

LGR-17



C A M P A I G N S

TOUR OF DUTY

A One-Round Legacy of the Green Regent Adventure for
8th-Level Characters

by Christopher Lindsay

Its winter and sickness runs rampant through Waterdeep's City Guard. You've been recruited to deliver supplies to Swordhold, the City of Splendor's northern outpost in the Sword Mountains, but the Frostmaiden has other plans.

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

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**For rules questions specific to this document and the LEGACY OF THE GREEN REGENT campaign email
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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 underwhelm 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.

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 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 January 21, 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.

ADVENTURE SUMMARY AND BACKGROUND

A debilitating illness has crippled Waterdeep's city guard, leaving no one to deliver much needed supplies to the city's northern outpost Swordhold, or relieve the troops there.

Meanwhile a patrol of rangers from Swordhold recently stumbled onto the lair of the white dragon Borealis. They found the lair empty as Borealis was hunting during the discovery. Realizing what they had found, and recognizing that the creature was not long gone, the rangers only took a few select items from the dragon's stash, and made their way back to Swordhold to report their find and muster the reinforcements they were expecting from Waterdeep any day.

Among the items retrieved from the lair, was the magic battleaxe *North Wind Roars*. The axe is property of Lianne Rimewind, favored soul of Auril, who left the axe under the protection of her ally Borealis.

Returning to discover that treasure from his lair had been pilfered, Borealis immediately contacted Lianne, who was en route to the dragon to retrieve the battleaxe. In the meantime, Borealis has already begun tracking the rangers back to Swordhold, and plans to assault the outpost upon Lianne's arrival.

Alarmed to find that no help is forthcoming from Waterdeep, the rangers have come to the grim realization that help may not come quickly enough to save them from the wrath of the dragon.

Known to be heroes of Loudwater, and yet unaffected by the disease crippling the city's guard, the characters are summoned to aid the City of Splendors by making the trip through snow and ice. The city knows nothing about Swordhold's current predicament, and believe they are doing the rangers stationed there a favor,

by keeping them sequestered away from their afflicted fellow guardsmen. Unfortunately, it seems as though the Frostmaiden has other plans.

The PCs are summoned to Troll Tower at the most northern point of the city's walls. There they meet Captain Rulathon, who greets them as heroes, and humbly requests they assist the city guard with the small task of taking supplies to Swordhold in the southern arm of the Sword Mountains that lie just north of Waterdeep. Assuming the PCs agree, he provides them with a map, and some necessary supplies. This is in addition to the supplies they are to transport to the outpost. If the PCs do not agree, the adventure is over.

Once the PCs set out, they find travel through the snow and ice challenging. Forced to stop for the night by a powerful snowstorm, they are attacked by a quartet of chraal—evil life forces trapped in a shell of hard, bluish-black ice.

The next morning they push on through the snow, and travel across a plain of powdery snow pocked with numerous large holes recently opened up by a mating pair of remorhaz that are hiding beneath the evening's snowfall. The PCs might fall prey to the holes and remorhaz simultaneously, but if they manage to make it across the snowfield without mishap they still manage to rouse the hungry beasts, who see the PCs as a welcome meal.

Once the PCs decide to move on, it isn't long before they approach the frozen lake located just south of Swordhold. They can choose to cross the ice or go around the lake via a path marked on the map. The path around the lake is the longer of the two routes, and if it is chosen, it is likely that the PCs do not arrive in time to save the rangers from certain death at the hands of Lianne and Borealis. If the PCs cross the frozen lake, they may set off a trap set by Lianne.

If the PCs manage to save the rangers in the outpost, the rangers are happy to lead them to the dragon's lair where they may collect Borealis's remaining treasure.

Auril's Stitch

Auril is quite bitter about the continuing interference of Loudwater's heroes into the business of her clergy. In order to promote the demise of her enemies, she has put a stitch in the weave that prevents the PCs from using *dimension door*, *teleport*, *greater teleport*, or other conjuration (teleportation) spell for the duration of this adventure. PCs can prepare those spells, however they will inexplicably fail. Mystra eventually pulls Auril's stitch from the weave, but by then the adventure is over.

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,

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 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.

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.

LGR17—1: 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 START: SUMMONS

Spending the winter in Waterdeep seems to be an adventure in and of itself; the City of Splendors truly lives up to its name. Even with a couple feet of snow covering everything in sight, the bustling metropolis of Waterdeep seems grand and festive as the time till the Feast of the Moon grows short.

At this point ask each player what activity his or her PC is engaged in mid-morning on a snow covered day in Waterdeep. Once each player has answered, read or paraphrase the following.

However you choose to spend your time on this snowy winter day, you suddenly take note that the wind seems to have picked up, as it rustles through your clothes and hair. Then, you hear a voice speaking to you on the wind. "Captain Rulathon humbly requests you meet him at the Troll Tower within the hour. He would ask a favor befitting a hero of the northlands." Then just as suddenly as the wind had come, it is gone.

A successful Spellcraft skill check (DC 22) realizes the PCs have just witnessed the end result of the spell *whispering wind*.

If the PCs do not know where the Troll Tower is (PCs from the Waterdeep region do, as do character who succeed a Knowledge (local-Waterdeep) or bardic knowledge check DC 10), asking a passerby or innkeeper in a courteous manner is sufficient to get directions to Waterdeep's most northern tower.

PCs can choose not to answer the summons, but if they do the adventure is over.

Even trudging through the snow, it doesn't take long to find the Troll Tower. Expecting your arrival, the guards usher you into the tower and show you to a small meeting room with a table and seven chairs. The table holds a trio of large porcelain carafes, steaming with the smell of apples and cinnamon. Next to these are eight empty mugs.

Ask the PCs what they are doing as they enter the room, allowing each to answer in turn. This is also a good time for introductions if any PC is unfamiliar with the others present. After each PC has had the opportunity, read or paraphrase the following.

It isn't long before the aging—yet imposing—Captain Rulathon enters the room. Wearing fine chainmail and a longsword at his hip, he strides to the empty seat at the table. A look of concern crosses his face briefly, causing his long silvery mustache to twitch. "Thank you for answering my summons so quickly. I don't have a great deal of time, so I'll get straight to the point. The city of Waterdeep maintains outposts along the borders of the

lands that we protect in the interest of maintaining trade routes into and out of the city. Our most northern outpost, called Swordhold is three days north into the Sword Mountains, and in desperate need of supplies. Normally I would send a city guard patrol with the necessary supplies; however the winter finds the larger part of the guard ill with disease. Lord Piergeiron would have summoned you himself if he weren't busy dealing with this matter personally. At this time of year we normally send our more experienced guards, since the mountains are particularly inhospitable given the current weather conditions.

I understand that you all are heroes in your homeland, the most respected city of Loudwater, and hoped that you might consider transporting the supplies for Swordhold. Normally we send fresh guards to relieve the ones currently in the outpost, but I'll send documents with you as well, informing the current commander that they are to remain at their post until notified further.

I understand that you are all on holiday, and wouldn't insult you by asking you to do the job of a city guardsman without suitable compensation. We are prepared to pay you each one hundred gold crowns for accepting this brief tour of duty, and another hundred gold coins for successfully completing the trip and returning to us here at the Troll Tower. Additionally, I can provide you with a map, as well as a sled and horse to pull the supplies. What say you?

