. If you fail the dispel check, or if the attack is not a fire attack, the aura remains.

Blood Snow

Frostburn

Necromancy [Cold]

Level: Cleric 2, druid 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Area: 20-ft. square of snow/level

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You must cast this spell on a snow field. You corrupt an area of fallen snow, imbuing it with negative energy. Each round, a creature in contact with blood snow must succeed on a Fortitude save or take 1d2 points of Constitution drain. In addition, anyone failing a saving throw is nauseated for the duration of the spell.

Brumal Stiffening

Frostburn

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

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

The targeted weapon becomes brittle, reducing its hardness by 5 for the duration of the spell, thereby increasing the effectiveness of sunder attempts against the weapon. In addition, rolling a 1 on an attack with the targeted weapon causes it to take damage equivalent to the amount it would have dealt on a successful hit.

Call Avalanche

Frostburn

Evocation [Cold]

Level: Druid 5

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: 10 ft.-radius/level spread

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: No

This spell may only be cast outside. Immediately upon completion of the spell, an avalanche of ice and snow falls out of the sky, dealing 8d6 points of crushing damage and potentially burying Large or smaller creatures within the area. Creatures making their Reflex saving throws take half damage and are not buried. Those that fail their saves are buried and take an additional 1d6 points of nonlethal damage per minute while still buried. If such a creature falls unconscious while buried, it must make a DC 15 Constitution check. If that check fails, it takes 1d6 points of lethal damage each minute thereafter until freed or dead.

The ice and snow remains until melted by natural or unnatural means. A rapid melting of the ice and snow could cause a flash flood. A 9th-level caster buries Large or smaller creatures. At 12th level, the maximum size of a creature increases to Huge. At 15th, gargantuan creatures are also buried, and at 18th level, a creature of up to colossal size is buried by the snow.

Camouflage

Transmutation

Level: Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Upon finishing the spell, your skin and clothing change color, warping tint and hue to match your surroundings.

Throughout the duration of the spell, your coloration changes instantly to match the background of

any new environment you enter, with no effort on your part. This effect grants you a +10 circumstance bonus on Hide checks

Chain Dispel

Abjuration

Level: Cleric 6, druid 5

Components: V,S,M,XP

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft./2 levels)

Targets: one or more creatures, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: none

Spell Resistance: No

A coruscating bolt rips through the air, humming with power as it strikes each targeted creature.

Each creature struck by this spell is affected as if by a targeted *dispel magic*, except that you can add your caster level to the dispel check, up to a maximum of 25.

Material component: a pair of bronze nails, each no less than 6 inches in length.

Cold Fire

Frostburn

Transmutation [Cold]

Level: Cleric 1, druid 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One fire source (up to a 20-ft. cube) or one creature; see text

Duration: 1 minute/level (D) (fire source) or instantaneous (creature)

Saving Throw: No (fire source) or Fortitude half (creature)

Spell Resistance: No (fire source) or Yes (creature)

As you complete the spell you widen your eyes slightly at the fire you wish to affect. Its flames instantly turn a blue-white. The air between you and the fire feels much colder.

You are able to change the normal flames of a fire (any blaze that lasts for more than 1 round) into cold flames. Affected flames deal cold damage to creatures that come into contact with them. The spell can also affect magical fires such as those generated by a *wall of fire*, provided the affected fire is small enough. *Cold fire* flames burn blue and white for the duration of the spell. If the target is a creature with the fire subtype or vulnerability to cold, the spell deals 1d6 points of cold damage per two caster levels (maximum 5d6) to the creature, but has no further effect.

Control Temperature

Frostburn

Transmutation [Cold, Fire]

Level: Druid 3, sorcerer/wizard 3

Components: V,S,M/DF

Casting Time: 1 round

Range: 20 ft. /level

Area: 20 cu.ft/level emanation, centered on you

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You imbue an area with cold or fire energy, reducing or raising the temperature by one temperature band per five caster levels. Effects of the new temperature on creatures and the environment are incurred immediately (see Cold Dangers).

Arcane Material Component: A drop of mercury

Death Hail

Conjuration (Creation) [Cold, Death]

Level: Druid 6, Winter 6

Components: V, S, DF

Casting Time: 1 round

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

Area: Cylinder (40 ft. radius, 20 ft. high)

Duration: 1 round/level

Saving Throw: Fortitude half

Spell Resistance: No

You call into being an intense storm of death hail in the area you designate. Creatures in the area must succeed on a Fortitude save or take 1d2 points of Strength and Constitution damage.

Detect Fire

Divination [Cold]

Level: Cleric 1

This spell functions like *detect evil* (see page 218 of the *Player's Handbook*) except that it detects heat energy from normal fire, fire spells, fire magic items, clerics of fire deities, and all living beings other than those with the cold subtype. You are vulnerable to an overwhelming heat aura if you have the cold subtype.

Living beings without the fire subtype are detected with a heat aura strength of faint only, regardless of level or Hit Dice.

Dispelling Screen

Abjuration

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Energy wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

By tossing down the sheet of crystal in your hand and completing the mysterious words of power needed to release the energy of the spell, you create an immobile, shimmering screen of violet energy.

Any spell effect operating on a creature or unattended object that passes through the screen is affected as by a targeted *dispel magic* (PH 223) at your caster level. Attended items that pass through are not affected by the screen, which is the only way the screen differs from a normal targeted casting of *dispel magic*—attended items are essentially not targeted by the screen. Make a caster level check (1d20 + 1 per caster level, maximum +10) to dispel spell effects (DC 11+ caster level) or suppress an unattended object's magical properties for 1d4 rounds (DC equal to the item's caster level). Spell effects not operating on objects or creatures cannot pass through the screen. A *disintegrate* or successful *dispel magic* removes *dispelling screen*, while an *antimagic field* suppresses it.

Material Component: A sheet of fine lead crystal.

Dream Walk

Conjuration (teleportation)

Level: oneiromancy 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You move yourself or some other creature into a dreamscape. You must either be able to see the dreamer whose dreams you wish to enter or be within 30 feet of her. This spell otherwise functions exactly as *plane shift*.

Freeze Armor

Transmutation [Cold]

Level: Cleric 4, druid 4

Components: V, S

Casting time: 1 standard action

Range: Close (25ft+5ft/2levels)

Target: Metal equipment of one creature/level

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Freeze armor locks suits of metal armor and equipment into a layer of ice and extreme cold, immobilizing and damaging the armor's wearers. Unattended, nonmagical metal gets no saving throw. Enchanted metal is allowed a saving throw against the spell. An item in a creature's possession uses the

creature's saving throw (unless its own is higher).

A creature wearing metal armor that fails its save is frozen in place. The spell locks the armor's joints and seams in inches of solid ice. The frozen creature takes the damage listed below. In addition, it suffers a -6 penalty on attack rolls, a -8 penalty to effective Dexterity, and can't move. A frozen character who attempts to cast a spell must make a Concentration check (DC 15 + level of spell being cast) or lose the spell.

A creature wearing metal armor that makes its save takes half the damage listed below.

A creature not wearing metal armor that fails its save takes the damage listed below if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1, 2, 3, or 4 points; see the table) each round if it is not wearing metal armor or the metal that it is carrying weighs less than one-fifth of the creature's weight.

A creature not wearing or carrying metal less than one-fifth of its weight that makes its save is entirely unaffected by *freeze armor*.

Freeze Armor Damage

Round	Temperature	Cold Damage
1	Cold	1d6 points
2	Icy	2d6 points
3-5	Freezing	3d6 points
6+	Lethal	4d6 points

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. For example, if the damage from a *freeze armor* spell indicates 5 points of cold damage and the creature plunges through a wall of fire in the same round and takes 8 points of fire damage, it winds up taking no cold damage and only 3 points of fire damage.

Freezing Fog

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

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

Effect: Fog spreads in a 20-ft. radius, 20 ft. high

Duration: 1 minute/level

Saving Throw: Reflex partial; see text

Spell Resistance: No

A cool mist rises from the area you indicate. The thick mist blocks your ability to see within it, but the ground at its edge has turned white with frost.

A bank of freezing mist billows out from the point you designate, obscuring all sight (including darkvision) beyond 5 feet. A creature within 5 feet has concealment, while creatures farther away have total concealment.

Each round on your turn, the frigid mist deals 1d6 points of cold damage to each creature and object within it. The fog is so thick that any creature attempting to move through it progresses at a maximum speed of 5 feet (regardless of its normal speed) and takes a -2 penalty on melee attack rolls and damage rolls and a -6 penalty on ranged weapon attack rolls (but not ranged spell attack rolls). A creature or object that falls into the fog from above is slowed, so that each 10 feet of mist it passes through effectively reduces overall falling damage by 1d6.

Freezing fog also coats all solid surfaces in its area with a slick, icy rime, and on your turn each round, each creature in the area of the fog must make a successful Reflex save or fall prone. A creature that manages to stand must make a DC to Balance check in order to move, falling prone if it fails its save by 5 or more. Creatures in the fog can't take a 5-foot step.

A severe wind disperses the cloud in 1 round. The spell does not function underwater.

