

Famine Scourge of Winter

A 1-Round D&D Living Kingdoms of Kalamar[®] Adventure

by Clifford Caldwell

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An unexpected turn in the weather has caused a food shortage in Baneta. Ice has blocked in the fishing fleet, but driven off the Kalamaran fleet. Can you help end this drastic change in the weather before hunger breaks the siege of Baneta? For ATLs 1-9.

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LKoK 45 Famine - Scourge of Winter

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Calculating Average Table Level (ATL)

LKoK uses Average Table Level (ATL) rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. In order to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of four.

Once you calculate the ATL write it down here as you will need it later for setting the DC of certain skill checks.

ATL____

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 13th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure at the table and the administrator of the adventure), need a copy of the Dungeons & Dragons[®] 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar[®] Campaign Sourcebook and the Kingdoms of Kalamar Player's Guide. Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure, as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living[™] Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

It is late summer in the fair city of Baneta, yet there seems to be a problem with the weather. Deep snow drifts cover every available flat space and brisk winds whistle through corners darkened by wintry clouds.

MODULE NOTES

One of the biggest things to note for this scenario is the conditions. With ice and snow being a constant problem you have to remember the terrain rules in order to truly bring the event to life. Remember that in snowy conditions characters encounter hazards. See Appendix II for a compiled listing of what types of hazards can occur in winter conditions. This is important as keywords in the text enable you to understand what type of terrain hazard is being used and what rules are in effect.

BACKGROUND

Balan Kasar, an ambassador of Kalamar, recently acquired a relic of the Flaymaster. Balan has made many deals with demi-humans for the empire of Kalamar. His latest contacts were blue skinned goblins living in the mountains near Dorndern, Cosdol. They possessed a Seed of the Flaymaster, an ice crystal with the ability to convert sunlight into a 5 mile radius of frost covered ground. The goblins had frozen the crystal to a staff for the chief to make a spear.

Balan had assumed the role of leader of the goblin tribe to gain the artifact, but his recall to Kalamar angered the goblins against him. Balan slew them all to bring his prize to the emperor.

As he quietly traveled through Pekal on his way back to the Kalamaran Empire he encountered a small pocket of Tokite forces doing sabotage missions on roads and bridges in the area. A series of unfortunate events occurred and the Tokite commander found out about the artifact in Balan's possession. Seeing a chance to do serious damage to the Pekalese forces, the Tokite commander "removed" the item from Balan and placed him under arrest for "treason". The Tokite Commander set the Seed to work and soon the countryside was covered in ice and snow. All was going according to his plan when disaster struck.

Hoardreth, a half orc cleric of the Flaymaster, was given visions of the Seed and a means of increasing its power, a scroll of flame strike. The Seed retaliates against fire magic (which the Seed is immune towards) with a cold retaliation.

Hoardreth attacks the Tokites the night the heroes are sent out to find out what is going on. Hoardreth has been completely consumed by the Seed and now serves as its guardian. Balan escaped in the chaos, hoping to get back to Kalamar so he can report the Tokite commander for his insolence and illuminate the current failings of the Tokite forces to Kabori.

ADVENTURE SYNOPSIS

Introduction

The Player Characters are exposed to the situation in Baneta and given the option of a brief freeform role playing experience. They are to go "out into the streets" to help those in need. Suggestions are offered.

Encounter 1

The characters meet The Honorable Michnal Rul, Commander of the Legion of Thunder, to discuss recent developments during the "siege" of Baneta.

Encounter 2

The College of Magic provides a way out of Baneta. Several dimension door spells allow the heroes to leave the city unobserved. The heroes then encounter pit traps left by the Kalamaran army to guard trails to their camp. The recent snowfall has covered them and several of the ice zombies.

Encounter 3

The heroes meet the fleeing Balan Kasar as he falls through a frozen stream. After the combat, the heroes are faced with what to do about a Kalamaran Ambassador.

Encounter 4

The Seed of the Flaymaster has acquired mobility and need to be dealt with by the heroes. They also find the relic is regenerating in sunlight.

Encounter 5

The heroes are welcomed back to Baneta. Conclusions hinge on the ambassador's treatment and what happened to the Seed of the Flaymaster.

Introduction

The Player Characters are exposed to the situation in Baneta and given the option of a brief freeform role playing experience. They are to go "out into the streets" to help those in need. Suggestions are offered.

Your breath blows out in steamy puffs as you hurry across the snow piled streets of Baneta on this early Siege-hold morning.

Siege-hold morning? If this is one of the late weeks of summer then there is definitely something wrong in Baneta. Siahina wistfully to yourself you duck into an alley to escape the whistling wind as it rushes through the streets sending snow blowing and passersby scrambling for cover from the blistering cold. As you hunker down you see that you are not the only one that has found refuge in this dismal alley. A single strand of ivy struggles to survive in the frigid cold, slowly stretching its way out of the snow bank that it is in and reaching up the side of the building. As you look at the ivy and marvel at its tenacity, you ponder the events that have brought Baneta so low.

The Tokite army has remained a primary threat to Baneta and the Pekalese forces for some time after the battles two summers ago. Through the efforts of adventurers and the Naval Irregulars, trade has almost resumed its normal pace as the Tokite blockades have been pushed further back in the bay, but not before Baneta's economy felt the pressure. Some few fields were razed and granaries stripped bare by the invading forces, but the greater pull has been from the increased Pekalese forces. There were hopes that the harvest from this year would bring Baneta's economy back to normal. Then three days ago, the winter came. It came four months early and it arrived with a vengeance all its own.