If any PC doesn't agree, they are excused, and the adventure is over for them. Assuming you still have at least four players, the captain continue. Otherwise, the Captain Rulathon sadly dismisses the entire group, as being insufficient for the task at hand. If enough PCs agree, read or paraphrase the following.

Thank you ever so much for agreeing to this task. The horses and sled will be ready by first light. Here is a manifest of everything included on the sled. The manifest is to be signed by Captain Briardown upon receipt. The second hundred gold crowns will be provided to you when you return with the signed manifest. It is important that Swordhold receive all of the supplies on the sled. Also, here are the orders and other official correspondence meant for Captain Briardown. You'll know the captain by his proud bearing, large stature, and flowing white hair. He is truly a man of the north.

It is possible that the PCs might be tempted to use some of the supplies on the sled during the course of the adventure. Note any such usage.

It is now the early afternoon, and the market is open for PCs who wish to avail themselves. Once the PCs have had the opportunity to shop, rest, and prepare spells, and are ready to continue, proceed to *A Bad Element*.

Horse and Sled

➤ **Apples and Oranges – Heavy Warhorse (2):** Large animal HD 4d8+12; hp 40; Init +1; Spd 50 ft.; AC 14 (touch 10, flat-footed 13); Base Atk +3/+11; Atk +6 melee (1d6+4, hoof); Full Atk +6 melee (1d6+4, 2 hooves) and +1 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SA –; SQ Low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

Tricks: Attack, Down, Guard, Stay.

Apples and Oranges are two of the more competent steeds owned by the city of Waterdeep. They know to move away from battle while guarding, though even they can only go so fast in the snow. They both have a sweet tooth, and become fast friends with anyone that treat them well and feed him apples, or her oranges. A small supply of apples and oranges has been provided for the purpose of coaxing the proud warhorses over steep terrain while pulling their heavy burden.

❖ **Sled:** AC 8; Hardness 5; hp 40 (wood, 4 inches thick); Weight 300 lb (unloaded), 900 lb (loaded).

It is entirely possible that the sled could be damaged or destroyed in combat during this adventure. It should be a constant priority for the PCs to protect the sled. The city expects the PCs to pay for any items on the sled that are lost, consumed or destroyed in the course of the adventure.

Manifest (see also *Player's Handout 1*)

20 5 lb wheels of cheese (20 gp, 100 lb), 30 lb cure ham (18 gp, 30 lb), 200 days of trail rations (100 gp, 200 lb), 200 feet silk rope (40 gp, 20 lb), 30 winter blankets (15 gp, 90 lb), 20 flint and steel (20 gp), 100 tindertwigs (100 gp), 30 sunrods (60 gp, 30 lb), 40 pitons (4 gp, 20 lb), 40 smokesticks (800 gp, 20 lb), 20 thunderstones (600 gp, 20 lb), 400 longbow arrows (20 gp, 60 lb), 2 wooden potion cases (50 gp, 5 lb), 20 *potions of cure moderate wounds* (6,000 gp), 10 scroll cases (10 gp, 5 lb), 20 *scrolls of endure elements* (500 gp), 5 *scrolls of neutralize poison* (1875 gp), 5 *scrolls of cure serious wounds* (1875 gp), 2 *wands of cure light wounds* 50 charges each (1500 gp).

Total Weight: 600 lb

Total Value: 13,600 gp

Cold Dangers

During the day, the PCs are considered to be in the cold temperature band. Unprotected characters must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. Characters who are wearing a cold weather outfit are safe at this temperature range.

During the evening, the PCs are considered to be in the severe cold temperature band. Unprotected characters must make a Fortitude save every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A partially protected character need only check once per hour.

For complete protection against severe cold, a character must be wearing a cold weather outfit and fur

clothing. A character that is only wearing a cold weather outfit is considered partially protected. An endure elements spell or cold resistance 5 is also sufficient protection against both the cold and severe cold temperature bands.

A BAD ELEMENT (EL 9)

The journey away from Waterdeep is a quiet one. Only the sound of the snow crunching underfoot can be heard as the Sword Mountains loom closer and closer ahead. The snowfall is light in the early morning, but as the day wears on, it seems to get heavier and heavier, until just before dusk, it becomes difficult to see the way ahead.

Strange tracks are all over the area, though they are half covered in the falling snow. PCs with the Track feat can make a Survival check (DC 20) to notice the half-covered tracks of the chraals that have been moving through the area. As these creatures are not natural, it is not possible for the tracking PCs to know what made the tracks without making a successful Knowledge (the planes) check DC 25. Even then, they only know that the creatures are some kind of ice elemental.

At this point, it is time for the PCs to make camp. They are caught in heavy snow conditions, and the upcoming encounter must take this into consideration. All Listen, Spot, and Search checks receive a -4 penalty. Additionally, all unprotected flames are extinguished, and all ranged attacks receive a -4 penalty as well. The falling snow obscures all sight, even with darkvision, beyond 5 feet. Creatures further than 5 feet away have concealment (attacks by or against them have a 20% mischance).

The snow depth in the area is approximately 20 to 24 inches. While moving along the ground, large and medium creatures count each 5 feet moved as if it were 10 feet moved. Small creatures count each 5 feet moved as if it were 20 feet moved. It is not possible to take a 5-foot step in combat here.

As the PCs are making camp, have each of them make Listen and Spot checks (DC 10) to hear the four chraal approaching (don't forget to apply a -4 to this check). Any PC that succeeds in the check may act during the surprise round. If all of the PCs successfully make the check, then begin combat normally, with no surprise round.

Two large powerful beings, seemingly constructed on magical ice, charge toward you through the heavy snow. Jagged spurs and spines form icy ridges along their blue-black humanoid-shaped bodies, and cold blue light leaks from their eyes, mouth, and joints. Long sharp teeth line the creatures' mouths, and their muscular arms end in wicked looking talons.

Creatures: These four chraal—dangerous icy elemental creatures infused with the spirit of the wicked and depraved—sprung from a gate to the Elemental

Plane of Water, which has been opened in a cave just under a mile away from the PCs' current location. They are thrilled to be displaced from their home in a place filled with such "fleshy fun things to murder and despoil." Not able to return home, they have nothing to lose, and so they fight to the death, with the glee of a sociopath.

➔ **Chraal (2):** hp 85; See Appendix 1.

Tactics: See "Combat Grid 1: Chraals' Assault. The chraal begin the combat with their breath weapons, attempting to catch PCs in a crossfire whenever possible. They then wade into melee combat, using their remaining breath weapon uses when convenient. When a chraal is destroyed in explodes, so if a chraal believes it is going to be destroyed, it attempts to move into a position that will do the most amount of damage to the greatest number of characters.

Development: Once the PCs have defeated the chraals, they can either finish making camp, or if there are PCs with the Track feat in the group, attempt to track the creatures back to their cave of origin. Four successful Survival checks (DC 22) must be made in order to accomplish this, and the overland trek through the snow takes an hour.

At this point the PCs are already tired from the day's journey, so this additional hike forces them to make a successful Fortitude save (DC 10) or take 1d6 points of nonlethal damage. A character that takes nonlethal damage from this forced march becomes *fatigued*.

If the PCs track the chraal back to the cave successfully, read or paraphrase the following.