Frostfell

Transmutation [Cold]

Level: Druid 8, sorcerer/wizard 9

Components: V, S, M/DF

Casting Time: 1 round

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

Area: 20-ft. cube/level

Duration: 1 hour/level

Saving Throw: Fortitude partial; see text

Spell Resistance: See text

The area you designate becomes a frigid and icy environment, immediately dropping the temperature by 3 temperature bands. For example, if the temperature is moderate, it drops to extreme cold. If the new temperature is below the cold band, all water is turned to ice and all earth and stone becomes everfrost to a depth of 10 feet per caster level. Air within the area freezes, resulting in a heavy snow storm lasting for the duration of the spell. Snow accumulates only if the ground temperature is below the moderate band.

Living creatures caught within the area when the spell is cast instantly turn to ice (as per the *flesh to ice* spell). If a creature saves, frostfell deals 1d6 points of frostburn damage per caster level (maximum 20d6). Creatures entering the area after the spell has been cast do not take this damage; however, all creatures in the area are subject to the normal effects of cold, snow, and ice for the duration of the spell.

Objects in the area, including those held by creatures, are instantly covered in a thin layer of frost, making them slippery. When a creature uses a frosted item (a weapon, lockpicks, a potion, and so on), it must

succeed on a DC 10 Dexterity check or it drops the item before it can be used.

Cold spells cast within the area gain a +1 caster level.

Multiple *frostfells* may be cast in the same area to increase the effects (dropping the temperature by an additional 3 bands). The temperature band cannot be dropped below unearthly cold, no matter how many times *frostfell* has been cast/

Arcane and Material component: A pinch of dust and a few drops of water.

Frostfell Slide

Conjuration (Teleportation) [Cold]

Level: Druid 4, ranger 4

Components: V, S, DF, Frostfell

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until expended; see text

You gain the ability to instantly teleport from one area of slush, snow, or ice to any other area of slush, snow, or ice up to the distance indicated on the table below. Transport distance is based upon the substance touched at the point of departure, not at the point of arrival.

You may wait to travel in this manner up to the duration of the spell, holding the charge, but immediately upon arriving at the destination point, the spell ends.

Type of Area	Transport Distance
Slush	1,000 feet
Snow	2,000 feet
Ice	3,000 feet

Frost Breath

Evocation [Cold]

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

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Giving a forceful exhale across your cupped hand, your breath shoots forth tinged with frost and crystals of ice.

You breathe a cone of intense cold at your foes. The spell deals 1d4 points of cold damage per two caster levels (maximum 5d4). In addition, all creatures damaged by the frost breath that fail their Reflex save are dazed for 1 round by the sudden shock of cold.

Material Component: Three drops of water or fragments of ice (which are held in a cupped palm and blown toward the target).

Heat Leech

Transmutation [Cold]

Level: Cleric 5, druid 4

Components: V, S, Frostfell

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: Fortitude half (harmless)

Spell Resistance: Yes (harmless)

You absorb slush, snow, and ice, channeling the cold energy stored within to cure 10 points of damage per caster level, to a maximum of 150 points at 15th level. The spell melts all slush, snow, and ice within 10 feet of the caster.

Hibernal Healing

Transmutation [Cold]

Level: Cleric 5, druid 4

Components: V, S, Frostfell

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: Fortitude partial (harmless)

Spell Resistance: Yes (harmless)

You absorb slush, snow, and ice, channeling the cold energy stored within to cure 10 points of damage per caster level, to a maximum of 150 points at 15th level. The spell melts all slush, snow, and ice within 10 feet of the caster.

Hypothermia

Evocation [Cold]

Level: Cleric 4, druid 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The fighter drops to her knees, her face pale and a bluish cast to her lips and fingers. A cloud of frosted breath escapes her lips as she whispers, "So ... c-c-cold..."

The subject takes 1d6 points of cold damage per caster level (maximum 10d6) and becomes fatigued. A successful Fortitude save halves the damage and negates the fatigue.

Icelance

Conjuration (Creation)

Level: Druid 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

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

Effect: One lance of ice

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You clutch the quartz in your hand, focusing the energy of the spell into a sharp spear. With a thought, you send it whistling through the air at your foe.

You must succeed on a normal ranged attack to strike a target with an icelance. You gain a +4 bonus on your attack roll. If you hit, the icelance deals 6d6 points of damage to the target. Half of this damage is piercing damage; the rest is cold damage. In addition, the target must make a Fortitude save or be stunned for 1d4 rounds. Regardless of the result of the attack, the icelance shatters upon its first use.

Focus: A 50-gp clear quartz gemstone. Alternatively, if you are in a cold region, you can substitute 10 pounds of ice or snow for the quartz.

Iceshield

Abjuration

Level: Druid 5, sorcerer/wizard 4

Components: V, S, M, Coldfire

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1mn/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs and slashes. The subject gains damage reduction 15/-. The spell prevents a total of 10 points of damage per caster level (maximum 150 points). While protected by the spell, the creature also has vulnerability to fire and takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

The duration increases to 10 minutes per level when in a frostfell environment.

Material Component: A pinch of sleet.

Coldfire Component: Five ounces of coldfire.

Ice to Flesh

Transmutation.

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One frozen creature or a cylinder of ice from 1ft to 3ft in diameter and up to 10ft in long.

Duration: Instantaneous

Saving Throw: Fortitude negates (object); see text.

Spell Resistance: Yes

This spell restores a frozen creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any frozen creature, regardless of size, can be restored.

The spell also can convert a mass of ice into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or a magical energy is available. (For example an ordinary ice sculpture would become a corpse...). You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of ice.

Material Component: a cube of ice and a drop of blood.

Ice Web

Conjuration (creation) [Cold]

Level: Sorcerer/wizard 4

Components: V, S, Coldfire

Casting Time: 1 standard action

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

Effects: Webs of coldfire in a 20ft-radius spread

Duration: 10 mn/level (D)

Saving Throw: Reflex negates; see text.

Spell Resistance: No

Ice web creates a many-layer mass of strong, frigid strands of pure coldfire. These masses must be anchored to two or more solid and diametrically opposed points—floor and ceiling, opposite walls, or the like—or else the *ice web* collapses upon itself and disappears. Creatures caught within the *ice web* become entangled in the strands. Attacking a creature in a *ice web* won't cause you to become entangled.

Any creature moving into or through the spell's area takes 1d6 points of frostburn damage per round.

In addition, anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented for moving, though moving is more difficult than normal (see below). If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through *ice web* very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of *ice web* between you, it provides cover. If you have at least 20 feet of *ice web* between you, it provides total cover.

The strands of an *ice web* are immune to damage from cold. Any fire (a torch, burning oil, a flaming sword, and

so forth) can melt 5 square feet of coldfire strands in 1 round.

Ice web can be made permanent with a *permanency* spell. A permanent ice web that is damaged (but not destroyed) regrows in 10 minutes.

Creatures with the cold subtype may pass unimpeded and unharmed through an *ice web*.

Coldfire Component: Two ounces of coldfire.

Icicle

Abjuration [Cold]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: close (25ft+5 ft/2 levels)

Area: One 10-ft square action of ceiling or doorframe

Duration: Until discharged (D)

Saving Throw: See text

Spell Resistance: Yes

You create icicles on a ceiling, doorway, or similar overhang. The icicles fall when a creature walks beneath them, dealing 4d6 points of piercing damage. Anyone directly under the area takes this damage with no saving throw. Others within 5 feet of the icicles take half damage, or none if they succeed on a Reflex saving throw. The caster and any characters you choose can walk under the icicles or through the doorway without triggering the ice attack. Likewise, you can remove the icicles whenever desired. Others can remove them with a successful *dispel magic* or 10 points of fire damage. However, an unsuccessful attempt to dispel or melt the icicles automatically triggers the attack.

Mage Armor, Greater

Conjuration (creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S

An invisible sheen of armor-shaped force surrounds you.

This spell functions like *mage armor* (PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Master Air

Transmutation

Level: Druid 2

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You hold a feather aloft and intone the spell. Great translucent wings unfold from your back. You leap up and are airborne.

You sprout a pair of insubstantial feathery or batlike (your choice) wings.

You can fly at a speed of 90 feet with god manoeuvrability (60 feet if you're wearing medium or heavy armor). Using *master air* requires as much concentration as walking, so you can attack or cast spells normally. You can charge but not run, and you cannot carry aloft more weight than your maximum load (PH 161), plus any armor you wear.

Should the spell duration expire while you are still aloft, the magic fails slowly. You drop 60 feet per round for 1d6 rounds. If you reach the ground in this amount of time, you land safely. If not, you fall the rest of the distance, taking falling damage normally. Since dispelling a spell effectively ends it, you also fall in this way if the *master air* spell is dispelled.

Focus: A wing feather from any bird or the wing bone of any bat

Mindfrost

Necromancy [Cold]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25ft + 5ft/2levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell freezes the mental pathways of living creatures, dealing 5d6 points of cold damage and 1d4 points of Intelligence damage.

Material Component: A small stone covered in frost.

Nightshield

Abjuration

Level: Cleric 1, sorcerer/wizard 1

Components: V, S,

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

With a whisper-quiet whoosh, a field of shadowy energy cloaks your body.

This spell provides a +1 resistance bonus on saving throws, this resistance bonus increases to +2 at caster level 6th and +3 at caster level 9th. In addition, the spell negates *magic missile* attacks directed at you.

