



CAMPAINS

LEGACY OF THE GREEN REGENT™

IN COLD BLOOD

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INTRODUCTION

This adventure is optimized for 8th-level characters. This means that it is primarily designed and balanced for a group of four or five 8th-level characters. If your group deviates from this size and strength, each encounter features a section titled Scaling the

Encounter so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even overwhelm them. The most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

Note: If you are planning on playing this adventure, stop reading now. If you read farther than this paragraph you'll know too much about its challenges, which kills the fun. Also, if you are planning on playing this adventure at an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the *Monster Manual* or *FORGOTTEN REALMS Campaign Setting*.

At the end of this adventure you'll also find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it and return it to your senior gamemaster (see below for more details).

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website (www.wizards.com/rpga), but you may have received a copy of it from other means. In order to play this adventure as part of the LEGACY OF THE GREEN REGENT campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemaster, and is in charge of making sure the event runs and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the table DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their LEGACY OF THE GREEN REGENT character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; the PCs' actions shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the DUNGEONS & DRAGONS PLAYER REWARDS. This adventure is worth four points for that program.

This adventure retires from RPGA-sanctioned play on December 31, 2004.

If you are looking for more information about LEGACY OF THE GREEN REGENT character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS PLAYER REWARDS, see the RPGA website.

DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommend you have the following miniatures:

From the Harbinger™ set:

- 1 Displacer Beast (41/80) to represent the displaced icebeast
- 2 Men-at-Arms (10/80) to represent the Waterdeep city watch armars (sergeants)
- 2 Wights (52/80) to represent the vampire spawn
- 10 Wolves (37/80) to represent the Winter Witch's children of the night

From the Dragoneye™ set:

- 4 Human Crossbowmen (5/60) to represent the Waterdeep city watchmen
- 1 Small White Dragon (59/60) to represent Rend (note that the dragon in the adventure is actually Medium in size)

From the Archfiends™ set:

- 1 Evermeet Wizard (15/60) to represent the Winter Witch

From the Giants of Legend™ set:

- 2 City Guards (23/72) to represent the Waterdeep city watch civilars (lieutenants)
- 1 Frost Giant (48/72) to represent Fioren Eivarrson
- 2 Dire Wolves (25/72) to represent winter wolves

PREPARATION

As DM you need a copy of the three revised edition (also called version 3.5) core D&D rulebooks to play this adventure. They are the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. It is also recommended that you have the *FORGOTTEN REALMS Campaign Setting* book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough DUNGEONS & DRAGONS miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player

ADVENTURE BACKGROUND

Errya Eltorchul (youngest daughter of Thesp Eltorchul, a prominent nobleman and head of the Eltorchul family) always had a cruel streak, and a desire for vengeance upon those whom she believed had wronged her. The Eltorchul family was known for its excellency in arcane schooling and magical research, but even though Errya's dotting father always encouraged practice of the art of wizardry, the daughter would have none of it, preferring instead the life of a pampered noblewoman, content to have servants wait on her hour after hour.

After some time living this spoiled existence, Errya met a man named Brandon Korelwyn, who claimed to be an expatriate Halruaan nobleman. When they met, Brandon explained that his inability to call arcane magic was the reason for his expulsion, and that he had come to Waterdeep to better his fortune. Errya used him to gather information on her enemies, and after a time, she began to warm to him, and Brandon returned her affections. Errya and Brandon's feelings for one another began to supplant their cruel hearts, and for a time, the future seemed brighter for the both of them.

Arus Eltorchul, Errya's mother, had always encouraged her daughter's ruthless behavior, and saw in her the potential for great things; all the while, Lord Thesp remained blissfully unaware of the goings on in his household. When Errya started acting less and less "herself" (after having a change of heart due to Brandon's affections), Arus started to spy on her, hoping to find the reason for her daughter's behavior. When Arus found out that her daughter was in love with a Halruaan whose claim to nobility was thin at best, she confronted Errya, and told her that she was forbidden to see him. Errya protested, and while in a venomous mood, threatened her mother's life if Arus tore the two apart.

Arus, knowing the extensive network of spies and assassins that Errya had built up over the years, decided that she could not risk her daughter's revenge. In Nightal of 1370 DR, while Lord Thesp was away in Sembia, Arus had both Errya and Brandon abducted and deposited several miles north of Waterdeep in a blistering snowstorm. Brandon, and Errya's change of heart, died that night in the frigid cold.

Somehow, Errya managed to survive until near daybreak, when a woman came upon her dying form. The woman took her away, and after some time spent in recuperation, Errya found out that she was known as the Winter Witch, an undying servant of Auril that brought fear and death wherever she walked. Errya, consumed by vengeance, begged the Winter Witch to give her the gift of undying hate, and after swearing to serve Auril, the Winter Witch bestowed upon her the state of undeath known as vampirism.

Journeying to Fury's Heart, the planar home of Auril, Errya received instruction in the ways of the faithful, and was named the third Winter Witch. She dedicated her life to spreading death and vengeance, and began to plan for the day when she would return to Waterdeep, to enact her revenge upon her mother for the cruelty she endured.

Wintering in Waterdeep

This adventure is part of the Wintering in Waterdeep series. In

this series of adventures, the heroes of Loudwater are staked out in the City of Splendors looking for Otar the Green Regent, who they have tracked to this metropolis. Gen Con Indy gives a sneak peek of this storyline with LGR-16 *In Cold Blood* and XGR-3 *Undermountain*.

ADVENTURE SUMMARY

The PCs, recently arrived at Waterdeep, are holed up at the Inn of the Dripping Dagger in the Trades Ward while outside winter's full fury grips the city. They are approached by an agent of Arus Eltorchul, who asks them to pay a visit to the Eltorchul estate to speak with the lady of the house.

From Arus the PC learn someone has been murdering the noblewoman's servants: one a night, for the past three nights. The city watch has no real leads, and the only tip Arus can give is that a small locket from her daughter's tomb was found on the last victim. She encourages the PCs to avoid the watch and investigate the matter themselves.

Clues lead the heroes to the City of the Dead, where they may have to dodge *dominated* members of the city watch. Finding the tomb of Errya is easy enough; however, within the tomb stalks a white dragon guarding the *portal* leading to the lair of a vampire called the Winter Witch.

Once the heroes are able to enter the *portal*, they find themselves in a frozen domain far away from the relative shelter of Waterdeep. In this chilly place they must fight the *portal* guard (a frost giant named Fioren Eivarson), and trudge through the snow-choked caves to find the Winter Witch. After she is defeated, the heroes may use the other *portal* to return to Waterdeep.

A Winter Wonderland

Each encounter in this adventure has a cold danger rating (cold, severe cold, or extreme cold), a precipitation rating (none, snow, or heavy snow), a wind speed rating (from light to windstorm), and a movement rating to let the DM know exactly how dangerous the frigid environment is to the PCs. *Dungeon Master's Guide*, pages 94 and 95 cover the effects of precipitation and wind, and page 302 covers the effects of cold. Characters with cold weather clothing are fully protected in cold weather (no check required), partially protected in severe cold weather (check once every hour), and not protected in extreme cold weather (however, in all cases, the cold weather outfit provides a +5 bonus to saving throws versus the cold weather). If a character wears cold weather clothing and heavy furs, they are fully protected in both cold and severe cold, and are partially protected in extreme cold (check once every 10 minutes). Heavy fur clothing can be worn with cold weather clothing, and provides an additional +5 bonus to saving throws versus cold (stacking with the cold weather outfit bonus). It costs 8 gp, weighs 10 lbs., and adds 2 to the armor check penalty of armor worn (or provides a -2 armor check penalty if no armor is worn). More information on cold environments and their effects, including new feats, spells, and prestige classes for cold campaigns can be found in the newly released sourcebook *Frostburn*.

TROUBLESHOOTING THE ADVENTURE

Reequipping the Characters: If you are playing this adventure as part of the LEGACY OF THE GREEN REGENT campaign, players come to their event with their characters fully equipped based on their current level and gold piece value. They can reequip their character when they are in a town or city by spending their Coin on Hand (CoH). They can even increase their CoH by selling items for half their listed value.

Waterdeep is a metropolis with a 100,000-gp limit. This means that characters can find items worth 100,000 gp or less for sale within the city. LEGACY OF THE GREEN REGENT characters also

Sense Motive

During the interaction with Lady Arus (and possibly later in the adventure with the Winter Witch), Sense Motive checks may be called for, as she tries to bluff the PCs. Ask to see all the character sheets before play begins, note the PCs' Sense Motive scores, and have the PCs roll a few times. Record the results, and roll a few times for Lady Arus' Bluff. Do not tell the PCs the purpose of your request. Then, when an active Bluff is done by Lady Arus, compare her result to all the attentive PCs' Sense Motive checks. You'll never have to let on that she's bluffing, unless the heroes catch her. Don't forget to give circumstance bonuses or penalties as appropriate; see the Bluff skill in the *Player's Handbook*, pages 67-68).

have a gp limit on which items they can buy based on their level. In Waterdeep, unlike Loudwater, there are more shops available to sell the PCs magic items, as the city is one of the largest trade hubs in all of Faerûn. As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. At 7th-level, the gp limit to purchase items is 9,500 gp, while the 8th-level gp limit is 13,500, and the 9th-level gp limit is 18,000 gp.

In events where you will have a limited session time, you will want to put a limit on at-the-table equipment purchasing. No more than 15 minutes should be spent for this activity during a normal four-hour or five-hour session, and even then some groups may not finish the adventure.

The Vastness of Waterdeep: While this adventure involves some investigation in the beginning, most of the real action takes place once the PCs travel over to the City of the Dead, and go through the magic *portal* to the lair of the Winter Witch. Feel free to ad lib when appropriate, keeping in mind that Waterdeep is a huge city with near-unlimited resources. Any business or locale you want can be dropped into the city for the edification of the players. If you have the time and want to do research, home game groups would certainly benefit from the material contained in the old Waterdeep boxed set, the 2nd Edition ADVANCE DUNGEONS & DRAGONS *City of Splendors*.

Raising the Dead: At this point the PCs have earned enough renown, and enough gold and experience, to come back to life. Like many things that involve XP and gp cost, *raise dead* and other spells worth differently in DUNGEONS & DRAGONS CAMPAIGNS. If a PC dies, and his or her companions are able to bring the body back to Waterdeep within 20 days after the time of death, a high-level cleric of one of various good-aligned temples in the city is able to cast *raise dead* and bring the character back (assuming the soul is willing).

Alternatively, because very powerful divine spellcasters

dwell in the City of Splendors, it is possible to procure a *resurrection* spell here. Only a portion of the body must remain, and the subject can be dead for as much as 130 years.

Raise dead incurs a 1,100-gp debt, and *resurrection* a 6,000-gp debt per casting. The cost for each casting of either may be divided up between the characters that were played during the session. This debt is forever subtracted from the equipment value of the character, and reported in the "GP Debt" field of the Session Tracking Sheet. Additionally, the character that came back from the dead has its experience points reduced. The amount of experience points reduced is dependant on the current character level (see Table LGR16-1, below) of the PC the *raise dead* was cast on. Record the proper amount on the "XP Drain" field of the Session Tracking Sheet. These two costs are the only costs for the *raise dead* (even for 1st-level characters), and override the rules found in the *Player's Handbook*. When a character is brought back from the dead, it is not recorded as a character death (don't mark yes); just record the gold debt and experience drain.

LGR161: Experience Point Drain for Raised or Resurrected Characters

Character Level	XP Drain
7th	3,500 XP
8th	4,000 XP
9th	5,000 XP
10th	5,500 XP

ADVENTURE HOOKS

The characters begin in the Inn of the Dripping Dagger, a cozy three-story establishment right on the east side of the High Road in the Trades Ward district of Waterdeep. The inn's constructed of fieldstone on the street level, and the second and third floors are timber (smoking and fires are only permitted in the taproom). A row of lamps run along the front, illuminating the dripping dagger hanging sign; the front door bears the marks of many weapons and is stained with blood. Filiare, the laughing fun-loving ex-mercenary who owns the establishment, used to leave the weapons in the door as a sort of grisly moniker until passersby found it too convenient to pull the swords, axes, and daggers out to use toward their own ends. A stable at the back of the inn provides for mounts, and the inn's roof is flat to accommodate aerial steeds.