Before you stands the opening to a wide-mouthed stone cave that emerges from a hillside. The cave is 40 feet wide and approximately 60 feet deep. A shimmering light issues from a large clear blue pool of water, roughly 35 feet in diameter that dominates the cavern floor.

The pool of water is a gate to the Elemental Plane of Water's colder regions. A successful *dispel magic* or *greater dispel magic* performed against a 20th-level caster suppresses the magic of the gate for 1d4 rounds, or a *Mordenkainen's disjunction* destroys the *gate* permanently.

Some rogues may be confident enough to try and disable the gate. It takes a practically impossible Disable Magic Device check (DC 54) to accomplish this, and failing by 5 or more cause another chraal to immediately enter the chamber. There is no limit to the number of these creatures that can be summoned with a botched attempt to disable the gate. Even if a rogue successfully disables the gate in this matter, it only suppresses it for three day.

The *gate* produces a variety of elementals once per week, during the winter only. So, assuming the original four chraal have been destroyed, and no one in the party has botched and attempt to disable the gate, it is safe to use the cave as a resting place for the evening. An open campfire is easily shielded from the elements within, though not from being seen from the outside.

Whether the PCs camp out in the snow, or in the cave, the rest of the evening passes without event. Once they have rested and prepared their spells for the day, proceed to "Worm Holes."

Scaling the Encounter

7th-Level Characters (EL 7)

Remove one chraal from the encounter.

9th-Level Characters (EL 10)

Add one chraal (hp 85) to the encounter

10th-Level Characters (EL 11)

Add two chraals (hp 85, 85) to the encounter.

WORM HOLES (EL 8)

By mid-morning the next day, the PCs enter the foothills of the Sword Mountains. A long sloping hillock gives way to a frozen mountain stream that is the gateway to the mountain range proper. The heavy snow from the previous evening has left this hillside covered in about thirty inches of fresh powder, making it difficult for the PCs to traverse its length with any kind of speed. Medium and Small creatures move 5 feet for every 20 feet of movement taken. The DC of Tumble checks increases by 8, and it is impossible to take a 5-foot step in combat.

Additionally, the hillside has a veritable honeycomb of large 10-foot holes that have been obscured by the fresh snow (see *Map 2: Worm Holes*). Feel free to describe the area to the PCs however you choose, using the map as an aid. Read-aloud text is not provided in order to keep the players guessing whether this is an actual encounter or not. Any PC prodding the ground in front of them with a 10-foot or longer pole, is allowed a Survival check (DC 15) or Search check (DC 25) to discover any given hole. If the PCs do not have such a tool at their disposal, the DCs of the respective checks increase by +5.

Trap:

Camouflaged Pit Trap: CR 2; natural; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search (DC 25) or Survival (DC 15) to locate. Must use a 10-foot or longer pole in order to succeed this check.

Any PC that falls prey to one of the wormholes is buried in loose snow, requiring a successful Str check (DC 20) to break free, and a successful Climb check (DC 20) to extricate themselves from the collapsed hole. Otherwise, other PCs can attempt to excavate their companion from the snow, requiring a minimum of 10 minutes to dig them free. While buried in the snow, a PC must make a successful Fortitude save (DC 15, +1 per previous check) each minute or take 1d6 points of nonlethal damage. An *endure elements* spell or cold resistance 5 negates the need for these saving throws. Any PC that takes damage from the snow in this fashion is subject to mild hypothermia and treated as *fatigued* (The PC may neither

run nor charge, and takes a -2 to Strength and Dexterity). This lasts until they have been healed of all nonlethal damage.

Development: This hill is the home of a pair of remorhaz. If the PCs take longer than 20 rounds to get to the bottom of the hill, the remorhaz attack them while they are still on the hill, using their holes, shown on the map, to catch the PCs off their guard. If the PCs get down to the frozen stream before 20 rounds have elapsed, the remorhaz attack them there, charging down the hill at the PCs, and losing any element of surprise, as well as any advantage they might gain from the snow-impeded movement and using their holes in combat. Either way, once the remorhaz attack, proceed to the encounter, "Sometimes the Worm Eats You!"

Scaling the Encounter

7th-Level Characters (EL 7)

Allow the PCs to get free and clear of the snowfield, and any wormholes they fell into before starting the encounter with the remorhaz.

9th-Level Characters (EL 9)

Start the encounter with the remorhaz once the PCs have taken longer than 10 rounds to get through the snowfield, and past the wormholes.

10th-Level Characters (EL 10)

Start the encounter with the remorhaz once the PCs have taken longer than 5 rounds to get through the snowfield, and past the wormholes.

SOMETIMES THE WORM EATS YOU! (EL 10)

When the remorhaz attack, they come up from each side of the PCs, attempting to cut them off from leaving the snowfield. If the PCs have already left the snowfield, the remorhaz circle to opposite ends of the group, looking to swallow the smaller members of the party (halflings and gnomes) before engaging the rest of the group in combat.

The snowfield seems to explode as a pair of huge worm-like beasts with dozens of insectoid legs and great yellow, faceted eyes erupt from beneath the unpacked snow. With a tremendous screech they bear down upon you.

If the PCs are caught in the snowfield, their movement is reduced. Medium and small creatures move 5 feet for every 20 feet of movement taken. The DC of Tumble checks increases by 8, and it is impossible to take a 5-foot step in combat. However, if a PC moves into an area previously inhabited by a remorhaz, they may move normally, as the great beasts pack the snow they move through.

Creatures: These dangerous snow worms fight with hungry abandon.

➤ **Remorhaz (2):** hp 73, 73; see *Monster Manual* page 214.

Treasure: If the PCs think to cut open the defeated remorhaz, they find a veritable treasure trove of polished agates in one of the creature's gizzards. In the other, they find a diamond worth 5000 gold pieces. If the PCs survive the remorhaz attack, and make it to the frozen stream below the snowfield, they can proceed upstream toward the lake.

The frozen stream knifes into the mountains, leaving a path to either side of its bed as it winds its way upward. Sheer stone cliffs rise up to either side of the frozen stream, covered in ice, and heavily laden with icicles.

Trap: The icicles appear dangerous, but they are firmly attached to their stony outcroppings unless the PCs work to actively dislodge them. If that is the case, treat the dislodged icicles as a trap.

↗ **Falling Icicle Trap:** CR 2; natural; proximity trigger; manual reset; Atk +10 ranged (2d6/x3, icicle).

If the PCs don't stop to play with the icicles, they reach a frozen mountain lake by the evening. See the encounter, *Heroes on Ice*.

Scaling the Encounter

7th-Level Characters (EL 9)

Leave the encounter unchanged, except that you allow the PCs to get clear of the snowfield prior to attacking them.

9th-Level Characters (EL 11)

Add 3 HD to each remorhaz (hp 100, 92). See Appendix 1.

10th-Level Characters (EL 12)

Add 6 HD to each remorhaz (hp 130, 120). See Appendix 1.

HEROES ON ICE (EL 8)

The path drops down into a wide valley and leads right up to the shore of a large frozen lake. The sheer cliffs rise to either side of the lakeshore as the frozen body of water bends out of sight. From here, the path continues up a narrow ridge, disappearing behind the cliff to the west. The timberline rings the southern shore of the lake, with the frozen stream that you've been walking beside, knifing through the south ridge, proceeding back toward the snowfields below. Winds whistle over the lake, leaving its surface free of snow and debris.