Numbing Sphere

Evocation [Cold]

Level: Druid 2, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: 5ft-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 enters 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 spheres move 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

Obscuring Snow

Conjuration (creation) [Air, Cold]

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

Components: V, S

Casting Time: 1 standard action

Range: 30ft

Effect: Clouds 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 a 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.

This spell does not function underwater. Creatures which *snowsight* are immune to the effect of this spell.

Orb of Cold, Lesser

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1

Effect: One orb of cold

Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete the spell. From your chilled palm flies an orb composed of the blue ice.

This spell functions like *lesser orb of acid*, except that it deals cold damage.

Pass through Ice

Transmutation

Level: Cleric 5, Druid 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature is able to pass through ice or snow as easily as water, but not through stone or frozen mud. The creature moves at a speed of 15 feet and can rise or sink into ice at a rate of 5 feet per round.

When a *pass through ice* spell ends, the affected creature is ejected out to the nearest ice surface. If someone dispels *pass through ice* or you dismiss it while a creature is still in the ice, the creatures may be trapped in the ice unless they can reach the nearest surface within a single round of movement. Creatures trapped act as if caught in an *entomb* spell.

Ray of Ice

Evocation [Cold]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft+5 ft/2levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: see text

Spell Resistance: yes

A cyan ray beams from your fingertips. You shudder with cold as the ray leaves your hand.

You launch a ray of numbing cold at your enemy. You must succeed on a ranged touch attack with the ray to strike a target. If successful, the ray deals 1d6 points of cold damage per two caster levels (maximum 5d6). The target must also make a Reflex save or be frozen to the ground with its feet encased in ice. A frozen creature cannot move, receives no Dexterity bonus to AC and incurs a –2 penalty on attacks rolls.

A frozen creature can free itself with a DC 18 Strength check or by dealing 15 points of damage to the ice.

Material Component: ice or a vial of melted mountain snow.

Slashing Dispel

Abjuration/Evocation

Level: Duskblade 5, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target or Area: One creature or 20-ft-radius burst

Duration: Instantaneous

Saving Throw: none

Spell Resistance: no

You rip away the spell energy infused within a creature, turning into a harmful burst of energy that burns into the creature before dissipating.

This spell functions like *dispel magic* (PH 223), except as noted here. Any creature that has a spell effect removed from it takes 2 points of damage per level of the dispelled effect. If a creature loses the effects of multiple spells, it takes damage for each one.

Snowshoes

Transmutation

Level: Cleric 1, Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A chill grips you as you complete the spell and touch your intended subject. The feet of the spell's subject glow with an ice-blue radiance that fades but lingers. The creature rises slightly out of the snow, as if it weighted much less.

The affected creature can walk lightly over ice and snow without having in speed reduced. The affected creature gains a 10-foot enhancement bonus to speed and is not required to make a Balance check or Reflex save to walk on ice and snow without slipping and falling through cracked ice. In addition, the affected creature does not leave a more readily discernible trail through ice and snow than it does on solid ground, denying trackers potential bonuses to follow the affected creature's path. (See Weather, *Dungeon Master's Guide* 93-95, and Cold Dangers, *Dungeon Master's Guide* 302, for more details on the effects of weather and ice).

Snowshoes, mass

Transmutation

Level: Cleric 3, druid 3, ranger 3

Range: Close (25 ft + 5ft/2levels)

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

The feet of all the designated creatures glow with an ice-blue aura. Each subject in turn rises slightly to the top of the snow, as if it were held aloft by the cold blue sheen.

This spell functions like *snowshoes*, except as noted above.

Snowsight

Transmutation

Level: Druid 1, ranger 1, Winter 1

Components: V, S, M/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. Snowlight does not grant creatures the ability to see in darkness.

Superior Resistance

Abjuration

Level: Bard 6, cleric 6, druid 6, Sorcerer/wizard 6

Duration: 24 hours

As you finish casting the spell, you feel imbued with the feeling that something greater than yourself is protecting you. When you touch your intended subject and release the spell, the feeling disappears.

This spell functions like *resistance* (PH 272), except as noted here. You grant the subject a +6 resistance bonus on saves.

Whiteout

Conjuration (Creation) [Cold]

Level: Druid 7

Components: V, S

Casting Time: 1 standard action

Range: Long (400ft + 40ft/level)

Effect: Cloud centered on target spreads 120ft and is 20ft high

Duration: 1 hour/level

Saving Throw: none (see text)

Spell Resistance: no

A swirling snow and a strong wind arise around you or a creature you designate, and follows you or the creature from that point on. Characters in whiteout

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

In addition, any creature trying to move within the effects of this spell must make a Survival check (DC 10 + caster level) every move action or wander lost inside the *whiteout*. A creature that fails can't leave the area, but can move around within it. Groups of creatures roped or otherwise physically held together can use the lead creature's Survival check and stay together. A new check can be made once per minute.

Winter Chill

Transmutation [Cold]

Level: Druid 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft/2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: **Yes**

You makes a sound like whistling wind and inscribe a snowflake shape in the air, willing a chill to overcome your foe.

The target creature must succeed on a Fortitude save or take 1d6 points of cold damage and become fatigued. A creature with immunity to cold is not affected by this spell.

MONSTERS

Ice Golem

Large Construct (Cold)

Hit Dice: 12d10+30 (96 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 22 (–1 size, +13 natural), touch 9, flat-footed 22

Base Attack/Grapple: +9/+20

Attack: Slam +15 melee (2d8+7)

Full Attack: 2 slams +15 melee (2d8+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: Ice shards, improved grab

Special Qualities: Construct traits, damage reduction 10/bludgeoning, darkvision 60 ft., icewalking, immunity to cold and magic, low-light vision, vulnerability to fire

Saves: Fort +4, Ref +4, Will +4

Abilities: Str 25, Dex 10, Con-, Int-, Wis 11, Cha 1

Skills: -

Feats: -

Environment: Any cold

Organization: Solitary or pair

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 13-24 HD (Large); 25-36 HD (Huge)

Level Adjustment: -

The towering figure resembles an armored warrior sculpted of blue-white ice. Its surface is covered with smoking white runes

Ice golems are creatures carved from glacial ice or icebergs, infused with cold energies and a minimal ability to follow orders and then unleashed to serve their creator's will. They are especially dangerous when on icy ground or when fighting in ice caverns.

An ice golem cannot speak. It weighs about 2,000 pounds.

COMBAT

Ice golems are unimaginative enemies; they make direct attacks against the nearest foe when ordered to.

Ice Shards (Su): As a free action once every 1d4+1 rounds, an ice golem can generate a spray of deadly ice shards from its body, dealing 2d6 points of piercing damage and 1d6 points of cold damage to all creatures within 10 feet. In addition, living creatures must succeed on a DC 16 Fortitude save or be blinded for 1d4 rounds. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, the ice golem must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Construct Traits: An ice golem has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. It has darkvision out to 60 feet and low-light vision.

Icewalking (Ex): This ability works like the spider climb spell but applies to all icy surfaces. An ice golem can move normally on any icy surface.

Immunity to Magic (Ex): An ice golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. Fire spells and effects affect the golem normally, even if they permit spell resistance (but note the golem's vulnerability to fire).

A magical attack that deals cold damage heals an ice golem of 1 point of damage for each 3 points of damage such an attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Chilling Fog

A thick fog bank radiates cold as it drifts towards you. A chilling fog is a living cone of cold spell, subjecting its prey to deathly frost.

COMBAT

A chilling fog often lurks in misty areas, making it difficult to detect until it attacks.

Cone of Cold (Su): A creature hit by a chilling fog's slam attack or engulfed by it is dealt 11d6 points of cold damage (Reflex DC 17 half).

Engulf (Ex): A chilling fog can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The chilling fog merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a chilling fog, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell move forward. Engulfed creatures take 11d6 points of cold damage (Reflex DC 17 half) and are considered grappled.

Polar Fog

Same as chilling fog but a *polar ray* living spell instead of *cone of cold*.

Yuki-on-na

Medium Fey (Cold)

Hit Dice: 8d6 (28 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 19 (+1 Dex, +4 deflection, +4 natural), touch 15, flat-footed 18

Base Attack/Grapple: +4/+4 Attack: Touch +4 melee (1d10 cold)

Full Attack: Touch 4 melee (1d10 cold)

Space/Reach: 5 ft./5 feet

Special Attacks: *Lose the way*, paralyzing glance, spell-like abilities

Special Qualities: Immunity to cold, low-light vision, vulnerability to fire

Saving Throws: Fort +2, Ref +7, Will +8

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

Skills: Bluff +15, Diplomacy +6, Disguise +4 (+6 acting), Hide +12, Intimidate +15, Listen +15, Move Silently +12, Perform (dance) +15, Spot +15

Feats: Alertness, Improved Initiative

Environment: Cold forests

Organization: Solitary or family (2-3)

Challenge Rating: 4

Treasure: Standard

Alignment: Often chaotic neutral

Advancement: 9-16 HD (Medium)

Level Adjustment: +4

Beautiful spirits of the frozen wastes, yuki-on-nas are either hateful and destructive or kindly and helpful. In either case, they can be dangerous, since those who pursue them, whatever their intention, often find themselves lost in a blizzard.

