

Cold Feat

A One Round D&D Living City Adventure

by Morrie & Cindy Mullins

For the Redstone family to retain its lordly manor, there must be a legal heir... for there to be a legal heir, there must be a wedding... for there to be a wedding, there must be a groom... and that's proving to be a challenge. An adventure for characters levels 1-10.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING CITY Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th
T5:	43-52	47-57	51-62	55-67	12 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Adventure Summary and Background

The lordship tied to the Redstone family has, for generations, been passed on only under certain circumstances. The eldest son of the family must be married by his 21st birthday, or he will not be considered a "legal heir" and the lordship – title, lands, everything – will revert to control of the local government.

This has worked fairly well for a number of years. Unfortunately, the eldest – and only – son of the current Lord Redstone has an ornery streak. Hudson Redstone has found a girl he loves, and certainly plans on marrying her... but when Clarice, his love, began hounding him to make decisions about flowers, cakes, and colors for the bridesmaids' dresses, he bolted. Now, he's somewhere on the Glacier of the White Wyrms, conducting "important survey work," and a scant tenday remains until his 21st birthday!

As the adventure opens, the PCs have been summoned to the manor of Lord Redstone, amid the bustle of wedding preparations, to help him retrieve his wayward son and retain the Redstone lordship.

Encounter 1 – The Conundrum

The PCs receive a summons from Lord Damon Redstone around mid-morning. Upon their arrival at his estate, they are greeted by an enormous amount of activity, clearly in preparation for a big social event. They are escorted into a meeting with Lord Redstone, who explains the problem and offers to hire the PCs to locate and return his son in time for the wedding. He

refers the PCs to his son's fiancée as a source of information.

Encounter 2 – The Bride's Pleasure

The PCs locate Clarice in a bridal shop, finishing the final fitting of her dress. Nothing is going right for her, and she keeps bursting into tears whenever she is asked a question about beads, or lace, or the length of her train. After settling down, she is able to tell the party more about Hudson, her betrothed, and where they might find him.

Encounter 3 – The Road to the Glacier

The trip to the glacier begins over land (for parties who do not magically enhance their travel) until the party reaches the road that stretches from Procampur to Mulmaster. Traveling north, they encounter a group of merchants making their way south to Procampur. After some initial misunderstandings, the merchants ask if the party will camp with them for the night. Bandits attack just before dawn.

Encounter 4 – A Frozen Pass

The PCs continue their travels, stopping at the small village of Argenta. Argenta sits at the entrance to a pass through the Earthspur Mountains that leads to the glacier. While in town, the PCs can hire a guide, Magnus Gjornersen, who knows the pass well. The PCs also have a chance to gather information about Hudson, who passed through on his way to the glacier. When the PCs are ready to continue, Magnus can lead them through the pass to the glacier itself.

Encounter 5 – Attack of the Killer

WHAT?!?

Around mid-day, the PCs are passing through a cleft between two large snowbanks when they are attacked by several giant penguins. The penguins had the misfortune to stumble into, and subsequently eat, a school of rare fish that has rendered them much more ferocious than would normally be the case. The party must deal with the penguins and, if the penguins are killed, must also deal with the penguin chicks left behind.

Encounter 6 – Crystal Falls

PCs must navigate a series of puzzles and traps as they move into the depths of the glacier in search of Hudson.

Encounter 7 – Cave of the Magi

They emerge from the last of the challenges in a large cavern, facing an ogre mage (with a much higher

opinion of himself than is probably warranted) and his minions. Hudson is visible, trapped in a cage of ice, and the ogre mage is planning on having some fun with him in the very near future. Carnage ensues.

Encounter 8 – The Return

The PCs return to Ravens Bluff just in time to get Hudson ready for the wedding. Hudson is overjoyed to see Clarice, and vows never to run off again...

Introduction

Because the summons for the adventure does not come until mid-morning, PC spellcasters should select spells as they would for a typical day in Ravens Bluff, when they do not have explicit plans for adventuring. Which will probably still mean plenty of *lightning bolts*, *magic missiles*, and *cure* spells...

It's a chilly day in Ravens Bluff, and you can't seem to escape the wind. Cold gusts blow down your neck and back, causing you to readjust your cloak in a futile attempt to remain warm. The sky is beautiful and cloudless, but the way the wind whips through trees makes it feel like winter is nearly here, even though summer only just ended.

To escape the cold bite of the wind, you finished your morning errands as quickly as possible and wandered to the nearest warm hearth. Putting your feet up, you're almost ready to doze off when you hear a rapping at the door and a small voice calls out your name.

"Hello? Are ye in there?"

If the PCs are at home, the individual will wait to be let in. If not, he will be standing in the doorway to the common room of the inn, or wherever the PC is to be found. When he's visible, describe him as follows.

A trim male halfling stands in the doorway. He has bright blue eyes and wavy brown hair tousled by the wind. He wears a red tabard emblazoned with dark black horizontal lines intersected periodically by vertical lines, making him look an awful lot like a three-foot-high brick wall. The emblem in the center of his tabard is that of a brilliant dancing flame.

This is Curtis, personal clerk to Lord Damon Redstone. He used to work for a theater in town, but found the job to be much too dangerous. Once inside, he makes his way to the fire, where he sighs as his feet touch the warm hearth.

The tabard identifies Curtis as a servant of Damon Redstone, a minor lord of the city whose family made

its fortune brewing “The Best Non-Dwarven Beer Around.” Anyone who makes a DC 15 *heraldry* check will know this. Anyone with *knowledge: brewing* or a brewing-related profession will be familiar with the Redstone name and logo as well; the slogan is not that far from the truth. The beer is quite good, for a lighter brew.

PCs who played “All the World’s a Stage” will recognize Curtis as the unfortunate halfling from the beginning of the adventure. He will be noticeably uncomfortable if anyone mentions either bears or fish to him.

“You’re [insert PC name here]? I’m Curtis Longtoes.” He takes a deep, official breath. “I am here on behalf of Lord Damon Redstone to request your assistance. Please review this document, and attend this afternoon if you choose to assist my lord.” With that, he places a rolled scroll in your hand.

Curtis will read the scroll to any PC who is unable to read it for themselves. He so loves educating barbarians.

The note reads as follows:

Please attend me at Redstone Manor at three bells past high sun today. I must speak with you on a matter of some urgency.

Yours,

Lord Damon Redstone

After obtaining assurances that the PCs will attend, Curtis will return to the manor. PCs have approximately 4 hours to prepare for their meeting with Lord Redstone.

Encounter One: The Conundrum

Lord Redstone’s manor is easy to find. For a minor lord, he is fairly well known due to the family trade. The manor is located in the Sixstar neighborhood of the Uptown district.

The Redstone Manor is located just east of Lake Christina. As you approach, you can’t help but notice that the streets seem even more crowded than usual. The main gate to the house is flanked by two impressive-looking men wearing enormous suits of red and gold plate mail bearing the symbol of House Redstone. They speak to each person who approaches the gate in turn, letting some through and turning others away. Most of the ones who don’t get in smell

quite strongly of the Redstone brew as they wander past you.

Most of the individuals who seem to have business at the house carry clipboards or seem to be making mental measurements of their surroundings. However, you see several other folks who are also dressed in adventuring garb waiting in line with you.

At this point, have players describe their characters and introduce themselves to one another. When this is done, read the following:

Finally, you reach the front of the line. The guards eye you suspiciously. The one to the left of the doorway nods and speaks.

“Good day, kind folk. Being as the caterer has already arrived, the flower folk have received their instructions, and the rest of this lot seem to be here for decorations, may I assume that you are the individuals summoned by m’lord? Your invitations, please?” He examines the invitations and nods.

“M’lord will be impressed with your punctuality. If you please, follow the garden path to the door of the main house. Enter, go down the main hall to the third door on the right. M’lord awaits you there.” With a flick of his head, he gestures you through the gate, into the garden beyond.

The garden is bustling with activity. Servants are running everywhere, and there are a great many individuals milling about, apparently making plans for some large social event. Several arguments are ongoing, but none seems serious.

Inside the house, things are somewhat quieter, although there are several contractors discussing how to best hang flowers from the walls without harming the ornate woodworking.

It’s clear that the Redstone family is used to living well, but their manor isn’t on the scale of some in the city. Still, the halls are clean, the marble floors buffed to a high shine, and the wood of the walls is clearly the finest available. Magnificent furniture – antique and new pieces side-by-side – adorns the main corridor, and the pieces you glimpse through open doors are even more impressive. The manor is not huge – not by any stretch of the imagination – but it is every inch a Lord’s home.

The third doorway on the right is actually a huge pair of double doors that open into a magnificent library. Two latticed windows stretch from floor to ceiling on the far side of the room, and in the center of the swath of their light, in a plush, high-backed gray chair, is a middle-aged man with a book in his lap. He closes the book, places it on the table beside him, and gestures to you.

“You’re the adventurers I sent for? Good, good. Come in, please. We have much to discuss.”

This is Lord Damon Redstone.

There are two comfortable sofas directly across from Lord Redstone, each big enough to seat three comfortably. Redstone will invite the party to sit down, and will not seem to notice if one of them is forced to stand.

“To be brutally honest, I’m not sure how this is supposed to work. I’ve not hired adventurers before. Um... do you just ask questions, or what?”

Lord Redstone will give the PCs the following information, with appropriate querrying:

What do you need us for? ***“My son is missing. I need you to find him. He apparently decided to leave town rather than assist in the planning of his wedding.”***

Won’t he come back on his own? ***“Oh, eventually. But eventually is not soon enough. If he’s not back in a tenday, the family loses our lordship.”***

You lose your lordship? Why? ***“Well, that’s kind of a long story. We originally... procured... our lordship by virtue of the family business. Now, there were those who doubted whether a family whose fortunes rested on spirits – drinks, mind you – could be trusted to responsibly maintain their duties. So it was set forth that for the Redstones to retain our lordship, the eldest son must be married by his 21st year. Else the title, lands – everything reverts to the city.”***

And your son is how old? ***“He’ll reach his 21st year in a tenday, I’m afraid.”***

What is your son’s name? ***“Hudson Redstone.”***

Where did he go? ***“I wish I knew. He fancies himself an explorer. He’s been all over the place, jaunting here, jaunting there... He’s been rather testy with me for the last few months, since I set the date for his wedding.”***

Is that what all the people are doing here? ***“We must have a wedding here within a tenday. Right now, it’s scheduled for his birthday, to allow the maximum time for you to find him and return with him. All of the planners, all of the decorators, the flower folk, the women who are baking the cake, the tailors – everyone is here, or has been here. It’s quite a madhouse.”***

Does he want to get married? ***He shrugs. “I never asked him. He picked the girl, I assumed he wasn’t averse to the idea.”***

Have you attempted divination magics? ***“We have. Neither my contacts at the Wizards Guild, nor those at the Temple of Mystra, had any success locating him.”***

Who is his fiancée? ***“A sweet girl, Clarice Tierys. Not a noble, but she carries herself well. I believe her father was a merchant. She’s getting fitted for her dress today, the final fitting and alteration session. My wife is accompanying her. Some gown store over in Altarside... Clarice might be able to tell you more concerning where he went; she always enjoyed hearing him talk about his explorations.”***

Is there a way to make sure we get back in time? ***“Here, take this.” He hands you a token. “Stand in a circle, hands clasped. Smash this token. It will bring all of you, and your possessions, home. It will work for all of you, plus Hudson.” Yes, and pack animals, etc.***

This is all the information Lord Redstone has. He is very upset about the whole situation, and should be portrayed as such. This IS his lordship that’s on the line, after all! He seems to have been attempting to calm his nerves by using the family brew as a chaser for some rather potent-smelling brandy, and is relaxed, but not intoxicated. If asked about payment, he will assure the PCs that they will be compensated appropriately, but really doesn’t feel like talking specifics at this point.