Temperatures dropped rapidly and then a new "siege" started. With roads covered with nigh unbreakable snow and the lake itself a sheet of ice, no food could be brought into the city. The crops are frozen in the fields, damaged beyond recovery, even if the weather should return to normal. Things seemed dark indeed.

They still do as you push your way out of the alley and once more begin tromping through the snow. Late last night you and some friends decided to help the food effort out somehow here in Baneta. As you slough off through the snow you take a look back at your temporary refuge.

Your struggling companion, the ivy, lies withered and dead atop a snowdrift.

So, what would you like to do to help the food situation here in Baneta?

UNPREPARED DMs – If you have not had a chance to read and prepare for the adventure then this will be text that you look for throughout the document. Hopefully it will help you get through some sticky points and still get the story across to the players.

PREPARED DM's - If you are good at "winging it" then you will be okay with this encounter. If free form role playing is not your forte then as the player character moves off to search for something to do, you can slide them right into the INTRODUCTION without further ado.

There are actually quite a few ways to help the food situation. A few suggestions include:

Clerics with Create Food and Water can start local food pantries or offer food through their churches. The concept of food pantries may sound strange in medieval culture but there has actually been a rather successful one built and run by PCs in the city of Bet Rogala. PCs that come up with this idea are met with funny looks until they describe what they are doing, then NPCs that they talk to remember hearing about this "odd but useful" enterprise.

- Bards can help in local bakeries and grocers by *inspiring confidence* using their bardic skills.
- Warriors and other burly types find through some investigation that there are small stores of grain that need to be ground down to flour. A few hours in the local mills turning the stone would be of great assistance.
- Anything that seems reasonable let them do it. They are trying to help people that need fed and anything they do can be helpful.

Notes on Free Form Encounters -

A free form encounter like this gives you, the GM room to stretch your wings and really wing it. You get to make up the DC's and you get to figure out what skills are needed in order for the players to succeed or fail in then endeavors. Some notes to help you along might help so...

1 – Skill DC's – Make them reasonable. If the players are trying something truly outlandish then sock up the DC's accordingly.

2 – Combat – Nothing in free form should ever devolve into combat. This is a time for them to get out into the city and help the hungry. Beating up the hungry does not do anyone any good. Now if there was someone hoarding food and they can liberate it in about fifteen minutes then.....

3 – HAVE FUN – This is absolutely a roleplaying experience and each and every table will be different. When the players are talking to others about "What they did to help feed the hungry" every story will be different. And that is part of the fun of Free-Form.

4 – TIMING – Don't let free form take longer than fifteen minutes of real time. Remember that there are another 15 or so pages of scenario to get through!

When you and the players are done with your Free-Form, continue to the introduction.

Encounter 1

The characters meet The Honorable Michnal Rul, Commander of the Legion of Thunder, to discuss recent developments during the "siege" of Baneta.

"Hello! Hello! HEY YOU!"

You turn to see a young boy dressed in clothing that is several sizes to big for him. Apparently a poor attempt at layering his clothing has left him somewhat disheveled. Waving to get your attention he moves through other people and shortly stands before you. Composing himself he reaches into the folds of his clothing and produces a plain, unmarked scroll. A puff of winter cold escapes his lips and he says "For you." and hands you the parchment.

The boy, Nivin, stands there quietly while the PCs read the scroll. If the heroes offer him money, he requests food instead. He claims he is "Far down on the food chain." The message is an invitation to meet with Commander Michnal Rul at 8 bells tomorrow morning at army HQ.

The actual text of the document is (Player Handout 1):

Greetings!

If you wish to snap this cold in the bud and break this wintry woe to our city, then meet me at 8 bells tomorrow morning for breakfast. I will explain the details then but if you accept you must be ready to travel immediately.

Yours in Service Michnal Rul

Bardic Knowledge, Knowledge: Nobility, or Knowledge: Local: Bet Rogala or Pekal DC 10 reveals that Michnal is one of the Honorable and the commander for the Legion of Thunder. Few people have met him but they can find out that he is a Kalamaran.

The PCs have a single night to rest, relax and:

- Prepare Spells for the coming day A slight hint that it is very cold out and any spell that would negate the cold may be a good idea.
- Shopping Some PCs may have a bright idea that if they are going to be traveling then they may wish to pick up cold weather gear. Anything from the KPG, PHB, or Goods and Gear that is reasonable can be purchased in Baneta, but the price is 1.5 times more than normal because of the lack of recent trade.

- Cold Weather Gear Snowshoes, heavy coats and the like offer some protection from the cold.
- College of Magic Potions and scrolls that may be available from the College of Magic for some characters are not be available here as the CoM is quite a few miles away to the north, and completely inaccessible in this adventure.
- Temples The Halls of the Valiant, the Assembly of Light, and the Parish of Love are represented by strong stone buildings in Baneta. Priests and allied faiths may purchase potions here if they have the proper rank and favors. No potions over 100 GP can be purchased and the maximum that any individual can purchase is two potions, regardless of how many favors they have available.

Arriving at the barracks of Pekal's army, the guards welcome you inside once they see your invitations. After several minutes other people join you in waiting for the Michnal. (You may choose to do character introductions at this point.) Finally a young man enters the room. He wears a golden breastplate over a muscular chest and bears the scars of someone that has seen many battles. It is hard to believe that the sparkling blue eyes barely covered by a shock of deep red hair have probably not even seen thirty winters.

The young man looks up from a sheaf of paper that he is rifling through and gives each of you a grim smile. "Glad you could make it," he says in a smooth baritone. "I am Michnal, Commander of the Legion of Thunder and I need your help."