A yuki-on-na appears as a human female of the rarest beauty. She has waist-length black hair, soft blue eyes, and full red lips. Her skin is pale blue and icy to the touch. She wears snowy white robes that continually swirl about her, even when no winds are blowing. Some say that a yuki-on-na is the spirit of a cold-hearted villain, while others claim she is the spirit of a shaman or shugenja who died while lost in a snowstorm.

Yuki-on-nas speak Common and Sylvan.

COMBAT

Yuki-on-nas are virtually never seen except during a heavy snowfall. Evil yuki-on-nas take these opportunities to attack from hiding, while good ones are often seen dancing through the snow. They shun melee combat whatever their alignment, using their touch attack to capture their prey (or defend themselves).

Lose the Way (Sp): Once per day, a yuki-on-na can touch a victim and make him or her completely unable to find his way anywhere for the next 3d6 hours. The yuki-on-na must succeed on a melee touch attack. The affected character cannot use the intuit direction aspect of the Survival skill to avoid becoming lost. The character cannot even find her way out of a closet without assistance, though she is perfectly capable of following other characters.

Paralyzing Gance (Su):

A yuki-on-na can paralyze creatures with a look. This is similar to a gaze attack, except that the yuki-on-na must take a standard action, and those merely looking at her are not affected. Anyone the yuki-on-na targets must succeed on a DC 18 Will save or be affected as though by a hold monster spell cast by an 8th-level sorcerer. The ability has a range of 30 feet. The save DC is Charisma-based.

Spell-Like Abilities: At will—*disguise self*, *comprehend languages*, *detect thought* (DC 16). Caster level 8th.

Sylph

Small Outsider (Air, Extraplanar)

Hit Dice: 3d8-3 (10 hp)

Initiative: +1

Speed: 30 ft, fly 90 ft (good)

AC: 12 (+1 size, +1 Dex), touch 12, flat-footed 11

Base Attack/Grapple: +3/-2

Attack: Unarmed strike +3 melee (1d2-1 non lethal)

Full Attack: Unarmed strike +3 melee (1d2-1 non lethal)

Space/Reach: 5ft / 5ft

Special Attacks: Spells

Special Qualities: *Improved Invisibility*, outsider traits, spells, Wild Empathy, spell resistance 14, *summon elemental*

Saves: Fort +2, Ref +4, Will +6

Abilities: Str 8, Dex 13, Con 8, Int 15, Wis 16, Cha 17

Skills: Balance +9, Concentration +5, Escape Artist +7, Hide +11, Jump +1, Knowledge (nature) +10, Listen +9, Move Silently +7, Spot +9, Survival +9, Tumble +7

Feats: Combat Casting, Empower Spell

Environment: Temperate and warm mountains

Organization: Solitary

Challenge Rating: 5

Treasure: Standard (gems and magic only)

Alignment: Usually neutral

Advancement: 4-9 HD (Small)

Level Adjustment: +5

Sylphs are native to the Elemental Plane of Air, but they have a liking for the scenery of the Material Plane. They often maintain homes high in the mountains, but since they love to travel, they are rarely found near their homes.

A sylph appears as a small, beautiful woman with translucent, brightly colored wings. The typical sylph prefers filmy clothing and brightly colored jewelry.

Sylphs always become invisible at the approach of strangers and remain so until they know whether there is any danger. The mere presence of danger, however, doesn't necessarily cause them to flee; they are so naturally curious that they may linger in dangerous situations just to watch. They are generally friendly, especially to human males.

Sylphs speak Auran and Common.

Combat

Sylphs seldom engage in physical combat and usually do not carry any weapons. They depend on their spells and special abilities to protect themselves. When threatened, they often summon elementals to defend them.

Spells: A sylph can cast arcane spells as a sorcerer. Caster level = sylph's Hit Dice + 4; spells known 7/ 5/ 3 /2; spells/day 6/ 7/ 7/ 5; save DC 13+spell level.

Improved Invisibility (Sp): At will, a sylph can use improved invisibility (self only).

Outsider Traits: A sylph has darkvision (60-foot range). It cannot be raised or resurrected.

Summon Elemental (Sp): Once per day, a sylph can use summon monster VI (caster level 12th) to summon a Large air, earth, fire or water elemental.

Wild Empathy (Ex): This power works exactly like the druid's wild empathy class feature.

Quesar

Medium Construct (Extraplanar)

Hit Dice: 8d10+20 (64 hp)

Initiative: +7

Speed: 60 ft.

Armor Class: 20 (+3 Dex, +7 deflection), touch 20, flat-footed 17

Base Attack/Grapple: +6/+6

Attack: Slam +7 melee (1d6 plus 1d6 energy/19-20)

Full Attack: 2 slams +7 melee (1d6 plus 1d6 energy/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: blinding radiance, consuming brilliance, searing burst

Special Qualities: Construct traits, damage reduction 10/adamantine, energy halo, fast healing 5, immunity to electricity and fire, spell resistance 18

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 11, Dex 16, Con -, Int 9, Wis 10, Cha 11

Skills: Spot +11

Feats: Improved Critical (slam), Improved Initiative, Weapon Focus (slam)

Environment: Blessed Fields of Elysium

Organization: Solitary or band (2-6)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral good

Advancement: 9-24 HD (Medium)

Level Adjustment: +9

This gaunt humanoid creature has blue skin and tall white hair. A slender torso joins two graceful arms, powerful legs, and a noble head. This form is obscured, however, by the incredible amounts of radiant energy emanating from the creature.

Like a star brought to ground, a quesar shines with blinding light that sears through evil creatures. Quesars are constructs crafted by angels, originally intended to serve as guardians over celestial treasures. In their benevolence, the angels gave their creations minds and free will, and the quesars refused to serve as slaves. Now they are independent — an isolated society of artificial life who still serve as mighty allies to the forces of good. Quesars stand 6 feet tall and weight 160 pounds. They speak Celestial.

Combat

A quesar's most dangerous weapon is the energy that suffuses its frame. Though they never use weapons, quesars can disrupt flesh and bone with a simple touch, and their energy halo is a powerful manifestation of their terrifying might.

Blinding Radiance (Su): At will, a quesar can increase the brightness of its energy halo so that it radiates brilliant light to a radius of 120 feet (and shadowy illumination to 240 feet). Any creature within this radius must make a DC 14 Fortitude save or be blinded for 1d10 rounds. The save DC is Charisma-based. Creatures with light sensitivity take double the normal penalties in this brilliant light.

Consuming Brilliance (Su): Three times per day, a quesar can create an instantaneous burst of energy so intense that it reduces all creatures and objects within 15 feet to a trace of fine dust, dealing 22d6 points of damage, as the disintegrate spell. A successful DC 14 Fortitude save means the creature resists disintegration, instead taking 5d6 points of damage. The save DC is based on Charisma.

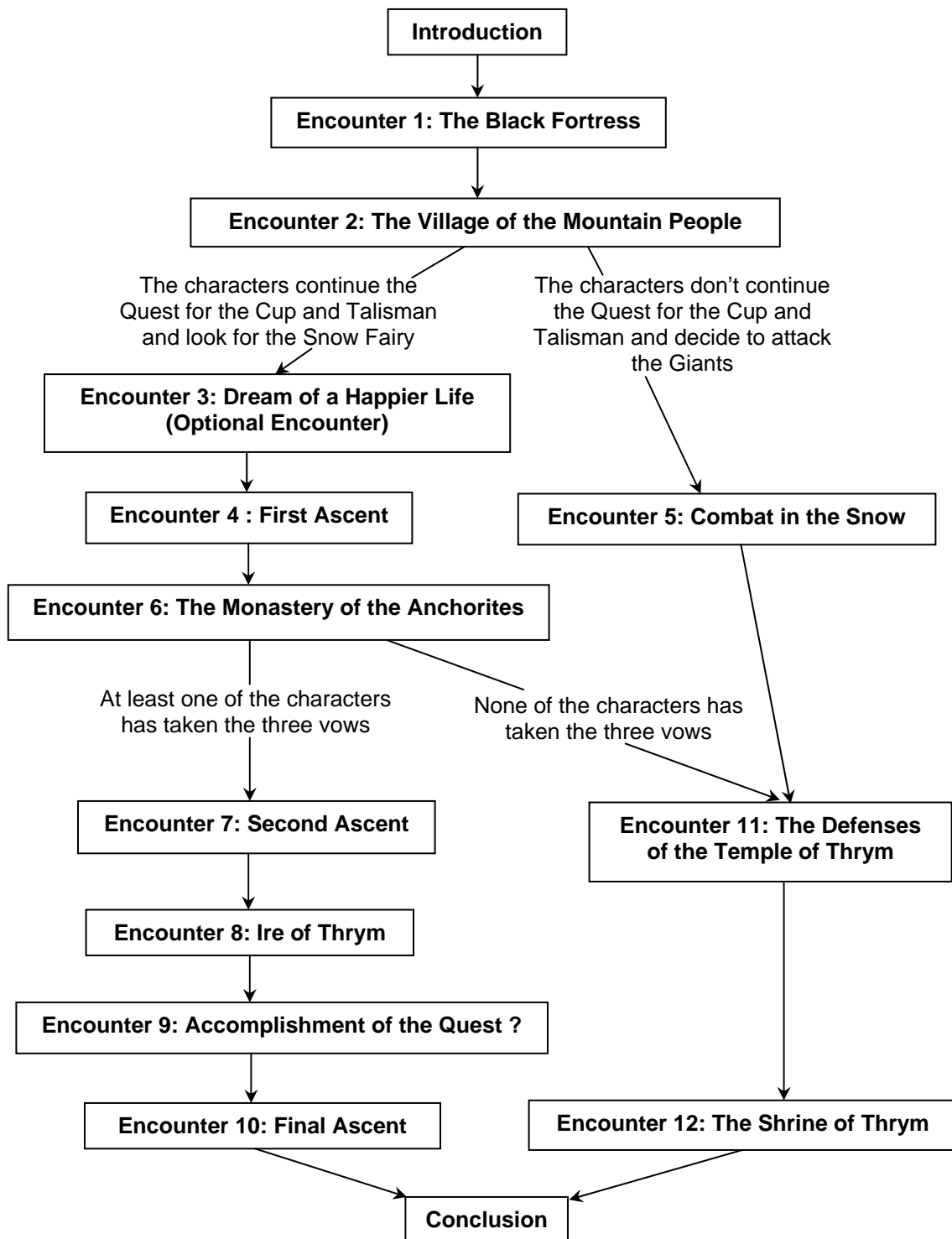
Searing Burst (Su): After a quesar has had blinding radiance active for at least 1 round, it can increase its intensity still more, creating an instantaneous burst of searing energy similar in effect to a *sunburst* spell. All creatures within 30 feet of the quesar take 6d6 points of damage (Reflex save DC 14 for half). A quesar can use a searing burst 6 times per day. The save DC is based on Charisma.