At this point, the PCs have a choice. They can either take the shorter route across the frozen lake, or then can continue following the path up the ridgeline, and around through the woods toward Swordhold. As evening has arrived, the PCs may decide to camp before proceeding any further. If that is the case, they rest without incident.

Once they are ready to proceed, the PCs have a choice. If the PCs decide to follow the path up the ridge, skip the remainder of this encounter, and proceed to *You Flind Me at a Disadvantage*. If the PCs decide to proceed across the frozen lake, read or paraphrase the following.

The lake appears to be quite solid as you proceed across its frozen surface, though it is very slippery, forcing a slow march. As you move out across the lake the sound of your unsteady footsteps echo off the sides of the cliffs rising up on both sides, and at times you are quite certain that you're being followed. However, when you stop to listen for your pursuers, you hear nothing which gives you cause to doubt your own ears.

The PCs must move at half speed across the ice or be forced to make a Balance check (DC 10) to remain standing. Additionally, any PC attempting to run or charge across the ice must make a successful Balance check (DC 10) to remain on their feet as well. The DC of all Tumble checks on the ice increase by 5.

The PCs aren't actually being pursued across the frozen lake. The strange acoustics of the cliffs to either side make it sound as if someone is walking behind them in the distance. Feel free to play up the tension, since a little paranoia can be healthy.

Flying: In order to protect Swordhold from flying threats from this direction, an elder air elemental has been bound to the area around the lake, keeping it fairly clear of flying animals, monsters, and if they choose to do so, PCs. The elemental has been instructed to bring down all flying creatures that enter the vicinity. It does so using its whirlwind attack. Any PC that willingly lands and refrains from flying over the lake earns a reprieve from the elemental's attacks.

👉 **Elder Air Elemental:** hp 205; see *Monster Manual* page 96.

As the day wears on into late afternoon, a strange site comes into view. A sturdy rope is stretched across the entire width of the lake, suspended in the air approximately five feet. It appears to run along the east cliff, stopping at a piton, where it is threaded to stretch across the lake and be tied down to another piton on the west cliff face.

This rope holds back the spring-loaded lever of a catapult that is loaded and ready to fire. If any PC cuts the rope, the lever is released, and the catapult launches a boulder through the air toward the PCs position. If a PC can make a successful Reflex saving throw (DC 20) they can grab the cut rope, and if they make a successful Strength check (DC 25), they can hold the rope, preventing the catapult from firing.

Trap: Additionally, Llianthe has inscribed a *glyph of warding* across the ice, just below the rope. If any PC crosses this line, without saying the password [Borealis], the glyph explodes, destroying the rope at this end, and setting off the catapult as well. If a PC sets off the *glyph of warding*, enough of the rope is destroyed, that

grabbing it isn't possible. Any PC standing directly within 5 feet of the rope is caught in the blast as well.

➤ **Glyph of Warding (Blast):** CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 10th-level cleric, 5d8 fire, DC 16 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

If the catapult fires, the boulder breaks the ice 10 feet south of where the PCs are standing, and forces them to attempt to complete their journey across the frozen lake in a more hasty fashion to avoid taking a swim in frozen waters. PCs attempting to outrun the breaking ice must be able to run a minimum of 120 feet per round for five rounds in order to avoid falling into the ice. Every round, each runner must succeed a Balance check (DC 10) to stay on his or her feet. Failure means the PC falls, and must take a move action the next round to get back on their feet. At this rate, they won't be able to get moving fast enough to avoid taking a swim.

Falling into the lake is the same as falling into quickslush, and any such PC must make a DC 12 Swim check every round to simply tread water in place, or a DC 17 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description, page 84 of the *Player's Handbook*, and Drowning, page 304 of the *Dungeon Master's Guide*).

Characters swimming or submerged in quickslush are susceptible to the effects of hypothermia (The PC is treated as *fatigued* and may neither run nor charge, taking a -2 to Strength and Dexterity).

Characters below the surface of the quickslush may swim back to the surface with a successful Swim check (DC 17, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quickslush can be difficult. A rescuer needs to use a sturdy item that can reach the victim. Then he must make a DC 17 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the item. If the victim fails to hold on, he must make a DC 17 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Development: If the PCs manage to disarm the trap, they may continue on their way without disruption. If the PCs fail to disarm the trap, but manage to escape the ice breaking behind them, they may continue without disruption. Proceed to *Not a Good Sign*.

Scaling the Encounter

8th-Level Characters (EL 7)

➤ **Glyph of Warding (Blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 8th-level cleric, 4d8 fire, DC 16 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

In addition, the PCs are only required to run 120 feet per round for 3 rounds to avoid falling in the water, should the trap be sprung.

10th-Level Characters (EL 9)

The *glyph of warding* remains the same as the EL 8 version of the encounter. PCs are required to run 120 feet per round for 8 rounds to avoid falling in the water, should the trap be sprung.

11th-Level Characters (EL 10)

↗ **Greater Glyph of Warding (Blast):** CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 12th-level cleric, 6d8 fire, DC 20 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 31; Disable Device DC 31.

In addition, PCs are required to run 120 feet per round for 8 rounds to avoid falling in the water, should the trap be sprung.

YOU FLIND ME AT A DISADVANTAGE (EL 10)

If the PCs decide not to take the quick route across the frozen lake, they have to hike up the trail, over the ridge, and back down into the timberline to get there on solid ground. Once the PCs are in the timberline, they immediately attract the attention of a small hunting band of gnolls that are under the command of a pair of flinds. This group sets up an ambush for the PCs, in the hopes of feeding their village, which is about two days north of Swordhold.

The trail leads up and over the ridge, plunging back down into the timberline before beginning a slow circuit north and east toward Swordhold. The snow here is about twelve inches deep, and relatively easy to move through.

The depth of the snow is a minor inconvenience here under the canopy of the trees. However, it does slow movement down to half for small and medium creatures. Once the PCs have set up a marching order for the group along the 5-foot wide path, allow them to make Spot checks (DC 22), as the gnolls have taken 20 to hide themselves, and remain absolutely still as the PCs enter the area. If the PCs manage to hear or see any of their ambushers, those PCs are allowed a standard action in the surprise round. If all PCs see or hear their attackers, there is no surprise round, and combat starts normally.

Gnolls step from behind trees, howling with glee as they fire their bows.

Creatures: The gnolls and flinds begin combat by firing bows at the PCs and using the trees for cover. Once the PCs close for melee, they drop their bows in favor of battleaxes and flindbars. The wolf animal companions of

the rangers wait until their respective companion is in melee combat before moving into a flanking position.

Creatures:

➤ **Flind Packleaders (2):** Male flind ranger 7; hp 84, 84; see Appendix 1.

➤ **Wolf Animal Companions (2):** hp 31, 31; see Appendix 1: NPCs.

➤ **Gnoll Hunters (4):** Male gnoll barbarian 2; hp 32, 32, 32, 32; see Appendix 1: NPCs.

Development

Development: Once the PCs defeat the gnolls and flinds, they may proceed on to Swordhold. However, as the way they have gone takes far too long, they cannot make it in time to save the rangers. Proceed to “Conclusion B: In Frozen Ruin.”

Scaling the Encounter

7th-Level Characters (EL 9)

Remove one flind packleader plus wolf animal companion from the encounter.