He lays a map out on the table that you are familiar with. It shows Baneta and the outlying regions. He points to an area just south of the snowbound city that you are currently in.

"The College of Magic has sent us several wizards to research this cold snap. They have informed us that this is no natural change in the weather." His smirks briefly as he continues. "Although we did not actually need help in determining THAT particular fact, they did provide one useful piece of information. The source of the problem is magical in nature, and in this region." He places his finger on the map and you recognize the location as along the Banadar River on the edge of the Kalokopeli forest.

"We would like to send you into this area to find out what the actual problem is. Once you have figured out this damnable cold's source, I would personally appreciate it if you would eliminate the threat to our great city. If you cannot, then return and we will decide what to do from there."

He looks up from the map. "Questions?"

Although Michnal is an Honorable of Pekal, he pretty much ignores the title unless it can do something to help his men. He is very loyal to the crown, and does whatever it takes to complete a mission. He is just as loyal to his soldiers though, and takes great pride in their accomplishments.

- How the heck are we going to get out of the city? Several students from the College of Magic are providing transportation magic to leave the City.
- So what does this pay? Military personnel receive no pay however this mission DOES count as a tour of duty. Anyone else can receive 10 times ATL Victories.
- Supplies? Rations provided include a large amount of smoked fish. Enjoy.
- Magic? He currently couldn't arrange for any divinations, but he has arranged for a single days worth of *endure elements* spell to be cast on the group.

Encounter 2

As the heroes trek through the wilds, they encounter Tokite traps and cold warped "ice zombies."

One bell after nightfall, you meet three men in the robes of the College of Magic on the Eastern wall of Baneta. From the top of the wall, you can see the damage this early frost is doing to the crops. You watch as stalks of grain fall in the steady breeze from the sea.

The wizards quickly proceed with their arcane spells to move you out of the city. With a simple touch, you and your friends find yourselves in the Eastern woods. The

mages cast another spell which seems to form a rope in the air. Their leader tells you they will remain in this area until you return.

The immediate area that the PCs arrive in provides clues as to what is going on and which direction they should travel. If there are any trackers in the group, allow them to roll a Survival check before reading the following box text. If no one has Survival, read the text without allowing a roll.

An obvious trail leads off to the north, the snow along the sides of the trail pushed down as though trampled.

These are the tracks of the ice zombies. A character might be able to identify what these tracks are using Knowledge: Religion DC 15 + Zombie HD (dependant on the players' ATL), or Knowledge: Monster DC 20 if either they or a member of their party succeeds at a DC 15 track/survival check or higher. Additional information is listed below, and each track/survival check's success at 20 and higher adds a +2 synergy bonus to the Knowledge: Monster or Knowledge: Religion check.

- Track/Survival check DC 15 reveals that the snow was pushed aside before it froze hard, and the tracks were created by something that shuffled rather than walked.
- Track/Survival check DC 20 reveals solitary humanoid tracks that may be followed. These are ice zombies that strayed too close to Baneta. If the heroes track them, they find a corpse at the end of their search. If the heroes choose to track where the humanoid tracks came from, go to encounter 2.
- Survival check DC 25 finds chunks of flesh shattered off by sling stones.
- Spellcraft DC 30 allows the hero to estimate a general center for the weather disturbance.

Cold weather conditions: Foot travel speed is halved and charging in combat is impossible. Characters without proper clothing must make a DC 15 Fort Save or take D6 subdual damage. Every hour that clothing is insufficient ups the DC by 1. If the subdual damage drops the hero, additional damage is lethal.

The zombies are quite a way off, so the PCs should be made aware that time is passing, and

that the weather conditions are not comfortable if they haven't adequately prepared. When they are ready to move on, have them announce their marching order.

Map: randomly place a path and trees and zombies. One trap is on the path close to the heroes. Any other traps are 15 ft south east of a tree. There are ATL x 1 of traps with a depth of ATL X 5 ft. Pit traps are Search DC 20 with a reflex save of DC 20.

A trail stands before you, winding into the woods. Snow crusts the edges of the trail, otherwise it is an icy, foot trodden mess. Snow slips off a tree ahead of you and makes a solid thump in the ground.

Ahead on the trail, you see shambling movement. The creature(s) appear to be humanoid and wearing the garb of Tokite soldiers. Something is odd though about they walk though...

Ahead on the trail the PCs can see the Ice Zombies. The creatures have very specific instructions about what they are supposed to do. Read through each ATL's instructions carefully to see how crafty these little undead minions are.

<u>ATL 1 (EL 2)</u>

Ice Zombie x1

At this ATL, the one and only Zombie stands at the near end of the trail and does not advance until someone falls into a pit. At that time he moves forward, defending himself as required but not attacking. His goal is to jump into the pit where someone has fallen. Once he is in the pit he continues to attack and prevent the person from leaving it.

ATL 3 (EL 4) Ice Zombie

Same strategy as ATL 1

ATL 5 (EL 6) 2 Ice Zombies

At this ATL, one of the Ice Zombies moves forward at best speed (40 feet) and advance on the party. He moves around certain areas and if PCs are smart they can get a DC 20 Spot check to see that there is a disturbance in the snow (a pit). Once someone has fallen into a pit, the second Ice Zombie moves forward and tries to jump into the pit with them as in lower ATL's.

ATL 7 (EL 8) Ice Zombie

Same strategy as ATL 1

ATL 9 (EL 10) 2 Ice Zombies

Same strategy as ATL 5

The heroes have 2 hours between this fight the next. There is a path for them to continue to follow, possibly created by the same zombies, and following it is as good an idea as any other. Regardless of what direction they choose to travel, they reach the riverbank in Encounter 3.