Construct Traits: A quesar has immunity to poison, magic sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Energy Halo (Su): At all times, a quesar is surrounded by a radiant glow that sheds bright light to a radius of 20 feet and shadowy illumination to 40 feet.

Fast Healing (Ex): A quesar regains lost hit points at the rate of 5 per round as long as it is in daylight (including spells such as *daylight* and *celestial brilliance*, but not its own energy halo). It continues regaining hit points even when destroyed, as long as it remains in daylight. Fast healing does not allow the quesar to regrow or reattach lost body parts.

APPENDIX 3: ADVENTURE FLOW CHART



APPENDIX 4: MAP

1: Village of the Mountain People (Ulagor)

2: Mountain of the Anchorites and of the Giants

NB The areas called Kardérée, Tashbayir and Belmagar are wooded and uneven areas intermediate between Udgru and Yatils. Few humans live there but humanoids (orcs and goblinoids) and giants are not uncommon.



Temperatures in the cold band or lower can be hazardous to unprepared characters. A character that has the Survival skill may receive a bonus on his saving throws against cold and exposure damage, and may be able to apply this bonus to other characters as well. For more information on the Survival skill, see page 83 of the *Player's Handbook*.

Temperature Band	Range	
Extreme heat	140° F or more	60°C ou plus
Severe heat	110° F to 140° F	43°C à 60°C
Hot	90° F to 110° F	32°C à 43°C
Warm	60° F to 90° F	15°C à 32°C
Moderate	40° F to 60° F	4°C à 15°C
Cold	40° F to 0° F	-18°C à 4°C
Severe cold	-20° F to 0° F	-29°C à -18°C
Extreme cold	-50° F to -20° F	-45°C à -29°C
Unearthly cold	-50° F or less	-45°C ou moins

The levels of protection described here refer to a character's protective measures against cold (see *Protection Against Cold*, below).

Cold: Unprotected characters must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage.

Characters whose protection against cold is at least level 1 or higher (cold weather outfit, Cold Endurance feat) are safe at this temperature range.

Severe Cold: Unprotected characters must make a Fortitude save every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A partially protected character need only check once per hour. For complete protection against severe cold, a character must have a level of protection of 2 or higher (for example, wearing a cold weather outfit and fur clothing). A character whose level of protection is only 1 is considered partially protected.

Extreme Cold: Unprotected characters take 1d6 points of cold damage per 10 minutes (no save). In addition, an unprotected character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a chill metal spell. A partially protected character takes damage and makes saving throws once per hour instead of once per 10 minutes.

A character must have a level of protection of 3 or higher to be protected against extreme cold. Level 2 is

APPENDIX 5: SNOW AND COLD

considered partial protection; level 1 is considered unprotected.

Unearthly Cold: Unprotected characters take 1d6 points of cold damage and 1d4 points of nonlethal damage per minute (no save). Partially protected characters take damage once per 10 minutes instead of once per minute. For complete protection against the effects of unearthly cold, a character must have a level of protection of 4 or higher. Level 2 or 3 is considered partial protection, and level 1 is no protection at all.

Protection Against Cold

Few people venture into the frostfell without some form of protection against cold. By far the most common means of protection is dressing appropriately in cold weather clothing or heavy furs. Characters with access to magical protection often rely on spells or magic items to further improve their ability to survive cold climates.

A character's protection against cold dangers is described by his level of protection, which ranges from 0 to 5 or more. Levels of protection are described below. To determine your protective level, begin with your base protective level, and then add any of the equipment modifiers that apply.

Protection against cold does not confer any resistance to cold—a character dressed in cold weather clothing with an endure elements spell still takes damage normally from a *cone of cold* spell or a white dragon's breath. However, equipment that provides a bonus on saving throws against cold dangers contributes its bonus whether it is complete, partial, or ineffective protection. For example, even though a cold weather outfit is not sufficient to offer even partial protection against extreme cold, a character in a cold weather outfit still adds the item's +5 circumstance bonus on his saves against the nonlethal damage of the extreme cold environment.

Base Level of Protection

- 0 Character or creature with no cold adaptations
- 1 Cold Endurance feat
Nonarctic animal with fur
Monsters native to cold terrain
- 2 Cold-tolerant character (glacier dwarf or Neanderthal)
Arctic animal with fur
Monsters native to frostfell terrain
- 3 *Endure elements* spell or effect
Resistance to cold 5 or more

Cold Endurance Feat: Creatures or characters with the Cold Endurance feat.

Nonarctic animal with furs: animals native to temperate or cold climates that have heavy fur coats (badgers, bears, wolves, and other such creatures).

Monsters native to cold terrain: creatures whose environment entry include a cold terrain.

Arctic animals with furs: animals with special adaptation to cold environments (polar bears, seals, arctic foxes, and other such animals).

Monsters native to frostfell terrain: Monsters that are normally found in regions of extreme cold belong in this group.

Endure elements: Characters currently protected by an *endure elements* spell or similar effect.

Resistance to cold: A character with a spell or effect granting cold resistance applies his resistance to both lethal and nonlethal damage from cold temperatures. For example, a creature with resistance to cold 5 subtracts 5 points from the 1d6 points of cold damage dealt per 10 minutes by extreme cold (and therefore might take 1 point of cold damage, if a 6 is rolled) and 5 points from the 1d4 points of nonlethal damage dealt. Since the character never takes any nonlethal damage from the cold, he will not suffer hypothermia or frostbite.

Equipment modifier

0	no special clothing
+1	Armor insulation cold weather outfit fur clothing
+2	Cold weather outfit+fur clothing armor insulation+fur clothing
+3	improvised shelter

Armor insulation: special alchemical item not found during this adventure.

Cold weather outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirts, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Fur clothing: Heavy furs are very good at protection against cold. Fur clothing can be worn over a cold weather outfit or armor insulation in order to provide protection against even more severe weather.

Improvised shelter: characters or creatures that are not attempting to travel, but instead stop and seek shelter in a snow cave, den, or similar shelter, can gain a bonus to their level of protection.

Frostbite

Frostbitten extremities become numb and pale as a supply of blood decreases due to cold temperatures. As stated in Chapter 8 of the *Dungeon Masters Guide*, a character who takes any nonlethal damage from cold or exposure is beset by frostbite and suffers a -2 penalty to his Dexterity score.

Touching metal with bare skin can cause the moisture on your skin to freeze to the metal. When you pull away, you may leave a layer of skin beyond.

Treating Frostbite

A successful DC 15 Heal check can cure frostbite eliminating the fatigue. The DC is modified by the condition listed in the table below.

Condition	Heal DC modifier
Cold environment	+3
Immersion in warm water	-5
Dry heat from flame	-2*

* Healing frostbite using dry heat causes the victim 1d4 points of fire damage.

Hypothermia

In any situation in which freezing temperature are present, hypothermia is a potentially lethal risk. Hypothermia is a condition that results from the lowering of the body's core temperature (weather causes quickly by immersion in freezing waters or over a long period a time by exposure to cold temperature) and is marked by pale skin, rigid muscles, and loss of consciousness. The three stages of hypothermia are mild, moderate, and severe.

As stated in Chapter 8 of the *Dungeon Masters Guide*, a character who takes any nonlethal damage from cold or exposure is beset by mild hypothermia and therefore treated as fatigued. Immersion in chill water calls for an immediate check to resist the effect of cold or exposure and increases the DC of all Fortitude saves to avoid taking damage from cold or resisting cold-based spells and effects by 10 until the character and his clothes become dry.

Once a character succumbs to mild hypothermia, he becomes susceptible to moderate and severe levels of hypothermia. Any character with mild hypothermia that fails an Fortitude save to avoid the effect of cold or exposure is beset by moderate hypothermia and is treated as exhausted. Any character with moderate hypothermia that fails a Fortitude save to avoid the effect of cold or exposure is beset by severe hypothermia and is treated as disabled.