10th-Level Characters (EL 11)

Increase the gnoll hunters to 3rd-level (hp 42, 42, 42, 42).

12th-Level Characters (EL 12)

Increase the gnoll hunters to 4th-level (hp 59, 59, 59, 59).

NOT A GOOD SIGN

Ahead in the cliff wall, bordering the frozen lake is a grisly sight. What appear to be the frozen remains of city guardsman have been stapled to the wall by a large icicle that appears to have been forcibly shoved through his head, and into the wall of ice behind him. Long, flowing white hair, stained with blood, is the only clue to his identity. Deep gouges in the wall beside him spell out a single word.

This is Captain Briardown, who fled from the dragon’s lair in a different direction than his men, hoping to lead the creature astray, while they covered their tracks. Unfortunately for him, Borealis caught up with him. The gouges in the icy cliff spell out the word “THIEF” in Draconic.

Development: There are a couple of possibilities here for the PCs to learn more here. They can cast *Speak with Dead* on the captain, or given the proper spells, and the diamond they may have found inside the remorhaz (or their own, if they are so equipped) they can cast *Raise Dead* on him. If the PCs cast *Speak with Dead*, he does so willingly, forgoing his saving throw. If they *raise* him, he accompanies them back to Swordhold, but hides during the fight with the dragon. Either way, the captain knows the information given regarding finding the dragon’s lair and the treasure within, and can answer questions based on that knowledge, as given in the adventure background.

FAVORED OF THE FROSTMAIDEN (EL 11)

The lake finally comes to an end, and nothing but a wide snowfield lay between the shoreline and Swordhold. From the beach, Swordhold appears to be a three-story tower fortified with a sturdy wall. The entire affair is constructed of wood and strengthened with iron bands. The snowfield leading up to Swordhold angles slightly upward.

The snowfield is only 12 inches deep. However, that coupled with the slope, slows the PCs movement down to half when proceeding uphill toward Swordhold. After they have had the opportunity to reach the shore, and are ready to proceed uphill, read or paraphrase the following.

Swordhold looks to be at peace sitting atop its rocky perch and covered in snow and ice. The scene before you is somewhat idyllic since the sky is free of clouds on this fine winter day. From overhead, the sound of a huge pair of wings, beating against the chill air heralds the arrival of something more sinister however, and the light from the sun dims briefly. In the air above, a large white dragon circles the field, an armored rider astride its back. The two pair land before the gate to Swordhold and glance back toward you, to note your approach.

As the PCs are arriving on the scene, so does Llianne and Borealis. They spot the PCs from above, and decide to have a bit of sport before demolishing the outpost and taking back their possessions. However, the two have a ways to go, giving the PCs one round to cast any preparatory spells, or make other preparations prior to being set upon. Additionally, the PCs may attempt to stall the destruction of Swordhold a round or two by bantering with the dragon and his mistress. However, all attempts to dissuade them from destroying the keep and taking back their rightful possessions are in vain.

☛ **Llianne Rimewind:** Female human favored soul 8 (Auril); hp 59; see Appendix 1.

☛ **Borealis:** Male young adult white dragon; hp 170; see Appendix 1.

Tactics: As they approach Swordhold, Llianne casts several spells in anticipation of the fight. She casts *shield of faith*, *protection from energy (fire)*, and *protection from good* on both her and Borealis. She then casts *bear's endurance* and *bull's strength* on Borealis, and *freedom of movement* on herself. At higher APs, Borealis casts *shield* on himself.

Borealis begins combat by using his breath weapon from the air. Llianne casts *divine power* on herself. On the second round Borealis lands on the top of the hill, nearest the gate of Swordhold and casts *true strike*. He'll use Power Attack on the strongest fighter spotted on the next round, giving up his entire base attack bonus for maximum damage. Llianne slides off of Borealis. If things get tough in combat, Llianne casts *obscuring mist*, in an

attempt to give Borealis an edge over the PCs that don't possess his finely tuned senses. The two are unwilling to flee from this combat, as they completely enraged at the audacity of those who stole from them.

Development: If the PCs are victorious against the combined might of Llianne Rimewind and Borealis, proceed to "Conclusion A: Thanks Befitting a King's Remembrance." If they fail, it is likely that the entire group is dead. However, it is also likely they weaken the pair enough for the rangers to finish them off, and so they may be raised from the dead once they have been transported back to the city come Spring.

Scaling the Encounter

7th-Level Characters (EL 10)

By chance the PCs are able sneak upon the duo while they are taunting the guards of Swordhold. Llianne has no time to cast prep spells before the combat begins. The PCs start 80 ft. away and get a surprise round.

10th-Level Characters (EL 12)

Llianne remains unchanged; Borealis becomes an adult white dragon. See Appendix 1.

11th-Level Characters (EL 13)

Increase Llianne by two levels; Borealis becomes an adult white dragon. See Appendix 1: NPCs.

CONCLUSION A: THANKS BEFITTING A KING'S REMEMBRANCE

Having slain the dragon and his evil mistress, you are welcomed into Swordhold as true heroes of the North. The rangers are grateful for the supplies, and once you have recovered, they lead you to the former lair of the great white dragon, where you are free to pilfer from his hoard at will. Several days later, loaded down with treasure, you make your way back into Waterdeep. The commander of Swordhold has sent you with a missive for Captain Rulathol, detailing your epic battle with the white dragon, and you are named heroes of Waterdeep.

CONCLUSION B: IN FROZEN RUIN

The day is late as you approach Swordhold from the western path. Though, you were not expecting the ruin that lay before you. The outpost appears to have been gutted, and the rangers lay about the grounds, dismembered and frozen. It appears as though the party, whatever that may be, happened without you.

After killing the rangers, and taking back their possessions, Llianne and Borealis return to the dragon's lair where it is summarily packed up and relocated in the interest of secrecy.

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 Chraal

- a. No. The dreaded evil infusions defeated the PCs.
- b. Almost. They defeated at least half of the Chraal, but not all of them.
- c. Yes. The PCs defeated all of the elemental rampagers

2. Did the PCs successfully navigate the pocked ice plain and defeat the remorhaz?

- a. No. They either never got this far or were defeated by the pits and the remorhaz
- b. Almost. They foiled the pits, but didn't defeat the remorhaz
- c. Almost. The pits gave them a lot of trouble, but they got past them and defeated the remorhaz
- d. Yes. They foiled the pits and defeated the remorhaz.

3. Did the PCs navigate the frozen lake or the mountain trail to reach Swordhold?

- a. They navigated the frozen lake
- b. They took the mountain trail, but the flinds and gnolls defeated them.
- c. They took the mountain trail and defeated the flings and the gnolls.

4. Did the PCs defeat Lianne Rimewind and Borealis?

- a. No. This duo defeated the PCs.
- b. Almost. They defeated one but not the other.
- c. Yes. They defeated both.

5. Did the PCs recover the remainder of Borealis's treasure?

- a. No.
- b. Yes.

6. Did the PCs rescue Swordhold?

- a. Yes. They saved the rangers stationed there and brought all of the much need supplies
- b. Almost. They saved the ranger stationed there, but did not bring all of the supplies
- c. No. The rangers perished.