Knowledge: Local history (DC 18) will reveal that Clarice’s father was a wool merchant, who was killed last year while visiting one of his suppliers when a sheep apparently fell off the roof of a barn and landed atop him. Clarice received a nice inheritance, and she and her mother live quite comfortably in a house not far from *The Bride’s Pleasure*, a prominent bridal shop located in the Altarside neighborhood. As this is the only bridal shop in that neighborhood, this should present itself as the next logical step for the party to pursue.

“I wish you well. Give my best to Clarice when you speak to her. She probably is your best bet for finding Hudson... I only hope you can make it in time.”

The PCs, invariably, will want to investigate other possible leads. Allow them to do so. Anyone they ask about the wedding will be aware of it, and of the disappearance of the groom – it’s a source of amusement for many of the young men and women of the city – but no one knows where Hudson has gone.

Encounter Two: The Bride's Pleasure

The Bride's Pleasure is a refined, upper-crust bridal shop, with an excellent reputation. The awning of the shop is actually made of silk lace, which drapes down in front of the door like a veil. The smell of perfume from the shop is very heavy. As the PCs approach the shop, in addition to smelling the overwhelming fragrance of many mixed perfumes, they hear a pathetic, wailing cry from inside the building. It definitely sounds like a young woman.

When they enter the shop, read the following:

A young woman with golden-blond hair sits on a stool in the middle of a room packed full of wedding dresses. Her face is buried in her hands, and she's sobbing uncontrollably.

When the door slams shut behind you – courtesy of the chill wind – she looks up, her eyes red, grabs her veil and quite loudly blows her nose on it. The prim-looking woman in the grey and red dress standing beside her gasps in horror, while a matronly-looking woman with a measuring tape in her hand simply shakes her head and pats the girl on the shoulder.

The young woman blowing her nose on her veil is Clarice. The prim-looking woman is the Lady Irene Redstone, while the other woman is Jenna Harston, owner of *The Bride's Pleasure*.

The Lady Irene seems distraught – in that haughty way in which only nobles can be distraught – that Clarice is not being more helpful with the final fitting. The girl seems quite disinterested in the whole process, and every time she's asked for a decision, she bursts into tears.

The woman with the measuring tape eyes your group appraisingly. "Uh-huh. I'm guessing that you aren't here for a dress. If you'll wait till I'm done with Miss Clarice here, I'll be happy to talk to you." She sighs, and turns back to Clarice. "Now, miss, if you'd just give me some kind of inkling... which style lace would you like?"

Clarice, who seemed to have been calming down, starts crying even harder than before.

The party will want to talk to Clarice. If they do so immediately, Jenna will initially be somewhat huffy, but when she learns they're looking for the groom, she'll give them some privacy. Lady Irene will stay around, but will simply look disdainfully at the party and answer

almost any question with, *"My husband seems to have an idea what to do here. There's a first time for everything, I suppose,"* or an equivalent statement. It's clear that she doesn't care for the idea of sending adventurers after her lost son, but doesn't see another option since she quite enjoys being a Lady of the city, and wouldn't know how to live any other way.

If the party chooses to wait until the fitting is done to talk to Clarice, feel free to go into more detail on the interior of the shop. And make sure to note that every time Clarice is asked a question ("Do you like these beads?" "Is your train long enough?" "What color are your bridesmaids' dresses again?" "Are the tuxedos ready? Do they coordinate?") she wails like a stuck pig. An absolutely horrid noise, coming from what, to all appearances, is a very pretty young woman.

Have fun with her. ☺

When the party does approach her, read the following.

Clarice looks up at you and sniffs – quite loudly – wiping her nose with the back of her hand. "I don't think I know you. Are you here about the wuh... wuh... wuh... wedding?" And she begins crying again.

The party should be quite able to calm her down. The quickest way to do so is to offer her food, especially something sweet. This will bring strong disapproval from Lady Irene, who doesn't want to have to escort Clarice back for another fitting, but who ultimately won't stop the girl from eating. Clarice will eventually ask for something sweet, if the party is having no success using other methods. If they just start in asking questions about Hudson, she may end up curled up in a fetal ball, on the floor, whimpering. She feels AWFUL about him leaving.

Once the party gets her calmed down (and if they're creative, most methods should work), she can give them the following information.

- I love Hudson. And he loves me, too! I mean, he asked me to marry him before his dad – Lord Redstone – even told him he had to get married.
- We've been dating for three years or so, I guess.
- He's a good man. He just has this wandering thing. Not like that! He wanders around the countryside. Says it's exciting. I don't know.
- He tells me about stuff he sees. And stuff he wants to see. Some of the stories are pretty neat.
- He left after I asked him a whole bunch of questions. He was pretty nervous about the wedding. I asked him about flowers, and the cake, and color schemes, and all sorts of stuff. And his

eyes got really big, and he got up, and ran out the door!

- The last stories he told me were about the Glacier of the White Wyrn, or something like that. He said he'd heard of these ice caves or some such, and wanted to go explore them. That was a month or so before he ran off.
- I guess the glacier is probably where he went, but I don't know. I just hope he comes back. Because I love him, and I don't care if he's a lord or what [this will get an amazed look from Lady Irene], I just want to be with him.

This is really all that Clarice knows. Neither she nor Lady Irene can add anything substantive beyond this information, and what Lord Redstone was able to tell the party.

So, the party knows that Hudson has probably headed for the Glacier of the White Wyrn, and that they need to find Hudson and return to Ravens Bluff within a tenday (they actually do have ten days to get there and get back, not counting the current day). They may either leave now (it's about one hour until sunset) or they can head off in the morning, and have more time for preparations.

Clarice watches you walk to the door. "Please, find him. I do love him so..."

Encounter Three: The Road to the Glacier

IMPORTANT NOTE: Parties may be able to bypass elements of this encounter, if they have appropriate traveling magics (Teleportation, etc.). However, the closest they can safely get to the glacier that any of them will be familiar with, if they choose to travel magically, is the town of Argenta (Encounter 4). Teleporting directly onto the glacier is too risky, because of the sometimes unstable surface and the possibility of stepping out onto a thin layer of ice over a deep chasm. If the PCs go directly to Argenta, they will not receive the experience for this encounter, because the merchants they would have met and protected on the road will end up beaten and robbed.

Four days of hard riding will get the party to Argenta, which lies at the entrance to a pass in the Earthspur Mountains that leads directly to the Glacier of the White Wyrn. If they do not have horses, Lord Redstone will provide mounts. **Don't forget the token that will bring them all home!** The first part of the journey is overland, the party heading northeast until they reach

the road that stretches from Procampur to Mulmaster. At that point it is a straight shot north along the road, across the River Vesper to Argenta.

Whether the party started its journey immediately, or waited until the following day, as they're beginning to look for a campsite for their first night's rest, read the following:

Traveling became easier once you found the road leading from Procampur to Mulmaster. Daylight is fading, and you can tell that darkness is not far away. The cold wind whips your hair and cloaks about, and your mounts whinny. Even they aren't happy about the chill in the air.

Have the PCs roll *Spot* checks, DC 15. For those who succeed...

Ahead of you, you see a tired-looking band of what seem to be humans. They plod along, heads down to keep the wind from their eyes. At the front of the line – there seem to be maybe 10 of them, all told – walks a man with a green banner bearing the symbol of two large golden hammers.

Knowledge (Religion) is useless, and any *Knowledge (Heraldry)* roll will need to make DC 25 since the heraldic device is from a small town near Mulmaster (any Mulmasterian PCs can make the roll normally, if they have the proficiency). The individuals in the oncoming column are merchants, on a pilgrimage (of sorts) to Procampur – bustling metropolis that it is!

The noise of the wind keeps the men from hearing the sounds of your approach until you're less than twenty feet from them. Then, one of the men looks up. "Halt!" And the column of men halts.

"Who do ya be? And what be yer business on the road?" He puffs out his chest and rests a chubby hand on his chubbier gut.

These guys are absolutely and utterly, harmless. In fact, they're completely useless in any fight. All they have going for them is a lot of hot air. And even that's not terribly hot.

They will NOT move to attack the party, and will flee if attacked. Treat them all as zero-level fighters, with AC 12 and 6 HP. They want to know who they've met, since they're EXTREMELY nervous about traveling the road without an armed escort. They also want to know where the PCs are from. At the first mention of Ravens Bluff, read the following.

The men look at each other, sigh, and drop everything they're holding. Bags, weapons, backpacks – all end up on the ground.

“All right, we surrender. Take what you want, but don't kill us. Right?”

Now, the PCs are welcome to take everything the merchants have. It's not much, and might fetch a grand total of 20 gp back in Ravens Bluff. It will be more interesting, however, for them to try to convince the merchants that they AREN'T robbers. The merchants have been warned by friends in Procampur that they need to watch out for the “lawless folk from Ravens Bluff,” and took the warning seriously. They believe that anyone from the city is out to swindle them.

While they're somewhat gullible, though, they're not stupid. If the PCs present convincing arguments that demonstrate that they are not robbers, or find some other way to convince the merchants that they're telling the truth, the merchants will have a good laugh with them. If they can't convince the merchants, or go out of their way to scare them, the merchants will flee into the night.

If they do manage to convince the merchants that they aren't robbers, read the following:

The leader – the one with the chubby hands – chuckles to himself as he bends over, his back cracking in several spots, and picks up his belongings. “Well, that's a bit embarrassing, isn't it?” He glances at the sky. “Look, you're good folk. And we're good folk. And it looks to be getting a bit dark out here, so... Would you consider camping with us for the night? Then, in the morning, we'll go our separate ways. If you're willing, of course.”