Encounter 3

The heroes meet the fleeing Balan Kasar as he falls through a frozen stream. After the combat, the heroes are faced with what to do about a Kalamaran Ambassador.

A partially frozen stream burbles two hundred feet ahead of you as you try to shake off the bitter cold. The makings of a small bridge appear to lie broken where the road meets the creek-edge, latest victim of the icy cold.

As you wonder how you are going to cross the twenty or so foot span of the creek you spy a man break through the trees on the other side of the creek and begin running toward the bridge. He skids to a stop at the sight of the broken bridge and flashes a fearful glance behind him. Heedless of the danger he throws himself in to the water and begins to cross. He spies you as he splashes through and waves frantically behind him.

The PCs have one free round to do whatever they wish. Most may begin moving forward, however, even at a full run there are very few PCs that can make it to the creek edge before the winter wolf arrives....

A burst of snow and pine needles erupts from the woods behind the splashing man as an overly large, white coated wolf runs into the clearing on the other side of the creek. Quickly spying its prey it rushes to the side of the creek and breathes a misty frost upon the water. Within seconds the man is trapped halfway in and out of a sheet of ice. With a growl of triumph the beast advances up to the edge of the iced stream.

The Winter Wolf has used its icy breath to freeze the creek and now advances upon the man. It is up to the PCs to stop it.

- The PCs may notice that the Winter Wolf's coat is spotty, and that you can actually see it's ribs if you are within 30 feet. They have to make a DC 15 Spot check to do so though.
- (DC 15 Knowledge Nobility and Royalty shows he is wearing the colors of the empire of Kalamar.)

Tactics: At all ATLs, if the PCs attack the Winter Wolf (which has a neutral alignment, rather than neutral evil as according to the *Monster's Manual*), it will try to explain that it is hunting Tokites and Kalamarans who have been invading its forest. Even if the PCs do not notice that the Winter Wolf is starving, they should be made aware that this is a creature they can bargain with, not a mindless monster. It will not fight to the death, preferring to lose its meal over losing its life.

ATL 1 (EL 2) Young Winter Wolf Pup

ATL 3 (EL 4) Young Winter Wolf

ATL 5 (EL 5) Winter Wolf

ATL 7 (EL 7) Winter Wolf

ATL (EL 9) Huge Winter Wolf

There are ways around this encounter if the PCs are smart, resourceful, and not ready to kill anything that crosses their path. If they have noticed the clues then they realize that the Winter Wolf is starving.

If they throw food, it has to be meat.
Fish (even the smoked fish they were given by Nolan) works.

- Various druidic tricks such as Wild Empathy may be effective if they are coupled with food.
- Handle Animal won't work. The Winter Wolf is a magical beats who can speak common. It is insulted if treated as such and there is a -2 penalty to the Diplomacy check.
- Diplomacy The Winter Wolf begins as HOSTILE (DC 20). If the PCs want to make a rushed diplomacy check then there is a -10 penalty to the check. Review the diplomacy rules for further details but remember that it is a smart creature and it does not want to die. It simply wants to survive.
- Intimidate it is a smart animal with an above average intelligence score. If enough firepower and weaponry are shown to it, it may flee.
- DCs for the various things mentioned above? Your call. You are the judge. If the PCs are sincere in wanting to help the man AND not hurt the wolf, then take it easy on them.

Balan Kasar can last 15 minus ATL rounds in the river. Using a rope to save Balan requires a Rope use check DC 15. Going out on the broken ice requires a balance check DC 15. If the PCs win over the Winter Wolf, it can use its breath weapon to solidify the ice and avoid the balance check. A strength check of DC 12 (18 if the water is frozen by the wolf) removes Balan from the water. In any event Balan is unconscious when he is pulled from the water and will remain so until the end of the winter wolf encounter.

ONLY USE ENCOUNTER 3A — NORALA IF THE PCS DON'T KILL THE CUB AND FIND A PEACEFUL WAY TO RESOLVE THE SITUATION! IF THEY KILL THE CUB THEN MOVE ON TO ENCOUNTER 3B – BALAN KASAR.

Encounter 3A - Norala

Norala, Packmother of these parts has watched the PCs deal with her daughter, the winter wolf that attacked Balan Kasar. She knows of the Seed of the Flaymaster, yet resists its call as she tries to raise an overlarge litter of young. Perhaps the PCs may be able to assist her in this matter... **Note to the DM** – This should NOT be a combat encounter. You should do everything in your power to play Norala from a position of strength. She IS the Packmother of this region and one of the strongest magical beasts in the area. The PCs have a chance to pick up a very cool cohort/animal companion and a possible ally in the war against Tokis. There is also a chance that they may turn stupid, try and attack her and her cubs, and be turned into popsicles that adorn her den for weeks to come.

You stop to draw in a breath of bitterly cold air, relieved that the action is over. That is when you realize that you are not alone.

Glistening snow glitters along the winter white coat of the creature that steps through the trees into the clearing with you. She, and you know it is a she without even looking, stands at least as high as the largest war horse that you have ever seen. An aura of cold slips around her as her crystal blue eyes gaze quickly, yet regally into each of the people looking at her. Glancing at the winter wolf that you just dealt with, she then turns back to you.

"You have entered my forest and disrupted my daughter's hunt," she begins in a whispering voice that carries an almost royal tone of authority. She sounds thoughtful rather than judgmental, and does not seem upset by your actions. "What am I to do with you?"

Norala is not exactly displeased that the PCs are in her forest. As a matter of fact, she sees this as an opportunity for her to take care of a problem. Normally a Winter Wolf has a litter of two or three cubs. She had a litter of nine.