APPENDIX 1: NPCs AND MONSTERS

A Bad Element

➤ **Chraal:** CR 6; Large elemental (cold); HD 9d8+45; hp 85; Init +0; Spd 40 ft.; AC 21, touch 13, flat-footed 21; Base Atk +6; Grp +15; Atk +10 melee (1d8+5 plus 1d6 cold, claw); Full Atk +10 melee (1d8+5 plus 1d6 cold, 2 claws) and +8 melee (2d6+2 plus 1d6 cold, bite); Space/Reach 10 ft./10 ft.; SA breath weapon, death throes, freeze; SQ DR 5/-, darkvision 60 ft., deflecting cold, elemental traits, immunity to cold, vulnerability to fire; AL NE; SV Fort +11, Ref +3, Will +5; Str 21, Dex 11, Con 20, Int 9, Wis 10, Cha 14.

Skills and Feats: Listen +4, Search +3, Spot +4; Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Multiattack.

Breath Weapon (Su): 60-foot cone, 3/day, 6d6 cold, Reflex DC 19 half.

Death Throes (Ex): When killed, a chraal explodes in an immense blast of cold energy that deals 10 points of cold damage and 10 points of piercing damage to anything within 30 feet (Reflex DC 19 half).

Freeze (Ex): A chraal generates so much cold that its mere touch, including all its attacks, deals an additional +1d6 points of cold damage. Any metallic weapon a chraal might wield in combat also conducts this cold.

Deflecting Cold (Su): The magical cold radiance that shines from the cracks in a chraal's black ice gives it a measure of defense, providing it with a +4 deflection bonus to Armor Class.

Description: An 8-foot-tall, powerful being seemingly constructed of magical ice. Jagged spurs and spines form icy ridges along its blue-black humanoid-shaped body, and cold blue light leaks from eyes, mouth, and joints of its glistening icy form. Its long, muscled arms end in sharp talons, and its mouth opens to reveal rows of wickedly sharp teeth.

When a particularly evil and hateful being perishes on either the Elemental Plane of Air or the Elemental Plane of Water, its life forces is sometimes captured by the planar powers and coalesced into a chraal. The chraal retains no knowledge of its past life and exists as a radiant cloud of cold energy trapped inside a monstrous shell of hard, bluish, black ice.

The chraal is further detailed on page 28 of the *Monster Manual III*. All the information you need to run this creature is in the above statistic block.

Sometimes the Worm Eats You

➤ **Remorhaz, advanced 10 HD:** CR 8; Huge magical beast; HD 10d10+50; hp varies, see adventure text; Init +1; Spd 30 ft., burrow 20 ft.; AC 20, touch 9, flat-footed 19; Base Atk +10; Grp +26; Atk +16 melee (3d8+12, bite); Full Atk +16 melee (3d8+12, bite); Space/Reach 15 ft./10 ft.; SA improved grab, swallow whole; SQ darkvision 60 ft., heat, low-light vision, tremorsense 60 ft.; AL N; SV Fort +12, Ref +8, Will +4; Str 27, Dex 13, Con 21, Int 5, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +9; Awesome Blow, Improved Bull Rush, Improved Natural Attack, Power Attack.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent at least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge remorhaz's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take the damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 18 Fortitude save to avoid destruction.

➤ **Remorhaz, Advanced 13 HD:** CR 9; Huge magical beast; HD 13d10+65; hp varies; Init +1; Spd 30 ft., burrow 20 ft.; AC 20, touch 9, flat-footed 19; Base Atk +13; Grp +29; Atk +20 melee (3d8+13, bite); Full Atk +20 melee (3d8+13, bite); Space/Reach 15 ft./10 ft.; SA improved grab, swallow whole; SQ darkvision 60 ft., heat, low-light vision, tremorsense 60 ft.; AL N; SV Fort +13, Ref +9, Will +5; Str 28, Dex 13, Con 21, Int 5, Wis 12, Cha 10.

Skills and Feats: Listen +11, Spot +11; Awesome Blow, Dodge, Improved Bull Rush, Improved Natural Attack, Power Attack.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent at least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed

creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge remorhaz's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take the damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 18 Fortitude save to avoid destruction.

You Flind Me at a Disadvantage

➤ **Flind Packleaders:** Male flind ranger 7; CR 9; Medium humanoid (gnoll); HD 9d8+36; hp 84; Init +0; Spd 30 ft.; AC 23, touch 10, flat-footed 23; Base Atk +8; Grp +13; Atk +16 melee (2d4+7 plus 1d6 fire/19-20, +2 *flaming flindbar*) or +9 ranged (1d8+4/x3, masterwork composite longbow); Full Atk +16/+11 melee (2d4+7 plus 1d6 fire/19-20, +2 *flaming flindbar*) or +9/+4 ranged (1d8+4/x3, masterwork composite longbow); Space/Reach 5 ft./5 ft.; SA favored enemy (human +4, elf +2), spells; SQ animal companion (wolf), combat style (archery)*, darkvision 60 ft., wild empathy +7; AL NE; SV Fort +12, Ref +5, Will +4; Str 20, Dex 10, Con 19, Int 12, Wis 14, Cha 10.

Skills and Feats: Handle Animal +10, Hide +12, Listen +12, Move Silently +12, Spot +12, Survival +12; Endurance, Manyshot, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Track, Weapon Focus (flindbar).

Ranger Spells Prepared (3rd-level caster); 1st – *endure elements, longstrider*.

Possessions: +2 *mithral chainshirt*, +1 *heavy steel shield*, +2 *flaming flindbar*, masterwork composite longbow (Str Bonus +4) with 20 arrows, ~~*potion of barkskin*~~ (+2).

➤ **Wolf Animal Companions (2):** Medium magical beast; HD 4d8+8; hp 31; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +3; Grp +5; Atk +6 melee (1d8+3, bite); Full Atk +6 melee (1d8+3, bite); Space/Reach 5 ft./5 ft.; SA trip; SQ evasion, low-light vision, scent, link, share spells; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +3, Survival +3*; Improved Natural Attack, Track, Weapon Focus (bite).

Trip (Ex): When the wolf hits with a bite attack, he can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip him.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Tricks: Attack, Down, Stay, Track.

➤ **Gnoll Hunters, 2nd-level:** Male gnoll barbarian 2; CR 3; Medium humanoid (gnoll); HD 2d8+6 plus 2d12+6; hp 32; Init +2; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base Atk +3; Grp +7; Atk +9 melee (1d8+4/x3, masterwork battleaxe) or +5 ranged (1d8+4/x3, masterwork composite longbow); Full Atk +9 melee (1d8+4/x3, masterwork battleaxe) or +5 ranged (1d8+4/x3, masterwork composite longbow); SA rage 1/day; SQ darkvision 60 ft., fast movement, uncanny dodge; AL CE; SV Fort +9, Ref +2, Will -1; Str 18, Dex 14, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Listen +6, Spot +6, Survival +5; Power Attack, Weapon Focus (battleaxe).

Possessions: masterwork chainshirt, masterwork heavy steel shield, masterwork battleaxe, masterwork composite longbow (Str Bonus +4) with 20 arrows.

Age (Ex)—1/day: hp 40; AC 17, touch 8, flat-footed 17; Base Atk +3; Grp +9; Atk +11 melee (1d8+6/x3, masterwork battleaxe); Full Atk +11 melee (1d8+6/x3, masterwork battleaxe); SV Fort +11, Ref +2, Will +1; Str 22, Con 20. Rage for 8 rounds than fatigued.