Camping with these guys is, of course, completely safe. Aside from the fact that about a half-hour before dawn, a group of bandits finds the camp, sees the green banner, and decides this should be an easy way to make some gold...

Tier 1:

Elmo and Grover, hm Rog1 (2): Medium humanoid; HD 1d6+1; hp 7; Init +3 (Dex); Spd 30 ft.; AC 15 (+2 leather, +3 Dex); Atk +1 melee (1d4+1 [crit 19-20], dagger), +3 ranged (1d4 [crit 19-20], thrown dagger); SQ sneak attack +1d6; AL NE; SV Fort +1, Ref +5, Will +2.

Str 12; Dex 16; Con 12; Int 10; Wis 14; Cha 16

Skills: Hide +7, Intimidate +6, Move Silently +6, Search +3, Spot +8, Tumble +6, Use Rope +6, Balance +6, Bluff +6, Listen +7. *Feats:* Weapon proficiency (crossbow, dagger, dart, light mace, sap, shortbow,

short sword), Armor proficiency (light), Alertness, Lightning Reflexes.

Drago, hm Ftr3 (1): Medium humanoid; HD 3d10 + 6; hp 20; Init +4 (feat); Spd 20 ft.; AC 16 (bright red splint mail); Atk +7 melee (1d8+3, longsword), +3 ranged; AL NE; SV Fort +5, Ref +1, Will +3.

Str 16; Dex 10; Con 15; Int 12; Wis 11; Cha 11

Skills: Climb +8, Jump +7, Ride +3, Search +3, Spot +2, Intimidate +2. *Feats:* Weapon proficiency (simple, martial), Armor proficiency (light, medium, heavy), Weapon Focus (longsword), Iron Will, Dodge, Blind Fight, Improved Initiative.

Racso, hm Ftr1 (1): Medium humanoid; HD 1d10 + 3; hp 10; Init +1 (dex); Spd 20 ft.; AC 16 (chain mail, dex); Atk +4 melee (1d6+2, rapier), +2 ranged; AL NE; SV Fort +7, Ref +1, Will +2.

Str 14; Dex 12; Con 16; Int 10; Wis 14; Cha 15

Skills: Bluff +4, Climb +5, Disguise +3, Jump +3. *Feats:* Weapon proficiency (simple, martial), Armor proficiency (light, medium, heavy), Weapon Focus (rapier), Improved Unarmed Strike, Great Fortitude.

Nilrem, hm Wiz3: Medium humanoid; HD 3d4 + 6; hp 18; Init +2 (dex); Spd 30 ft.; AC 19 (+7 shield, +2 dex); Atk +1 melee (1d4, dagger), +4 ranged; AL NE; SV Fort +3, Ref +3 (+6 with shield), Will +5.

Str 8; Dex 14; Con 14; Int 16; Wis 14; Cha 10

Skills: Concentration +10, Spellcraft +18, Knowledge (arcana) +6, Knowledge (combat casting tactics) +7, Scry +6, Hide +4, Profession (cobbler) +6. *Feats:* Weapon proficiency (club, dagger, heavy & light crossbow, quarterstaff), Skill Focus (concentration), Combat Casting, Improved Unarmed Strike, Scribe Scroll.

Spells: 0th: ray of frost, daze, detect magic, read magic; 1st: ~~shield~~ (precast); magic missile, burning hands; 2nd: web, levitate

Tier 2:

Elmo and Grover, hm Rog3 (2): Medium humanoids; HD 3d6 +3; hp 20; Init +3 (dex); Spd 30 ft.; AC 15 (+2 leather, +3 dex); Atk +3 melee (1d4+1, dagger), +5 ranged (1d4, thrown dagger); SQ sneak attack +2d6, Evasion, Uncanny Dodge; AL NE; SV Fort +2, Ref +6, Will +3.

Str 12; Dex 16; Con 12; Int 10; Wis 14; Cha 16

Skills: Hide +9, Intimidate +8, Move Silently +8, Search +4, Spot +10, Tumble +8, Use Rope +8, Balance +7, Bluff +7, Listen +8. *Feats:* Weapon proficiency (crossbow, dagger, dart, light mace, sap, shortbow, short sword), Armor proficiency (light), Alertness, Lightning Reflexes, Dodge.

Magic: Elmo has a *short sword* +2; adjust his attacks and damage appropriately.

Drago, hm Ftr5 (1): Medium humanoid; HD 5d10 + 15; hp 45; Init +4 (feat); Spd 20 ft.; AC 16 (bright red splint mail); Atk +9 melee (1d8+5, longsword), +5 ranged; AL NE; SV Fort +7, Ref +1, Will +3.

Str 16; Dex 10; Con 16; Int 12; Wis 11; Cha 11

Skills: Climb +9, Jump +8, Ride +3, Search +4, Spot +3, Intimidate +3. *Feats:* Weapon proficiency (simple, martial), Armor proficiency (light, medium, heavy), Weapon Focus (longsword), Iron Will, Dodge, Blind Fight, Improved Initiative, Weapon Specialization (longsword).

Racso, hm Ftr3 (1): Medium humanoid; HD 3d10 + 9; hp 20; Init +1 (dex); Spd 20 ft.; AC 16 (chain mail, dex); Atk +6 melee (1d6+2, rapier), +4 ranged; AL NE; SV Fort +8, Ref +2, Will +3.

Str 14; Dex 12; Con 16; Int 10; Wis 14; Cha 15

Skills: Bluff +4, Climb +6, Disguise +3, Jump +3, Profession (Dock Hand) +3. *Feats:* Weapon proficiency (simple, martial), Armor proficiency (light, medium, heavy), Weapon Focus (rapier), Improved Unarmed Strike, Great Fortitude, Power Attack, Deflect Arrows.

Nilrem, hm Wiz4: Medium humanoid; HD 4d4 + 8; hp 25; Init +2 (dex); Spd 30 ft.; AC 19 (+7 *shield*, +2 dex); Atk +1 melee (1d4, dagger), +4 ranged; AL NE; SV Fort +3, Ref +3 (+6 with *shield*), Will +6.

Str 8; Dex 14; Con 14; Int 17; Wis 14; Cha 10

Skills: Concentration +11, Spellcraft +9, Knowledge (arcana) +7, Knowledge (combat casting tactics) +8, Scry +7, Hide +4, Profession (cobbler) +7. *Feats:* Weapon proficiency (club, dagger, heavy & light crossbow, quarterstaff), Skill Focus (concentration), Combat Casting, Improved Unarmed Strike.

Spells: 0th: *ray of frost, daze, detect magic, read magic*; 1st: ~~*shield*~~ (precast); *magic missile, burning hands, charm person*; 2nd: *web, levitate, mirror image*

Tier 3:

Elmo and Grover, hm Rog5 (2): Medium humanoid; HD 5d6 + 5; hp 30; Init +3 (dex); Spd 30 ft.; AC 15 (+2 leather, +3 dex); Atk +4 melee (1d4+1, dagger), +6 ranged (1d4, thrown dagger, only carry 3); SQ sneak attack +3d6, Evasion, Uncanny Dodge; AL NE; SV Fort +2, Ref +7, Will +3.

Str 12; Dex 16; Con 12; Int 10; Wis 14; Cha 16

Skills: Hide +11, Intimidate +10, Move Silently +10, Search +6, Spot +12, Tumble +10, Use Rope +10, Balance +9, Bluff +9, Listen +10. *Feats:* Weapon proficiency (crossbow, dagger, dart, light mace, sap, shortbow, short sword), Armor proficiency (light),

Alertness, Lightning Reflexes, Dodge.

Magic: Elmo has a *short sword* +2; adjust his THAC0 and damage appropriately.

Drago, hm Ftr7 (1): Medium humanoid; HD 7d10 + 21; hp 55; Init +4 (feat); Spd 20 ft.; AC 16 (bright red splint mail); Atk +11/+6 melee (1d8+5, longsword), +7/+2 ranged; AL NE; SV Fort +8, Ref +4, Will +4.

Str 16; Dex 10; Con 16; Int 12; Wis 11; Cha 11

Skills: Climb +10, Jump +10, Ride +4, Search +5, Spot +3, Intimidate +4. *Feats:* Weapon proficiency (simple, martial), Armor proficiency (light, medium, heavy), Weapon Focus (longsword), Iron Will, Dodge, Blind Fight, Improved Initiative, Weapon Specialization (longsword), Lightning Reflexes, Power Attack.

Racso, hm Ftr5 (1): Medium humanoid; HD 5d10 + 15; hp 35; Init +1 (dex); Spd 20 ft.; AC 16 (chain mail, dex); Atk +8 melee (1d6+2, rapier), +6 ranged; AL NE; SV Fort +9, Ref +3, Will +4.

Str 15; Dex 12; Con 16; Int 10; Wis 14; Cha 15

Skills: Bluff +4, Climb +7, Disguise +3, Jump +3, Profession (Dock Hand) +4. *Feats:* Weapon proficiency (simple, martial), Armor proficiency (light, medium, heavy), Weapon Focus (rapier), Improved Unarmed Strike, Great Fortitude, Power Attack, Deflect Arrows, Dodge.

Nilrem and Maurice, hm Wiz5 (2): Medium humanoid; HD 5d4 + 10; hp 25; Init +2 (dex); Spd 30 ft.; AC 19 (+7 *shield*, +2 dex); Atk +1 melee (1d4, dagger), +4 ranged; AL NE; SV Fort +3, Ref +3 (+6 with *shield*), Will +6.

Str 8; Dex 14; Con 14; Int 17; Wis 14; Cha 10

Skills: Concentration +12, Spellcraft +10, Knowledge (arcana) +8, Knowledge (combat casting tactics) +9, Scry +8, Hide +5, Profession (cobbler) +8. *Feats:* Weapon proficiency (club, dagger, heavy & light crossbow, quarterstaff), Skill Focus (concentration), Combat Casting, Improved Unarmed Strike, Spell Mastery (Magic Missile, Shield, Mirror Image), Deflect Arrows.

Spells: 0th: *ray of frost, daze, detect magic, read magic*; 1st: ~~*shield*~~ (precast); *magic missile, burning hands, charm person (Nilrem) or shocking grasp (Maurice)*; 2nd: *web, levitate, mirror image*; 3rd: *slow, flame arrow (Maurice) or dispel magic (Nilrem)*

Magic: *ring of protection* +1 on Nilrem

Tier 4:

Elmo and Grover, hm Rog7 (2): Medium humanoid; HD 7d6 + 7; hp 30; Init +3 (dex); Spd 30 ft.; AC 15 (+2 leather, +3 dex); Atk +6 melee (1d4+1, dagger), +8

ranged (1d4, thrown dagger, only carry 3); SQ sneak attack +4d6, Evasion, Uncanny Dodge; AL NE; SV Fort +2, Ref +7, Will +3.