The Dripping Dagger is a favorite watering hole for adventurers, particularly fighter-types. A stair beside the bar leads up to the rooms, and there is a private dining room available for those who wish it. The inn is simply furnished, but very comfortable, and the atmosphere is one of rollicking good times. The guests play various games, and occasionally burst out in old warrior's tunes or engage in humorous bits of play-acting. Even those who are not obviously warriors are treated kindly in here. There are no common prejudices or grudges held among the clientele as a whole. The inn is considered neutral ground for enemies and rivals.

It is assumed that the PCs have purchased rooms here (or, at the very least, a bedroll to bunk in the attic), as this estab-

lishment is one of the friendliest in Waterdeep toward all races and professions.

Here are a few potential hooks to get the heroes gathered here on a chilly winter's eve:

- Orcs of the High Forest have heard that Otar may have been spotted here recently, and perhaps some of the patrons remember seeing him.
- Characters who are inquisitive dabblers in history and local lore may wish to find out about the famous adventuring companies that stayed here (such as the Company of Crazy Adventurers), or the recounting of the tale of Princess Alusair Nacacia Obarskyr's (the Steel Regent of Cormyr) accidental visit here and the interesting linguistic flourishes she learned in her short time in the taproom.
- Natives to Waterdeep (those who have the starting region of Waterdeep) know that the Dripping Dagger is always a good place to get adventuring rumors, and often citizens come here to hire armed men and women to help them solve problems that the city watch can't solve either quickly or efficiently.

ADVENTURE START: TALES AND TROUBLES

Ever since you've arrived, the City of Splendors has been put under siege by the howling winds and chilling grip of winter. Thankfully, you found a good comfortable place to stay called the Inn of the Dripping Dagger, an establishment that caters to mercenaries and adventurers. As of late, the nights seem particularly blustering; snow falling each evening, and the timbers of the inn creaking in the frigid wind. Inside, the cares of another winter in the North are forgotten, as merrymaking, joke telling, and games of all sorts provide a welcome distraction.

The PCs are in the Dripping Dagger, having a good time and minding their own business.

After a short while, one of the waitresses comes over and hands the PCs a menu (see Appendix 3), from which they can select an evening meal. Hand out the illustration of the menu so the heroes may make their nightly selections. Note that a meal and drink come with their room, so there's no need to pay (unless they're particularly gluttonous).

Once the heroes have had their fill of food, and while still working on their fill of drink, one of the Northmen in the taproom speaks up.

Later in the evening, the folk around you steer conversation toward the treacherous weather outside. A young Waterdhavian sell-sword named Mirk the Dirk mentions the chilly machinations of a near-mythical figure called the Winter Witch. He blames her for the fierceness of the cold winds coming from the north.

"You're right", says a tall, bearded Northman named Jolgrund. He stands up in the taproom, all six and a half feet of him, and starts to recite a folk rhyme. Several others join in as he begins.



Hear now the tale of the Winter Witch
A frozen heart as black as pitch
For when chill comes and snow does fly
It is a night that one must die

She walks in silence across the ice
Her fell gaze calling to entice
And if one proves too strong of will
She calls for wolves to stalk and kill

Once within her cold caress
No escape, no distress
Never again to see the sun

The Frostmaiden's work, dead and done

After the recitation, Jolgund and his friends have a good laugh, pat Mirk on the head, and sit back down to enjoy more ale.

Any PC who has a home region of the North automatically recognizes the rhyme; it's been recited for centuries. Successful bardic knowledge checks (DC 10) also allow for knowledge of the short little tale. It is primarily used as a warning for children to keep them from straying, particularly on winter nights. Some in the North say there's truth to the tale, and when a particularly horrible storm passes through, more are found dead than the storm could have claimed. Others regard the tale as folklore nonsense, and claim that the beasts of the North do their work well enough without a Winter Witch guiding them.

Help Wanted

As the tales and games begin to die down, and people either leave the inn to brave the elements for home or make their way upstairs to bed, a servant of House Eltorchul approaches the PCs, asking for their assistance.

A young shorthaired human male—perhaps no more than eighteen years of age—approaches. He's wearing the livery of a stable hand, dressed in an outfit of black and white, trimmed with gold. There's a noble's crest on the back of his tunic; it is a black magician's hat crossing two wands on a field of white. The young man speaks, "Good evening sirs and ladies, my name is Felgan. I am stablemaster of the House Eltorchul. I come to you at the behest of the Lady Arus Eltorchul. She has sent me to find competent and sturdy folk new to our city. She wishes to speak with you about a matter most urgent tomorrow morning at ten bells. She promises gold just for visiting her villa in the Sea Ward, at the far west end of Chasso's Trot. Just follow the High Road north to the Trot, and take a left. The Eltorchul villa is at the end of that road."

If asked as to the nature of her summons, Felgan tell the PCs he doesn't know its exact reason, although in moment of candor he

suggests it may have something to do with the disappearances of a few servants of the Eltorchul family. He knows that Silas, a cook, and Chassie, a chambermaid, has gone missing, but is ignorant as to the details. Felgan also has no knowledge as to the payment for the heroes visit, only that he was told it would be worth their while to hear her out. As soon as the heroes agree,

Felgan takes his leave, donning his cold weather gear and heading out into the winter night.

House Eltorchul

House Eltorchul's symbol is that of a pair of golden wands crossed by a black magician's hat on a field of white. Lord Thesp Eltorchul is a kind and benevolent man who has many friends in the magical community, and visits all over Faerun to meet with them.



6 Who is this Family, Anyway?

Natives of Waterdeep know that the Eltorchul family is a prominent noble house, specializing in arcane schooling, magical

research, and gathering rare alchemical and magical substances. Waterdhavians also know the head of the family is Lord Thesp Eltorchul, an accomplished wizard. For characters not native to Waterdeep, or to gather more information, PCs can learn the following throughout the course of the adventure about House Eltorchul. Natives may use Knowledge (nobility and royalty) or Knowledge (local) at the DCs listed below; non-natives may use Gather Information at the listed DC, or bardic knowledge at a DC equal to +5 the listed DC.

DC 10: House Eltorchul is a prominent noble house in Waterdeep. They specialize in arcane schooling and magical research. Lord Thesp Eltorchul is the patriarch of the family.

DC 15: The Eltorchul family regularly takes in students at a price of 1,000 gp a year to teach them the secrets of the arcane. Lord Thesp is an accomplished wizard. Oth Eltorchul (also a wizard) is the family's heir and eldest son, Fea Eltorchul (another wizard) is the firstborn and eldest daughter, Gran Eltorchul (a sellsword, away in Cormyr) is the third child and second son, and Errya (a noblewoman) is the youngest child.

DC 20: The family has one of the largest collections of magical tomes in the city, outdone only by Lord Maskar Wands and Khelben Arunsun. Two years ago, Errya Eltorchul went missing, and despite the best efforts that the family could bring to bear, she was not found.

DC 25: Lord Thesp, his eldest son, and eldest daughter regularly winter in Sembia, as they attend conferences on magic there during the "off season". Lady Arus normally stays in Waterdeep overseeing the family's estate.

DC 30: In certain circles it is said that Lady Arus still mourns her daughter's passing, and with each year she grows more and more distant from the rest of her family. Errya was her favorite child.

VISITING THE ELTORCHUL ESTATE

Cold Danger: Cold

Precipitation: None

Wind Speed: Moderate

It takes the PCs approximately 20 minutes to walk directly from the inn to the Eltorchul villa, at which time they are removed from the cold danger.

The day is bright and blustery, as you head up the High Road toward Chasso's Trot. Looking back, the normal bustle of the Trades Ward is subdued as merchants wait for highsun to begin hawking their wares. The Plinth, a towering six-story temple devoted to all faiths, glistens with the sheen of ice as you turn back to continue onward. Reaching the impressive yet simple three-story villa complex at the end of the Trot, you wait anxiously to be let in from the biting wind. After a short time, you are led indoors by a servant who asks you wait for the Lady Arus in the sitting room. He takes your coats, and offers to bring you hot tea. You note that the sconces along the walls of the place contain no lamps as you relax in the warmth of a nobleman's estate.



After a short time (a few minutes), Lady Arus enters. Use Illustration 1 to describe the scene.

A tidy-looking woman, well into her sixties, walks into the sitting area. She is wearing a finely cut silk dress; the collar looks so tight that it could choke her. Behind her, another servant slithers in, attending to your drink requests. The lady bears a stern look on her taut face, and she slowly walks to the center of the room, observing each and every one of you before she speaks. “I am Lady Arus Eltorchul. Good morning. I see you’re not late.”

☞ **Lady Arus Eltorchul:** female human Ari9; hp 40; see Appendix 1.

Lady Arus is a proper noblewoman, and doesn’t brook any offense or uncouth behavior. Her attitude and tone toward individuals or the group is dependent on how servile the PCs act toward her. She is a powerful person in the city, with many powerful friends.

Lady Arus is also a master of social manipulation, and this, combined with her *ring of mind shielding*, has served her well over the years. However (while she’ll never let on), she is scared and nervous about recent developments, fearing that somehow her daughter survived and is seeking revenge upon her. It is important that she never reveal that fact to the PCs. What she tells the PCs the following:

- Two days ago, the body of Chassie, a personal chambermaid, was found outside at the border of the Sea Ward and North Ward. She never usually left the grounds, and was found in the snow, frozen to death.
- Yesterday morning, Silas, a personal cook, was found just south of the villa, in the same condition as Chassie.
- This morning, Lady Arus has received more terrible news. Cargull, captain of one of the Eltorchul’s sailing vessels (the *Sea Lion*) was discovered in the Dock Ward frozen

as well. He was discovered with a small locket that Arus gave to her daughter, Errya.

- Errya’s effects (including the locket) were buried, after she disappeared two years ago. After searching for many months, she was proclaimed lost.
- Lady Arus has no idea how Cargull would have come into possession of the locket, but it must have been taken from her tomb in the City of the Dead.
- The city watch is still looking for leads, but Lady Arus doesn’t trust that they’ll act swiftly and efficiently enough. That is why she is willing to pay adventurers to investigate for her. (She’s bluffing. Native Waterdhavians receive a +4 circumstance bonus to their Sense Motive check.)
- She wants the matter to be kept discreet, lest someone find out that private investigators are looking into the matter.
- While she’s had minor squabbles with other nobles before, she doesn’t believe that she has any enemies who would do her harm. (She’s bluffing.)
- If asked about her family, Lady Arus remarks that they are in Sembia attending various conferences on arcane magic, with the exception of her second son Gran, who is currently adventuring in Cormyr. She is home alone for the next month or so.
- She suggests that the PCs start their search at the City of the Dead. She can provide the heroes a signet ring and a writ with the family seal, which allows entrance to the Eltorchul tomb. The tomb is just up the path from Ahghairon’s Statue; the signet ring is inserted into the depression in the stone to gain entrance. She only provides the above information if asked (after all, she assumes that the PCs know what they’re doing).

If, for some reason, a PC catches her in a bluff, she'll make up any appropriate response to keep the story believable. For example, if they catch her bluffing on the city watch story, she'll say that she really believes the city watch to be corrupt, but she didn't want to speak out on the matter. If she's caught bluffing about her enemies, she'll say that her husband got into an argument with a powerful Calishite wizard named Habiz, who threatened Lord Thesp and his family. Any response she gives to cover for her is indeed another Bluff check.

After all the discussion is done, Lady Arus hands the PCs a purse with rubies totaling 1,000 gp for their time. The PCs may use this money to purchase additional equipment, if they so wish. She remarks that the reward is five times as much should they come to a reasonable conclusion, and solve the mystery.