➤ **Gnoll Hunters, 3rd-level:** Male gnoll barbarian 3; CR 4; Medium humanoid (gnoll); HD 2d8+6 plus 3d12+9; hp 42; Init +2; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base Atk +4; Grp +8; Atk +10 melee (1d8+5/x3, +1 *battleaxe*) or +6 ranged (1d8+4/x3, masterwork composite longbow); Full Atk +10 melee (1d8+5/x3, +1 *battleaxe*) or +6 ranged (1d8+4/x3, masterwork composite longbow); SA rage 1/day; SQ darkvision 60 ft., fast movement, uncanny dodge, Trap sense +1; AL CE; SV Fort +9, Ref +3, Will +0; Str 19, Dex 14, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Listen +7, Spot +7, Survival +7; Power Attack, Weapon Focus (battleaxe).

Possessions: masterwork chainshirt, masterwork heavy steel shield, +1 *battleaxe*, masterwork composite longbow (Str Bonus +4) with 20 arrows.

Age (Ex)—1/day: hp 52; AC 17, touch 8, flat-footed 17; Grp +10; Atk +12 melee (1d8+7/x3, +1 *battleaxe*); Full Atk +12 melee (1d8+7/x3, +1 *battleaxe*); SV Fort +11, Will +1; Str 23, Con 20. Rage for 8 rounds than fatigued.

➤ **Gnoll Hunters (4):** Male gnoll barbarian 4; CR 5; Medium humanoid (gnoll); HD 2d8+6 plus 4d12+12; hp 59; Init +2; Spd 40 ft.; AC 20, touch 10, flat-footed 20; Base Atk +5; Grp +9; Atk +12 melee (1d8+6/x3, +2 *battleaxe*) or +8 ranged (1d8+4/x3, masterwork composite longbow); Full Atk +12 melee (1d8+6/x3, +2 *battleaxe*) or +8 ranged (1d8+4/x3, masterwork composite longbow); Space/Reach 5 ft./5 ft.; SA rage 2/day; SQ darkvision 60 ft., fast movement, uncanny dodge, trap sense +1; AL CE; SV Fort +10, Ref +3, Will +0; Str 19, Dex 14, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Listen +8, Spot +8, Survival +7; Point Blank Shot, Power Attack, Weapon Focus (battleaxe).

Possessions: masterwork chainshirt, masterwork heavy steel shield, +2 battleaxe^{*}; masterwork composite longbow (Str Bonus +4) with 20 arrows, ~~potions of barkskin (+2).~~

Rage (Ex)—1/day: hp 52; AC 18, touch 8, flat-footed 18; Grp +11; Atk +13 melee (1d8+8/x3, +2 battleaxe); Full Atk +13 melee (1d8+8/x3, +2 battleaxe); SV Fort +12, Will +2; Str 23, Con 20. Rage for 8 rounds than fatigued.

Favored of the Frostmaiden

➤ **Lianne Rimewind (EL 10, 11 and 12 version):** Female human favored soul 8 (Auril); CR 8; Medium humanoid; HD 8d8+16; hp 59; Init +1; Spd 30 ft.; AC 21, touch 11, flat-footed 20; Base Atk +6; Grp +6; Atk +9 melee (1d8+2/x3, +2 battleaxe); Full Atk +9/+4 melee (1d8+2/x3, +2 battleaxe); Space/Reach 5 ft./5 ft.; SA spells; SQ cold resistance 10; AL NE; SV Fort +10, Ref +9, Will +11; Str 10, Dex 12, Con 14, Int 10, Wis 16, Cha 16.

Skills and Feats: Concentration +12, Diplomacy +9, Sense Motive +10, Survival +8; Combat Casting, Diehard, Endurance, Spellcasting Prodigy, Weapon Focus (battleaxe).

Favored Soul Spells Known (6/7/7/6/3; 8th-level caster); 0 – create water, cure minor wounds, guidance, inflict minor wounds, light, mending, purify food and drink, read magic; 1st – cure light wounds, divine favor, ice slick^{fb}, obscuring mist, protection from good, shield of faith; 2nd – bear's endurance, bull's strength, cure moderate wounds, lesser restoration, spiritual weapon (+9/+4 melee [1d8+2/x3, battleaxe]); 3rd – deeper darkness, dispel magic, glyph of warding, protection from energy; 4th – air walk, divine power, freedom of movement.

Possessions: +2 mithral breastplate, +1 heavy wooden shield, +2 battleaxe, boots of the winterlands, cloak of resistance +2, periapt of wisdom +4, ~~potions of barkskin (+2).~~

^{fb}These spells are new from *Frostburn*. Full descriptions can be found in *Appendix 2: New Spells*.

Power-Up Suite (with divine power)—d hp 67; AC 23, touch 13, flat-footed 22; Base Atk +8; Grp +11; Atk +12 melee (1d8+5/x3, +2 battleaxe); Full Atk +12/+7 melee (1d8+5/x3, +2 battleaxe); Space/Reach 10 ft./10 ft.; SV Fort +12, Ref +11, Will +13; Str 16.

➤ **Lianne Rimewind (EL 13 version):** Female human favored soul 10 (Auril); CR 10; Medium humanoid; HD 10d8+20; hp 73; Init +5; Spd 30 ft.; AC 21, touch 11, flat-footed 20; Base Atk +7; Grp +7; Atk +10 melee (1d8+2/x3, +2 battleaxe); Full Atk +10/+5 melee (1d8+2/x3, +2 battleaxe); Space/Reach 5 ft./5 ft.; SA spells; SQ cold and fire resistance 10; AL NE; SV Fort

+11, Ref +10, Will +12; Str 10, Dex 12, Con 14, Int 10, Wis 16, Cha 16.

Skills and Feats: Concentration +14, Diplomacy +11, Sense Motive +10, Survival +9; Combat Casting, Diehard, Endurance, Improved Initiative, Spellcasting Prodigy, Weapon Focus (battleaxe).

Favored Soul Spells Known (6/7/7/7/5/3; 10th-level caster); 0 – create water, cure minor wounds, guidance, inflict minor wounds, light, mending, purify food and drink, read magic, resistance; 1st – cure light wounds, divine favor, ice slick^{fb}, obscuring mist, protection from good, shield of faith; 2nd – bear's endurance, bull's strength, cure moderate wounds, lesser restoration, remove paralysis, spiritual weapon (+11/+6 melee [1d8+3/x3, battleaxe]); 3rd – deeper darkness, dispel magic, glyph of warding, protection from energy, searing light; 4th – air walk, cure critical wounds, divine power, freedom of movement; 5th – boreal wind^{fb} (DC 19), frostbite^{fb} (DC 19), righteous might.

Possessions: +2 mithral breastplate, +1 heavy wooden shield, +2 battleaxe, boots of the winterlands, cloak of resistance +2, periapt of wisdom +4, ~~potions of barkskin (+2).~~

^{fb}These spells are new from *Frostburn*. Full descriptions can be found in *Appendix 2: New Spells*.

Power-Up Suite (with divine power and righteous might)—hp 83; AC 25, touch 14, flat-footed 25; Base Atk +10; Grp +19; Atk +17 melee (1d8+7/x3, +2 battleaxe); Full Atk +17/+12 melee (1d8+7/x3, +2 battleaxe); Space/Reach 10 ft./10 ft.; SQ DR 3/good; Str 20, Con 16.