How this encounter SHOULD play out is that the PCs talk with her and she gives them information if they are willing take a cub off of her hands. The PCs MUST be respectful though. She is a powerful force in these woods and to disrespect her is to invite a quick and frigid death. If the discussion devolves into combat see BAD TIMES at the end of this encounter for an explanation on how to resolve this. Otherwise, continue.

Who are you? – I am Norala, queen of this forest and Packmother to the Den of Fenkeris.

What do you know of what is going on? – I hear the call of a thousand voices, tied into one clear voice. It whispers promises of glory, of power, of food. I resist it now, but for how long, I cannot tell ye.

What is it? - I know not what it is but I know that it is ageless. I know that it has lived a thousand years and wishes to continue. It has called someone to its aid, yet it wishes more.

Why are you talking to us? – Understand this. In order to survive in these woods, ye must be strong. Yet this spring I bore a litter of nine into this forest and with the early onset of this unnatural winter they are ill prepared to fend for themselves. The Den of Fenkeris must survive in some form and so I ask you this. Take Rhime, the smallest of my children from this place and treat him as your own. Tell him of his mother and father and remind him that he is a prince of these woods. Do this and I grant thee safe passage through my woods.

If the PCs agree they can pick up Loam, the Winter Wolf pup upon leaving the forest.

As they depart, carrying Balan Kasar with him she gives them one final word of caution.

Beware the man you carry for he is not what he seems. Fire flies from his fingertips and he smells of the Cassia tree, which is not native to these lands.

Continue to Encounter 3B - Balan Kasar

BAD TIMES

Norala backs away from you and places her rump against a snowy pine. "You dare affront me in mine own forest? I seek parley and ye seek only bloodshed? Tis you who are the beast in these woods I say. And beasts? Thou art nothing more than prey. Children!"

At this more rustling is heard from the woods and eight more winter wolves of various sizes and ages step into the clearing.

"Your choice fools," she snarls through bared teeth. "I give thee this one last chance. Fight... or flee." Hackles rise on her neck as she inhales and waits for your response... At this point, it is up to the PCs. If they choose to fight this is an UNTIERED COMBAT. Use the following for creatures for this fight.

1 ATL 9 Winter Wolf 2 ATL 7 Winter Wolves 2 ATL 5 Winter Wolves 4 ATL 1 Winter Wolves

Encounter 3B - Balan Kasar

In this encounter the person that they have rescued finally awakens, and the PCs find out about the threat before them.

About twenty minutes after the conversation with Norala or after the PCs kill the wolf pup, Balan wakes up. Groggy at first he quickly warms up with a fire and possibly something hot to drink.

"My name is Balan Kasar. I have recently journeyed from the northern lands where I discovered a religious relic in the hands of a blue skinned goblin tribe. I managed to steal the relic only to have it stolen by another just last night. I have been fleeing ever since."

Balan is grateful to the heroes for rescuing him. He does not reveal that he is a Kalamaran ambassador to demi-human tribes in Brandobia. Knowledge (nobility) or bardic knowledge DC 20 allows the PCs to connect the name to the position, however.

Balan readily reveal the following information about relic he was carrying.

- The relic produces a radius of cold during the day. It seemed to grow heavier during the day.
- The relic retaliates to fire magic with an equal amount of cold magic.
- Those who touch the spear head of the relic receive a severe case of frost bite.
- A wild man approached his entourage and cast a flame strike upon the relic. The relic retaliated with a blast of unholy and cold magic that mutated his men and the wild man.
- The wild man seemed to become a being of pure ice.
- The Cassia tree's bark is ground up to make Cinnamon. Cinnamon is a very common spice in only one city in the world. Bet Kalamar.

• A legend says that the relic regenerates in sunlight.

Balan is not telling the whole truth, of course. He stole the Seed from goblins and then had the item stolen from him by the Tokite Commander. When he was declared a traitor by the Tokite Commander, he fled, and has been trying to work his way back to Kalamar to explain the situation to Kabori (who will not be pleased with the Tokites at all). All in all it has NOT been a good month or so for him.

If Balan were being honest with himself, he would recognize that he is frankly tired of dealing with goblins and other evil races on behalf of Kalamar, effectively being abandoned by his own people to the wilderness. If the PCs begin to ask him probing questions about where he has been, what he knows about the war, and what he has to say about the Tokite forces, they begin to wheedle some of this information out of him. His reaction toward the Tokite army is a hostile one, and his loyalty to Kabori is not as firm as he believes it is.

- A DC 15+ATL Diplomacy check convinces him to accompany the group to Baneta in hopes of getting reprovisioned, and possibly being sent home to Kalamar in exchange for information about the Tokite forces on the Western Front.
- A DC 20+ATL Diplomacy check convinces the ambassador to be sympathetic towards Pekal. He agrees to give what information he has to the Gray Legion in order to stay in Pekal.
- A DC 25+ATL Diplomacy check *along with* a role play suggestion that Balan could work for Pekal inside of Kalamar convinces the ambassador to act as a double agent for Pekal. (+1 Fame is awarded to a hero who does this. This should be tracked on that character's event sheet.)

Whether or not the PCs try to convince him to aid them, Balan happily gives them information about where they can find the Seed of the Flaymaster. Unless they have swayed him, however, he will be gone by the time they return to where they have left him.

The heroes may rest before Encounter 4.

Encounter 4

The Seed of the Flaymaster has acquired mobility and need to be dealt with by the heroes. They also find the relic is regenerating in sunlight.