Going to the City Watch

If the PCs decide to investigate further by questioning the city watch (by heading to the Sea Ward watch station), they find out that watch is indeed baffled by the crimes. In addition, a disturbing development has just surfaced: the bodies of Chassie and Silas have disappeared.

PCs that decide to go to the Dock Ward watch station find the body of Captain Cargull. He indeed does appear to have frozen to death; however, PCs with Knowledge (religion) can roll a check to see if they garner more information; the DC is 30. If successful, it appears that Captain Cargull's death was caused by negative energy, like that of many undead creatures' attacks. This information, if brought to the watch's attention, makes the next encounter in the City of the Dead more difficult for the PCs.

CITY OF THE DEAD (EL 0, EL 4, OR EL 6)

Spot, Listen, and Weather

Don't forget to apply penalties to Spot and Listen checks based both on range and weather conditions. Some conditions may override others (for instance, snow in strong wind), so review the conditions for each encounter.

Cold Danger: Cold (daytime), severe cold (evening)

Precipitation: None (daytime), snow (evening)

Wind Speed: Moderate (daytime), strong (evening)

Movement: Terrain is snowy and icy (even the walkways); it costs 10 feet of movement for each 5 feet traveled (no 5-foot step allowed)

When the PCs decide to go back through the Trades Ward down the Coffinmarch (the nearest cobblestone street to the Inn of the Dripping Dagger) and into the City of the Dead, read the following, adjusting for time of day.

The walled eastern area known as the City of the Dead is where many nobles and heroes of the great city of Waterdeep are buried. The park-like atmosphere, wonderfully paved and cleared walkways, and marble statues and tombs add serenity to an area as large (or larger) than some wards. However, with the moaning wind, and the sharp bite of winter, it seems much more forlorn. Many of the torchlights around the tombs and statues have

gone out. There are two massive guard towers that house members of the city watch; from what you've been told, another contingent of watch patrol the area, making a complete sweep three times an hour. During daylight hours, the City of the Dead is open to visitors; at night, the entire area is strictly off-limits, although it doesn't stop some from attempting to meet in the shadows of the long dead.

PCs undoubtedly will attempt to seek out the tomb of the Eltorchul family; it is certainly easy enough to find. However, the heroes need to be certain that the city watch doesn't catch them meddling about.

During the Day

Entering the City of the Dead during the day allows the PCs access to visit the exterior of any tomb or statue. When the PCs approach the tomb of the Eltorchul family, see the Eltorchul Tomb, below.

During the Night: Dodging the Watch

At night, things become more problematic. Although the nearest guard tower isn't within sight of the Coffinmarch entrance (where the PCs are likely to enter the City), the watch is constantly patrolling the area. Each minute the PCs are in the area, there is a cumulative 5% chance that a four-person watch approaches within 30 feet of the heroes. If the PCs alerted the watch to the possible presence of undead in the city, the chance of a watch encounter is cumulatively 10%.

Normally, lights grace the statues and tombs of the City of the Dead, but with the wind and weather, they've been put out, leaving the area in darkness. This benefits the PCs, as the initial encounter distance with the watch contingent is just outside of the shadowy illumination distance of the *everburning torch*. If the PCs are talking, or moving about in armor, take those modifiers into account when rolling Listen checks for the watch. At night, the snow and wind gives the watch a -4 penalty to Listen checks, Spot checks, and ranged weapon attacks.

If matters should come to combat, it is important to note that all the night shift watch the PCs could encounter have been *dominated* by the Winter Witch over the past few days. Normally, when the watch needs to enforce the law in the City of the Dead, and the law-breakers are unresponsive, they attack with non-lethal damage in an attempt to subdue the trespassers. However, this is not a normal circumstance.

☞ **City Watch (2):** Male human Wari; hp 6, 6; see Appendix 1.

☞ **City Watch Armar:** Male human Ftri; hp 15; see Appendix 1.

☞ **City Watch Civilar:** Male human Arii/Ftri; hp 16; see Appendix 1.

Tactics: Under these circumstances, once the PCs are detected, they shout one warning to leave. If the PCs are unresponsive to their order, they attack to kill. Certainly, native Waterdeep PCs know that the watch does not normally attack to kill, especially if lethal force has not been brought to bear on them. After

2d6 rounds of combat, check again to see if another watch patrol hears the combat; they are also *dominated* and attack to kill. No further watch patrols hinder the PCs.

Development: The PCs may attempt to use nonlethal force in an attempt to knock the watch unconscious for later questioning. All the watch members are *dominated*, making questioning problematic (they do not reveal whom they received their orders from). If the *dominate person* is removed (or other means to circumvent the spell are found), they can impart some information on the PCs. All of them share the same experience—a cloaked lady whose breath was as chill as the air gazed into their eyes, and told them to continue their normal routine, but stop any found within the City of the Dead by any means necessary. She also remarked that they were not to tell any of her command, or to involve any other watch patrols except their own.

The PCs may do with the watch as they wish; bringing them back to the watch station results in their detention, and a full investigation is started, shutting down the City of the Dead completely (the gates are all sealed, and clerics are called in to deal with a potential undead threat). If the heroes have not entered the City of the Dead by that point, no means short of *teleport* allows them entry to the tomb. Waterdeep regional characters automatically know that bringing the watch in and explaining their story will result in the shut down of the area (historically, this has happened a few times in the past). Characters who are non-natives, but possess Knowledge (local - Waterdeep) or bardic knowledge know this on a successful DC 15 check.

ELTORCHUL TOMB (EL 0 OR EL 8)

Cold Danger: Cold (daytime), severe cold (evening)

Precipitation: None

Wind Speed: None

Movement: Inside the Eltorchul family tomb, the floor is slick with ice; it costs 10 feet of movement for each 5 feet traveled (no 5-foot step allowed)

The above conditions apply when the PCs enter Lord Thesp's family tomb, described below. While the PCs are outside the Eltorchul Tomb, use the conditions described in the City of the Dead, above.

The ancestral tomb of the Eltorchul family is just up the path from Ahghairon's Statue. The statue is an incredibly lifelike sculpture of the first Lord of Waterdeep at seventy winters, dressed in his mage robes; he is facing west with his arms outstretched to indicate the city around him, a glorious smile upon his face.

The marble mausoleum that is the Eltorchul Tomb is quite unadorned for such a wealthy family. Above the sealed archway, the symbols of Mystra and Azuth provide a soft blue-white glow in the cold air.

Outside the tomb, characters with sufficient light can make a Search check (DC 15) to notice the small indentation in the marble that is the Eltorchul family crest. If the PCs possess the signet



ring, they may press it to the depression; the seal on the archway releases, and can (with some effort; Strength check DC 13) be pushed aside to gain entry to the interior. If the heroes do not possess the ring, 2d4 rounds and a Disable Device check (DC 20) do the trick as well. Other means of entry (such as the *knock* spell) are certainly possible.

Unless the heroes took precautions (such as rendering all of them *invisible*), the watch spots them entering during the day, and calls out for the PCs to hold. They approach the heroes and check their credentials (if they've received the writ from Lady Arus, they're allowed entrance); if they're found lacking any sort of documentation allowing them entrance, the watch escorts them to the watch station. After two hours, Lady Arus confirms that they're allowed to enter on her behest, and they are released with a small apology.

During the night, the heroes have little chance of discovery (just the chance for a wandering patrol to come upon them). Getting into the tomb is much easier, as a result.

Inside the Tomb

No matter what time of day, the Eltorchul tomb is quite cold. A hallway cuts through the center of the structure; to either side are family burial chambers for noblemen and noblewoman long past. There are four such chambers on the surface level. All contain alcoves with stone sarcophagi standing up against the wall, and a shrine devoted to both Mystra and Azuth at the far end of each chamber. A warm yellow glow follows the PCs, as magic lights their way as they walk.

At the end of the hallway is a staircase leading down; it descends almost 40 feet below. The air gets very cold, and the heroes note that no lights grace their passage (light must be provided for those without darkvision to see). In addition, the floors and walls of the passageway underground are spotted with ice here and there. Once the heroes have walked another 20 feet down the hallway, a burial chamber opens to their right. Adjust the description below based on light sources available to the party, and languages spoken.

You steady yourself on the slippery floor, now completely coated with ice. Inside, another burial chamber, this one complete with a ceremonial dais and bench rows in the center, opens up to your right. Icicles hang from the ceiling

and dais; the floor ahead is a glistening hazard. Above the entryway, a Draconic script proclaims "Lord Thesp Eltorchul". The cold emanating from inside could freeze flesh in moments.

The ceiling of the burial chamber is 25 feet high. During the daytime, the family burial chamber is empty and can be searched at the PCs' whim. At night, the Winter Witch has a posted guard to prevent access to the *portal* and to provide a delay should she need to escape. She has successfully negotiated an arrangement with a pair of white dragons from the same clutch; depending on the level of the party, one or both may be here, waiting for the opportunity to attack intruders.

Creature: Rend waits in the alcove marked D1, more than likely knowing the PCs are coming before they are alerted to his presence. This encounter is adjusted one EL up due to conditions heavily favoring the dragon (ice-coated floors and ceiling, severe cold). Use Illustration 2 to help describe Rend.

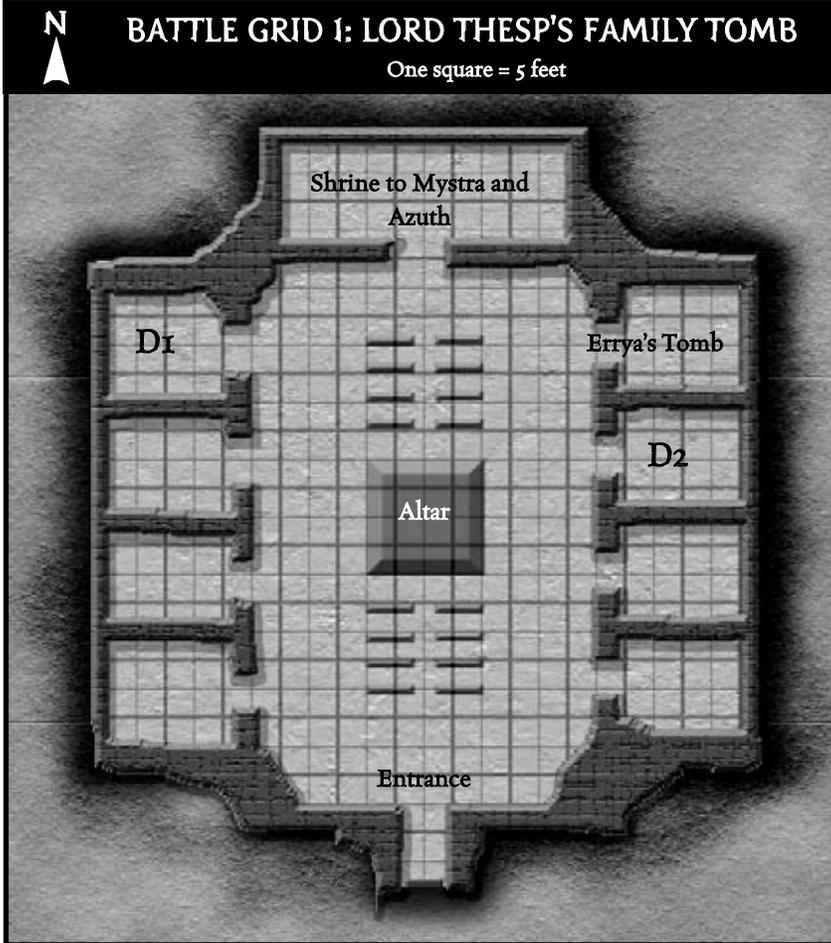
➤ **Rend:** Juvenile white dragon; hp 119; see Appendix 1.

Tactics: Rend relishes the opportunity to fight a group of adventurers, as he's been pretty bored since agreeing to help the Winter Witch. He waits until most or all the PCs have entered the slippery tomb, using his blindsense to determine if a group has wandered in. The dragon opens up with his breath weapon, catching as many heroes as possible in it.