➤ **Borealis (EL 10 and 11 version):** Male young adult white dragon; CR 8; Large dragon; HD 15d12+45; hp 170; Init +0; Spd 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 23, touch 9, flat-footed 23; Base Atk +15; Grp +23; Atk +18 melee (2d6+4, bite); Full Atk +18 melee (2d6+4, bite) and +16 melee (1d8+2, 2 claws) and +16 melee (1d6+2, 2 wings) and +16 melee (1d8+6, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, frightful presence, spell-like abilities; SQ blindsense, icewalking, immunity to cold, keen senses, paralysis, and sleep, vulnerability to fire, DR 5/magic, SR 16; AL CE; SV Fort +12, Ref +9, Will +9; Str 19, Dex 10, Con 17, Int 8, Wis 11, Cha 10.

Skills and Feats: Hide +14, Listen +18, Move Silently +18, Search +18, Spot +18, Swim +12; Blind-Fight, Flyby Attack, Hover, Multiattack, Power Attack, Wingover.

Blindsense (Ex): Borealis can pinpoint creatures within a distance of 60 feet. Opponents Borealis can't actually see still have total concealment against the dragon.

Breath Weapon (Su): 40-foot cone once every 1d4 rounds, 5d6 damage, Reflex DC 20 half.

Frightful Presence (Ex): Borealis can unsettle foes with his mere presence. The ability takes effect automatically whenever Borealis attacks, charges, or flies overhead. Characters within a radius of 150 feet

must succeed on a Will save (DC 17) or become shaken for 4d6 rounds.

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces Borealis climbs must be icy. It is always in effect.

Keen Senses (Ex): Borealis sees four times as well as a human in shadowy illumination and twice as well in normal light. He also has darkvision out to 100 feet.

Spell-Like Abilities: 1/day – *fog cloud* (5th-level caster).

☞ Borealis (EL 12 and 13 version): Male adult white dragon; CR 10; Large dragon; HD 18d12+72; hp 200; Init +0; Spd 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 26, touch 9, flat-footed 26; Base Atk +18; Grp +28; Atk +23 melee (2d6+6, bite); Full Atk +23 melee (2d6+6, bite) and +21 melee (1d8+3, 2 claws) and +21 melee (1d6+2, 2 wings) and +21 melee (1d8+9, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, frightful presence, spells, spell-like abilities; SQ blindsense, icewalking, immunity to cold, keen senses, paralysis, and sleep, vulnerability to fire, DR 5/magic, SR 18; AL CE; SV Fort +15, Ref +11, Will +11; Str 23, Dex 10, Con 19, Int 10, Wis 11, Cha 12.

Skills and Feats: Concentration +15, Hide +17, Listen +21, Move Silently +21, Search +21, Spot +21, Swim +24; Blind-Fight, Cleave, Flyby Attack, Hover, Multiattack, Power Attack, Wingover.

Blindsense (Ex): Borealis can pinpoint creatures within a distance of 60 feet. Opponents Borealis can't actually see still have total concealment against the dragon.

Breath Weapon (Su): 40-foot cone once every 1d4 rounds, 6d6 damage, Reflex DC 23 half.

Frightful Presence (Ex): Borealis can unsettle foes with his mere presence. The ability takes effect automatically whenever Borealis attacks, charges, or flies overhead. Characters within a radius of 180 feet must succeed on a Will save (DC 20) or become shaken for 4d6 rounds.

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces Borealis climbs must be icy. It is always in effect.

Keen Senses (Ex): Borealis sees four times as well as a human in shadowy illumination and twice as well in normal light. He also has darkvision out to 120 feet.

Spell-Like Abilities: 1/day – *fog cloud*, *gust of wind* (6th-level caster).

Sorcerer Spells Known (5/4; 1st-level caster); 0 – *dancing lights*, *ghost sound*, *mage hand*, *message*; 1st – *shield*, *true strike*.

Power-Up Suite

hp 236; AC 33 (34 at EL 14), touch 12 (13 at EL 14), flat-footed 33 (34 at EL 14); Grp +30; Atk +25 melee (2d6+8, bite); Full Atk +25 melee (2d6+8, bite) and +23 melee (1d8+4, 2 claws) and +23 melee (1d6+4, 2 wings) and +23 melee (1d8+12, tail slap); SV Fort +19, Ref +13, Will +13; Str 27, Con 23.

Skills and Feats: Concentration +17, Swim +26.

Appendix 2: New Spells

Boreal Wind

Evocation [Cold]

Level: Bard 5, cleric 5, druid 4, sorcerer/wizard 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./levels)

Effect: Gust of wind (20 ft. wide, 20 ft. high) emanating out from you to the extreme of the range

Duration: 1 round + 1 round/2 levels

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a strong blast of arctic air that originates from your fingertips and moves in the direction you are facing. As a stronger form of *gust of wind*, this boreal wind automatically extinguishes candles, torches, and similar protected or unprotected flames, including lanterns. Large fires (such as bonfires, a blacksmith's coals, or even a house fire) have a 50% chance to be extinguished by the *boreal wind*. Forest or grassland fires are too large to be extinguished by this spell.

All creatures caught in the area take 1d4 points of cold damage per caster level (maximum 15d4). A successful Fortitude saving throw negates the gust's effects. Those that fail the save are pushed away from the caster a distance of 3 feet per caster level. Creatures that remain in the area past the first round must make an additional saving throw each round.

A *boreal wind* can do anything a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, overturn tents and blow down small huts, scuttle a small boat, and blow gases or vapors to the edge of the range.

The wind can change direction if you actively direct it (a move action for you); otherwise, it merely blows in the same direction.

Frostbite

Conjuration (Creation) [Cold]

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature/2 levels, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You chill the air and create a layer of frost on the skin of target creatures. The targets are entitled to a Fortitude save; those who fail take 6d6 points of cold damage and 2d6 points of Dexterity damage. Creatures dropping to 0 Dexterity are frozen in a layer of ice, shivering and unable to attack, move, or defend.

Ice Slick

Conjuration (Creation) [Cold]

Level: Cleric 1

Components: V, S, DF

Casting Time: 1 standard action

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

Area: One 20-ft. square

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: No

An *ice slick* spell covers a solid surface with a layer of slippery ice. Any creature entering the area or caught in it when the spell is cast must make a successful Balance check or slip, skid, and fall. Those that succeed on the skill check can move at half speed across the surface, or can skate or glide normally. However, those that remain in the area must each make a new skill check every round to avoid falling and to be able to move. The DM should adjust skill checks by circumstance. For example, a creature charging down a hill that is suddenly iced has little chance to avoid the effect, but its ability to exit the affected area is almost assured (whether it wants to or not).

Manifest

20 5 lb wheels of cheese
30 lb cure ham
200 days of trail rations
200 feet silk rope
30 winter blankets
20 flint and steel
100 tindertwigs
30 sunrods
40 pitons
40 smokesticks
20 thunderstones
400 longbow arrows
2 wooden potion cases
20 potions of cure moderate wounds
10 scroll cases
20 scrolls of endure elements
5 scrolls of neutralize poison
5 scrolls of cure serious wounds
2 wands of cure light wounds 50 charges

Total Value: 13,600 Gold Crowns

X _____