Treating hypothermia

A successful DC 15 Heal check can lower the level of hypothermia of the victim by one level (severe to moderate, moderate to mild, mild to none). The DC is modified by the conditions listed in the table below.

Condition	Heal DC modifier
wet clothing	+2
cold environment	+3
heat from fire	-5
body contact	-1

Snow Fields

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

The table below indicates the degree of impediment caused by various depths of loose, encrusted snow. The "small" category includes small and smaller creatures, while the "large" category includes large and larger creatures.

Snow-impeded movement

Snow depth	Creature Size		
	Small	Medium	Large
up to 6 inches	minor	none	none
7-12 inches	minor	minor	none
13-24 inches	major	minor	minor
25-36 inches	major	major	minor
37-60 inches	total	major	major
61+ inches	total	total	major

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

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

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

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

Gear

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

Fur clothing is cumbersome to wear. Although the furs do not provide an appreciable armor bonus, they do increase

your total armor check penalty for any armor worn by 2 points.

Hut, portable: A portable hut consists of a wooden framework that can be quickly assembled into a hut-shaped frame that covers a 10 foot square. The frame's base consists of several iron spikes that can be driven through holes in the frame to affix the hut frame to the ground; further stability is granted by several rope supports that extend out 15 feet from the hut's hedge. Once the frame is in place, you simply attach the leather and fur wrappings over the outside of the wall and lash them directly to the frame to finish building the hut. A portable hut provides excellent shelter in the wilderness; assembling or disassembling a portable hut only takes 15 minutes of work. A portable hut serves as an improvised shelter.

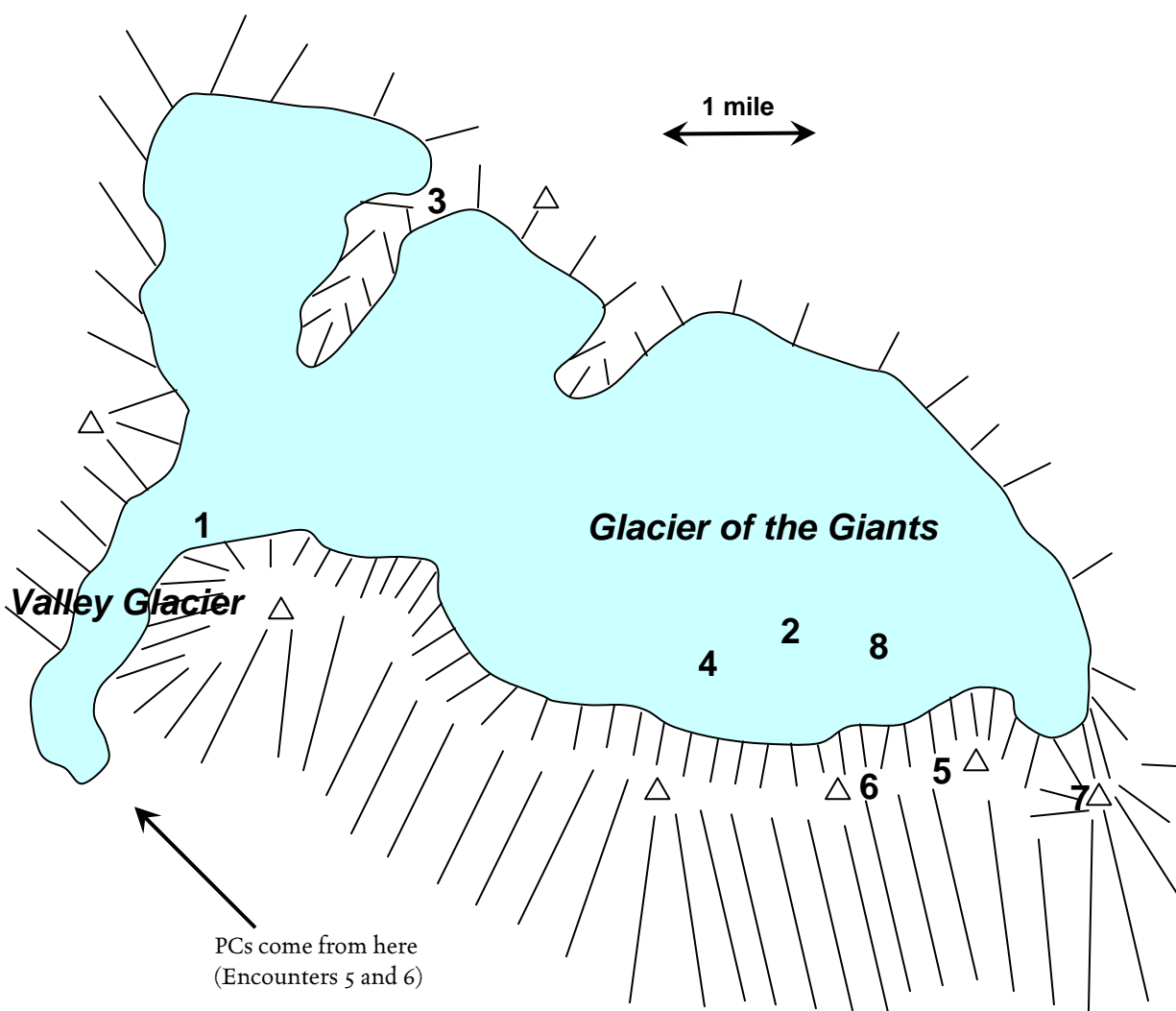
Snowshoes: this allow the wearer to move across snow and ice with increase speed. Snow of any depths is considered a minor impediment. Snowshoes take 1 minute to don and a full-round action to remove.

Adventuring Gear	Cost	Weight
Fur clothing	8 gp	10 lb.
Hut, portable	125 gp	75 lb.
Snowshoes	15 gp	8 lb.

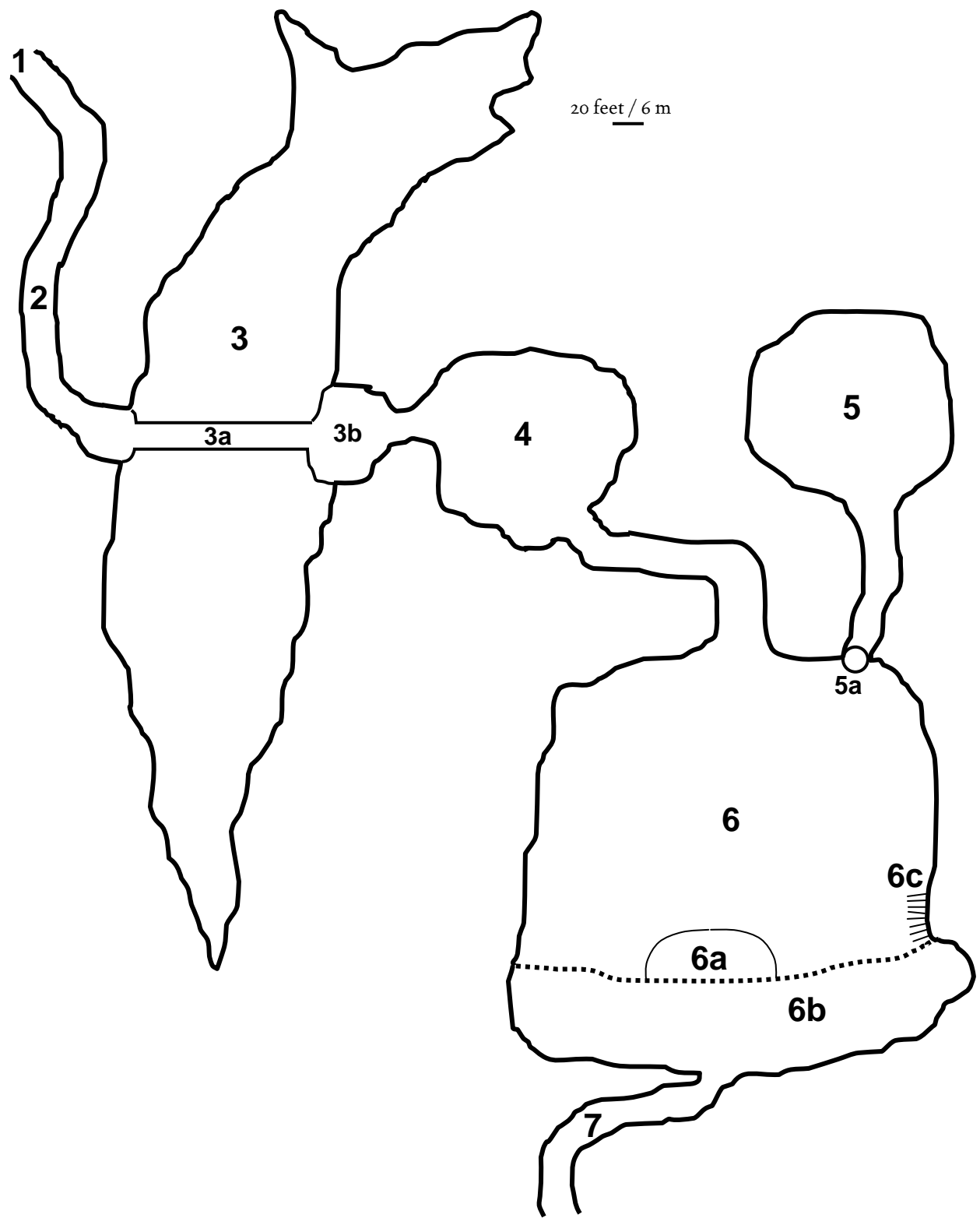
APPENDIX 6 : MAP OF THE MASSIF

Light Blue areas are glaciers. Triangles are higher areas on the sides.