Str 12; Dex 16; Con 12; Int 10; Wis 14; Cha 16

Skills: Hide +13, Intimidate +11, Move Silently +11, Search +8, Spot +14, Tumble +12, Use Rope +12, Balance +11, Bluff +11, Listen +12. *Feats:* Weapon proficiency (crossbow, dagger, dart, light mace, sap, shortbow, short sword), Armor proficiency (light), Alertness, Lightning Reflexes, Dodge, Combat Reflexes.

Magic: Elmo has a *short sword* +2; adjust his attack and damage appropriately.

Drago, hm Ftr9 (1): Medium humanoid, HD 9d10 + 27; hp 75; Init +4 (feat); Spd 20 ft.; AC 16 (bright red splint mail); Atk +13/+8 melee (1d8+5, longsword), +9/+4 ranged; AL NE; SV Fort +9, Ref +5, Will +5.

Str 16; Dex 10; Con 16; Int 12; Wis 11; Cha 12

Skills: Climb +11, Jump +11, Ride +4, Search +6, Spot +4, Intimidate +6. *Feats:* Weapon proficiency (simple, martial), Armor proficiency (light, medium, heavy), Weapon Focus (longsword), Iron Will, Dodge, Blind Fight, Improved Initiative, Weapon Specialization (longsword), Lightning Reflexes, Power Attack, Cleave.

Racso, hm Ftr7 (1): Medium humanoid; HD 7d10 + 21; hp 45; Init +1 (dex); Spd 20 ft.; AC 16 (chain mail, dex); Atk +9/+4 melee (1d6+2, rapier), +7/+2 ranged; AL NE; SV Fort +10, Ref +4, Will +5.

Str 15; Dex 12; Con 16; Int 10; Wis 14; Cha 15

Skills: Bluff +4, Climb +7, Disguise +4, Jump +5, Profession (Dock Hand) +4. *Feats:* Weapon proficiency (simple, martial), Armor proficiency (light, medium, heavy), Weapon Focus (rapier), Improved Unarmed Strike, Great Fortitude, Power Attack, Deflect Arrows, Dodge, Improved Bull Rush, Blind-fight.

Nilrem and Maurice, hm Wiz6 (2): Medium humanoid; HD 6d4 + 12; hp 33; Init +2 (dex); Spd 30 ft.; AC 19 (+7 *shield*, +2 dex); Atk +2 melee (1d4, dagger), +5 ranged; AL NE; SV Fort +4, Ref +4 (+7 with *shield*), Will +7.

Str 8; Dex 14; Con 14; Int 17; Wis 14; Cha 10

Skills: Concentration +13, Spellcraft +11, Knowledge (arcana) +9, Knowledge (combat casting tactics) +10, Scry +9, Hide +5, Profession (cobbler) +9. *Feats:* Weapon proficiency (club, dagger, heavy & light crossbow, quarterstaff), Skill Focus (concentration), Combat Casting, Improved Unarmed Strike, Spell Mastery (Magic Missile, Shield, Mirror Image), Deflect Arrows.

Spells: 0th: *ray of frost*, *daze*, *detect magic*, *read magic*; 1st: ~~*shield*~~ (precast); *magic missile*, *burning*

hands, *charm person*, *reduce*; 2nd: *web*, *levitate*, *mirror image*, *alter self*; 3rd: *slow*, *flame arrow* (Maurice) or *dispel magic* (Nilrem), *hold person* (Nilrem) or *vampiric touch* (Maurice)

Magic: *ring of protection* +1 on Nilrem

Tier 5:

Elmo and Grover, hm Rog9 (2): Medium Humanoid; HD 9d6 + 9; hp 45; Init +8 (feat, +4 dex); Spd 30 ft.; AC 16 (+2 leather, +4 dex); Atk +7/+2 melee (1d4+1, dagger), +9/+4 ranged (1d4, thrown dagger; only carry 3 daggers total); SQ sneak attack +5d6, Evasion, Uncanny Dodge (dex bonus to AC, can't be flanked); AL NE; SV Fort +3, Ref +8, Will +4.

Str 12; Dex 18; Con 12; Int 10; Wis 14; Cha 16

Skills: Hide +15, Intimidate +14, Move Silently +14, Search +8, Spot +16, Tumble +14, Use Rope +14, Balance +12, Bluff +12, Listen +13. *Feats:* Weapon proficiency (crossbow, dagger, dart, light mace, sap, shortbow, short sword), Armor proficiency (light), Alertness, Lightning Reflexes, Dodge, Combat Reflexes, Improved Initiative.

Magic: Elmo has a *short sword* +2; adjust his THAC0 and damage appropriately.

Drago, hm Ftr11 (1): Medium humanoid; HD 11d10 + 33; hp 75; Init +4 (feat); Spd 20 ft.; AC 18 (bright red plate mail); Atk +15/+10/+5 melee (1d8+5, longsword), +11/+6/+1 ranged; AL NE; SV Fort +10, Ref +5, Will +5.

Str 16; Dex 10; Con 16; Int 12; Wis 11; Cha 12

Skills: Climb +13, Jump +13, Ride +5, Search +7, Spot +5, Intimidate +9. *Feats:* Weapon proficiency (simple, martial), Armor proficiency (light, medium, heavy), Weapon Focus (longsword), Iron Will, Dodge, Blind Fight, Improved Initiative, Weapon Specialization (longsword), Lightning Reflexes, Power Attack, Cleave, Skill Emphasis (Intimidate), Great Cleave.

Racso, hm Ftr9 (1): Medium humanoid; HD 9d10 + 27; hp 45; Init +1 (dex); Spd 20 ft.; AC 16 (chain mail, dex); Atk +9/+4 melee (1d6+4, rapier), +7/+2 ranged; AL NE; SV Fort +11, Ref +5, Will +8.

Str 15; Dex 12; Con 16; Int 10; Wis 14; Cha 15

Skills: Bluff +5, Climb +9, Disguise +5, Jump +7, Profession (Dock Hand) +6. *Feats:* Weapon proficiency (simple, martial), Armor proficiency (light, medium, heavy), Weapon Focus (rapier), Improved Unarmed Strike, Great Fortitude, Power Attack, Deflect Arrows, Dodge, Improved Bull Rush, Blind-fight, Weapon Specialization (Rapier), Iron Will.

Nilrem and Maurice, hm Wiz8 (2): Medium Humanoid; HD 8d4 + 16; hp 33; Init +2 (dex); Spd 30 ft.; AC 19 (+7 *shield*, +2 dex); Atk +2 melee (1d4-1, dagger), +5 ranged; AL NE; SV Fort +4, Ref +4 (+7 with *shield*), Will +7.

Str 8; Dex 14; Con 14; Int 17; Wis 14; Cha 10

Skills: Concentration +15, Spellcraft +13, Knowledge (arcana) +11, Knowledge (combat casting tactics) +12, Scry +11, Hide +6, Profession (cobbler) +11. *Feats:* Weapon proficiency (club, dagger, heavy & light crossbow, quarterstaff), Skill Focus (concentration), Combat Casting, Improved Unarmed Strike, Spell Mastery (Magic Missile, Shield, Mirror Image), Deflect Arrows.

Spells: 0th: *ray of frost, daze, detect magic, read magic*; 1st: *shield* (precast); *magic missile, burning hands, charm person, reduce*; 2nd: *web, levitate, mirror image, alter self*; 3rd: *slow, flame arrow (Maurice) or dispel magic (Nilrem), hold person (Nilrem) or vampiric touch (Maurice), suggestion (Nilrem) or lightning bolt (Maurice)*; 4th: *stoneskin* (precast, both), *polymorph other (Nilrem) or ice storm (Maurice)*

Magic: *ring of protection +1* on Nilrem

The merchants will RUN AWAY as soon as any warning is given. They are, as has been noted previously, utterly useless in a fight. In tier 1 or 2, however, if the party is having trouble, the merchants will begin pelting the attackers with rocks, and drive them off.

After the fight is over, the merchants shyly show back up and thank the party for their help. As the sun comes up, they continue south, toward Procampur, while the party continues north.

Nothing else of note happens to the party on their way to Argenta, the city at the entrance to the pass.

Encounter Four: A Frozen Pass

After a total of two full days of riding, the PCs will cross the bridge over the River Vesper and see a small village in the distance, on the east side of the road. This is Argenta. A successful *Ancient History: Vast* check will reveal that Argenta originally sprang up as a silver mining community settled by a strange group of humans and dwarves. Over several generations, the two groups intermingled, and now the village is populated almost entirely by dwarves. They have the stocky dwarven build, but all of them are between 4 and a half and five and a half feet tall, and the women go beardless. The silver mine ran dry years ago, and now the village survives on commerce passing through, and by

providing some of the finest mountaineers available as guides for the Earthspur Mountains.

Note as well that parties which opt for magical travel will end up at the next set of box text just like those who rode horses, since this is the closest they can get to the glacier without risking a bad landing. Unless there is some compelling *in character* reason why the PCs SHOULD be able to teleport or dim fold successfully to the glacier, do not allow it. Even then, remind them that they may need a guide for part of it, or that Hudson probably would have stopped at the little village outside the pass, and that they might be able to get more detailed information there about his plans.

A silver archway, about eight feet tall, rests over the narrow path that leads from the road into the village. Atop the archway, written in common and Dethek, is the word “Argenta” – “silver,” from an ancient variant on common.

The village of Argenta is small, maybe fifteen buildings total. No building is taller than two stories, although some of them seem to be taller two-story buildings than others.

Any PC with *knowledge: engineering* or *carpentry* will recognize that the buildings were constructed for individuals of different heights. The stonework on some of the buildings is unmistakably dwarven, while other buildings definitely show human handiwork. The inhabitants of the village, however, are neither.

A man and a woman stand on the front porch of an inn, watching you. Both sturdily-built, they stand with their feet planted and arms crossed. If they were shorter by about a foot each – and if the woman had a beard – you’d swear they were dwarves.

This is Fritz Silberstrim, and his wife, Inga. They are dwarves. They also own and operate *Shorty’s Tall Glass*, the town’s only inn. They both have awful German accents.

“Hallo dare!” The woman waves to you. “Ya oughta be coming inside, yah! Outta the wind, yah!” She and the man step through the doorway, and into the inn.