After the opening round, Rend uses his icewalking ability to move about unhindered (climbing the walls and ceiling when necessary). He also lets loose with a *fog cloud*, since his blindsense allows him to compensate for the vision impairment. He partic-

Icy Floors and Walls

Icy ground costs 10 feet of movement to enter and pass through squares coated with it (no 5-foot adjustment). In addition, the DC of Balance and Tumble checks on ice increases by 5. Characters attempting to run or charge across ice (even if the ice only covers part of their movement) must make a DC 10 Balance check. A failure by 4 or less means the character can't move for one round; a failure of 5 or more means the character falls down, prone. Note that *spider climb* spell or the icewalking ability negates the penalties associated with movement on ice.



ularly hates robed men and women (since they killed or captured many of his clutchmates), and attempts to melee with them first. If the heroes retreat, he follows them down the hallway to the stairs, but does not pursue further.

Development: During the combat, if the PCs do 10 points of fire damage while inside the icy tomb, the affected area is no longer considered ice-coated (so, a *fireball* would leave a 20-foot radius burst of clear floor after it goes off, provided that it does at least 10 points of damage). Once the PCs defeat Rend, they can investigate the *portal*.

Scaling the Encounter

7th-level characters (EL 7): Use the EL 7 version of Rend presented in Appendix 1 (hp 102).

9th-level characters (EL 10): Add Tear (hp 122; see Appendix 1) in location D2 to the fight. Tear is eager and loves a challenge; once he detects a party member inside the chamber, roll a Wisdom check (DC 10). If he fails, he doesn't wait for more PCs to arrive, and unleashes his breath weapon on whomever he first spots. Tear does not share his brother's hatred of robed folk; he goes into melee with the biggest warrior he can find after he uses his breath weapon.

The Portal Awaits

After Errya had gathered some powerful allies in Fury's Heart, she had a *portal* commissioned and constructed in the Thesp family chamber of the Eltorchul tomb. Recently finished, Errya uses the *portal* to traverse back and forth between the city of Waterdeep and her lair in the Savage Frontier.

It is located in her alcove, inside the sarcophagus bearing her likeness (a beautiful, long-haired woman with a stern expression). A successful Search check (DC 18) results in the PCs noting that the stone likeness of Errya has hollow eyes. The Winter Witch uses her *gaseous form* to seep into the sarcophagus after activating the *portal* (thus, allowing the lid to remain in place). Typically, when she arrives, she activates the *portal* from just outside her lair, turns into her mist shape, arrives in the tomb, activates the *portal* a second time, and her dragon guard comes through. When leaving, she removes the sarcophagus lid to allow the dragon to move into the *portal*, closes the lid, reactivates the *portal*, and turns into her mist form to seep through the eyes.

It takes a successful Strength check (DC 15) to remove the lid from the sarcophagus. If the PCs open the lid during the day, it is empty and the *portal* is inactive. At night, it appears much the same, except that it radiates extreme cold within 5 feet of its location (it is, however, still inactive).

Figuring It Out

Portals can be detected by *detect magic*. When inactive, the *portal* radiates a faint transmutation aura (DC 24 Spellcraft check to determine school of magic). If *detect magic* is cast and the school is determined, another Spellcraft check (DC 25) alerts a character that the object of detection is a *portal*. A cleric with the Portal domain can detect the presence of the *portal* simply by conducting a Search (DC 20).

Analyze portal tells the PCs a number of things about the *portal*, and is essential to activating it. Once activated, the *portal*

remains so for one full round. The Winter Witch's *portal* has the following properties, listed in the order in which they can be determined by *analyze portal* (remember, a caster level check against DC 17 must be made to reveal a property; a retry is allowed the next round):

- There is a *portal* in the area, and its location is pinpointed (no caster level check required).
- The *portal key* (under what conditions it activates) is either the touch of the Winter Witch, or the casting of a spell with the cold descriptor (such as *ray of frost* or *Snillo's snowball swarm*), which is absorbed when cast at the *portal*.
- The *portal* only can be activated at night.
- The *portal* is two-way.
- The *portal* is continuous use.
- The *portal* shows little but a wind-blown, snowy landscape; the blowing heavy snow hampers vision. The caster of *analyze portal* can see a large, roughly humanoid shape in the snow with a successful Spot check (DC 20).

We're Stumped!

It is likely that the PCs will not have the *analyze portal* spell prepared ahead of time. That's all right; Waterdeep is a big city, and for the purposes of this adventure, they can purchase a *scroll of analyze portal* from one of various magic dealers. The spell costs 1,875 gp (campaign cost) for a 3rd-level version (caster level 5; usable by bards, sorcerers, wizards, and characters with Use Magic Device), or 750 gp (campaign cost) for a 2nd-level version (caster level 3; usable only by clerics with the Portal domain or characters with Use Magic Device). Remind players (if they forget) that equipment can be sold for half price to get more CoH (Coin on Hand).

In the event that there's no PC in the party able to cast the *analyze portal* spell, a shady enough 5th-level wizard can be hired to accompany the party back to the tomb to cast the spell. The wizard will only cast *analyze portal*, and will be truthful about the results. The cost in Coin on Hand is 2,000 gp.

TROUBLESHOOTING THE TOMB

Breaking the Law

In order for PCs to actually find out who is behind the killings and finish the adventure, they may need to break some laws (such as entering the City of the Dead after dark). Paladins and others may chafe at this notion; however, native Waterdhavians know that if the city watch is informed of possible suspicious behavior in the City of the Dead, they will lock it down and search, negating any chance for the PCs to get involved. Due to the nature of the investigation, paladins trespassing at night in the City of the Dead are in no jeopardy of losing their paladinhood (they are serving a greater good by attempting to stop the murders, and they have been informed [incorrectly] by Lady Arus that the city watch will not expedite the process).

Resting Overnight

The PCs may choose to rest after discovering the *portal*, to either recuperate after fighting the dragon, or to better prepare their spells for the challenges ahead. They can rest in the tomb, if they wish; however, they will need suitable protection against the cold, and there is a possibility that the Winter Witch may discover them (see below). Otherwise, they can leave and return back to the Inn of the Dripping Dagger, and attempt to infiltrate again the next day or night (the same conditions apply).

The Winter Witch's Hunt

On the first night after the PCs talk to Lady Arus, the Winter Witch uses the *portal* to return to Waterdeep at about two bells in the morning. She leaves the tomb and the City of the Dead in *gaseous form*, turns into a white-coated wolf, and heads over to the Eltorchul estate. There, she *dominates* Felgan the stablemaster, drains him of life, and returns to the City of the Dead with his body. She places the corpse on the outspread arms of Ahghairon, the first Lord. Characters inspecting the corpse that evening (perhaps by crossing paths with it as they are arriving or leaving the tomb) can tell the young man was the subject of a negative energy attack by making a successful Knowledge (religion) check, DC 20. In addition, the stablemaster is clutching a shard of ice in his



right hand; those making a successful Knowledge (religion) check at DC 15 (characters with a starting region of the North get a +2 circumstance bonus to the check) know this is a common test administered by the Frostmaiden's clerics to show her mercy. The individual is given a shard of ice to hold and let out into the cold; if he or she can melt the shard before long, then they are released and spared. If they cannot Auril's wintry touch claims them.

On the next night, at approximately the same time in the evening, the Winter Witch arrives in Waterdeep again, and this time she confronts and kills Lady Arus, leaving her cold and dead in the street outside her villa. Her vengeance satiated, she does not return to Waterdeep, knowing that her father will certainly hear of this soon, and will bring considerable forces to bear in the search for Lady Arus' killer.

It is possible (albeit unlikely) that the PCs might be holed up in the tomb when the Winter Witch is there; in that case, she is ill-prepared for a battle against adventurers (she's not in her lair, and if reduced to 0 hit points, would be ultimately destroyed). She attempts to flee back through the *portal* at the earliest opportunity if discovered. If the heroes manage to destroy her and go through the *portal*, they may still fight the other creatures in and around her lair, if they desire.

LAIR OF THE WINTER WITCH

Cold Danger: Severe cold (areas 2-4), extreme cold (areas 1 and 5)

Precipitation: Heavy snow (area 1), none (areas 2-5)

Wind Speed: Severe (area 1), light (areas 2-5; 5% chance of severe gust each round in areas 3-5 [check at the beginning of each combat round in those areas])

Movement: Area 1 is covered in heavy snow, costing 20 ft. of movement to move one 5-foot square (no 5-foot adjustment allowed). Areas 2-5 are covered in ebony ice (for movement purposes, treat as normal ice).

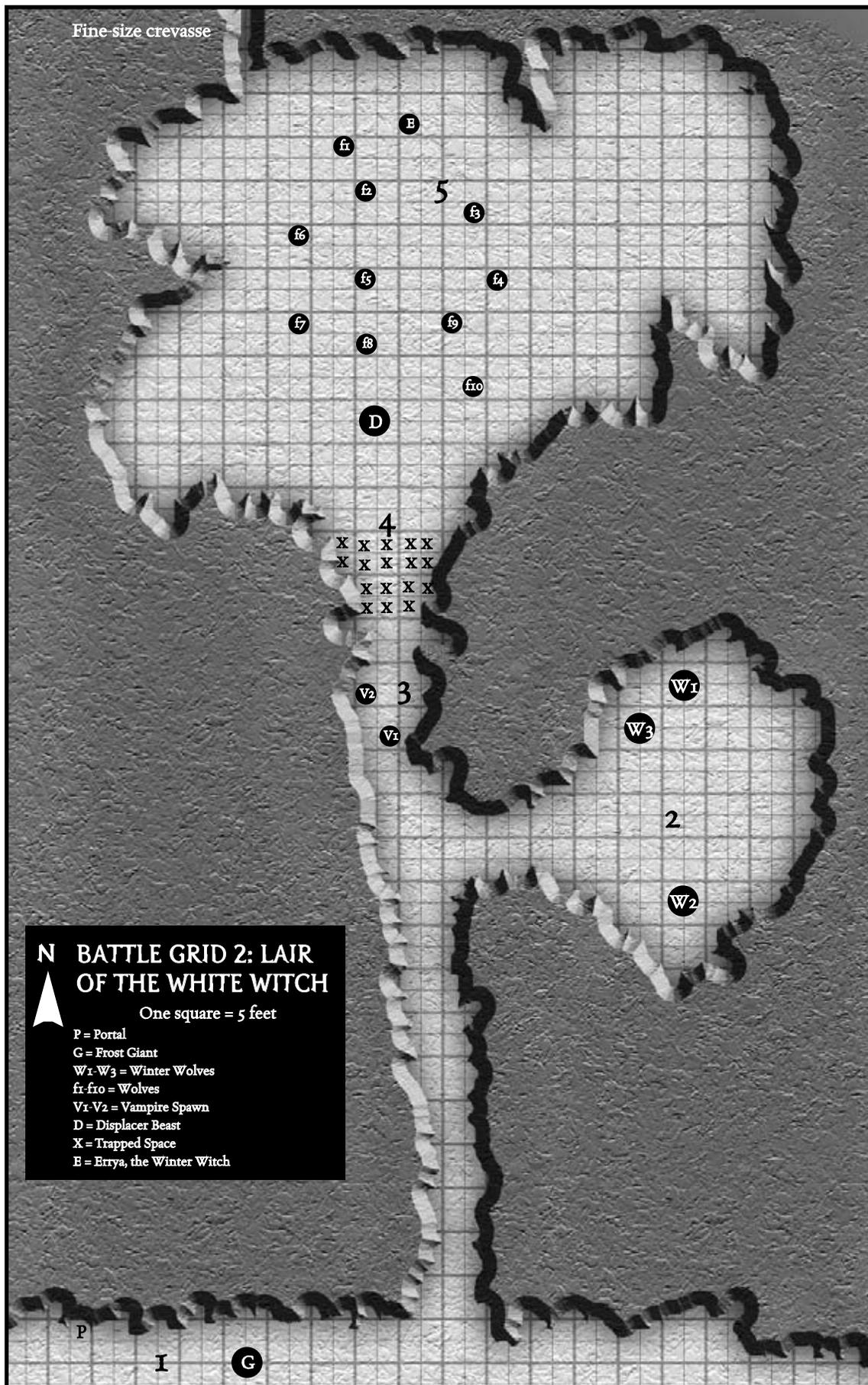
Other Hazards: Ebony ice coats the Winter Witch's lair (areas 2-5); undead creatures on ebony ice gain a +2 profane bonus to attack rolls and saves, and gain +4 turn resistance (stacking with any turn resistance the creature might already possess).