Following the creature's trail, you come across a scene of bizarre carnage. The shattered remains of several Kalamaran soldiers are half buried in the snow covered campsite. A humanoid figure composed of ice shards appears to have a small spear sticking out of its back. It approaches you malevolently.

Knowledge: Planes DC is 10 + the creature's HD or Knowledge: Monster DC 20 can be used to determine the weaknesses of the Seed. The rapier "Winter's Bite" and the dagger "Winter's Fang" deal full damage to the seed ignoring damage reduction. Cold damage deals full damage to this creature.

ATL 1 (EL 2) Seed of the Flaymaster

ATL 3 (EL 4) Seed of the Flaymaster

ATL 5 (EL 6) Seed of the Flaymaster

ATL 7 (EL 8) Seed of the Flaymaster

ATL 9 (EL 10) Seed of the Flaymaster

As the last blow hits the creature, it shatters leaving behind a small spear with an ice chip as a spear point. Even in this harmless state, the spear seems to radiate malevolence.

The Seed can regenerate 1 hp per hour in sunlight. You merely have to keep sunlight from reaching the spear tip. Burial would be one simple solution. Pine tar or paint could be applied to the tip. It could also be wrapped in clothing. After this happens the heroes notice a rapid warming and loss of ground snow.

You take several hours to loot the remains of the Tokite camp. As the morning sun rises, you get the distinct feeling you need to move quickly either back to Baneta or some other walled city.

Encounter 5

The heroes are welcomed back to Baneta. Conclusions hinge on the ambassador's treatment and what happened to the Seed of the Flaymaster.

It almost seems as if spring has come to Baneta twice this year. The snow and ice have melted. Farmers hope there will be time to replant their crops, but this sort of event has never happened before. Fishermen quickly proceed with repairs to their boats, hoping that if their catch is good, they will be able to provide food where neighboring farms cannot.

If PCs ask, the roads to Bet Rogala have opened back up, meaning that shipments of grain from the northern areas of the country will soon be arriving.

If the heroes still have the Seed of the Flaymaster.

A representative of the College of Magic in Baneta offers to purchase the spear you found for 1300 victories and thanks you for your work.

The representative is working on behalf of the College of Magic, and is interested in purchasing the spear to study. He assures the PCs that the College of Magic is interested only in the knowledge they can gain from such a thing.

If the heroes have Balan Kasar in their group, continue with the following.

Ambassador Balan Kasar of the Empire of Kalamar announces his presence in Baneta, and after a short arrest, is introduced to local members of the Gray Legion and representatives of the Crown. Though he has little power over the local Tokite forces, he has offered to be what help he can in exchange for diplomatic immunity. The results of that negotiation, however, are rumored to be known only to a small group of adventurers who managed to save Kasar's life...

<u>Awards</u>

Treasure Summary –

Encounter 1 - 50 Victories each for completion of the mission. Members of the Military Meta-Orgs do this mission for free, so are in-eligible for this reward.

Encounter 4 - 200 Victories each if the PCs loot the remains of the Tokite camp and sell any equipment that they find. This is a generic reward and there is no need to detail that the PCs found 11 tent stakes worth 9 copper coins each, ect...

Certificate Rewards

Ice Seed Enchantment– (One) This small shard of crystal radiates a powerful aura of cold that can be felt up to 2 feet away when exposed to the air. It may be used in one of the following ways. Check the way that you are using it. Once "used" it cannot be re-assigned.

- Short Spear/Long Spear/Javelin When mounted on any masterwork version of the aforementioned weapons, the item gains a +1 enhancement bonus to attack and damage.
- Winter's Weapons When mounted in the pommel of either Winter's Fang or Winter's Bite, the item gains the frost property without the need for the mated blade. If you should have both blades, the shard confers the Icy Burst property on the weapon it is merged with when the weapon is activated in tandem with its mate for the Frost ability.

The spearhead is tradable so long as it has not been used as outlined above. Once it has been used, it can only be traded with the weapon it is merged with and you cannot trade one or the other individually.

Recognition and Thanks – (6 each, one for each PC) Thanks to your efforts the College of Magic and the Pekalese Military have managed to avert disaster at Baneta. For this you gain 1 favor with either the College of Magic or the Military. This also counts as one tour of duty if you are in any of the military branches..

Favor of Balan Kasar – (Six each, only given if the PCs save Balan and get a favorable result during conversations) You have saved the life of a Kalamaran ambassador. Although no material benefit is currently present, the political advantages are obvious. If for some reason you are imprisoned by Tokite or Kalamaran forces this certificate is equal to a "Get out of Jail Free" card. If the certificate is not used for that purpose perhaps some day you might encounter Balan again...

Winter wolf goods – (Six each, only given if the PCs kill the Winter Wolf cub) You now possess a souvenir from a winter wolf: a fang, a claw, or a pelt. No matter what part of the wolf you have, you can sell it for up to 200 Victories to the right person.

Winter Wolf Cub – See certificate for details.....

Experience Points

Experience is awarded to PCs based on the number of adventures the PC has played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

Judge Reward – We value our judges highly and wish to reward them when they have to run a scenario rather than play it. As such, if you have to "eat" this scenario, please accept the *Ice Shard* certificate and full experience for your character for this event.

Tier 1	Tier 2	Tier 3
25	50	75
50	100	150
50	100	150
50	100	150
50	100	150
50	100	150
200	300	500
25	150	175
500	1000	1500
-	25 50 50 50 50 50 50 200 25	25 50 50 100 50 100 50 100 50 100 50 100 50 100 200 300 25 150

Appendix I: NPCs and Monsters

Note that since this adventure will last for two years in the RPGA Database, there may be a need for higher ATL group such as ATL 11 and ATL 13. At the time of this publication those ATLs were not available. If you find yourself needing higher ATL's, see the Yahoo Group at http://games.groups.yahoo.com/group/Living_Kalamar/ in the files section for an errata to this adventure.