Stepping inside, you’re greeted by a warm fire and several appraising glances from the other clients. All of them seem to have the same stocky build as the man and the woman, who have now ambled behind the bar and seem to be waiting for you to approach. All of the men have thick beards, and healthy tankards of dark ale sit before each customer.

“Hey, doncha stand in the doorway letting all the warmth outta here!” The woman pulls several mugs

from below the bar and begins drawing ale into them. "Have a seat, yer welcome in Argenta."

The party may not *feel* all that welcome; the dwarves (they are immediately recognized as such by any dwarven or half-dwarven PC, and any other PC may make an *intelligence* check to discern their race; DC 10; failure means they aren't sure if they're true dwarves or not) at the tables don't look all that trusting, and most of them are hunkered down over their ale somewhat protectively.

"C'mon over here!" The woman places mugs of ale on the bar in front of several of the stools. "Have a drink." She smiles.

Inga is a friendly woman. The ale is dark, but very rich (not bitter), with a slight aftertaste of honey. Each mug is 2 copper, or 1 silver for a tankard like what the regulars are drinking (yes, they're THAT much bigger!). She, or the other patrons, can give the PCs the following information, if they bother asking.

Did Hudson Redstone come through here? *The nice young man with the curly hair came through a few days ago, maybe a week. He's been here a few times, asking about the glacier. He hired one of us as a guide once.*

Was he alone? *Yes.*

Did he say anything interesting? *Just that he needed to get away for a while, is all. Seemed to be mighty scared...*

Did he go to the glacier? *Yah, you bet he did. Went right up the old Frozen Pass. Not many of us would like to take THAT trip, I'll tell ya!*

What about a guide? (Either for him or the party) *Oh, we've got the best guides for leagues all around, yah. Mountains are where we're at our best, ya know? When he went in the first time, he hired old Magnus Gjornersen. Magnus knows that pass like nobody's business, but he wouldn't go no further with Mr. Hudson. Don't like the glacier itself, old Magnus. But he took Mr. Hudson right to the edge, then brought him right back. This time, Mr. Hudson just set off alone.*

Where do we find Magnus? *Over in the corner there, nursing his ale.*

There are 8 dwarves in the room in addition to Fritz and Inga, all of them male. Three of them are sitting in front

of the fireplace, playing cards. Two of them are in a corner, chatting about what it was like before the silver mine ran dry. Two of them are face-down across from each other, five empty tankards on each side of the table testifying to the fact that they had a drinking contest, but that both apparently inherited their constitutions from the human side of the family. The last is an older half-dwarf who sits in a corner, feet up on a table, picking his teeth with a long dagger while he watches the party. The party can interact with any of these individuals; all will be friendly, but only Magnus, the lone dwarf in the corner, will have anything useful to tell them beyond the points above.

Magnus will be somewhat reserved and distrusting of the party initially, since he didn't think much of Hudson's impetuous nature and doesn't think much of folk who would come looking for him, but will warm to the party quickly. He's a gruff, but basically sweet, old mountain man.

He will be more than happy to guide the party through the pass, for 50 gp (total), but will refuse to go on the glacier with them.

He's also not going to go tonight; they should all get a good night's sleep, and he'll guide them through the pass first thing in the morning.

Rooms (human-size, dwarf-size, and most things in between) are available at the inn for 5 silver/room. Nothing untoward will happen to the party if they elect to stay here, and in the morning they will be served a hot, tasty breakfast before heading out.

Magnus is waiting outside the inn when you emerge, gear at the ready. "You ready? Leave yer horses here, they'll never make it where you're going."

He will lead the party into what initially appears to be a small valley. The walls of the valley keep getting steeper, and it becomes apparent that this is one of the passes through the Earthspur Mountains. After a couple of hours, the cold wind picks up, and starts blowing snow into their faces. Around mid-day, they round a corner and the pass is frozen solid, with only ice to walk on. Magnus has spikes for the party's boots, to keep them from falling.

An hour further on, the pass opens onto the Glacier of the White Wyrn.

You round a bend in the pass. The wind howls in your ears and whirling snow obscures your vision. When the wind dies down, all you can see is a white blanket of snow in every direction. In the distance, you see the tops of the Earthspur Mountains silhouetted against the sky, but even their faces are white.

"Here ya are. Now, look. The young man, Mr. Hudson – he seemed like a decent youngster.

Impetuous, a little foolish, but decent. Go that way.” He points to the southeast. “You’ll find a frozen waterfall. He asked about it a lot, wanted me to take him there – I told him no! Not safe, there’s big blue ogres that live over there, maybe behind the falls. But he said he had to explore.” He shivers, and you can tell it’s not the cold. “Be careful. From here on in... things are gonna get strange.”

Encounter Five: Attack of the Killer WHAT?!?!

The trip across the glacier begins uneventfully enough. Lots of snow, lots of ice, lots of glare. Have PCs roll Dex checks a couple of times to make sure they don’t slip and fall; on a natural 20, the PC has slipped into a shallow crevasse, and takes a d3 damage per tier for which they count (i.e., a second tier character would take 2d3 damage, regardless what tier the party as a whole counts for).

The sun has just dipped beyond the edge of the mountains on the west side of the glacier, the long shadows of the peaks stretching past you across the white plain of the glacier. It’s beginning to look like you should consider finding a place to camp, when suddenly, you hear an angry squawking. From the slope on your right, you see several black shapes, whizzing down the hill. They reach the bottom of the slope and bounce to their feet, waddling menacingly toward you. The orange crests on their snow-white chests glow like small sunsets, and angry red eyes glare at you above furiously clacking beaks.

These are giant penguins. They are six and a half feet tall, with the coloration of Emperor penguins (bright red-orange crest on their chests, which will be visible when they reach the bottom of the hill and rise to attack the party; otherwise, they appear as standard black and white penguins). They found some rare fish that only live deep beneath the glacier while they were diving in a rift that opened near the center of the glacier itself. The chemicals in the fishes’ digestive tracts have driven the penguins temporarily insane. A *neutralize poison* spell, *cure disease* spell, or any other form of magic that might reasonably be expected to remove either poison or penguin insanity can cure them.

Tier 1:

Giant Penguin (2): CR 1; Medium Animal; HD 3d8 + 3; hp 15; Init +3 (dex); Spd 20 ft., 30 swim, 40 slide; AC 14; Atk +5 melee (1d3+2, flipper x 2), +3 melee (1d4+2, beak); SA bounce (see DM Aid); SQ immune

to natural and magical cold; AL N; SV Fort +5, Ref +6, Will +5.

Str 14, Dex 16, Con 13, Int 4, Wis 6, Cha 12

Skills: Listen +4, Hide +7, Move Silently +2, Jump +3. *Feats:* Multiattack (already figured in).

Tier 2:

Giant Penguin (2): CR 2; Medium Animal; HD 4d8 + 3; hp 25; Init +3 (dex); Spd 20 ft., 30 swim, 40 slide; AC 14; Atk +5 melee (1d3+2, flipper x 2), +3 melee (1d4+2, beak); SA bounce (see DM Aid); SQ immune to natural and magical cold; AL N; SV Fort +5, Ref +6, Will +5.

Str 14, Dex 16, Con 13, Int 4, Wis 6, Cha 12

Skills: Listen +4, Hide +7, Move Silently +2, Jump +3. *Feats:* Multiattack (already figured in).

Tier 3:

Giant Penguin (2): CR 3; Medium Animal; HD 5d8 + 3; hp 35; Init +3 (dex); Spd 20 ft., 30 swim, 40 slide; AC 14; Atk +5 melee (1d3+2, flipper x 2), +3 melee (1d4+2, beak); SA bounce (see DM Aid); SQ immune to natural and magical cold; AL N; SV Fort +5, Ref +6, Will +5.

Str 14, Dex 16, Con 13, Int 4, Wis 6, Cha 12

Skills: Listen +4, Hide +7, Move Silently +2, Jump +3. *Feats:* Multiattack (already figured in).

Tier 4:

Giant Penguin (4): CR 4; Medium Animal; HD 5d8 + 3; hp 35; Init +3 (dex); Spd 20 ft., 30 swim, 40 slide; AC 14; Atk +5 melee (1d3+2, flipper x 2), +3 melee (1d4+2, beak); SA bounce (see DM Aid); SQ immune to natural and magical cold; AL N; SV Fort +5, Ref +6, Will +5.

Str 14, Dex 16, Con 13, Int 4, Wis 6, Cha 12

Skills: Listen +4, Hide +7, Move Silently +2, Jump +3. *Feats:* Multiattack (already figured in).

Tier 5:

Giant Penguin (6): CR 5; Medium Animal; HD 5d8 + 5; hp 35; Init +3; Spd 20 ft., 30 swim, 40 slide; AC 14; Atk +5 melee (1d3+2, flipper x 2), +3 melee (1d4+2, beak); SA bounce (see DM Aid); SQ immune to natural and magical cold; AL N; SV Fort +5, Ref +6, Will +5.

Str 14, Dex 16, Con 13, Int 4, Wis 6, Cha 12

Skills: Listen +4, Hide +7, Move Silently +2, Jump +3. *Feats:* Multiattack (already figured in).

If the giant penguin hits with both flipper attacks in the same round, its opponent must make a dexterity check at minus five or fall to the ice. The following round, if the opponent wins initiative, it must make another

dexterity check, also at minus five, to get to its feet. If the opponent fails this check, or if the penguin wins initiative, then the penguin will attempt its bounce attack. It has a bonus of 4 to its attack roll, and the prone opponent receives no dexterity bonus to its armor class. If the bounce attack hits, the penguin will spend the round bouncing up and down on its opponent's chest, squawking "Awk! Awk! Awk!" This is, of course, the penguin victory cry. The bounce attack does 1d4+1 points of damage per tier the PC counts for.

Because of the chemicals that drove the penguins insane, they cannot be *charmed*, though they can be *held* normally.

The penguins are not evil. They're just suffering the effects of really, really bad seafood. Still, they do pose some threat to the party. The prospect of having a 6 1/2 foot tall, 350 pound flightless waterfowl bouncing up and down on your chest should be fairly worrisome...

If the party kills the penguins, that's fine. If they manage to cure the penguins and send them on their way that's fine as well. When the combat ends, either the penguins will be dead, or they'll waddle off happily, having learned an important culinary lesson.

First run only, at CARP-Out 2000 in MI:

Note: You can still run this portion of the encounter after CARPOut 2000, but give the PCs wisdom checks (DC 10) to realize that the baby penguin will have to be turned over to the druids of Ravens Bluff to be raised. They just need to keep it alive until then.

In either case, once resolution is reached and the giant penguins are no longer there, read the following:

You hear a faint noise coming from the top of the slope from which the penguins attacked. Looking up, you see what appears to be a small snowball wandering toward the edge of the slope, squeaking shrilly. It reaches the edge of the slope, stumbles, and tumbles head over heels down the slope toward you!