Once the characters activate the *portal* in the tomb and touch it or attempt to step through, they are *teleported* to the other side, a forlorn frozen lair somewhere in the Savage Frontier.

1. Portal's End (EL 10)

You enter and exit the *portal* in the blink of an eye, finding yourself almost knocked over by the wind, standing in heavy snow. Near blizzard conditions prevail, as you notice a large form move toward you in the flying snow.

The PCs are on the other side of the *portal*, and the frost giant Fioren Eivarrson is waiting for visitors. Fioren Eivarrson is the younger brother of Snorri Eivarrson, a frost giant cleric of Auril that follows Gerti Orelsdottir, a frost giant princess (and worshiper of Auril) that seeks to subjugate all of the North under her rule.



Fine-size crevasse

N BATTLE GRID 2: LAIR OF THE WHITE WITCH
 One square = 5 feet

- P = Portal
- G = Frost Giant
- W1-W3 = Winter Wolves
- fr-fro = Wolves
- V1-V2 = Vampire Spawn
- D = Displacer Beast
- X = Trapped Space
- E = Errya, the Winter Witch

IN COLD BLOOD

Under the direction of Snorri, who met the Winter Witch not long ago, Fioren was instructed to act as a sort of liaison between the vampire and the frost giant tribes. He's mostly bored

Cave Dimensions

Inside the cave, the ice tunnel leading to the Winter Witch is 15 feet high. The winter wolves' den is 20 feet to the ceiling, and the Winter Witch's lair is 25 feet high.

here, as the Winter Witch seems to be more concerned presently with plans for revenge rather than aiding the giants. However, Fioren is patient, and occasionally a captured foe of the Winter Witch will be *dominated* and told to entertain him. Once in a great while, an arcane spellcaster will be brought before the giant. He'll learn what he can before either he or the Winter Witch get bored, and kill the captive.

Creature: Fioren notices the PCs upon arrival, as he's made it his personal job to guard the *portal*. The characters arrive on and adjacent to the square marked P; Fioren is waiting at G. He moves up to fight the heroes, plodding in the heavy snow (because of his size, Fioren treats the heavy snow as normal snow for his movement purposes; therefore, it costs him 10 feet of movement to move 5 feet, and he is not allowed a 5-foot adjustment).

➤ **Fioren Bivarrson:** Frost giant hexblade 1; hp 148; see Appendix 1. Use Illustration 3 to describe Fioren.

Tactics: Fioren will walk right up to the PCs and initiate combat immediately, bellowing in Giant "Trespassers! It's about time!" He targets a burly fighter character with his hexblade's curse, and continues to melee the same opponent until he or she drops. If he winds up tangling with a fighter or a melee cleric, he'll attack first to sunder the PC's weapon. In combat with a rogue or wizard, he'll Power Attack for the full amount, adjusting the next round if he doesn't connect. If the PCs pull out of melee range, Fioren targets them with his throwing rocks from his sack; treat the rocks as siege weapon attacks for wind modifiers to hit.

Development: When Fioren is defeated, the PCs may search around a bit in the cold and wind to find the cave entrance. If Fioren is defeated but not killed, and later questioned while subdued, bond, or magically influenced, he explains who he is and why he's here. If he's asked about the Winter Witch and her attacks on Waterdeep, he knows why she's doing it and her background, and can relate that to the PCs. He tells the heroes only about the Winter Witch in exchange for his freedom, and he promises not to return to plague them later (and is true to his word). Of course, if the PCs let him go, he informs Snorri (and by extension Gerti) of the heroes meddling in frost giant affairs.

Scaling the Encounter

7th-level characters (EL 9): Fioren possesses the same statistics as a typical frost giant (hp 133); see the *Monster Manual*.

9th-level characters (EL 11): Fioren is a 2nd-level hexblade (hp 159; see Appendix 1).

2. Ebony Ice and Ivory Wolves (EL 7)

After searching the area, the PCs should find a jet-black ice cave entrance. Characters that make a successful Survival check (DC 17) or Knowledge (religion) check (DC 22) (characters who have the North as a home region get a +2 circumstance bonus to the roll) know that this is called ebony ice, and it is charged with negative energy (not enough to harm the PCs, but enough to

strengthen undead that stand upon it).

The ice here runs deep, and is ever-present—on the walls, floor, and ceiling. Characters using fire that do 20 points of damage to an area melt away enough ice to reveal bare stone (movement on affected areas is then normalized). There is no light in any of the chambers; the PCs will have to provide their own light sources (which, if non-magical, run the risk of being snuffed out by a gust).

When the characters get to the juncture near area 2, read or paraphrase the following:

Coming in from the outside, the wind subsides some, although here and there you catch its merciless force as it howls through the black cavern. The chilling cold is still ever present. You walk for a short ways, noting that the entire cavern is coated in the ebony ice. Off to your right, you see a passageway shoot off from your current path.

Off the main path, a den of winter wolves serves the Winter Witch, and often hunts with Fioren. The PCs may make Listen checks (DC 10) to hear the sounds of growling coming from down the passageway. The wolves may also make appropriate Listen checks to hear the PCs approach.

Creatures: Two winter wolves make their home in this cave off the main path.

➤ **Winter Wolves (2):** hp 48, 51; see the *Monster Manual*.

Tactics: If the winter wolves hear the PCs before they enter, the creatures position themselves alongside the walls of the cave, waiting to unleash their breath weapons in unison. If the PCs wander past and continue on, the winter wolves quietly move from the cave and stalk the heroes from behind, outside of light range, but inside the range of their darkvision (which is 60 feet). Once engaged in melee, one winter wolf attacks the character that looks the most threatening (usually a fighter or barbarian), while the other closes with a weak-looking or small character (a gnome, halfling, or a person with a slight build, like an elf).

The winter wolves don't have the icewalking ability, and thus are just as affected by the ice's movement restrictions as the PCs.

Development: During this combat, the Winter Witch hears the PCs fight the wolves. She begins to cast spells to prepare herself for combat, calls for wolves (using her children of the night ability), and sends the two newly-created vampire spawn after the heroes.

If the heroes continue on and bypass the winter wolves, the vampire spawn are not released from their icy tombs (and the wolves are not called), but the winter wolves stalk and engage the PCs when they are in area 5.

If the winter wolves are magically coerced into talking (they really won't talk to the heroes otherwise), they can tell the PCs that the Winter Witch is a servant of the goddess Auril, and she treats them well. They also know she is not alive and can turn into a wolf, but they don't know her exact true nature.

Scaling the Encounter

7th-level characters (EL 5): Only one winter wolf is present (hp 51).

9th-level characters (EL 8): There are three winter wolves present (hp 48, 51, 54).



3. Remains of the Past (EL 7)

Once the PCs continue down the main passage, read or paraphrase the following:

Ahead, slowly moving out of the darkness, are two pale-blue people, very inappropriately dressed for the deadly cold. The woman wears a simple dress, tattered and stained; the man has a bloodstained apron over his worn clothes. Both have a feral, wild look in their eyes and upon their faces.

The first two victims, Silas the cook and Chassie the barmaid, have risen as vampire spawn, and are now completely under the control of the Winter Witch. She sends them forth to delay the PCs long enough to prepare herself for battle.

Creatures: Both Silas and Chassie attack the PCs as newly-risen vampire spawn. The cold has frozen their undead flesh, making them tougher, but slowing their movement. On the ebony ice, they have a +2 bonus to attacks and saves, and have +4 turn resistance. This encounter is adjusted one EL up due to conditions heavily favoring the spawn (ice-coated floors and ceiling, severe cold, and the ebony ice). Use illustration 4 to describe this scene.

➤ **Frozen vampire spawn (2):** hp 29, 31; see the *Monster Manual*, and Appendix 1.

Tactics: The vampire spawn fight savagely, using their spider climb ability to out maneuver the PCs. If they manage to get a hero to fall, one of them blood drains the character until the hero is dead.

Development: When reduced to 0 hit points, the vampire spawn turn gaseous, and retreat back into the Winter Witch's chamber.

4. Icicle Trap (EL 5)

Once the heroes defeat the vampire spawn, they shortly come upon an overhang of deadly-looking icicles. Read or paraphrase the following to the PCs:

Just ahead, you see dozens of jagged black icicles overhanging at what looks to be the path's end. It is as if you're looking directly into a maw of darkness. From inside, a beautifully soft voice carries to your ears, like a gentle breeze. "I've been waiting for you. I should have expected Arus to send adventurers to deal with her dirty laundry. How typical of her—always sending someone else to finish what she started. Now, don't be shy ... I have work to do, and I certainly can't have you mulling about in my demesne."

The Winter Witch is calling to the PCs, attempting to get them to enter into her lair, where she waits, prepared for battle. Two of the 10-foot areas marked X on the battle grid are the locations of the *icicle* traps (the ones directly down the center of the path). The traps go off independently of one another.

Note that the Winter Witch and all of her minions may walk under the icicles without triggering the spell.

➤ **Icicle (Spell):** CR 3; spell; spell trigger; no reset; spell effect (*icicle* [see *New Spells*], 5th-level wizard); Search DC 27; Disable Device DC 27.

Trigger: Merely stepping underneath the icicles sets off the trap. Characters that are standing under it take 4d6 points of piercing damage (no save); characters within 5 feet of the area take half damage, or none on successful Reflex save (DC 15).

The *icicle* spell can be detected normally (through *detect magic* or a character with the trapfinding ability and Search) and dispelled, disabled, or burned away with 10 points of fire damage.

Scaling the Encounter

7th-level characters (EL 3): Only one *icicle* trap is present.

9th-level characters (EL 7): There are two more *icicle* traps, just to the left of the center of the path.

5. The Frostmaiden's Favored (EL 11)

The Winter Witch, being a relative neophyte in her current role, has underestimated the danger that she faces—her lair is unprepared for an adventurer assault, and she is overconfident in her ability to destroy interlopers. However, she is not dumb, and she recognizes that she has a fight on her hands. If she heard the PCs fighting the winter wolves, she takes the following actions while the PCs are engaged in combat:

Round 1: She pulls out a *potion of resist fire*, and uses her children of the night ability to call for arctic wolves (normal wolves, with white fur). The wolves take 2d6 rounds to arrive, so they may or may not be present when the PCs confront her. If they are present, they're at the locations listed on the battle grid; if not, they join the battle at the appropriate time, sliding in from the tunnel the PCs used to reach the chamber.

Round 2: She orders the vampire spawn to arise, and deal with the adventurers. She feeds the *potion of resist fire* to the displaced icebeast.

Round 3: She casts *resist fire* on herself.

Round 4: She casts *shield of faith* on herself.

Round 5: She casts *silence* on a shard of ice and closes her hand around it.

After that, she waits until the PCs have reached the icicles, and then casts the following spells (the PCs may make Listen checks to hear her cast, with the appropriate range penalties):

Round 1: She casts *divine favor* on herself.

Round 2: She casts *prayer*.

Round 3: She casts *divine power* on herself.

The Winter Witch may not get all of her spells cast; if that's the case, use whatever is appropriate in combat.