- 1: Meeting with Shurmud and Bafiz (Encounter 5)
- 2: Combat in the snow (Encounter 5)
- 3: Monastery of the Anchorites (Encounter 6)
- 4: Meeting with Jouham (Encounter 7)
- 5: Ire of Thrym (Encounter 8)
- 6: Return from Encounter 9 of PCs not having taken the vows and the coming of pegasi (Encounter 10)
- 7: Final Ascent for PCs having taken the vows and the light gate (Encounter 10)
- 8: Temple of Thrym (Encounters 11 and 12)



APPENDIX 7 : TEMPLE OF THRYM



APPENDIX 8: THE ICE BRIDGE

1 square = 5 feet (1,50 m)



PLAYER HANDOUT 0: INFORMATIONS

- The Immortal man of the Mountains is a legend of the Northwestern Yatils, near the Caliphate of Ekbir.
- Legend says an immortal man lives as a hermit on one of the highest peaks of the Yatils where the snow and ice never melts.
- He is well over 1000 years old.
- He is said to have met the High Cleric during his mortal life.
- It is said that his lips have kissed the High Cleric himself.
- The Immortal would be somewhere in the area of modern-day Kalat-Kara which is in the small strip of land between the Yatils and the Udgru.

PLAYER HANDOUT 1: SACRED VOWS

You have taken the vows of nonviolence, peace and poverty.

SACRED VOWS

You have willingly given yourself to the service of a good deity or cause, denying yourself an ordinary life to better serve your highest ideals.

Benefit: you gain a +2 perfection bonus on Diplomacy checks.

VOW OF NONVIOLENCE

You have taken a sacred vow to avoid violence against humanoids and giants.

Benefit: The saving throw DC for spells you cast or other special abilities you use against humanoid, monstrous humanoid or giant targets is increased by +4 if the spell does not deal damage (including ability damage but not nonlethal damage), bestow negative levels, or cause death. Spells affected by this feat include most Abjuration, Enchantment, and Illusion spells (though not phantasmal killer, for example), those few Divination spells that have targets and require saving throws (including *detect thoughts* and *discern lies*), and even Necromancy spells such as *waves of fatigue* and *ray of exhaustion*. It does not affect most Evocation, Conjunction, and Transmutation spells.

The bonus granted by this feat does not stack with the bonus granted by the Spell Focus feat. It affects only saving throw DCs, not caster level checks or other elements of a spell.

The benefit of this feat extends to special abilities other than spells that allow a saving throw, but only if the ability does not deal damage and is not dependent on dealing damage. For example, a character with the Stunning Fist feat can increase the saving throw DC to avoid being stunned by +4 if she deals nonlethal damage, rather than regular damage with her stunning attack. A couatl's venom would not become more virulent because of this feat, however, because it deals ability damage and requires the couatl to deal hit point damage in order to deliver it.

Special: To fulfill your vow, you must not cause harm or suffering to humanoid, monstrous humanoids or giants foes. You may not deal real damage or ability damage to such foes through spells or weapons, though you may deal nonlethal damage. You may not target them with death effects, *disintegrate*, pain effects, or other spells that have the immediate potential to cause death, suffering, or great harm.

Your purity is so great that any ally of yours who slays a helpless or defenseless foe within 120 feet of you

feels great remorse. Your ally takes a -1 morale penalty on his attack rolls for 1 hour per your character level. For each helpless foe slain, the attack penalty increases by 1, to a maximum equal to your character level. The duration of the increased penalty starts from the latest slaying.

You may ask your allies to give you an oath that a helpless foe will not be slain. If the oath is sworn, an ally who later breaks the oath takes the penalty for doing so as if you were present. If you leave a helpless foe to be killed by your allies, you have broken your vow. You may ask a defeated creature to give you an oath of surrender or noninterference in exchange for its life. If the creature breaks this oath to you, you can allow your allies to deal with the creature as they see fit without breaking their oaths or your vow of nonviolence.

If you intentionally break your vow, you immediately and irrevocably lose the benefit of this vow. If you break your vow as a result of magical compulsion, you lose the benefit of this vow until you perform a suitable penance and receive an *atonement* spell.

VOW OF PEACE

You have taken a sacred vow to abstain from harming any living creature.

Benefit: This sacred vow grants significant supernatural benefits, but its cost is high.

First, you are constantly surrounded by a calming aura to a radius of 20 feet. Creatures within the aura must make a successful Will save (DC 10 + one-half your character level + your Cha modifier) or be affected as by the *calm emotions* spell. Creatures who leave the aura and reenter it receive new saving throws. A creature that makes a successful saving throw and remains in the aura is unaffected until it leaves the aura and reenters. The aura is a mind-affecting, supernatural compulsion.

Second, you gain a +2 natural armor bonus to your AC, a +2 deflection bonus to your AC, and a +2 exalted bonus to your AC. This exalted bonus does not apply to touch attacks and does not hinder incorporeal touch attacks. Brilliant energy weapons, however, do not ignore it. It does not stack with an armor bonus. If you also have the vow of Poverty, the natural armor, deflection, and exalted Armor Class bonuses granted by that feat all increase by +2. If a creature strikes you with a manufactured weapon, the weapon must immediately make a successful Fortitude save (DC 10 + one-half your character level + your Con modifier) or shatter against your skin, leaving you unharmed.

Finally, you gain a +4 exalted bonus on all Diplomacy checks.

Special: To fulfill your vow, you must not cause harm to any living creature (constructs, evil outsiders

and undead are not included in this prohibition). You may not deal real damage or ability damage to such creatures through spells or weapons, though you may deal nonlethal damage. You may not target them with death effects, *disintegrate*, or other spells that have the immediate potential to cause death or great harm. You also may not use nondamaging spells to incapacitate or weaken living foes so that your allies can kill them—if you incapacitate a foe, you must take him prisoner.

If you intentionally break *your* vow, you immediately and irrevocably lose the benefit of this vow. If you break your vow as a result of magical compulsion or otherwise unwittingly, you lose the benefit of this vow until you perform a suitable penance and receive an *atonement* spell.

VOW OF POVERTY

You have taken a sacred vow to forswear material possessions.

Benefit: You gain bonuses to your Armor Class, ability scores, and saving throws, as well as bonus exalted feats, all depending on your character level. See *Voluntary Poverty* below for details.

Special: To fulfill your vow, you must not own or use any material possessions, with the following exceptions: You may carry and use ordinary (neither magic nor masterwork) weapons. You may wear simple clothes (usually just a homespun robe, possibly also including a hat and sandals) with no magical properties. You may carry enough food to sustain you for one day in a simple (nonmagic) sack or bag. You may carry and use a spell component pouch. You may not use any magic item of any sort, though you can benefit from magic items used on your behalf—you can drink a *potion of cure serious wounds* a friend gives you, receive a spell cast from a wand, scroll, or staff, or ride on your companion's *ebony fly*. You may not, however, "borrow" a *cloak of resistance* or any other magic item from a companion for even a single round, nor may you yourself cast a spell from a scroll, wand, or staff.

If you break your vow, you immediately and irrevocably lose the benefit of this vow.

VOLUNTARY POVERTY

You gain certain spiritual benefits that can help outweigh the lack of your items. These benefits depend on your character level. The level at which you swear the vow is irrelevant; if you give up your possessions at 10th level you gain all the benefits of a 10th-level ascetic character.

AC Bonus (Su): A 1st-level ascetic receives a +4 exalted bonus to his Armor Class. The bonus increases to +5 at 3rd-level, and thereafter increases by +1 for each 3 character levels. This bonus does not apply to touch

attacks and does not hinder incorporeal touch attacks. Brilliant energy weapons, however, do not ignore this bonus. This does not stack with an armor bonus.

Endure Elements (Ex): A 3rd-level ascetic is immune to the effects of being in a hot or cold environment. He can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves (as described in the *Dungeon Master's Guide*). **Unearthly cold**, however, is treated as **cold**.

Exalted strike (Su): At 4th level, an ascetic gains a +1 enhancement bonus on all his attack and damage rolls. In effect, any weapon the character wields becomes a +1 magic weapon and can overcome the damage reduction of a creature as though it were a magic weapon. This enhancement bonus rises to +2 at 10th level and to +3 at 14th level. At 10th level, any weapon damage the character deals is also considered to be good-aligned, so that it can bypass the damage reduction of some evil outsiders.

Sustenance (Ex): A 5th-level ascetic doesn't need to eat or drink.

Deflection (Su): A 6th-level ascetic receives a +1 deflection bonus to his Armor Class. This bonus increases to +2 at 12th level.

Resistance (Ex): At 7th level, an ascetic gains a +1 resistance bonus on all saving throws. This bonus increases to +2 at 13th level.