And this is a baby penguin. It is about six inches tall, slightly off-white, and covered with soft, downy feathers. It has huge, dark eyes, and its black, webbed feet seem much too big for its little body. There are still small pieces of shell stuck in its feathers.

After you describe the penguin, pause. The first party member who says, "Aw!" or makes a comment about the baby penguin being cute becomes your target. If no such comments are made, select the most appropriate party member, based on class. Choose wisely -- this penguin is bonding, and only the PC who it initially bonds with will have a chance to keep it.

The baby penguin cocks its head and waddles toward [PC who is now the target]. It looks up at you, its eyes huge, and squeaks, blinking quickly. It rubs itself against your leg and coos.

Okay, so penguins don't coo. Big deal. It's a baby, and it's just imprinted on the target PC. What does imprinting mean?

Well, let's put it this way. Casting *Speak with animals* at this point would allow anyone interested to learn that the penguin is utterly convinced that the target PC is "mama!"

The adult penguins have disappeared into a rift in the glacier, into the water below. If they're caught (highly unlikely, but possible), they can find that the baby doesn't actually belong to any of them. It belongs to another penguin, who ate the same fish and wandered off. Divination will reveal that the wandering insane penguin was caught and eaten by a polar bear, so the baby penguin is orphaned and will have to be taken care of by the party for the rest of the adventure. If the baby penguin is left out here on its own, it WILL be eaten by a polar bear. Any ranger or druid will know this without needing to roll dice; any other PC will be able to figure it out on a successful *Wisdom* check.

On the bright side, the baby penguin will attempt to lead the PCs to an ice cave that will provide good shelter for the night. The night will pass uneventfully, with the baby penguin curled up with the target PC.

Encounter Six: Crystal Falls

The next morning (the beginning of day four for most groups), the party will be able to get underway early. The trek across the glacier, to the southeast, is uneventful. The occasional polar creature rears its head, but nothing approaches the party -- even the polar bear, which scares the baby penguin something awful, causing it to huddle against the target PC.

Around mid-day, with the sun high overhead, the PCs spot a glistening tower in the distance. The light reflects off it in all directions, creating at least three rainbows that arc across the glacier. This is the frozen waterfall that marks the southeast corner of the Glacier of the White Wurm, the Crystal Fall.

The falls are still two hours away when the PCs first spot them. As they move toward the falls, the glare becomes brighter, almost blinding in its intensity.

You are beginning to think that things can't get any brighter when you notice something. It's a small, black space in the center of the brilliant white. Shading your eyes against the glare, you can see that

it's a small opening in the frozen waterfall, leading... into darkness. This must be where Hudson was going.

The opening leads into a large cavern, formed completely of ice. It's hemispherical, about 100 feet from side to side, and 50 feet to the highest point on the ceiling. The sun's rays shine through the frozen waterfall, sending colors dancing across the floor. On the far side of the cavern are four doorways made of ice. A different body part is represented on each door; one has the image of a face carved into it, one the image of a hand, one the image of a leg, and one the image of a fairly buff torso. In the center of the cavern is a block of ice roughly the size of an altar. When the PCs approach the block of ice, they will be able to see that there are letters etched in the top of the block. These etchings are included as Player Handout #1. They translate as follows:

To get where you are going, one must be smart and good with their hands.

Beware of the box of ice, for it hides much.

To not find what it hides would be failure, but to find what it holds might mean the same.

“Good with their hands” should cue the PCs to attempt to open the door with the etching of the hand on it. This is the proper course. Attempting to open any other door will result in the triggering of a *create water* spell (cast at 18th level of ability) on the far side of the door. PCs within 10 feet of the door get a Dex check (DC 20) to avoid getting splashed and stuck to the floor. There is no damage from the water (which immediately freezes), but triggering the spell does alert the Ogre Magi that there are intruders in the cavern. It will also take 5 rounds to unstuck any PC who fails their Dex check and consequently gets stuck to the floor. There is nothing beyond any of the other three doors, but all four doors radiate as trapped. The “trap” on the door with the hand on it is simply a glyph that sets off an *alarm* spell elsewhere in the cavern.

Beyond the door, a dark ice tunnel leads down, deeper into the glacier. It twists and turns, and winds deeper and deeper, until it finally opens out in front of a deep chasm. As the last of your party rounds the bend, a voice booms out of the chasm.

“To pass this place, questions must you answer. Think well, for failure now is to return to the surface...”

There was a green house.

Inside the green house there was a white house.

Inside the white house there was a red house. Inside the red house there were lots of babies.

What was the house?

The answer: Watermelon.

There is a *wall of force* that stretches across the passage, between the party and the chasm. It can be removed by any means that would normally destroy a *wall of force*. If the party tries to go this route rather than answering the riddle, they will find another *wall of force* ten feet beyond the first, at the edge of the chasm. If they answer the riddle correctly at any point, both *walls of force* will disappear, and a bridge will become visible over the chasm, which had been obscured previously.

These protections were set in place long ago, by a very cold, very irritable gnome with an unfortunate *charmed* mage doing his bidding...

With the chasm behind you, you continue down a long, narrow corridor. The ceiling gradually lowers to a little over five feet, and it's narrow enough that you have to walk single-file. Then it opens out into a room 15 feet square, with blank white walls. In the center of the room on a pedestal of ice is a 6 inch white cube, covered with black carvings. Eight smooth rocks surround the pedestal, with indentations that look like places to sit.

This is the “box of ice” that was referred to in the first room past the frozen waterfall.

Any thief actively looking or a demihuman with the appropriate die roll (if applicable) can tell that there are two doors on the far wall, one to the left and one to the right. Neither door radiates as trapped. The box, however, does.

Rogues should have a blast at this, and first try at it as well. Describe this box as being similar to a Japanese puzzle box. As you figure out the different places to push or slide, other parts move. It is not meant to be easy, but should be fun to describe and role-play the solution. Please note that the party receives a key and a door becomes visible whether or not they succeed with disarming the trap; the question is, do they get the RIGHT key, to the RIGHT door? Do NOT let the players know if they passed or failed the rolls, for part of the role-playing is to not know if it was handled correctly. An augury should result in a negative answering concerning going through or opening either door...for either way should result in combat within ½ hour...

To open this box, thieves must:

1. Make a dex check, DC 15.
2. Make a Disable Device check (DC 30), minus any items and modified as below.
 - a. If the Dex check was successful by more than 5, add 10 to their Disable Device roll when you make it for them.
 - b. If the Dex check was successful by less than 5, add 5 to their Disable Device roll when you make it for them.
 - c. If the Dex check was exact, their Disable Device roll should be exact.
 - d. If the Dex check failed, but not on a natural "1", subtract 5 from their Disable Device roll when you make it for them.
 - e. If the Dex check failed on a natural "1", the box starts to melt in their hands. The wrong key falls out.
 - f. If the thief has roleplayed well in your opinion as the judge, you may adjust the Disable Device roll by up to an additional 5. Hey, there's gotta be some perks! ;-)
3. If the check was successful, the group gets the key to bypass the white pudding combat, and ends up going through the faster of the two doors.
4. If the check fails, the box opens up to the wrong key, which takes the party through the white pudding encounter.
5. As noted in part e), if a 1 is rolled on the Dex check, the box starts to melt (does not hurt them) and gives the wrong key. The thief was just too darned nervous, and their hands heated up or something...

If there is no thief (or individual with rogue abilities) in the party, then one (and only one) party member gets to try:

1. Have the volunteer in the party make 5 Dex checks (DC 15).
2. If all five are successful, they get the correct key.
3. If any of the five fail on something other than a natural "1", then the wrong key comes out.
4. If a failure is made on a natural "1", then the box melts (see above) and the party gets the wrong key.

Note that there is no way to get both keys. The trap works in such a way that the actual opening of the trap creates the key. Once the key comes out of the box, the box disappears (or has melted) and the door that the key belongs to becomes visible to the entire party to be opened. Be as encouraging as you can be, letting them know that a small panel slides to the side, a small and previously not-visible drawer pops out, etc.

IF THE PARTY BOTCHES THEIR CHECKS, AND GETS THE WRONG KEY TO GO THROUGH THE

WRONG DOOR...They find themselves in a corridor occupied by a quivering white mass. The corridor is 7 feet high and five feet wide, so there's not a great way to go around the white pudding. However, if the party is creative, there's no reason to force them to fight this creature. It's kind of icky, after all.

Tier 1:

White Pudding Baby (1): CR 2; Medium Pudding; HD 2d10 +8; hp 20; Init -5 (dex); Spd 20 ft, climb 20 ft; AC 5 (-5 dex); Atk Slam +4 melee (1d6+2 + 1d3 acid); SA acid; SQ Dissolve non-magical animal and vegetable materials in a single round; SD immune to acid, cold, and poison. *Lightning bolts* and blows from weapons divide them into smaller puddings, each able to attack exactly as the original pudding. Fire causes normal damage, as do *magic missiles*; blindsight, split, ooze; AL N; SV Fort +7, Ref -2, Will -2.

Str 17, Dex 1, Con 19, Int -, Wis 1, Cha 1

Tier 2:

White Pudding Juvenile (1): CR 3; Medium Pudding; HD 3d10 + 12; hp 30; Init -5 (dex); Spd 20 ft, climb 20 ft; AC 5 (-5 dex); Atk Slam +5 melee (1d6+2 + 1d6 acid); SA acid; SQ Dissolve non-magical animal and vegetable materials in a single round; SD immune to acid, cold, and poison. *Lightning bolts* and blows from weapons divide them into smaller puddings, each able to attack exactly as the original pudding. Fire causes normal damage, as do *magic missiles*; blindsight, split, ooze; AL N; SV Fort +7, Ref -2, Will -2.

Str 17, Dex 1, Con 19, Int -, Wis 1, Cha 1

Tier 3:

White Pudding Adolescent (1): CR 4; Medium Pudding; HD 5d10 + 20; hp 50; Init -5 (dex); Spd 20 ft, climb 20 ft; AC 5 (-5 dex); Atk Slam +6 melee (1d6+4 + 1d6 acid); SA acid; SQ Dissolve non-magical animal and vegetable materials in a single round; SD immune to acid, cold, and poison. *Lightning bolts* and blows from weapons divide them into smaller puddings, each able to attack exactly as the original pudding. Fire causes normal damage, as do *magic missiles*; blindsight, split, ooze; AL N; SV Fort +7, Ref -2, Will -2.