When the PCs have enough light to see inside the chamber, read or paraphrase the following text (adjust the description if the wolves are present):

Inside is a massive black chamber of numbing cold, worse than any you've felt before. Just in front of you is a large catlike creature that appears to be carved from the ebony ice, but it is difficult to be sure. You think you notice long appendages arching from its back. Behind the icebeast, a raven-haired woman dressed in a well-cut chain shirt smiles a fanged grimace as you enter. She has a deep blue cloak on her back, and is both bare-handed and barefoot. You see some sort of gigantic carving of what appears to be a woman dressed in an icy gown of frost on the far wall, behind the menacing lady. "Cold hearts never to see the sun, the Frostmaiden's work, dead and done" she hisses, as she prepares for battle.

Use Illustration 5 to help describe the Winter Witch. The wall carving is that of Auril, the Frostmaiden. The eye of Auril has a Fine-size crack that is a long and winding crevasse in the mountain; after over two miles of twisting turns, it leads to the Winter Witch's ice coffin home.

To the far right on the battle grid of the lair are a pair of partially hollowed ice sheets; the vampire spawn use these as their coffins (they have Tiny-size holes to seep through, but the sheets can be melted away with 10 points of fire damage).

Creatures: Errya, the Winter Witch, is a vampire cleric of Auril. She has a pet in her lair as well—a displaced icebeast (a dis-

placer beast with the cold element template). She has been relishing a challenge, and is more than happy to banter with the PCs while she fights them. This encounter is adjusted one EL up due to conditions heavily favoring the Winter Witch and the displaced icebeast (ice-coated floors and ceiling, extreme cold, and the ebony ice).

Errya, the Winter Witch: Human vampire Ariz/Clr7; hp 58; see Appendix 1.

Power-up Suite (after all spells cast above, and the ebony ice): hp 65; AC 28, touch 16, flat-footed 26; Base Atk +7; Grp +17; Full Atk +17 melee (1d6+10 + energy drain, slam); Atk +17 melee (1d6+10 + energy drain, slam); SQ fire resistance 20, turn resistance +8; SV Fort +9, Ref +8, Will +15; Str 22; +1 to all skills.

Displaced icebeast: Cold element displacer beast; hp 50; see Appendix 1.

Power-up Suite (prayer spell and potion of resist fire): Full Atk +10 melee (1d6+5 + 1d4 cold, 2 tentacles) and +5 melee (1d8+3 + 1d4 cold, bite); Atk +10 melee (1d6+5 + 1d4 cold, tentacle); SQ fire resistance 10; SV Fort +9, Ref +8, Will +4; +1 to all skill checks.

Wolves (10, if present): hp 9, 10, 11, 12, 13, 13, 14, 15, 16, 17; see the *Monster Manual*.

Power-up Suite (prayer spell): Full Atk +4 melee (1d6+2, bite); Atk +4 melee (1d6+2, bite); SV Fort +6, Ref +6, Will +2; +1 to all skill checks.

Tactics: The Winter Witch and the displaced icebeast have full mobility while on the ice (and, in fact, can climb up the sides of the walls and hang from the ceiling if need be). The icebeast moves right up toward the nearest PC and attacks, hoping to cut off a path to the Winter Witch. Errya casts spells as long as possible (using her Divine Spell Power feat as much as possible), commanding her wolves to provide blocking for her. She chooses her targets well; hitting obvious wizards or sorcerers with *winter's embrace* or *blindness*, and a fighter or barbarian with *hold person* or *dispel magic*. She also favors converting a 4th-level spell to *ice storm*, or a 3rd-level spell to *sleet storm* (using her Domain Spontaneity feat), if the opportunity for battlefield control presents itself.

If she is engaged in melee, she does not shy away from physical combat, hitting with her devastating negative energy attack. She uses *deathwatch* to pick apart a weak PC. If she is brought to 0 hp, she turns into a *gaseous form* and seeps through the fine-sized crack in the eye of the ice carving, returning to her lair.

Development: Canny heroes may wish to goad the Winter Witch to tell why she is so interested in Lady Arus. While battling the PCs, she is more than happy to briefly tell them the story of the events leading to her current state.

If the heroes defeat Errya and force her to turn into mist form, she flees to her coffin home. It is very unlikely that the PCs will be able to follow her there; but in that event, they certainly can slay her while she rejuvenates. In any case, she does not return to plague Arus Eltorchul or the city of Waterdeep any longer.

PCs have to reactivate the gate to return home; after a bit of searching the main chamber, they can find a *scroll of icicle*, as well as a mysterious iron key that has the word "Forbidden" in Draconic script engraved upon the shaft. One of the characters may take the Story Object: Mysterious Iron Key.



Scaling the Encounter

7th-level characters (EL 10): The Winter Witch is an Arii/Clr6 (hp 51; see Appendix 1). She does not have *divine favor* or *divine power*.

Power-up Suite (after all spells cast above, and the ebony ice): AC 28, touch 16, flat-footed 26; Base Atk +4; Grp +10; Full Atk +10 melee (1d6+4 + energy drain, slam); Atk +10 melee (1d6+4 + energy drain, slam); SQ fire resistance 10, turn resistance +8; SV Fort +9, Ref +8, Will +14; +1 to all skills.

9th-level characters (EL 12): The Winter Witch is an Arii/Clr8 (hp 64; see Appendix 1). She casts *spell immunity (magic missile and command undead)* right after casting *resist fire*.

Power-up Suite (after all spells cast above, and the ebony ice): hp 72; AC 28, touch 16, flat-footed 26; Base Atk +8; Grp

+18; Full Atk +18 melee (1d6+10 + energy drain, slam); Atk +18 melee (1d6+10 + energy drain, slam); SQ fire resistance 10, spell immunity (*magic missile* and *command undead*), turn resistance +8; SV Fort +10, Ref +9, Will +17; Str 22; +1 to all skills.

CONCLUSION

Once the adventurers return to Waterdeep, they can inform the watch of the strange goings-on in the City of the Dead. The watch locks the graveyard down, and clerics of various faiths and positions are brought in to ensure no undead threat rears its head (nothing more is found).

Another matter is Arus Eltorchul. The heroes can try to collect their 5,000 gold pieces from Lady Arus, as long as they swear

that they've rid her of the menace to her home and person. However, this may prove difficult for honest PCs, since they may not have ultimately destroyed the vampire. Arus can certainly attempt to catch PCs in a lie with her Sense Motive, and if she does, she denies the heroes their coin.

Lady Arus is curious to find out the details of their investigation, and asks the heroes to divulge what they've done. More than likely, PCs will relate the story of their exploits to Lady Arus, who will be shocked (and a bit in disbelief) to learn that a vampire was hunting her and her servants. After the initial report and (possible) transaction with the PCs, Arus Eltorchul will have nothing more to do with them.

PCs may begin to piece things together while meeting with Lady Arus, as a portrait of her lost daughter Errya graces the sitting room where they meet (DC 22 Spot check to notice the portrait of a woman that looks very similar to the Winter Witch). If they accuse the noblewoman of some sort of foul play based only on the likeness of the portrait to the Winter Witch, she'll say it's absurd, and have the PCs escorted out of her home for such uncouth behavior. Again, she will not have anything more to do with them, and no amount of convincing will move the city watch to act against her.

However, heroes with the full story on Errya's disappearance (gained either from Fioren the frost giant or the Winter Witch herself) may confront Arus while meeting with her. The painting in the sitting room only serves to confirm the heroes' story. In this instance, Lady Arus will fly into a rage, order the characters out of her home, and (once they're gone) attempt to leave the city. The heroes can either acquiesce to her wishes, or attempt to subdue her (she will put up a fight, attacking with her +1 *wounding dagger*). If she is captured and brought to the watch, she will be detained for a time, and her family will be summoned home. If the heroes leave her villa and head to the watch to report her, the watch finds her gone when they arrive at her estate. What happens to Lady Arus after the heroes' short stay in the City of Splendors is a tale for another time.

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progress digitally. At the adventure's end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece (gp) value increase each character gains.

At the end of this adventure, you'll find the RPGA Session Tracking form, tailored for this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn

the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

1. Did the PCs defeat the city watch outside the City of the Dead?

- a. No. They were able to bypass the watch.
- b. Yes. They responded to deadly for in kind, and left dead watch members bleeding in the snow.
- c. Yes. But realizing something was a miss they were able to incapacitate the guard members.

2. Did the PCs defeat Rend the white dragon?

- a. Yes. They mopped the icy floor with that slippery little wyrmling.
- b. No. Victory eluded them.

3. Where the PCs able to figure out how to use the portal?

- a. Yes. *Portal* magic is child's play to this group.
- b. Yes. But they stumbled upon the solution only after trial and error.
- c. No. They need to get help to figure out the *portal*.

4. Did the PCs defeat Fioren Eivarrson the frost giant hexblade?

- a. Yes. The roasted the overgrown curse hurler.
- b. No. He was too big and scary.

5. Did the PCs defeat the winter wolves and the frozen vampire spawn?

- a. No.
- b. Almost. They defeated the winter wolves, but not the frozen vampire spawn.
- c. Almost. They defeated the frozen vampire spawn, but not the doggies.
- d. Yes. Both are even colder now...dead cold.

6. Did the PCs defeat the icicle trap?

- a. No.
- b. Yes.

7. Did the PCs defeat the Winter Witch and her minions?

- a. Yes. That vile villainess and here creatures were put down in good order.
- b. Almost. They defeated the minions, but the vampire cleric was too much for them.
- c. No. Defeat is a dish best served cold.

APPENDIX 1: NPCS

Visiting the Eltorchul Estate

☞ **Lady Arus Eltorchul:** female human Arit: CR 8; Medium humanoid (human); HD 9d8; hp 40; Init +0; Spd 30 ft.; AC 12, touch 12, flat-footed 12; Base Atk +6; Grp +5; Full Atk +6/+1 melee (1d4/19-20, +1 *wounding dagger*); Atk +6 melee (1d4/19-20, +1 *wounding dagger*); AL NE; SV Fort +2, Ref +2, Will +8; Str 8, Dex 10, Con 11, Int 16, Wis 14, Cha 15.

Skills and Feats: Bluff +19, Diplomacy +23, Gather Information +14, Intimidate +18, Knowledge (local) +15, Knowledge (nobility and royalty) +15, Sense Motive +19, Spellcraft +9; Negotiator, Persuasive, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Possessions: Ring of protection +2, +1 *wounding dagger*, ring of mind shielding.

The City of the Dead

☞ **City Watch:** male or female human Warr: CR 1/2; Medium humanoid (human); HD 1d8+2; hp 6; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +1; Grp +3; Full Atk +4 melee (1d6+2, club), or +3 melee (1d4+2/19-20 dagger), or +2 ranged (1d8/19-20, light crossbow); Atk +4 melee (1d6+2, club), or +3 melee (1d4+2/19-20, dagger), or +2 ranged (1d8/19-20, light crossbow); AL LG, LN, or NG; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Listen +5, Profession (soldier) +4, Spot +5; Alertness, Weapon Focus (club).

Possessions: Studded leather armor, rod (treat as club), dagger, light crossbow with 20 bolts, cold weather outfit, armor insulation, trembling horn.

☞ **City Watch Armar (Sergeant):** male or female human Ftr: CR 1; Medium humanoid (human); HD 1d10+5; hp 15; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +3; Full Atk +4 melee (1d6+2, club), or +3 melee (1d4+2/19-20, dagger), or +2 ranged (1d8/19-20, light crossbow); Atk +4 melee (1d6+2, club), or +3 melee (1d4+2/19-20, dagger), or +2 ranged (1d8/19-20, light crossbow); AL LG or LN; SV Fort +4, Ref +0, Will +1; Str 15, Dex 10, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Listen +5, Profession (soldier) +4, Spot +5; Alertness, Toughness, Weapon Focus (club).

Possessions: Studded leather armor, rod (treat as club), dagger, light crossbow with 20 masterwork bolts, cold weather outfit, armor insulation, *everburning torch*.