Appendix 1: NPCS and Monsters

Balan Kasar, War Mage 7, 7D6 +35 (20/68); Init +8, Sdp 30, AC 16, Touch 12, Flat 14, Bab +3, melee +4 (D6 +1) sickle; +5 ranged spells, SA Armored mage (light) advanced learning (Tenser's floating disk, continual flame), Sudden Empower; AL LN; Fort +7, Ref +4, Will +5, Str 12, Dex 14, Con 20, Int 20, Wis 10, Cha 16; Feats; Skill Prodigy, Point Blank Shot, Precise Shot, Improved Initiative, Skills; Concentration +15, Diplomacy +13, Knowledge (Arcana) +15, Knowledge (History) +15, Knowledge (Geography) +15, Knowledge (Nature) +15, Survival +10, Spellcraft +15 Speak High Kalamaran, Low Kalamaran, Low Elven, Goblin, Halfling, Orc, Merchant's tongue; Spells 6,7,7,5 (0)-Ray of Frost, Acid Splash (1) – Magic Missile, Orb of Acid, True Strike (2) – Acid Arrow, Scorching Ray (3) – Fireball, Ice Storm, Lightning, Poison.

ATL 1 Creatures

Ice Zombie, Medium Undead (Cold), HD 4D12+3 (29), Init -2, Spd 30 ft, can't run, AC 16(-2 Dex, +8Natural), Bab +2, Grapple +3; Greatclub +3 melee (1d10+1) SQ Single actions only, damage reduction 5/bludgeoning, darkvision 60 ft, undead traits; Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con -,Int -, Wis 10, Cha 1; Feats Toughness, AL NE.

Winter Wolf Pup, Medium Magical Beast (Cold), HD 2D10+6 (22), Init +1, Spd 50 ft, AC 14(+2 Dex, +2Natural), Bab +2, Grapple +5; Bite +5 melee (1d6+3) SA Breath Weapon, Freezing Bite, trip; SQ Darkvision 60 ft, immunity to cold, low-light vision, scent, vulnerability to fire; Fort +6, Ref +4, Will +1; Str 14, Dex 12, Con16, Int 10, Wis 13, Cha 10; Feats Track, Alertness, AL NE; Breath weapon 15 ft cone once every 1d4 rounds, damage 2d6 cold (Ref DC 14), A winter wolf deals an extra d6 cold damage every time it bites an opponent.

Seed of the Flaymaster, Small Elemental (Cold), HD 2D8+2 (11), Init -1, Spd 20 ft, AC 17(+1 size, -1 Dex, +7Natural), Bab +1, Grapple +0; Slam +5 melee (1d6+4) SQ Fire immunity, vulnerability to cold, backlash to fire magic, elemental traits, **DR 5**; Fort +4, Ref -1, Will +0; Str 17, Dex 8, Con 13, Int 10, Wis 11, Cha 11; Feats Power Attack, AL NE. Backlash deals cold damage equal to fire damage the Seed ignores.

ATL 3 Creatures

Ice Zombie, Large Undead (Cold), HD 8D12+3 (55), Init -2, Spd 40 ft, can't run, AC 15(-1 size, -2 Dex, +8Natural), Bab +4, Grapple +14; Greatclub +9 melee (2d8+9) SQ Single actions only, damage reduction 5/bludgeoning, darkvision 60 ft, undead traits; Fort +2, Ref -0, Will +6; Str 23, Dex 6, Con -,Int -, Wis 10, Cha 1; Feats Toughness, AL NE.

Young Winter Wolf, Medium Magical Beast (Cold), HD 4D10+12 (40), Init +1, Spd 50 ft, AC 14(+2 Dex, +2Natural), Bab +4, Grapple +7; Bite +5 melee (1d6+4) SA Breath Weapon, Freezing Bite, trip; SQ Darkvision 60 ft, immunity to cold, low-light vision, scent, vulnerability to fire; Fort +7, Ref +5, Will +2; Str 17, Dex 12, Con16, Int 9, Wis 13, Cha 10; Feats Track, Alertness, AL NE; Breath weapon 15 ft cone once every 1d4 rounds, damage 3d6 cold (Ref DC 15), A winter wolf deals an extra d6 cold damage every time it bites an opponent.

Seed of the Flaymaster, Medium Elemental (Cold), HD 4D8+12 (30), Init -1, Spd 20 ft, AC 18(-1 Dex, +9Natural), Bab +3, Grapple +8; Slam +8 melee (1d8+7) SQ Fire immunity, vulnerability to cold, backlash to fire magic, elemental traits, **DR 5**; Fort +7, Ref 0, Will +1; Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11;

Feats Power Attack, Cleave, AL NE. Backlash deals cold damage equal to fire damage the Seed ignores.

ATL 5 Creatures

2 Ice Zombies, Large Undead (Cold), HD 8D12+3 (55), Init -2, Spd 40 ft, can't run, AC 15(-1 size, -2 Dex, +8Natural), Bab +4, Grapple +14; Greatclub +9 melee (2d8+9) SQ Single actions only, damage reduction 5/bludgeoning, darkvision 60 ft, undead traits; Fort +2, Ref -0, Will +6; Str 23, Dex 6, Con -,Int -, Wis 10, Cha 1; Feats Toughness, AL NE.