Str 17, Dex 1, Con 19, Int -, Wis 1, Cha 1

Tier 4:

White Pudding Mom (1): CR 5; Medium Pudding; HD 6d10 + 24; hp 70; Init -5 (dex); Spd 20 ft, climb 20 ft; AC 5 (-5 dex); Atk Slam +7 melee (2d6+4 + 1d6 acid); SA acid; SQ Dissolve non-magical animal and vegetable materials in a single round; SD immune to acid, cold, and poison. *Lightning bolts* and blows from

weapons divide them into smaller puddings, each able to attack exactly as the original pudding. Fire causes normal damage, as do *magic missiles*; blindsight, split, ooze; AL N; SV Fort +7, Ref -2, Will -2.

Str 17, Dex 1, Con 19, Int -, Wis 1, Cha 1

Tier 5:

White Pudding Pop (1): CR 7, Medium Pudding; HD 10d10 + 40; hp 100; Init -5 (dex); Spd 20 ft, climb 20 ft; AC 5 (-5 dex); Atk Slam +8 melee (2d6+4 + 2d6 acid); SA acid; SQ Dissolve non-magical animal and vegetable materials in a single round; SD immune to acid, cold, and poison. *Lightning bolts* and blows from weapons divide them into smaller puddings, each able to attack exactly as the original pudding. Fire causes normal damage, as do *magic missiles*; blindsight, split, ooze; AL N; SV Fort +7, Ref -2, Will -2.

Str 17, Dex 1, Con 19, Int -, Wis 1, Cha 1

IF THE PARTY MAKES THEIR CHECKS AND GETS THE RIGHT KEY TO THE RIGHT DOOR...

The party continues to the next encounter, but sees the white pudding through the wall of ice in the hallway. The remainder of the walk is uneventful.

In front of you, the corridor curves to the right. Nearing the bend, you see a strange blue glow...

Encounter Seven: Cave of the Magi

The ogre magi are aware that the party is coming. The gnomish puzzle over the chasm is quite loud, after all. They aren't all that concerned, however. They feel quite confident in their ability to defend their home from any pathetic intruders.

Hudson is here; he was captured by one of the ogre magi and is trapped in a small room cut out of the far wall of the ice cavern (his room is about a ten foot cube) with thick bars of ice separating him from the cavern itself. The cavern is approximately 85 feet from one side to the other, and 40 feet high. The floor of the cavern is a mixture of ice and loose stone hauled in by the ogre magi, providing decent footing.

The ogre mage, and his minions, are on the far side of the cavern, beside Hudson's ice prison. The room is lit by a half-dozen blocks of ice enchanted with *daylight*.

As you round the corner, you see that the pale blue glow comes from several blocks of ice, set at irregular intervals around the roughly hexagonal room. Across

the cavern, a tall, blue-skinned figure with a white topknot grins at you as you enter. Behind the large blue-skinned man, you notice a tunnel leading away into the darkness. Several large white wolves lounge around the cavern. On the far wall of the cavern, near the tunnel entrance, is a cage made of ice. Looking closer, you see that the ice cage contains a very dejected-looking young human. He looks up as you enter and his eyes grow wide with hope.

The large blue man throws back his head and laughs. "So, the entertainment has finally arrived! Then let it begin, fools. Attack, my friends!"

In tiers 1 and 2, the ogre mage (and his invisible companion) will find the party boring, and exit through the tunnel, taking the cryohydras with them. They will collapse the tunnel behind them and leave only the winter wolves to fight the party. In tier 3, the cryohydras (which are hiding around a bend in the tunnel) will be led away, down the tunnel, by the invisible ogre mage. In tier 4, the invisible ogre mage will only take one of the cryohydras with him. The other will emerge from the tunnel as soon as the "Attack!" command is given. In tier 5, everybody comes to play except the invisible ogre mage, who has given up being put into the combat at all and wandered off to find another module.

Tier 1:

Winter Wolf Juvenile (1): CR 1; Medium magical beast (cold); HD 3d10 + 6; hp 25; Init +5 (dex, feat); Spd 50 ft.; AC 15 (-1 size, +1 dex, +5 natural); Atk Bite +4 melee (1d8+3); SA breath weapon, trip (per MM, p. 184); SQ scent, cold subtype (cold immunity, double damage from fire except on a successful save); AL NE; SV Fort +4, Ref +3, Will +2.

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

Skills: Hide +6, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +1 *Feats:* Alertness, Improved Initiative

Wolves (3): CR 1; Medium Animal; HD 2d10 + 4; hp 13; Init +2 (dex); Spd 50 ft.; AC 14 (+2 dex, +2 natural); Atk Bite +3 melee (1d6+1); SA trip; SQ scent; AL N; SV Fort +5, Ref +5, Will +1.

Str 13; Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1 *Feats:* Weapon Finesse (bite)

This juvenile is feeling rather congested, and therefore cannot use her breath weapon in this tier.

Tier 2:

Winter Wolf Juvenile (2): CR 2; Medium magical beast (cold); HD 3d10 + 6; hp 25; Init +5 (dex, feat); Spd 50 ft.; AC 15 (-1 size, +1 dex, +5 natural); Atk Bite +4 melee (1d8+3); SA breath weapon, trip (per MM, p. 184); SQ scent, cold subtype (cold immunity, double damage from fire except on a successful save); AL NE; SV Fort +4, Ref +3, Will +2.

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

Skills: Hide +6, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +1 *Feats:* Alertness, Improved Initiative

Wolves (3): CR 1; Medium Animal; HD 2d10 + 4; hp 13; Init +2 (dex); Spd 50 ft.; AC 14 (+2 dex, +2 natural); Atk Bite +3 melee (1d6+1); SA trip; SQ scent; AL N; SV Fort +5, Ref +5, Will +1.

Str 13; Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1 *Feats:* Weapon Finesse (bite)

The wolves will try to use their breath weapons in this tier, but will only succeed 50% of the time, and will then have to wait 10 rounds to try again. Those who succeed only do 2d6, save for half, because of the congestion.

Tier 3:

Winter Wolves (3): CR 3; Large Magical Beast (cold); HD 5d10 + 10; hp 38; Init +5 (dex, feat); Spd 50 ft.; AC 15 (-1 size, +1 dex, +5 natural); Atk Bite +6 melee (1d8+4); SA breath weapon, trip (per MM, p. 184); SQ scent, cold subtype (cold immunity, double damage from fire except on a successful save); AL NE; SV Fort +4, Ref +3, Will +2.

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

Skills: Hide +6, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +1 *Feats:* Alertness, Improved Initiative

Ogre Mage (1): CR 6; Large Giant; HD 5d8 + 15; hp 37; Init +4 (feat); Spd 30 ft.; AC 18 (-1 size, +5 natural, +4 chain shirt); Atk Huge Greatsword +7 melee (2d8+7); SA spell-like abilities (darkness & invisibility at will; once each per day: charm person, cone of cold, gaseous form, polymorph self, sleep; all as cast by a 9th level sorcerer (save DC 13 + spell level); SQ regeneration 2, SR 18; AL LE; SV Fort +7, Ref +1, Will +3.

Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17

Skills: Concentration +6, Listen +5, Spellcraft +4, Spot +5 *Feats:* Improved initiative

This Ogre Mage has already used his *cone of cold* today, killing something for breakfast.

Tier 4:

Winter Wolves (4): CR 4; Large magical beast (cold); HD 6d10 + 12; hp 44; Init +5 (dex, feat); Spd 50 ft.; AC 15 (-1 size, +1 dex, +5 natural); Atk Bite +8 melee (1d8+6); SA breath weapon, trip (per MM, p. 184); SQ scent, cold subtype (cold immunity, double damage from fire except on a successful save); AL NE; SV Fort +4, Ref +3, Will +2.

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

Skills: Hide +6, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +1 *Feats:* Alertness, Improved Initiative

Ogre Mage (1): CR 8; Large Giant; HD 6d8 + 18; hp 47; Init +4 (feat); Spd 30 ft.; AC 18 (-1 size, +5 natural, +4 chain shirt); Atk Huge Greatsword +7 melee (2d8+7); SA spell-like abilities (darkness & invisibility at will; once each per day: charm person, cone of cold, gaseous form, polymorph self, sleep; all as cast by a 9th level sorcerer (save DC 13 + spell level); SQ regeneration 2, SR 18; AL LE; SV Fort +7, Ref +1, Will +3.

Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17

Skills: Concentration +6, Listen +5, Spellcraft +4, Spot +5 *Feats:* Improved initiative

He will read a scroll with *mirror image* (scribed at twelfth level) on it the round before the party arrives, so it will look like there are several of him.

Cryohydra (1): CR 6; Huge Magical Beast; HD 5d10 + 25; hp 52; Init +1 (dex); Spd 20 ft.; AC 15 (-2 size, +1 dex, +6 natural); Atk 5 bites +4 melee (1d10+3 per bite); SA breath weapon (every 1d4 rounds each head can breathe 3d6, DC 17 reflex save for ½ damage); SQ scent; AL N; SV Fort +9, Ref +5, Will +1

Str 17, Dex 12, Con 20, Int 3, Wis 10, Cha 9

Skills: Listen +5, Spot +6 *Feats:* Combat Reflexes

Tier 5:

Winter Wolves (5): CR 5; Large magical beast (cold); HD 6d10 + 12; hp 44; Init +5 (dex, feat); Spd 50 ft.; AC 15 (-1 size, +1 dex, +5 natural); Atk Bite +8 melee (1d8+6); SA breath weapon, trip (per MM, p. 184); SQ scent, cold subtype (cold immunity, double damage from fire except on a successful save); AL NE; SV Fort +4, Ref +3, Will +2.

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

Skills: Hide +6, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +1 *Feats:* Alertness, Improved Initiative

Ogre Mage (1): CR 8; Large Giant; HD 6d8 + 18; hp 47; Init +4 (feat); Spd 30 ft.; AC 18 (-1 size, +5 natural,

+4 chain shirt); Atk Huge Greatsword +7 melee (2d8+7); SA spell-like abilities (darkness & invisibility at will; once each per day: charm person, cone of cold, gaseous form, polymorph self, sleep; all as cast by a 9th level sorcerer (save DC 13 + spell level); SQ regeneration 2, SR 18; AL LE; SV Fort +7, Ref +1, Will +3.

Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17

Skills: Concentration +6, Listen +5, Spellcraft +4, Spot +5 *Feats:* Improved initiative

He will read a scroll with *mirror image* (scribed at twelfth level) on it two rounds before the party arrives, so it will look like there are several of him. On the next round, he will read *mass haste* off that same scroll, affecting himself, the wolves, and the two hydras.