☞ **City Watch Civilar (Lieutenant):** male or female human Arit/Ftr: CR 1; Medium humanoid (human); HD 1d8+1 + 1d10+1; hp 16; Init +0; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +1; Grp +3; Full Atk +3 melee (1d6+2, club), or +3 melee (1d4+2/19-20, dagger), or +2 ranged (1d8/19-20, light crossbow); Atk +3 melee (1d6+2, club), or +3 melee (1d4+2/19-20, dagger), or +2 ranged (1d8/19-20, light crossbow); AL LG or LN; SV Fort +3, Ref +0, Will +3; Str 14, Dex 10, Con 12, Int 14, Wis 13, Cha 14.

Skills and Feats: Diplomacy +6, Handle Animal +6, Listen +11, Profession (soldier) +4, Ride +5, Spot +11, Survival +5; Alertness, Skill Focus (Listen), Skill Focus (Spot).

Possessions: Masterwork studded leather armor, masterwork

rod (treat as club), dagger, light crossbow with 20 masterwork bolts, cold weather outfit, armor insulation, *everburning torch*.

The Eltorchul Tomb

☞ **Rend (EL 7 version):** Male juvenile white dragon: CR 6; Medium dragon (cold); HD 12d12+24; hp 102; Init +4; Spd 60 ft, burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 21, touch 10, flat-footed 21; Base Atk +12; Grp +15; Full Atk +15 melee (2d6+3, bite), and +10 melee (1d8+1, 2 claws), and +10 melee (1d4+1, 2 wings); Atk +15 melee (2d6+3, bite); SA breath weapon, spell-like abilities; SQ blindsense, darkvision 120 ft, icewalking, immune to cold, *sleep*, and paralysis, keen senses, low-light vision, spell resistance 12, vulnerability to fire; AL CE; SV Fort +10, Ref +8, Will +8; Str 17, Dex 10, Con 15, Int 8, Wis 11, Cha 8.

Skills and Feats: Intimidate +10, Listen +12, Search +12, Spot +12; Awaken Spell Resistance, Flyby Attack, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Power Attack.

Breath Weapon (Su): 30-ft. cone, damage 4d6 cold, Reflex DC 18 half.

Icwalking (Ex): As the *spider climb* spell,

Spell-Like Abilities: 3/dayfog *cloud*. Caster level 4th.

☞ **Rend (EL 8 and 10 version):** Male advanced juvenile white dragon: CR 7; Medium dragon (cold); HD 14d12+28; hp 119; Init +4; Spd 60 ft, burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 21, touch 10, flat-footed 21; Base Atk +14; Grp +17; Full Atk +17 melee (2d6+3, bite), and +12 melee (1d8+1, 2 claws), and +12 melee (1d4+1, 2 wings); Atk +17 melee (2d6+3, bite); SA breath weapon, spell-like abilities; SQ blindsense, darkvision 120 ft, icewalking, immune to cold, *sleep*, and paralysis, keen senses, low-light vision, spell resistance 14, vulnerability to fire; AL CE; SV Fort +11, Ref +9, Will +9; Str 17, Dex 10, Con 15, Int 8, Wis 11, Cha 8.

Skills and Feats: Intimidate +12, Listen +14, Search +14, Spot +14, Swim +17; Awaken Spell Resistance, Flyby Attack, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Power Attack.

Breath Weapon (Su): 30-ft. cone, damage 4d6 cold, Reflex DC 19 half.

Icwalking (Ex): As the *spider climb* spell, but the surfaces the dragon climbs must be icy; always in effect.

Spell-Like Abilities: 3/dayfog *cloud*. Caster level 4th.

☞ **Tear (EL 10 version):** Male advanced juvenile white dragon: CR 7; Medium dragon (cold); HD 14d12+28; hp 122; Init +4; Spd 60 ft, burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 21, touch 10, flat-footed 21; Base Atk +14; Grp +17; Full Atk +17 melee (2d6+3/19-20, bite), and +12 melee (1d8+1, 2 claws), and +12 melee (1d6+1, 2 wings); Atk +17 melee (2d6+3, bite); SA breath weapon, spell-like abilities; SQ blindsense, darkvision 120 ft, icewalking, immune to cold, *sleep*, and paralysis, keen senses, low-light vision, vulnerability to fire; AL CE; SV Fort +11, Ref +9, Will +9; Str 17, Dex 10, Con 15, Int 8, Wis 11, Cha 8.

Skills and Feats: Intimidate +12, Listen +14, Search +14, Spot +14, Swim +17; Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Improved Natural Attack (wing), Power Attack.

Breath Weapon (Su): 30-ft. cone, damage 4d6 cold, Reflex DC 19 half.

Icewalking (Ex): As the *spider climb* spell, but the surfaces the dragon climbs must be icy; always in effect.

Spell-Like Abilities: 3/day *fog cloud*. Caster level 4th.

Lair of the Winter Witch

1. Portal's End

➤ **Fioren Eivarrson (EL 10 version):** Male frost giant hexblade 1: CR 10; Large giant (cold); HD 14d8+70 + 1d10+5; hp 148; Init -1; Spd 40 ft; AC 22, touch 8, flat-footed 22; Base Atk +11; Grp +24; Full Atk +20/+15 melee (3d6+14/x3, +1 *large greataxe*), or +19 melee (1d4+9, 2 slams), or +10 ranged (2d6+9, rock); Atk +20 melee (3d6+14/19-20/x3, +1 *large greataxe*), or +19 melee (1d4+9, slam), or +10 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA hexblade's curse, rock throwing; SQ immune to cold, low-light vision, rock catching, vulnerability to fire; AL LE; SV Fort +14, Ref +3, Will +8; Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 14.

Skills and Feats: Climb +13, Craft (alchemy) +6, Intimidate +9, Jump +17, Spellcraft +1, Spot +12; Cleave, Great Cleave, Improved Critical, Improved Overrun, Improved Sunder, Power Attack.

Possessions: +1 *chain shirt*, +1 *large greataxe*, four good throwing rocks.

Rock Throwing (Ex): The range increment is 120 feet for Fioren's thrown rocks.

Hexblade's Curse (Su): Once per day, as a free action, Fioren can unleash a curse upon a foe. The target must be visible to Fioren and within 60 feet. The target of Fioren's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour. A successful Will save (DC 13) negates the effect. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

➤ **Fioren Eivarrson (EL 11 version):** Male frost giant hexblade 2: CR 11; Large giant (cold); HD 14d8+70 + 2d10+10; hp 159; Init -1; Spd 40 ft; AC 22, touch 8, flat-footed 22; Base Atk +12; Grp +26; Full Atk +22/+17 melee (3d6+15/x3, +1 *large greataxe*), or +21 melee (1d4+10, 2 slams), or +11 ranged (2d6+10, rock); Atk +22 melee (3d6+15/19-20/x3, +1 *large greataxe*), or +21 melee (1d4+10, slam), or +11 ranged (2d6+10, rock); Space/Reach 10 ft./10 ft.; SA hexblade's curse, rock throwing; SQ arcane resistance (+2), immune to cold, low-light vision, rock catching, vulnerability to fire; AL LE; SV Fort +14, Ref +3, Will +9; Str 30, Dex 9, Con 21, Int 10, Wis 14, Cha 14.

Skills and Feats: Climb +13, Craft (alchemy) +6, Intimidate +10, Jump +17, Spellcraft +2, Spot +12; Cleave, Great Cleave, Improved Critical, Improved Overrun, Improved Sunder, Power Attack.

Possessions: +1 *chain shirt*, +1 *large greataxe*, four good throwing rocks.

Rock Throwing (Ex): The range increment is 120 feet for Fioren's thrown rocks.

Hexblade's Curse (Su): Once per day, as a free action, Fioren can unleash a curse upon a foe. The target must be visible to Fioren and within 60 feet. The target of Fioren's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour. A successful Will save (DC 13) negates

the effect. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): Fioren gains a +2 bonus on saving throws against spells and spell-like abilities.

3. Remains of the Past

The undead flesh of the vampire spawn in this encounter is frozen; this reduces their speed by 10 feet, gives them a -4 to Dexterity, and increases their natural armor bonus by 5. Except for the following, they conform to the *Monster Manual* entry.

➤ **Frozen Vampire Spawn:** Init +4; Speed 20 ft.; AC 18, touch 10, flat-footed 18; Ref +3; Dex 10; Hide +8; Move Silently +8.

5. The Frostmaiden's Favored

➤ **Displaced Icebeast:** Cold element displacer beast; CR 5; Large elemental (cold); HD 6d8+18; hp 50; Init +2; Spd 40 ft.; AC 19, touch 11, flat-footed 17; Base Atk +6; Grp +14; Full Atk +9 melee (1d6+4 + 1d4 cold, 2 tentacles) and +4 melee (1d8+2 + 1d4 cold, bite); Atk +9 melee (1d6+4 + 1d4 cold, tentacle); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SA chill; SQ darkvision 60 ft., displacement, elemental traits, icewalking, immune to cold, low-light vision, resistance to ranged attacks, vulnerable to fire; AL LE; SV Fort +8, Ref +7, Will +3; Str 18, Dex 15, Con 16, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +10, Listen +5, Move Silently +7, Spot +5; Alertness, Dodge, Stealthy.

Displacement (Su): A light-bending glamor continually surrounds a displaced icebeast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Icewalking (Ex): As the *spider climb* spell, but the surfaces the beast climbs must be icy; always in effect.

Resistance to Ranged Attacks (Su): A displaced icebeast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

➤ **Errya, the Winter Witch (EL 10 version):** Female human vampire Ari1/Clr6: CR 8; Medium undead (augmented humanoid); HD 7d12; hp 51; Init +6; Spd 30 ft; AC 25, touch 13, flat-footed 23; Base Atk +4; Grp +7; Full Atk +7 melee (1d6+3 + energy drain, slam); Atk +7 melee (1d6+3 + energy drain, slam); SA Auril's favored, blood drain, children of the night, create spawn, dominate, energy drain, rebuke undead, spells; SQ alternate form, Auril's favored, cold resistance 10, damage reduction 10/silver and magic, electricity resistance 10, fast healing, gaseous form, spider climb, turn resistance +4; AL NE; SV Fort +6, Ref +5, Will +11; Str 16, Dex 14, Con -, Int 14, Wis 16, Cha 20.

Skills and Feats: Bluff +20, Concentration +11, Diplomacy +10, Forgery +6, Gather Information +9, Hide +10, Knowledge (religion) +8, Listen +13, Move Silently +10, Search +10, Sense Motive +13, Spellcraft +8, Spot +13; Alertness, Combat Reflexes, Divine Spell Power, Dodge, Domain Spontaneity (Cold), Lightning Reflexes, Piercing Cold, Skill Focus (Bluff).

Auril's Favored (Su): The Winter Witch bears a special blessing from Auril, the goddess of winter. She retains full mobility in the cold, even in her undead state (normally, corporeal undead

become frozen in cold weather). In addition, as a standard action, she can cause an effect outdoors in the winter as the *control weather* spell, up to twice a day (caster level is 15th).

Vampire special attacks and qualities are listed in the *Monster Manual*, pages 252-53. The DC is 18 for the Will save against the Winter Witch's domination ability, and for the Fortitude save to remove a negative level caused by the energy drain.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): *ocreate water x2, detect magic, read magic, resistance; 1stchill touch*, command, deathwatch, obscuring mist, shield of faith; 2ndchill metal*, death knell, hold person, resist energy, silence; 3rdblindness/deafness, dispel magic, piercing cold chill metal*, prayer.*

*Domain spell. *Domains*: Cold (The Winter Witch can turn or destroy fire creatures as a good cleric turns undead. She can also rebuke or command cold creatures as an evil cleric rebukes undead. These abilities are usable 8 times per day. This granted power is a supernatural ability.); Winter (In winter, gain a +2 sacred bonus on all Wisdom-based skill checks.).

Possessions: +2 chain shirt, cloak of resistance +1, ring of protection +1, *potion of resist fire, scroll of icicle* (she cannot cast the spell, but has it to give to a dominated wizard or sorcerer), mysterious iron key.