Ability Score Enhancement (Ex): At 7th level, an ascetic gains a +2 enhancement bonus to Charisma. At 11th level, he gains an extra +2 bonus to Charisma, and a +2 bonus to another ability score. At 15th level, he gains an extra +2 bonus to those two scores, and a +2 bonus to a third ability score.

Natural Armor (Ex): At 8th level, an ascetic gains a +1 natural armor bonus, or his existing natural armor bonus increases by +1. It increases an extra +1 at 16th level.

Mind Shielding (Ex): Also at 8th level, an ascetic character becomes immune to *detect thoughts*, *discern lies*, and any attempt to discern his alignment.

Damage Reduction (Su): An ascetic gains damage reduction 5/magic at 10th level. At 15th level, this improves to 5/evil.

Greater Sustenance (Ex): Once he attains 12th level, an ascetic character doesn't need to breathe. He is thus immune to altitude effects.

Energy Resistance (Ex): At 13th level, an ascetic gains resistance 5 to acid, cold, electricity fire, and sonic energy.

Freedom of Movement (Ex): At 14th level, an ascetic can act as if continually under effect of a *freedom of movement* spell.

As part of the re-training allowed from this acceptance of the Vows, you may want to consider the following feats, which are specifically available to you:

NONLETHAL SUBSTITUTION [METAMAGIC]

You can modify a spell that uses energy to deal damage to deal nonlethal damage instead.

Benefit: Choose one type of energy: acid, cold, electricity, fire or sonic. You can modify a spell with the chosen designator to deal nonlethal damage instead of energy damage. The altered spell works normally in all respect except the type of damage dealt. For example, a nonlethal fireball spell works in the usual way except that it deals nonlethal damage instead of fire damage. A nonlethal spell uses a spell slot of the spell's normal level modified by any other metamagic feats (this is different from the usual version of this feat).

RIGHTEOUS WRATH

Your rage is empowered with divine fury.

Prerequisites: Rage class ability.

Benefit: When you first deal damage with a melee attack against an evil foe during your rage, that creature must make a successful Will saving throw (DC 10+1/2 your raging class level + your charisma modifier) or be shaken. If you fail to affect a creature the first time you hit, you cannot affect it in that encounter. The shaken effect remains until you withdraw or are killed or incapacitated. While raging, you maintain clarity of mind unusual among barbarians. You are perfectly able to deal nonlethal damage, stop your attacks to show mercy, and distinguish friend from foe even in the heat of your rage.

SUBDUING STRIKE

You are adept at striking to deal nonlethal damage even with normal weapons.

Benefit: You can use any melee weapon to deal nonlethal damage with no penalty on your attack roll. If you are a rogue, you can deal nonlethal damage with your sneak attack even if you are using a normal melee weapon. This feat does not allow you to deal nonlethal damage with ranged weapon.

Normal: If you use a melee weapon designed to deal lethal damage to deal nonlethal damage instead, you take a -4 penalty on your attack rolls. Rogues normally can only use saps or unarmed strikes to deal nonlethal damage with their sneak attacks.

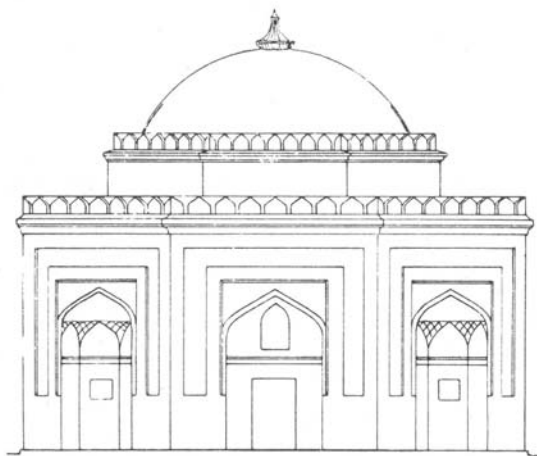
NIMBUS OF LIGHT

You are cloaked in a radiant light that marks you as a servant of the purest ideals. All who look upon you now without a doubt that you are a champion of good and are favored by the powers of the Upper Planes. The nimbus

may take the form of a cloud surrounding your entire body, or it may appear as beams of light around your head.

Benefit: Good creatures automatically recognize the radiance surrounding you as a sign of your purity and devotion to the powers of good. You gain a +2 circumstance bonus on all Diplomacy and Sense Motive checks made when interacting with good creatures. Your radiance sheds light as a common lamp: bright light to a radius of 5 feet and shadowy illumination to 10 feet. You can extinguish this radiance at will and reactivate it again as a free action.

PLAYER HANDOUT 2: THE RELIQUARY TEMPLE



PLAYER HANDOUT 3: NOUHA AND JOUHAM

Nouha

Jouham, my love, I missed you so much!

Jouham

I missed you too. I am so alone now !

Nouha

Come back to me ! Come back to me ! Don't stay alone in the cold!

Jouham

My destiny is up there. Below all is only chimera ! The Truth lies in cold! I want to get my winter, to fall asleep far from your chimeras!

Nouha

No, it is not true ! You dream of warmth, of Sun and of this warm beach near the sea ! That is your real wish!

Jouham

You know well that I lie ! You know well that I'm cold inside ! But what hope could I have when all is black?

Nouham

You do love me. Don't play ! To love is not a child play.

Jouham

You say that to love is not a child play! I know that you lie but I am so alone now!

Nouha

Without you, I am alone too !

Jouham

From our destinies is born only solitude. We are two orphans defigured by time!

Nouha

Let me rejoin you then if you don't want to come back !

Jouham

No. I live in exile. You must flee me.
(he begins to sing)

Bubble of sorrow

Ball of uncertainty

So many mornings

Hided by nothing

I want to get my winter

To fall asleep far from your chimeras

I know well that you lie

I know well that I am cold inside

Bubble of sorrow

Ball of uncertainty

From our destiny

Is borne only solitude

You say time is needed

That to love is not a child play

I know well that you lie

But I am so alone now

Such is I

Such is you

Such is he

Thus me I

Pray so that you

Flee my exile

But what hope

Could I get

When all is black ?

Such is I

Such is you

Such is my life

Too bad.

Bubble of sorrow

Ball of uncertainty

Two orphans

Defigured by time

I would like my winter

To fall asleep far from your chimeras

You know well that I lie

You know well that I am cold inside

Such is I

Such is you

Such is he

Thus me I

Pray so that you

Flee my exile

But what hope

Could I get

When all is black ?

Such is I

Such is you

Such is my life

Too bad.

(the two lovers embrace each other and kiss each other for a long time and leave each other with regret).

Nouha

Jouham, mon amour, tu m'as tellement manqué !

Jouham

À moi aussi, tu m'as manqué ! Je suis si seul à présent !

Nouha

Reviens vers moi ! Reviens vers moi ! Ne reste pas seul dans le froid !

Jouham

Ma destinée est là-haut. En bas, tout n'est que chimère !
La vérité est dans la froidure ! Je veux mon hiver,
m'endormir loin de tes chimères !

Nouha

Non, ce n'est pas vrai ! Tu rêves de chaleur, de Soleil et de
cette chaude plage au bord de la mer ! Voilà ton vrai
désir !

Jouham

Tu sais bien que je mens ! Tu sais bien que j'ai froid
dedans ! Mais quel espoir pourrais-je avoir quand tout est
noir ?

Nouham

Tu m'aimes. Ne joue pas ! Aimer n'est pas un jeu d'enfant !

Jouham

Tu dis qu'aimer n'est pas un jeu d'enfant ! Je sais bien que
tu mens mais je suis si seul à présent !

Nouha

Sans toi, moi aussi je suis seule !

Jouham

De nos destins naît que solitude. Nous sommes deux
orphelins que le temps défigure !

Nouha

Laisse-moi te rejoindre alors, si tu ne veux pas revenir !

Jouham

Non. Je vis en exil. Tu dois me fuir.
(il se met à chanter)

*Bulle de chagrin
Boule d'incertitude
Tant de matins
Que rien ne dissimule
Je veux mon hiver
M'endormir loin de tes chimères
Je sais bien que je mens
Je sais bien que j'ai froid dedans*

*Bulle de chagrin
Boule d'incertitude
De nos destins
Naît que solitude*

*Tu dis qu'il faut du temps
Qu'aimer n'est pas un jeu d'enfant
Je sais bien que tu mens
Mais je suis si seule à présent*

*Ainsi soit Je
Ainsi soit Tu
Ainsi soit Il
Ainsi moi je
Prie pour que Tu
Fuyes mon exil
Mais quel espoir
Pourrais-je avoir
Quand tout est noir?
Ainsi soit Je
Ainsi soit Tu
Ainsi soit ma vie
Tant pis.*

*Bulle de chagrin
Boule d'incertitude
Deux orphelins
Que le temps défigure
Je voudrais mon hiver
M'endormir loin de tes chimères
Tu sais bien que je mens
Tu sais bien que j'ai froid dedans.*

*Ainsi soit Je
Ainsi soit Tu
Ainsi soit Il
Ainsi moi je
Prie pour que Tu
Fuyes mon exil
Mais quel espoir
Pourrais-je avoir
Quand tout est noir?
Ainsi soit Je
Ainsi soit Tu
Ainsi soit ma vie
Tant pis...*

(les deux amants s'enlacent et s'embrassent longuement
puis se séparent à regret).