Cryohydra (1): CR 6; Huge Magical Beast; HD 5d10 + 25; hp 52; Init +1 (dex); Spd 20 ft.; AC 15 (-2 size, +1 dex, +6 natural); Atk 5 bites +4 melee (1d10+3 per bite); SA breath weapon (every 1d4 rounds each head can breathe 3d6, DC 17 reflex save for ½ damage); SQ scent; AL N; SV Fort +9, Ref +5, Will +1

Str 17, Dex 12, Con 20, Int 3, Wis 10, Cha 9

Skills: Listen +5, Spot +6 *Feats:* Combat Reflexes

Do NOT forget the *mass haste* spell in running this combat in fifth tier!

The ogre magi knew they had stumbled into something good when they caught Hudson sneaking around. Clearly rich, clearly powerful, and clearly someone whose family would send adventurers – loaded with magic – to find him. Unfortunately, they probably weren't quite prepared for what actually showed up.

If the fight goes badly, the ogre mage will attempt to flee down the tunnel, collapsing it behind him if possible by triggering a pressure plate on the wall around the first bend in the tunnel. Note that this only collapses the escape tunnel, not the cavern itself. Also note that there is no special reason why the ogre mage *has to* get away. He simply doesn't want to get his butt kicked, and if the party chases him down and commences kicking, that's fine, too.

After the fight is over...

“Here!” *The young man in the ice cage, Hudson, is jumping up and down. “Please, let me out! I want to go home! Please!”*

The party can release him in any of a number of ways. The bars of the ice cage can be melted with normal fire, or can be hacked through. If the party decides to hack through the bars, make sure they warn Hudson, or the first blow will send ice chips into his face, causing him

to squeal like a frightened animal. They won't actually hurt him, he's just a tad melodramatic.

He will thank the party profusely, and will happily tell them all about Clarice. He very much wants to get back and marry her. He feels bad about running off, but he **“Just needed some time to get used to the idea. And that whole planning thing... no thanks!”**

Encounter 8: The Return

The PCs are able to get Hudson back to Ravens Bluff in plenty of time for the wedding. In fact, they have a couple of days to relax after making their delivery. Lord Redstone is delighted with them, and pays each PC who is willing to accept it 500 gold. He will gladly donate the portion for any PC who is unwilling or unable to accept it to one of the local orphanages or churches.

Two days later, a familiar halfling arrives at your doorstep, bearing a red envelope stamped with a golden seal. Curtis bows and smiles as he hands the envelope to you. Inside is a personal invitation to the wedding of Hudson Redstone, heir to the Redstone lordship, and Clarice Tierys. The wedding is to be held on the front lawn of Redstone manor. At the bottom of the invitation is a short, hand-written note.

“Without you, this wedding would never have happened. We would be honored if you would come and share the day with us. No need to bring a gift – you've already given us each other.

Yours, Clarice & Hudson”

Clearly, it's a very formal occasion. PCs are not required to attend, but the personal note – signed in two different hands (yes, both Clarice and Hudson actually signed it, when the paranoid guy to your right wants to make a *forgery* check...) – makes it clear that their attendance would be appreciated, even if they don't own formal garb. Curtis can be helpful in this regard; as a former performer, he knows where formal clothes can be rented, since he used to scour clothing and costume shops all over the city.

For the first time in almost a month, the cold winds stopped blowing this morning. The wedding ceremony was beautiful, with flowers everywhere. The ceremony was conducted by two priests – one from the temple of Sune, and one, oddly enough, from the temple of Tymora. After the vows are exchanged, there was dancing, and singing, and lots of good food and drink to be had.

As the day turns to evening, the festivities continue, and Curtis speaks to each of you. “The couple would like to see you.” And while you hadn't

noticed before, Clarice and Hudson have been absent for a little while.

Curtis leads you inside, to the room where you first met with Lord Redstone. There sit Hudson and Clarice, amid a pile of wedding gifts. They smile as you enter, and Clarice rushes to give each of you a hug.

“Thank you.” Tears well in her eyes. “You’ve helped make this the best day of my life.” She looks expectantly over her shoulder at Hudson, who takes the cue.

“Mine too!”

“And we wanted to give you something to remember us by. Huddie?”

Hudson picks up a large box and places it on the wooden table before you. “Our wedding gifts to you. Use them in good health, friends.” He smiles at Clarice. “We won’t soon forget you.”

The PCs are welcome to chit-chat with the newlyweds, and can find out that the Tymoran is there because it clearly took good luck to bring them together again.

Here Ends “Cold Feat”

Experience Point Summary

To award experience for this adventure, consult the column for the tier at which the players played the adventure. Add up the values for the objectives accomplished. Divide the total by 6, and award that to each PC for objectives.

Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Note that the maximum any PC can get for objectives cannot exceed the value shown for each tier, which is calculated for a table of six PCs. Thus, if you have four PCs, you divide by four on the values for what the PCs earned, but the maximum cannot go above the value shown per PC in the column.

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Encounter One:					
Finding Clarice	25	25	25	25	25
Encounter Two:					
Calming Clarice	25	25	25	25	25
Learning about the Glacier	25	25	25	25	25
Encounter Three:					
Defeating bandits	1,350	1,600	3,600	3,600	4,500
Encounter Five:					
Defeating or curing penguins	200	300	450	800	1,000
Encounter Six:					
Solving puzzle	25	25	25	25	25
Avoiding white pudding	50	50	50	50	50
Encounter Seven:					
Defeating foes	600	800	1,200	1,600	1,500
Total possible experience	2,300	2,850	5,400	6,150	7,150
	Divide the total by the number of PCs and round down				
Total possible experience per PC	383	475	900	1,025	1,191
Discretionary roleplaying award	0-50	0-50	0-50	0-50	0-50

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 1,000 gp or that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return

the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter Three

Tiers 2-5 ONLY:

- *ring of protection +1* (Value 2,000 gp)
- *short sword +2* (Value 8,310 gp)

Encounter Seven

- *Potion of cure moderate wounds* (Value 300 gp)
(2E: *potion of extra healing*)
- *Potion of intelligence* (Value 300 gp): (2E: This potion is has no powers in 2nd edition AD&D).
- Scroll (Value 600 gp): This scroll has the spell *protection from elements* (cold) written at 8th level (2E: *scroll of protection from cold*)
- One winter wolf pelt worth 5,000 gp, but only if the PCs think of it on their own.

Encounter Eight

- 500 gp
- *Boots of nimble-footedness* (Value 1,000 gp): The boots confer a +2 competence bonus to Dancing skill checks when worn.
- *Figurine of wondrous power—silver carp* (Value 15,000 gp, Unusual): This palm-sized silver figurine possesses the following powers. It can *detect poison* in any liquid that it is touched to twice per adventure (as per the spell *detect poison* cast at 1st level, but only affecting the liquid touched); when poison is detected in this manner, the carp will glow green. If placed into water, the figurine will activate, turning into a two-foot long carp that will begin swimming. If the carp is then held aloft and the command word, “Thirst” is spoken, the carp will turn to stone and begin spouting fresh, pure water from its mouth at the rate of one gallon per minute. It can produce no more than three gallons of water (total, ever) in this manner and can only produce water once per adventure.

DM Aid #1: Giant Penguin Stats and Description

Penguin, Giant

Climate/Terrain: Any Arctic, Sub-Arctic, or Glacier

Frequency: Uncommon

Organization: Flock

Activity Cycle: Day

Diet: Omnivore (specialized)

Treasure: Nil

Alignment: Neutral



No. Appearing: 2-8

Initiative: +3 (dex)

Armor Class: 14

Movement: 20 ft., 30 Sw, 40 Slide

Hit Dice: 5d8

Attacks: Flipper x 2 (+5 melee), Beak (+3 melee)

Damage/Attack: flipper 1d3+2, bite 1d4

Special Attacks: Bounce

Special Qualities: Immune to natural and magical cold

Saves: Fort +5, Ref +6, Will +5

Spell Resistance: Nil

Size: M (6 1/2 feet tall when full grown)

Abilities: Str 14, Dex 16, Con 13, Int 4, Wis 6, Cha 12

Skills: Listen +4, Hide +7, Move Silently +2, Jump +3

Giant penguins have the outward appearance of Emperor Penguins, but stand over six feet tall. They have the standard black and white coloration of most penguins, with the feathers on their chests and over their ear-slits colored brilliant reds and oranges. They survive on a diet of fish and squid available primarily in colder regions. They are friendly creatures, but very shy.

Combat: Giant penguins are not predisposed to fight, but can be intimidating in combat, if forced into such a situation (as by their natural enemies, polar bears). The penguin will slap its opponent with both flippers, and gouge with its beak each round. If the giant penguin hits with both flipper attacks in the same round, its opponent must make a dexterity check (DC 17) or fall to the ice. The following round, if the opponent acts first, it must make another dexterity check, also DC 17, to get to its feet. If the opponent fails this check, or if the penguin wins initiative, then the penguin will attempt its bounce attack. It has a bonus of 4 to its attack roll, and the prone opponent receives no dexterity bonus to its armor class. If the bounce attack hits, the penguin will spend the round bouncing up and down on its opponent's chest, squawking "Awk! Awk! Awk!" This is, of course, the penguin victory cry. The bounce attack does 6-24 (6d4) points of damage. The giant penguin will only bounce for one round before it becomes overbalanced and must jump off its opponent and stabilize itself, giving its opponent time to get to its feet the round after being bounced.

Habitat/Society: Giant penguins live in arctic climes, and tend to avoid encounters with anything that might be predatory. They spend most of their time diving in the frigid waters, hunting for fish and frolicking. Out of the water, they can sometimes be spotted sliding down steep, snow-covered slopes on their stomachs. They live in colonies known as rookeries, and travel in small flocks, which function as extended family units, but when there are many flocks in a given area the penguins may leave one flock and join another fairly frequently, taking only their young with them.

DM Aid #2: Key to the Puzzle

<u>Original:</u>	<u>Changed to:</u>	<u>Original:</u>	<u>Changed to:</u>
A is now	N	N is now	C
B	P	O	E
C	T	P	I
D	V	Q	K
E	Z	R	O
F	D	S	R
G	F	T	U
H	J	U	X
I	L	V	A
J	Q	W	G
K	S	X	M
L	W	Y	B
M	Y	Z	H

Player Handout #1: The Puzzle

**UE FZU GJZOZ BEX NOZ FELCF, ECZ YXRU PZ RYNOU NCV FEEV
GLUJ UJZLO JNCVR.**

PZGNOZ ED UJZ PEM ED LTZ DEO LU JLVZR YXTJ.

UE CEU DLCV GJNU LU JLVZR GEXWV PZ DNLWZOZ, PXU UE DLCV GJNU LU JEWVR YLFJU YZNC
UJZ RNYZ.