➤ **Errya, the Winter Witch (EL 11 version)**: Female human vampire Ari1/Clr7: CR 9; Medium undead (augmented humanoid); HD 8d12; hp 58; Init +6; Spd 30 ft; AC 25, touch 13, flat-footed 23; Base Atk +5; Grp +8; Full Atk +8 melee (1d6+3 + energy drain, slam); Atk +8 melee (1d6+3 + energy drain, slam); SA Auril's favored, blood drain, children of the night, create spawn, dominate, energy drain, rebuke undead, spells; SQ alternate form, Auril's favored, cold resistance 10, damage reduction 10/silver and magic, electricity resistance 10, fast healing, gaseous form, spider climb, turn resistance +4; AL NE; SV Fort +6, Ref +5, Will +12; Str 16, Dex 14, Con -, Int 14, Wis 19, Cha 20.

Skills and Feats: Bluff +20, Concentration +12, Diplomacy +11, Forgery +6, Gather Information +9, Hide +10, Knowledge (religion) +9, Listen +14, Move Silently +10, Search +10, Sense Motive +14, Spellcraft +9, Spot +14; Alertness, Combat Reflexes, Divine Spell Power, Dodge, Domain Spontaneity (Cold), Lightning Reflexes, Piercing Cold, Skill Focus (Bluff).

Auril's Favored (Su): The Winter Witch bears a special blessing from Auril, the goddess of winter. She retains full mobility in the cold, even in her undead state (normally, corporeal undead become frozen in cold weather). In addition, as a standard action, she can cause an effect outdoors in the winter as the *control weather* spell, up to twice a day (caster level is 15th).

Vampire special attacks and qualities are listed in the *Monster Manual*, pages 252-53. The DC is 18 for the Will save against the Winter Witch's domination ability, and for the Fortitude save to remove a negative level caused by the energy drain.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): *ocreate water x3, detect magic, read magic, resistance; 1stchill touch*, command, deathwatch, divine favor, obscuring mist, shield of faith; 2ndchill metal*, death knell, hold person, resist energy, silence; 3rdblindness/deafness, dispel magic, piercing cold chill metal*, prayer; 4thdivine power, restoration, piercing cold winter's embrace*.*

*Domain spell. *Domains*: Cold (The Winter Witch can turn or destroy fire creatures as a good cleric turns undead. She can also rebuke or command cold creatures as an evil cleric rebukes undead. These abilities are usable 8 times per day. This granted

power is a supernatural ability.); Winter (In winter, gain a +2 sacred bonus on all Wisdom-based skill checks.).

Possessions: +2 chain shirt, cloak of resistance +1, ring of protection +1, *periapt of Wisdom +2, potion of resist fire, scroll of icicle* (she cannot cast the spell, but has it to give to a dominated wizard or sorcerer), mysterious iron key.

➤ **Errya, the Winter Witch (EL 12 version)**: Female human vampire Ari1/Clr8: CR 10; Medium undead (augmented humanoid); HD 9d12; hp 64; Init +6; Spd 30 ft; AC 25, touch 13, flat-footed 23; Base Atk +6; Grp +9; Full Atk +9 melee (1d6+3 + energy drain, slam); Atk +9 melee (1d6+3 + energy drain, slam); SA Auril's favored, blood drain, children of the night, create spawn, dominate, energy drain, rebuke undead, spells; SQ alternate form, Auril's favored, cold resistance 10, damage reduction 10/silver and magic, electricity resistance 10, fast healing, gaseous form, spider climb, turn resistance +4; AL NE; SV Fort +7, Ref +6, Will +14; Str 16, Dex 14, Con -, Int 14, Wis 19, Cha 20.

Skills and Feats: Bluff +20, Concentration +13, Diplomacy +12, Forgery +6, Gather Information +9, Hide +10, Knowledge (religion) +10, Listen +14, Move Silently +10, Search +10, Sense Motive +14, Spellcraft +10, Spot +14; Alertness, Combat Reflexes, Divine Spell Power, Dodge, Domain Spontaneity (Cold), Lightning Reflexes, Piercing Cold, Skill Focus (Bluff), Sudden Empower.

Auril's Favored (Su): The Winter Witch bears a special blessing from Auril, the goddess of winter. She retains full mobility in the cold, even in her undead state (normally, corporeal undead become frozen in cold weather). In addition, as a standard action, she can cause an effect outdoors in the winter as the *control weather* spell, up to twice a day (caster level is 15th).

Vampire special attacks and qualities are listed in the *Monster Manual*, pages 252-53. The DC is 18 for the Will save against the Winter Witch's domination ability, and for the Fortitude save to remove a negative level caused by the energy drain.

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): *ocreate water x3, detect magic, read magic, resistance; 1stchill touch*, command, deathwatch, divine favor, obscuring mist, shield of faith; 2ndchill metal*, death knell, hold person, resist energy, silence; 3rdblindness/deafness, dispel magic, numbing touch, piercing cold chill metal*, prayer; 4thdivine power, restoration, piercing cold winter's embrace*, spell immunity.*

*Domain spell. *Domains*: Cold (The Winter Witch can turn or destroy fire creatures as a good cleric turns undead. She can also rebuke or command cold creatures as an evil cleric rebukes undead. These abilities are usable 8 times per day. This granted power is a supernatural ability.); Winter (In winter, the Winter Witch gains a +2 sacred bonus on all Wisdom-based skill checks.).

Possessions: +2 chain shirt, cloak of resistance +2, ring of protection +1, *periapt of Wisdom +2, potion of resist fire, scroll of icicle* (she cannot cast the spell, but has it to give to a dominated wizard or sorcerer), mysterious iron key.

APPENDIX 2: NEW RULES

New Feats

Awaken Spell Resistance [Monstrous]

You gain spell resistance.

Prerequisites: Con 13, dragon type.

Benefit: You gain innate spell resistance equal to your racial Hit Dice.

Special: If your racial Hit Dice increase after you gain this feat, your spell resistance increases as well. If you have this feat and you also have (or later gain) spell resistance as a racial ability, your spell resistance is equal to your new Hit Dice total or your racial spell resistance +2, whichever is higher.

You can take this feat multiple times. Each time you take the feat, your innate spell resistance increases by 2. For example, an old silver dragon that has taken this feat twice has spell resistance 30.

Divine Spell Power [Divine]

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Domain Spontaneity [Divine]

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take this feat, it applies to a new domain.

Piercing Cold [Metamagic]

Your cold spells are so cold that they can damage creatures normally resistant or immune to cold.

Benefit: You can only apply this metamagic feat to spells with the cold descriptor. Piercing Cold spells are so horribly cold that they are capable of damaging creatures normally unharmed by or resistant to cold. Piercing Cold spells completely ignore

any resistance to cold a creature possesses, bypassing this resistance and dealing damage on the target as if it did not possess any resistance to cold at all. They are still entitled to any other defenses the attack allows (such as saving throws and spell resistance).

Creatures not of the cold subtype normally immune to cold can be damaged by Piercing Cold spells as well. Piercing cold spells deal one-half damage on these creatures (or one-quarter on a successful saving throw).

Creatures with the cold subtype can tell that a Piercing Cold spell is colder than normal, but they remain undamaged by the attack.

Creatures with the fire subtype damaged by a Piercing Cold spell take double normal damage.

A Piercing Cold spell uses up a spell slot one level higher than the spell's actual level.

Sudden Empower [Metamagic]

You can cast one spell per day to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you may apply the Empower Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Empower Spell feat normally, if you have it.

New Spells

Icicle

Abjuration [Cold]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One 10-ft. square section of ceiling or doorframe

Duration: Until discharged (D)

Saving Throw: See text

Spell Resistance: Yes

You create icicles on a ceiling, doorway, or similar overhang. The icicles fall when a creature walks beneath them, dealing 4d6 points of piercing damage. Anyone directly under the area takes this damage with no saving throw. Others within 5 feet of the icicles take half damage, or none if they succeed on a Reflex saving throw.

The caster and any characters you choose can walk under the icicles or through the doorway without triggering the ice attack. Likewise, you can remove the icicles whenever desired. Others can remove them with a successful *dispel magic* or 10 points of fire damage. However, an unsuccessful attempt to dispel or melt the icicles automatically triggers the attack.

Numbing Touch

Necromancy [Cold]

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

On a successful melee touch attack, you instantly suck the heat from the target's body, rendering it numb. The target takes 3d6 points of Dexterity damage.

Creatures with the cold subtype are immune to the effects of *numbing touch*.

Winter's Embrace

Evocation [Cold]

Level: Cleric 4, druid 3, Winter 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Winter's embrace covers the victim with sheets of ice and lumps of snow. If the subject succeeds on its Fortitude save, the ice and snow instantly slough from its body, causing a mere 1d4 points of cold damage and ending the effect. If the subject fails its saving throw, the ice and snow cling tenaciously to its body and cause 1d8 points of cold damage each round. On the subject's action each round, it can attempt a new Fortitude saving throw to avoid taking damage that round. If a creature takes twice from a single casting of *winter's embrace*, it becomes fatigued. The fourth time a creature takes damage from the same spell, it becomes exhausted.

APPENDIX 3: DRIPPING DAGGER MENU

welcome to the dripping dagger

All prices are per person, per platter or bowl

For the Hungry

Roast Ox (cooked with onions or leeks-garlic optional)	1 sp
Venison (marinated in red wine and spices)	2 sp
Veal (always fresh)	2 sp
Goat (in red wine)	1 sp
Pork (chops or ribs)	1 sp
Bacon (raw to crisped, as you prefer; thick-sliced and served on a bed of parsley, with rolls)	6 cp
Rabbit (cooked in red wine with butter and chives)	4 cp
	(Melted cheese 1 cp extra)
Hot Sausage and Sauce	
(your choice of sauces and how spicy)	5 sp
	(Sausage also available to go - 2 cp/small; 5 cp/large, or 1 sp/coil)
Quail (if available)	4 cp
Pheasant (when available, steamed with wine)	5 cp
Eels (done in our own white sauce)	3 sp
Tripes (cooked with onions in wine gravy)	3 cp
Herring, Pan-Fried	4 cp
Longfin and Other Pleasure of the Deep (when available fresh; served with sauces and your choice of greens)	6 cp
Cooked Beans (mild or hot-spicy)	3 cp
	(Salt pork chunks 1 cp extra)
Eggs (done to your taste, in sausage and breading nests):	
Goose	5 cp
Duck	5 cp
Chicken	4 cp
Exotic Fowl (when available)	6 cp

Lighter Fare

Cold Meats (served with lettuce or endive)	4 cp
Stew (mixed meats and vegetables)	3 cp
Soup (fish and vegetables, seasoned)	2 cp
Pasty (meat and vegetables, hot-spiced or mild)	1 cp
Pork Pie (hot-spiced or mild)	1 cp
Steak and Kidney Pie	1 cp
	(Pies available cold or packed in ice and leaves for travel.)

To Drink

Prices by Tankard or Tallglass, and then by Bottle.

(Hand Keg or "Half-Amber" for Beers)

Ale	1 cp	4 cp
Stout	2 cp	8 cp
Mead	3 cp	12 cp
Zzar	6 cp	1 sp
Sherry	7 cp	1 sp
Almond Brandy		
(Moonshae)	7 cp	1 sp
(Mintam)	6 cp	1 sp
Fruit Liqueurs (apricot, cherry, gooseberry, peach, pear)		
	4 cp	1 sp
Whiskey	1 sp	1 gp
Firewine	1 gp	1 pp
Elverquisst	4 gp	20 gp
Fine Wines and Exotic Drinkables		
	1 sp	1 gp

Illustration 1



Illustration 2



Illustration 3



Illustration 4



Illustration 5



Story Object: ***Strange Key***



In the lair of the Winter Witch, you found a strange iron key with an engraving in Draconic on the shaft. It reads "Forbidden". Its exact purpose is a mystery yet to be solved.

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In the lair of the Winter Witch, you found a strange iron key with an engraving in Draconic on the shaft. It reads "Forbidden". Its exact purpose is a mystery yet to be solved.