Winter Wolf, Large Magical Beast (Cold), HD 6D10+18 (51), Init +5, Spd 50 ft, AC 15(-1 size, +1 Dex, +5Natural), Bab +6, Grapple +14; Bite +9 melee (1d8+6) SA Breath Weapon, Freezing Bite, trip; SQ Darkvision 60 ft, immunity to cold, low-light vision, scent, vulnerability to fire; Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con16, Int 9, Wis 13, Cha 10; Feats Track, Alertness, AL NE; Breath weapon 15 ft cone once every 1d4 rounds, damage 4d6 cold (Ref DC 16), A winter wolf deals an extra d6 cold damage every time it bites an opponent.

Seed of the Flaymaster, Large Elemental (Cold), HD 8D8+32 (68), Init -1, Spd 20 ft, AC 18(-1 Size, -1 Dex, +10 Natural), Bab +6, Grapple +17; Slam +12 melee (2d8+7); Full Attack 2 Slams +12 (2D8+7); SQ Fire immunity, vulnerability to cold, backlash to fire magic, elemental traits, **DR 10**; Fort +7, Ref 0, Will +1; Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11; Feats Power Attack, Cleave, AL NE. Backlash deals cold damage equal to fire damage the Seed ignores.

ATL 7 Creatures

Ice Zombie, Large Undead (Cold), HD 12D12+3 (81), Init -1, Spd 30 ft, can't run, AC 16(-1 size, -1 Dex, +8Natural), Bab +6, Grapple +15; Greataxe +10 melee (3D6+7) SQ Single actions only, damage reduction 5/bludgeoning, darkvision 60 ft, undead traits; Fort +4, Ref +3, Will +8; Str 21, Dex 8, Con -,Int -, Wis 10, Cha 1; Feats Toughness, AL NE.

Winter Wolf, Large Magical Beast (Cold), HD8D10+24 (76), Init +5, Spd 50 ft, AC 16(-1 size, +2 Dex, +5Natural), Bab +6, Grapple +14; Bite +15 melee (1d8+6) SA Breath Weapon, Freezing Bite, trip; SQ Darkvision 60 ft, immunity to cold, low-light vision, scent, vulnerability to fire; Fort +9, Ref +8, Will +3; Str 18, Dex 14, Con16, Int 9, Wis 13, Cha 10; Feats Track, Alertness, AL NE; Breath weapon 15 ft cone once every 1d4 rounds, damage 4d6 cold (Ref DC 17), A winter wolf deals an extra d6 cold damage every time it bites an opponent.

Seed of the Flaymaster, Large Elemental (Cold), HD 10D8+30 (95), Init -1, Spd 20 ft, AC 18(-1 Size, -1 Dex, +10 Natural), Bab +8, Grapple +19; Slam +14 melee (2d8+7); Full Attack 2 Slams +14 (2D8+7); SQ Fire immunity, vulnerability to cold, backlash to fire magic, elemental traits, **DR 10**; Fort +10, Ref +2, Will +3; Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11; Feats Power Attack, Cleave, AL NE. Backlash deals cold damage equal to fire damage the Seed ignores.

ATL 9 Creatures

2 Ice Zombies, Large Undead (Cold), HD 12D12+3 (81), Init -1, Spd 30 ft, can't run, AC 16(-1 size, -1 Dex, +8Natural), Bab +6, Grapple +15; Greataxe +10 melee (3D6+7) SQ Single actions only, damage reduction 5/bludgeoning, darkvision 60 ft, undead traits; Fort +4, Ref +3, Will +8; Str 21, Dex 8, Con -,Int -, Wis 10, Cha 1; Feats Toughness, AL NE.

Winter Wolf, Huge Magical Beast (Cold), HD10D10+50 (104), Init +5, Spd 50 ft, AC 17 (-2 size, +1 Dex, +8 Natural), Bab +7, Grapple +23; Bite +13 melee (2D6+12) SA Breath Weapon, Freezing Bite, trip; SQ Darkvision 60 ft, immunity to cold, low-light vision, scent, vulnerability to fire; Fort +12, Ref +8, Will +4; Str 26, Dex 12, Con 20, Int 9, Wis 13, Cha 10; Feats Track, Alertness, AL NE; Breath weapon 15 ft cone once every 1d4 rounds, damage 4d6 cold (Ref DC 20), A winter wolf deals an extra d6 cold damage every time it bites an opponent.

Seed of the Flaymaster, Large Elemental (Cold), HD 12D8+36 (121), Init -1, Spd 20 ft, AC 18(-1 Size, -1 Dex, +10 Natural), Bab +9, Grapple +20; Slam +14 melee (2d8+6); Full Attack 2 Slams +14 (2D8+6); SQ Fire immunity, vulnerability to cold, backlash to fire magic, elemental traits, **DR 10**; Fort +10, Ref +2, Will +3; Str 22, Dex 8, Con 17, Int 4, Wis 11, Cha 11; Feats Power Attack, Cleave, Supreme Cleave, AL NE. Backlash deals cold damage equal to fire damage the Seed ignores.

Appendix II: Additional Rules

Additional Rules for Weather – From the SRD

Rain, Snow, Sleet, and Hail

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog. Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice. *Rain:* Rain reduces visibility ranges by half, resulting in a –4 penalty on Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind. *Snow:* Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow: Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm, below). Snow has the same effect on flames as moderate wind.

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

COLD DANGERS

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below –20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a 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.

Ice Effects

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Balance and Tumble checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above).

APPENDIX III: Player Handouts

Greetings!

If you wish to snap this cold in the bud and break this wintry woe to our city, then meet me at 8 bells tomorrow morning for breakfast. I will explain the details then but if you accept you must be ready to travel immediately.

Yours in Service, Michnal Rul